



The Lyran Alliance today is a realm comprised of nearly three hundred and seventy inhabited systems, ranging from Terra's backyard on Rigil Kentarus to as far distant as Main Street, and from the recently liberated (and still endangered) world of Black Earth to the far-flung Periphery border world of Poulsbo overlooking the Circinus Federation. On most interstellar maps, Steiner blue colors nearly an entire quadrant, wedged between the Clan Occupation Zones, the Draconis Combine and the Free Worlds League. Yet within this arc of blue lies a tapestry of cultures as varied and vibrant as the worlds they call home.

## HOW TO READ THIS ATLAS

The following section reviews many of the Lyran Alliance's more distinctive worlds, arranged according to their provinces and presented with statistical as well as historical and cultural information. Each world description contains a block of statistics including world name, noble ruler, primary star type and JumpShip recharge time in hours, as well as planetary position (relative to any other worlds in the system), DropShip travel time from planet to jump point (assum-

ing 1G acceleration and midpoint turnover), the number and names of any natural satellites around the planet, local gravity and atmospheric pressure and content (relative to Terran standards), surface water coverage, equatorial temperature (and dominant planetary environmental conditions), and the highest form of native life. In addition, the write-ups include the positions of any jump point recharge stations, along with the class of the local ComStar HPG facility and planetary population size (based on the 3065 Alliance Census estimates).

The final statistic is a five-letter code known as the Universal Socio-Industrial Index Rating (USIIR). The USIIR code uses an A through F grading system to represent (in order) a settled world's level of technological sophistication, industrial development, dependence on imported raw materials, industrial output (relative to population) and agricultural dependence (again, relative to population). The Universal Socio-Industrial Reference Table below expands further on these various grades.

## UNIVERSAL SOCIO-INDUSTRIAL LEVEL REFERENCE TABLE

### TECHNOLOGICAL SOPHISTICATION

Rating	Description
A	High-tech world. Advanced research centers and universities; best medical care; cutting-edge microelectronics industry
B	Advanced world. Access to many new technologies; hosts universities; good medical care available (though lacking in most cutting-edge medical tech); basic microelectronics industry
C	Moderately advanced world. Average local education and medical care; minimal microelectronics industry (must be imported for sale)
D	Lower-tech world. Poor educational system; medical care equivalent to 21st-22nd century level; nonexistent microelectronics industry (except for possible isolated companies run by private concerns)
F	Primitive world. Inhabitants live without dependence on technology; no advanced education; medical care equivalent to 20th century level (at best)

### INDUSTRIAL DEVELOPMENT

Rating	Description
A	Heavily industrialized. Capable of manufacturing any and all complex products
B	Moderately industrialized. May produce a limited quantity and range of complex products
C	Basic heavy industry. Equivalent to roughly 22nd century tech; fusion technology possible, but no complex products (including BattleMechs)
D	Low industrialization. Roughly equivalent to mid-20th century level; fusion technology must be imported
F	No industrialization

### RAW MATERIAL DEPENDENCE

Rating	Description
A	Fully self-sufficient. System produces all needed raw materials and may export in large quantities
B	Mostly self-sufficient. System produces all needed raw materials and may export a small surplus
C	Self-sustaining. System produces some of its needed raw materials and imports the rest
D	Dependent. System is poor in raw materials and must import most of its material needs
F	Heavily dependent. System utterly reliant on imported materials to maintain industry and population

### INDUSTRIAL OUTPUT

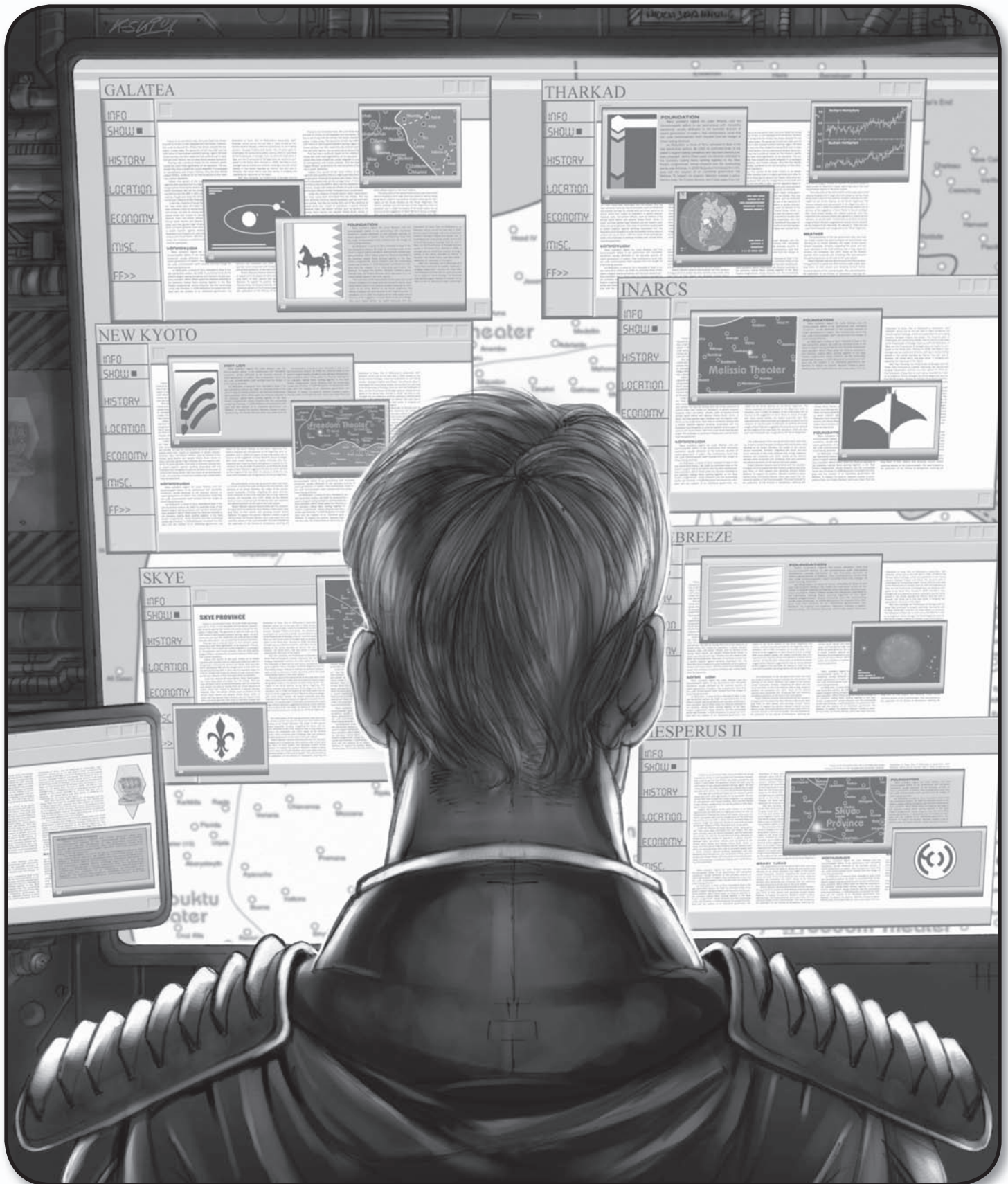
Rating	Description
A	High output. World has wide industrial and commercial base capable of exporting most of its output
B	Good output. World's industrial and commercial bases sufficient for modest product export
C	Limited output. World has a small industrial base which limits exports; imported goods common
D	Negligible output. World's industrial base insufficient for major exports; reliant on imported goods
F	No output. World must import most—if not all—of its heavy industrial and high-tech needs

### AGRICULTURAL DEPENDENCE

Rating	Description
A	Breadbasket. Planetary agro industries meet all local needs and sustain a thriving export trade
B	Abundant world. Rich agricultural environment sustains local needs and permits limited exports
C	Modest agriculture. Most food locally produced, though some agricultural needs rely on imports
D	Poor agriculture. Minimal agricultural output forces heavy reliance on off-world imports to sustain the local population
F	"Barren" world. Agricultural output cannot sustain the local population without continuous off-world imports



# TOURING THE REALM





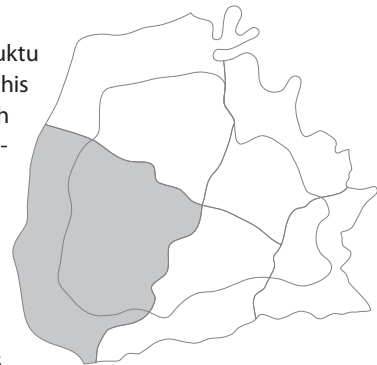
## ALARION PROVINCE: THE GREAT WIDE OPEN

With nearly a hundred planets in its territory—fifty-seven interior and another forty-one within the Timbuktu military theater—Alarion is the largest of the five provinces that today form the Lyran state. Yet as a whole, this province may be House Steiner's least-developed region, the interstellar equivalent of a vast frontier, with resources waiting to be tapped. In much the same way, many of the region's people seem like frontiersmen, leading somewhat simpler lives than their fellow Lyrans on the majority of their worlds, many of which maintain subsistence-level economies or better through trade with the rest of the Alliance and—to a more controlled extent—with the small Periphery realms that border the Alliance's anti-spinward reaches.

Alarion Province is the largest single part of the Protectorate of Donegal, historically blessed with abundant resources for its relatively small population. The region, bordering the Free Worlds League and the Periphery, has seen its fair share of combat over the centuries, yet its people remain friendly and largely non-violent, historically favoring peaceful negotiations with interstellar neighbors rather than brute force. Its denizens hail largely from a mix of German, Italian and Eastern European roots, whose starfaring ancestors found the wide expanse a haven for their various cultures. Also included in the region are many former Rim Worlds planets, whose ethnicities were far more varied.

With so much inhabitable territory to explore and exploit, the people who settled this area of space frequently founded breakaway settlements whenever disputes in administration or planetary government became a divisive issue. This explains both the region's rapid settlement and its generally freewheeling local leaders, as well as its peoples' centuries-cultivated respect for their own sovereignty, which they readily extend to others. Simply put, the people of Alarion tend to see the universe as vast enough for everyone, and while they will fight just as hard to defend their homes—most Alarions in the Estates General fervently resist any effort to thin out their defenses, no matter how bad the economic hardship—they favor the tools of diplomacy and trade over armies of BattleMechs.

The majority of peoples on this region speak German and English almost exclusively, though Italian, Polish and Czech are also common tongues. Planetary governors and other public officials in Alarion Province seem typically laid-back, yet are fairly impatient with red tape, often putting the concerns of their constituents above those of the Alliance at large.



### ALARION

**Noble Ruler:** Duke Anatoly Serfass

**Star Type (Recharge Time):** G0V (181 hours)

**Position in System:** 3rd

**Time to Jump Point:** 7.47 days

**Number of Satellites:** 1 (Tiber)

**Surface Gravity:** 0.98

**Atm. Pressure:** Standard (Breathable)

**Equatorial Temperature:** 45° C (Warm-Temperate)

**Surface Water:** 80 percent

**Recharging Station:** Zenith

**HPG Class Type:** B

**Highest Native Life:** Fish

**Population:** 3,465,000,000

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

### Alarion

Interestingly enough, the capital of Alarion Province was not settled until after the formation of the Lyran Commonwealth (before then, the region was simply a part of Seth Marsden's Protectorate of Donegal). The first settlements, however, were nearly doomed when their arrival inadvertently decimated local wildlife, and half



the colonists succumbed in a veritable crossfire of terrestrial and native diseases. To salvage the colonial effort, the young Commonwealth imposed strict regulations on further human development of this world, aimed at strengthening the local ecology as well as encouraging sustainable commercial and industrial growth.

Despite the strict quarantine and settlement directives that remain in effect, Alarion has become a heavily industrialized world and a provincial capital, boasting a major JumpShip manufacturing center as well as aerospace and BattleMech factories, plus a host of commercial industries. Very little of Alarion's two continents—New Brunswick and New Jordan—or its many tropical islands remains unsettled today. In addition, the Alarion system also boasts Port Sydney, the Alliance's only naval shipyard capable of producing and servicing WarShips, and the planet is ringed with satellite facilities that support this shipyard as well as the surface factories of Bowie Industries on the New Jordan continent. In further support of Alarion's naval and aerospace tradition, the planet is also home to the Alarion Naval Academy, the Lyran Alliance's newest military training school.

Craiova, Alarion's capital city with a population of five million, is located on New Brunswick, and also includes the planet's largest spaceport outside of the Bowie Industries factory complex.

### Local People

Primarily settled by German, Romanian and English colonists, Alarion has a decidedly European feel, apparent in its architecture and the favoring of the German and Romanian languages over most others. The attitude of locals is typical of the province, with many leaders vocally opposed to war, yet loath to surrender their defen-



# TOURING THE REALM

sive capabilities. Though many citizens of this world still remember House Marik's deep raids of less than seventy years ago, there is not as much animosity as one might expect from the border region capital. In fact, many still blame the attack on Archon Alessandro Steiner's "Concentrated Weakness" strategy more than on any evil intent from House Marik, and many commercial companies on Alarion still broker trade with the Free Worlds League.

For all its apparent complacency, Alarion currently lies in the grip of a simmering political crisis. The reigning planetary ruler, Duke Anatoly Serfass, is facing increasing public pressure to step down since the end of the FedCom Civil War. Criticism of him stems from his actions just prior to that conflict, when—under the Archonship of Katherine Steiner-Davion—Serfass authorized the local militia and the newly created Alarion Jaegers to carry out Operation Cleansweep against the local population, which resulted in several vocal antiwar protesters being jailed as alleged terrorists and insurgents against the Archon's rule. The sporadic fighting on Alarion throughout the Civil War distracted the people for a time, but now that a new regime is in power on Tharkad, those with long enough memories have begun to rally against their local ruler for his role in supporting Katherine's administration.

### Other Notable Alarion Province Worlds

The following are other key worlds of Alarion Province.

#### BUENA

**Noble Ruler:** Duchess Concetta Yago  
**Star Type (Recharge Time):** G6V (187 hours)  
**Position in System:** 2nd  
**Time to Jump Point:** 7.01 days  
**Number of Satellites:** 3 (Bonita, Hermosa, Inesita)  
**Surface Gravity:** 1.21  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 31° C (Cool-Temperate)  
**Surface Water:** 64 percent  
**Recharging Station:** Nadir  
**HPG Class Type:** B  
**Highest Native Life:** Bird  
**Population:** 2,107,000,000  
**Socio-Industrial Levels:** B-B-C-C-C

Their world settled by a mixture of Latin-European colonists, the people of Buena, who have retained their dominant Spanish and Italian roots, languages and traditions, are a far cry from the stereotypical Germanic image of most Lyran citizens. The climate of Buena further clashes with popular stereotypes of these people, as so much of the world's four large landmasses—Luego and Santigo in the north, and Dominika and Revida in the south—lies within the planet's cooler, semi-boreal latitudes. Many semi-tropical and Mediterranean islands dot the massive oceans between the landmasses, but the interaction of the planet's large moons causes many of these smaller isles to disappear with regularity—often for months on end.



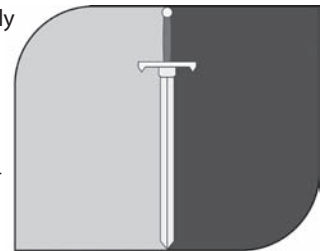
Despite its cultural incongruities, Buena is another key part of the Lyran realm because of its MechWarrior academy, the Buena War College, and the presence of the Buena Training Battalion. These assets provide for the defense of the Lyran state in general and—thanks to Buena's location—for Alarion Province's Periphery-League border specifically. Buena's capital city is Ciudad del Mar, located on the southern shores of the Luego continent, while the War College resides at Fort Buena on Dominika.

#### CARLISLE

**Noble Ruler:** Duke Gerhard Gilenni  
**Star Type (Recharge Time):** K1V (192 hours)  
**Position in System:** 3rd  
**Time to Jump Point:** 2.13 days  
**Number of Satellites:** 1 (Dyson)  
**Surface Gravity:** 1.03  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 47° C (Warm-Temperate)  
**Surface Water:** 73 percent  
**Recharging Station:** None  
**HPG Class Type:** B  
**Highest Native Life:** Mammals  
**Population:** 1,065,000,000  
**Socio-Industrial Levels:** B-A-C-B-B

Carlisle, a peaceful and highly industrialized terrestrial planet, lies well within Alarion Province. Home to a Bowie Industries BattleMech manufacturing plant and S.L. Lewis Incorporated (makers of the ultra-light Savanna Master hovercraft and a host of civilian vehicles), Carlisle is understandably a world of major importance to the security of the Lyran state, and so boasts a full militia command raised from the local population and several nearby worlds.

Founded by German and Slovak peoples, Carlisle's early settlers raised a society largely based on the culture of Europe's Central and Eastern regions, and the dominant languages spoken here are German and Czech. Because so much of the local industry depends on defense, the people of this world are vocal proponents of the LAAF, though they retain much of the pro-peace attitudes seen throughout Alarion Province. Carlisle's capital city, New Prague, is located on the large northern temperate continent of Worrsetgard, which is also home to the Bowie Industries plant. The other two continents, Hollens and Hozernems, are more sparsely populated by comparison.



#### KAUMBERG

**Noble Ruler:** Baron Erich Sheridan  
**Star Type (Recharge Time):** G5V (186 hours)  
**Position in System:** 4th  
**Time to Jump Point:** 7.47 days  
**Number of Satellites:** 1 (Grobrot)  
**Surface Gravity:** 1.01  
**Atm. Pressure:** Standard (Breathable)  
**Equatorial Temperature:** 36° C (Warm-Temperate)