

BATTLETECH™

FIELD REPORT: CLANS

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FIELD REPORT: CLANS

STRATEGIC ANALYSIS...

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

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

Field Report: Clans describes the state of the various Clan factions now based in the Inner Sphere following the events described in *Jihad Hot Spots: Terra*, including the overall military and logistical condition of the Clans that now claim many worlds and regions across of the war-ravaged Inner Sphere. Emerging from their own secret conflicts, battered by Word of Blake actions, and struggling to find their way in a hostile Sphere, far from their Homeworlds, these lost children of Kerensky now face a strange new era in the wake of one of mankind's most savage wars...



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FIELD REPORT: CLANS



TO: Devlin Stone
FROM: David Lear
Date: 23 November 3079

They are still annoyed with you over Terra. And no, it's not because they weren't allowed to land. "This began as an Inner Sphere war, and it must end as one." Why did you have to say that? The Clans may not see themselves as Spheroids, but thanks to our diplomacy they do see themselves as citizens of the Sphere and they have spilt blood to prove it. It could make things difficult. We invested a lot to invite them in, only to tell them we only wanted them for their shiny toys. Unless we can convince them otherwise, they are not going to be receptive to what we have planned.

Anyway, the Clans aren't talking to us much. We have had to make heavy use of intelligence sources to put together this document and the result lacks the detail I would have liked.

It is hard to say whether the Clans are a threat or not at this point. We lack a common border with them and they have plenty of nearby targets like the Lyrans Alliance, Draconis Combine or each other if they get the urge to let off steam. But they are exhausted. They were exhausted before they joined our march on Terra. Logically, they can't be expected to attempt any large-scale operations for some time, but that has been said before too.

In the end, perhaps the biggest problem is not what they will do to us, but what they will do to others. For better or worse, we brought them into the Coalition and they are seen as our pets and our responsibility. If the Falcons go off and tear a chunk out of the Alliance, the Lyran will see us as complicit.

It may be thirty years since the Clans were the bogeymen of nightmares, but they still produce an emotional reaction out of all proportion with their actual threat. If we can contain them, we will have removed one of the great points of contention from the Inner Sphere. But if we can't...

HOW TO USE THIS BOOK

Field Report: Clans is a *BattleTech* supplement designed to provide players with information about the state of the various Clan militaries (toumans) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—*Clans Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the Clans*. *Strategic Update* is a brief overview of the Clan militaries' current conditions and perceived objectives, while *Goals of the Clans* presents the political and suspected military benchmarks the various Clans in the Inner Sphere are likely to use in the future. The next chapter, *Logistical Status*, covers the state of Academies and Command Centers throughout the Clan-held territories, while *Infrastructural Integrity* will present an overview of the state of various Clan support assets in the wake of the Jihad. The next chapter, *Military Readiness*, will present a specific update on the status, officers, and notable events of the various Clan toumans, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each Galaxy within the subject touman.

Finally, *Irregular Forces* covers the few cases where we see non-Clan forces serving alongside Clan allies (as in the case of both the Ghost Bear Dominion and the Outworlds Alliance). As per their nature, none of the listed Clans make use of mercenaries in any capacity.

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Special Thanks: This product is dedicated to all BattleTech fans, past, present, and future.

Developer's Note: For more information about the Clan toumans, or the state of warfare before and during the Jihad, check out *Field Manual: Warden Clans*, *Field Manual: Crusader Clans*, *Field Manual: Updates*, any of the *Jihad Hot Spots* books, or *Technical Readout: 3085*.

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WORD OF BLAKE AND THE CLANS

It is now widely believed that Word of Blake always intended to attack the Clans. That their entire Jihad was meant to be unleashed upon the descendents of Kerensky rather than on the collapsed Second Star League was one of the great ironies confirmed over the last decade.

The first time the Word struck directly against a Clan (rather than a proxy, like the Wolf's Dragoons) was in 3069, when their Dante's Inferno agents successfully attacked Clan Snow Raven's Swift Wing Naval Star. The next strike was the Scouring of Tamar, and the attempt to do the same to Arc-Royal in 3070. Omnis terrorists supported by Word of Blake all but destroyed Farminidas in 3071, though by this time the Ravens and the Outworld Alliance were clearly involved in a conflict of their own outside the wider Jihad. The Blakists would successfully penetrate Arc-Royal's defenses in 3072, and Clan Nova Cat would suffer damage at Blake's hands on Irece in 3073. Clan Ghost Bear, as it happened, was only directly hit on Radstadt in 3074, when their forces stumbled on a Blakist operation there.

Beyond these widely publicized actions, Clan Jade Falcon experienced a series of uprisings across its Occupation Zone in 3072—uprising that ultimately spilled over into its other Clan neighbors. Little is known about the full extent of these events as communications were already disrupted by Clan Ice Hellion's invasion. We do know, however, that heavy fighting took place on most of the worlds in the Occupation Zone. With the exception of Radstadt, Word of Blake proved notably incapable of exploiting the active resistance groups within the Ghost Bear Dominion. The only likely explanation for this is the highly independent and fragmented nature of the various Tyr cells in the aftermath of the Bears' annexation of the Free Rasalhague Republic. Likely fearing the possibility of once more "saving the Republic just for another conqueror's benefit"—as many in the Dominion have come to see the Rasalhague independence of the 3030s—these rebel cells distrusted all who they did not see as "their own".

CLANS OVERVIEW

First emerging from the void in 3049, the Clans have been a constant source of fear ever since. The passing years have removed much of their mystique, but the idea of a culture of genetically enhanced warriors, literally bred for war, with a completely alien society continues to unsettle many citizens of the Inner Sphere. Eight of Nicholas Kerensky's original twenty Clans now call the Inner Sphere home. Some are newly arrived; some have been here for decades—but what has become increasingly clear of late is that all of these invading Clans are now unable to return to their home worlds. How both the Clans and the powers of the Inner Sphere will adapt to this new state of affairs is uncertain and will require careful management.

STRATEGIC UPDATE

It has become a cliché that the Clans are unpredictable enigmas. Incredibly, despite numerous alliances, increased trade access to the Occupation Zones, and the Clans' notoriously ineffective intelligence and counterintelligence agencies, we still know very little about what has been happening within the Occupation Zones and in the Homeworlds over the last decade.

We think that we know about a Clan Ice Hellion war with Clans Jade Falcon and Hell's Horses, but we still do not know what caused it, or even if the Ice Hellions still exist as a Clan today. Our Jade Falcon contacts have been happy to gloat about their victories but provide little more perspective.

We are certain that something major has happened in the Clan Homeworlds, but what that "something" is, is vague at best. Even had we not lost contact with the Star League embassy on Huntress, intelligence intercepts have shown that Clans Jade Falcon and Wolf were forced out at gunpoint. The events that led to Clan Snow Raven's concentration in the Outworlds Alliance are less clear, but point to a catastrophic confrontation with at least one other Clan. While we cannot rule out a Periphery cache, at least ten known Clan WarShips have not been sighted since 3070 suggesting combat as fierce as anything faced in the Inner Sphere.

Clan Hell's Horses is more interesting. Nearly everything that we have seen suggests that they gave up their Homeworld holdings freely in a move mirroring that of Clan Ghost Bear—only executed in greater haste. In hindsight, it is clear that Khan Cobb initiated a major war against Clan Wolf, first in the Homeworlds and then with a well-planned assault on the Wolves' Occupation Zone, at least partly to establish for his Clan a permanent holding in the Inner Sphere—but then something went wrong. Clan Hell's Horses should have had complete logistical dominance over Clan Wolf with easy access to the Homeworlds, yet even now they are little better off, suggesting their supply lines are also broken.

We can only assume Clan Diamond Shark is isolated as well, but if so, they certainly aren't telling us. With the notable exception of their logistical support in the Jihad, the Sharks have concentrated on acquiring trading posts across the Inner Sphere. We do know that half of their touman has not been seen in the Inner Sphere, but whether they have been destroyed or are simply stationed in their Periphery holdings, we have no way of knowing.

In contrast, the Ghost Bear Dominion's status is relatively straightforward. They have spent the last decade developing their industrial capacity through a lessening of restrictions, absorbing the social changes caused by the final annexation of the Free Rasalhague Republic, and persecuting a very violent war against the Word of Blake. At present, all of these objectives have proceeded more or less successfully, though concerns are now being raised in council chambers about how this is changing the Clan.



GOALS OF THE CLANS

If there were a single word to describe the aims of the Clans now, that word would be “survival”. Even the monolithic Ghost Bears feel themselves to be sitting on the edge of a precipice. The Ghost Bear Dominion is unique in that its Clan overlords at least show some pretense of considering the demands of the native population. Nevertheless, five years of neglect while fighting the Jihad has seen both an increase in freedom and an associated increase in corruption and abuses at all levels of power, even there. The Clan has to reassert its authority without alienating the native Rasalhagians in the process or else the powerful ideological forces boiling beneath the surface of the fledgling nation will tear it apart.

At the other extreme, it is very clear why Clans like the Hell’s Horses, Jade Falcon and Wolf fear for their viability. Cut off from the Homeworlds, each of these Clans has suffered from wars on multiple fronts, whether they are against one another, Clan Ice Hellion, or the widespread civilian uprising that has destroyed infrastructure and sapped their toumans. Logically, these Clans need time to rest and rebuild, but the experience of the Refusal War shows that large-scale “training raids” are a real possibility. With its well-established industry, Clan Jade Falcon will likely be the first to recover. Clan Hell’s Horses’ preparations for its invasion stood the Clan in good stead, but the fact remains that even the Horses will need time to establish their dominance over the civilian population they have inherited (as well as their right to exist among rival neighbors). Clan Wolf faces the greatest challenge. Never fully recovered from the Refusal War, even decades later, the Crusader Wolves have only struck against their neighbors when their targets’ backs are turned. Clan Wolf has the furthest to rebuild, but this is unlikely to change its behavior.

Clans Nova Cat and Wolf (in-Exile) are a different story. They both suffered heavy troop losses during the Jihad and now have to justify their continued independence to their host nations. For the Exiled Wolves, they can point to their continued stellar record against Clan Jade Falcon, but for Clan Nova Cat, the situation is more difficult. The Black Dragons tapped into popular feelings regarding the “Clan enemy”, while the Cats did not help their own cause by their early retreat during the Jihad, nor by their enthusiastic support for our Coalition. Given the diplomatic cover our Republic’s recognition provides both Clans, their continued support of our cause is less than surprising.

Clan Snow Raven sits somewhere between Clan Ghost Bear and the other Inner Sphere Clans. Much like the latter, they clearly left the Homeworlds under duress, but the Ravens have since been able to lean on the Outworlds Alliance’s established infrastructure. Unfortunately, Word of Blake attacks on the Alliance shut most of that infrastructure down. Reconstruction has progressed to a point where Clan Snow Raven can focus more on its own needs, but the fact remains that it will be years before the Clan can consider offensive operations.

Clan Diamond Shark remains the enigma. They, too, must have been ejected from the Homeworlds, and while they had been establishing networks in the Inner Sphere for years, the loss of their Homeworld holdings must have hurt. Yet for all of that, they continue to push their mercantile products deeper and deeper into the Inner Sphere.

MEMORIES OF TURTLE BAY

Terra and Titan cost the Clans nineteen WarShips. The rest of the Jihad cost them twenty-eight more vessels (that we know about). Yet all things are relative, and the Clan fleets remain large compared to those of the Inner Sphere. At least forty-nine Clan WarShips we know about have survived, including thirty-four of cruiser size or greater.

Additionally, the Clan’s naval infrastructure has come through the Jihad in far better condition than any Great House, having never been attacked by Word of Blake. The historic need to maintain their long logistical lines back to the Homeworlds has meant that most have access to facilities like Butler or Lupus Majoris—outposts capable of at least maintaining fleet assets—not to mention several Periphery fleet bases we believe are still operational. All of this has the Lyrans in particular—but also the Draconis Combine and Federated Suns—in paroxysms. This is understandable given the state of their fleets and inability to rebuild. We have already received one petition to seize all of the Clans’ naval assets “for the good of the Sphere”.

A calmer approach suggests the situation is less dire. Internal rivalries will tie up most of the Clan navies. Also, it seems that only Clan Ghost Bear has the ability to actually build new WarShips, but—like the Inner Sphere—is instead currently concentrating on JumpShips to improve its logistical network. Indeed, they have even offered to build ships for us.

Finally, there is a question about how threatening the Clan fleets actually are. The Jihad has shown that WarShip survival is highly dependent upon defense in depth and no Clan retains the number of ships needed to attempt this. Likewise, after the last decade it is hard to imagine a Great House not using nuclear weapons against an invading WarShip. Also, the Jihad has seen an increase in the number and capability of assault DropShips and aerospace fighters. As Terra proved, these units are more than capable of resisting a WarShip force.



WORDS FROM THE INSIDE

It was bad in the sixties, but now they have gone schizophrenic. On one hand, they were treating us nice and encouraging us to work in their factories. On the other hand, they have been cracking down harder than ever. If you breathed wrong, the Watch would beat down your door at night and you would never be seen again. After what they did to those protestors on Pandora, I could not take it anymore. I got in touch with the Molehunters and they managed to smuggle me out. The rest, you know...

—[Redacted], refugee from the Clan Jade Falcon Occupation Zone.

I can't believe she did it. My own mother! I grew up with stories about how her father sheltered Tyr fighters in the basement, while the ISF searched the house above. But when I needed the same, she wouldn't hide her own son. She couldn't give a damn about the Bears! "Radstadt." That's what she said to me, "Radstadt." I don't know how those fools behind the Omni-Paradise bombing were connected to Radstadt, but they ruined it for the rest of us.

—Lars Heyerdahl, *Intercepted Motstånd debriefing on Arc Royal.*

"Snow Ravens, eh? Well, I guess maybe there's a few more lights in the sky at night. They stay up there an' we stay down here. We don't bother each other, and everybody's happy."

"But what about Desiree?"

"Oh, shush now, Moira. You see now, Desiree is our house cow."

"And her milk's been all curdled since they probed her."

"Moira, we've been over this. It was the Finstair boys after they won the playoffs. They caused a ruckus round the whole county. The headmaster was round the next day to apologize, good man."

"Eligh! I saw 'em, with their big swollen heads and skinny bodies and pale complexions all dressed in green. Snow Ravens! A lady can't sleep at night knowing they're zooming around probing things."

—Eligh and Moira Donnett, of Jessop County, *Quatre Belle.*

LOGISTICAL STATUS

The Clans of the Inner Sphere are diverse, so it is difficult to summarize them simply. Perhaps the biggest distinction is between the new arrivals and those who have been among us since the 3050s. Clans Diamond Shark, Ghost Bear, Jade Falcon, Nova Cat and the Exiled Wolves have long since established themselves in the Inner Sphere. This has made them vulnerable to the Word of Blake, but—for the most part—they have emerged intact. In contrast, Clans Hell's Horses, Snow Raven and Wolf have only sought to improve their infrastructure in the last decade. While largely successful, these Clans remain fragile and vulnerable.

ACADEMIES AND COMMAND CENTERS

There are few real surprises in the Clans' command centers. Capital centers, like Irece or Sudeten, remain the hearts of their respective control networks. Nine years after being attacked, Tamar has recovered much its original capacity as a logistic and command hub for the Wolves, even if its industrial capacity still lags. Alshain has been divesting power to regional capitals, Skandia and Rasalhague, in order to increase responsiveness to military and civilian threats. Clan Diamond Shark is an odd variation. Made up of a series of trading enclaves, each is arguably a single regional capital. But where is the central hub of Clan Diamond Shark itself? Certainly, none of the enclaves can claim this distinction and some analysts suggest the Clan is now ruled from its flagship, the *Potemkin-class Poseidon*. Finally, Clan Snow Raven operates a strange dual system. While the Clan itself operates out of Dante, it equally uses the Outworlds Alliance's logistical network, centered on the civilian capital of Alpheratz.

The last decade has been one of supreme disruption for many Clan training programs. Clans Diamond Shark, Jade Falcon, Hell's Horses, Snow Raven and Wolf—all faced with the loss of contact with the Homeworlds—have had to relocate what they could of their eugenics program and training facilities to Inner Sphere holdings. We still don't know the state of the Diamond Shark's training program, but suspect it to be solid enough for the Clan's needs. Clan Wolf appears to have suffered worst, with the least amount of time taken to prepare before losing its Homeworlds holdings. The mothballed War College of Tamar has proved a useful asset after being reopened in 3071, but class sizes remain small and dominated by freeborns. This is likely to continue for most of the next decade until the next generation of trueborn sibkos comes of age.

With captured facilities on Blackjack, Pandora, and Somerset, Clan Jade Falcon has a wealth of training centers available, but which they largely ignored. The sole exception is the Blackjack School of Conflict. Rebuilt after the Falcons retook Blackjack from the Lyran Alliance, the facilities—now known as the Jade Falcon School of Conflict on Blackjack, has just had its first graduating sibko of trueborn warriors. This is particularly remarkable, as many of the Falcons' genetic repositories—established throughout the Clan's OZ thanks to Khan Pryde's foresight—were damaged or attacked during the recent uprisings.

Clan Ghost Bear captured the Radstadt Academy and, after 3060, began using the facility as a training center for native freeborns looking to enter the touman. The academy was closed down after Word of Blake's attack in 3074. Meanwhile, a trueborn facility on Alshain, and an infantry school on Mannendorf have remained in operation since they were established in the 3050s. These centers took freeborns for the first time in the aftermath of Radstadt. The acquisition of the Tyra Miraborg Memorial Academy and Frihet Training Facility allowed the Bears' further expansion though there remain some philosophical differences. After the Scourging of Tamar, the Alshain genetic repository has been duplicated on Skandia and Rasalhague.

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For all their contact with the Inner Sphere, Clan Wolf (in Exile) and Clan Nova Cat are training fewer freeborn troops than ever before. Grandiose plans to expand their toumans saw enlarged sibkos forcing out the few freeborn competitors. Heavy casualties during the Jihad crippled any attempt to expand, leaving no trained replacements. Besides, any freeborn interested in combat could get better benefits in the mercenary halls of Arc-Royal, especially after 3068.

Clan Snow Raven has based their eugenics program on Dante. There seems to be few gaps in their ranks, suggesting they had some time to manage this relocation. Nevertheless, their associated training grounds are far from complete. In fact, we have received confirmation that their senior sibkos are currently being shipped to Alpheratz to complete their training at the Colombia Academy.

INFRASTRUCTURAL INTEGRITY

Compared to the Inner Sphere, the last decade of Jihad has been oddly positive for the Clans' industrial sectors. This is not to say that fate has been kind to the Clans, but rather that they lucked out with some good timing. When Word of Blake was at its most active outside the Protectorate, there were few viable industrial targets in the Clan Occupation Zones. It has only been since the early 3070s that the industrial capacity of the Clans has finally blossomed in the Inner Sphere—by which time the Word was in decline. For all of that, the industry of most Clans remains small and immature, barely able to cover their needs (with a few notable exceptions like Alshain, Sudeten and Twycross).

The last decade has seen Clan Hell's Horses, Clan Snow Raven and Clan Wolf all build industrial complexes from virtual scratch. While all three Clans have also exploited existing facilities, they have mainly relied on mobile factories transported from the Homeworlds for Clan-spec equipment. Initially, all of these facilities suffered production limits because of their mobile nature, but over time, most have become fixed in new locations, with a corresponding increase in output. Starting from the lowest base, Clan Wolf remains the weakest of these, possessing only the most basic of aerospace facilities and BattleMech manufacturing only now reaching subsistence levels. Clan Hell's Horses was clearly prepared for relocation to the Inner Sphere when it invaded in 3069, bringing as many mobile factories as they could cram into their support ships. As a result, the Horses have been able to establish production sites quickly, though full-scale production is not expected for another five years. Clan Snow Raven has suffered from mixed fortunes. On one hand, it has been able to use the factories of the Outworlds Alliance to get a head start. On the other, they have been forced to use their own mobile facilities to repair the Blakist damage to the Alliance rather than rebuilding their own touman.

The remaining Inner Sphere Clans all have mature industrial sectors, built or upgraded during the 3060s. Of these, only Clan Nova Cat's Irece factories suffered serious damage at the hands of Word of Blake, and this was already a decade ago. Despite these advantages, all

of the Clans—save for Clan Ghost Bear—have suffered from production imbalances at the start of the decade. Most lack a full spread of aerospace, battle armor or conventional vehicle facilities, and efforts to address the gaps are meeting with varying degrees of success.

The Jade Falcons remain weak in aerospace, while their BattleMech production has continued to grow despite severe damage in recent wars. They have even managed to overcome their prejudices to establish a small but competent vehicle industry.

Clans Nova Cat and Wolf (in Exile) have gained little since the last Whitting Conference. With limited resources, each has done the best it can, but both Clans rely on trade with their allies to add balance to their toumans.

Clan Diamond Shark remains hard to judge. They lack any known aerospace facilities within the Inner Sphere, but the good condition of their fleets suggests some Periphery support base. They do have well-established BattleMech, battle armor and conventional armor factories on their major enclaves, the output of which they are willing to share with their fellow Inner Sphere Clans—for a price.

The eiglotherium in the room is Clan Ghost Bear. While they lack the BattleMech production of Clan Jade Falcon, they have invested across a wide range of industries from aerospace to housing. Combined with the annexation of the Free Rasalhague Republic, the result is an industrial complex that may be matched in specific areas but is far stronger than any other Inner Sphere Clan.



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CLAN DIAMOND SHARK

The following is a breakdown of Clan Diamond Shark's touman, which consists of four active Galaxies, plus fleet assets.

ALPHA GALAXY

Alpha Galaxy is not new to the Inner Sphere, but it has been unseen since the fires of Tukayyid. Though the Galaxy was first detected again on Itabaiana and Tukayyid in the early 3070s, the missing Thirty-ninth Strike Cluster has still not been seen, and could still be stationed in the Periphery.

BETA GALAXY

Beta Galaxy has been based in the Inner Sphere for a decade now. Their most notable action was when the Pearl Skate and Forty-second Combined Strike Clusters secured a holding on Tukayyid after defeating a weak militia force on the plains of Przn0. This action nearly expanded into a war

after the unhappy militia launched a strike on the *Nagasawa*, but the situation was defused before it went further. Currently, the Pearl Skate and the Twenty-first Combined Assault maintain the Sharks' holding on Tukayyid.

GAMMA GALAXY

The bulk of Gamma Galaxy has been stationed on Twycross since 3065. Interestingly, the Eighth Assault Cluster has recently shown up without its accompanying WarShip. Additionally, the Emerald Skate is still unaccounted for. It is likely that the Cluster was disbanded or destroyed but with the rest of the Galaxy intact it is unclear how this could have happened.

OMEGA GALAXY

Typically well equipped, Omega Galaxy continues to perform its garrison role on Trondheim and Itabaiana with little fuss and few threats. Omega Galaxy did come to the attention of the wider world when it responded to the Draconis Combine's massacre of Clan Diamond Shark citizens on Nykvarn in 3075. In a chilling display of force, the Coral Skate and the Fifty-seventh Combined Assault entered the Draconis Combine and nearly destroyed the offending Twelfth and Twenty-second Dieron Regulars.

FLEET ASSETS

Clan Diamond Shark's fleet is notable for what is missing rather than what is present. The losses of *Blood Lust* (Aegis-class) and *Red Tide* (Potemkin-class) were well publicized and Clan Diamond Shark is still seeking damages from the Federated Suns for the latter. *Sharon* (Essex-class) was lost at New Home in 3078. So far only *Devourer* (Carrack-class), *Tracy* and *Architeuthis* (Essex-class), *Terror of the Deep* (Nightlord-class), *Kraken*, *Poseidon*, *Tsunami* (Potemkin-class), *Nagasawa* (Sovetskii Soyuz-class), and *Space Hunter* (Lola III-class) have been seen. But given the Clan's Deep Periphery holdings the final total isn't certain.

DEPLOYMENT STATUS

Alpha Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
The Diamond Skate	E/F	Itabaiana	105 %	100 %
21st Combined Assault	E/F	Tukayyid	90 %	100 %
27th Cruiser Cluster	E/F	Tukayyid	85 %	100 %

Beta Galaxy

The Pearl Skate	E/F	Tukayyid	55 %	100 %
7th Cruiser Cluster	E/F	Itabaiana	85 %	100 %
6th Strike Cluster	E/F	Trondheim	70 %	95 %
42nd Combined Strike	V/R	CDS <i>Nagasawa</i>	90 %	90 %

Gamma Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
8th Assault Cluster	E/R	Twycross	85 %	85 %
21st Striker Cluster	E/F	Twycross	95 %	90 %
28th Cruiser Cluster	V/F	Twycross	90 %	88 %

Omega Galaxy

The Coral Skate	E/R	Trondheim	85 %	10 %
101st Strike Cluster	R/R	Trondheim	95 %	0 %
35th Cruiser Cluster	R/R	Itabaiana	90 %	0 %
57th Combined Assault	E/F	Itabaiana	96 %	0 %
17th Air Assault Cluster	V/F	CDS <i>Devourer</i>	96 %	0 %



CLAN GHOST BEAR

The following is a breakdown of Clan Ghost Bear's touman, which consists of fourteen active Galaxies, plus fleet assets. It should be noted that these assets are supported now by the remnants of the Rasalhague KungsArmé, which is listed later in this report, under Irregular Forces.

ALPHA GALAXY

As the spear point of Alpha Wave, Alpha Galaxy saw some of the fiercest fighting of the Ghost Bear's campaign against the Word. Assaults on Luthien, Kaus Borealis, Dyev and Dieron pushed the Galaxy to its limit and only continual infusions of fresh troops from lesser Galaxies have kept Alpha viable. This was not enough to save the Fiftieth Strike Cluster, which was battered by the sudden arrival of Word of Blake's Twenty-eighth Division on Dyev. It has since been disbanded and the survivors spread through Alpha Galaxy.

BETA GALAXY

After clearing Pesht of the Blakist taint, Beta Galaxy would find itself at the heart of Beta Wave and hit secondary targets like Kaus Media, and Ascella in the push towards Terra. At Ascella, the Fourteenth Battle Cluster took heavy losses and had to retreat to regroup for a further attack. Having won the right to participate in the assault on Dieron, the 304th Assault fell in the cauldron of Chiloe Pass while the Twelfth Bear Chevaliers were gutted in the tunnels of Fortress Dieron and disbanded.

DELTA GALAXY

Delta Galaxy supported Beta on Pesht before becoming the lead force in Delta Wave. Delta would secure the Bears' flanks during their push for Terra, seizing Eltanin and Alva. Pausing briefly to wait for Beta Wave, Delta Galaxy pushed on to take Kervil, Sabik and Skondia. Delta even showed up on Thorin and destroyed a Blakist force under the noses of the besieging Lyrans with an intense orbital bombardment. A fast moving "light" force, Delta never had to face a Dyev or Dieron, but continual combat saw the lightweight Sixty-eighth and 115th Striker Clusters ground down across six worlds.

RHO GALAXY

After supporting Alpha Galaxy on Luthien, Rho Galaxy was assigned to Beta Wave and targeted Kaus Australis and Ascella. On Ascella, the 297th Battle Cluster was nearly destroyed and the Galaxy was put in reserve while Beta Galaxy and Stone's Lament cleared the world. After seizing Lambrecht, Rho Galaxy moved on to Dieron. Combat losses saw Rho tasked to take outlying areas and act as a reserve. Continual raiding by Blakist elements ultimately killed off the 297th Battle Cluster and left the rest of the Galaxy dangerously low in manpower.

OMEGA GALAXY

As a Galaxy designed to face Inner Sphere opponents Omega Galaxy was uniquely suited to facing the Word of Blake threat. This saw the Galaxy committed to Luthien, as well as supporting Alpha Wave. After the blood baths of Dyev and Dieron the surviving Clusters were folded into Beta Galaxy.

When Beta Galaxy returned to the Dominion, the Fifth Bear Guards and 357th Assault Cluster were separated out and used to reform Omega Galaxy. After forming a command Trinary, both Clusters are severely under strength and have had to resort to accepting barely trained Rasalhagian warriors.

THETA GALAXY

Assigned to Beta Wave as a garrison force, Theta Galaxy found itself thrust into an offensive role after the Ascella debacle. Not used to attacking, Theta performed poorly on Moore and Pike IV, taking unnecessarily high losses. Of particular concern was the loss of the Seventh Phalanx when elements of the Thirtieth PGC refused to come to its aid on Pike IV. Theta Galaxy is currently acting as a garrison force within the Terran Protectorate.

KAPPA GALAXY

Technically assigned to Alpha Wave, Kappa Galaxy was tasked with protecting the Dominion's supply lines and found itself widely spread across a network of supply dumps and spaceports—popular targets for Blakist-supported pirates. All three clusters, but especially the Fourteenth PGC, proved more than happy to chase off any threats. The most notable example of this was the clearing of a Blakist nest on Yorii that had previously ambushed a Dominion convoy. This hidden war left Kappa understrength and it is currently garrisoning former Protectorate worlds.

FIELD REPORT: CLANS



XI GALAXY

After the loss of the Fifth Bear Regulars on Radstadt, Xi needed the First and Second Bear Regulars reassigned to it before the Galaxy could be considered an offensive command. As part of Delta Wave, Xi was tasked with attacking Vega and supporting Omicron on Cebalrai. The First Bear Regulars were lucky to survive the latter, and the Tenth PGC later secured the world. With Omicron recovering, Xi went on to hit Ko, then Lyons with few losses. This all changed when Xi joined with Omicron to hit New Earth. Lucky to escape the world, Xi ceased offensive operations and is currently garrisoning former Protectorate worlds.

OMICRON GALAXY

Omicron Galaxy proved to be the most unfortunate Galaxy in the Dominion's drive for Terra. An aerospace-heavy command, Omicron was assigned the Seventh Bear Regulars to give it some much-needed offensive capability. Unfortunately these forces were lost along with the Sixty-ninth PGC when Cebalrai's defenders resorted to neutron bombs. After successfully probing Zollikofen, Omicron finally got a chance to strike back at New Earth, only to encounter a deadly trap there. Only the skill of the Fifty-fifth PGC made it possible for Omicron and Xi to retreat off-world through the cordon of DropShips, ending Omicron's war. The survivors now garrison Ascella and Ko.

PI GALAXY

Nominally a garrison force, Pi Galaxy was a surprise addition to Alpha Wave. Missing out on Kaus Borealis, Pi went in on the second wave at Dyev. Usually acting in support to Alpha and Omega Galaxies, Pi proved its worth, particularly its Fifth Phalanx, which was in its element against the world's fortifications. Eventually, the Fifth was targeted and decimated by a Manei Domini raid. Pi also won the honor of taking the minor world of Asta from the Word. This they did with a textbook combination of mixed-force tactics and superb reconnaissance that made up for their lack of modern 'Mechs.



SIGMA GALAXY

With the loss of the Seventh Bear Regulars to Omicron Galaxy, Sigma was assigned to garrison duty within the Dominion. While not unexpected, this proved crushing to the Galaxy's morale, but that quickly changed when the Second Freeman and First Kavalleri mutinied. Positioned to contain the rebel Clusters, Sigma was held back until the Rasalhague Galaxy returned from the front to prevent a public relations disaster. Having gained the Sixth Bear Regulars in compensation for the Seventh, the new Cluster is having trouble adjusting to being part of a "vehicle Galaxy".

TAU GALAXY

Reduced to three PGCs, Tau Galaxy was the primary Clan BattleMech force in the Dominion until the return of Rasalhague Galaxy. Forced to take a leading role in quelling the Second Freeman and First Kavalleri's mutiny, Tau's presence defused the situation. With the return of the First and Second Bear Regulars, Tau has found itself one of the largest Galaxies in the Dominion.

RASALHAGUE GALAXY

The Rasalhague Galaxy occupies a strange middle ground between the Ghost Bear touman and the old KungsArmé. Scheduled to join Alpha Wave on Dyev, Rasalhague Galaxy instead found itself returning to the Dominion to put down the mutiny of the Second Freeman and First Kavalleri. Unfortunately, this situation could not be resolved peacefully. As a result, the small hybrid Galaxy spent its next five years touring the Dominion to keep the peace.

FIELD REPORT: CLANS



VALKYRIE GALAXY

Six Valkyrie Clusters were formed to provide aerospace support for the *Leviathan*-class battleships. Of these, only two survived to the end of the Terra campaign. Currently, the survivors of Titan and Terra have been assigned to the Second and Sixth Valkyrie Clusters, which have both been assigned to the *Rasalhague*. However, as the great ship is now undergoing repairs for the foreseeable future, these fighter groups may be reassigned soon.

FLEET ASSETS

Key to the Ghost Bear Dominion's success in the Jihad has been its fleet. The formidable *Leviathan*-class battleships saw service at Luthien, Pesht, Odessa, Dyeve, Dieron, Titan and Terra. Additionally, they supported nearly every major Dominion assault. The Bears' iconic WarShips suffered heavy losses, with only *Rasalhague* surviving. Ursa Major (*Nightlord*-class) was the busiest ship in the navy, seeing action at Luthien, Dyeve, Dieron and Titan and it is currently stationed at Alshain. *Ursine Boatman* (*Volga*-class) found itself escorting battleships for most of the Jihad. The only time she didn't, at New Earth, she found herself overwhelmed, despite the presence of supporting Jade Falcon and Wolf ships. Finally, the Bears' two *Carracks* have been central to the Clan's support network, and have both survived despite several pirate attacks.

DEPLOYMENT STATUS

Alpha Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Command Supernova	E/F	Alshain	30 %	100 %
Trinary Galaxy Command	E/F	Alshain	25 %	100 %
1st Bear Guards	E/F	Alshain	30 %	75 %
3rd Bear Guards	E/R	Alshain	25 %	64 %

Beta Galaxy

Trinary Galaxy Command	V/F	Gunzburg	55 %	100 %
332nd Assault Cluster	R/R	Satalice	40 %	90 %
14th Battle Cluster	E/Q	Stanzach	30 %	83 %

Delta Galaxy

Trinary Galaxy Command	E/F	Rasalhague	35 %	80 %
8th Bear Cuirassiers	V/R	Hermagor	40 %	82 %
73rd Battle Cluster	V/F	Balsta	45 %	77 %
140th Striker Cluster	V/R	Dawn	35 %	49 %

Rho Galaxy

Trinary Galaxy Command	E/F	Eguilles	35 %	80 %
18th Battle Cluster	V/F	Sternwerde	25 %	61 %
243rd Battle Cluster	E/R	Mannedorf	20 %	62 %
283rd Battle Cluster	V/F	Rubigen	35 %	59 %
300th Battle Cluster	R/F	Marawi	40 %	56 %

Omega Galaxy

5th Bear Guards	V/F	Gunzburg	25 %	75 %
357th Assault Cluster	R/F	Endagin	30 %	90 %

Theta Galaxy

3rd Bear Regulars	V/R	Yorii	45 %	36 %
17th PGC	V/F	Yorii	30 %	21 %
30th PGC	R/Q	Thorin	35 %	11 %

Kappa Galaxy

4th Bear Regulars	V/F	New Earth	45 %	28 %
11th PGC	V/R	Dieron	35 %	19 %
14th PGC	R/R	Dieron	55 %	28 %

Xi Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
10th PGC	G/Q	Zollikofen	25 %	22 %
42nd PGC	R/Q	Asta	40 %	31 %
56th PGC	G/F	Dyeve	45 %	17 %

Omicron Galaxy

33rd PGC	R/Q	Ascella	55 %	24 %
55rd PGC	V/F	Ko	40 %	15 %

Pi Galaxy

23rd PGC	V/F	Thule	35 %	19 %
29th PGC	R/F	Constance	45 %	27 %
54th PGC	G/R	Jarett	40 %	23 %
13th Phalanx	R/R	Polcenigo	45 %	9 %

Sigma Galaxy

10th Phalanx	E/F	Casere	60 %	8 %
6th Bear Regulars	V/R	Courchevel	75 %	28 %
12th PGC	R/R	Soverzene	85 %	33 %
21st Phalanx	V/R	Thessalonika	85 %	25 %

Tau Galaxy

1st Bear Regulars	E/F	Santander V	55 %	31 %
2nd Bear Regulars	V/R	Porthos	60 %	22 %
9th PGC	V/R	Damian	75 %	27 %
18th PGC	R/Q	Holmsbu	75 %	34 %
37th PGC	G/R	Pinnacle	85 %	31 %

Rasalhague Galaxy

1st Rasalhague Bears	E/F	Orestes	85 %	63 %
1st Tyr Assault Cluster	V/F	Grumium	75 %	71 %
Gunzburg Eagles	R/R	Tukayyid	90 %	41 %

Valkyrie Galaxy

2nd Valkyrie	E/F	CGB <i>Rasalhague</i>	85 %	62 %
6th Valkyrie	V/F	CGB <i>Rasalhague</i>	95 %	53 %

FIELD REPORT: CLANS



CLAN HELL'S HORSES

The following is a breakdown of Clan Hell's Horses' touman, which consists of seven active Galaxies, plus Keshik and fleet assets.

KESHIKS

Alpha and Omega Keshiks began the decade leading the assault on Clan Wolf. As such they took heavy losses, but generally received rapid replacements from the other Galaxies. Currently they serve as garrisons on Csesztreg.

ALPHA GALAXY

Alpha Galaxy opened its account by defeating elements of Clan Wolf's Omega Galaxy on Oberon IV in late 3070. From there, it moved to attack Steelton in 3071 before occupying Icar and Chateau in preparation for the assault on Kirchbach. This attack would go ahead in April. The strained elements of Clan Wolf's Kappa Galaxy were no match for the battle-hardened Alpha Galaxy when the Horses came for Mozirje and Feltre. On Basiliano, Clan Wolf's Gamma Galaxy finally turned the Horses back, then pushed forward to reclaim Mozirje and Feltre, an action that ultimately helped settle the Horses-Wolf conflict, at least for the time being. Alpha's Eleventh Mechanized Cavalry later joined Alys Rousset-Marik's push to Terra, where they took part in the assaults on Hsien and Mars.

BETA GALAXY

The Seventy-seventh Mechanized Cavalry led Beta Galaxy onto Nyserta in 3070. On New Caledonia, Beta's Command Trinary faced and mauled the Thirty-third Wolf Champions Cluster. The Thirtieth Mechanized Strike secured Steelton in January of 3071, despite heavy losses to the Thirteenth Wolf Regulars Cluster. The 333rd Mechanized Cluster chased the First Wolf Garrison Cluster off Star's End with heavy losses. Delaying action by Clan Wolf's Kappa Galaxy on Verthandi left Beta Galaxy bruised but victorious. Facing the exhausted Kappa Galaxy on Planting in June, Beta would take the world and hold it until January 3072. After clearing Harvest of Wolf troops, Beta would push on to Ridderkerk, only to be denied by Clan Wolf's Gamma Galaxy.

DELTA GALAXY

Delta Galaxy was tasked with securing Paulus Prime in 3070, which was accomplished only by breaking its bid against Clan Wolf's Omega Galaxy. After recovering, Delta would next appear on The Edge in early March. From there, they struck out to New Oslo, defeating the Second Wolf Lancers Cluster in the process. Delta Galaxy next struck at Liezen where it defeated the 101st Battle Cluster. After occupying Unzmarkt, Delta Galaxy established a foothold on Hohenems before being forced by Clan Wolf's Gamma Galaxy to retreat to New Oslo in 3072.

EPSILON GALAXY

First arriving in 3072, Epsilon Galaxy was previously stationed in the Clan Homeworlds. Reduced to three half-strength Clusters, it is clear that the Galaxy has taken much abuse but the Clan is not saying what caused it.

THETA GALAXY

Initially moved forward from Clan Hell's Horses Periphery holdings, Theta Galaxy was used to secure the undefended worlds behind the main advance. As a relatively intact Galaxy, Theta was sent to attack Von Strang's World, Bensinger, Apollo and Toland in November 3071. In December they would push on to Botany Bay, Last Chance, Gotterdammerung, Lackove, and Here before capturing the Dark Nebula orbital facility in conjunction with Clan Jade Falcon's Delta Galaxy in March.



FIELD REPORT: CLANS



KAPPA GALAXY

Brought forward as a reserve unit, Kappa Galaxy was given its chance to shine on Outpost against the First Wolf Hussars Cluster. Here, the outnumbered Wolves were able to exploit Kappa's inexperience, but their refusal to retreat sealed their fate. After destroying the Hussars, Kappa would spend the rest of March 3071 occupying Skallevoll in preparation for the next wave.

OMEGA GALAXY

Clan Wolf's Khan Ward created Omega Galaxy as a repository for his Clan's Wardens and other malcontents then set it to the menial task of patrolling for pirates along the coreward edge of the Wolf Occupation Zone. Here, it was found by the invading Clan Hell's Horses and—after hard fights on Oberon IV, Nyserta and Paulus Prime—most of Omega found itself captured and absorbed by the Horses. The much-reduced Galaxy was allowed the honor of facing its former comrades on Rodigo in 3071 and has since gained two clusters of ex-Clan Ice Hellion troops. But since then in the ultimate irony, these forces have been left patrolling the Periphery border of Clan Hell's Horses holdings.

FLEET ASSETS

The last decade has been disastrous for Clan Hell's Horses' fleet. Only *Buchephalus* (Congress-class), *Armageddon* (Potemkin-class), *Steel Shield* (Potemkin-class), and *Black Knight* (Lola III-class) have been seen in the Inner Sphere. Even with the addition of *Pack Leader* (York-class), now named *Stampede*, that means in addition to *Mount Olympus* (Volga-class) at Vantaa in 3072, five ships have been lost. Totally outgunned by the powerful fleets on its borders, Clan Hell's Horses' navy may prove vulnerable to targeted raiding.

DEPLOYMENT STATUS

Keshiks

Formation	Exp/Loy	Homeworld	Strength	Omnis
Alpha Keshik	E/F	Csesztreg	45 %	70 %
Omega Keshik	E/R	Csesztreg	65 %	80 %

Alpha Galaxy

Alpha Galaxy Command	E/F	Csesztreg	55 %	60 %
11th Mechanized Cavalry	E/R	Mars	45 %	70 %
12th Mechanized Cavalry	E/R	Chateau	55 %	50 %
21st Mechanized Assault	E/R	Seiduts	60 %	50 %
22nd Mechanized Assault	V/F	Csesztreg	50 %	45 %
30th Mechanized Strike	E/R	Harvest	55 %	60 %

Beta Galaxy

Beta Galaxy Command	E/Q	New Oslo	75 %	70 %
666th Mechanized Assault	V/R	Bruben	30 %	60 %
77th Mechanized Cavalry	V/R	New Bergen	50 %	70 %
333rd Mechanized Strike	E/F	Outpost	55 %	65 %
888th Mechanized Assault	R/R	Skallevoll	50 %	75 %
99th Mechanized Cavalry	E/F	New Oslo	45 %	70 %

Delta Galaxy

71st Mechanized Cavalry	E/F	Kirchbach	75 %	40 %
82nd Mechanized Cavalry	V/F	Liezen	60 %	60 %
44th Mechanized Assault	V/R	New Caledonia	65 %	60 %
99th Mechanized Strike	E/F	Lovinac	55 %	55 %

Epsilon Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Epsilon Galaxy Command	E/F	Ferris	55 %	20 %
62nd Mechanized Assault	V/R	Manaringaine	35 %	20 %
91st Mechanized Assault	V/F	Nyserta	40 %	20 %

Theta Galaxy

42nd BattleMech Cluster	V/R	Apollo	60 %	25 %
49th BattleMech Cluster	R/R	Dark Nebula	75 %	20 %
53rd BattleMech Cluster	R/R	Steelton	55 %	20 %
57th BattleMech Cluster	G/R	Star's End	40 %	15 %

Kappa Galaxy

307th Mechanized Cavalry	R/F	Alleghe	45 %	50 %
412th Mechanized Strike	G/R	The Edge	35 %	50 %
85th BattleMech Cluster	R/R	St. John	40 %	55 %

Omega Galaxy

91st BattleMech Cluster	E/R	Placida	30 %	100 %
93rd BattleMech Cluster	V/R	The Rock	25 %	0 %
94th BattleMech Cluster	R/Q	Butte Hold	30 %	35 %
99th BattleMech Cluster	R/Q	Drask's Den	25 %	30 %

FIELD REPORT: CLANS



CLAN JADE FALCON

The following is a breakdown of Clan Jade Falcon's touman, which consists of eight active Galaxies, plus Keshik and fleet assets.

TURKINA KESHIK

A Nova from the Turkina Keshik under Star Captain Tara Helmer assisted in the taking of Tharkad in January of 3072, in one of the Falcons' first acts of cooperation with Inner Sphere forces during the Jihad.

GAMMA GALAXY (JADE FALCON GALAXY)

Gamma Galaxy spent the first part of the decade in near-continual combat. After initially being tasked with raiding the Lyran border, Gamma went on to great success against the invading Clan Ice Hellion. When the First Falcon Hussars and Third Falcon Talon Cluster under Khan Pryde provided

support for the liberation of Coventry, they were very understrength leading some observers to conclude that only a single Cluster had been sent. While they performed well, the Galaxy remains weak—despite the best efforts of Galaxy Commander Kerensky.

EPSILON GALAXY

Caught off-balance by the initial Ice Hellion and Horses attacks, Epsilon lost Steelton to the Horses, but took Seiduts in June 3071. After the Ice Hellions' Delta Galaxy attacked Steelton the following September, Epsilon pushed back, finally driving the Hellions away in October.

DELTA GALAXY (GYRFALCON GALAXY)

Delta Galaxy led the Falcons' assault into the Lyran Alliance in 3070. After a number of successes, the loss of Galaxy Commander Buhallin on Morges left Lee Newclay in command. The abrupt change in leadership contributed to the grinding, yearlong stalemate on Great X that ultimately cost the Galaxy four of its Clusters.

The surviving First Falcon Striker Cluster met up with several reinforcement Clusters sent from the Homeworlds on Seiduts, where Clan Ice Hellion's Zeta Galaxy attacked them in December 3071 and forced the Falcons to retreat. The Galaxy supported Alpha Galaxy's recapture of Romulus in January 3072, and at Evcler in February. In March, Delta Galaxy clashed with Clan Hell's Horse's Theta Galaxy for control over the orbital facilities in the Dark nebula. Unfortunately for the Falcons, it was Theta Galaxy who prevailed in that battle.

KAPPA GALAXY

Kappa is one of the strongest Galaxies in Clan Jade Falcon's touman, largely due to a lack of combat. Stationed anti-spinward of the Ice Hellion attack, Kappa was well positioned to sweep across the tail of the invasion. Instead, Kappa remained out of the Ice Hellion conflict, to screen against possible attacks on the Lyran front.

RHO GALAXY

During Clan Jade Falcon's preparations to strike the Lyran Alliance in the early Jihad, Rho Galaxy found itself assigned to defending Sudeten. Though a position of great honor, this left the battle-hardened Galaxy out of the fighting when Clan Ice Hellion came calling. Since then, Rho has been rotated into garrison positions on the worlds Clan Ice Hellion first attacked. Ostensibly, this is to protect against future attacks, but it also provides an ideal position for the relatively intact Rho to threaten Clan Hell's Horses' occupation zone.

IOTA GALAXY

The 305th Assault Cluster suffered heavy damage at Zanderij, while raiding the Lyran Alliance early in the Jihad. Despite this, the Galaxy was reasonably intact in 3070, but was not reported as taking part in the fighting against Clan Ice Hellion. However, when the Jade Falcon Occupation Zone emerged from its HPG lockdown, it became clear that Iota Galaxy had suffered heavy casualties in battle. We are still trying to ascertain the cause.

LAMBDA GALAXY

Lambda Galaxy had the misfortune to be stationed on the spinward edge of Clan Jade Falcon's Occupation Zone when Clan Wolf's Kappa Galaxy tore through them in 3069. Used to combat in the Homeworlds, Lambda found itself reacting too slowly to the experienced Wolves. Reassigned to the near Periphery worlds of Erewhon, Anywhere, Somerset and Bone-Norman, the Clusters of Lambda have since taken severe damage as these worlds formed the core of the uprising that wracked the Occupation Zones.

FIELD REPORT: CLANS



ALPHA GALAXY

Cobbled together from elements of Mu and Omega Galaxies, Alpha has become the Clan's go-to force for operations outside the Occupation Zone. That a second-line Cluster assumes this role now speaks volumes of the increasingly insular posture the Falcons are taking of late. Dispatched to serve as part of the Lyran Thrust under Loremaster Brian Pryde, Alpha Galaxy showed promise on Shiloh before losing four Clusters in the fighting on New Earth. Nevertheless, Alpha still managed to scrape together two Clusters to help occupy Rigil Kentarus, plus two Trinaries of battle armor for the assault on Luna. Currently, what little remains of this command is guarding Sirius and Rigil Kentarus.

FLEET ASSETS

Clan Jade Falcon's fleet had a good war against Clan Ice Hellion. Though it lost *Janice Hazen* (Aegis-Class) and *Lightning Strike* (Vincent Mk. 42-class), it captured *Chaos Sailor* (Aegis-class) and *Swift Bait* (Fredasa-class) effectively trading a Vincent Mk42-class for a more modern Fredasa. Despite this, when it came time to support the Coalition's push toward Terra, the Falcon response was less than enthusiastic. Other than the *Red Talon* (Aegis-class) at Coventry, six more Falcon ships would serve alongside us, with the *Frost Falcon* (Aegis-class) lost at New Earth and *Green Lantern* (Congress-class) and *Hawker* (Sovetskii Soyuz-class) destroyed at Titan. The current observed fleet consists of *Emerald Talon* (Nightlord-class), *Blue Talon* (Aegis-class), *Jade Talon* (Aegis-class), *Chaos Sailor*, *Jade Aerie* (Black Lion-class), *White Aerie* (Black Lion-class), *Turkina's Pride* (Cameron-class) and *Swift Bait*. The remaining eight ships are simply missing. Whether they have been lost is unknown.

DEPLOYMENT STATUS

Turkina Keshik

Formation	Exp/Loy	Homeworld	Strength	Omnis
Turkina Keshik	E/F	Sudeten	85 %	95 %

Gamma Galaxy

1st Falcon Hussars	E/F	Sudeten	45 %	100 %
3rd Talon Cluster	E/F	Cusset	55 %	90 %
9th Talon Cluster	V/F	Colmar	65 %	85 %
1st Falcon Swoop Cluster	G/R	Koniz	35 %	75 %
3rd Falcon Swoop Cluster	R/R	Sudeten	45 %	75 %
Jade Solahma Cluster	R/F	Blair Atholl	25 %	25 %

Epsilon Galaxy

1st Falcon Jaegers	E/F	Koniz	80 %	100 %
5th Battle Cluster	V/R	Ballynure	60 %	80 %
8th Falcon Regulars	V/R	Benfled	35 %	80 %
18th Falcon Regulars	V/R	Pandora	45 %	60 %
10th Talon Cluster	R/Q	Bessarabia	40 %	60 %
6th PGC	G/R	Biota	30 %	20 %

Delta Galaxy

1st Falcon Striker	E/F	Morges	60 %	80 %
2nd Falcon Dragoons	V/R	Great X	45 %	80 %
53rd Battle Cluster	E/R	Pasig	55 %	75 %
Dogbreath Solahma Cluster	G/R	Deia	20 %	25 %

Kappa Galaxy

4th Falcon Striker	V/R	Chahar	85 %	40 %
8th PGC	R/R	Blue Hole	70 %	20 %
10th PGC	G/R	Kikuyu	75 %	25 %
75th Striker Cluster	R/Q	Barcelona	55 %	10 %

Rho Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
12th Falcon Regulars	R/Q	Derf	30 %	40 %
124th Striker Cluster	E/R	Wotan	70 %	35 %
7th Falcon Regulars	R/R	Winfield	75 %	20 %
Jade Falcon Eyrie Cluster	G/F	Persistence	55 %	35 %

Iota Galaxy

2nd Falcon Jaegers	R/F	Butler	55 %	20 %
5th Talon	R/R	Trell I	45 %	40 %
51st Garrison Cluster	R/R	Maxie's Planet	60 %	25 %
Gyrfalcon Eyrie Cluster	G/F	Twycross	70 %	30 %

Lambda Galaxy

22nd PGC	R/R	Erewhon	55 %	20 %
24th PGC	V/R	Anywhere	45 %	10 %
2nd Falcon Swoop	R/R	Somerset	55 %	15 %
Lambda Solahma	G/R	Bone-Norman	40 %	10 %

Alpha Galaxy

3rd Falcon Eyrie	V/R	Sirius	25 %	10 %
7th Falcon Eyrie	R/R	Rigil Kentarus	20 %	20 %



CLAN NOVA CAT

Although nominally part of the Draconis Combine's defenses, the relatively autonomous nature and culture of the Nova Cats places them in this report. The following is a breakdown of Clan Nova Cat's touman, which consists of five active Galaxies, plus fleet assets.

ALPHA GALAXY

After protecting the Irece Prefecture from Blakist aggression, the end of combat on Luthien finally allowed Alpha Galaxy to join its comrades alongside Devlin Stone in 3077. As part of the Free Worlds League Thrust, this force joined the war by saving Group II on Wasat. Between March and July, Alpha saw action on Acubens, Stewart, and Kalidasa. After a six-month break, it cleared Dubhe and Graham IV, before providing support for the assault on Mars.

DELTA GALAXY

Among the first of our supporters, Delta Galaxy found itself assigned to Group III of the Federated Suns Thrust. Delta had a very busy year, taking part in assaults on Tybalt, Tigress, Basalt, Ruchbah, Nanking, Woodstock and Sheratan before bogging down in December. The New Year saw Delta taking part in the liberation of Epsilon Eridani, and the Shiva Keshik received a boost after the survivors of the Lachesis Keshik (disbanded on New Home) were transferred in.

TAU GALAXY

With Delta Galaxy away to aid the Coalition, it was Tau Galaxy that relieved Benjamin in December 3072. Later, assigned to Group III of the Combine Thrust, Tau found itself in a war of attrition. After liberating Quentin in May of 3077, relentless attacks by the Forty-seventh Shadow Division pinned the Group down till July. Group III again stalled after attacking Fomalhaut in December—in this case, because of three separate Blakist counterattacks that extended combat operations out to April. Tau Galaxy currently garrisons former Protectorate worlds.

XI GALAXY

Losing three Clusters on Luthien in 3072, Xi Galaxy gratefully accepted the transfer of two Clusters from Sigma Galaxy after Devlin Stone ordered their return to the Draconis Combine. Despite this a lack of numbers, Xi currently garrisons several key worlds in the Irece Prefecture.

LAMBDA GALAXY

One of the earliest forces sent to join Devlin Stone, Lambda Galaxy found itself forced to return to the Irece Prefecture after Coordinator Hohiro Kurita demanded their return to defend his realm's border. Bitter but still loyal, Lambda Galaxy is the primary defense for Irece.

OMICRON GALAXY

Outside of the Thundercats Keshik—which was destroyed during the Blakist nuclear attack on Irece—the rest of Omicron Galaxy was tasked with defending the Clan's factory worlds throughout the Irece Prefecture, and has stoically performed this task with relatively little damage for the last decade. Like Lambda Galaxy, Omicron is understrength as many of its best troops have been siphoned off to serve in frontline commands.

FLEET ASSETS

As an early addition to our Coalition, Clan Nova Cat's fleet had a surprisingly good war. Early casualties were the *Vision Quest* (Aegis-class) and *Growler* (Lola III-class), lost at Luthien and Irece, respectively, as well as the destruction of the *Void* (Carrack-class) over Avon by Black Dragons.

The Nova Cat navy helped turn several pivotal battles, but paid an increasingly high cost the closer we came to Terra. They lost the *True Path* (Carrack-class) at Bharat, and the *Perilous Vision* (Carrack-class) at Chara. Bryant claimed the *Severen Leroux* (Black Lion-class) and *Spirit Vision* (Vincent Mk. 42-class). During the Word of Blake ambush at New Home, the *Principle* (Aegis-class) was lost. Still, the Nova Cat fleet was instrumental in carrying the day at Terra, making up a large part of the Coalition armada. But they also paid a heavy price, with the loss of nine capital vessels. Their rolls of honor would include *Path of Honor*, *Chronicle*, *Remembrance*, *Promise* (Aegis-class), *True Vision* (Congress-class), *Future Triumph* (Fredasa-class), *Rover* (Lola III-class), *Far Vision* (Vincent Mk. 42-class) and the *Anna Rosse* (York-class). The only survivors—and the whole of the current Nova Cat fleet—are the *Blade* (Aegis-class) and *Hunter* (Lola III-class).

FIELD REPORT: CLANS



DEPLOYMENT STATUS

Alpha Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Nova Star Keshik Supernova	E/F	Oliver	60 %	100 %
1st Nova Cat Guards	E/F	Graham IV	40 %	94 %
489th Assault Cluster	E/R	Liberty	45 %	84 %
Nova Cat Grenadiers Cluster	V/F	Marcus	50 %	75 %
Dragonsfang Cluster	V/R	Oliver	55 %	100 %

Delta Galaxy

Shiva Keshik Supernova	E/F	Wasat	65 %	98 %
4th Nova Cat Guards	E/F	Wasat	40 %	85 %
44th Nova Cat Cavaliers	E/R	Outreach	35 %	79 %
46th Nova Cat Cavaliers	E/F	Outreach	45 %	78 %
246th Battle Cluster	E/R	Talitha	50 %	73 %

Tau Galaxy

Vision Keshik Supernova	E/F	Epsilon Indi	60 %	70 %
9th Nova Cat Regulars	E/F	Epsilon Indi	65 %	85 %
12th Nova Cat Regulars	E/R	Small World	70 %	75 %
100th Striker Cluster	V/F	Caph	75 %	80 %
274th Battle Cluster	E/F	Bryant	60 %	70 %

Xi Galaxy

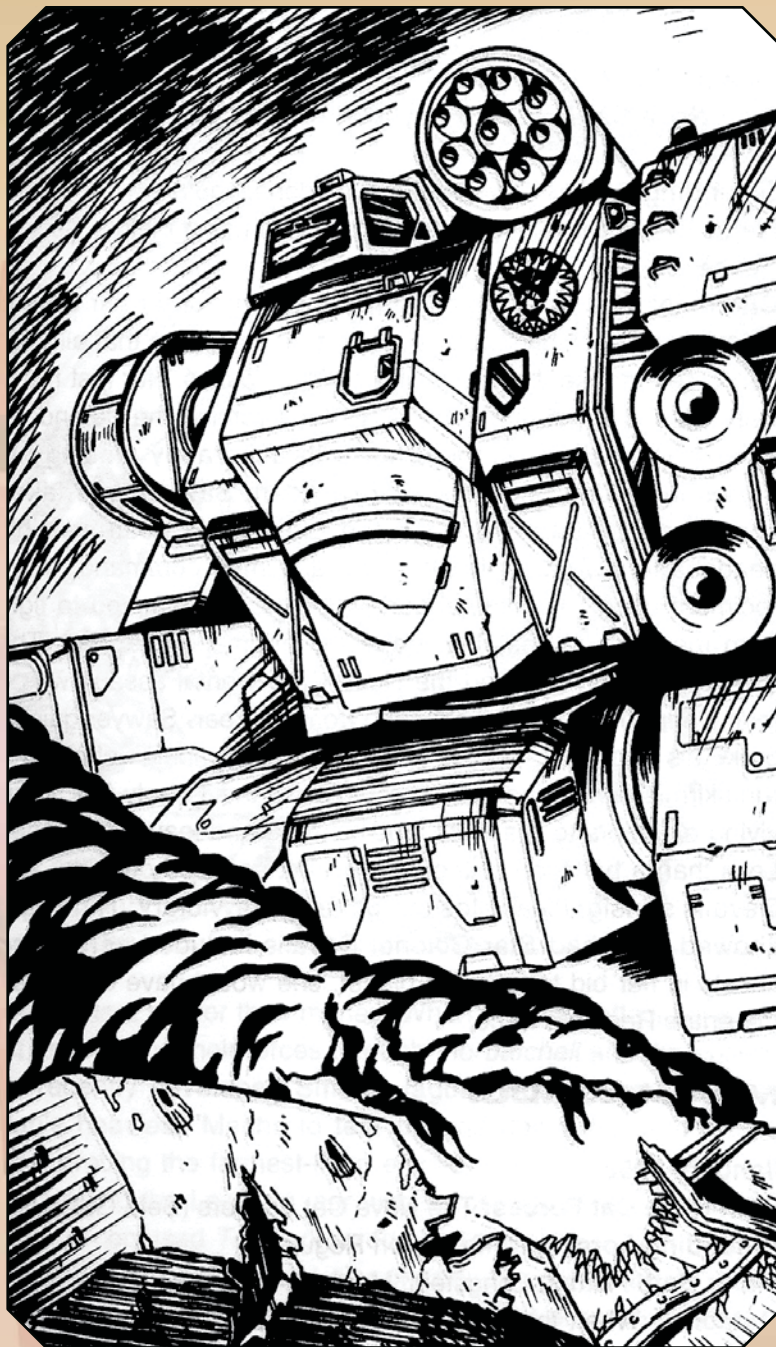
Rossei Keshik Supernova	E/F	Itabaiana	55 %	58 %
Nova Cat Renegades	R/R	Itabaiana	45 %	35 %
Dragonscales Cluster	R/R	Caripare	60 %	75 %
189th Striker Cluster	E/F	Outer Volta	80 %	69 %
Dragonsclaw Cluster	V/R	Labrea	95 %	100 %

Lambda Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Nekoryu Keshik Supernova	V/F	Irece	70 %	45 %
Nova Cat Hussars	V/F	Irece	65 %	30 %
Nova Cat Fusiliers	V/F	Irece	55 %	30 %

Omicron Galaxy

Nova Cat Jaegers	V/F	Mualang	70 %	52 %
Nova Cat Legers	V/F	Yamarovka	70 %	54 %
Nova Cat Rangers	E/F	Asgard	80 %	44 %
Nova Cat Dragons	R/R	Avon	65 %	55 %





CLAN SNOW RAVEN

The following is a breakdown of Clan Snow Raven's touman, which consists of four active Galaxies, plus fleet assets. It should be noted that these assets are supported now by the defense forces of the Outworlds Alliance, which the Ravens have effectively suborned during the Jihad. These additional assets are defined later in this report, under Irregular Forces.

ALPHA GALAXY

Arriving with the Swift Wing Naval Assault Star in early 3067, Alpha Galaxy was caught up in the campaign of revenge that followed the loss of White Cloud. Once the Fourth Raven Wing Cluster finished pacifying Antallos, the First Raven Phalanx—with support from the Outworlds Alliance—undertook on a six-month raiding campaign that attacked Enif, Galedon, and Tabayama. After the loss of the Swift Wing Naval Assault Star in 3068, Alpha Galaxy took up a garrison role at Ramora until the results of the investigation resulted in a joint Snow Raven-Outworlds Alliance assault on Dante to purge the Blakist-aligned terrorists based there.

With Beta Galaxy committed deep within the Draconis Combine, Alpha Galaxy was the only troops available to secure the Alliance. Assigned to defend Ramora, Quatre Belle, Antallos and Dante, 3071 would be a bad year for Alpha. March saw the Fifth Raven Wing Cluster gutted over Dante. The Ninth Raven Striker would successfully repel an attack by the

Screaming Eagles in October, but would lose the Sixth Raven Battle Cluster when they backtracked the mercenaries to Kilbourne and faced off with the defending Federated Suns troops there. Since then, Alpha Galaxy has garrisoned the Clan's core worlds, slowly recovering its strength.

BETA GALAXY

April 3069 saw Beta Galaxy arrive with the Storm Crow Naval Pursuit Star. Tasked with striking at the Draconis Combine, the Ninth Raven Wing Cluster hit Budingen and Schirmeck, while the Ninety-seventh Striker Cluster hit Weisau and Valentina. In June the Fifth Raven Stoop Cluster hit Goubellat. Fortunately for Beta, these Clusters remained on the worlds taken while the rest of Storm Crow Naval Pursuit pushed on to Galedon V. Beta Galaxy still holds these worlds. Questions remain about the location of two missing Clusters (the 14th Battle and the Beta Solahma), which have not been sighted in the Inner Sphere to date.

GAMMA GALAXY

Gamma Galaxy arrived in the Outworlds Alliance in early 3071, and was stationed as a defensive force on both the Draconis and Federated Suns borders. These assignments were largely uneventful—except for an unsanctioned FedSuns raid on Tellman IV in June 3072. Believing that a Blakist cell was active in the Alliance, the Third Crucis Lancers caused serious casualties to the Twelfth Raven Garrison Cluster and Third Alliance Air Wing, before naval support from Alpheratz arrived to trap and defeat the intruding Lancers.

DELTA GALAXY

Delta Galaxy is one of the most interesting formations in the Outworlds Alliance; not for anything it has done, but for how it is made up. Extremely understrength, two of its three Clusters are actually reassignments from the Ravens' Kappa Galaxy. How the Galaxy came into this state is a complete mystery. Stationed on the Raven-controlled worlds of Dante, Ramora and Quatre Bell, we are unlikely to get any more intelligence about them in the near future.

FLEET ASSETS

The Clan Snow Raven fleet that we know of is currently divided into three Stars. The Ice Storm Star (*Ice Storm* (Cameron-class), *Ark Royal* (Conqueror-class), *Magpie* (Congress-class), *Drake* (Whirlwind-class) and *Muninn* (Vincent Mk42-class)), The Conqueror Naval Star (Conqueror (Conqueror-class), *Kerensky's Hope* (Cameron-class), *Storm Crow* (Sovetskii Soyuz-class), *Raven's Nest* (Thera-class), *Lord Death* (Aegis-class) and *William Adams* (Whirlwind-class)), and the Eden Rose Naval Transport Star (*Bonaventure*, *Eden Rose*, *Epimetheus*, *Treachery* and *Wild Swan* (Potemkin-class), and *Scavenger* (Volga-class)).

The loss of the Swift Wing Naval Assault Star at Ramora in 3069 is well-known, as was the loss of *Mountbatten* and *Nestling* to the Galedon Plague. The *Omniss Seed's* final report misidentified two Snow Raven ships for propaganda purposes, but this did not save the battleship *Snow Raven*, which suffered a broken back when a Blakist vessel executed a suicide jump right on top of her over Dante, and was subsequently destroyed. Clan Snow Raven would commit the future Ice Storm Naval Star to our Coalition, in support of the Ghost Bear Dominion, adding the *William Adams*, *Scabbard*, *Blue Quest*, *Corvidae*, and *Huninn* to our assets. The latter four vessels were all lost in actions at Dyev, New Earth and Titan. Beyond these losses, we have been unable to account for an additional thirteen Raven WarShips, leading to speculation that they have either been destroyed or remain in the Clan Homeworlds.

FIELD REPORT: CLANS



Curiously, the Eden Rose Naval Transport Star has its elements stationed over various Alliance worlds. These ships have not moved since 3073, and we speculate that they are presently serving as industrial sites. Clan Snow Raven also still operates a large number of conventional JumpShips, which have used to greatly increase the trade and communications lanes throughout the Outworlds Alliance.

DEPLOYMENT STATUS

Alpha Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Corvus Keshik	E/F	Ramora	80 %	100 %
1st Raven Phalanx	E/F	Quatre Belle	90 %	100 %
9th Raven Striker	E/R	Ramora	85 %	100 %
4th Raven Wing	E/F	Antallos	80 %	90 %
5th Raven Wing	E/F	Dante	50 %	85 %

Beta Galaxy

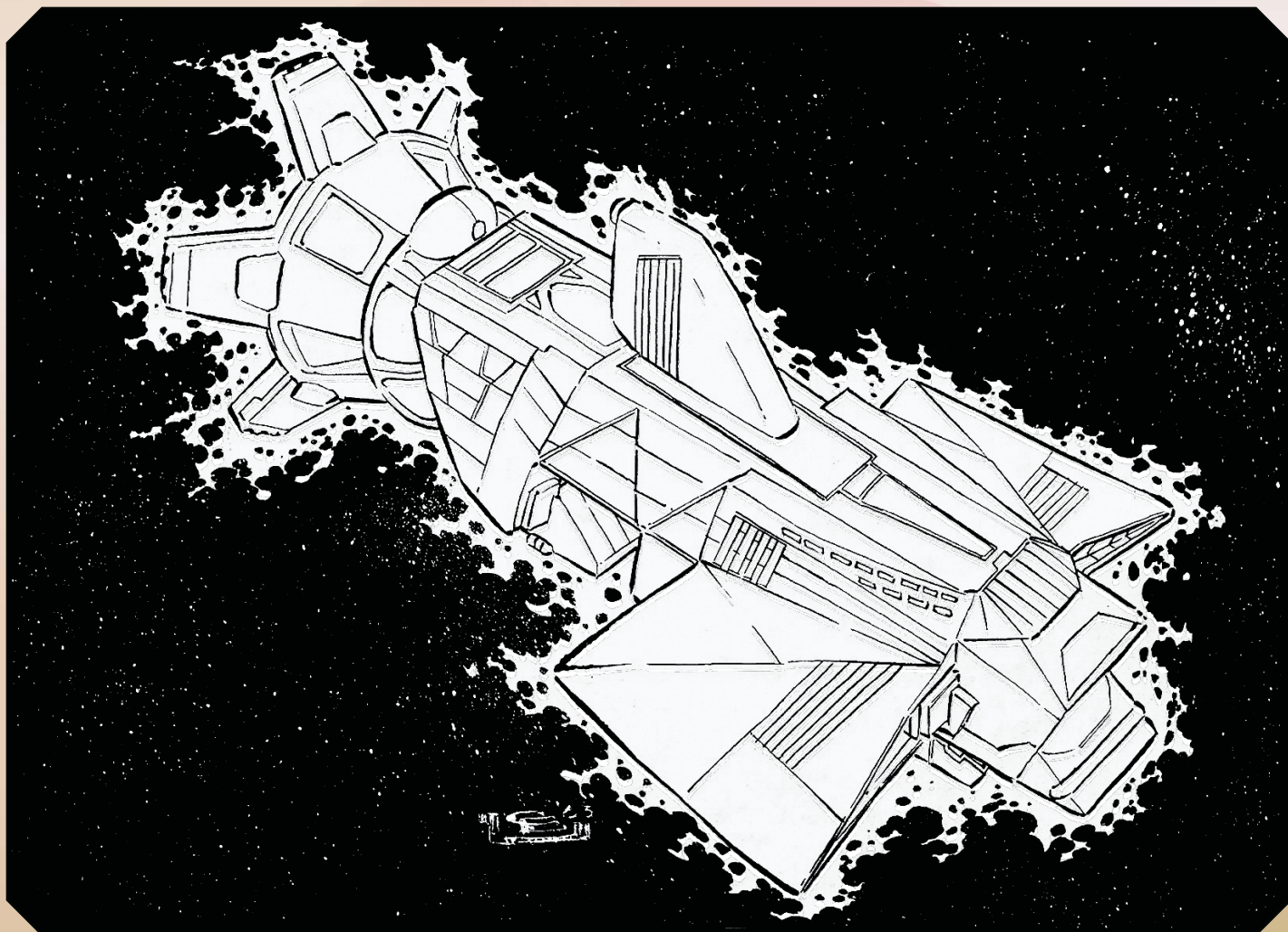
5th Raven Stoop	V/F	Goubellat	85 %	100 %
9th Raven Wing	E/R	Budingen/ Schirmeck	85 %	90 %
97th Striker Cluster	V/R	Weisau/ Valentina	90 %	100 %

Gamma Galaxy

100th Raven Battle Cluster	V/F	Alshain	90 %	100 %
3rd Raven Auxiliaries	V/R	Kinkaid II/ Crestoblus	80 %	45 %
12th Raven Garrison	R/R	Mishkadrill/ Tellman IV	75 %	25 %

Delta Galaxy

5th Raven Auxiliaries	V/R	Dante	15 %	80 %
6th Raven Regulars	V/F	Ramora	20 %	85 %
7th Raven Regulars	V/R	Quatre Belle	25 %	90 %



FIELD REPORT: CLANS



CLAN WOLF

The following is a breakdown of Clan Wolf's touman, which consists of eight active Galaxies, plus fleet assets. As ever, the assets of the Exiled Wolves, still operating independently within Lyran space, will be listed separately.

ALPHA GALAXY

Both the Golden Keshik and First Wolf Assault Cluster were on Tamar during the Blakist "scouring" attack there. It is only thanks to its ability to draw on the Clan's best warriors that the Golden Keshik exists at all. Now stationed on and around Weingarten, Alpha Galaxy

guards the core of the Wolves' Occupation Zone. Interestingly, the Fourth Striker Cluster appeared on Dell early in 3074, which has raised the question: who, then, is now defending Clan Wolf's Strana Mechty enclave?

BETA GALAXY

It is a tribute to Beta Galaxy that they have retained their loyalty to the Clan. Stationed on the Dominion border, they stoically defended against potential aggression from Clan Ghost Bear while the inferior Kappa Galaxy got to attack the hated Falcons and a war for the survival of the Clan waged on the coreward front. In the aftermath, Beta has been assigned to worlds taken from the Falcons and the Lyran Alliance, while Kappa has replaced its spinward posts.

GAMMA GALAXY

Gamma Galaxy was Clan Wolf's primary weapon in pushing back Clan Hell's Horses. Establishing a "Line of Death" and resisting an assault on Ridderkerk, the Seventh Battle Cluster and 271st Assault Cluster pushed on to retake Unzmarkt and Mozirje. Facing bridgeheads on Basiliano and Hohenems, the 103rd Striker Cluster and Bronze Keshik eventually achieved victory, and the 103rd followed the exhausted Horses to Feltre. Gamma now guards the Wolf's coreward border, preventing any further Horses adventurism.

DELTA GALAXY

Delta Galaxy formed one-half of Clan Wolf's contribution to our Coalition against the Word. After the First Wolf Lancers assisted with the defense of Skye, Delta took part in the liberation of Hesperus II. Assigned to the Lyran Thrust, they were Khan Ward's favorite tool to irritate Stone, attacking Imbros III, Zollikofen and Muphrid without approval. It was the rescue of the attack on Shiloh alongside Clan Jade Falcon's Alpha Galaxy that made Delta's reputation when they first occupied the Sixth FWL Legionaries' base of operation, then defended it until help arrived. After a misadventure on Rigil Kentarus involving the Falcons, the Bears, and a store of captured materiel, Delta finished the Jihad by committing battle armor to operations on Luna. Currently, Delta is guarding worlds in the former Protectorate.

THETA GALAXY

After years of resisting Clan Jade Falcon on Steelton, the Thirteenth Wolf Regulars had to accept hegira when the Thirtieth Mechanized Strike Cluster broke its bid to secure victory in February 3071. Badly mauled, this Cluster retreated to Weingarten, where it operates closely with Alpha Galaxy. The rest of Theta Galaxy, however, has not been heard of since it defeated Clan Hell's Horses' Alpha Galaxy on Tranquil in 3068.

IOTA GALAXY

Stationed against the Wolves' anti-spinward border, Iota Galaxy saw little action against Clan Hell's Horses. Relatively intact, Iota formed the other half of Clan Wolf's commitment to our Coalition. Assigned to the Combine Thrust, Iota took part in the liberation of Quentin. In that battle, two Stars were wiped out by hidden elements of the Word of Blake's Forty-seventh Shadow Division. Beyond this action, Iota's war was relatively uneventful and it now garrisons the worlds that Clan Wolf took from the Falcons in 3070.

KAPPA GALAXY

Kappa Galaxy has had an eventful decade. Specifically chosen to cut off Clan Jade Falcon's push towards Terra, Kappa seized both Falcon and Lyran worlds in a short and brutal campaign. With the operation completed, Kappa was beginning to return to its coreward garrisons when they came under attack from Clan Hell's Horses. Forced into retreat, the Werewolves finally held the line at Hohenems, but two years of fighting left the Galaxy shattered. Reinforced by the addition of the Second Wolf Guards Grenadiers, Kappa is now stationed on the Ghost Bear Dominion border.

TAU GALAXY

Tau Galaxy is something of a mystery. The Sixth Wolf Garrison Cluster was first seen on Wheel, but is now stationed on Planting. This Cluster has never been seen at full strength, and the rest of its parent Galaxy has yet to be seen anywhere in Clan Wolf's Occupation Zone.

FIELD REPORT: CLANS



FLEET ASSETS

The Clan Wolf navy has taken heavy losses over the last decade. *Nature's Wrath* (Lola III-class) and *Trailblazer* (Vincent Mk. 42-class) were lost to actions with Clan Hell's Horses. In the fighting against the Word of Blake, the *Stealthy Kill* (Black Lion-class) and *Nicholas Kerensky* (Texas-class, previously mislabeled as the *Touman*) were also lost. This has left only the *Dire Wolf* (Sovetskii Soyuz-class), *Bloody Fang* (Cameron-class), *Rogue* (Congress-class), *Jerome Winson* (Liberator-class) and *Victoria Ward* (Liberator-class) among the Wolf Clan WarShips seen in the Inner Sphere to date, raising questions as to where the other four known ships are.

DEPLOYMENT STATUS

Alpha Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Golden Keshik	E/F	Weingarten	25 %	100 %
4th Striker Cluster	E/F	Dell	60 %	100 %
5th Wolf Battle Cluster	R/F	Maestu	75 %	100 %
3rd Wolf Guard Battle	R/F	Memmingen	70 %	100 %

Beta Galaxy

Silver Keshik	E/F	Tomans	95 %	100 %
9th Wolf Guard Striker	E/F	Borghese	90 %	100 %
13th Battle Cluster	E/F	Kelenfold	85 %	100 %
2nd Wolf Assault Cluster	V/R	Fort Loudon	80 %	100 %

Gamma Galaxy

Bronze Keshik	E/F	Hohenems	75 %	100 %
7th Battle Cluster	E/R	Unzmarkt	65 %	95 %
103rd Striker Cluster	V/R	Feltre	50 %	96 %
271st Wolf Assault Cluster	E/F	Mozirje	70 %	100 %

Delta Galaxy

Wolfkin Keshik	E/R	Helen	35 %	100 %
1st Wolf Lancers	E/R	Quentin	30 %	100 %
2nd Wolf Lancers	V/R	Al Na'ir	25 %	40 %
3rd Wolf Lancers	R/Q	Nashira	20 %	25 %

Theta Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
13th Wolf Regulars	V/R	Weingarten	40 %	8 %

Iota Galaxy

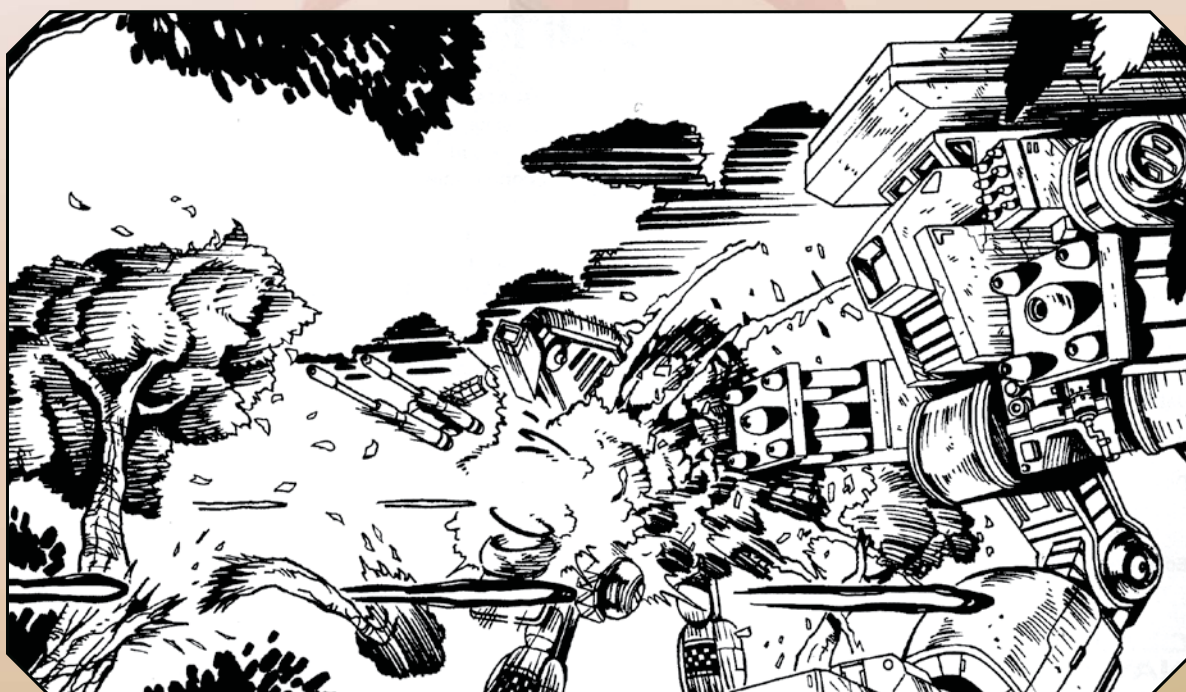
Blue Keshik	E/F	Wheel	70 %	0 %
6th Wolf Regulars	R/Q	La Grave	70 %	0 %
17th Wolf Regulars	G/Q	Orkney	55 %	0 %
20th Wolf Regulars	V/Q	Hyperion	45 %	0 %
21st Wolf Regulars	V/R	Shaula	40 %	0 %
6th Wolf Cavalry	V/R	Rastaban	30 %	0 %

Kappa Galaxy

Gray Keshik	E/R	Carse	75 %	0 %
33rd Wolf Champions	R/R	Diosd	40 %	0 %
101st Battle Cluster	R/F	Ramsau	60 %	0 %
1st Wolf Garrison Cluster	R/Q	Lothan	25 %	0 %
2nd Wolf Guards Grenadiers	V/F	Heiligendreuz	35 %	0 %

Tau Galaxy

6th Wolf Garrison Cluster	R/R	Planting	45 %	0 %
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FIELD REPORT: CLANS



CLAN WOLF (IN-EXILE)

Although nominally part of the Lyrans Alliance's defenses, the relatively autonomous nature and culture of the Exiled Wolves places them in this report. The following is a breakdown of Clan Wolf (in-Exile)'s touman, which consists of three active Galaxies, plus fleet assets.

ALPHA GALAXY

Despite some early raids against Word of Blake, Alpha Galaxy spent most of its time defending the Lyrans Alliance from the predations of Clan Jade Falcon. This would change in January 3072, when the Fourth Wolf Guards participated in the liberation of Tharkad, while the First Wolf Legion Cluster helped free Donegal in February. The need to recover after Word of Blake's attack on Arc-Royal meant that Alpha Galaxy would not see action again until 3077, when it was assigned to Group IV of the Federated Suns Thrust toward Terra. In that campaign, Alpha first saw action saving the BattleCorps mercenary command on Yangtze. After a siege on Archernar against the local Protectorate Militia the following June, Alpha would take Azha in September with little resistance. The final month of 3077 saw Group IV liberate Small World before joining the fight on Sheratan and securing that world for the final push to Terra.

BETA GALAXY

Much like Alpha Galaxy, Beta Galaxy did little more than fend off Falcon raids after 3067. Unfortunately for the Thirteenth Wolf Guards, this put them directly in the path of Word of Blake's attack on Arc-Royal in March 3072. Beta Galaxy came under fire again when the Second Wolf Strike Grenadiers were attacked on Bountiful Harvest in December of 3073. The Thirteenth would get its chance for revenge in June 3074, when it helped defend Skye.

In 3077, Beta Galaxy was assigned to Group IV of the Free World League Thrust toward Terra. After establishing a base on Talitha, Group IV hit Marcus in July—only to be forced off world in August. In September, Beta was tasked with taking Chara, but came up against an operational SDS network there. Heavy fighting in space and on the ground saw the loss of the Sixteenth Wolf Guards and Second Wolf Strike Grenadiers, forcing the Galaxy to retreat. In late October, Beta would again go into action, this time to support the rest of Group IV already engaged on New Canton. November would see Group IV attacking Tall Trees and Saiph before finally landing on Asuncion in January of 3078.

OMEGA GALAXY

As a primarily defensive force, Omega Galaxy has seen little action over the last few years. The First and Second Wolf Guards Clusters were on Arc-Royal when Word of Blake struck in 3072, and suffered heavy losses. The Fourth Wolf Guards happened to be on Bountiful Harvest with the Second Wolf Striker Grenadiers, where their unexpected presence made it possible to ambush and maul the Word of Blake's Fiftieth Shadow Division.

FLEET ASSETS

Clan Wolf (in Exile)'s fleet had a busy war. The *Werewolf* (McKenna-class) famously rescued the Wolf's Dragoons survivors on Outreach in 3068, and the fleet as a whole successfully defended Arc-Royal from an attack in December 3070. In February 3072, the Star Wolves Naval Star took part in the liberation of Donegal and—a month later—the Wolf Pack Naval Reserve once again defended Arc-Royal from a raid by the *Aeinas*, *Troy* (Agamemnon-class) and the *Olympic* (Aegis-class) with DropShip support. This action cost the Exiled Wolves two capital ships: the *Valiant* (Vincent Mk.42-class) and the *Jade Wolf* (Aegis-class). The Odessa/Gabriel campaign would cost a further three vessels while the defense of Skye saw the loss of the *Ulric Kerensky* (Cameron-class). Finally the *Werewolf* would fall against the Caspar II drones over Chara, leaving only the *Full Moon* (Potemkin-class) operational today.

DEPLOYMENT STATUS

Alpha Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Golden Keshik	E/F	Arc-Royal	60 %	100 %
4th Wolf Guards Cluster	E/F	Esteros	45 %	100 %
1st Wolf Legion Cluster	E/F	Graus	65 %	100 %
1st Wolf Strike Grenadiers	E/F	Yeguas	70 %	100 %
6th Wolf Guards Cluster	E/R	Dustball	55 %	100 %

Beta Galaxy

Wolf Spider Keshik	E/F	Arc-Royal	15 %	100 %
13th Wolf Guards Cluster	E/F	Arc-Royal	30 %	100 %
2nd Wolf Legion Cluster	E/F	Arc-Royal	20 %	100 %

Omega Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
Bronze Keshik	E/F	Grunwald	40 %	100 %
1st Wolf Guards Cluster	E/F	Grunwald	70 %	90 %
2nd Wolf Guards Cluster	E/R	New Exford	55 %	85 %
3rd Wolf Guards Cluster	E/R	Bountiful Harvest	85 %	80 %
4th Wolf Guards Cluster	R/F	Crimond	75 %	75 %



IRREGULAR FORCES

STATE OF NON-CLAN FORCES

Faced with decimated toumans, virtually all of the Clans in the Inner Sphere have been forced to allow more freeborn warriors into their military ranks. For two Clans in particular, however, this has gone even further with the sanctioned use of native Spheroid troops to fill up their defensive rolls. These “homegrown troops” range from genuine military organizations like the KungsArmé and Alliance Military Corps, to minor paramilitary militias, armed with whatever weapons are available at the time. For now, the Clans consider their existence a necessary evil, but given the warrior-centric nature of Clan politics, the mere existence of these irregulars could lead to future military and social issues we can only imagine.



KUNGSARMÉ

The following is a breakdown of the former Rasalhague KungsArmé, which is presently undergoing a reorganization to mesh with the Ghost Bear Dominion’s military standards. This force consists of three Galaxies of troops, plus militia assets.

TUNDRA GALAXY

The Tundra Galaxy spent the last few years refitting after it was activated in 3076. The most important action Thundra has experienced to date came when its Third Drakø Cluster helped finish off an Ice Hellion force on Pinnacle. The Galaxy showed remarkable restraint during the mutiny of the Second Freemen and First Kavalleri, and its loyalty was rewarded, even though the Dominion’s Clan-dominant council still questions Tundra’s reliability.

TAIGA GALAXY

The mutiny of the Second Freemen tainted Taiga’s fledgling reputation, and the fact that the Second Freemen performed so well on Pinnacle against Clan Ice Hellion only worsens the problem. The shock of the resulting combat—seen by Taiga’s ethnic Rasalhagians as the equivalent of a civil war against their own countrymen—has seen all of Taiga Galaxy make efforts to regain the trust of its compatriots.

POLAR GALAXY

The Polar Galaxy is a mix of contrasts. While the First Kavalleri mutinied and still cannot be fully trusted, the Second Kavalleri proved its worth after helping to defeat the Hellions on Pinnacle. The result is an imbalance in the Galaxy as the loyal Clusters are rewarded with new equipment while the First suffers from a spiral of worsening conditions that is only further dragging down its morale.

DOMINION MILITIA

Though officially off the books, several battalions of tanks, aerospace fighters and infantry still remain attached to the KungsArmé. Preoccupied with the Jihad, the Dominion touman’s Clan commanders have not been able to determine what to do with these “surplus assets”. As a result, these militias have become targets for “poachers”. The Bears’ Sigma Galaxy has been approaching many of the tankers, while the Valkyrie Clusters have been scouting the aerospace pilots. The Dominion Watch, reportedly, even combs the infantry for potential recruits, but most worrying of these are the rumors that Motstånd stalks them all, looking for anyone it can recruit to the cause.



ALLIANCE MILITARY CORPS

The following is a breakdown of the Outworlds Alliance’s Military Corps, which are presently still active. At this time, it remains unclear how long the Ravens will permit these forces to remain in operation and autonomous from their own command structure, but we suspect it will not be very long, once the Ravens can establish a solid logistical infrastructure to support their own touman.

The Alliance Military Corps occupies an interesting position within today’s Outworlds Alliance. While the Snow Ravens have ostensibly taken command of the Alliance’s defense, the Military Corps still maintains the majority of the garrison operations outside of the Alliance’s core worlds.

In 3068, the First Alliance Air Wing and Second Long Road Legion joined Alpha Galaxy on its raids in the Draconis Combine, probably for logistical reasons as the two regiments were the best equipped in the Alliance. That the Second Long Road Legion would later be stationed on Baliggora—as far from the Draconis Combine as possible—suggests either poor performance, or truth to the

FIELD REPORT: CLANS



rumors its warriors mishandled Combine civilians. The latter is particularly chilling, as the Second Long Road Legion had to turn its guns on their own on Baliggora (as did the Fifth Alliance Air Wing on Raldamax) when rebellions erupted on those worlds in response to the siege of Dante. The Alliance Borderers were heavily damaged by the Screaming Eagles mercenary command, when the FedSuns mercenaries raided Ramora in 3071, and the Third Alliance Air Wing's third regiment suffered losses when the Third Crucis Lancers followed this strike with their own unsanctioned attack on Tellman IV.

Perhaps the most remarkable thing about the Alliance Military Corps is its low level of advanced technology despite the very public upgrading of the Alliance's industries. Most non-aerospace military production in the Alliance today consists of light BattleMechs and tanks. We suspect that Clan Snow Raven is not yet willing to share its limited production of heavier units with its Periphery allies just yet.

KUNGSARMÉ

Tundra Galaxy

Formation	Exp/Loy	Homeworld	Strength	Omnis
1st Drakø Cluster	V/R	Al Hillah	75 %	20 %
3rd Drakø Cluster	V/Q	Karbala	70 %	15 %
1st Hussars Cluster	R/R	Ueda	70 %	15 %
3rd Hussars Cluster	G/Q	Dehgolan	30 %	10 %

Taiga Galaxy

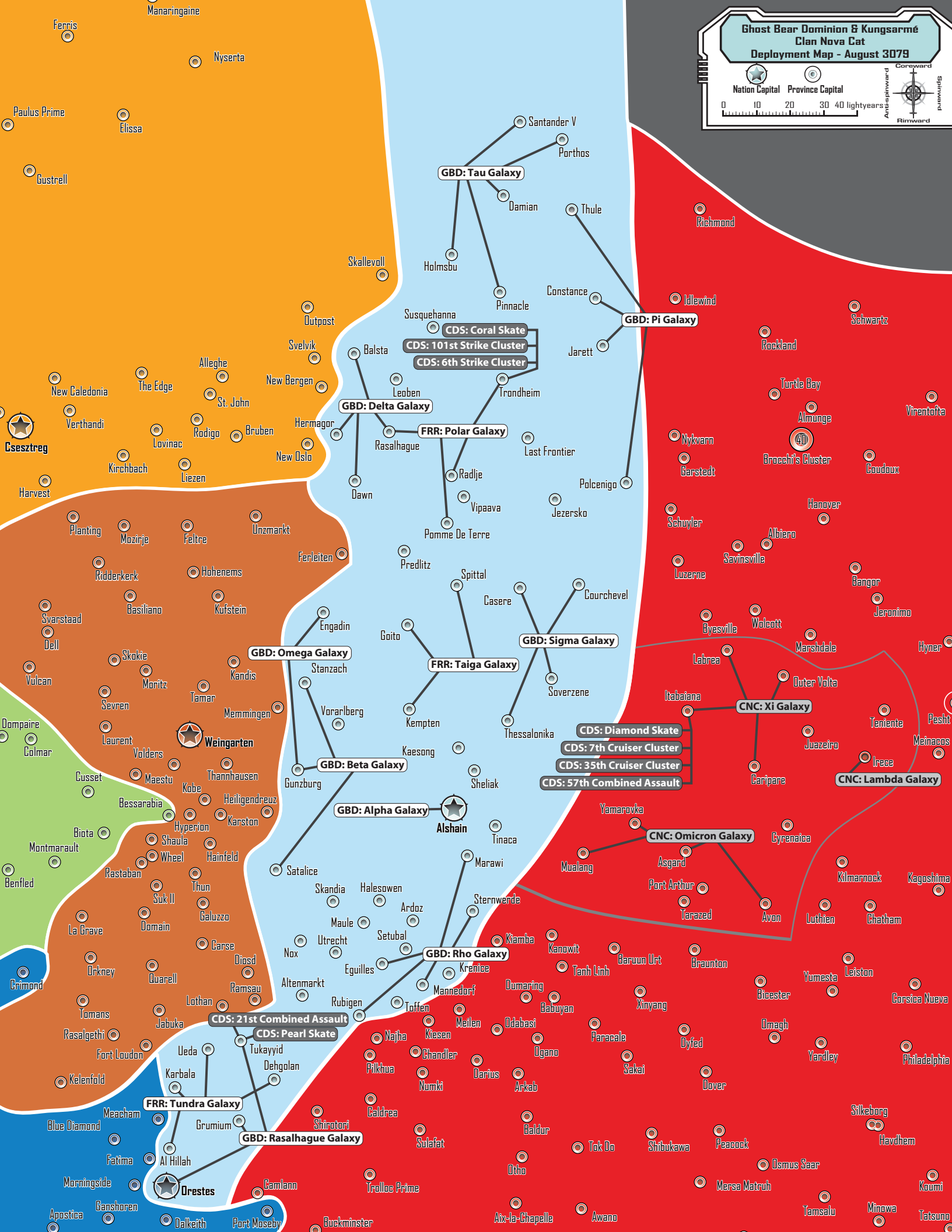
1st Freeman Cluster	E/F	Spittal	65 %	10 %
2nd Freeman Cluster	R/R	Goito	30 %	5 %
3rd Freeman Cluster	V/Q	Kempton	70 %	15 %

Polar Galaxy

1st Kavalleri Cluster	R/Q	Radlje	55 %	10 %
2nd Kavalleri Cluster	R/R	Pomme de Terre	75 %	15 %
3rd Kavalleri Cluster	V/R	Trondheim	75 %	15 %
4th Kavalleri Cluster	V/R	Rasalhague	80 %	20 %

ALLIANCE MILITARY COMMAND

Formation	Exp/Loy	Homeworld	Strength	Omnis
1st Alliance Air Wing	E/F	Alpheratz	85 %	20 %
2nd Alliance Air Wing	E/F	Mitchella/ Banori/Sevon	75 %	0 %
3rd Alliance Air Wing	E/F	Valasha/ Tellman IV/Ferris	90 %	0 %
4th Alliance Air Wing	E/F	Jordan Weis/ Coraines/Cerberus	75 %	0 %
5th Alliance Air Wing	E/F	Baliggora/ Rudolpho/Raldamax	55 %	0 %
Avellar Guard	R/R	Alpheratz	90 %	0 %
Alliance Borderers	R/R	Mitchella/Banori	65 %	0 %
Alliance Grenadiers	R/R	Valasha	85 %	0 %
1st Long Road Legion	R/R	Jordan Weis	80 %	0 %
2nd Long Road Legion	R/R	Baliggora	85 %	0 %



Ghost Bear Dominion & Kungsarmé
Clan Nova Cat

Deployment Map - August 3079



Nation Capital



Province Capital

0 10 20 30 40 lightyears



Rimward



Coreward



Antiprimer



Primar

Clan Jade Falcon
Clan Wolf in Exile
Deployment Map - August 3079

Nation Capital

Province Capital

0

10

20

30

40 lightyears

Coreward

Antispinward

Rimward

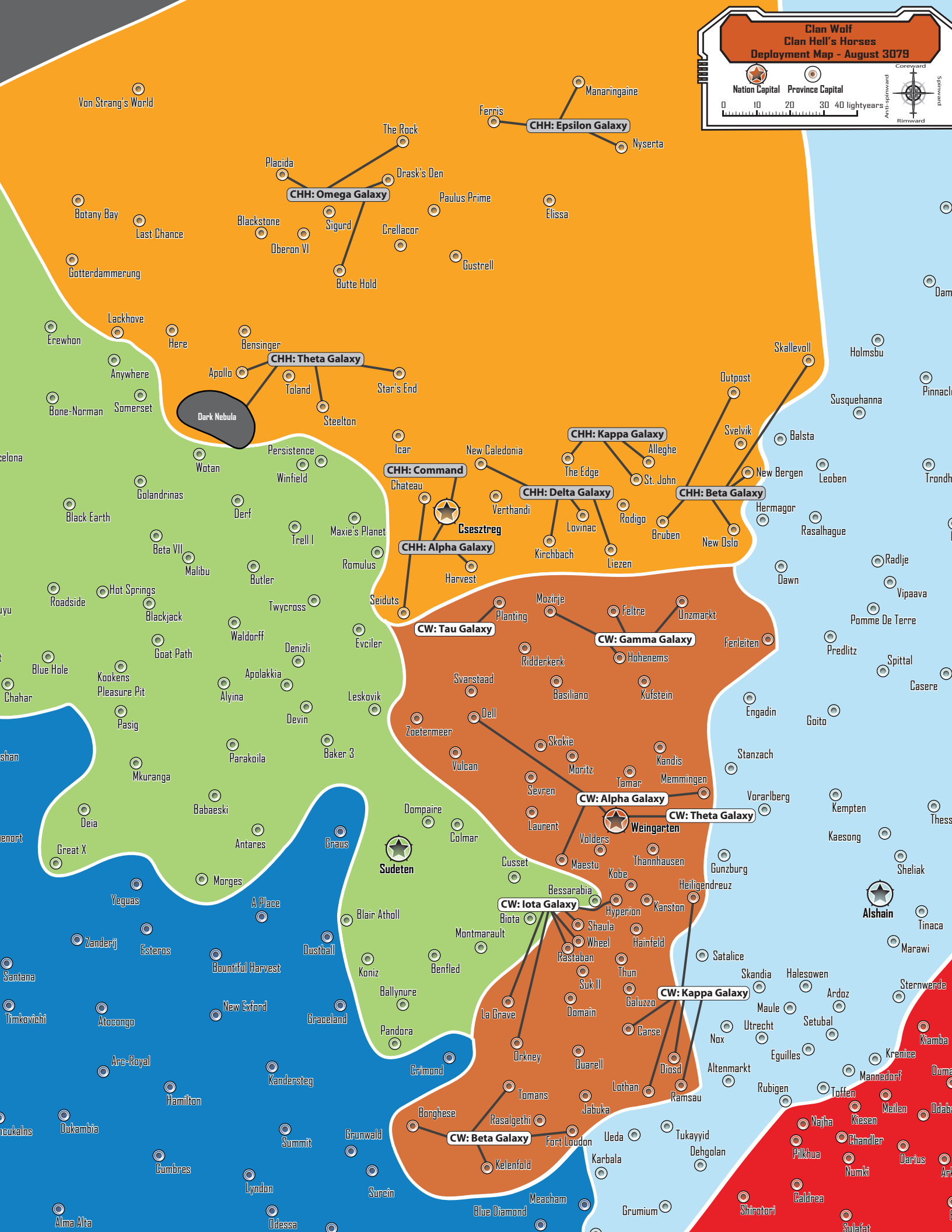
This map illustrates the deployment of Clan Jade Falcon (CJF) and Clan Wolf in Exile (CWIE) across the Inner Sphere in August 3079. The map is color-coded by region: Orange for the north, Green for the center, Blue for the south, and Red for the east. Major military units are highlighted in yellow boxes, and their constituent planets are connected by lines. A scale bar in the top left indicates distances up to 40 lightyears, and a compass rose shows the orientation (Coreward, Antispinward, Rimward). A 'Dark Nebula' is located in the central Orange region. The map includes numerous planet names, such as Von Strang's World, Botany Bay, Last Chance, and Cieszereg.

Clan Jade Falcon (CJF) Units and Planets:

- CJF: Lambda Galaxy**: Erewhon, Lackhove, Anywhere, Bone-Norman, Somerset.
- CJF: Rho Galaxy**: Winfield, Persistence, Apollo, Toland, Star's End, Steelton, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CJF: Kappa Galaxy**: Barcelona, Newtown Square, Black Earth, Golandrinas, Beta VII, Malibu, Hot Springs, Roadside, Kikuyu, Chahar, Blue Hole, Magyrod, Clermont, Melissia, Machida, Kwangchowwang, Medellin, Adelaide, Mahone, Blumenort, Mississauga, Ludwigschafen, Brooloo, Windsor, Recife, Goetville, New Capetown, Ellengurg, Guatavita, Coventry, Tsiman, Pobeda, Vorzel, Horneburg, Westerstede, Cameron, Alma Alta, Cumbres, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CJF: Iota Galaxy**: Trell I, Romulus, Twycross, Butler, Denzli, Apolakkia, Alyina, Devin, Baker 3, Parakoila, Antares, Morges, Yeguas, Eteros, Zanderij, Atocongo, Timkovichi, Wroclaw, Inokains, Dukambia, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CJF: Delta Galaxy**: Pasig, Kookens, Pleasure Pit, Great X, Deia, Mkuranga, Babaeski, Antares, Morges, Yeguas, Eteros, Zanderij, Atocongo, Timkovichi, Wroclaw, Inokains, Dukambia, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CJF: Command**: Sudeten, Blair Atholl, Bountiful Harvest, Dustball, New Exford, Arc-Royal, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CJF: Gamma Galaxy**: Bountiful Harvest, Dustball, New Exford, Arc-Royal, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CJF: Epsilon Galaxy**: Bountiful Harvest, Dustball, New Exford, Arc-Royal, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.

Clan Wolf in Exile (CWIE) Units and Planets:

- CWIE: Alpha Galaxy**: Bountiful Harvest, Dustball, New Exford, Arc-Royal, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CWIE: Beta Galaxy**: Bountiful Harvest, Dustball, New Exford, Arc-Royal, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.
- CWIE: Omega Galaxy**: Bountiful Harvest, Dustball, New Exford, Arc-Royal, Hamilton, Kandersteg, Lyndon, Summit, Brunwald, Surcin, Garrison, Arcturus, Leganes, Morningside, Al Hillah, Fatima, Meacham, Karbala, Fort London, Rasalgethi, Kelenfold, Borghese, Tomans, Domain, Suk II, Rastaban, Wheel, Shaula, Bessarabia, Cusset, Colmar, Dompair, Vulkan, Dell, Svanstaad, Basiliano, Skokie, Moritz, Weingarten, Volders, Maestu, Laurent, Sevrin, Ridderkerk, Planting, Moziije, Harvest, Seiduts, Icar, Chateau, Verthandi, Lovinac, Kirchbach, Liezen.



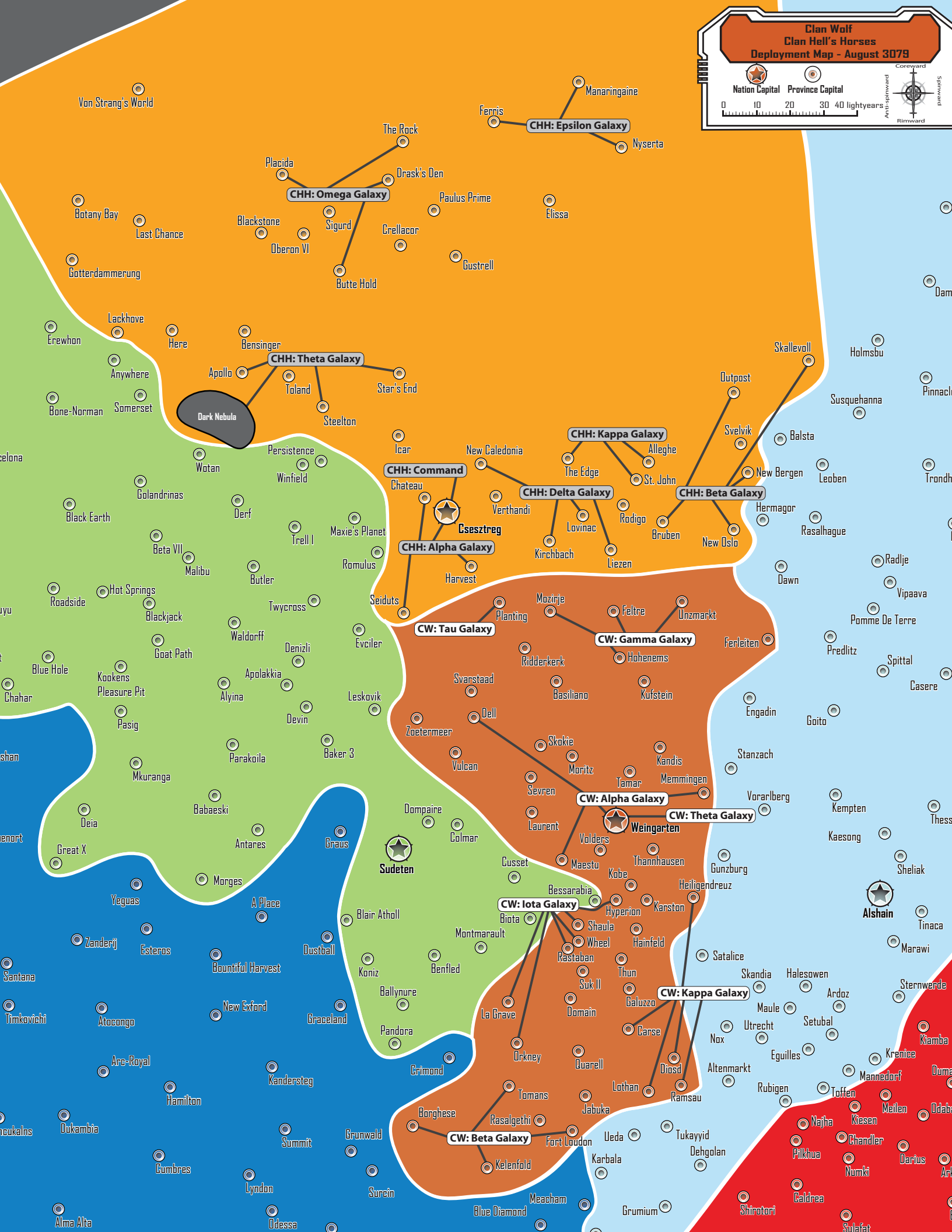
Clan Wolf
Clan Hell's Horses
Deployment Map - August 3079

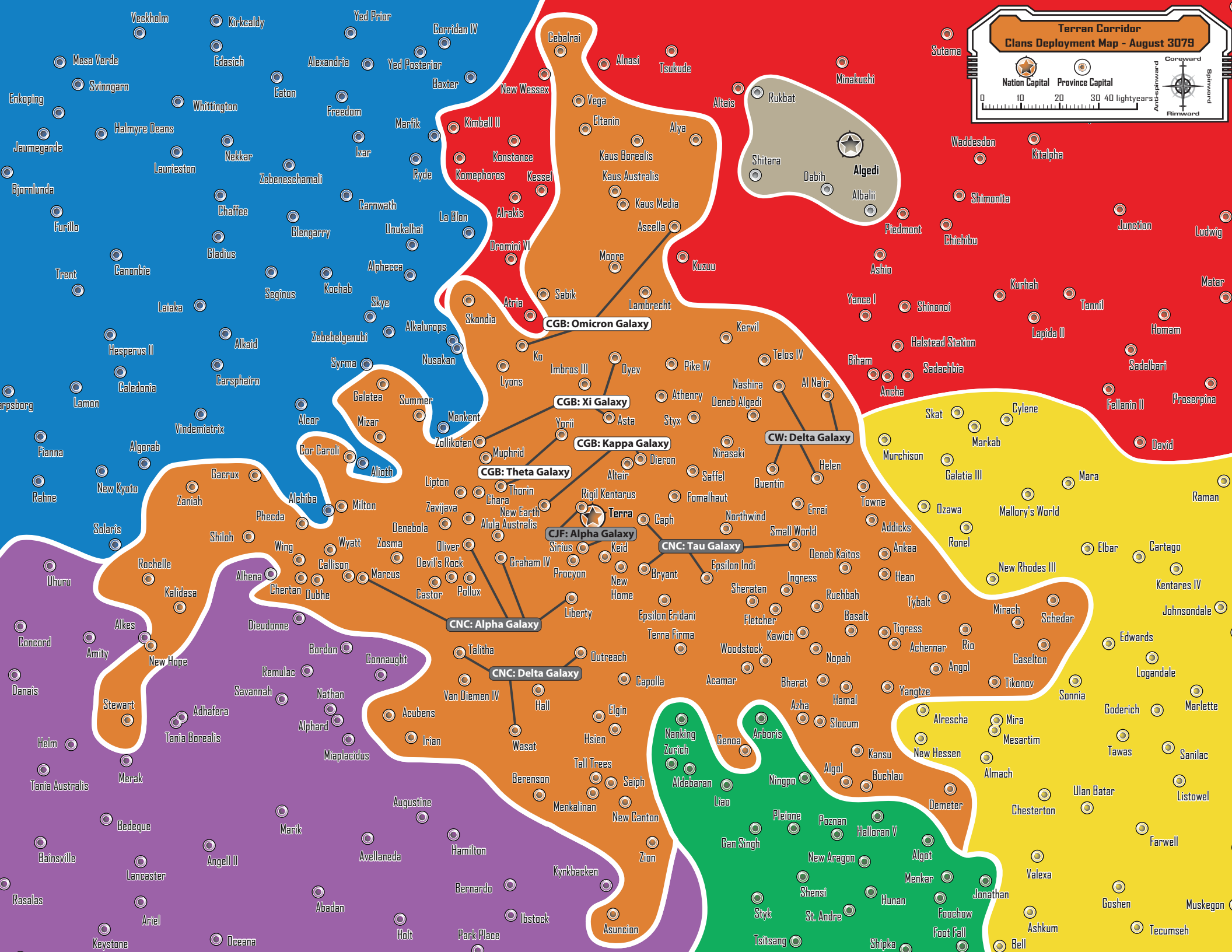
Nation Capital

Province Capital

010203040 lightyears

Coreward
Rimward
Anticlockwise
Clockwise





Terran Corridor
Clans Deployment Map - August 3079



Nation Capital



Province Capital



Coreward
Rimward
Anticoreward

0 10 20 30 40 lightyears