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## Field Report: Lyran Commonwealth 2765



Military and Logistical Assessment of the  
**Lyran Commonwealth Armed Forces**  
OFFICE OF THE SLDFCOM

K-643-003





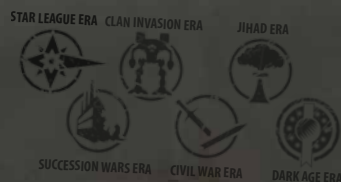
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## GATHERING FORCES...

In 2765, the Star League Defense Force was the greatest military ever assembled, unparalleled in numbers and technological prowess—but it was not alone. The House Lords and the rules of the Territorial States in the Periphery each amassed armies of their own. While none of these powers alone could challenge the sheer size and might of the SLDF, each stood ready to defend their own interests against the avarice of their neighbors.

*Field Report 2765: LCAF* describes the state of House Steiner's Lyran Commonwealth just before the events described in *Historical: Liberation of Terra (Part 1)*, including the overall military and logistical condition of one of the Great Houses that would eventually survive the collapse of the Star League and face a new age of endless war.



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# FIELD REPORT 2765: LCAF



**TO: Aleksandr Kerensky**  
**FROM: Aaron DeChavilier**  
**Date: 1 May 2765**

Alex,

Oh, these “peace-loving” Lyrans! The last of the House Lords’ realms, their recent actions not only make them the least likely to trouble us in the future, but also the easiest to compile this report on. Expect the Lyrans to stick to manufacturing as their involvement in military operations for the next decade. Of course, this could easily be altered by Marik, Amaris, or (more likely) Kuritan plans to the contrary. I know you spent some time on Tharkad, so feel to add your insights.

—Aaron

**TO: All RAF Brigade Commands**  
**FROM: Brigadier General Evan Falange**  
**Date: 27 October 3090**

As part of our ongoing follow-up series to the SLDF readiness report forwarded to all general officers, the following is the Lyran-focused military intelligence overview prepared for SLDFCOM prior to the Amaris Crisis. As ever, these reports are intended to provide historical perspective and context for the earlier SLDF source material, while familiarizing our commanders with the histories behind the military forces they might face in the future.

—Brigadier General Evan Falange, for the RAFHQ

## HOW TO USE THIS BOOK

*2765 Field Report: Lyran Commonwealth* is a *BattleTech* supplement designed to provide players with information about the state of the Lyran Commonwealth Armed Forces (LCAF) on the eve of the Amaris Coup (and before the violence of the Succession Wars).

This first section of this book—the *Commonwealth Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the LCAF’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 Commonwealth, while *Infrastructural Integrity* will present an overview of the state of LCAF support prior to the civil war.

The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various brigades of the LCAF, 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:** Thanks to the love of my life, my fiancée wife, Cherie. Thanks for embracing me and my hobby.

**Developer’s Thanks:** A very huge thanks to Joel Bancroft-Connors for helping me get this series done!

**Developer’s Note:** For more information about the Lyran Commonwealth Armed Forces, or the state of warfare before and during the Star League see *Historical: Reunification War*, *Era Report 2750*, *Field Manual: SLDF*, and *Historical: Liberation of Terra Vol I and Vol II*.



# FIELD REPORT 2765: LCAF







## OPERATION CATALOG

The public perception is that the Star League is a happy unity, with only a few problematic parties on the edges. The truth isn't nearly so neat, but in an effort to keep up the appearance of peace over the larger whole of human-occupied space, reality has been "massaged" by the Star League's best public relations experts. In actuality, the various realms lived in such perpetual state of distrust and barely disguised hostility that diplomatic catastrophes loomed almost every year.

Many of the political crises that plagued the Star League were military in nature, or mired in the politics of the Inner Sphere's neo-feudalism, but some were less about staging "pirate raids" or making claims on the thrones of neighboring states, and more a struggle against a wholly different sort of corruption. An example of this was the often-overlooked events surrounding Operation CATALOG, a campaign that began as a "police action" aimed at widespread criminal activity near the Free Worlds border, but soon led to ramifications affecting the LCAF as well.

CATALOG began as an extensive internal investigation into reports of widespread graft and corruption, mostly among the local governments, police, and militia on several worlds along the Commonwealth's border with the Free Worlds. Its focus was mainly on the region between the Bolan Thumb and the coreward reaches of the Rim Worlds Republic, where many worlds had only been settled in the centuries since the Star League's foundation. In short order, the Lyran authorities conducting the investigation learned that the corruption actually reached the ranks of several LCAF military commands.

CATALOG exposed what turned out to be an interlocking alliance of organized cartels that the Commonwealth government even suspected of crossing state borders into the Free Worlds League and Rim Worlds Republic. In an effort to shatter this super-cartel, police arrested several prominent members of the various regional governments and as many of their military and corporate accomplices as they could root out. Most of these ringleaders went quietly, but in a few cases—like a colonial governments on Al Jafr and Maisons—open conflict erupted.

Forced to use sterner measures, the LCAF was called in to deal with these criminals-turned-rebels, not only to make arrests and restore order, but to discourage any possible military opportunism from

## COMMONWEALTH OVERVIEW

Martial prowess have never been a part of the Lyran national identity the way it is in the Draconis Combine, but it would be a mistake to view the Commonwealth's warriors as less than capable or afraid of conflict. The LCAF's mid-level officers might suffer from an inordinate focus on politics and social ties, but the rest of the military is as trained and professional as those in any of the other Houses. While the Commonwealth is, generally speaking, an exemplary member of the Star League, recent events have shown that even this realm is not immune to belligerence and poor decision making.

## STRATEGIC UPDATE

As with the other House militaries, the LCAF have seen a rapid expansion of its forces in recent years. Taking the rest of the Inner Sphere by surprise, this surge was not an ad-hoc rush but an amazing jump in both equipment and combat-ready troops. The LCAF was not only able to tap the tremendous industrial capacity of the Lyran state, but also raided the rosters of many of its nobility's retinues for veteran warriors. This trick granted the Commonwealth a remarkable boost in its fighting strength, but at a more telling cost to its best reserve forces in the short term.

Each of the three Lyran sub-states operate as separate defense zones, further subdivided into smaller districts each commanded by a margrave. Although the LCAF High Command works to direct the entirety of the realm's military as one unified organization, in theory the margraves allow for quicker response time in local crises, and a streamlined coordination for all troops at the regional level. In reality, this often grants immense control over a large swath of military forces to one person, creating a system that generally works, but which also can produce some spectacular failures.

The competency of individual Lyran soldiers and officers cannot be assumed to be poor, yet the "social general" stereotype persists, and bears some weight in affecting Lyran battlefield effectiveness. When looking at the LCAF as a whole, this phenomenon is most evident among the mid-level officers, who are undoubtedly the weakest link in the chain of command. Where knowing the right people and riding the coattails of others are far from new concepts in any of today's realms, it is far more pronounced in the LCAF than any other modern military. When fighting the Lyrans, getting them to divide their forces into companies or battalions will accentuate their weak commanders, and can be used to isolate their stronger forces for piecemeal destruction as their less capable leaders fail to support them.

The greatest strength of the Commonwealth's military lies in its logistical support, undoubtedly the best of any nation beyond the Terran Hegemony itself. The SLDF may enjoy better logistics in the Hegemony and perhaps even in Commonwealth territory, but it suffers elsewhere—especially in the Periphery—due to the sheer size of its operational area. When the Lyran state is on war footing, its manufacturers and transportation chains step up, and keep their soldiers equipped with whatever they need to defend the realm. This works great as long as the lines of support are clear, so any long-term action against the Commonwealth would best utilize deep strikes to minimize this distinct advantage.

**CONTINUED ON P. 4**





## GOALS OF THE STATE

The heart of the Commonwealth is a productive industrial and mercantile capitalism that provides its citizens with the best quality of life outside of the Terran Hegemony. Peace at home, and little conflict in the neighboring nations, has shown to be the best for the Commonwealth. Despite that, assuming the Lyrans to be cowards or peaceniks would be a costly mistake. While the Lyrans leadership generally avoids unnecessary bloodshed, and the realm is not generally expansionist, the Commonwealth does not often back down at the first sign of aggression and usually avoids appeasement.

The LCAF's primary role is defensive, and most regiments are equipped as such. Transport assets are rarely organic, and a good portion of the Lyrans navy's non-military DropShips and JumpShips are leased from private parties. Forces stationed in the "interior" of the Commonwealth operate with only a month's worth of reserves for most consumables, while those on the border could last three months without resupply. The only exception to this is the Royal Guards, which have all the transport assets they could need and easy access to half a year's worth of logistical supplies.

Despite the recent incursion against the Free Worlds League, that border appears to be the least active after to the one shared with the Hegemony. While both realms hold little love for one another, both are pragmatic states generally less prone to conquest than their three peers. The Commonwealth does dispatch forces to the Hegemony border, but this is generally seen as a time for rest and relaxation, or for focus on training. Unsurprisingly, the Rim Worlds Republic—often at odds with Lyrans nobility—harbors a relatively large amount of criminal elements that have preyed upon the Commonwealth's Periphery border, forcing the LCAF to dispatch its more mobile forces in defense across the large area shared border with the Republic. Even this effect, however, pales compared to the animosity between the Commonwealth and the Draconis Combine. Not only do DCMS officers frequently disobey orders to fulfill their own version of bushido in sparring with their Commonwealth counterparts, but pirate forces have used the tensions along the Lyrans-Draconis border to step up raids and strikes. There are even rumors that some of these bandit operations are being funded by various corporate entities on both sides of the border, aimed at hurting their competition and altering local markets to suit their own needs.

Between the Commonwealth's natural tendencies and the current state of the LCAF, the Lyrans focus is expected to be on defense for at least the next few decades. Despite the blunders with their latest unauthorized offensive, the real vulnerability the Lyrans have lie in their reserve military, which is heavily reliant upon the regional nobility. With the recent expansion to the state's forces at the expense of the nobles' best and brightest, this has left most of the local ranks filled with new graduates and underachieving veterans.

## OPERATION CATALOG (CONTINUED)

the neighboring realms. There was also hope that these demonstrations of military force being used to break the crime syndicates within the Commonwealth might send a clear message to their partners across the border. Instead, both the Republic and the League border forces went on alert, fearing that the sudden movement of LCAF troops on the border worlds signaled a possible shift to war footing.

Lyrans diplomats went to work to defuse the situation as quickly as possible, but the historical enmities between Houses Steiner and Marik made it difficult, especially with the Commonwealth government unwilling to air its dirty laundry for all to see. Though matters did eventually settle down, the crisis was one more example of just how shaky the Star League's "peace" truly was toward the end...

## WHAT IF?

This report would not exist if not for a close vote in 2643. The Lyrans Commonwealth actually considered dissolution at that point, to become a more permanent part of the Star League. Had the vote actually passed, the LCAF would likely have integrated wholly into the SLDF, while more regional forces would have reverted to the control of lesser nobles.

How different would the Sphere be, if this occurred? Perhaps the Draconis Combine would have become much more reluctant to engage in their customary saber-rattling and "communications errors" if they lacked the buffer of a Lyrans government willing to sweep things under the rug so both states could save face. Meanwhile, the forces minding both sides of the Hegemony-Commonwealth border could have instead been deployed to better defend the Periphery frontiers, while improved coordination would make the same number of troops already within in the Commonwealth even more effective.

And who knows? Perhaps a Lyrans dissolution would have become a domino effect, with other states—such as the Free Worlds League—likewise eliminating their cumbersome federal government after witnessing whatever successes and profits their former Commonwealth neighbors enjoyed by letting go of their imperial domains.

Whatever the outcome, there can be little doubt that the universe as we know it would have been irrevocably changed, were it not for that one ballot cast against such a radical idea.





### THE VACUUM FLEET

There are sixty-two WarShips patrolling the Commonwealth outside those belonging to the Star League Navy. Nearly half of these ships are *Makos*, with twenty-seven of corvettes that class available. Another nine corvettes are found in four Vigilant and five Vincent (Mark 39) -class ships. Nine destroyers are present as well, including four each Lola I and Essex I WarShips, and a single Baron. The primary firepower of the Lyran navy lies in eleven *Tharkad*-class battlecruisers, and three older *Aegis* heavy cruisers from the twenty-fourth century. Rounding out the last of the navy is a trio of refurbished *Commonwealth*-class light cruisers.

The Lyran navy's patrols are performed by six squadrons, with two generally sticking to each of the three states. One *Tharkad* provides the main firepower of each squadron, alongside a light or heavy cruiser, while a destroyer and four corvettes cast a wide net as reconnaissance units. In addition to the WarShips, each squadron is often accompanied by a *Star Lord*-class JumpShip or similar large standard-core ship, which carries additional provisions for the flotilla via a cargo fleet of at least five DropShips, plus an additional combat DropShip for close defense. Given this arrangement, patrols are expected to be self-sufficient for at least a year, but rarely do they go more than six months before resupplying.

Static fleets can also be found at each state capital and Tharkad, each employing a *Tharkad* and two corvette escorts. The majority of the remaining fleet is generally kept in reserve, rotating into dry docks for maintenance and any upgrades.

Beyond the role of refit and maintenance, the Lyran naval yards have been busy of late, with new ship construction underway at virtually all of them. The Commonwealth seems to be focusing on just a few hull types, with the *Tharkad*, *Commonwealth* and *Mako* filling most of the navy's needs. Given that the *Commonwealth* design is rather ancient, we believe the new hulls of that type are being built to modern specs, perhaps matching those of the refurbished variants already operating within the Lyran fleets.

## LOGISTICAL STATUS

Blessed not only with an abundance of resource-rich worlds, but with the industrial, commercial, and logistical means to exploit them effectively, the Lyran Commonwealth ranks behind only the Terran Hegemony in terms of sheer wealth. This enables the Commonwealth to provide for virtually all of its military needs.

### ACADEMIES AND COMMAND CENTERS

Each of the Commonwealth's three regional capitals (Skye, Tamar, and Tharkad) serve as the central command hub for the defense of all systems within that region. All of these command centers in turn report to the LCAF High Command. The LCAF tries to keep most of its provincial forces within their respective states—particularly in the case of those hailing from the Skye and Donegal regions—but the only units that are actually, legally bound to one post are the Hesperus Guards. Each Lyran sub-state is further divided into smaller sections, commanded by a margrave. The sub-states can change these sectional borders, but only once every five years.

Overwhelmingly seen as the best state-run academy in the Commonwealth, the Tamar War College develops the best future leaders in the LCAF. While criticized for lackluster training in combat skills, TWC produces graduates who can not only excel at tactical and strategic warfare, but are also excellent administrators. Where most militaries have a long history of NCOs not trusting officers fresh from the academy, those in the LCAF who are assigned a TWC graduate know that they will be receiving a real commander, and not merely a boss.

The oldest Lyran academy is the Martial College of Donegal. Whereas Sandhurst on Terra has tradition to go with modern facilities, MCD just has traditions. The Lyran High Command has been looking to shut these facilities down for the past few years, but its failure to expand other schools to pick up the slack has prevented this. With so many other academies focusing on MechWarriors and aerospace pilots, MCD fills the other voids, especially for WarShip and other black navy crews.

Meanwhile, the newest Commonwealth academy is the Royal New Capetown Military Academy. This school has excellent facilities, but struggles with the terrible societal issues of the planet's native populace. The RNCMA is quickly becoming known for the quality of its armor and infantry officer graduates, but only among the LCAF. To the public at large, nothing other than hopelessly outdated racial unrest comes out of New Capetown.

Three smaller academies supplement the Commonwealth's major military schools. The Pandora College of Martial Sciences offers a wide range of occupational specialties but accommodates only small class sizes and is better known for its technician programs. The Coventry School of Warfare only trains MechWarriors, but mainly acts as a cadre program using products and support from Coventry Metal Works; the LCAF frequently must invest additional training resources for these graduates if they are assigned to 'Mechs made by another manufacturer. Finally, the Military Academy of Somerset provides adequate MechWarriors and aerospace pilots, but provides few officers of distinction.

In addition to the major academies and military colleges, each system has its own planetary militia-grade training center, which is typically limited to raising infantry and conventional armor forces suitable only to local defense. There is also the Blackjack School of Conflict, a private academy where the only entrance requirement is the ability to pay the tuition, and thus produces warriors of exactly the quality such a lack of prerequisites can lead one to expect.

In reality, the best two schools in the Commonwealth remain Sanglamore on Skye, and the Nagelring on Tharkad. Of course, as both of these are SLDF academies, the LCAF does not see them as primary sources for their officer corps.



## INFRASTRUCTURE INTEGRITY

Lyran manufacturing not only has a large capacity, but also a good name. While a “Made in the Commonwealth” label might not guarantee a quality product, examples to the contrary are remarkably few. The LCAF has plenty of military-industrial companies upon which to rely, from the famous Coventry Metal Works to the Lyran ‘Mech Corporation. While Hegemony industries have tried to cut into the Lyran market, only a few—such as StarCorps Industries—have made inroads on the Lyrans’ home turf.

Even before the Star League, the Terran Hegemony was producing cutting-edge military technology in the Commonwealth, as evidenced by the Hesperus II proving grounds. As the Hegemony-Commonwealth relationship improved, industrial cooperation between the two realms has only grown more intertwined. Most recently declassified SLDF technology today finds many of its components manufactured in the Commonwealth, even if the final product is assembled in another state. The tight specifications required of many important components can only be made at scale by Hegemony or Commonwealth factories, with Lyran manufacturers often picking up the slack when Hegemony producers begin retooling for next-generation processes.

This cooperation has long been a boon to the Lyran defense industry, which is able to use its technological and manufacturing advantages to counter the ever-present threat of Combine militarism. Another advantage, of course, has been to the citizens of the Commonwealth. The increased income from robust trade helps keep their tax rates at a relatively low level, while the flow of advanced technologies also lead to improved consumer products and other luxuries that feed the Lyrans’ profit-hungry companies’ product inventories.

Many still see the LCAF as a force dominated by heavier units, despite its large number of lighter machines, such as *Locusts* and *Stingers*. In fact, with the cessation of production of the *Ymir*, it could be argued that the signature Lyran ‘Mech is the small *Commando*. The SLDF will continue to rely heavily upon the Lyran industries for the foreseeable future, as does the LCAF, both being well supplied by this industrial nation.

## NOBLE SOULS

Augmenting the LCAF’s traditional forces are those of the Commonwealth’s lower nobility. Outside of the normal reporting structure, in addition to their liege, these troops must also report to House Troops Liaison. One would expect conflicts and miscommunications at this level to be common, but the various household guards apparently work very well with the LCAF, despite their removal from the traditional chains of command.

Part of this may be the tradition of nobles augmenting the LCAF that dates back to the founding of the various Lyran states. The Tamar Pact is the most notable example, with half of its regiments originally raised and maintained by its nobility. The other two Lyran provincial powers, while not as deeply entwined with their regional troops, nevertheless did boast significant localized militaries.

After the disaster with the York Regulars, the Commonwealth placed wide-ranging checks on the operation of these sub-national forces. In addition to reporting to the House Troops Liaison, significant limits were placed upon what these local lords can purchase for their troops. Some of these limits focus on armored units, allowing unlimited access to any combat vehicles not using fusion engines, and restricting ‘Mech units mostly to light- and medium-weight chassis. (Special dispensations and loopholes have been made, however, enabling some regional dukes to fill out their personal armies with primitive ‘Mechs, including a number of surplus SLDF Banshees that add mass—if not significant firepower—to these minor armies.)

The most notable of the minor noble armies still operating are the Tamar Tigers. This full regiment, of which two whole battalions are light ‘Mechs, while the third is primarily comprised of mediums with a smattering lights and heavies, competes with the Second Royal Guards for the best warriors in the Pact. Yet the Tigers are one of the most reliable and capable regiments that the LCAF can call upon. When the Duke of Tamar feels Tamar is not suitably defended, his Tigers will garrison provincial capital, otherwise they will rotate around the Pact.



# FIELD REPORT 2765: LCAF







## ARCTURAN GUARDS

Once known simply as the Capitol Guards, the Arcturan Guards were born when the Commonwealth's federal government moved from Arcturus to its new home on Tharkad. While the proto-states that formed the realm brought their own forces into the new alliance, the Arcturan Guards were the first mustered under the aegis of the Lyran Commonwealth itself. Originally formed with nine regiments—each named after a different muse from ancient myth—this brigade has since grown to over twice that size.

### CONDITION

The First Arcturan Guards (the Terpsichore Regiment) has recently rotated back to Arcturus. Despite the recent activity on the Combine border, it has avoided any significant action, with only eight shots fired at bandits during its entire posting. Colonel Stubing recently upgraded the regiment's immediate combat capability from fifty percent to seventy after a majority of the command's leave time was used up but is reportedly planning for "a wave of paternity leave" next year.

The Second Arcturan (the Erato Regiment) recently cracked down on the traditional Liezen "hazing" of new recruits, which requires them to serenade a current ten-year veteran of the Second. The backlash against such a long-held, and rather harmless, tradition has put the command staff on guard, not against their troops but the locals of Liezen who have taken to throwing produce (and occasionally worse) at them.

The Third has not taken to looking to their muse (Melpomene), but rather to honing its fighting skills over the past few decades. The regiment recently got a chance to practice when it "intervened" against an alleged pirate group operating across the Combine border. Despite initial bouts of diplomatic outrage, both governments declined to have the SLDF investigate the incident.

The Fourth and Fifth Guards (the Clio and Thalia Regiments, respectively) are both rebuilding after the tragic Viper incident, where the DropShip LCS Viper crashed into the Fifth Guards' parade display during takeoff with members of the Fourth inside. The tragedy has brought the two regiments closer together both are expected to undergo extensive training exercises together in the future.

Named after Calliope, the Eighth Arcturan has been tied up with a local insurrection and related terrorism on Stanzach for the past few years. Recent strikes and lock-outs between the employees and employers have sent the planet's economy in a tailspin while the populace has become embroiled in a class war. The Ninth Arcturan, by comparison, has suffered had no such issues at its current garrison, a world known mainly for its artistic retreats, though its officers suspect that this "cushy" assignment will likely lead to a much more difficult one later on.

With the first expansion regiments of the Arcturan Guards, the LCAF tried to continue its naming trend with the muses of Plutarch. The Tenth Guards (known as the Mneme Regiment), has become very steeped in many Steiner family traditions, which has won them a garrison on the current Lyran capital. The Eleventh Guards (Melete Regiment), has had no such luxury, and is presently positioned to be among the first forces to strike against the Free Worlds League if the Commonwealth should find itself engaged in the Bolan region.

The Thirteenth Arcturus nearly brought down a lawsuit against the Commonwealth military when they took the smiling face of Zeus from the Zeus Burger restaurant chain as their official logo. Rather than take the matter to the courts, Zeus Burger ultimately embraced the publicity, and added the Arcturan Shake to its menu, agreeing to "cross-promote" with the LCAF regiment. (The shake, advertised as a "liquid cinnamon roll" has remained a fixture at Zeus Burger ever since.)

The Fourteenth Guards—long known as a regiment whose officers were so haughty and self-righteous that many referred to the regiment as "the Archon's Spiel" behind its backs—is presently clawing its way back up to full strength after an embarrassing fall from grace. Having spent the better part of the last decade tasked with protecting LMC BattleMechs, the Commonwealth's second-largest BattleMech manufacturer, this force received a significant percentage of LMC's output, but during Operation CATALOG, Lyran authorities found that over a third of the Fourteenth's officers and troops were on the take, aiding local crime families in everything from the sale of illegal narcotics and prostitution to the blackmailing of equally-corrupt company officials and the smuggling of military equipment to suspected pirate groups.

The Sixteenth currently garrisons Maisons, a newer colony world recently reclaimed from its own corrupted government. When the local governor and most of the planetary rulers were exposed as members of an interstellar crime syndicate by Operation CATALOG, the Maisons militia was mobilized by the accused to defend the world against Commonwealth oppression, and efforts were allegedly made to appeal to the Free Worlds League for asylum. The rebellion was crushed by the Sixteenth's swift and brutal deployment, eliciting protests that made it all the way to the Star League Council chambers.

Known as the Archon's Boot for efficiently (but inflexibly) holding down martial law when Ramsau rebelled, the Eighteenth Guards has tried to rebuild its image. The unit has been busy in assisting in infrastructure rebuilding within the Tamar Pact. Though this has largely been a public relations campaign, the LCAF reassigned them to retrain on combat operations two years ago, concerned that the command might be getting "soft."

Securing another world that rebelled as a consequence of Operation CATALOG, the Nineteenth Arcturan Guards actually suffered badly in its efforts there. The criminal syndicates and their puppet government on Al Jafr managed to put up a good fight, thanks to a surprising number of BattleMechs





presumably acquired from bandit sources in the Rim Worlds Republic. Matters worsened when the rebels successfully bribed or misled two companies' worth of the Guards into turning against their comrades during the struggle. Margrave Lionel Khan has dispatched his own personal troops, the Khan Dragoons, to bolster Al Jafr's defenses while the Nineteenth awaits replacements. The Nineteenth's officers and troops have balked at this help, as it is suspected that these forces are there to keep an eye on the Guards more than it is to help them; after all, during the fierce fight to stabilize Al Jafr, there were many reports of Guards units resorting to savagery, such as igniting entire villages in an effort "smoke out" suspected rebels and criminals.

Recently dispatched to Ford, where it primarily protects the Ford Military Limited plant, the Twentieth has had trouble adjusting to the planet's forty-hour day cycle. Because of this, few of its warriors venture outside during "night hours," and prefer indoor facilities where the lighting is artificially controlled to simulate a more "normal" day cycle. Colonel Jonas Hvalspiser has suggested that the SLDF assign one of its own units to Ford permanently, but for now the Twentieth will make the best of their assignment.

Ostensibly assigned to Borghese to focus on "blue-water" operations, critics complain that Colonel Hassan Steiner-Oswalt has used his family connections to get his Twenty-first Arcturan Guards assigned to an extended vacation. Finally, the newest of the Guards—the Twenty-second—recently mustered and, without any defining traditions or nicknames, finds itself posted on the otherwise barren world of Poulsbo, at the intersection of the Commonwealth, the Free Worlds League and the Rim Worlds Republic.

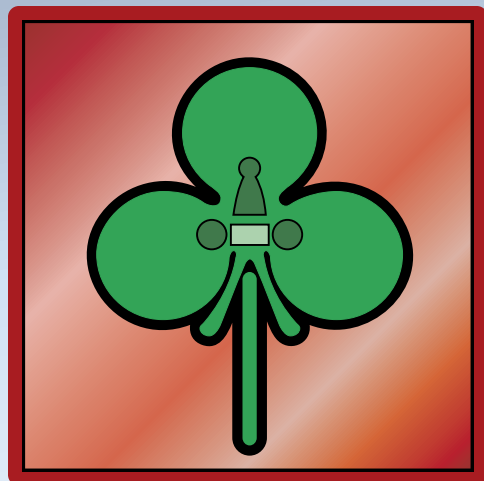
## MORALE

With much the brigade tied to the economic might of the Tamar Pact, the Arcturan Guards are well supported. Aside from the political intrigues and occasional raid, the overwhelming state of the Guards is one of boredom. With the SLDF acting as a deterrent, few large-scale military operations divert the Guards from garrison duty and training. This ennui, outside of the disgruntled Nineteenth and the enthusiastic Twenty-second, leaves the Guards free of meddling from above.

## REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Arcturan Guards (Terpsichore Regiment)	V/R	Arcturus
2nd Arcturan Guards (Erato Regiment)	R/R	Liezen
3rd Arcturan Guards (Melpomene Regiment)	E/F	Kufstein
4th Arcturan Guards (Clio Regiment)	R/R	Niangol
5th Arcturan Guards (Thalia Regiment)	R/R	Suk II
8th Arcturan Guards (Calliope Regiment)	V/R	Stanzach
9th Arcturan Guards (Euterpe Regiment)	R/R	Chafeee
10th Arcturan Guards (Mneme Regiment)	V/R	Tharkad
11th Arcturan Guards (Melete Regiment)	R/R	Gypsum
13th Arcturan Guards (Archon's Sword)	V/R	Gunzburg
14th Arcturan Guards (Archon's Shield)	G/R	Nichol's Rest
16th Arcturan Guards (Archon's Helm)	R/R	Maisons
18th Arcturan Guards (Archon's Boot)	G/R	Altenmarkt
19th Arcturan Guards (Archon's Armor)	R/Q	Al Jafr
20th Arcturan Guards (Archon's Gauntlet)	G/R	Ford
21st Arcturan Guards (Archon's Bow)	G/R	Borghese
22nd Arcturan Guards	G/F	Poulsbo





## DONEGAL GUARDS

Originally the military arm of the Protectorate of Donegal, the Donegal Guards are the most loyal of the Commonwealth's three regional brigades, and join with the Lyrans state brigades to support the Archon and his realm. When first formed, these regiments were named for famous Terran regiments that shared their predominantly Irish heritage. Newer commands have not held true to this tradition, and some of the present day forces do not seem to enjoy the same appreciation for their namesakes they once might have held.

### CONDITION

The First Donegal Guards are recuperating after suffering damage in another of the military actions that arose as part of Operation CATALOG. Though his troops fought well on the world of Ilzra, former Colonel Pierre Dumas was stripped of his command when it came to light that his own ties with the local cartel might have led to the savaging of a First Donegal company at the planet's secondary spaceport. The new Colonel, Gunter Kirisaka, is trying to move on since the regiment's recall to Donegal, and the Commonwealth authorities appear confident that the corruption on Ilzra only extended to Dumas and his immediate staff.

The Second Guards (the Leinster Regiment) is poised for any action involving the nearby Rim Worlds Republic. Two jumps from the border, the Second can quickly react to a number of crisis points along this front without leaving a hole in the Commonwealth's overall defenses, and frequently keeps at least one company in constant off-world rotation, both to patrol the region, and to work with any local forces that require assistance. Roadside also serves as an important logistical center and forward base of operations.

Though stationed on the Commonwealth's ever-tense border with the Draconis Combine, the Third Donegal (the Tyneside Brigade) has yet to experience any combat action from the Dragon or any other parties. While its presence alone could be the reason for this, it seems more likely that Ridderkerk's poor economy, with its mines tapped out and other accessible resources limited to mere subsistence levels, leaves little there worth fighting over.

While the Fourth Donegal has a long legacy as the Northumberland Fusiliers, the recent appointment of Colonel Jakob Perez has altered that legacy. In an evident effort to appeal to Steiner vanity, Perez has begun to replace the regiment's existing Anglo-inspired insignias and colors with a more Germanic style. While there have been no reports of direct insubordination, Perez might find his more traditional officers turning against him should he persist in his apparent disrespect for the Fourth's history.

Though formally known the Connaught Rangers, most people now refer to the Sixth Donegal as the Amazons, thanks to a peculiar database error used to assign cadets to Lyrans regiments filtered out all male graduates sent to this command. While recently uncovered, the LCAF has decided to let the Sixth "ride out" this imbalance rather than commit to an extensive reshuffling of troops—with mixed reactions among the regiment's fourteen current (and three incoming) male members.

The Seventh Donegal Guards (the Royal Munster Fusiliers) has recently been re-mustered. Destroyed while defending against Combine forces nearly two centuries ago, this regiment was rebuilt thanks to a temporary surge in class sizes at all the Lyrans academies. Critics think this will result in a poorer level of talent in the LCAF, but for now the Archon has given his support for the program.

The Eighth Guards, also known as the Boston Regiment because of its foreign origins, is heavily laced with warriors whose origins can be traced to the Rim Worlds Republic (thus, reminiscent of the original Boston Regiment's assistance in the Irish Civil War from 2076 to 2079). The LCAF keeps this regiment from serving actively on the Rim Worlds' border to minimize conflicts of interest, yet occasionally has been known to parade the regiment in these same regions in rare instances where such a unit might aid the Commonwealth's public relations with the Periphery mega-state.

Perhaps the most popular of the Donegal Guards, the Tenth has been the LCAF's darlings ever since its first commander, Colonel Lilly Stenman, was recorded on video using a girder to impale a charging Combine *Striker*. Despite her *Archer* being out of ammunition, she then led an attack on the Kurita line, which crumbled and retreated. The Tenth takes such considerable pride in its excellent combat standards that any warriors who fail to meet them quickly find themselves transferred to another command.

The Eleventh Donegal finds itself operating in independent battalions these days, as the regiment has been tasked with covering the three inhabited worlds in the Bella I system. This divided deployment is a replacement for previous efforts to focus all defense on the prosperous planet of Bel Two, which bandits took advantage of by raiding the other two worlds, sowing local animosity against the Commonwealth and the nearby Free Worlds League.



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Owing to family connections, the Twelfth Donegal Guards has been under the command of Colonel Tyron Winters for the past two years. While he has shown to have an excellent tactical mind, his leadership style has been likened to that of "a bad elementary school teacher". Despite the regiment's loyalty to the Commonwealth, the LCAF considers the unit's loyalty questionable, to reflect its perceived inability to successfully carry out any significant combat action under Winters' command.

The last of the Donegal Guards is the Seventeenth. Few would have guessed that this regiment would survive the brutal fighting prior to the formation of the Star League that consumed over half a dozen more experienced Donegal Guards regiments. More than a few enemy commanders have expected the Seventeenth to be composed of newly graduated soldiers, only to be overwhelmed by the Seventeenth's prowess. For this reason, the playful Seventeenth has taken to using the grinning image of the Cheshire Cat, to mock any who underestimate them.

## MORALE

Having access to the best equipment in the realm outside of the Royal Guards, the Donegal Guards brigade enjoys a happy existence for the most part. Seen as the "go to" brigade for offensive operations too large for the Royal Guards, the Donegal regiments attract officers who seek to advance on the strength of strategic skills and leadership, rather than political favors. The Twelfth is the only real exception to this general theme, and one that should be watched if only to see if its example is a precursor to a fundamental shift to the Guards' fortunes.

## REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Donegal Guards (Royal Inniskilling Fusiliers)	E/F	Donegal
2nd Donegal Guards (Leinster Regiment)	V/F	Roadside
3rd Donegal Guards (Tyneside Brigade)	V/F	Ridderkerk
4th Donegal Guards (Northumberland Fusiliers)	R/F	Sudeten
6th Donegal Guards (Connaught Rangers)	R/R	Gram
7th Donegal Guards (Royal Munster Fusiliers)	G/F	Etiler
8th Donegal Guards (Boston Regiment)	R/R	Port Moseby
10th Donegal Guards (Lilly Lancers)	E/F	Alkaid
11th Donegal Guards (Twin Towers)	R/R	Bella I
12th Donegal Guards (Deadly Dozen)	R/Q	Venaria
17th Donegal Guards (Cheshire Cats)	R/F	Trell I





## HESPERUS GUARDS

Only a decade old, the Hesperus Guards are an amalgam of two older brigades created by the current Quartermaster. While briefly tasked with guarding the Defiance Industry mining operation on Hesperus II—a harsh world better known for the Star League's Witten Industries BattleMech factory—the Ninth Tamar Marines were accidentally renamed the Ninth Hesperus Guards by an administrative oversight. Rather than correct this error of nomenclature, a peculiar political dispute arose that resulted in a new brigade, created specifically to garrison worlds near the Hesperus system. The resultant animosity between these regiments forcibly reassigned to a new identity, and the Quartermaster's staff seen as responsible for the odd shift, has become a major issue since the Guards' creation.

### CONDITION

Once known as the Second Freedom People's Defense Regiment, the Fourth Hesperus Guards is perhaps the oldest active military force outside the Terran Hegemony or Star League. Forged in the fires of the original Outer Reaches Rebellion against the Terran Alliance, the Second Freedom

PDF was the only part of its original brigade not disbanded by the Commonwealth, and was rebranded as part of the Hesperus Guards to augment the former Terran Marines regiments that make up the same multi-regimental command. The Fourth relies primarily on medium units, pressing where it has a weight advantage, and performing hit-and-run maneuvers when it doesn't. The regiment's few heavy units are grouped into a pair of companies, usually kept in reserve until an opportunity arises where their sudden extra force will do the most good.

The Sixth Hesperus is the renamed Sixth Tamar Marines, the first of the original Tamar Marine regiments to receive BattleMechs. Following that honor, this force has maintained the tradition of acting as the training regiment for the former marines, a tradition they carried into their new life under the Hesperus Guards. Unlike other cadre units, the Sixth prefers to disperse its green pilots, putting them in lances with two or three seasoned veterans. This has caught many opponents off-guard who expected such a force to field more green recruits. The Sixth would likely hold an elite rating, if it wasn't for its continuing outflow of new graduates and experienced pilots to other regiments.

The Ninth Guards is the only regiment of the Hesperus brigade to have actually set foot on Hesperus. Recently assigned to Caledonia, Colonel Stevensen Brickly has tried to bridge the divide between his command and the LCAF's logistical branch that erupted when the force was first attached to the Guards, but so far his overtures have been rebuffed. Since then, the best way to describe the mood of this regiment is "sullen". If these troops do not shake of their malaise soon, Brickly may have to resort to shuffling his senior staff. Yet despite this attitude problem, the LCAF will likely still rely heavily on this force if a major conflict arises along the Combine-Skye front; with two battalions of light BattleMechs, the Ninth is one of the few dedicated recon commands the Lyrans have at their disposal.

### MORALE

Of the three regiments, only the Sixth Guards has taken its assignment to the new brigade in stride. The Ninth's brooding has produced a force of virtual malcontents, while the Fourth feels it has been orphaned from its history, never to set foot on its homeworld again. Ending up at the bottom of the logistical chain has not improved these attitudes either. Donations from these regiments' homelands have formed a supplemental income for these troops, but these are plagued by lengthy delivery times. Any problems that crop up in the short-term would be excellent opportunities for these troops to prove themselves to the LCAF, but in this age of Star League prosperity and guardianship, it is more likely that these regiments will become another ground for troublemakers and screw-ups.

### REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
4th Hesperus Guards	R/Q	Lamon
6th Hesperus Guards	V/R	Canonbie
9th Hesperus Guards	V/Q	Caledonia





## LYRAN GUARDS

The Lyran Guards are, by far, the largest brigade in the Commonwealth. It is so large, in fact, that it is the only such force to have officers permanently established between the regimental and brigade command levels; for every ten regiments in this brigade, there is a divisional commander they must report to. (This figure includes any regiments stricken from the rolls, however, so most of the divisional commanders outside of the First Division have only around five actual regiments reporting to them.) Another exception lies in the Fifty-third and Fifty-fourth Guards, which report to the Fourth Division commander.

### CONDITION

The most powerful of its kind, the First Lyran Guards Division, comprises an impressive ten regiments, making it larger than even some SLDF brigades. Though technically loyal to the Commonwealth first, and the Archon second, First Division has been used to keep some of the more powerful nobles in line. Recently, the Second Guards saw action against bandit raiders on The Edge, while the Fourth Guards battled smugglers in the Radostov system as a consequence of CATALOG. The Seventh performed a tour of duty in the Terran Hegemony

to bolster relations between the two realms, while the Third's unauthorized attempt to "bolster relations" with a Canopian pleasure circus only earned its warriors an isolated posting on Orkney's desolate Black Rock continent while both the LIC and a special medical team evaluates the ramifications of this "encounter". The Fifth Guards is currently learning to use exoskeletons to deal with Morrigan's 3G pull, while the Sixth awaits a decision by the Star League on whether their use of a nuclear weapon in Toffen III's upper atmosphere during a raid against the Combine was a violation of the rules of warfare.

One might imagine the Second Lyran Guards Division to be the next most prestigious force in the Lyran Guards brigade, but its fortunes have waned in the last few decades, its number falling to a mere four regiments. The Twelfth Guards are stationed at the important logistical center of Cavanaugh. The Sixteenth currently garrisons the sparsely populated system of Aristotle, a world known primarily for its anarchist commune and off-limits to most Lyran citizens. As the commune slides backward in technological capacity, the Commonwealth gladly uses it as an example of how useful their government is. The Seventeenth, likewise, has received an "easy post" in the system named for adventurer/entrepreneur Ewan Rigg. Today seen more as a vacation spot than anything else, the two inhabited worlds in this system lie at opposite ends of the star's life zone, and are aptly named Tan and Ski. Half of the Seventeenth thus has become accustomed to tropics and desert terrains, while the other is skilled in surviving the kind of arctic conditions typical of Ski's long, dark winters. The most notable regiment in Second Division is the Twentieth Guards, a belligerent force that has been making trouble for the LCAF ever since it was posted on Dar-es-Salaam three years ago, clashing with the religious tenets of the natives.

The Third Lyran Guards Division is one of the two six-regiment divisions in the Lyran Guards brigade. Under Leutnant General Kristy Kiirlund, this division has become a destination for the Guards' rising stars. The entire division was the centerpiece of Operation HOUND DOG, hunting pirates who operated out of the otherwise uninhabited Circinus system. The operation was joined by a small team of SLDF observers, but the League had declined to provide troops for what was initially believed to be a "snipe hunt." Third Division has since recovered from what few casualties they suffered in that mission, and its regiments have once again been assigned to posts throughout Commonwealth space.

With just five regiments, Fourth Division is still recovering from the loss of the Thirty-first and Thirty-ninth Guards, both of which were found to be so riddled with criminal elements exposed by Operation CATALOG that the LCAF took the extraordinary step of disbanding both regiments entirely, and striking their colors from the active rolls. The Thirty-second, meanwhile, is still reeling from its own tragedy, after a freak JumpShip accident wiped out two battalions during a bandit-hunting exercise over Kirchbach. The Thirty-third Guards is currently garrisoning Fefferfer while LMC BattleMechs finishes its newest 'Mech and aerospace construction complexes there, and rumors indicate that LMC has solicited its warriors' opinions for the design of a new heavy or light assault 'Mech. The Fortieth Guards is also garrisoning an important defense manufacturer on Loxley, though Kong Interstellar currently only supplies to the SLDF, so the Lyran seem less enthused about the assignment. The Thirty-fifth is also guarding an expanding industrial effort, this time on Son Hoa, where StarCorps Industries looks to expand its facilities, while the Thirty-sixth covers a system interestingly devoid of heavy industry.

The Fifth Lyran Guards Division has absorbed the two remaining regiments from Sixth Division, eliminating a whole headquarters group and saving the Commonwealth millions of kroner in annual administrative costs. A full third of the Division is currently headquartered on Tamar, with the Forty-first listed as the official garrison force, while the Forty-fourth is expected to provide strategic reserve for the area and the Forty-third protects the sprawling Tamar Defense Industries complex. The Forty-fifth is very unhappy to have been consigned to Albion, a free-haven for pure libertarians, especially as the world is plagued by chronic pollution issues. The Fifty-fourth, meanwhile, has had no issues with pollution on Kirkcaldy, ninety percent of which is owned by Baker Pharmaceuticals. Kirkcaldy's southern continent of Liska specializes in manufacturing





operations while the management and creative activities happen in the upscale northern continent, Arcas. Meanwhile the sprawling equatorial continent of Banu is home to a few Baker outposts, from which exploration of flora for new medicinal uses is conducted. It is here the Fifth-fourth sees its most action, occasionally rescuing errant expeditions from the local fauna.

## MORALE

Generally seen as the “working stiffs” of the LCAF as a whole, the Lyran Guards are the destination of choice for those who want to serve their realm, but lack great aspirations or heavy regional ties. The Commonwealth mostly relies on these regiments as a garrison force, and generally ensures that their needs are met. While not pampered by any means, the Guards have had relatively few troublemakers given the sheer number of troops under its banner, especially since the culling of the Thirty-first and Thirty-ninth.

Without the usual links to families and regional politics found in most other Commonwealth commands, the Lyran Guard regiments are professional, but not very close-knit, with most of its warriors seeing their postings to these regiments as “just a job,” and thus lacking the *esprit de corps* most of the other brigades tend to develop. The LCAF is attempting to nurture more camaraderie among these troops, but the struggle is a formidable one.

## REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Lyran Guards (Kuhneim)	R/R	Nusakan
2nd Lyran Guards (Rüchel)	V/R	Radostov
3rd Lyran Guards (Renouard)	R/R	Orkney
4th Lyran Guards (Kalckreuth)	R/R	The Edge
5th Lyran Guards (Kleist)	R/R	Morrigan
6th Lyran Guards (Grenadier-Garde)	R/Q	Skondia
7th Lyran Guards (Owstein)	R/R	Arc-Royal
8th Lyran Guards (Rüts)	R/R	Koniz
9th Lyran Guards (Schenck)	R/R	Miquelon
10th Lyran Guards (Wedell)	V/F	Tharkad
12th Lyran Guards (Prinz von Braunschweig-Oels)	V/R	Cavanaugh II
16th Lyran Guards (Diericke)	R/R	Aristotle
17th Lyran Guards (Tresckow)	R/R	Ewanrigg
20th Lyran Guards (Prinz Louis-Ferdinand)	R/Q	Dar-es-Salaam
21st Lyran Guards (Herzog von Braunschweig)	G/R	Waldorff
23rd Lyran Guards (Winning)	V/F	Aur
24th Lyran Guards (Zenge)	R/R	Tainjin
26th Lyran Guards (Alt-Larisch)	R/R	Zdice
29th Lyran Guards (Treuenfels)	G/R	York
30th Lyran Guards (Borcke)	R/R	Skandia
32nd Lyran Guards (Fürst Hohenlohe)	R/R	Harvest
33rd Lyran Guards (Alvensleben)	R/R	Fefferfer
35th Lyran Guards (Prinz Heinrich)	R/R	Son Hoa
36th Lyran Guards (Puttkammer)	G/R	Loric
40th Lyran Guards (Schimonski)	R/R	Loxley
41st Lyran Guards (Lettow)	R/R	Tamar
43rd Lyran Guards (Strachwitz)	G/R	Oyevaina
44th Lyran Guards (Hagken)	V/R	Tamar
45th Lyran Guards (Zweiffel)	R/R	Albion
53rd Lyran Guards (Jung-Larisch)	G/R	Novara
54th Lyran Guards (Natzmer)	R/R	Kirkcaldy





## LYRAN REGULARS

As a semi-permanent unit that has been mustered and disbanded a number of times throughout history, the Lyran Regulars are very different from the rest of the LCAF. In times of war, the Regulars' ranks would swell with reenlisted veterans and soldiers rushed from boot camps with less-than-complete training. This practice made it possible for the LCAF to deploy other regiments for combat operations while the Regulars assumed garrisoning duties. This being peacetime, the current Lyran Regulars brigade is only five regiments strong, but prepared be able to grow as much as twice that size within a year as needed (a process typically accomplished by diluting the current rosters with re-enlistees and new graduates).

### CONDITION

Known colloquially as "The Officer Regiment," the First Lyran Regulars is filled with warriors who have been evaluated by the LCAF as under-performing leaders, but who could possibly be counted on to fill out the secondary officer ranks of other regiments in a crisis. Detractors point out that if the actual leadership positions of this command were not

filled by under-achievers, the LCAF could produce some better officers for the present.

At first glance, an assignment to Dove to guard the Steiner Aerospace Manufacturing complex would seem to be a politically important job. It would take a fleet to assault this system, which produces more aerospace fighters than most anywhere outside of Sol. While the House Lords have been bold enough to engage in low-level military actions, such a large war fleet would surely attract the SLDF.

The Fourth Regulars caused something of a stir in the LCAF when Colonel Michelle Eanes recently married one of her subordinates. The LCAF has since ordered Hauptmann Liza Stansfield transferred, but she has sued to block the reassignment, noting that the Commonwealth does allow fraternization between officers and only forbids relationships between direct reports. While the Commonwealth's military courts decide on the matter, the LCAF High Command has subtly made life as difficult for the regiment in an effort to pressure the two.

Having absorbed the Seventh Regulars three years ago, the Tenth Regulars is still coming together as a command. Several officers lost brevet promotions during the merger, and there are many sore egos lingering as a result. Meanwhile, the Twelfth Regulars' commander has been in close contact with the Tenth's staff, as many suspect the Twelfth might be the next Regulars regiment to disband.

### MORALE

Looking at the recent history of demobilized regiments, and being one of the lowest brigades on the Quartermaster's list, one might expect the Lyran Regulars to be plagued with low morale. Luckily for the LCAF, this is not the case. With many of the members being semi-retired and not looking for combat experience, most enjoy the low-stress environment of service in the Regulars. The Fourth Regulars is an exception to this as its warriors and staff have rallied around its commander, and has become very insular, impeding its ability to work well with any other part of the LCAF.

### REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Lyran Regulars	V/F	Orestes
2nd Lyran Regulars	R/R	Dove
4th Lyran Regulars	R/Q	Elume
10th Lyran Regulars	G/R	Firenze
12th Lyran Regulars	R/R	Mahone



## ODESSA REGULARS

The newest and smallest of all the LCAF brigades, the Odessa Regulars reflects the people of Odessa. A world whose first settlers hailed from a resource-rich area of Terra's North America (settlers who brought that wealth with them), Odessa was something of a haven where the wealthy colonists swiftly dominated the local politics, leaving the less-affluent among them consigned to performing the more mundane tasks of life. The spirit of military pageantry became popular on Odessa, but rather than risk its next generations to dangerous combat, the ruling classes formed the Odessa Regulars as a safe alternative. In the Regulars, upper-class Odessans could serve their homeland as officers, freeing up the more common LCAF troops to defend other worlds in the Commonwealth—all while continuing their customary socializing. Filling out the lower ranks of these regiments, naturally, were lower-class Odessans, the soldiers willing to do the actual work that a military unit needs.

### CONDITION

The assignment of the First Odessa Regulars to Satalice caused quite an uproar back home. Apparently, with the creation of the Second Regulars, no one considered the possibility that the LCAF would actually use the First for anything beyond holding Odessa—much less for holding a frontline post on the Combine border. The regiment is currently conducting battle drills, in an effort to improve the competence of its fighting forces. Currently, a battalion of this regiment is combat ready and another is honing its skills admirably well for its lack of experience. The last battalion's worth of troops, however, is currently the focus of an LCAF effectiveness audit, and there have been signs of possible legal actions amid charges of criminal neglect or corruption in that battalion's leadership.

While the First has been transferred, the members of the Second Regulars are enjoying an even greater prominence in Odessa's trendy society than they initially expected. With little actual service experience, most of the Second's MechWarriors have developed a curious interest in following the exploits of another LCAF regiment, which they treat as their "personal unit". Vicariously following this personal unit's movements and activities, the Second's warriors will converse at parties and other engagements as if they were a member of their personal unit, essentially building an alternate persona based on the amalgamated adventures of warriors from another command light-years away from Odessa. It is considered a breach of conduct for one Odessa Regular to appropriate the personal unit of another, but a few have been quick witted enough to "steal away" some of the more interesting regiments in the LCAF.

### MORALE

The difference in morale between the two Odessa regiments is night and day. The Second could not be happier with its lot, save the few soldiers who spend their time performing the manual labor and/or tedious paperwork their well-connected superiors avoid doing. The First, by comparison, is in shambles, with much of the regiment at a loss for what they need to actually do, and a few others trying to be transferred to the Second or even get out of their commitment to the LCAF. The LCAF would likely love nothing more than to disperse the Regulars' staff and bring in more competent officers to try and improve the regiment's effectiveness, but doing so would likely lose the complete funding that Odessa currently provides this brigade.

### REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Odessa Regulars (Warlocks)	G/Q	Satalice
2nd Odessa Regulars (Ligers)	G/R	Odessa





## ROYAL GUARDS

The Royal Guards has always been a battleground between the best warriors in the Commonwealth and the premier socialites in the LCAF. Most of this brigade's warriors are currently on the rise, and it is believed that Royal Guards can accomplish any task the LCAF High Command assigns them. The brigade's only practical limit, it seems, lies in its limited size.

### CONDITION

Of the first three Royal Guards regiments, the First is the least tied to its home region. Donegal currently lacks the independent-minded nature of Skye, or the dark pragmatism that has come to characterize Tamar, so the First can be used in situations where the other two Guards might bring political baggage. Having garrisoned Tharkad for a few decades, the First has recently been drilling with the Second to maintain its skill levels and season the Second's newer members.

In the Second Royal Guards, Operation CATALOG exposed a number of officers who had ties with criminal agencies. These officers—which included the regiment's executive officer, his lance mates, and half the regimental supply officers—were all arrested or dishonorably cashiered. An influx of new recruits and abrupt promotions has left the Second Royal's readiness below par, especially as the LCAF insists on reviewing all newcomers to verify their loyalty to the Commonwealth and House Steiner over Skye.

Though known as the Pride of Tamar, the Third Royal is currently posted on Donegal. The Commonwealth has stationed this regiment away from the Combine border ever since a few "miscommunications" in the twenty-seventh century ratcheted up diplomatic tensions between the two states. The regiment continues its longstanding tradition of practicing sword fighting for a primary form of group calisthenics—something occasionally denounced as archaic by rival regiments. Colonel Yuri Edwards-Maison requested the Quartermaster look into melee weapons for the Third's BattleMechs, but was rebuffed as the LCAF feels the progression of modern weaponry will likely eliminate 'Mech-scale melee combat in the coming decades.

The last of the Royal Guards, the Fourth, has been resting and refitting on Coventry following a classified assignment in or near the Periphery. In addition, they have been visiting classes at the Coventry School of Warfare and working with the test pilots at the famous Metal Works. Despite all this interaction, no one has been able to tease information about the regiment's most recent assignment from any of its warriors.

### MORALE

Morale is not an issue for the Royal Guards. Fiercely loyal to the Commonwealth and the Archon, this brigade is also supplied with the best equipment and remains at the top of the Quartermaster's list. In this brigade, motivation is every bit as important as skill. Otherwise-excellent MechWarriors who show a tendency to "buck the system" in any way are often barred from the Royal Guards to maintain the regiments' high morale and professionalism.

### REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Royal Guards (Pride of Donegal)	E/F	Tharkad
2nd Royal Guards (Pride of Skye)	V/F	Tharkad
3rd Royal Guards (Pride of Tamar)	E/F	Donegal
4th Royal Guards (Pride of the Commonwealth)	E/F	Coventry



## SKYE RANGERS

The sixteen BattleMech regiments of the Skye Rangers make it the largest of the Commonwealth's provincial brigades. The Skye Rangers also possess a fierce sense of individualism not found in either the Donegal Guards, or the former Tamar Marines. This attitude is often mistaken for sedition, and a rare few episodes have only reinforced this belief, both in the eyes of the public and among the Rangers themselves, yet it bears repeating that the current leaders of the Federation of Skye maintain their ultimate loyalty to House Steiner and the Lyran Commonwealth.

Despite the fact that the Skye Rangers are somewhat difficult to work with, the LCAF still relies heavily upon them for the realm's greater defense, and tries to placate them by allowing roughly half of these forces to remain in the Isle while the other half are scattered throughout the nation. The LCAF has shown willingness in the past to use the Rangers in offensive operations, but they are generally not the first choice, due to the amount of political maneuvering and public relations work to cover any "incidents" that might occur.

## CONDITION

The oldest of the Rangers, the First Skye Rangers has eschewed the political arena to hone its combat skills. In addition to being of superlative quality on land, the First is also well suited for underwater combat, thanks to having a heavy concentration of energy weapons on all of its 'Mechs, as well as all the supplies and technical support needed to replace half the regiment's stock missile launchers with equivalent torpedo launch systems in under twenty-four hours.

The Second Skye Rangers is overcoming turbulent times. Most of its senior officers were replaced within the past year as part of the Operation CATALOG fallout, after Lyran intelligence discovered they had been selling off parts and supplies to black market connections. Currently, a fifth of this regiment has now been sidelined due to lack of vital components.

The Third Skye Rangers, known as the Duke's Own, attempted to use its political clout to appeal the regiment's recent deployment to the Combine border. A few messages from the Duke of Skye found them withdrawn to Skye, but also saw the reassignment of a senior general to a dead-end position in the brigade's financial office. While there is no doubting the Third's political power, the LCAF must be wondering if this command is truly useful beyond its parade duties.

Looking at the service records of the MechWarriors of the Fourth Skye Rangers, one might suspect it is a training command. In reality, the Fourth has endured an inordinate number of casualties of late while protecting the Vegan system against "unauthorized excursions" from the Draconis Combine. Pulling the regiment back to rebuild has been suggested, but currently the Fourth's commanders want to "stick it out" to the end of its original tour schedule.

The Fifth Skye Rangers have been deployed to what some call the Commonwealth's "Wild East," a region near the Combine border where there are few SLDF garrisons nearby. Where many other regiments in such a situation might drill on tactical operations, the Fifth works heavily on rapid deployments, and often changes its local base of operations every few week or so. If the Combine does invade the Commonwealth and the SLDF is unable to intervene, the Fifth will likely be able to stage an effective reactive defense, no matter where it is needed in the region.

Despite being stationed on the Combine border, the Eighth's warriors do not seem to be concerned, thanks to the nearby deployment of the SLDF's Eleventh Mechanized Infantry Division, with which they occasionally coordinate operations. Reports also indicate that drinking contests between these troops often follow these operations. The LCAF is reportedly looking into this "concern," but we have frankly been so happy with the Eleventh's performance that SLDF Command is largely unconcerned as long as there are no incidents.

Despite the greater historical animosity between Houses Steiner and Kurita, the last major Lyran action was against the Free Worlds League. As part of the border defense on the League front, the Ninth Rangers are located in the sparsely-populated Shiloh system, where they constantly struggle to avoid mingling (and clashing) with the religiously minded, anti-technology locals.

The Tenth Skye Rangers have been tasked with the unpleasant job of garrisoning Altoona. Not to be confused with the Davion system of the same name, Altoona III is only marginally inhabitable via filter masks. Also required for life on this world is intense irradiation of all food raised outside of the domes that house the few hundred thousand people in this mining colony. The Fifteenth Rangers, previous stewards of this garrison, were said to be immensely glad to head for the Combine border, leaving the Tenth to take care of Altoona III for the next few years.

Known as "the Bloody Valentines," the Fourteenth Skye Rangers have once again upset the locals with their "anti-love" celebrations in February. Despite numerous disciplinary measures from almost every level of command, the Fourteenth persists in its strange "tradition" of inciting massive, bare-knuckle brawl-fests throughout much of the month, inviting in both support staff and locals. Amazingly, in almost two hundred years of this practice, there have been no deaths, and very few (if any) of the regiment's warriors have missed a day of work due to



# FIELD REPORT 2765: LCAF



injuries from the fighting. (However, thousands of man-days *have* been lost due to the disciplinary measures that ensue in the ongoing effort to put an end to this chaos.)

The Sixteenth and Seventeenth Skye Rangers will forever be linked together. Known respectively as the Ladies and Boys of Summer, both forces originally mustered on Summer, and continue to attract recruits from the Summer system. (Their names, incidentally, come from the regiments' initial gender-balance ratios, which have since grown more equalized.) The LCAF rotates each of these commands back to Summer every few years, whereupon the native-born members of the returning regiment tend to expend much of their built-up leave time—a condition that often renders the regiment woefully understaffed for the duration of its homeworld deployment.

Originally feeling isolated on Premana, only approachable via inhabited systems from the rimward direction (at least without leaving Commonwealth space), Colonel Arturius Lesko started tryouts for the Twentieth Skye's baseball team. After playing competitively against Premana's professional teams in exhibitions, the Rangers were invited to join the local league and are currently the planet's reigning champions. A few franchise owners have tried to get the LCAF to redeploy the regiment, but even the most powerful nobles on Premana have little pull with the Commonwealth military.

The Twenty-first Skye Rangers find themselves on the mend after a run-in with two Combine regiments during a "miscommunication." Though a low-level communications officer was disciplined for the incident, no one believes the official story—especially not the Twenty-first, which lost over half of its manpower to Kuritan guns. While their regiment is currently just over a battalion strong, its survivors are of top caliber, many receiving invitations to join the Third Royal Guards. All have said no at this point, though it could be loyalty to their fellow Rangers, or guilt over leaving them while they are so depleted, that keeps them around.

Replacing the Twenty-first on the Combine border, the Twenty-second Skye Rangers will have to show its mettle. This is not so much because of the impending Combine raids, but the horribly over-processed fare the locals call food. With all of the planet's native flora and fauna inedible in its natural form, and planetary laws requiring foreign organisms to be segregated, Tsukude is heavily reliant upon imports for anything outside of the dietary minimums for survival. The rest undergoes so much chemical reconstitution that the results are often shocking to newcomers and visitors alike.

The newest Rangers regiment—the Twenty-fifth—is probably also the brigade's most deadly. For that reason, its posting on Pardeau was the tipping point that convinced HartfordCo to expand the company's new Von Luckner manufacturing site in that system. Currently producing just a few dozen tanks at a time while the factories are fine-tuned, HartfordCo believes it will exceed the Star League's demand, opening up the possibility of large-scale sales to member-states like the Lyran Commonwealth.

## MORALE

Though the relationship between the Isle of Skye and the remainder of the Commonwealth can be testy at times, the Skye Rangers are mostly content at the present. Backed by the funding of both Skye's ruling nobility and much of its regional defense spending, the Rangers receive most of what they requisition without question. The greatest tensions are actually seen among the individual regiments, as their primary loyalties and agendas tend to differ greatly. Some agitate for action against the Combine no matter who calls the shots, while others are divided in whether they place loyalty to their home province or that of the whole Commonwealth.

## REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
1st Skye Rangers (Skye's Own)	V/R	Talisker
2nd Skye Rangers (Lords of the Isle)	R/Q	Izar
3rd Skye Rangers (The Duke's Own)	R/Q	Skye
4th Skye Rangers (Albion)	R/Q	Vega
5th Skye Rangers (The Fighters)	V/R	Accrington
8th Skye Rangers (Eradicators)	R/Q	Kessel
9th Skye Rangers (Nightfury)	V/R	Shiloh
10th Skye Rangers (Black Watch)	R/R	Altoona
14th Skye Rangers (The Bloody Valentines)	R/Q	Menkent
15th Skye Rangers	G/R	Dromini VI
16th Skye Rangers (The Ladies of Summer)	V/Q	Phecda
17th Skye Rangers (The Boys of Summer)	R/Q	New Kyoto
20th Skye Rangers (Storm Wardens)	G/R	Premana
21st Skye Rangers	R/Q	Phalan
22nd Skye Rangers (Sabres)	R/F	Tsukude
25th Skye Rangers	E/F	Pardeau



## YORK REGULARS

Formerly the personal forces of the powerful Dukes of York, a failed attempt at secession in the middle of the Twenty-seventh century left the loyalist survivors integrated as new arm of the Commonwealth Armed Forces. Still, the current brigade has become a dumping ground for those who have made enemies of the wrong people. A rare few have escaped assignment to the York Regulars, but most find their careers with this regiment are at an end the moment they join up.

### CONDITION

The Twenty-third York Regulars is perhaps the most formidable regiment in the Inner Sphere—should the conflict in question only occur in formal attire. This accumulation of “social generals” is a mess on the battlefield, tripping over itself almost literally. While few of the officers posted here came to be in this regiment as a result of social gaffes, fewer still have the combat capability to earn a second chance.

Quite the opposite, the Twenty-seventh York is collection of excellent MechWarriors who have simply failed at social functions. While disdained by most of the “high-minded” lords and other affluent members of Lyran society, the Twenty-seventh has evolved into an excellent troubleshooting force for the Archon. A few rare members of the LCAF actually request transfer into this regiment as a means of avoiding the potential political infighting that runs rampant in Commonwealth ruling society. The Twenty-seventh recently returned from chasing a Rim Worlds Republican incursion back to Star’s End, showing their tactical skill by routing the raiders.

The last of the York Regulars, the Thirty-first is a collection of malcontents and low-level criminals. Currently garrisoning an unremarkable system on the border with the Draconis Combine, this regiment has been used as cannon fodder in operations over the past century. In addition to housing some of the most notorious undesirables of the LCAF, every member of the Ryder family (the former rulers of York), is assigned to this regiment. Tempest Ryder, the current scion of the family, has risen to the rank of major, in an effort to help erase the stain on their honor.

### MORALE

Little can be expected of regiments specifically earmarked for the LCAF’s unwanted, but the Twenty-seventh has nevertheless risen above all expectations. While hardly the shining example of the Commonwealth, the Envy regiment can still be expected to do any task assigned it, but operates far better alone than as part of a larger operation. By way of comparison, the warriors of the Twenty-third mostly sulk, and strain the abilities of their senior officers to keep the regiment even remotely combat-capable. The Thirty-first, meanwhile, requires an extra platoon of military police just to keep the regiment from self-destructing, yet shows a remarkable sense of unity in the field, especially when compared to the Twenty-third.

### REGIMENTAL STATUS

Regiment	Exp/Loy	Homeworld
23rd York Regulars (Pride)	G/R	Dell
27th York Regulars (Envy)	E/R	Chateau
31st York Regulars (Gluttony)	R/Q	Tukayyid





# 2765 LCAF RULES ANNEX

The following special rules are designed to work in conjunction with those presented in *Field Manual: SLDF* (see pp. 240-248, *FM:SLDF*), while presenting game material more suitable to forces generated for the Lyran Commonwealth. As such, they generally focus on special Random Assignment Tables (RATs) tailored to the late Star League-era LCAF, while also providing data on the *Commonwealth*-class WarShip that played a significant role in the Lyran navy.

For additional rules appropriate to the era, players should consult both *Field Manual: SLDF* and *Era Report: 2750*. The two volumes of *Historical: Liberation of Terra* may also prove enlightening, as it details events that unfold soon after the point in history described by this book.

## RANDOM ASSIGNMENT TABLES

Random Assignment Tables (RATs) are designed to aid players who wish to quickly generate diverse forces for game play, but can also be used as a guide when determining the likely equipment used by a given faction during a campaign set in the late-Star League period. Players are not required to use these tables, but they can be immensely helpful in a pinch when generating Lyran Commonwealth military forces. If used, the following tables and rules replace those presented in the core rulebooks, such as *Total Warfare* and *A Time of War*.

### USING THE RANDOM ASSIGNMENT TABLES

The Random Assignment Tables (RATs) presented here are more extensive than those seen in the core rulebooks, and are meant to reflect the various levels of equipment quality and types that forces may draw upon based on their prestige, reliability, and so forth. They are used when determining the specific units fielded as part of a given force, after the determination of weight classes of each force's components lances or companies.

When using these advanced RATs to identify the specific units, first determine the appropriate Dice Roll modifier for the force being generated via the Dice Roll Modifiers by Command Table. This reflects the equipment quality assigned to the brigade the force hails from (as noted in this book). The modifier is then applied to all 2D6 dice rolls used to generate specific BattleMech, Combat Vehicle, and Aerospace assignments for that force.

#### Record Sheets

Record Sheets for these units may be found in their respective Record Sheet books (be they in PDF-exclusive format or print). A list of these sources (as abbreviated in each Random Assignment Table presented here) is given in the Record Sheet Source Table.

When randomly assigning pilot quality, the appropriate tables in *Total Warfare* (see p. 273, *TW*) still apply.

### RECORD SHEET SOURCE TABLE

Abbr.	Product Number	Source
3039	BC212p	Record Sheets: 3039 Unabridged
3050U-C	BC205	Record Sheets: 3050 Upgrade, Clan and Star League
3057R	FPR35007p	Technical Readout: 3057 Revised
3058U-C	BC-203Ap	Record Sheets: 3058 Upgrade, Clan and Star League
3058U-I	BC-203Bp	Record Sheets: 3058 Upgrade, Inner Sphere
3075	CAT35167p	Record Sheets: 3075
3085	CAT35168p	Record Sheets: 3085
3085-PP	BC-214p	Record Sheets 3085: Project Phoenix
Klondike	CAT35230ap	Record Sheets: Operation Klondike
Klondike	CAT35230	Historical: Operation Klondike
Hist:RW	CAT35231	Historical: Reunification War
XTRPrim2	CAT35XT002p	Experimental Technical Readout: Primitives V2
XTRRetro	CAT35XT008	Experimental Technical Readout: RetroTech

Battlecorps.com: The Record Sheet sources listed above may be ordered online at the BattleCorps BattleShop (<https://www.battlecorps.com/catalog/>)

### 2765 MASTER EQUIPMENT LEVEL TABLES (LYRAN COMMONWEALTH)

#### DICE ROLL MODIFIERS BY COMMAND TABLE

Command	Modifier
Royal Guards	+4
Donegal Guards	+3
Odessa Regulars	+3
Skye Rangers	+2
Arcturan Guards	+2
Lyran Guards	+1
Hesperus Guards	+0
Lyran Regulars	+0
York Regulars	+0

#### DICE ROLL MODIFIERS FOR DROPSHIPS

Command	Modifier
Fleet	+4
Transport	+0

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## LYRAN COMMONWEALTH RANDOM ASSIGNMENT TABLES

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	F59-H Firestarter [35] (3039)	SCP-1N Scorpion [55] (3039)	CRS-6C Crossbow [60] (3075)	LGB-7Q Longbow [85] (3058U-I)
3	COM-1D Commando [25] (3039)	AL-A1 Alfar [55] (Hist:RW)	OSR-2C Ostroc [60] (3039)	BNC-3E Banshee [95] (3039)
4	OTT-7J Ostscout [35] (3039)	CDA-2A Cicada [40] (3039)	TDR-5S Thunderbolt [65] (3039)	STC-2C Striker [80] (3058U-C)
5	WSP-1A Wasp [20] (3039)	DV-6M Dervish [55] (3039)	CRS-6B Crossbow [60] (3075)	VTR-9B Victor [80] (3039)
6	STG-3R Stinger [20] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ON1-K Orion [75] (3039)	BLR-1G BattleMaster [85] (3039)
7	COM-2D Commando [25] (3039)	STN-3L Sentinel [40] (3050U-C)	TDR-5S Thunderbolt [65] (3039)	BWP-2E Ymir [90] (3075)
8	LCT-1S Locust [20] (3039)	GRF-1N Griffin [55] (3039)	WHM-6R Warhammer [70] (3039)	STK-3F Stalker [85] (3039)
9	F59-H Firestarter [35] (3039)	HBK-4G Hunchback [50] (3039)	ARC-2R Archer [70] (3039)	AWS-8Q Awesome [80] (3039)
10	FLC-4N Falcon [30] (3039)	GRF-1N Griffin [55] (3039)	GLT-3N Guillotine [70] (3050U-C)	BWP-3A Ymir [90] (3075)
11	THE-N Thorn [25] (3050U-C)	SHD-2H Shadow Hawk [55] (3039)	CRD-2R Crusader [65] (3075)	THG-11E Thug [80] (3050U-C)
12	PNT-8Z Panther [35] (3039)	CRB-27 Crab [50] (3050U-C)	MAD-1R Marauder [75] (3075)	EMP-6A Emperor [90] (3058U-C)
13	HSR-200-D Hussar [30] (3050U-C)	LNK-9Q Lynx [55] (3058U-C)	CHP-1N2 Champion [60] (3050U-C)	KGC-000 King Crab [100] (3050U-C)
14	MCY-99 Mercury [20] (3050U-C)	GLH-1D Galahad [50] (3075)	WHM-6Rb Warhammer [70] (3075)	HGN-732 Highlander [90] (3050U-C)
15	NTK-2Q Night Hawk [35] (3058U-C)	AL-D1 Alfar [55] (Hist:RW)	FLS-8K Flashman [75] (3050U-C)	PLG-3Z Pillager [100] (3058U-C)
16	TLN-5W Talon [35] (3058U-C)	GRF-2N Griffin [55] (Klondike)	WHM-6Rb Warhammer [70] (3075)	BLR-1Gc BattleMaster [85] (3075)
Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Beagle Hover Scout [15] (3050U-C)	Prowler Multi-Terrain Vehicle [55] (3085)	SRM Carrier [60] (3039)	Alacorn Tank Mk III [95] (3058U-C)
3	Tracked APC (LRM) [10] (3039)	Thor Artillery Vehicle [55] (3050U-C)	Thumper Artillery Vehicle [60] (3075)	Alacorn Tank Mk IV [95] (3058U-C)
4	Packrat LPRV PKR-T5 [20] (3039)	Condor Hovortank [50] (3039)	Gallant Urban Assault Tank [70] (Hist:RW)	Fury Tank II [80] (3050U-C)
5	Hover APC (SRM) [10] (3039)	Maxim Hover Transport [50] (3039)	Burke Tank [75] (3050U-C)	Mobile Long Tom [95] (3039)
6	Heavy Wheeled APC [25] (3060)	Goblin Tank [45] (3039)	Magi ISV [75] (3050U-C)	Rhino Tank (MG) [80] (3050U-C)
7	Galleon Tank GAL-100 [30] (3058U-I)	Tiger Tank T-12 [55] (Hist:RW)	Bulldog Tank [60] (3039)	Puma Tank PAT-005 [95] (3050U-C)
8	J. Edgar Hovortank [25] (3039)	LTV-4 Hover Tank [50] (XTRPrim2)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
9	Cyrano Gunship [30] (3050U-C)	Turhan UCV [50] (3075)	Marsden Tank II-A [60] (3075)	Puma Tank PAT-005 [95] (3050U-C)
10	Ripper VTOL [10] (3050U-C)	Zephyr Hovortank [40] (3050U-C)	Manticore Tank [60] (3039)	Fury Tank II [80] (3050U-C)
11	Chevalier Tank [35] (3060)	Prowler Multi-Terrain Vehicle [55] (3085)	Von Luckner Tank VNL-K65N [75] (3075)	Puma Tank PAT-005 [95] (3050U-C)
12	Beagle Hover Scout [15] (3050U-C)	Maxim Hover Transport [50] (3039)	Demon Tank [60] (3050U-C)	Rhino Tank (ML) [80] (3050U-C)
13	Lightning Attack Hovercraft [35] (3050U-C)	Chaparral Artillery Tank [50] (3050U-C)	Marksman Artillery Vehicle [65] (3050U-C)	Alacorn Tank Mk VI [95] (3058U-C)
14	Gabriel Recon Hovercraft [5] (3050U-C)	Goblin Tank (SRM) [45] (3039)	Von Luckner Tank (Star League) [75] (Klondike)	Fury Tank II [80] (3050U-C)
15	Maultier Hover APC [15] (3058U-C)	Condor Hovortank [50] (3039)	Manticore Tank [60] (3039)	Mobile Long Tom [95] (3039)
16	Packrat LPRV PKR-T5 [20] (3039)	Tiger Tank T-12 [55] (Hist:RW)	LRM Carrier [60] (3039)	Rhino Tank [80] (3050U-C)
Roll	Light Fighters	Medium Fighters	Heavy Fighters	DropShips
2	SB-27 Sabre [25] (3075)	LCF-R15 Lucifer [65] (3039)	TFN-3M Typhoon [90] (3075)	Gazelle (2351) (3057R)
3	SYD-21 Seydlitz [20] (3039)	LTN-G15 Lightning [50] (3075)	CHP-W5 Chippewa [90] (3039)	Lion (2595) (3057R)
4	THK-43 Tomahawk [45] (3050U-C)	SL-25 Samurai [50] (3039)	TFN-2A Typhoon [90] (3075)	Dictator (2600) (3075)
5	SB-27 Sabre [25] (3075)	LTN-G15 Lightning [50] (3075)	EGL-R6 Eagle [75] (3075)	Leopard (2537) (3057R)
6	CNT-1D Centurion [30] (3075)	LCF-R15 Lucifer [65] (3039)	CHP-W5 Chippewa [90] (3039)	Fortress (2613) (3057R)
7	SYD-21 Seydlitz [20] (3039)	HCT-213 Hellcat [60] (3075)	TRB-D36 Thunderbird [100] (3075)	Leopard CV (2581) (3057R)
8	SPR-H5 Sparrowhawk [30] (3039)	LCF-R15 Lucifer [65] (3039)	HMR-HD Hammerhead [75] (3050U-C)	Union (2708) (3057R)
9	SYD-21 Seydlitz [20] (3039)	HCT-213D Hellcat [60] (3075)	CHP-W7 Chippewa [90] (3039)	Intruder (2655) (3057R)
10	THK-53 Tomahawk [45] (3050U-C)	HCT-213B Hellcat II [50] (3050U-C)	AHB-443 Ahab [90] (3050U-C)	Fortress (2613) (3057R)
11	F-10 Cheetah [25] (3039)	GTHA-500 Gotha [60] (3050U-C)	RPR-100 Rapier [85] (3050U-C)	Leopard CV (2581) (3057R)
12	THK-63 Tomahawk [45] (3050U-C)	IRN-SD1 Ironsides [65] (3050U-C)	TRB-D46 Thunderbird [100] (3075)	Achilles (2582) (3057R)
13	ZRO-114 Zero [35] (3050U-C)	F-90 Stingray [60] (3039)	RPR-101 Rapier [85] (3050U-C)	Titan (2647) (3057R)
14	RGU-133E Rogue [40] (3050U-C)	SL-26 Samurai [50] (3039)	CHP-W7 Chippewa [90] (3039)	Intruder (2655) (3057R)
15	THK-63 Tomahawk [45] (3050U-C)	HCT-214 Hellcat II [50] (3050U-C)	RPR-101 Rapier [85] (3075)	Model 96 "Elephant" (2600) (3075)
16	RGU-133P Rogue [40] (3050U-C)	LCF-R15 Lucifer [65] (3039)	TFN-3M Typhoon [90] (3075)	Gazelle (2351) (3057R)





## COMMONWEALTH (LIGHT CRUISER)

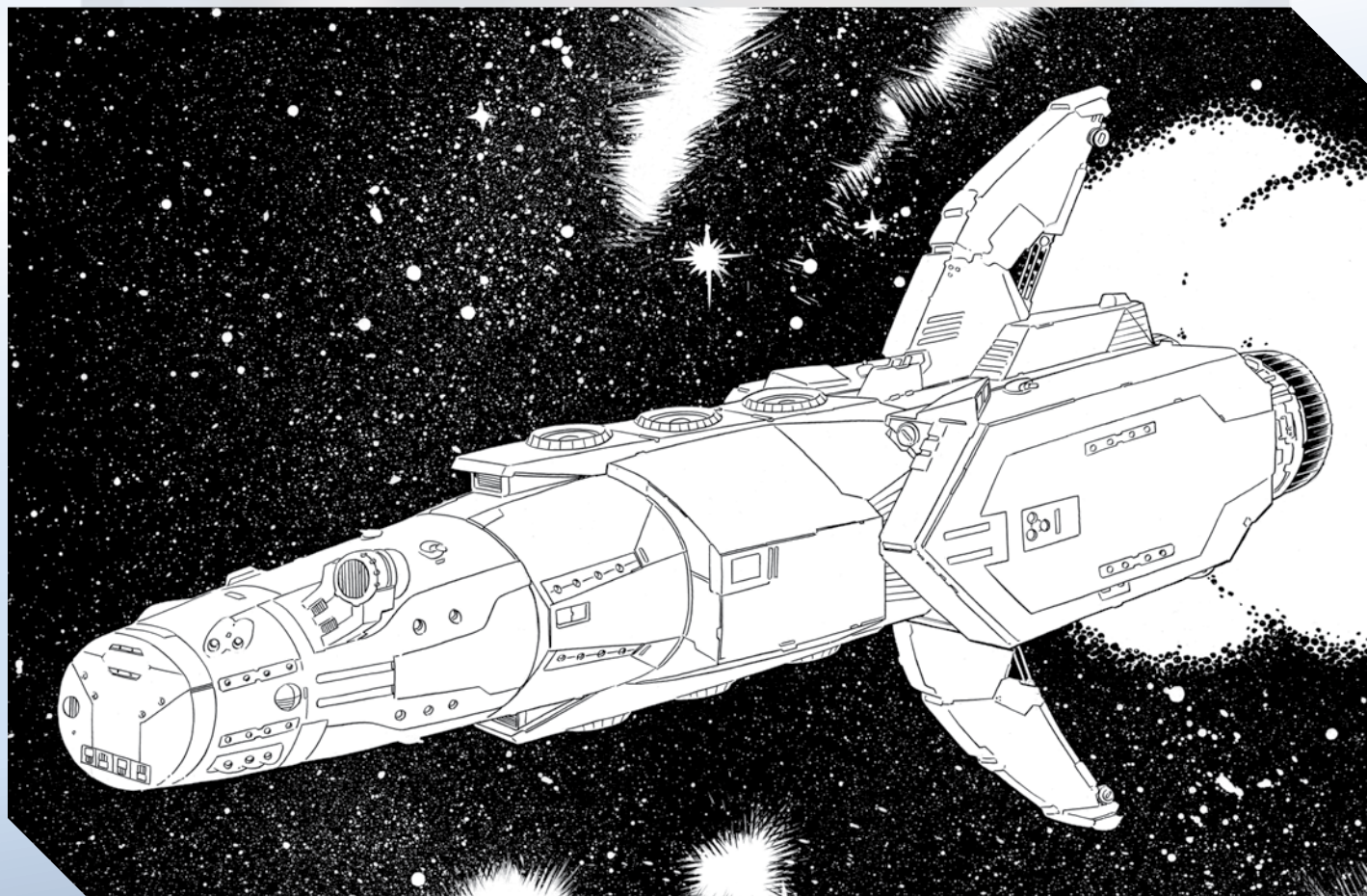
When the Lyran Commonwealth began seeking assistance with its first forays into domestic WarShip construction, it soon caught the attention of Di Tron Industries. As the producer of the successful *Dart*-class cruiser, and with its new *Aegis*-class scheduled for launch in a year, Di Tron was at the forefront of the latest innovations in WarShip design. This also bound Di Tron to a number of Terran Hegemony legal restrictions preventing the sale of restricted technologies, but such legalities were not going to stop Lyran businessmen, and—two months' of financial chicanery later—Ioto Galactic Enterprises made its debut on the Tharkan stock exchange.

Slightly heavier, but more compact than the *Dart*, the *Commonwealth*-class light cruiser employed a number of technological advancements, the most noticeable of which were larger engines and more sophisticated armor than seen in most non-Terran ships.

Armed with an extensive missile battery, the *Commonwealth* could outrange many likely opponents. A heavy laser system reinforced the missiles, while heavy autocannons, would discourage most enemy ships from getting too close. Most importantly, six docking collars would tap the *Commonwealth* into the growing trend towards DropShip use, ensuring the longevity of the class.

Produced for years at the Port Sydney Naval Yards, the *Commonwealth* would prove a solid performer alongside the castoff Hegemony ships that the Lyrans would ultimately stock their navy with. Like most of the vessels of its generation, few of these ships survived long past the Reunification War. Germanium was too valuable to be tied up in mothballed hulls, so most were scrapped over the long peace.

In the years just before Stefan Amaris seized the throne, the Lyran Commonwealth began to reinforce its WarShip fleets, and once again turned its attention to the familiar *Commonwealth* class. The newer version that launched in 2765 featured newer technologies, including revised missile systems and a rearranged flight deck. These ships would serve mainly as escorts for *Tharkad*-class battle cruisers through the early Succession Wars, but powerful navies on both fronts, and the destruction of the Commonwealth's heavy aerospace industries, it was only a matter of time until the *Commonwealth*—and the rest of the Lyran fleet—all but ceased to exist.





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## COMMONWEALTH-CLASS LIGHT CRUISER

**Tech:** Inner Sphere

**Introduced:** 2375 [Block I], 2765 [Block II]

**Mass:** 700,000 tons

**Length:** 694 meters

**Sail Diameter:** 1,003 meters

**Fuel:** 5,000 tons (12,500)

**Tons/Burn-day:** 39.52

**Safe Thrust:** 3

**Maximum Thrust:** 5

**Sail Integrity:** 5

**KF Drive Integrity:** 15

**Heat Sinks:** 3200

**Structural Integrity:** 50

**Battle Value:** 98,421 [Block I], 102,832 [Block II]

### Armor

**Nose:** 75

**Fore-Sides:** 75

**Aft-Sides:** 75

**Aft:** 75

## BLOCK I

### Cargo

Bay 1: Small Craft (22) 5 Doors

Bay 2: Cargo (89,058 tons) 2 Doors

**DropShip Capacity:** 6

**Grav Decks:** 2 (145-meter diameter each)

**Escape Pods:** 30

**Life Boats:** 35

**Crew:** 50 officers, 140 enlisted/non-rated, 100 gunners, 120 marines, 110 bay personnel

**Notes:** Equipped with 700 tons of Improved Ferro-Aluminum Armor

### Weapons:

#### Arc (Heat) Type

#### Nose (420 Heat)

	Heat	Short	Medium	Long	Extreme	Class
4 NL 55	340	22	22	22	22	Capital Laser
4 Killer Whale (40 missiles)	80	16	16	16	16	Capital Missile
8 Machine Guns (800 rounds)	0	2 (16)	—	—	—	Point Defense

#### FL/FR (446 Heat)

8 NL 35	416	28	28	28	—	Capital Laser
2 White Shark (100 missiles)	30	6	6	6	6	Capital Missile
8 Machine Guns (800 rounds)	0	2 (16)	—	—	—	Point Defense

#### LBS/RBS (950 Heat)

8 NL 55	680	44	44	44	44	Capital Laser
2 NAC/35 (50 rounds)	240	70	70	—	—	Capital AC
2 White Shark (100 missiles)	30	6	6	6	6	Capital Missile

#### AL/AR (686 Heat)

8 NL 35	416	28	28	28	—	Capital Laser
2 NAC/35 (50 rounds)	240	70	70	—	—	Capital AC
2 White Shark (100 missiles)	30	6	6	6	6	Capital Missile
8 Machine Guns (800 rounds)	0	2 (16)	—	—	—	Point Defense

#### Aft (340 Heat)

4 NL 55	340	22	22	22	22	Capital Laser
8 Machine Guns (800 rounds)	0	2 (16)	—	—	—	Point Defense

## BLOCK II

### Cargo

Bay 1: Fighters/Small Craft (18/4)

5 Doors

Bay 2: Cargo (89,208 tons)

2 Doors

**DropShip Capacity:** 6

**Grav Decks:** 2 (145-meter diameter each)

**Escape Pods:** 30

**Life Boats:** 35

**Crew:** 50 officers, 140 enlisted/non-rated, 100 gunners, 120 marines, 56 bay personnel

**Notes:** Equipped with 700 tons of Improved Ferro-Aluminum Armor

### Weapons:

#### Arc (Heat) Type

#### Nose (426)

	Heat	Short	Medium	Long	Extreme	Class
4 NL 55	340	22	22	22	22	Capital Laser
4 Killer Whale (40 missiles)	80	16	16	16	16	Capital Missile
6 Anti-Missile Systems (600 rounds)	6	2 (18)	—	—	—	Point Defense

#### FL/FR (452)

8 NL 35	416	28	28	28	—	Capital Laser
3 Barracuda (135 missiles)	30	6	6	6	6	Capital Missile
6 Anti-Missile Systems (600 rounds)	6	2 (18)	—	—	—	Point Defense

#### LBS/RBS (950)

8 NL 55	680	44	44	44	44	Capital Laser
2 NAC/35 (50 rounds)	240	70	70	—	—	Capital AC
3 Barracuda (135 missiles)	30	6	6	6	6	Capital Missile

#### AL/AR (692)

8 NL 35	416	28	28	28	—	Capital Laser
2 NAC/35 (50 rounds)	240	70	70	—	—	Capital AC
3 Barracuda (135 missiles)	30	6	6	6	6	Capital Missile
6 Anti-Missile Systems (600 rounds)	6	2 (18)	—	—	—	Point Defense

#### Aft (346)

4 NL 55	340	22	22	22	22	Capital Laser
6 Anti-Missile Systems (600 rounds)	6	2 (18)	—	—	—	Point Defense



Lyran Commonwealth Armed Forces

Deployment Map 2765

Nation Capital

Province Capital

01020304050

lightyears

Coreward

Ant-spinward

Rimward

Spinward

# BATTLETECH

## ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold  
(Total Armor)  
8 (75)



## WARSHIP RECORD SHEET

### WARSHIP DATA

Type: **COMMONWEALTH (BLOCK I)**

Name: \_\_\_\_\_ Tonnage: 700,000  
Thrust: \_\_\_\_\_ Tech Base: Inner Sphere  
Safe Thrust: 3  
Maximum Thrust: 5  
DropShip Capacity: 6  
Fighters/Small Craft: 0 / 22 Launch Rate: 0/10

### Weapons & Equipment Inventory

Capital Scale			(1-12)	(13-24)	(25-40)	(41-50)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 NL 55	N	340	22	22	22	22
4 Killer Whales (40 missiles)	N	80	16	16	16	16
8 NL 35	FL/FR	416	28	28	28	—
2 White Shark (100 missiles)	FL/FR	30	6	6	6	6
8 NL 55	LBS/RBS	680	44	44	44	44
2 NAC/35 (50 rounds)	LBS/RBS	240	70	70	—	—
2 White Shark (100 missiles)	LBS/RBS	30	6	6	6	6
8 NL 35	AL/AR	416	28	28	28	—
2 NAC/35 (50 rounds)	AL/AR	240	70	70	—	—
2 White Shark (100 missiles)	AL/AR	30	6	6	6	6
4 NL 55	A	340	22	22	22	22

Standard Scale			(1-6)	(7-12)	(13-20)	(21-25)
Bay	Loc	Ht	SRV	MRV	LRV	ERV
8 Machine Guns (800 rounds)	N	0	2 (16)	—	—	—
8 Machine Guns (800 rounds)	FL/FR	0	2 (16)	—	—	—
8 Machine Guns (800 rounds)	AL/AR	0	2 (16)	—	—	—
8 Machine Guns (800 rounds)	A	0	2 (16)	—	—	—

Grav Decks:  
Grav Deck #1: 145-meter  
Grav Deck #2: 145-meter

Cargo:  
Bay 1: Small Craft (22) (5 doors)  
Bay 2: Cargo (89,058 tons) (2 doors)

BV: 98,421

Fore-Left Damage  
Threshold (Total Armor)  
8 (75)

Fore-Right Damage  
Threshold (Total Armor)  
8 (75)

Aft-Left Damage  
Threshold (Total Armor)  
8 (75)

Aft-Right Damage  
Threshold (Total Armor)  
8 (75)

Aft Damage Threshold  
(Total Armor)  
8 (75)

### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken: 1 2 3 4 5 6  
Modifier: +1 +2 +3 +4 +5 Incp.  
Crew: 400 Marines: 120  
Passengers: 0  
Other: 0 Battle Armor: 0  
Life Boats/Escapes Pods: 30/35

### CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2  
CIC +2 +4 D  
Sensors +1 +2 +5  
Thrusters  
Left +1 +2 +3 D  
Right +1 +2 +3 D  
Engine -1 -2 -3 -4 -5 D

### HEAT DATA

Heat Sinks: 3,200 Heat Generation Per Arc  
Nose: 420  
Left/Right Fore: 446 / 446  
Left/Right Broadside: 950 / 950  
Left/Right Aft: 686 / 686  
Aft: 340

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										



# BATTLETECH

## ARMOR DIAGRAM

Capital Scale

Nose Damage Threshold  
(Total Armor)  
8 (75)



## WARSHIP RECORD SHEET

### WARSHIP DATA

Type: **COMMONWEALTH (BLOCK II)**

Name: \_\_\_\_\_ Tonnage: 700,000  
Thrust: \_\_\_\_\_ Tech Base: Inner Sphere  
Safe Thrust: 3  
Maximum Thrust: 5  
DropShip Capacity: 6  
Fighters/Small Craft: 18 / 4 Launch Rate: 10/10

### Weapons & Equipment Inventory

Capital Scale						
Bay	Loc	Ht	SRV	MRV	LRV	ERV
4 NL 55	N	340	22	22	22	22
4 Killer Whale (40 missiles)	N	80	16	16	16	16
8 NL 35	FL/FR	416	28	28	28	—
3 Barracuda (135 missiles)	FL/FR	30	6	6	6	6
8 NL 55	LBS/RBS	680	44	44	44	44
2 NAC/35 (50 rounds)	LBS/RBS	240	70	70	—	—
3 Barracuda (135 missiles)	FL/FR	30	6	6	6	6
8 NL 35	AL/AR	416	28	28	28	—
2 NAC/35 (50 rounds)	AL/AR	240	70	70	—	—
3 Barracuda (135 missiles)	FL/FR	30	6	6	6	6
4 NL 55	A	340	22	22	22	22

Standard Scale						
Bay	Loc	Ht	SRV	MRV	LRV	ERV
6 Anti-Missile System (600 rounds)	N	6	2 (18)	—	—	—
6 Anti-Missile System (600 rounds)	FL/FR	6	2 (18)	—	—	—
6 Anti-Missile System (600 rounds)	AL/AR	6	2 (18)	—	—	—
6 Anti-Missile System (600 rounds)	A	6	2 (18)	—	—	—

Grav Decks:  
Grav Deck #1: 145-meter  
Grav Deck #2: 145-meter

Cargo:  
Bay 1: Fighters/Small Craft (18/4) (5 doors)  
Bay 2: Cargo (89,208 tons) (2 doors)

BV: 102,832

Fore-Left Damage  
Threshold (Total Armor)  
8 (75)

Fore-Right Damage  
Threshold (Total Armor)  
8 (75)

Aft-Left Damage  
Threshold (Total Armor)  
8 (75)

Aft-Right Damage  
Threshold (Total Armor)  
8 (75)

Aft Damage Threshold  
(Total Armor)  
8 (75)

### CREW DATA

Gunnery Skill: \_\_\_\_\_ Piloting Skill: \_\_\_\_\_  
Hits Taken: 1 2 3 4 5 6  
Modifier: +1 +2 +3 +4 +5 Incp.  
Crew: 346 Marines: 120  
Passengers: 0  
Other: 0 Battle Armor: 0  
Life Boats/Escapes Pods: 30/35

### CRITICAL DAMAGE

Avionics +1 +2 +5 Life Support +2  
CIC +2 +4 D  
Sensors +1 +2 +5  
Thrusters  
Left +1 +2 +3 D  
Right +1 +2 +3 D  
Engine -1 -2 -3 -4 -5 D

### HEAT DATA

Heat Sinks: 3,200 Heat Generation Per Arc  
Nose: 426  
Left/Right Fore: 452 / 452  
Left/Right Broadside: 950 / 950  
Left/Right Aft: 692 / 692  
Aft: 346

### VELOCITY RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Thrust										
Velocity										
Effective Velocity										

Turn #	11	12	13	14	15	16	17	18	19	20
Thrust										
Velocity										
Effective Velocity										