

BATTLETECH™

FIELD REPORT:

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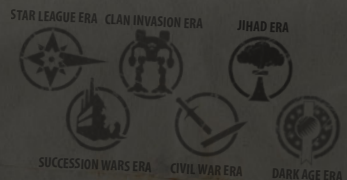
FIELD REPORT: A.F.F.S.

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: AFFS describes the state of the Federated Suns in the wake of the events described in Jihad Hot Spots: Terra, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Savaged by conflicts on virtually every border, the armies of House Davion remain now stand on the threshold of a new era, while struggling to recover from over a decade of unrelenting war...



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FIELD REPORT: AFFS



TO: Devlin Stone
FROM: David Lear
Date: 13 August 3079

The strength of our alliance with the Federated Suns is greatly tempered by the viability of their ability to mount any effective military operations. Once counted the largest military in the Sphere, the AFFS is a shadow of its former strength despite the elaborate shell game they have undertaken to hide their actual combat strength. This weakness may be to our favor in regards to establishing a stable buffer around Terra. Despite this, we cannot be completely complacent. Of notable concern is the often-open dissent of the Capellan March and (more recently) the Draconis March, which may alter the nation's course despite the Regent's best efforts.

Possibly more so than any other Coalition liberation force, the Federated Suns has already faced the brutal fact that many of the worlds freed from the Word of Blake's Protectorate have little desire to see a return of the Sun and the Sword. Their abandonment by the Federated Commonwealth and subsequent decades of chaos and

Blakist occupation has left these worlds ambivalent to House Davion at best, and openly hostile at worst. Combine this with Capellan relations worse than even our own, and New Avalon is faced with deciding to protect its core worlds or expending its limited resources in holding "problem worlds" against Sun Tzu's ongoing *Xin Sheng* movement.

So long as the Princess-Regent maintains her current course, we can expect little interference from New Avalon and likely even outright support. The Regent's "Castle Avalon" policy calls for the strengthening of core areas of the Suns and rebuilding outward from there. Between the threat of confrontation with the Confederation and their own overextended lines, the AFFS is not positioned to hold the Protectorate worlds, even if they were enthusiastic about doing so.

Continued, excellent relations with the leadership of the Federated Suns—combined with hands-on knowledge from Victor, General Sortek and the late General Redburn—have provided us with reliable information on the AFFS' rebuilding and redeployment plans. Despite these sources, we have also employed additional means to confirm the data provided. While error is inevitable, I believe this will be minimal in the case of this report.

HOW TO USE THIS BOOK

Field Report: AFFS is a *BattleTech* supplement designed to provide information about the state of the Federated Suns military (AFFS) 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—*Federated Suns Overview*—is divided into two sections, a *Strategic Update* and the *Goals of the Throne*. *Strategic Update* is a brief overview of the AFFS' current condition and perceived objectives, while *Goals of the Throne* presents the political and suspected military benchmarks the Federated Suns is likely to use in the future.

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

Military Readiness, will present a specific update on the status, officers, and notable events of the brigades of the AFFS. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers both the prominent state-employed mercenaries, as well as the latest reports on the state of the Filtvelt and Malagrotta breakaway states.

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Special Thanks: To the twenty-plus year veteran players. Your dedication inspires us all.

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

FIELD REPORT: AFFS





FEDERATED SUNS OVERVIEW

Given the severe amount of damage sustained in the recent war, and the Civil War before that, the Federated Suns is in a very precarious state in many ways. When faced with similar defeats and damage, smaller nations have simply collapsed and it is at least possible that the Suns may yet do so as well. But the realm's sheer size and history has granted it a certain inertia that held things together through the darkest days of the Jihad, a common purpose if you will. With relative peace settling over the Inner Sphere, it now remains to be seen if the Princess-Regent can seize the initiative to mend the many fractures that even now strain her nation at the seams.

STRATEGIC UPDATE

The Federated Suns' military high command has been rather public in communicating the status of the AFFS. These open reports give every appearance of a strong and powerful realm that has weathered the brutality of the Jihad unbowed. The reality, however, is that the AFFS is more paper tiger than it is a juggernaut.

Marshal of the Armies Jon Davion has laid out an ambitious program to restructure the military from end to end, and his program is fully endorsed by both the Princess-Regent and Prince's Champion, Duke Tancred Sandoval. Not since First Prince Melissa Davion formed the AFFS' version of the Regimental Combat Team has such a far-reaching program been proposed, much less attempted. It is unlikely that such an act would have been possible at any other time (save at the height of Hanse Davion's power), but the loss of so many senior military commanders and nobility has broken down barriers and lowered the resistance to change one might otherwise expect. Combined with the sheer devastation still felt on all three of the realm's capital worlds, this has enabled the Princess-Regent to push through numerous reforms that otherwise would have been impossible.

However, while Marshal Davion has begun his reforms, which call for massive reorganization of combat formations and a nationwide redistribution of equipment, the reality is that this is still very much a work in progress, and will remain so for years to come. To the casual observer, it appears as if the entire Capellan March Militia has been reconstituted in a matter of two years, but in fact these units are more paper than metal, and represent what *should* be in place when Davion's reforms are completed. This report will provide the most current formation strengths and sizes, to highlight just how far along the AFFS is in this reorganization process. So while a large percentage of the AFFS is publicly listed at full combat strength, this is actually a shell game made possible by the Marshal's newest formation class, the Light Combat Team. Already seriously damaged, most of the AFFS front line brigades are being rebuilt as these LCTs, deliberately smaller forms of the classic RCTs. Because they are smaller than RCTs, these forces can claim to be at "full strength" simply by virtue of their smaller force structure, but many of these units may in fact have little more than a command staff to their names. The stark reality is that, right now, the AFFS has barely twenty five percent of its pre-Clan Invasion combat strength.

The StarCorps corporate intelligence report compiled in 3077 accurately described the state of the Suns economy and the industry that drove it. While it has lost a large percentage of its "factory worlds", the Suns' dispersed component infrastructure allowed it to survive and even thrive (to a limited degree) in wartime. Peace will unfortunately have a detrimental effect on this recovery, and the resulting economic slowdowns will certainly slow the rebuilding of the AFFS BattleMech regiments, if not all its combat forces.

Internal political fractures also continue to plague the nation, further reducing its potential threat to neighboring realms. Between the Regent's "Castle Avalon" policy and Martial Davion's Reallocation, Organization and Rearmament (ROaR) program, efforts

PROJECT ROAR

Dating as far back as the Clan war, transport logistics have been the Federated Suns' Achilles heel. More often than not a combat force was resupplied not because it was the most in need, but because it was simply closest to the source of supplies. This imbalance continued through the FedCom Civil War and into the Jihad, where some commands operated at nearly full strength while others—no less vital or prestigious—were forced to cannibalize civilian equipment just to keep their jeeps running.

With the Regent's blessing, Marshal of the Armies Jon Davion launched his Reallocation, Organization and Rearmament program (ROaR). The goal of this program was a military wide resetting of priorities, with all military commands selected for rebuilding based on their proximity to hostile borders and current force strengths. This is achieved both by routing new production and vital supplies to the priority commands and also by restructuring of the AFFS around the new Light Combat Team formation model. Commands that are now overstrength as LCTs may have equipment and even personnel shifted to other commands—or even used to rebuild dead commands. In this way, ROaR will see a general leveling of the AFFS and rebuilding of many shattered commands, albeit around smaller LCT cores.

This process is not without its critics and problems. Draconis March units in particular are chafing at this restructuring plan, as they will see large amounts of equipment shifted to the Capellan March to rebuild the defensive line along House Liao's border. Many Draconis Marchers are angered at what they see as their being punished for the folly of George Hasek's war. Between the rising unrest and the already strained transport channels that ROaR now pushes to the limits, this radical restructuring may well backfire on the Federated Suns, creating fractures in its still unsteady military.

Note: At this time, Project ROaR is well underway, and has created a number of "phantom" formations—commands that are either destroyed, or staffed only by minor assets such as command staff, infantry, and light armor. In an effort to retain the reporting integrity we have carefully established in the preceding Field Reports, I have removed statistical references to these effectively depleted formations, but have earmarked all of them for intelligence monitoring in the future.

FIELD REPORT: AFFS



FLAG DISHONORED

>>Court_Martial_Log_3079_0414_78936795_Clay,Walker<<

[Four men and one woman, all Federated Suns Naval dress uniforms, all with the rank of vice admiral or higher, file in and take seats behind the raised table. In the center of the green tableclothed table, a dress saber sits in its scabbard, with the sword pointed away from the officers seated at the table. The center officer looks out at the chamber and speaks.]

[Admiral Gustafson Black]: "The accused will rise."

[Back to the camera, a man in a dress uniform, but without his sword, rises]

[Adm. Black]: "Vice Admiral Walker Clay, this court has reached a verdict in the charges against you. Before we do so, do you have anything you wish to say?"

[Vice Admiral Walker Clay]: *[shakes his head]* "I do not, my actions speak for themselves and I have no regrets."

[Adm. Black]: "Very well. On 17 August 3078 at 16:21 hours the FSS *Indomitable*, under command of Vice Admiral Walker Clay, broke formation with the Coalition Naval Task Force EARTHBOUND. Responding to direct orders of Admiral Clay, Rear Admiral Marcelle and the *Admiral Michael Saille* followed the *Indomitable*. Admiral Clay then engaged the Word of Blake-controlled *Melissa Davion*. As a result of this action, the missile defense grid for Task Force EARTHBOUND was critically compromised and the Diamond Shark vessel *Red Tide* was struck and destroyed by multiple nuclear warheads. Further, the *Indomitable* was lost with nearly a ninety percent loss of life and the *Saille* was critically wounded, her commander killed in the action. During these actions, the first officer of the *Indomitable* was shot and killed after attempting to relieve Admiral Clay of command per the Military Code of Conduct.

[Admiral Black pauses for a moment, looking up from the written report to peer at Admiral Clay]

[Adm. Black]: "There are thirty specific charges against you. The court will forgo reading the verdict on all of these, which are logged in the official records, and speak only of the most serious of these charges. On the charges of gross dereliction of duty in combat, failure to follow a commanding officer's orders in war time and second degree murder of a fellow officer, you are found guilty.

"Under the provisions of a court martial under wartime conditions and at the direct command of the commander-in-chief, Princess-Regent Steiner-Davion, you will taken before a firing squad tomorrow morning and shot. May the Unfinished Book have mercy on your soul."

[Laying the formal parchment down, Admiral Black stands, followed by the remaining four presiding admirals. He pauses and looks directly at Admiral Clay.]

[Adm. Black]: "You should have had the good graces to die with your ship, Walker."

are already beginning to heal many of these fractures, but new ones are forming every day. Not since the first Davion civil war has the nation been so fractured along regional lines, and so Yvonne will need to work very hard to make her nation truly whole again. Though she has matured significantly in the years of the Jihad and has assembled a trusted core of advisors to her, it remains to be seen if the Princess-Regent has finally come of age in time to right the listing ship that is her nation.

GOALS OF THE THRONE

On 11 January 3075 Princess-Regent Yvonne Steiner-Davion uttered her now famous "Never Again" speech and created the "Castle Avalon" policy. This policy is a stark departure from that of her siblings and father before her. Focused on reinforcing the Suns' defenses and rebuilding the civilian economy at the cost of nearly all external operations, Yvonne has altered House Davion's course radically and for the foreseeable future.

With the exception of her assistance to our Coalition, the Princess-Regent has halted all hostilities with neighboring powers, instituting harsh punishments on any officer or politician who so much as launches a reconnaissance raid without approval from New Avalon. This policy has been met with heavy opposition from both the Capellan and Draconis March (the later despite Duke Sandoval's open support of the policy) and has caused considerable tensions in both the AFFS and political leadership.

While making her unpopular with the elite who lead her nation, the focus on defense and the economy has made her very popular with the citizenry in all regions of the Federated Suns. The common soldier is likewise showing marked support for his civilian Regent, much of this likely a result of her focus on resupplying and rebuilding shattered commands that have been on active combat footing for upwards of fifteen years.

While Yvonne has so far chosen to all but ignore the continuing threat from the Taurian Concordat, we believe she will have to take some action in the near future. The Concordat's willingness to use nuclear weaponry indiscriminately has so far proven to be an effective foil to her centrist, defensive agendas. If she does not take some decisive actions, soon, it is likely her control over the Capellan March will erode even further, potentially creating a new splinter state. If this occurs it would be highly detrimental to overall Sphere stability and could derail our plans.

Perhaps already aware of this threat, the Princess-Regent has announced a summit for the leading political, business and military figures of the realm, to discuss the state of the nation and future plans. Dubbed the Camelot Summit, all evidence is that Yvonne will be using this forum to personally push her new agendas and gain (or force) enough support to secure her control over the Federated Suns' splintered leadership.

I have already spoken with Victor about this, and he is traveling to New Avalon, ahead of the summit, to speak with Yvonne as well as quietly ensure that she gets the support she needs. If the Suns were to destabilize we would lose not only a valuable ally, but a critical foil against Capellan or Draconis opposition to our plans. On the positive side, Yvonne's "Castle Avalon" policy means she has will likely be very amenable to the creation of a "buffer state" in the Terran region. Between the AFFS' lacking strength and Yvonne's tenuous political state, the Suns is simply in no fit state to enforce a presence on these former Protectorate/Chaos March worlds.



LOGISTICAL STATUS

The Federated Suns' infrastructure, supply lines and military tradition have been pushed to their limits by the recent fighting, and continue to be stretched thin as this nation struggles to rebuild from the Sphere wide effects of the Jihad.

ACADEMIES AND COMMAND CENTERS

As has been noted both by the StarCorps report and in Chandrasekhar Kurita's briefings several years ago, the Suns' greatest military assets nearly proved the realm's undoing during the Jihad. Previously, the strong central authority of the AFFS High Command kept the sometimes fractious and free-minded military from splitting apart as its various marches snapped at threats from all sides. With New Avalon under siege, the nation's military was cut off not only from that central command but also lost a coordination in its supply and refit chains. The added confusion of the HPG "white-out" left theatre commanders and even individual force commanders to fend for themselves, often to disastrous consequences—as was most apparent in George Hasek's war with the Capellan Confederation.

The restoration of New Avalon's central authority and the firm hand taken by Marshal Davion and the Prince's Champion, Duke Tancred, have undone much of the damage caused by New Avalon's long siege. Their willingness to summarily dismiss and even court martial officers who violated orders or the AFFS codes of conduct has proven—at least in the short term—the strength of House Davion's will. But as the Suns stands down from a full war footing, these strict measures will have to let up to some degree, or risk shattering the military's battered morale.

It is likely the AFFS' greatest threat to cohesion does not lie on the battlefield or even in the throne room, but in the classroom. The FedCom Civil War was deadly to the Suns' academy and training commands; some were completely wiped out while others saw no more than a trickle of new students prior to the Jihad. In 3067, the Albion Cadres were

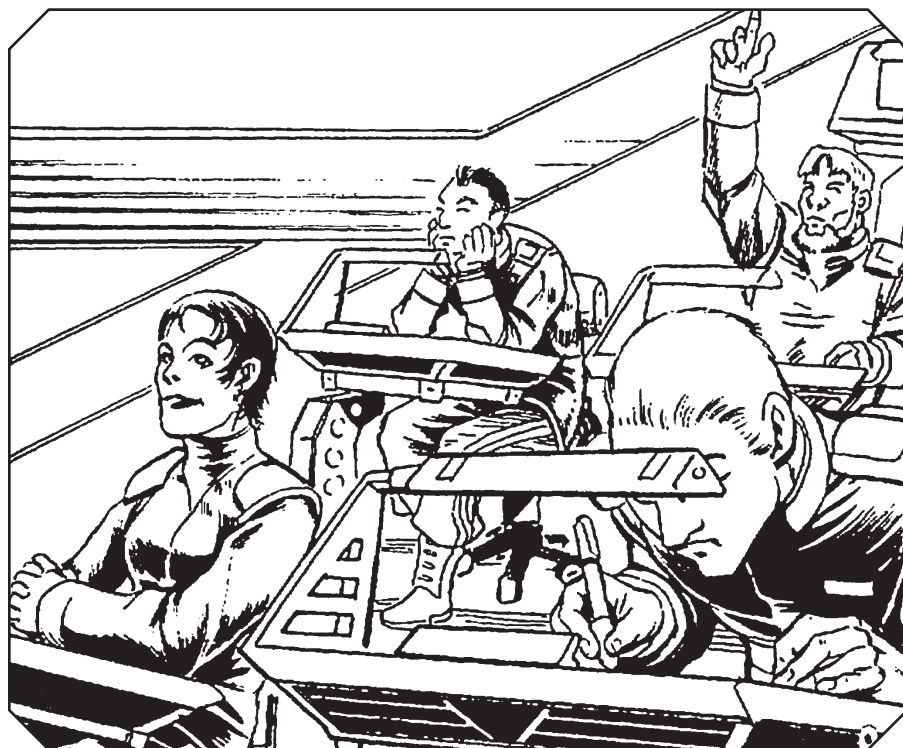
THE LIGHT COMBAT TEAM

As the ravages of the Succession Wars reduced the once powerful armies of the Sphere to shadows of their Star League selves, it became not uncommon to see combat commands broken into smaller forces and spread out over a series of worlds. In the Federated Suns, where once a border region might sport ten full RCTs, by the end of the Third Succession war as few as two or three RCTs were spread out over the same area.

Dividing these larger commands has been an issue of necessity but was not without its logistical and effectiveness issues. In a smaller nation like the Confederation this proved easier, with these sub commands structured to operate in this manner from the beginning. In the Suns, the strength of their Regimental Combat Teams became its own weakness. Optimized to operate as a total combat force, splitting it up into even two commands could lead to logistical, command and effectiveness concerns, especially with the supporting conventional forces.

Recognizing these weaknesses and knowing it would be decades before the AFFS was able to field its pre-Clan strengths again, Jon Davion created a new combat formation. Originally dubbed the Light Regimental Combat Team, it has been shortened to Light Combat Team and is becoming the new norm in the AFFS. An added benefit of the LCT is that the majority of the formation can be carried on a single *Star Lord* JumpShip using *Overlords* and other battalion-scale transport DropShips.

A Light Combat Team is formed around a reinforced battalion of BattleMechs (most typically three companies and a two-to-three-lance command company). Armor is typically two to three battalions of heavy and assault armor, a corresponding number of cavalry battalions and a company of artillery. Recon is handled by dedicated VTOL assets, which also form the core of the transport for the dedicated battle armor forces. The LCT's battle armor formations are intended to be regimental in size, though few today are that large. Finally conventional infantry is primarily in support roles, such as security and combat engineers.



FIELD REPORT: AFFS



FEDERATED SUNS NAVY

On paper, the FSN numbered fifteen WarShips at the start of the Jihad. Reality had over a third of these inoperable from damage sustained in the FedCom Civil War. The combined attacks of the World of Blake and the Taurian Concordat reduced the survivors to a mere five vessels—one of which, the *Melissa Davion* (now operating as the WBS *Beneficence*), remains at large in Word of Blake hands. The *Avalon*-class *Lucian Davion* and *Fox*-class *Admiral Michael Saille* are presently stationed over New Avalon, while the *Fox*-class *New Syrtis* and *Brest* are stationed over New Syrtis and Robinson, respectively. The *Saile* and *New Syrtis* are currently offline, undergoing repairs from damage sustained either over Terra or against the Concordat. While the *Saile* is expected to be operational within the year, the *Syrtis* will likely be offline for at least another year.

Long overshadowed by its ground and WarShip forces, the Federated Suns has fallen back on its conventional naval forces. With its surviving WarShips dedicated to capital defense, it is these independent naval escort and attack fleets that are defending the nation's borders and vital production centers. Though still critically short on the JumpShips to move them, the Suns does possess considerable free aerospace forces and has focused nearly all new construction and refits on reinforcing their ranks with Pocket WarShip forces. Starting with a core of older *Overlord* A3s, other Pocket WarShips are filling out the gaps in the Suns' navy, with the new *Arondight* class quickly claiming a place as one of the FSN's chief combat vessels. Lack of JumpShip assets has focused what little remaining production there is mainly on new *Vengeance* production, even over rebuilding yards to construct such staple vessels as the *Union* and standard *Overlord*. This is allowing the Suns to move sizable aerospace forces without overly taxing its depleted JumpShip forces.

facing a four-year gap before they expected a full graduating class to refill its ranks. The Jihad shattered this already fragile training infrastructure. On New Avalon, this meant not only a lack of graduating students, but the total destruction of both the NAIS and Albion facilities. Still rebuilding their campuses, neither school is expected to graduate a class until 3080—and even then, these classes will be well under their pre-war numbers. Several of the nation's other major academies and training centers have likewise suffered extensive damage that has drastically reduced class sizes or even the wiped out entire years' worth of graduates.

The result of this shortfall is a critical shortage of new officers and skilled specialists in the postwar AFFS. With the average AFFS combat veteran now over the age of forty, this amounts to a lost generation of warriors. If AFFS High Command cannot convince most of these long-serving veterans to remain in service, the Federated Suns could face a crisis of experience and skilled manpower.

INFRASTRUCTURAL INTEGRITY

The Federated Suns has long counted on distance as one of the principle defenses of its military industry. Until the Jihad, no foreign army had set invaded New Avalon since the Terran Alliance. Even the vital center of Kathil was considered deep enough in the Capellan March to avoid all but the most determined Capellan raids. The Word of Blake brushed aside this defense with its almost magical deep strikes. In a single operation, they wiped out the largest aerospace factory complex outside of the Terran system. The actions of the Confederation further devastated the Suns infrastructure with much of the Capellan March's key infrastructure wiped out with the destruction of facilities on Talon and Kathil. By 3072, the Federated Suns had seen three of its major factory centers destroyed and three others seriously crippled.

The Suns' only saving grace has been its sheer size. Spanning such a large expanse of space, the realm has seen numerous supporting factories constructed across its territory. While most of these operations pale in comparison to the mega complexes of Kathil or Hesperus, their dispersed nature meant not all of them could be destroyed. Combined with a dispersed supply chain, these smaller factories stepped into the Jihad-created vacuum to keep the Suns military operating, if only minimally. With a stand-down from war footing, and the continuing lack of JumpShips, it is unlikely these smaller factories will be able to maintain their output. The AFFS will soon find its supply lines even tighter, especially in new BattleMech production.

Both of the Suns' WarShip production yards were wiped out early in the Jihad. The surviving New Syrtis Shipyards was never designed to construct WarShips and in its current damaged state is unable to effectively repair the Suns' remaining capital ships. Fed-Boeing has made it clear they have no plans to expand their Delevan facility to support WarShips, instead focusing on more profitable and critically needed JumpShip and DropShip production.

The only bright spot in the Federated Suns' infrastructure is their battle armor manufacturing. Relatively untouched by the various Jihad assaults, the Suns is producing and deploying battle armor at record numbers. Already shifting combat doctrines, the rise of battle armor will further shift the Suns' combat arms, pushing them more towards a defense-first stance.

FIELD REPORT: AFFS



FIELD REPORT: AFFS



INDEPENDENT COMMANDS

Most of the AFFS' independent command regiments saw extensive combat on all fronts. Their detached status served as a boon during the years New Avalon was under siege, freeing them from brigade commands for orders. These forces worked closely with their local military authorities, responding quickly to local threats and the fluid battle lines that marked the Jihad.

Two independent command regiments were destroyed during the Jihad, while two former brigade units have been reassigned to independent status. The **Aragon Borderers** were involved in the early actions of George Hasek's war on the Confederation, but returned to New Aragon for rest and refit, and were still on-planet when the Word of Blake invaded. Outnumbered severely, they took to the planet's Star League forts and began a hit-and-run defensive campaign. Unwilling to spend the time rooting out the Borderers, the Word employed chemical weapons against the tunnels where the Borderers operated, eventually wiping out the unit to the man.

Our intelligence indicates that the Federated Suns still lacks the complete picture of what happened to the **Kittery Borderers** on Kittery. They—like us—are still under the impression that the command was completely wiped out, as no survivors have come forward since Kittery's liberation.

CONDITION

Nearly crushing House Fujita in the opening days of Sovereign Justice, the elite **Federated Suns Armored Cavalry** became a priority target for Capellan counterattack. Rebuilt after the Capellan/New Syrtis peace, this force was tasked with mobile defense of the Capellan border. Seeing near-constant action against Word raiders, Taurian deep strikes, piracy and "unsanctioned" Capellan strikes has kept the Cavalry's skills honed but has strained even this premiere unit's supply lines.

The **FedSuns Lancers** were once an uncomfortable reminder of the failed experiment that was the Federated Commonwealth. Now, the former First FedCom RCT is one of the AFFS' most respected commands. Though officially transferred to Hadnall in 3067, the Lancers' conventional forces were actually still on Nanking when the Word of Blake struck, and fought alongside the First Crucis there. Meanwhile, the regiment's 'Mechs and aerospace fighters were heavily involved in Hasek's war. Assigned several free regiments, the Lancers took part in the Lyrn thrust of Operation SCOUR. During the Sydney campaign, the Lancers were nearly destroyed in the brutal tunnel warfare, and have since been reorganized as an independent LCT command specializing in rapid response.

The **Kestrel Grenadiers** took part in all four offensive waves of Sovereign Justice, coming within a jump of Capella. Even as Hasek's folly turned against him, the Grenadiers held strong, bloodying the Confederation advance and remaining a constant threat through the course of the Jihad. Broken into sub-commands spinward of the Kittery salient, the Grenadiers held the border against Capellan adventurism and Blakist deep strikes.

The **New Ivaarsen Chasseurs** suffered extensively during the Jihad. Having remained aloof in the FedCom Civil War, they were in perfect condition at the start of the war. Moved to the Combine border, both regiments saw combat during the DCMS incursions of 3068. The Second Chasseurs joined the Second Robinson and Twelfth Deneb in striking back across the border—an act Duke Leto only allowed upon receiving intelligence of POW camps on Galedon. The Second was reportedly wiped out by the Galedon "Curse" plague, its few survivors making planetfall on An Ting before perishing. Heavily damaged on Styx, the First had barely rebuilt to over half strength before joining Operation SCOUR and taking part in the meat grinder at Sydney. The First has been heavily rebuilt since their recent return to New Ivaarsen, but at a cost of equipment quality and overall experience relative to its pre-Jihad status.

The **First Royal Cavaliers** all but wiped away their civil war stigma during the Jihad. Seeing early anti-pirate actions, this understrength force managed to acquit itself well, garnering respect and trust in the Outback and on New Avalon. When the Twenty-second Avalon Hussars were moved to New Syrtis, the Cavaliers took up garrison on Crofton at the vital StarCorps facilities there. Partially rebuilt with cutting edge StarCorps equipment, at least a portion of the Cavaliers are expected to move towards the still tumultuous Filtvelt border region soon.

MORALE

The surviving independent commands are among the most prestigious units in the AFFS, ranging from the centuries-old traditions of the FSAC and Ivaarsen Chasseurs to the determined drive of the younger FedSuns Lancers and Royal Cavaliers. All regiments are considered highly reliable, with the FSAC, Grenadiers and Lancers measured in the same loyalties as the Davion Guards. Of note, however, is the average age of personnel. Over half of the independent commands are staffed by warriors over the age of forty. With Sphere-wide hostilities dropping off, the AFFS independent formations may soon be faced with a loss of skill through retirement attrition.

REGIMENTAL STATUS

First Federated Suns Armored Cavalry
Reinforced Regiment/Elite/Fanatical
75% strength | 100% Upgraded
Current Base: Ziliang

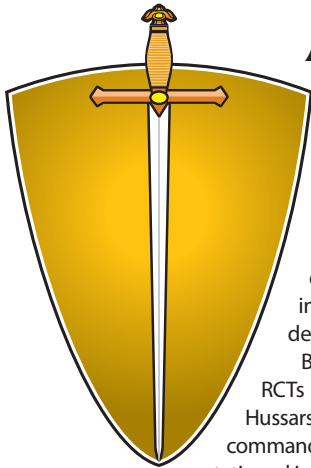
First Federated Suns Lancers LCT
Battalion/Elite/Fanatical
100% strength | 95% Upgraded
Current Base: Ozawa

First Kestrel Grenadiers
Reinforced Regiment/Elite/Fanatical
90% strength | 90% Upgraded
Current Base: Bell / Moravian

First New Ivaarsen Chasseurs
Regiment/Regular/Reliable
60% strength | 75% Upgraded
Current Base: New Ivaarsen

First Royal Cavaliers
Regiment/Regular/Reliable
85% strength | 100% Upgraded
Current Base: Crofton

FIELD REPORT: AFFS



AVALON HUSSARS

One of the AFFS' oldest military formations, the Avalon Hussars has suffered much over the centuries since their original days as the Terran Alliance's Marine Hussar force on New Avalon. Once able to count more than twenty-six RCTs in combat strength, the Avalon Hussars now field five Light Combat Teams in all. The Jihad accounted for the two most recently destroyed Hussar commands, both of which occurred against Capellan forces during SOVEREIGN JUSTICE and the Capellan counterattack.

By the time New Avalon was liberated, the Hussars Brigade had begun to lose all cohesion, with at least one regiment crumbling from internal and external tensions. Once free of the Word siege, Marshal Roger William Waters quickly harnessed the Hussars' anger and grief, first to bring the two provisional commands back up to speed, and then in several reconnaissance raids into the Protectorate. The Brigade rose to the challenges and quickly recovered the esprit de corps the Hussars have been known for.

But the focus on the Word threat proved a double-edge sword. With the Word of Blake effectively destroyed and both destroyed RCTs lost against House Liao, the reenergized Hussars have firmly placed the Confederation in their sights. The Forty-second Hussars are of particular concern here, since it was confirmed that the Capellan Blackwind Lancers—not a Word of Blake “false flag” command—was responsible for the devastating loss of the Thirty-ninth Hussars on Talon. As most of the remaining Hussars are now stationed in the Capellan March, it will be a test of Field Marshal Solomon D'Angelo's leadership to keep them focused in the long term.

CONDITION

The **Avalon Hussars** served as Marshal Jon Davion's test bed for the new Light Regimental Combat Team concept. These striker-sized formations proved highly effective in the fluid actions of the late Jihad, and comported themselves flawlessly in several raiding/recon missions into the Protectorate, providing vital intelligence to the early waves of Operation SCOUR. As the first to undergo this transition, the Hussars have had several years to adjust to the LCT arrangement and have fully integrated these changes into their tactics.

The **First and Second Provisional LCTs** have participated in over a dozen combat operations in the last four years, performing well in each. Tagged as full-blown Hussar commands, the First and Second are forging new traditions while maintaining many of those that reach all the way back to the founding of the Federated Suns. Both commands are rebuilding and assimilating some of the first, post-Jihad academy graduates into their ranks.

Garrisoning the vital world of Talcott, the **Seventeenth** saw little action during the Jihad. With the exception of an assault on General Motors' facilities by Word of Blake forces masquerading as Capellans, this regiment remained out of combat and slowly rebuilt from Talcott's remaining production capacity. It was the Seventeenth that provided a significant portion of the trained battle armor troopers to the restructured Avalon Hussars, after having converted over half of its conventional infantry to battle armor in the years since the Jihad started. The Seventeenth continues to garrison Talcott under direct orders from New Avalon, despite being in the Capellan March command area.

The **Twenty-second** began the Jihad protecting the world of Crofton and the factories located there. Ordered to remain on station, it was all the command staff could do to prevent the regiment from charging to New Avalon's defense during the siege. The formation of the Filtvelt Coalition and increased pirate activity gave this command a focus and purpose, until it was ordered to New Syrtis (ostensibly to help defend the world against potential Capellan or Taurian threats). The Twenty-second has only recently returned to New Avalon where their former CO has taken command of the entire Hussars Brigade from retiring Marshal Waters.

The **Forty-second** traded in their trademark fire support assault 'Mech battalion for an assault armor unit whose lightest tanks weigh in at eighty-five tons. Once a reinforced regiment, this command's 'Mechs formed the core of the First and Second Hussars. Still, the remaining two heavy battalions mark the Forty-second as the heaviest throw weight of the surviving Hussars. Having just returned from garrisoning Tikonov, the unit is still rebuilding, while dealing with the lingering aftereffects of defending a world brutally ravaged by nuclear weapons.

MORALE

The Avalon Hussars are well integrated, but still fragile. Marshal Waters pushed these commands hard over the last four years, keeping even the garrison-bound Seventeenth busy acting as a training force for the rest of the Brigade. With the Word routed and relative peace settling over their corner of the Sphere, it remains to be seen if the Hussars' warriors can truly make the transition back to “normal” life.

With the Word of Blake in decline, the Hussars' hatred of the Confederation is returning in earnest, and Field Marshal D'Angelo has already been forced to “lend” the Forty-second's transport assets to our own forces in order to prevent his heaviest LCT from striking out at House Liao. If High Command leaves the Hussars in the Capellan March, they may yet end up in a shooting war with the Confederation again.

REGIMENTAL STATUS

First Avalon Hussars LCT

Battalion/Regular/Reliable
90% strength | 100% Upgraded
Current Base: Lee

Seventeenth Avalon Hussars LCT

Battalion/Elite/Reliable
100% strength | 100% Upgraded
Current Base: Talcott

Forty-Second Avalon Hussars LCT

2 Battalions/Veteran/Reliable
85% strength | 100% Upgraded
Current Base: Shoreham

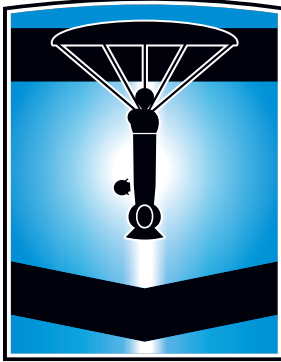
Second Avalon Hussars LCT

Battalion/Regular/Reliable
90% strength | 100% Upgraded
Current Base: Markab

Twenty-second Avalon Hussars LCT

2 Battalions/Elite/Fanatical
75% strength | 100% Upgraded
Current Base: New Avalon

FIELD REPORT: AFFS



CETI HUSSARS

Tenacity marks the spirit of the Ceti Hussars. Throughout the Brigade's existence it has constantly had to prove itself. Even in the progressive combined-arms military of the AFFS, the Cetis' deep integration of forces has caused confusion and disdain despite over three centuries of solid success. This has bred a certain thick skin and tenacity that served the Ceti Hussars yet again through the Jihad.

Battered in fighting on all fronts, the Ceti Hussars have doggedly held together, proving their fighting style even against the Word of Blake's tightly integrated combined arms doctrine. Under Marshal of the Armies Jon Davion, the Cetis' non-standard force structure has finally won its due praise. Reflective of this are recent training guidelines for Light Combat Teams, which focus heavily on mixed-force compositions even down to the lance level. Our military planners have been observing Ceti Hussar combat performance closely. Given they are the closest active units to the original SLDF RCT concept, it is likely the Hussars' model will serve as an excellent model for the future structure of our own armed forces.

Only two surviving Ceti Hussars commands remain, one of which is the still-integrating Lexington Combat Group. High Command has stationed the Second Ceti on New Hessen and is routing all remaining survivors of the First and Third there. The intention is to ultimately break apart the Second to reform the lost First and Third Hussars brigades. Once complete, this will leave the commands each operating with only one combat regiment each, but AFFS High Command feels it is more important to maintain three light Hussar formations, rather than a single full-strength force with more ground to cover.

CONDITION

The **First Ceti Hussars** just missed the Word of Blake's invasion of Angol, but that did not save them from the Word's offense. Jumping to Rio, the First found the world already fallen and a hostile naval force defending the jump point. Sacrificing more than ninety percent of their combat equipment, the Lancers escaped on a single JumpShip, an action that left them effectively destroyed. With what little salvage they could gather, the survivors formed part of the Princess-Regent's protective detail during her years in hiding, and only now are the First's personnel beginning to gather on New Hessen to start the process of reforming their command.

The **Second Ceti** was the rock on which the Taurians pounded themselves in the effort to win the Pleiades Cluster. Holding out for several years of constant warfare, the Second was ground down in material and morale. When they finally pulled out of the Cluster, the Second Hussars were physically operational but a large portion of the command was suffering advanced forms of Post Traumatic Stress Syndrome. The infusion of the Third Ceti's survivors and relocation to the Protectorate front managed to turn things around and quickly rebuilt their numbers, but at a significant loss of combat experience. Now nearly at full strength, it was recently decided to use elements of the Second to rebuild the disbanded Third and semi-functional First.

The **Third Ceti** did not willingly enter George Hasek's war; they were dragged into it. Assigned to protect the Ridgebrook PDZ command on Taygeta, the Third was a key defense force in the normally contentious triangle between New Syrtis, the Confederation, and the Concordat. When the CCAF finally boiled across the border they assigned a major force to neutralize Taygeta. Forced to fall back to New Syrtis with heavy losses, the Third was quickly embroiled in the street-by-street fighting to defend the March Capital when the Capellans struck there next. The Third fought hard, but unfortunately, the lead-from-the-front mentality of its senior staff left the force broken when much of their command staff was lost. The Third's survivors were rolled into the Second and the Third was deactivated. Only recently has this force been slated for reactivation using elements of the Second Ceti.

The **Fourth Ceti Hussars** are still adapting to their new existence. As Hasek's war came to a conclusion, the once powerful Lexington Combat Group mercenary command had been reduced to a point that none of its three regiments could field more than thirty percent strength. Buried in debt incurred from buying upgraded equipment from the Federated Suns, the LCG was drowning in insolvency. Unbowed, the tradition-bound LCG approached the AFFS High Command and negotiated their transfer into the AFFS as new Ceti Hussars formation. Long considered a House unit in all but name, the LCG has quickly transitioned into the Ceti Brigade, where the former mercenaries continue to enjoy the respect and latitude of command that made the Federated Suns their dominant employers over the last three centuries. Now, the Fourth Ceti keeps its old traditions alive while forging a new home for themselves as FedSuns regulars.

MORALE

Tradition has kept this Brigade focused and able to push past most of the morale issues that would typically haunt a force that has suffered so much death and loss. But while the brigade remains active, its experience level has suffered. With so many lost to death, injury and mental fatigue, better than half of the current Ceti Hussars have been in service for less than five years.

REGIMENTAL STATUS

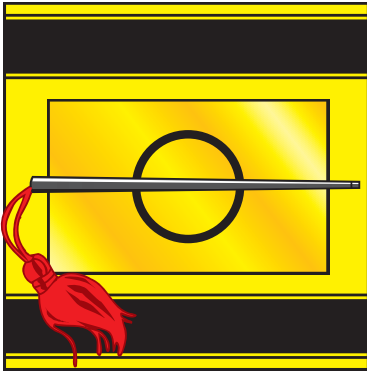
Second Ceti Hussars RCT

Mixed Brigade/Regular/Reliable
75% strength | 95% Upgraded
Current Base: New Hessen

Fourth Ceti Hussars RCT

Regiment/Regular/Reliable
85% strength | 95% Upgraded
Current Base: Wrentham / Mendham

FIELD REPORT: AFFS



CRUCIS LANCERS

The heart and soul of the AFFS, the Crusis Lancers held strong through the Jihad despite heavy losses. Down to five of its eight original combat commands, the Lancers are facing a long road to rebuild, but their resolve and morale has never been stronger. The Princess-Regent has personally pledged that the destroyed regiments will be reactivated, but the Lancers are pragmatic and understand that such a promise may be many long years in the offing. For now, the Lancers seem content with the knowledge they are one of the few brigades not being reorganized into smaller Light Combat Teams. It is clear to our researchers that the Crusis Lancers will continue to serve among the AFFS' primary offensive forces for the foreseeable future.

Two Crusis Lancer commands took part in Operation SCOUR, forming a fifth of the Federated Suns' front line contributions. The remaining three Lancer commands held vital garrison posts where they continued to rebuild from the Civil War and Jihad.

CONDITION

At the Jihad's outset, The **First Crusis** clashed with the Word of Blake on Nanking. With AFFS High Command unavailable, General Davion-Cole took the initiative and launched his unit back across the developing Blake Protectorate border soon after Nanking fell, and the First kept up a near-constant raiding campaign for years afterward, moving their base of operations several times to avoid Word counterstrikes. Refitted with fresh equipment from New Avalon, the First was assigned to the Lyran front during SCOUR. Clashing with their Combine allies nearly as often as the Word, however, the First was seriously depleted by the end of the Terran campaign. Fast-tracked for recovery, the First has just received extensive supplies but the fresh blood has reduced its overall experience level.

After the **Third Crusis** destruction and capture by Snow Ravens in an ill-advised raid against the Outworlds Alliance, the surviving conventional assets of that command were reassigned to the Second Crusis' TO&E, to make up for the Second's depleted BattleMech strength. Currently operating as three independent LCT-style commands, the Second now serves as the keystone defensive force on the Combine-Outworlds border.

Stationed on Markesan, the **Fourth** was tasked with defending one of the Princess-Regent's command bunkers during the early Jihad, when the Regent shuttled between three such centers aboard the FSS *Lucien Davion*. Though they largely stayed one step ahead of the Blakist attacks, one such raid in 3072 came frighteningly close to capturing the Davion leadership. The Fourth rose to the occasion, and valiantly defended the Princess-Regent. Since then, the Fourth has moved to New Avalon with the Regent and has been slowly rebuilding ever since.

The **Fifth** saw hard action in all phases of Hasek's war, but came out in relatively good shape. Making up the core of the Suns' Task Force I, the Fifth went on to lead assaults in some of the toughest battles against the Blake Protectorate. The Fifth was assigned to Operation SCYTHE's Rio assault because of its large battle armor force. Davion Infiltrators and Grenadiers, working hand-in-hand with FWL Kopis and ComStar Tornados, brought the Word's SDS system down, contributing heavily to our ability to quickly secure Terra. The Fifth has only just left Terra, en route to its new duty post on New Hessen.

The parent unit of McKinnon's Raiders, the **Seventh Crusis** long lived by its motto of "Anything, Anywhere, Anytime". Suffering horrendous losses time and again, the Seventh always rebuilt, appearing to be stronger for the adversity. It remains to be seen if the latest hurdle will be so easily mounted. Initially welcoming survivors from the war-ravaged Sixth Crusis, the Seventh has found these new troops a mixed blessing. Suicide rates among Sixth's survivors—all of whom witnessed the Blakist nuclear and biological extermination of Galax firsthand—remain high and are having a corrupting influence on this force's overall morale.

MORALE

With the exception of the Seventh, the Crusis Lancers remain steadfast and ready for combat. If the command staff of the Seventh does not find a way to deal with the "survivor's remorse" of the Sixth Crusis warriors now in the Seventh, it may well so damage the Seventh's cohesiveness that this best-equipped of the Lancers regiments will be least ready for combat.

REGIMENTAL STATUS

First Crusis Lancers

Regiment/Regular/Fanatical
55% strength | 100% Upgraded
Current Base: Weekapaug

Fourth Crusis Lancers

Regiment/Regular/Fanatical
70% strength | 100% Upgraded
Current Base: New Avalon

Seventh Crusis Lancers

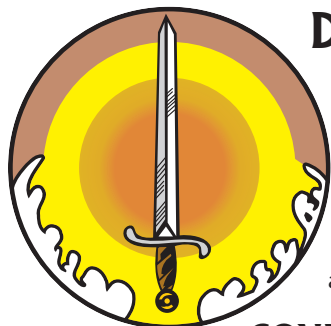
Regiment/Elite/Questionable
70% strength | 100% Upgraded
Current Base: Minette

Second Crusis Lancers

Regiment/Veteran/Fanatical
60% strength | 100% Upgraded
Current Base: Pitkin / Delos IV

Fifth Crusis Lancers

Regiment/Elite/Fanatical
70% strength | 100% Upgraded
Current Base: New Hessen



DAVION BRIGADE OF GUARDS

It stands to reason that the best of the AFFS would have been in the thickest of the fighting the Federated Suns has seen during the Jihad. Of the six active commands at the Jihad's onset, five took part the siege of New Avalon, with the Davion Light Guards and Third Davion Guards being completely destroyed. After the capital's liberation, the Guards took up Yvonne Steiner-Davion's cry of "never again". Rebuilding quickly, the four remaining commands split their efforts between defending New Avalon and dealing with the Word of Blake threat.

With Terra freed, the Brigade is turning inward again, serving not only as the AFFS' strongest forces, but also using their skills and experience to improve the defenses of New Avalon and her surrounding worlds.

CONDITION

With the First's return to New Avalon, the **Davion Assault Guard** has just been deployed to Taygeta. This move appears to be signaling that New Avalon and the Princess-Regent are taking a more direct role in handling the continued hostilities with the Taurian Concordat. The DAG has been given clear orders not to engage in offensive operations, but with full JumpShip support and a protective Pocket WarShip screen, they are a mobile force that can react to any Taurian incursions within a sixty light year radius.

The **Davion Heavy Guard** nominally remains on New Avalon, but has deployed several sub-commands to nearby worlds to act as cadre units for planetary militias, enhancing their ability to deal with future attacks against the heart of the realm.

Wiped out during the attempts to relieve New Avalon, the **Light Guard** was stricken from the rolls for the first time in the Guards' history. It was expected to take years before the DLG was restored in any manner of combat readiness, but Marshal Davion short-circuited this process through the wholesale absorption of the battered First NAIS cadre. With the majority of the First NAIS made up of Civil War veterans who also survived the savage fighting of the Jihad, Jon Davion re-commissioned the entire cadre as a new Davion Light Guard. Still barely over half strength and sporting NAIS symbols on much of its gear, we believe the unit has at least a year before it will ready for any actual deployment.

Destroyed during the FedCom Civil War, the **First Davion** had only just been reconstituted when the Word of Blake struck New Avalon. During the course of the siege the First absorbed survivors from the Second NAIS, Tenth Lyran Guard, New Avalon Cavaliers and even planetary militia forces, and was one of the first to be reformed as a Light Combat Team by 3075. As one of the most combat-ready commands in the AFFS, the First Davion was restored to full RCT status and assigned to SCOUR, where it took part in the heavy fighting of the FedSuns front. On Terra, the First narrowly escaped the nuclear fate that wiped out the Marlette CrMM, but it was still a seriously depleted First that returned once more to New Avalon. Similar to the DLG, the First is now absorbing the majority of the First Albion Cadre in an effort to rebuild its numbers.

Having battled the Word tooth and nail for over a decade, the **Second Davion** managed to remain a remarkably effective combat force and was nearly at eighty percent combat effectiveness during the landings in Singapore on Terra. What little damage they suffered was more a result of battling Singapore's post-nuclear firestorms, leaving the regiment in good shape when it landed at the historic Andrews Naval DropPort in the Washington Sector of Eastern North America. It was while the Second was still deploying from their DropShips that multiple warheads from Hilton Head destroyed the spaceport, leaving few survivors (mostly injured personnel who were still in Singapore).

With only thirteen surviving 'Mechs and less than two companies of armor, the remnants of the Second are presently attached to the First. With these Terra survivors rendered more of an honor guard than a combat formation, it will be years before the Second is an active force of any kind. As with the First Davion, it is only prestige that keeps this force's name on the combat rolls, though at too statistically insignificant a level for the purposes of this review.

MORALE

As the AFFS' best equipped, best-staffed and most experienced combat brigades, it is not surprising that the Davion Guards are rated at the highest levels of readiness and morale. Only the Second's tiny group of survivors lacks the Guard's overall confidence. Similar to the issues the Seventh Crucis is facing, the survivor's guilt may seriously hamper rebuilding efforts if left unmanaged.

REGIMENTAL STATUS

Davion Assault Guards RCT

Reinforced Regiment/Elite/Fanatical
75% strength | 100% Upgraded
Current Base: Taygeta

Davion Light Guards RCT

Reinforced Regiment/Veteran/Fanatical
50% strength | 100% Upgraded
Current Base: New Avalon

First Davion Guards RCT

Regiment/Veteran/Fanatical
60% strength | 100% Upgraded
Current Base: New Avalon

Davion Heavy Guards RCT

Reinforced Regiment/Veteran/Fanatical
80% strength | 100% Upgraded
Current Base: New Avalon*

***Note:** 60% of the Davion Heavy Guard is deployed in two-company combined arms formations on a dozen worlds within 30 light years of New Avalon.



DENEB LIGHT CAVALRY

With a legacy dating back to the first Star League, the Deneb Light Cavalry is a storied command with roots deeply cemented in the spirit of the original SLDF. This legacy did not prevent the Brigade from suffering horribly during the Jihad. Early in the war, the Brigade lost both its home world of Deneb Kaitos and its founding formation, the Fourth DLC, to Blakist invaders. Trying to take the fight back to the World, the Eighth suffered terrible losses in an ambush on their JumpShips. Finally, the Twelfth took heavy damage when it crossed into Combine territory during the retaliatory raid campaign against the DCMS. With the Twelfth's survivors rolled into the Eighth, the DLC spent the latter part of the Jihad in a state of virtual shellshock, its troops garrisoning Marlette even as the Marlette CrMM took part in Operation SCOUR.

When the Federated Suns' task force freed Deneb Kaitos they discovered a thriving resistance movement on world, being led by survivors from the shattered Fourth Deneb. On hearing this, acting Brigade commander General Suell rallied his men and lobbied High Command passionately to have the Eighth sent to Deneb as a garrison force.

CONDITION

Having slowly recovered from the early Jihad, the **Eighth Deneb** was roughly 70 percent combat-effective by the time it arrived on Deneb Kaitos. On arrival (and without consulting with New Avalon), General Suell turned Brigade command back over to Major General Andrew Terlicki, who had managed to survive the nearly decade-long Word of Blake occupation. Terlicki quickly integrated his resistance fighters into the Eighth and split the command to reform the Fourth Deneb. Terlicki has made it clear he intends to keep the newly reconstituted Fourth on Deneb Kaitos regardless of what High Command ultimately plans to do with their active garrisons on former Protectorate worlds. (This is a development that, handled properly, we may be able turn to our advantage.)

With the entirety of the surviving resistance fighters in the **Fourth**, the regiment still resembles a guerrilla command more than it does an SLDF descendant. The remainder of the Fourth is predominantly made up of those Light Cavalry soldiers who share Terlicki's feelings on leaving Deneb Kaitos.

The Eighth is in better shape overall and would be prepared for combat shortly, but is noticeably lacking in its cohesion. With some members openly supporting Terlicki's stance to stay on Deneb Kaitos and others taking a pro-New Avalon stance, stress fractures are beginning to show.

MORALE

The Deneb Light Cavalry's fractured loyalties may be coming to a head soon. Marshal Davion and the Princess-Regent cannot continue to ignore that the Brigade is essentially under the command of a man legally declared dead and espousing a position that openly favors his homeworld above the larger strategic view. This presents us with an opportunity to move in and mediate this situation. If handled correctly, it is possible—perhaps even likely—that the Fourth could be convinced to join our forces in defense of the Protectorate worlds while keeping New Avalon firmly allied with us.

REGIMENTAL STATUS

Fourth Deneb Light Cavalry RCT

Regiment/Veteran/Questionable

15% strength | 70% Upgraded

Current Base: Deneb Kaitos

Eighth Deneb Light Cavalry RCT

Regiment/Veteran/Reliable

35% strength | 100% Upgraded

Current Base: Marlette

FIELD REPORT: AFFS



ROBINSON BRIGADE

It has been nearly three centuries since the Draconis March fielded a truly dedicated combat brigade. While the two Ranger regiments have a long history of service and distinction, they have never had the same level of support and supplies that the Syrtis Fusiliers or Crucis Lancers have enjoyed. Long focused in their hatred of the Draconis Combine, the Rangers have been a stumbling block to good relations between Houses Davion and Kurita time and again. Their conduct in the Civil War further soured this position and likely contributed to the early Jihad attacks by the Combine-based Black Dragons.

The **Second** spearheaded counterattacks into the Combine early in the Jihad, their fanatical strikes more in line with a Kurita-born regiment than that of the Federated Suns. The few survivors who limped home were folded into the rebuilding First Rangers. Bolstered by a collection of free conventional regiments, the **First** in turn spearheaded the assaults that freed Robinson from the Word of Blake. They remained on Robinson, poaching the best equipment from the limited production coming out of Robinson BattleWorks.

Mordecai Sandoval petitioned heavily to have the Second Rangers rebuilt and both Rangers upgraded to Regimental Combat Teams. Instead, citing too much bad history, Duke Sandoval and Marshal Davion recently commissioned two all-new formations based on the Light Combat Team structure. These Striker commands fall under authority of the Rangers brigade, but it is hoped the new livery and organization will help to foster a new chapter in the military annals of the Draconis March.

CONDITION

Only four weeks after the orders to form the new combat commands were issued, the First was stripped of two thirds of its BattleMechs to form the Robinson Strikers. Still overstrength from incorporating the Second's surviving aerospace fighters, the First's aero wing fields almost as many fighters as the regiment fields 'Mechs. The free units the Rangers had collected about them were likewise redeployed to support the new Striker commands. About all that the Rangers can call on currently is their battle-hardened experience. Still coming to grips with these changes, the First is currently in transit to garrison station on McComb.

The **First and Second Robinson Strikers** are built around the Light Combat Team structure, focusing heavily on light and medium equipment in both BattleMechs and armor support. Their battle armor contingents are only a battalion strong but are made up primarily of assault suits supported by VTOL and hover transports. Most notably lacking is any organic aerospace or artillery support. These have been promised, but High Command has yet to commit to a delivery date. Neither command is considered combat effective at this time, having only had a bare four weeks since being formed from the First Rangers and various free regiments.

MORALE

The First Rangers are openly hostile to what they see as punishment for defending the March against hostile aggression. Once nearly an RCT in all but name, only to be fractured by royal edict, the remaining warriors have been openly critical of Duke Tancred's policies and "toadying" to New Avalon. Their rapid redeployment is likely more to get them away from Robinson than it is to bolster border garrisons.

Staffed with recent Sakhara Academy graduates and many veterans of Tancred Sandoval's Civil War brigade, the First Strikers are day to the First Rangers' night, and their dedication to Tancred and AFFS High Command is clearly evident. The newly formed LCT has already taken to referring to themselves as Tancred's Sword, in recognition of the Duke's fencing background, but being only weeks old as of this report, it is too soon to measure their combat effectiveness. Nevertheless, barring disaster, this command will likely prove highly reliable and loyal to Tancred and New Avalon.

Internal strife currently plagues the Second Strikers. Made up of Rangers veterans and new recruits, the LCT is split between their support of the First Rangers and Duke Tancred. In the month since forming, the command's battle standard has been defaced three times, the word Striker being crossed out and replaced with Rangers. Time will tell if the command staff can truly unite this command, or if the fractious Second Rangers have simply been reborn in Striker clothing.

REGIMENTAL STATUS

First Robinson Rangers

Regiment/Elite/Questionable
35% strength | 100% Upgraded
Current Base: McComb

First Robinson Strikers LCT

Battalion/Green*/Reliable
100%** strength | 100% Upgraded
Current Base: Robinson

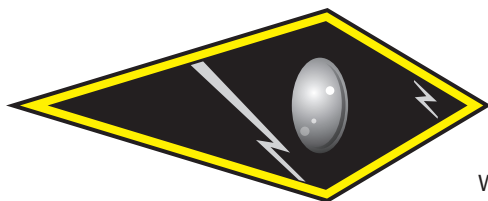
Second Robinson Strikers LCT

Battalion/Green*/Questionable
100%** strength | 100% Upgraded
Current Base: Robinson

*Reflects the effect of command cohesion; the Strikers are made up of combat veterans but their new organization has not been tested in battle. It is expected they will be rated Regular within a year's time.

**Only four weeks old, neither command is considered combat effective, despite being rated at full BattleMech strength

FIELD REPORT: AFFS



SYRTIS BRIGADES

Before his recent death on the Taurian front, the last three years saw Nathaniel Hasek slowly give in to pressures from New Avalon. Taking a carrot and stick approach, Marshal Davion convinced Hasek to abandon his efforts to rebuild the Fusiliers to full-size RCTs, and instead adapt to Davion's new organizational model. With the lure of a squadron of Pocket WarShips to defend New Syrtis, and assets to support the formation of a new LCT, Nathaniel Hasek eventually agreed to restructure the Fusiliers on the new Light Combat Team concept. This conversion is still underway, creating numerous logistical headaches that have many in the brigade openly questioning their late commander's decision.

The resources New Avalon has been pouring into the Capellan March are obviously part of a calculated play by the Princess-Regent to purchase loyalty (or at least stability) in the fractious March. Obvious or not, it is proving successful. After having seen Angela and Nathaniel Hasek at odds as often as not, New Avalon's steady support in both civilian and military resources has helped cast Regent Yvonne in a favorable light among the rank and file.

CONDITION

Barely three months old, the **First Fusiliers** are still shaking off construction dust, sorting out personnel and securing the last of the LCT's combat forces. The First's troops, drawn from all over the Capellan March, includes many key positions filled by Marchers who had been serving in other non-Capellan March front line units. Most notably is the unit's commander, New Syrtis-born Francois Wang. Having risen to the rank of Major in the Davion Heavy Guards, she was promoted two full steps and put in command of the new formation. Despite being untried, the First Fusiliers are expected to achieve regular status shortly, thanks to active training with the Davion Assault Guards.

The conversion of the **Fifth Syrtis** to an LCT on paper was easy. With barely a battalion of operational BattleMechs and heavily depleted conventional forces, changing its unit designation from RCT to LCT put it at nearly full strength for the new formation type. The Fifth recently received a shipment of Hauberk battle armor and is reviewing its infantry for qualified operators to staff out this company of assault suits. Despite these changes, it will be some time before the Fifth is a full combat readiness and adjusted to the new formation deployment style.

Still designated as an RCT, the **Sixth Fusiliers** is heavily under strength in BattleMechs but sports nearly the full RCT's contingent of conventional forces. Considered the premiere Fusilier regiment, the Sixth Fusiliers has maintained at least two companies of BattleMechs on New Syrtis without fail for the last twelve decades. This honor guard force includes the best and most loyal pilots of the Fusiliers. Unwilling to trade away that tradition for the new LCT formation, Nathaniel Hasek has indicated he will leave the Sixth with a larger 'Mech contingent so it may still maintain its honor guard, even when deployed away from New Syrtis. As the best of the Fusiliers, the Sixth is equipped with only the most cutting-edge technology, including considerable Capellan salvage gleaned from the battlefields of New Syrtis.

The **Eighth** is in better shape than the Fifth for combat power, but has experienced a higher than normal turnover in personnel, leading to its recent downgrade in experience. It is also possessed of the most varied quality of equipment; the majority of its armor force, for instance, is currently made up of Succession War-era armor pulled from the New Syrtis planetary militia. As with the Fifth, it is an LCT in name only and is experiencing transitional issues despite being technically at full strength.

The **Syrtis Avengers** rate only below the Sixth on the priority for supplies from Capellan March command. Having thrown themselves into every fight possible since their formation, the Avengers have experienced a high mortality rate that has kept it from fully coming together as a cohesive whole. The 'Mech command is more often than not rushing headlong into battle, while its heavy armor support is still offloading from DropShips. This reckless attitude, which has survived two unit commanders, could spell disaster for the small force as well as lead New Syrtis and New Avalon into conflicts they do not want.

MORALE

The relative peace that has engulfed Capellan March region in the last few months has had a mixed affect on the Fusiliers. Morale is strong in all commands save the Eighth, which is still coming to grips with its new reduced status and the tight leash it has been kept on. The Syrtis Avengers are similarly eager to strike back at the Taurian Concordat, but their new commander has recognized that they remain ill equipped to attempt any such mission without proper backing.

REGIMENTAL STATUS

First Syrtis Fusiliers LCT

Battalion/Green/Reliable
100% strength | 90% Upgraded
Current Base: Taygeta

Sixth Syrtis Fusiliers RCT

Reinforced Battalion/Elite/Questionable
100% strength | 100% Upgraded
Current Base: Hadnall / New Syrtis*

Syrtis Avengers LCT

Battalion/Regular/Questionable
75% strength | 80% Upgraded
Current Base: New Syrtis

Fifth Syrtis Fusiliers LCT

Battalion/Veteran/Questionable
90% strength | 90% Upgraded
Current Base: Salem

Eighth Syrtis Fusiliers LCT

Battalion/Regular/Questionable
100% strength | 90% Upgraded
Current Base: Brusett

*Only the Sixth's two honor guard BattleMech companies are deployed on New Syrtis



CAPELLAN MARCH MILITIA

Between the Word's expanding Protectorate, an increasingly hostile Taurian Concordat and the Capellan Confederation, the Capellan March Militia suffered heavily in the Jihad. Of the six RCTs, only the Warren CMM was not destroyed. The **Achernar CMM** was completely wiped in the Word's invasion of their homeworld. Sirdar and Valexa finally succumbed to repeated actions against the Confederation, and the New Syrtis CMM was shattered defending the March's capital, its survivors pulled into the Sixth Syrtis Fusiliers.

Were it not for New Avalon's ROaR program, the Capellan March would likely lack March Militia units for years to come, a point that has caused no small amount of conflict between those who support New Avalon's policies and those who oppose them. Despite the program, the recovering Capellan Militias are still all but fiction and are not expected to be combat ready for at least another year. Even then they are expected to be under strength in both BattleMech and conventional strength, even after accounting for the new LCT formation size.

CONDITION

Its veteran warriors absorbed into the Sixth Syrtis Fusiliers, the **New Syrtis Militia** faces a long road to recovery. Unlike the other reforming Capellan Militias, the New Syrtis CMM is fully staffed with combat personnel and is just awaiting equipment to activate. In the meantime, the entire command—from MechWarrior to infantry grunt—is undergoing ground combat training in an effort to build the combined-arms cohesion that will carry across even after the MechWarriors and tankers are encased in their vehicles.

Holding their own against the invading Kingston Rangers, the **Ridgebrook Militia** forced the Capellan Strategios to redirect the rest of Task Force Vengeance to crush them. Against the elite First MAC and experienced Prefectorate Guard, the Ridgebrook CMM was annihilated, but not before causing significant damage. The command staff of the new Ridgebrook CMM is eager to live up to its fallen predecessor and is actively recruiting new personnel to staff the equipment being routed to them.

The **Sirdar and Valexa March Militias** have only just been assigned command staffs and have the smallest allotment of equipment currently earmarked for them. Not even expecting battle armor for well over a year, both commands are drafting plans to leverage heavy or specialized infantry formations.

The veteran warriors of the **Warren Militia** are the only Militia openly chafing at the effects of the ROaR program. With one of their armor regiments pulled away to support the other rebuilding Militias and no real re-supply evident for the depleted 'Mech forces, General Ingram has openly questioned how his force is supposed to hold back the Taurian threat and is resisting his unit's redesignation to an LCT.

MORALE

With the exception of the Warren CMM, morale among the rebuilding units is high. Populated almost exclusively with personnel under the age of thirty, these soldiers have grown up in the era dominated by the Jihad. Loyalty in the newly forming Militias is a mixed bag, with the New Syrtis and Sirdar militias seeing New Avalon's aid as their rightful due. The Valexa and Ridgebrook commanders appear openly supportive of New Avalon and its new centrist policies, while the Warren Militia seems to have loyalty for no one but themselves.

REGIMENTAL STATUS

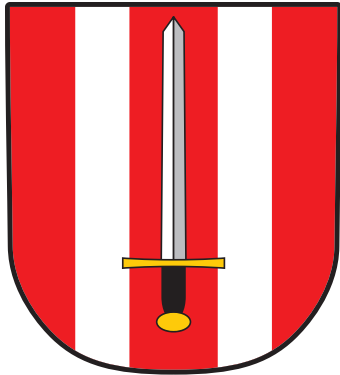
Warren Capellan March Militia RCT

Battalion/Veteran/Questionable

35% strength | 50% Upgraded

Current Base: Warren

FIELD REPORT: AFFS



CRUCIS MARCH MILITIA

In a disturbing echo of the FedCom Civil War, the Crucis March Militias saw more combat against former brothers in arms during the Jihad than they did against foreign threats. With the breakaway of the Filtvelt Coalition and Malagrotta Cooperative, the Crucis March saw several of its second-line combat forces defect to these mini states. This put the Crucis Militias in the undesirable position of facing off against former friends and allies, and likely led in no small part to their limited opposition to these rogue states.

General Raymond-Roger Marsin's efforts to stabilize the Davion Outback have begun to pay off, bolstered by increasing support (or at the very least lack of opposition) from New Avalon. Much of the Malagrotta region has been brought back under the Suns' banner and Marsin has stepped up pressure on Filtvelt, forcing the tiny nation to focus its forces on defense. Using personal influence and tactics bordering on dictatorial, he has shunted equipment from Crucis March factories to bolster the Militias' conventional assets. Faced with a rising tide of piracy, saber rattling from Filtvelt and several self-declared independent worlds, Marsin and the Crucis Militias have a busy road ahead.

Marsin is openly supportive of the new LCT model, but has been slow to roll it out, citing active combat operations and not wishing to upset the operational tempo of his Crucis March campaigns.

CONDITION

In the relatively quiet region between the Outworlds and the pirate-riddled Filtvelt region, the **Anjin Muerto Militia** saw limited action during the Jihad, coming through relatively unscathed. Their greatest losses, in fact, will come from the ROaR program. Over half their 'Mechs and armor have been earmarked to rebuild the **Marlette CrMM**, though they have yet to be formally reassigned.

Solid loyalty and stability were the hallmarks of the **Islamabad CrMM** in the Jihad. Holding the line even in the face of the Capellans' invasion of neighboring March worlds and Malagrotta defection, the Islamabad CrMM is one of two Crucis Militias authorized to maintain two 'Mech battalions when it converts to an LCT. Deployed in two subcommands presently, it is already effectively operating as two complete LCTs, both of which stand ready for action on the Filtvelt border.

Following Filtvelt's example, **Malagrotta** joined together with several neighboring worlds to form the Malagrotta Cooperative in 3073. The Malagrotta CrMM formed the core of this breakaway state's new army, until turncoat "privateers" destroyed them. With Malagrotta once more under Federated Suns control, a new Militia is being raised. Recruits are being pulled from known anti-Cooperative resistance fighters, and will mostly likely be loyal to New Avalon, but could easily face considerable hostility in the worlds they are assigned to protect.

The **Kestrel CrMM** has spent much of the last ten years operating in small-force actions, chasing down reports of Word incursions, piracy, and enforcing New Avalon's rule among the often-shaky governments of the worlds between the capital and Protectorate. The soldiers of the Kestrel CrMM are looking forward to standing down in the current relative peace.

All but destroyed in the nuclear assault against Dallas/Fort Worth on Terra, nearly all the survivors of the **Marlette Militia** have since retired, many choosing to remain on Terra. Those few who stayed on active duty have been asked to form the grain of sand around which a new Marlette CrMM will be formed. This Militia has been pushed to the front of the supply lines for rebuilding and will likely be the first new LCT Militia formation to come online.

Effectively General Marsin's flag command, the **Remagen CrMM** saw extensive action throughout the Jihad. Battling both breakaway FedSuns forces and pirates of all measure, the Remagen Militia has become a highly experienced combat force. Though understrength for an RCT, they have just finished a full refit of existing equipment after the successful conclusion of the Malagrotta campaign, and we believe one of the subcommands will soon be headed into the deeper periphery for pirate-hunting missions. Marsin has requested the Remagen be allowed to maintain a double-size LCT formation and the Princess-Regent has allowed this.

The **Tsamma CrMM** is nearly unique in having seen no combat in at least a decade's time. While possessed of significant Civil War salvage, General Wagner chose to send repaired equipment to front line units instead of rebuilding his own command. The result is a combat command heavily understrength but holding good favor with High Command.

MORALE

Of the three March Militia commands, the Crucis March forces are the most stable. Tensions exist among the Outback commands, but this is a result of their strong support of General Marsin's tactics and a lack of formal position on him from New Avalon. If the Princess-Regent finds a way to capitalize on Marsin's success and popularity it is likely the entire Crucis March will line up behind New Avalon's new policies.

REGIMENTAL STATUS

Anjin Muerto Crucis March Militia RCT

Regiment/Regular/Reliable
85% strength | 85% Upgraded
Current Base: Anjin Muerto

Kestrel Crucis March Militia RCT

Regiment/Regular/Reliable
70% strength | 90% Upgraded
Current Base: Edwards

Tsamma Crucis March Militia RCT

Regiment/Regular/Reliable
60% strength | 95% Upgraded
Current Base: Tsamma

Islamabad Crucis March Militia RCT

Regiment/Regular/Reliable
65% strength | 100% Upgraded
Current Base: Lihue / Adelson

Remagen Crucis March Militia RCT

Regiment/Veteran/Reliable
70% strength | 100% Upgraded
Current Base: June / Gronholt



DRACONIS MARCH MILITIA

Traditionally focused on the single threat of the Draconis Combine, the Draconis March Militias have had to adapt and change their focus. Starting first with the Civil War and the subsequent Jihad, the Draconis March has seen its loyalty and its strength tested. Credit for how this region's ability to weather the Jihad as well as it has belongs mainly to former commander Katherine Sandoval-Ito. Heading up the DMMs, Duke Tancred's aunt showed a decided flair for logistics and defensive preparations. While these skills did not transfer well to Operation SCOUR, they left a legacy of stability among the Draconis March commands.

CONDITION

Seven of the March's nine pre-Jihad Militia RCTs remain operational today, but most are in the process of being downsized to LCTs. The **Addicks DMM** was completely wiped out during the Word's initial invasion of their homeworld in 3069, while the **Robinson DMM** was all but destroyed after the Word raided Le Blanc.

(The remainder was disbanded, and its and survivors rolled into the First Rangers after Robinson's liberation in 3072.)

Still rebuilding from the Civil War, the **Bremond DMM** saw limited action in the last ten years. It has likewise seen minimal new supplies and a high turnover among its personnel. There are reliable rumors that this command may actually be rolled into the Bryceland DMM.

Surviving the Black Dragon assault on the Bryceland supply depot, the **Bryceland DMM** has seen low grade action over the last decade. Still understrength, its personnel make up for their lack of numbers with higher than average skill and excellent combined arms tactics. Bryceland is also one of the few DMMs to receive the promised shipments of battle armor in the lead up to its restructuring as an LCT formation.

The **Dahar and Raman DMMs** weathered the Jihad in relative obscurity, protecting their homeworlds and the surrounding systems but seeing little combat. Both forces are well over LCT strength and have had up to half their equipment earmarked for reallocation through the ROaR program.

Returning from Terra to a hero's welcome, the **Kentares DMM** is the only Militia in the March already restructured as an LCT. With two full battalions of BattleMechs, the Kentares DMM is flush with battlefield salvage, including a full platoon of captured Blakist Purifier suits.

The **Kilbourne DMM** was heavily damaged by the Outworlds/Snow Raven raid, but gave as well as it got, bloodying the nose of the Clan forces despite their technological mismatch. The Ravens' willingness to later cease hostilities is credited largely to the ferocity of the Militia's defense.

The **Milligan DMM** was kept on the move in the early Jihad, countering threats from the Outworlds and later pirate activity from the rimward periphery.

MORALE

With Tancred's cousins Jerome and Mordecai Sandoval-Ito openly protesting the appropriation and forced reductions of their Militia resources under the ROaR program, tensions have risen noticeably throughout the DMMs. That much of the Militia's appropriated equipment was shipped to the Capellan March, while the Robinson DMM remains inactive, has only added to their discontent. While least damaged by the Jihad, the Draconis March is likely where New Avalon will find greatest resistance to its new policies.

REGIMENTAL STATUS

Bremond Draconis March Militia RCT

Regiment/Green/Questionable
35% strength | 40% Upgraded
Current Base: Bryceland

Dahar Draconis March Militia RCT

Regiment/Regular/Reliable
60% strength | 65% Upgraded
Current Base: Cassias

Milligan Draconis March Militia RCT

Regiment/Regular/Questionable
50% strength | 75% Upgraded
Current Base: Cohay

Bryceland Draconis March Militia RCT

Regiment/Veteran/Reliable
65% strength | 75% Upgraded
Current Base: Bryceland

Kentares Draconis March Militia LCT

2 Battalions/Veteran/Reliable
90% strength | 100% Upgraded
Current Base: Kentares IV

Raman Draconis March Militia RCT

Regiment/Regular/Reliable
70% strength | 80% Upgraded
Current Base: Raman

Kilbourne Draconis March Militia RCT

Regiment/Regular/Reliable
65% strength | 55% Upgraded
Current Base: Inner End



ACADEMY AND TRAINING UNITS

The Federated Suns' extensive training commands suffered heavily during the Jihad years. Weathering attacks from all quarters, defections, isolation, and lack of supply, the majority of these forces were combat ineffective by 3078. Yvonne Steiner-Davion's Academy Appropriations War Powers Act deactivated all the surviving commands and transferred their men and materiel to front-line forces. Only the nation's two private academies were spared this directive. It remains unclear if these any of these disbanded training units will ever be reconstituted.

CONDITION

With their warriors and materials now bolstering the Davion Guards, the Albion and NAIS cadres are currently inactive. With the first graduating classes of the rebuilt academies not expected until the end of 3080, the few remaining Cadre supplies have been mothballed. The **First Albion** and **NAIS Cadres** may be reactivated at that time, but at a reduced size consistent with the AFFS' new Light Combat Team model.

Always in high demand, graduates of the **Goshen War College Training Battalion** are currently the most requested new officers in the AFFS. Positioned at the edges of Capellan and Word of Blake space, the College's all-volunteer training battalion saw more live-fire combat in the last decade than it has in the last four decades combined. With a casualty rate upwards of fifty percent, the surviving graduates have proven their battlefield ability. Currently fielding only two companies of 'Mechs, the War College has expanded its battalion with conventional vehicles and battle armor, reflecting the AFFS' shift to a more mixed-force approach.

Long considered one of the best combat academies, **Sakhara's training battalion** graduates are second only to Goshen in their demand among the current AFFS. Early in the Jihad, then-commander Elkin Odds violated orders and accompanied the Second Robinson Rangers across the Combine border. The survivors trickled back home to find their academy's combat charter revoked by Duke Tancred. The Sakhara Training Battalion has only recently been reactivated thanks to Marshal Jon Davion's sponsorship, but with severe new restrictions on conduct. Lacking a full 'Mech battalion, the Sakhara cadre has been bolstered by a recently added battle armor training contingent.

MORALE

With even the famed Albion and NAIS cadres stripped of their materials, the lesser academies are somewhat mollified. There remains widespread concern that the Regent's actions are too focused on current threats and her War Powers Act will lead to lesser quality graduates in the future.

REGIMENTAL STATUS

Goshen War College Training Battalion

Reinforced Battalion/Green/Fanatical
55% strength | 50% Upgraded
Current Base: Goshen

Sakhara Academy Training Battalion

Battalion/Green/Fanatical
40% strength | 75% Upgraded
Current Base: Sakhara



IRREGULAR FORCES

BREAKAWAY STATES

While Jon Davion led the AFFS contingent in SCOUR, General Marsin took decisive action of his own. With supporting forces, including several small mercenary commands, reinforcing his Remagen March Militia, Marsin drove into the pirate-corrupted Malagrotta breakaway region. In a series of quick assaults, Marsin's forces freed the majority of the region from its bandit occupiers, and reclaimed the leaderless Malagrotta state for the Suns.

With the bulk of Malagrotta dealt with (only Csomad, Armington and Vakisufalu remain outside of FedSuns control—but only due to local resistance, not pirate holdouts), our analysts believe Marsin will set his sights on the Filtvelt Coalition next. Marsin is currently traveling to New Avalon to attend the Camelot Summit, however, so we will need to wait and see if our suspicions prove true. In the meantime, full details on the Coalition's status will be contained in the upcoming Periphery region report.

LYRAN ALLIANCE

Seven Lyran RCTs were still in FedSuns space at the onset of the Jihad. While the Tenth Lyran Guards were expected to stay, the remaining six were only awaiting available transport assets to return to their parent nation when the Jihad erupted. The Tenth Lyran Guards and Fifth Donegal Guards perished in the initial assaults on New Avalon, while the Fourth and Eighth Donegal Guards were destroyed during Hasek's war. The Third and Fifth Lyran Guards, as well as the Seventeenth Arcturan Guards, survived the early Jihad, and all three commands represented the Alliance in Operations SCOUR and SCYTHE.

MERCENARIES

In 3050 the Federated Suns had no fewer than seven multi-regiment mercenary commands in its employ. The AFFS has been considered one of the premiere employers for well over a century, at times employing hired troops up to thirty percent of the AFFS' own BattleMech strength. The Jihad saw many of these commands shattered with no fewer than ten noteworthy outfits destroyed, including the Freeman, the Arcadians, Khorsakov's Cossacks and Wilson's Hussars.

Today, the AFFS only employs a single multi-regiment mercenary force and two other regiment-sized commands. While still a heavy employer of mercenaries, the Suns is replacing the large commands by hiring many smaller forces. From the combined arms Wyld Stallions employed by General Marsin, to the Medusans' DropShip squadrons, the AFFS still relies heavily on mercenaries, but the majority of these forces are now company or smaller in overall size.

One of the only multi-regiment mercenary units still operating in the Inner Sphere, the **Illician Lancers** are only a reflection of their pre-Jihad force. The Ninth Rangers were completely wiped out in the Capellan/FedSuns conflict while the Fifty-ninth Striker and Fourth Rangers suffered over fifty percent losses before beginning to rebuild. Rivaling the current strength of some AFFS combat brigades, the Lancers are currently positioned defensively on the Taurian border.

The **Screaming Eagles** have been a foundation stone of AFFS periphery defense for the past two decades. After losing a large portion of their 'Mech command in the early Jihad, the Eagles have yet to rebuild

their BattleMech strength, but have tried to compensate by boosting their conventional assets. As part of a contract renegotiation with New Avalon, the Eagles have recently begun to deploy battle-armored troops. Though it will be still a long time before they are truly recovered, we can count on the Eagles remaining in FedSuns employ for decades to come.

The **Twelfth Vegan Rangers** barely survived the initial Jihad, after having already suffered heavy casualties in the FedCom Civil War. Reduced to a single combined regiment, the over-sized force saw extensive action in SCOUR and SCYTHE, which further ground down its numbers. Despite this, we expect the Rangers will rebuild and continue operating. Including both dispossessed Rangers and new blood from their homeworld of Verde, they have no shortage of recruits,

The **Medusans** are an example of the kind of specialist mercenaries the AFFS is hiring. Formed after the Clan Homeworlds campaign, they developed a reputation for excellence in space combat. Despite taking heavy damage in the battle for New Syrtis, the Medusans have nearly rebuilt and currently divide their forces between New Syrtis and Firgrove. AFFS High Command has also requested their senior leadership rotate through Albion's new naval command college.

The recent integration of several older, but heavily damaged mercenary forces into the AFFS—most notably the **Lexington Combat Group** and the late **Cunningham's Commandos** (the latter of whom lived briefly as the Second FedSuns Armored Cavalry before their destruction during SCOUR)—has inspired the FedSuns to experiment with combining mercenary forces under unified deployment formations. Dubbed FedSuns Mercenary Commands (FMCs), these forces pull together numerous smaller outfits under a single AFFS command staff, effectively creating a larger combat group with multiple semi-autonomous sub-forces. The first of these "sum of the part" commands supported General Marsin's assault on Malagrotta. Though not nearly as effective as a formally unified command, the centralized logistics and coordination offered by the FMCs still appears to have some merit.

IRREGULAR FORCE STATUS

Illician Lancers Brigade

3 Regiments/ Veteran/ Reliable

65% strength | 90% Upgraded

Current Base: Mandaree (59th Striker), Montour (4th Rangers), Keuterville (21st Rangers)

Screaming Eagles

Regiment/ Veteran/ Reliable

60% strength | 100% Upgraded

Current Base: Kentwood

Twelfth Vegan Rangers

Regiment/ Elite/ Reliable

60% strength | 100% Upgraded

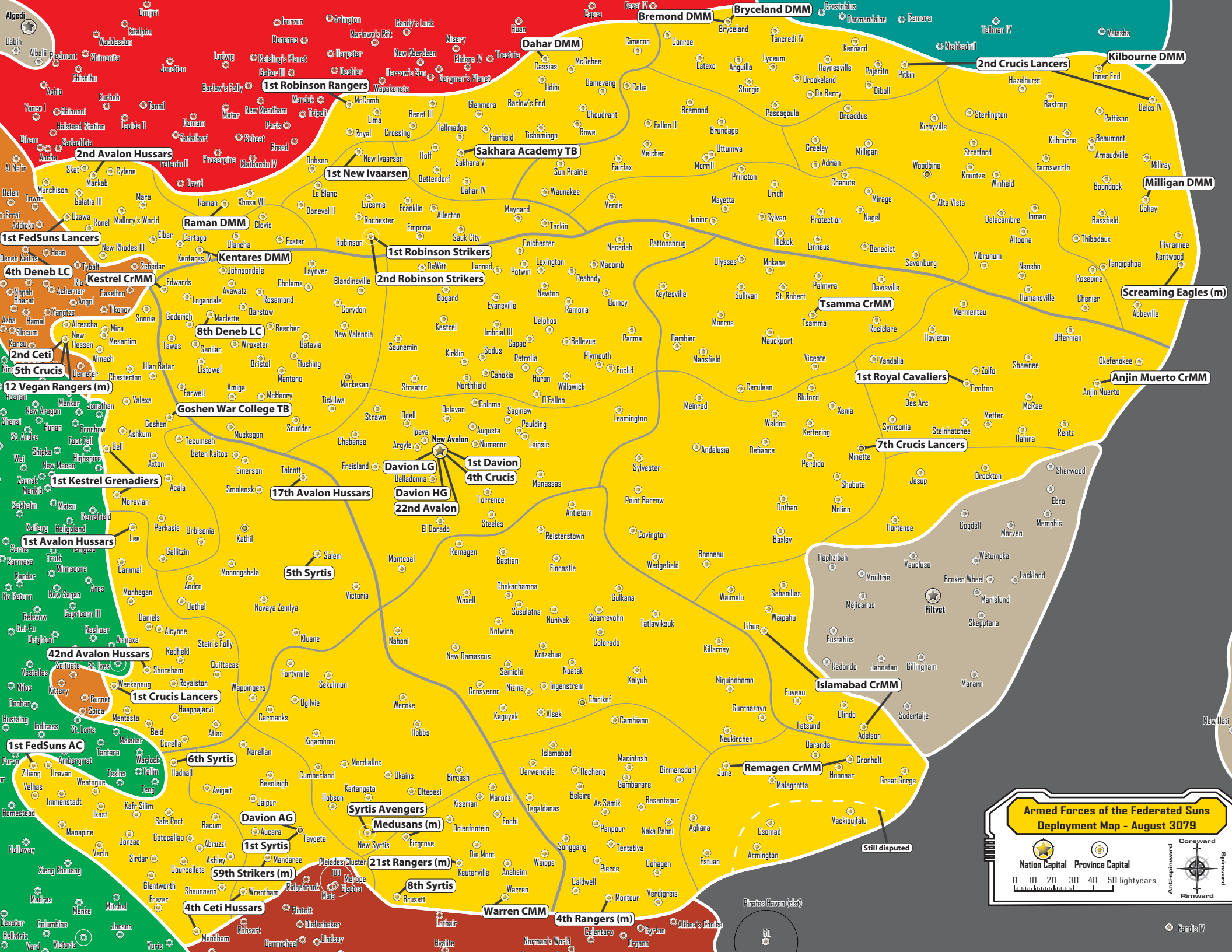
Current Base: New Hessen

The Medusans

2 Reinforced DropShip Squadrons/ Veteran/ Reliable

90% strength | 90% Upgraded

Current Base: New Syrtis / Firgrove





BATTLETECH™

FIELD REPORT: C.C.A.F.

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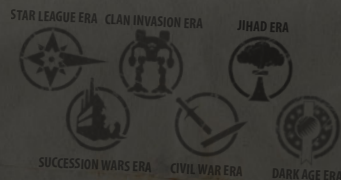
FIELD REPORT: C.C.A.F.

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: CCAF describes the state of the Capellan Confederation in the wake of the events described in *Jihad Hot Spots: Terra*, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Broken, but undefeated, the armies of House Liao remain a force to be reckoned with, as a new age dawns...



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FIELD REPORT: CCAF



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

The attached report has been compiled from many sources, including captured or collected Capellan documents or intercepted transmissions, as well as data cores provided by many defectors or former CCAF soldiers who have joined our Coalition's forces. While we have endeavored to confirm as much of it as possible, the accuracy of this report cannot be assumed—even ComStar never managed to be right all the time.

House Liao is our most likely enemy in any future confrontation, and we need to be aware of changes in Capellan doctrine and equipment since the end of the Jihad. The last comprehensive examination of any state's military was completed shortly before the Word of Blake's Jihad erupted into fire and no military emerged from that conflagration without having shifted focus, doctrine, and relative ability. The Liaos will most likely oppose anyone's possession of "their" worlds—as they long opposed the Federated Suns during the Succession Wars—which means that we can expect a near-constant level of deniable, low-level raiding while the CCAF searches for ways to exploit any vulnerability. Vigilance will be required on the Capellan border, lest we find that Tikonov becomes the Confederation's new Chesterton.

Although most of the former Capellan worlds in the former Protectorate appear to be quiescent and content with our authority, it would be folly to not assume Sun-Tzu Liao is fomenting the same sorts of underground resistance cells as he did when the worlds were part of the FedCom's Sarna March. Every effort must be therefore expended to keep discontent cool—else we'll find ourselves embroiled in just the sort of police actions Sun-Tzu used to justify his "reclamation" of St. Ives.

HOW TO USE THIS BOOK

Field Report: CCAF is a *BattleTech* supplement designed to provide players with information about the state of the Capellan Confederation Armed Forces (CCAF) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere). This supplement builds on previous sourcebooks—specifically *Field Manual: Capellan Confederation* (FAS1717) and *Field Manual: Updates* (FPR10796)—which readers may find useful in tracking the recent evolution of the Confederation's armed forces prior to and through the Jihad.

This first section of this book—*Confederation Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the CCAF's current condition and perceived objectives, while *Goals of the State* presents the political and suspected military benchmarks the Capellans are likely to use in the future.

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

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

Finally, *Irregular Forces* covers both the Capellan-allied forces of the Magistracy of Canopus in the Confederation as well as prominent state-employed mercenaries and other irregular forces.

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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 Capellan Confederation Armed Forces, or the state of warfare before and during the Jihad, check out *Field Manual: Capellan Confederation*, *Jihad Turning Points: Sian*, any of the *Jihad Hot Spots* books, or *Technical Readout: 3085*.

FIELD REPORT: CCAF





HALLORAN

We came out of transit into orbit around Halloran without any real opposition—a few fighters, some DropShips, but nothing strong enough to challenge the *Franco Martell* or anything small enough in enough strength to overwhelm our CAP fighters. The *kong-sang-shao* ordered us to drop stations and we went to the 'Mechs, but before we could get more than two pods out alarms starting blasting. I dropped my com onto the inter-ship frequency and heard a skycop screaming about heavy particle fire from the surface. Incoming missiles. The *kong-sang-shao* was cursing him for a fool, screaming at his plotters to ID the enemy WarShip, but there wasn't one. Someone screamed the *Franco's* back was broken—a *Feng Huang*!—and then my pod launched. I couldn't wait for the ablatives to pop so I could sweep the sky, and then I saw the tracks.

Halloran had a functional space defense system. Gods above and below, I knew we were in for it then...

—After-action debrief of Sao-wei Luther Grange, Fifth McCarron's Armored Cavalry, 3077

ANDURIENS, WHERE?

[Sian Jump Control]: "Incoming vessel, identify yourself."

[Contact 147]: "JumpShip Lancaster, out Andurien."

[SJC]: "Lancaster, state your business."

[C147]: "Escort, Control!"

[SJC]: "Those are Andurien military DropShips, then?"

[C147]: "That's a rog, Control."

[SJC]: "Come to strike while we're weak, eh? I'm scrambling fighters now—"

[C147]: "Negative, negative, Control! We're escorting Capellans home!"

[SJC]: "Nice story, Lancaster. We've had a lot of liars through here—"

[C148]: "Sian Control, this is Magestrix Naomi Centrella-Liao."

[SJC]: "New contact this net, say again."

[C148]: "The Andurien JumpShip is escorting my DropShip and is under the Magistracy's protection, Control. Stand down the fighters and stand by to receive a download for retransmission to the Forbidden City. Authorization is Chrysanthemum-Omega-one-seven."

[SJC]: "Authenticating... That's the chance!—Roger that, my lady. Lancaster and accompanying vessels are welcome to Sian space, and may I add, my lady: welcome home!"

—Recorded nadir jump point, Sian, 30 March 3076

CONFEDERATION OVERVIEW

The Capellan Confederation has come a long way from the shattered shell of a nation Hanse Davion left in 3030, and even succeeded beyond the goals of Sun-Tzu Liao's 3060 *Xin Sheng* program. Indeed, we may count the simple survival of the Confederation through the Jihad—attacked on all sides from the Blakists, the Federated Suns, and rogue former Free Worlds League proto-states—as proof that the Capellan nation has rebounded in spirit, if not area, from the Fourth Succession War.

STRATEGIC UPDATE

The Confederation's boycott of the Coalition against the Word of Blake is proof enough of their intentions: despite being as threatened by the Jihad as any other Inner Sphere realm, Chancellor Sun-Tzu Liao declined to place his troops amongst ours, instead focusing all of his energies on reclaiming Confederation worlds taken by the Word without our help. In the Confederation, this plays as reinforcement of the new Capellan confidence: the CCAF didn't need the rest of the Sphere's help to push the Word of Blake off its worlds.

What's most of interest to us are the tactics used during the Capellan counterattacks into the Protectorate; Sun-Tzu's counter-invasion of the Capellan March showed us he's not afraid to use naked force, but in facing the Protectorate Militia, the Capellan military pulled out all the stops. Many worlds were harshly bombarded from space, or nuked, or laced with targeted chemical or biological attacks to lessen the conventional casualties. Certainly they suffered enough at the space defense systems at Halloran and Zion.

The CCAF's posture of active hostility toward the AFFS units they encountered on worlds like Nanking (where both nations' militaries were present) we can take as indicators of their likely actions against our forces, when we announce the annexations. When faced with both Blakist and Davion forces, the Capellans often let the two grind each other down before attacking the victor—and, of course, your reception on Sian tells you more about Sun-Tzu Liao than this report can. He let our Coalition batter down the gates of the rimward Protectorate, and then sent his troops in like jackals to claim what we had taken. We'll face a hard battle on many of those worlds, without the influxes of troops we got from the other states.

Observation tells us Sun-Tzu's military will only strike when it is advantageous to them to do so. We saw several ill-advised assaults in 3076 and 3077, but those were primarily against the Blakists and the CCAF had momentum to maintain, whether or not the conditions were favorable. We'll need to watch the Capellan border closely to make sure we don't give Liao a chance to build any of that momentum.

GOALS OF THE STATE

The stated goal of the Capellan military hasn't changed materially in forty years: to reclaim the worlds lost to the Confederation during the Fourth Succession War. To be fair, if one considers the Chesterton worlds and many of the smaller duchies lost during the Succession Wars, the Confederation's strategy hasn't changed in hundreds of years. The difference now, of course, is that the Capellan Confederation Armed Forces have the muscle and the experience to actually attain those goals—much as they did during the 3060s after the fragmenting of the Sarna March.

Despite the continuing actions against Blakist strongholds in the former Protectorate, the CCAF is currently concentrating on consolidation. The press of the Jihad scattered much of the logistical capacity in the Confederation, trying to support troops across the Confederation and deep into the Magistracy of Canopus. Current activities on former Protectorate worlds are limited to police actions and hunting down pockets of resistance, especially now that the action on Halloran has been decided. Any intentions gleaned from the current deployments and intercepted orders seem to point to the Strategios ordering



its troops to hold-in-place and refit, although we cannot say if that's just to come back up to strength or to prepare for another leapfrog into the region around Terra.

Given the Word of Blake's early penetration of the Confederation's HPGs, and the year of terror that filled the Confederation as the citizenry reacted to the Jihad by slaughtering HPG operators, one of the Confederation's priorities has to be reestablishing the hyperpulse generator network. Without the ComStar assistance we've spread around the former Protectorate, and extended to the states that offered support for the Coalition, the Confederation has a hard road ahead of it. We have unconfirmed reports that captured Blakist HPG operators are being used as skilled labor and forced to train Capellan HPG operators. Considering we're doing the same thing, I don't doubt the veracity of this supposition.

If any way can be explored to accomplish it, we should look into encouraging Sun-Tzu to spend as much of his attention as possible on the Magistracy and Andurien areas. Although his marriage to the Magestrix means his alliance with the Magistracy is secure, both the Confederation and Canopus have long histories of distrust with Andurien, and Sun-Tzu Liao has never been a man who trusts his allies. If we can keep at least some of the CCAF's attention focused on the rimward Periphery, it would pay significant dividends over the next few years. This task will be complicated by Sun-Tzu's historical attention to the worlds of the former Blakist Protectorate, but even one regiment moved rimward would make our plans easier.

The lack of frontline Capellan soldiers in our forces has limited our ability to accurately gauge the likely response by Confederation regiments to our plans. Although many of the former Protectorate worlds in the Capellan Zone have declared for us, we cannot take their reactions as indicative the whole Confederation—many of those worlds have seen several rulers in the last decades, from Capellan to FedCom and back. We must recall always the example of Denbar: when the Confederation is weak, Sun-Tzu will turn to subterfuge to meet his goals; should a Denbar-like situation develop on one of the former Confederation worlds, close attention must be paid to watch for the tiger lurking in the reeds.



ON DEALING WITH COALITION FORCES

When dealing with the various claimants to the title "Coalition Forces," it is important for all Capellan officers to recall the following facts:

1. Many of the worlds these forces are fighting over are rightful Capellan possessions, stolen from us by cowardice and deplorable betrayals; our *janshi* will shortly free our citizens from oppression or, failing that, remind the Word of Blake why the Capellan spirit has been so strong since Capella Prime.
2. Despite the appearance of cohabitation, each of the corrupt nations represented among these various forces retains their own distinct agendas and goals, and those goals are almost always counter to the goals of the State. The Chancellor has refused to distract us from the task at hand by involving the CCAF in this "Coalition."
3. When operating in the same theater as a "Coalition" force, all Capellan officers are reminded of their duty to protect Capellan interests and citizens. Operations against the Word of Blake or other Capellan oppressors take precedence, but we cannot allow these outlanders to claim what is rightfully ours.
4. The man known as Devlin Stone is recognized by no established government, and his so-called Kittery Prefecture sits astride worlds rightfully Capellan. Capellan officers are not directed to obey orders or entertain requests from the forces this man commands.
5. Despite his upstart claims, Devlin Stone shares a common enemy with the Capellan Confederation in the Word of Blake, and every opportunity should be afforded him to do the Confederation's work in destroying them and their occupation of the Confederation. Care should be taken, however, to see that he does not claim any additional Capellan territory.

—Intercepted regimental orders, Fifth Confederation Reserve Cavalry, 3077



ELASTIC DEFENSE REDUX?

As the Jihad continued year after year, the small Capellan merchant marine became stretched to its breaking point. JumpShips were lost ferrying troops toward the front, not only from enemy action but also from lack of maintenance. As transport assets became scarce, the Strategios resurrected an old defense concept from the Succession Wars and enacted it in a limited fashion. Several regiments were held at alert, combined with scant JumpShips and DropShips, and tasked with responding to further attacks. While the idea was sound, the destruction of the Liao HPG network meant that news of an attack proceeded too slowly for those forces to react, and the elastic defense concept was again quickly abandoned.

—From *An Attitude Toward War: Mistakes, Blunders, and Old-Fashioned Thinking During the Jihad*

THE CHILDREN

Father—

Things are much changed here, now that Terra has fallen. The proctors informed us this morning that our graduation will not be this July, as expected, but in 3080. As you can imagine, there was much grumbling among the cadet corps as we were all anxious to get into the field and do our duty for the Confederation. I was just as guilty as the rest of my peers until I spoke with a head steward, Citizen Ruskov. He had served with the Capellan Hussars in the Fourth Succession War, and told me stories of young officers rushed to the field. He could remember the faces of at least seven *sao-weis*—subcommanders, as he called them—that were killed.

He'd never learned their names; they had come and died so quickly.

"Take your year, young master," Ruskov told me, "and learn what you need to survive. All young officers should be anxious for combat, but temper that anxiousness with knowledge." He limped away, then. His leg was bothering him—it was raining that day.

His words struck me. Your stories always showed me the heroism of the Capellan soldier, but Citizen Ruskov made me think; I am not afraid to die for the Confederation. I would like to be remembered by the men around me, though.

—Personal correspondence from Cadet Li Soo Quan, Capella War College, 3079.

LOGISTICAL STATUS

The Capellan Confederation's small size has always been a mixed boon to the Capellan Confederation Armed Forces in times of war, and the Jihad was no exception.

ACADEMIES AND COMMAND CENTERS

Every commonality capital in the Confederation felt the caress of the Word of Blake before the Jihad's end. Sian itself, throne world of the entire Confederation, was attacked several times by the Word of Blake. Blakist divisions battered St. Ives, with casualties in the millions. Liao was a battleground for almost the entire Jihad, struck both by Federated Suns and Word of Blake forces. Even Victoria suffered a lightning attack that heavily damaged the Shengli Arms factories there. Each of these attacks was eventually thrown back, but the combined effect was to remind the Capellan people that they were not out of reach, even on heavily garrisoned capital worlds.

The effect of the massive drain on manpower that was the Jihad is just starting to be made good in the Confederation, as the lapse of active warfare has meant that the Confederation's service academies have begun to resume a more normal curriculum. The classes of '73, '74, '75, and '76 at all the Martial Sciences academies in Capellan space were abridged, focused on nothing so much as turning out adequately-trained junior officers for the line regiments. With the Blakists defeated on Terra and the Federated Suns too battered and self-absorbed to launch any serious attacks, the CCAF has directed its academies to return to the normal curriculum. This is interesting to our analysts for two reasons: first, because it shows a disconcerting attention to the future—none of these students will be graduated for several years, which means the CCAF expects to not need them for that long, and second, because it doesn't show any downward pace of enrollment. Academies elsewhere have already instituted more rigorous admission standards, but Capellan academies are accepting nearly every applicant.

The St. Ives Academy of Martial Sciences was particularly hard-hit during the Word of Blake attack on St. Ives, with significant damage to its campus and the complete annihilation of its training battalion. The SIAMS has recently completed repairs to its buildings, but replacing the cadet corps lost in combat is taking more time. Fewer than a third of the reconstituted training battalion slots are filled, although there are rumors that other academies are transferring students to St. Ives to fill its depleted ranks.

Both the Sian Center for Martial Disciplines and the Liao Conservatory of Military Arts were also damaged in Blakist raids, although the LCMA is having more trouble getting back up to speed; its student body was weaned during the hostilities with the Federated Suns and hadn't quite recovered when the Blakists struck Liao. The Capella War College was unharmed but has more than quadrupled its class size—we predict it will be hard for the College to scale back its admittance rates, which will keep the quality of its graduates low. We expect the Victoria Academy of Arms and Technology, which has also suffered from greatly increased enrollment, to have the same problems.

INFRASTRUCTURAL INTEGRITY

The Word of Blake's targets, across the Inner Sphere, primarily included high tech production facilities and infrastructure. They were zealous in their campaign to reduce the Inner Sphere to barbarism so they could bring us the light, and although we fought back they were devilishly efficient at destroying what they couldn't capture. The Confederation's production facilities were not spared, with the largest loss being the Aris Yards over Necromo. Many other production and maintenance stations, both ground-bound and orbital, were also damaged, and the scale of rebuilding after the Jihad has shown that the remaining capacity is inadequate.



Nearly every slip capable of holding a JumpShip is full as of this writing, as the few naval yards in the Confederation attempt madly to catch up on the needed maintenance and repair work of the desperate years of fighting. Rashpur-Owens over Capella is the primary facility but its slips are scheduled through 3084 with just the critical work. In other realms smaller, independent firms would be moving in, but the fear of instant nationalization under Capellan law has meant that such firms remain in the less socialized but just as busy Federated Suns.

BattleMech production is suffering much the similar fate. Although repairs to the Shengli Arms manufactories on Victoria are underway, the sheer scale of rebuilding the near-shattered military has meant that no new formations are building built. The Confederation has always been a large buyer of conventional military equipment, of course, and those tanks and atmospheric fighters are already pouring into Home Guard armories, but more and more such vehicles are being routed into the frontline formations as well. Whether this is a doctrinal shift, as we've seen in the Federated Suns, or just simple necessity remains to be seen.

The collapse of the Trinity Alliance just after the Jihad's start has meant that aid to the Taurian Concordat ended years ago, but the treaty obligations to the Celestial Wisdom's consort, the Magistratrix of Canopus, have not lessened. Shipments of materiel continue to be sent into the Magistracy, although the Strategios has dictated that more of it be carried on Canopian hulls, since the CCAF Navy is already pressed by domestic issues.

The focus in the Confederation on rebuilding, rather than expansion, gives us a brief window in which to act. The CCAF will be unable to oppose our efforts in the rimward spaces for a short time, but we cannot forget that rebuilding is always (eventually) completed. The Capellans *will* come for whatever Sun-Tzu declares to be theirs, and we must be ready to defend what is ours.

NO PORT TO CALL HOME

The Capellan WarShip fleet has been gutted by the Jihad, just like every other nation's, but the particular danger to the Confederation Navy is that no sizable repair yards or construction slips remain to replenish it. The only WarShip facilities in the Confederation were the new Aris Memorial Yards over Necromo, and the Word of Blake destroyed those in 3072. The Rashpur-Owens yards over Capella are currently in the midst of a crash construction program to try and build repair docks for the Confederation's remaining WarShips, but the creation of new dreadnoughts will have to wait for the construction of new facilities.

Of the three *Impavido*-class destroyers in service at the start of the Jihad, only *Xizang* survived. Three of the five *Feng Huang*-class cruisers, designed to protect Capellan task forces against any attacker, died defending Confederation naval flotillas: only *Ilsa Hyung* and *Aleisha Kris* are still space worthy.

CREW REST

Do you know what hyperspace transit does to a ship? I mean, really does, at an atomic level? You're taking a piece of this universe, tearing a hole in it, and then tossing the JumpShip and everything thing else inside it's field radius through that hole, and hoping it comes out all right on the other side. Which it usually does, of course—JumpShips last for centuries. That doesn't mean they don't still need maintenance.

Every certain number of jumps you're supposed to put into a yard, get your seals checked, get the core examined. You know, to see if any of that other universe is trickling through into yours when you jump. We were half-again past our jump limit when we made the jump to Pleione, both us and *Mary Albert*.

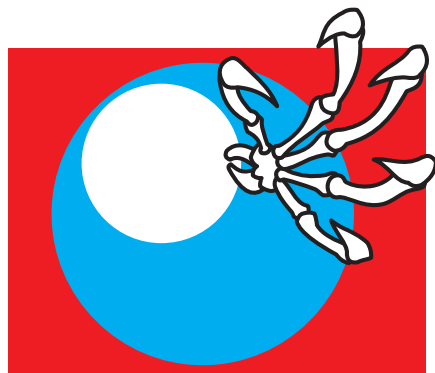
We made it. *Mary Albert* didn't. I don't know if she came apart during the transition or if she's trapped on the other side. I hope for the former—at least that would be quick.

—Overheard conversation, Pleione orbital station



FIELD REPORT: CCAF





CAPELLAN HUSSARS

Long the elite of the Capellan armed forces, the Capellan Hussars served with distinction and honor throughout the Jihad. The four regiments of the Hussars were at the forefront of nearly every operation of any scale the CCAF launched, from the retaliatory attacks against the Capellan March to the defense of Sian and the retaking of the Magistracy and much of the Capellan Blake Protectorate.

As the leading regiments of the Capellan military, the Hussar regiments are high on the list of replenishment, and as such boast some of the highest levels of upgrades and replacement equipment. While the lesser-prestige regiments have been forced to make do with salvaged equipment and so-called RetroTech primitive equipment, the Capellan Hussars are earmarked for the first runs out of every surviving Capellan BattleMech factory.

CONDITION

All four Capellan Hussars regiments were engaged in heavy fighting, and that fighting took its toll; the Red Lancers remain on Canopus at barely eighty-five percent of their authorized strength after supporting the Canopians' wresting their Magistracy back from the Word of Blake. Although the Strategios has indicated a desire to return the CCAF's flagship regiment to Sian, conditions in the Magistracy make it critical that these elite troops remain to support the Magestrix.

The Prefectorate Guard was battered during Operation Sovereign Justice, eventually retreating to Capellan space at barely forty percent materiel and fifty percent personnel strength. They have stayed close to Victoria and benefited from the sparse output of Shengli Arms, rebuilding almost to full strength by recruiting cadets rushed through the Victoria Institute of Arms and Technology.

The Holdfast Guard did just that—held fast—against repeated Blakists raids, using the brief lulls to draw in more and more of the surrounding militia, Home Guard, and mercenary troops for strength. When the Blakists finally lifted, barely thirty percent the regiment was battle-ready, and sixty percent of that was half-trained recruits and Home Guardsmen. The Holdfast has rebuilt by stealing veterans from other units and offering slots to graduates of the Capella War College.

The Dynasty Guards battled first the Federated Suns and then the Word of Blake on Liao throughout the Jihad, and stood firm against both invasions. In a way, the battles across that pastoral world healed many of the wounds opened when the Confederation reclaimed Liao from the Federated Commonwealth in 3057. The loss of the Liao family homeworld during "the War of Davion Aggression" had left doubts in some minds about its reintegration, but the solid resistance the Guards offered the Word of Blake erased all doubts.

MORALE

The morale of the Capellan Hussars brigade remains strong. They suffered none of the grievous losses inflicted on other brigades—brigades who lost entire regiments—and managed to defend their assigned posts with some degree of success. Early victories over the hated Federated Suns in 3068 did much to reaffirm their already-rising morale, and with the end of the Jihad, the Hussars have again assumed—even to themselves—the confidence of the elite of the CCAF.

REGIMENTAL STATUS

Red Lancers

Regiment/Elite/Fanatical
85% strength | 100% Upgraded
Current Base: *Canopus*

Prefectorate Guard

Regiment/Regular/Reliable
80% strength | 100% Upgraded
Current Base: Victoria

Dynasty Guard

Regiment/Veteran/Fanatical
65% strength | 100% Upgraded
Current Base: Liao

Holdfast Guard

Regiment/Elite/Fanatical
95% strength | 100% Upgraded
Current Base: Capella



WARRIOR HOUSE ORDERS

Of the eight Warriors Houses under arms at the start of the Jihad only half remain, and only one—House Tsang Xiao—has been created to replace them. The insularity that gives each Warrior House its strength is also the most vulnerable flaw in its structure: without a solid cadre to rebuild, a Warrior House is essentially dead if its warriors die, as proven by the fates of Houses LuSann, Ma-Tsu Kai, and Fujita. (Kamata, nearly destroyed on Second Try in 3069, has only partially recovered by virtue of a small training reserve held back on Betelgeuse, and is still combat-ineffective at this time.)

Warrior House Imarra, long the most prestigious of the Orders, proved its combat ability over and over again during the Jihad, shunning the detractors who believed they could only fight political battles. Present when the Word of Blake attacked Sian, the Imarras helped fight off the invaders before spending the next few years rebuilding their losses and protecting the Celestial capital from further attack. Once the CCAF returned to the offensive by striking into the Blakist Protectorate, House Imarra was at the forefront of those assaults, including the recent action on Liberty that brought them into contact with our own forces.

House Hiritu spent much of the first year of the Jihad in its stronghold on Carthage in the Taurian Concordat, until recalled by the Chancellor when the Trinity Alliance with the Concordat collapsed. The House protected the Capellan interior during the latter stages of the conflict with the Federated Suns, until the Chancellor ordered them to investigate the status of the then-silent Magistracy. That operation cost them the life of one of their most prominent officers, *Lien-zhang* Aris Sung, but laid the groundwork for an eventual counterassault into the Magistracy. The Warrior House played a strong (if underreported) role in the Canopian-Capellan task force that eventually freed Canopus itself, before returning to the Confederation to take part in the assaults into the Blakist Protectorate. They were critical in the Capellan successes at New Aragon and Pleione.

House Dai Da Chi, as befits the Warrior House with the most martial of philosophies, was at the forefront of nearly every Capellan advance since 3068. Leading an entire task force during the Capellan counterattack after Duke Hasek's Operation Sovereign Justice, Dai Da Chi fought on Almach and New Syrtis. They faced Blakist-backed mercenaries at Foochow and were instrumental in crushing Word of Blake resistance on Poznan. That they accomplished all that and remain at sixty percent of their authorized strength is a clear testament to their fighting skill.

House Ijori was badly mauled during the first wave of Capellan counterattacks in 3068, when they faced the elite First Federated Suns Armored Cavalry on Overton. They spent the next several years in the Confederation's interior, securing supply lines and dealing with banditry while rebuilding their strength. It was House Ijori who avenged House Ma-Tsu Kai's destruction at the hands of the Blakist Thirteenth Division on Ningpo in 3077, although they again took major casualties in the doing and were unable to support the action later on Poznan.

Warrior House Tsang Xiao, formed during the Jihad by a Capellan nobleman who wished to help the Confederation's defense, received its baptism of fire on Poznan in 3077. In concert with Warrior House Dai Da Chi, the Tsang Xiaos used every weapon at their disposal against the defending Word of Blake forces and showed no compunctions about using chemical or biological weapons when necessary. In this, they espouse the modern philosophy of the remaining Warrior Houses: honor in all things, loyalty to the Chancellor and the Confederation, and victory above all.

MORALE

The Warrior Houses have always been the elite of the Capellan military and as such their morale has rarely, if ever, flagged. The Jihad was a conflict unlike any before it, though, and the pounding the Blessed Orders have taken has led many to rethink their positions on a number of issues. Dissension has reached an all-time high amongst the House warriors—although it should be noted that “all-time high” for a Warrior House is still far beneath the minimums recorded for standard line regiments—as the Warrior Houses attempt to find their place in the post-Jihad military.

Certainly, the vicious combat they've been a part of has colored the average House warrior's views on things: even the savagery of the Fourth Succession War, which crippled almost all of the Warrior Houses, did not result in the outright annihilation of several of them. Many House Warriors are reevaluating the tenets they hold dear—in particular, the Lorix Order, as too many new threats, and new technologies like battle armor and advanced vehicles, are claiming much of the prestige once reserved for the MechWarrior alone.

REGIMENTAL STATUS

House Imarra

2 Mixed Battalions/Veteran/Reliable
60% strength | 100% Upgraded
Current Base: Liberty

House Dai Da Chi

Mixed Regiment/Elite/Fanatical
60% strength | 100% Upgraded
Current Base: Poznan

House Kamata

Mixed Battalion/Green/Reliable
25% strength | 100% Upgraded
Current Base: Betelgeuse

House Hiritu

2 Mixed Battalions/Veteran/Fanatical
55% strength | 100% Upgraded
Current Base: Pleione

House Ijori

2 Mixed Battalions/Regular/Reliable
35% strength | 100% Upgraded
Current Base: Ningpo

House Tsang Xiao

2 Mixed Battalions/Regular/Reliable
70% strength | 100% Upgraded
Current Base: New Aragon



DEATH COMMANDOS

The Death Commandos are the elite of the Confederation military, a combination of shock troops, special operations teams, infiltrators, and assassins. Its warriors are drawn from the Confederation military, with the bulk of its troops coming from the Warrior Houses. They are supremely loyal to the Chancellor and the Confederation, and are the equal of any other soldiers in human space.

CONDITION

As the most trained and deadly soldiers in the Confederation, the Death Commandos receive only the most dangerous and important duties. Although they had grown to a full regiment in strength before the outbreak of the Jihad we estimate that barely two companies remain active—although that is just that, an estimate. We have been unable to locate the Death Commandos, perhaps because they are distributed in packets across the Confederation. We have been able to identify several of their past actions, however.

It was the Death Commandos who rescued Kai Allard-Liao from New Syrtis after George Hasek “freed” him from Capellan captivity. It was the Death Commandos who helped defend Sian from the Blakists’ attack, and they who protected the false Thomas Marik from assassins during his brief visit to Sian in 3073. Death Commandos delivered Kali Liao to Sian to face her brother, and when Sun-Tzu sent his new consort, the

Magestrix, back to Canopus to free her embattled nation, he sent her with his strongest warriors: the Red Lancers, lead regiment of the Capellan Hussars, and a company of Death Commandos.

With the consolidation of Capellan military forces in the wake of Terra’s capture, we have been unable to locate more than one or two Death Commandos with any accuracy. We suspect the largest contingent remains with the Canopian Magestrix, but many must also be spread throughout the Capellan operations in the former Protectorate.

MORALE

One rarely doubts the morale amongst elite special forces; they’re usually either fanatically loyal or treasonously disloyal. The extreme pressure such men and women operate under rarely leaves them time for hesitant positions. Despite what must be an incredible percentage of casualties, we suspect the Death Commandos’ morale remains high, as does their loyalty to the Chancellor. Their operations, while costly, have been almost uniformly successful. Casualties amongst special operations teams are always higher than regular line forces, so we doubt the losses have affected the remaining Commandos’ loyalty. If anything, they’re probably more committed to the Chancellor than ever, given their successes of late and the overall revitalization of the Confederation’s military position.

REGIMENTAL STATUS

Death Commandos

Battalion/Elite/Fanatical

Unknown strength | 100% Upgraded

Current Base: Unknown



CONFEDERATION RESERVE CAVALRY

The Confederation Reserve Cavalry are the designated reserve regiments for the Sian Commonality, but they have also become the reliable backstop regiments for every commonality. Even before the Jihad, the regiments of the CRC were deployed regularly outside the Sian Commonality, and once hostilities commenced they were redeployed wherever they were needed. Several of the CRC regiments played important roles in the Capellan counterattack against the Capellan March, and it was Reserve Cavalrymen who often held the lines against repeated Blakist raiding into the Capellan interior.

CONDITION

Despite facing heavy action against superior opponents, only one of the Confederation Reserve Cavalry regiments was destroyed in the Jihad: the Second Confederation Reserve Cavalry faced the mercenary Khorsakov's Kossacks on Necromo in 3068 and fought to the last man trying to protect the Confederation's key shipyard world. The destruction of the Kossacks later was little consolation to the rest of the Reserve Cavalry, but they took solace in the knowledge that the Second had gone to its fate doing its duty.

The Third Confederation Reserve Cavalry gave sterling service during Operation Sovereign Justice, holding its ground when attacked and then counterattacking. The regiment gave the famed mercenary Illician Lancers a bloody nose on Homestead and Manapire. After returning from Federated Suns space, the Third went into a rotating series of garrison stations, protecting the Capellan border from retaliatory raids from the Capellan March and hindering Blakist expansion.

The combined-arms philosophies of the Fifth Confederation Reserve Cavalry stood them in good stead during their participation in the Capellan counterattack, helping them defeat both the Illician Lancers on Imalda and the *Jie Fang* Legion on New Westin. Combat against the Legion took a particularly high toll on the Fifth, who returned to garrison stations focused on rebuilding and strengthening their combined 'Mech-armor lances.

The warriors of Hustaing continued their tradition of excellent, if unorthodox, service. The Sixth Confederation Reserve Cavalry faced the elite First Federated Suns Armored Cavalry on Halloran V during Sovereign Justice and held their own until forced off world by the Word of Blake's bombardment of both sides' positions. After that they, like the rest of the Reserve Cavalry, returned to garrison posts.

The green Seventh Cavalry finally saw action in the Capellan March assault and the counterattack and gave an excellent accounting of itself. They fought a regiment of the Lexington Combat Group, which has a reputation for excellent service, to a near-standstill before being recalled to the Confederation to assume garrison posts in order to free up other, fresher line units to advance to the front.

MORALE

The Confederation Reserve Cavalry brigade is a current study in contradictions. For much of the early 3070s, all four remaining regiments were riding high on the basis of their performance in the Capellan counterattack into the Federated Suns; for reserve regiments, whose main role is unimpressive garrison duty, to succeeded brilliantly at offensive missions breathed even brighter life into the Reserve Cavalry's *janshi*.

However, their treatment since their recall to Confederation space has been more in line with the Reserve Cavalry's traditional role. Each of the regiments is spread in battalion-scale packets across a swath of worlds, holding down critical defensive assignments so the frontline regiments of the CCAF can strike into the collapsing Blakist Protectorate. While they're performing a necessary and vital service, maintaining a strong link in the Confederation defensive plan, the soldiers are agitating for reassignment.

Janshi who have been soldiers on the prowl, soldiers attacking rather than sitting safely behind revetments, do not often enjoy the trade. This is especially true of the younger warriors of the Reserve Cavalry.

REGIMENTAL STATUS

Third Confederation Reserve Cavalry

Regiment/Regular/Reliable
70% strength | 85% Upgraded
Current Base: Tsingtao/Ares/Capricorn III

Fifth Confederation Reserve Cavalry

Regiment/Regular/Reliable
75% strength | 80% Upgraded
Current Base: Foot Fall/Mandate/
Remshield

Seventh Confederation Reserve Cavalry

Regiment/Regular/Reliable
70% strength | 75% Upgraded
Current Base: Old Kentucky/Tsinghai/
Campertown

Sixth Confederation Reserve Cavalry

Regiment/Regular/Reliable
50% strength | 85% Upgraded
Current Base: Elnath/Yunnah/Second Try



CAPELLAN DEFENSE FORCE

When *Jiang-jun* Dan Gun was (finally) permitted to form the Third Capellan Defense Force in the late 3060s, he heralded it as the start of a new era in the CDF. The Strategios was finally giving the Capella Commonality reserve regiments the attention they deserved, despite their apparent isolation in the Capella Commonality. The *janshi* of the CDF celebrated their good fortune and prepared for the time ahead.

Unfortunately, that time was the Jihad.

CONDITION

Any cursory survey of the Capellan Confederation Armed Forces shows a staggering amount of combat action by nearly every regiment on the rolls. The equipment and readiness numbers for every brigade of the CCAF shows damaged units, struggling to replenish the losses taken resisting the Word of Blake's war on reality.

The reports for the Capellan Defense Forces show losses of more than thirty percent of the brigade's total strength, because there is no longer a Third Capellan Defense Force—it was annihilated on Gei-Fu in one of the first assaults of Operation Sovereign Justice, under the combined assault of six Federated Suns regimental combat teams.

The First and Second regiments, however, are at one hundred percent—or better—of their authorized strength.

Capella suffered raids during the Jihad but the First Capellan Defense Force was always in the wrong place at the wrong time to engage them. The Holdfast Guard was the primary defensive unit on planet through most of those attacks and, while they suffered often-terrible casualties, they managed to repulse the raiders without calling the First CDF out of reserve. By the time of the regiment's redeployment to Sian, to replace the Red Lancers and Warrior House Imarra, the last threats to the capital had been reduced.

The **Second CDF** waited dutifully on Ingersoll as Sovereign Justice pulverized the garrisons on worlds around them and was repeatedly denied permission to strike back against the invaders. When the counterattack task forces were formed, the healthy Second—who had recently absorbed enough of the Ingersoll Home Guard to bring it over-strength—was relegated to covering the garrison posts abandoned by the attacking regiments. Once the retaliatory strikes were called off, the CDF remained in garrison as the frontline regiments redeployed to meet other threats.

MORALE

The morale of the Capellan Defense Force can be best described as "rage-filled." In all the action of the Jihad, and having suffered the death of their sister regiment, the CDF chafes at being denied a chance to fight back. *Jiang-jun* Gun is just as outspoken as his *janshi*. The Maskirovka is keeping a close eye on both regiments, but reports captured on Liberty seem to indicate that it is only the honor of serving on the Capellan throne world that keeps the First CDF's loyalty rating at Reliable.

The Second is much more likely to take unauthorized action, but that likelihood is reduced by its garrison posting, which spreads it out in battalion-sized groups across three worlds. The CCAF Navy has requisitioned all of the Second CDF's DropShips and JumpShips to ferry frontline troops into the Liao Commonality, which has stymied the Second's ability to break loose, should the regiment choose to attempt any unauthorized adventurism.

REGIMENTAL STATUS

First Capellan Defense Force

Regiment/Regular/Reliable
100% strength | 90% Upgraded
Current Base: Sian

Second Capellan Defense Force

Regiment/Green/Questionable
110% strength | 80% Upgraded
Current Base: Homestead/Holloway/Xiang
Khouang



LIAO CHÁNG-CHÉNG

The Liao Commonality reserve regiments took just as great a beating during the Jihad as the commonality did, although several of them were damaged early while serving outside of their commonality. Only one of the regiments has recovered more than fifty percent authorized strength, but each is slowly rebuilding as they reclaim more and more of their home lands from the Blakists.

CONDITION

Phyr's Hussars were badly damaged trying to hold St. Andre from 3069 until nearly the end of the Jihad.

The Hussars held this world despite only a trickle of supplies and near-constant raiding by Blakist units and Word-sponsored mercenary units and a penultimate raid using nuclear weapons. The nuclear attack cost the Hussars nearly a full battalion of 'Mechs and support units when the command was caught in movement during a Blakist raid. As a result, the tale of the Hussars' stand on St. Andre has already grown to legendary proportions throughout the Confederation.

Renshield's Dragoons—temporarily supplementing the reserve regiments in the Sian Commonality—suffered greatly at the hands of Federated Suns troops during Operation Sovereign Justice. Forced to retreat from Hustaing and then trailed to Hexare, the Dragoons lost nearly three-quarters of their strength before the Hasek-sponsored forces withdrew.

Vong's Grenadiers held the line on Tsingtao against the Illician Lancers in 3068, nearly dying in the doing, but held the world for the Confederation. Since the withdrawal of the Lancers, the Grenadiers have crouched on Tsingtao, blunting the odd small raid, until they were finally reassigned to Palladaine, away from the front line.

Syn's Hussars suffered the worst casualties of any Cháng-Chéng regiment on the Commonality capital Liao from 3073 to 3075. Barely a quarter of the Hussars were still operational when the Blakists were finally driven off, and we've had great success getting informants in with the survivors despite their slow rebuilding. Their posting on Shiba was intended to give them time to recover, but the regiment has barely ventured out of its cantonment in six months.

MORALE

The Cháng-Chéng is shell-shocked. Each of the regiments was harshly beaten by the Jihad, and rebuilding has been slow. Getting materiel to these forces has taken time, as the logistical lines into the Liao Commonality have yet to be reestablished. Also, the survivors in the regiments are harshly opposed to new faces, having watched recruit after new recruit die in the cauldrons of battle against the Blakists and the Federated Suns. The CCAF is flooding their duty stations with medical staff, but the transition will be a slow one.

REGIMENTAL STATUS

Phyr's Hussars

Regiment/Veteran/Reliable
60% strength | 90% Upgraded
Current Base: Pella II

Renshield's Dragoons

Regiment/Veteran/Fanatical
40% strength | 60% Upgraded
Current Base: Altorra

Syn's Hussars

Regiment/Regular/Questionable
30% strength | 40% Upgraded
Current Base: Shiba

Vong's Grenadiers

Regiment/Regular/Questionable
40% strength | 55% Upgraded
Current Base: Palladaine



VICTORIA COMMONALITY RANGERS

The newest reserve force in the Confederation, the Victoria Commonality Rangers comported themselves well during their first real combat since the creation of the Victoria Commonality. Although the region was subjected to the same level of raiding as the rest of the Confederation, the Victoria Rangers managed to beat these small attacks off and quickly rebuild, taking advantage of the backlog in procurement channels left from the end of relations with the Taurian Concordat.

CONDITION

The Victoria Commonality Rangers remain the bulwark of the rimward Capellan defenses, mostly due to the lack of action in the nearer Periphery and the largesse left behind from the Taurian estrangement (that the Rangers quickly snapped up). *Jiang-jun* Andreyvich authorized his forces to stockpile almost from the first instant hostilities broke out in 3068, and this backlog enabled the **Kingston's Rangers** regiment to recover its losses from action on Ridgebrook and New Syrtis very quickly.

Sung's Rangers held the Periphery border during the entire Jihad, spread in battalion-size packets across several worlds in a constantly shifting pattern of protection. They performed this task with little or no complaint, protecting Capellan citizens from bandit raids and a few isolated Taurian retaliatory strikes. In fact, the regiment performed so well that the *jiang-jun* is considering a proposal to allow each battalion of Sung's Rangers to expand to a full regimental battle group, once the procurement system gets its feet back under it.

MORALE

Morale in the Victoria Commonality Rangers is higher than one might expect, given their lack of prestigious combat action. The Rangers are, for the most part, content with their role as guardians of the Confederation's rimward commonality, and those hotheads who do require more excitement got their fill during the assaults on Ridgebrook and New Syrtis. The *janshi* of Sung's Rangers, though, take quiet pride in their duties on the edge of the Confederation, and are content to guard its borders.

REGIMENTAL STATUS

Kingston's Rangers

Regiment/Regular/Reliable
75% strength | 90% Upgraded
Current Base: Yuris/Zanzibar/Rollis

Sung's Rangers

Regiment/Regular/Reliable
90% strength | 95% Upgraded
Current Base: New Roland/Renown/Ward



MCCARRON'S ARMORED CAVALRY

McCarron's Armored Cavalry had been one of the longest serving, largest, and most experienced mercenary units serving the Confederation when Chancellor Sun-Tzu Liao inducted them into the regular CCAF just prior to the outbreak of hostilities over the St. Ives reclamation. For much of the 3060s, the Strategios and Lord Marcus Baxter, commander of the Armored Cavalry, were at loggerheads trying to determine whether the independent-minded Cavalrymen should be allowed to retain their irregular operations, or whether they should be inculcated into more traditional Confederation military doctrines.

The Jihad, as with so much else, put the debate to rest: the MAC's irregular tactics, when used against enemies expecting standard Capellan doctrinal reactions, helped the Armored Cav earn victory after victory.

CONDITION

Even before their adoption, the Armored Cavalry regiments had become the Confederation's troubleshooter forces, and this trend continued after they entered the CCAF. Although their baseworld, awarded to their colonel as a warren, is in the Victoria Commonality, the regiments range throughout (and often outside) the region.

The First MAC has an unenviable reputation for taking a beating. The Nightriders have often been sent into the Confederation's hottest cauldrons and emerged battered but still breathing. The long march of Operation Sovereign Justice, the intervening years of the Jihad, all culminated in the Capellan attack on Zion in 3077. The Nightriders, still not rebuilt to the level of experience of other Armored Cavalry regiments, were gutted when the partially functional SDS batteries destroyed two battalions of MechWarriors in orbit. Withdrawing to Aldebaran, they await replenishment and replacement warriors, although even the rest of the Armored Cavalry is beginning to shun them, afraid of bad luck. Efforts on our part to woo them may pay dividends.

Despite the loss of longtime commander Angel Bodez on New Aragon in 3077, the men and women of Rhameses' Regiment remain the elite of the Armored Cavalry. Accepting command soon after the Regiment's victory on Zurich, *Sang-shao* Rhameses McCarron is still finding his footing as the regiment's commander. The son of famed Armored Cavalry commander Archibald McCarron, Rhameses has been groomed for high command but has found the reality of commanding a regiment in the aftermath of the Jihad a completely different matter from training.

The Third MAC's luck ran out on New Syrtis, when their assault on the AFFS's rear turned into a rout. The Wild Ones, as they're called, had often been able to overcome strong defenses with a spirited assault, but the defenders of Saso had other ideas. Withdrawn to Menke after the recall to the Confederation, the Third was assigned to cadre duties for the Armored Cavalry's training program and provided replacement warriors to the other regiments for the rest of the Jihad.

The three-way battle for Hsien that began in 3078 between the Word of Blake, our own forces, and the Confederation military has stagnated to a face-off between our forces and the Fourth MAC. Were the Cavalry under the command of any less-canny officer than Lord Richard Carson, fighting may have already broken out, but we have confirmed reports of his managing the situation as a training tool for Archibald McCarron's other child, Faith McCarron. In fact, the death of *Zhong-shao* Erin Gray allowed Carson to promote Faith McCarron to the post, giving her first-hand experience with the battlefield diplomacy going on between the Cavaliers and our Coalition forces.

The Fifth Armored Cavalry burned the last embers of dissension out of their ranks during the Jihad, parceled out in raids against targets of opportunity in the Capellan March and Blakist Protectorate. Recalled to help protect Sian when the Red Lancers and Warrior House Imarra were sent elsewhere, Kyp's Kommando was sent to help secure Halloran V in 3077 before returning to garrison on the throne world.

MORALE

The Armored Cavalry is currently enjoying the reputation of valiant *janshi* in the Confederation's service. Their lack of visible defeats has meant that the Capellan media has made darlings of them, especially the Fifth regiment on Sian. The questionable loyalty of the Kommando a decade ago is an ironic example of what positive media portrayal can do—when the people love you, it's hard not to love them back.

The only kernels of dissent to be found are centered around Archibald McCarron's children. The elevation of Rhameses McCarron to regimental command has led many to believe he is favored to replace the aging Lord Marcus Baxter, but another camp sees Faith McCarron dealing with our forces on Hsien and gaining needed skills in diplomacy. Lord Baxter, of course, remains aloof of the arguments, but many Cavalrymen are watching to see which way he comes down.

REGIMENTAL STATUS

First McCarron's Armored Cavalry

Regiment/Regular/Reliable
25% strength | 75% Upgraded
Current Base: Aldebaran

Third McCarron's Armored Cavalry

Regiment/Regular/Questionable
50% strength | 70% Upgraded
Current Base: Menke

Fifth McCarron's Armored Cavalry

Regiment/Veteran/Reliable
40% strength | 80% Upgraded
Current Base: Sian

Second McCarron's Armored Cavalry

Regiment/Elite/Fanatical
75% strength | 95% Upgraded
Current Base: Nanking/Arboris

Fourth McCarron's Armored Cavalry

Regiment/Veteran/Fanatical
85% strength | 95% Upgraded
Current Base: Hsien



CITIZEN'S HONORED

The second batch of former mercenary regiments inducted into the regular CCAF during *Xin Sheng*, the Citizen's Honored brigade has served the Confederation well throughout the Jihad. It was the destruction of the Fifteenth Dracon on Overton during the opening stages of Duke Hasek's invasion of the Confederation that proved to the CCAF as a whole just how dedicated these former mercenaries were to their new homeland, and that lesson has not been forgotten by the surviving regiments of the Brigade.

CONDITION

The Fourth Tau Ceti Rangers had a sterling reputation before entering formal Capellan service and nothing changed when they took the Capellan flag. They were in the first waves of the Capellan counterattack into the Federated Suns, all but crushing the Federated Freeman on Glasgow. As the CCAF withdrew into the Confederation to face the Word of Blake, the Fourth Tau Ceti was given the task of keeping the Capellan March from attacking again, using a series of sharp objective raids to keep them off-balance. After taking much of 3076 to refit, they joined the assault on Hsien to support the Fourth McCarron's Armored Cavalry.

Both Lockhardt's Ironsides and Laurel's Legion took part in the massive assault on Halloran V in 3077, and both were heavily damaged. The Ironsides lost two battalions to a series of running assaults by a dangerous Blakist Level III that wouldn't give them time to disengage, while the Legion was pushed out of two defensive positions before reforming behind McCarron's Armored Cavalry and driving the Blakists off.

The Ironsides remain on Halloran V, trying desperately to rebuild off of the salvage littering the many battlefields of that crucial world, but being at the end of stretched Capellan supply lines hampers their efforts. Laurel's Legion has returned to garrison stations near the St. Ives Commonality and is rebuilding faster, drawing on the strong manufacturing in the Sian Commonality.

The Sarna Martial Academy Cadre is not properly a member of the Citizen's Honored but the Strategios has lumped them into the brigade for administrative purposes to help make up for the loss of the Fifteenth Dracon. The loyalty issues faced by the Sarns throughout the 3060s have faded to quiet, nostalgic muttering, and the CCAF is too battered to not keep a viable training battalion in operation to feed its depleted units. Although the Cadre is based on Sarna, company-sized detachments are sent into the Liao Commonality for peacekeeping and patrol duties to give the cadets needed experience.

MORALE

Despite their losses the Citizen's Honored remain in notionally high spirits. Their battles against the Word of Blake and Federated Suns proved their loyalty to the state, both to the citizens of the Confederation and to themselves, and the loss of the Dracon has sobered them to the cost of their duty.

REGIMENTAL STATUS

Fourth Tau Ceti Rangers

Regiment/Veteran/Fanatical
60% strength | 75% Upgraded
Current Base: Hsien

Lockhardt's Ironsides

Regiment/Regular/Reliable
30% strength | 40% Upgraded
Current Base: Halloran V

Sarna Martial Academy Cadre

Battalion/Green/Questionable
90% strength | 60% Upgraded
Current Base: Sarna

Laurel's Legion

Battalion/Veteran/Reliable
50% strength | 60% Upgraded
Current Base: Bithinia/Eom/Jasmine



CAPELLAN BRIGADE

The Capellan Brigade, like the Citizen's Honored, were former mercenary commands inducted into the regular CCAF in 3061. Unlike the Honored, however, the warriors of these regiments were not granted Capellan citizenship, a distinction that was first dismissed and then rankled. After their destruction on Sendalor against the AFFS, Chancellor Liao decreed the men and women of St. Cyr's Armored Hussars citizens of the Confederation posthumously. Most of the Brigade's warriors shrugged and went back to their duties, but when the Shin Legion's destruction in 3071 resulted in the same award, many members began to question whether it took death for them to earn Capellan citizenship.

CONDITION

The two battalions of Ambermarle's Highlanders were driven off of Aldebaran in 3070 after having held the world against Federated Suns-sponsored mercenaries. Retreating into the Capella Commonality, they were assigned escort duty for Capellan supply convoys into the Liao

Commonality, a task they served until 3074. After a stint of garrison duty, they struck at Blakist-held Zion in 3077. Although they managed to reach the ground, the Highlanders took incredible losses before retreating from the line of battle. Withdrawn to Styk to recover, the Highlanders are rumored to be facing dissolution.

The Harloc Raiders fought with the tenacity and cunning one expects from the former mercenary command. In concert with other CCAF regiments, the Raiders fought on New Aragon and Zurich before spearheading the reclamation of Pleione in 3077. The regiment remains the strongest formation in the Capellan Brigade despite its losses.

Marshigama's Legionnaires began the Jihad as one of the weakest of the Capellan Brigade's forces and never quite made up for the lack. Relegated to unimpressive garrison and escort posts throughout the war, the Legionnaires were finally assigned to the attack on Zurich, where they triumphed in concert with their sister regiment, the Harloc Raiders. It was the Legionnaires who finally secured the world when the Raiders moved on to Pleione, although they lost an entire company in the effort.

MORALE

The loss of the Shin Legion and the Armored Hussars were bitter pills for the Capellan Brigade to swallow so close together, but Chancellor Liao's decision to grant the current members of the Brigade Capellan citizenship in 3076 reinvigorated much of their lost charm. Although all the regiments were involved in heavy action, only the Highlanders suffered such egregious losses as to threaten their cohesiveness. Maskirovka agents on Styk are watching the Highlanders closely, likely to see if their post-traumatic stress will turn into disloyalty.

REGIMENTAL STATUS

Ambermarle's Highlanders

2 Battalions/Regular/Questionable
25% strength | 60% Upgraded
Current Base: Styk

Harloc Raiders

Regiment/Veteran/Reliable
70% strength | 90% Upgraded
Current Base: Algot

Marshigama's Legionnaires

Battalion/Regular/Questionable
70% strength | 85% Upgraded
Current Base: Zurich



ST. IVES ARMORED CAVALRY

The St. Ives Armored Cavalry has been the principal combat arm of the St. Ives Commonality—and the short-lived St. Ives Compact—since its inception in the twenty-fourth century. Although it grew considerably in size during the Compact years, the post-reclamation years were lean times, and *Jiang-jun* Adele Tsang chose to concentrate on strengthening her existing regiments rather than forming new ones.

CONDITION

The First St. Ives Lancers are the elite of the St. Ives Armored Cavalry, the equal of nearly any other elite regiment in the Inner Sphere. Often led by Duke Kai Allard-Liao himself, the First lacks for little in the way of recruits or equipment, and since its return to the Confederation armed forces has proven a resourceful and loyal regiment. This was particularly demonstrated by their opposing George Hasek's invasion of the Confederation in the late 3060s and participating in the counterattacks that followed. Deployed away from St. Ives after the end of those actions, the First missed the Word of Blake attack on their homeworld, but retaliated later by striking at Genoa and Zion. The Zion action cost the First more than a battalion of strength when several of its DropShips were caught in the SDS crossfire and destroyed.

The Second St. Ives fought against Hasek's invasion alongside the First St. Ives Lancers and proved itself every bit the First's equal, hammering the Third Ceti Hussars and the Vanguard Legion on New Syrtis. The Second was present on St. Ives when the Word of Blake assault struck, and was heavily damaged repulsing the attack—barely twenty percent of the regiment was still active when the Blakists finally lifted.

The St. Ives Academy of Martial Sciences Training Group was annihilated opposing the Word of Blake, but the Academy's first class has reconstituted the training battalion just this past year. It will be several years before cadets and material are available to fully replace the losses, but the Academy is dedicated to fielding its training force once again.

MORALE

The incredible casualties dealt on St. Ives by the Word of Blake have solidified the Armored Cavalry's resolve into crystal clarity. They are totally committed to the Confederation, angry about the slaughter of more than two million civilians on St. Ives and for the death of Candace Liao on Sian. The First Lancers, still on Liao trying to recover from their losses over Zion, have even accepted their posting, trusting the Second Lancers to hold their commonality capital.

REGIMENTAL STATUS

First St. Ives Lancers

Regiment/Elite/Fanatical
35% strength | 95% Upgraded
Current Base: Liao

Second St. Ives Lancers

Regiment/Elite/Fanatical
50% strength | 85% Upgraded
Current Base: St. Ives

SIAMS Training Group

Battalion/Green/Questionable
25% strength | 15% Upgraded
Current Base: St. Ives



ST. IVES SENTINELS

The reserve regiments of the St. Ives Commonality, the Sentinels were Capellan regiments who were forced into mercenary service when the commonality seceded to become the St. Ives Compact. Although not wishing to leave the Confederation, the two regiments accepted mercenary contracts that allowed them to guard the people they had protected so long, and the CCAF immediately welcomed them back into the fold when the St. Ives reclamation was complete.

CONDITION

Roman's Mounted Fusiliers destroyed the remnants of the rebel Second Janissaries on Warlock in 3070, erasing the stain on the commonality's honor that began when the Second supported Hasek's invasion of St. Ives. After that they held the defensive bulwark of the commonality while the Lancer regiments deployed to serve the Confederation elsewhere. They were too slow to respond to the Blakist attack on St. Ives but they did stop many minor raids into the St. Ives Commonality before finally joining the attack on Pleione in 3078.

Devon's Armored Infantry rotated between garrison stations during the Jihad, often securing the precious factories on Warlock or reinforcing reaction forces on Denbar and Nashuar. The regiment chafed at being denied a place in the Confederation's Operation THUNDERSTRIKE against the Federated Suns, before finally being called forward to support the action on Zurich in 3077. They remain there, detaching small companies to patrol the nearby space for Blakist remnants—and, we suspect, to keep an eye on our own troop movements.

After the betrayal of the Second Janissaries, the Janissary Brigade was dissolved and the First Janissaries moved to the St. Ives Sentinels. The First Janissaries fought with all loyalty during the Hasek invasion, but the Maskirovka still questions their loyalty in light of the treachery of the Second. Although they were forced off Spica with heavy losses to the Word of Blake, the Strategios has denied them supplies to rebuild, a factor that has only increased their resentment.

MORALE

The morale of the St. Ives Sentinels is a study in contradictions. The two historical regiments are both riding high on their exploits, happy to be out of the St. Ives Commonality and protecting Capellan interests while they prove their own loyalty to the Confederation. The Maskirovka, meanwhile, appears to disagree, as it has marked all three regiments with Questionable ratings.

The only unit in the brigade that deserves that rating is the First Janissaries, who chafe under the Maskirovka's obvious suspicions. To their lights, their actions during the invasion and resistance to the Word of Blake should prove their devotion, but the Mask seems to disagree. If nothing changes soon, it's entirely likely the remnants of the First Janissaries could follow the Second's example.

REGIMENTAL STATUS

Roman's Mounted Fusiliers

Regiment/Veteran/Questionable
50% strength | 75% Upgraded
Current Base: Pleione

Devon's Armored Infantry

Regiment/Regular/Questionable
70% strength | 80% Upgraded
Current Base: Zurich

First Janissaries

Regiment/Veteran/Questionable
35% strength | 40% Upgraded
Current Base: Maladar/Tallin



IRREGULAR FORCES

STATE OF NON-STATE FORCES

The Confederation since the *Xin Sheng* years of the early 3060s has not been a popular place for state-chartered mercenary commands. Although the Confederation once employed dozens of regiments of mercenary troops, the adoption of many into the Capellan Armed Forces has meant that total mercenary employment has fallen off. While many noblemen in the Confederation still employ smaller “irregular” commands under independent contracts, the Strategos grants few regimental-sized contracts.

The Confederation’s military alliance with the Taurian Concordat collapsed soon after the Jihad erupted, which cost the CCAF the service of several Taurian Defense Force regiments. Although the *sang-jiang-jun* missed the boots on the ground, the return of Warrior House Hiritsu and other CCAF units from Concordat space more than made up for the lack.

The other partner in the Trinity Alliance, the Magistracy of Canopus, has forged ever-closer ties to the Capellan state through the Magesrix’s marriage to Chancellor Sun-Tzu Liao. The adoption of the first child of their union, Ilsa Centrella-Liao, has legitimized the alliance in the eyes of both nations’ citizenry in a way that simple economic and military cooperation could not.

With the end of hostilities against the Blakists, we should pay careful attention to Sun-Tzu Liao’s next move, to see if he attempts to resurrect the Trinity Alliance and regain Taurian support for his Inner Sphere schemes, or perhaps to suborn many of the militias we’ve transplanted into the rimward worlds of the former Blakist Protectorate. If history has shown us anything it’s that the Chancellor rarely moves only one piece at a time.

MAGISTRACY

The collusion between the Magistracy of Canopus military and the Capellan Confederation Armed Forces has never been stronger than it is right now. Several Canopian regiments were active in the Confederation when the Jihad flared to life, and most of them stayed in Confederation space until Naomi Centrella took her task force into the Magistracy to determine its fate. The Third Canopian Fusiliers, for instance, were present at the defense of Sian against the Word of Blake and held the lines alongside the Death Commandos and Red Lancers.

In addition, the Chancellor has shown incredible largesse to the Magistracy by assigning his most elite units to accompany his consort back to her homeland. Both the Red Lancers and a portion of the Death Commandos—the traditional bodyguards of the Chancellor and the Capellan throne world—were sent into the Magistracy to help deal with the Word of Blake menace, and placed under the Magesrix’s command.

In a testament to the trust between the Magesrix and the Chancellor, Naomi Centrella left the Red Lancers as her Praetorian

Guard on Canopus when she returned to the Inner Sphere in 3075, and the Chancellor upheld her decision despite the lack of troops. Although conditions in the Magistracy seem to preclude the return of Canopian units to the Confederation, it should be noted that small packets of Canopian soldiery remained in the Confederation, unable to gather with the rest of their regiments, and may face our own troops along the rimward border.

MERCENARIES

Since 3075 nearly every mercenary contract in the Confederation has been a short-term, single mission contract. Several battalion-sized units were utilized by the St. Ives Commonality to reinforce its defenses while the St. Ives Sentinels regiments were moved into the Liao Commonality, for instance. In nearly every case, however, mercenary contracts have been for lower-profile, garrison or security duty rather than the long-term retainers the CCAF was formerly famous for.

Of particular note was the adoption of the remnants of the Hell’s Black Aces aerospace regiment in 3076. Although the fighter virtuosos were nearly destroyed over Liao fighting against the Word of Blake, several squadrons’ worth of pilots recovered enough to enter regular CCAF service. Almost all were immediately assigned to the training staff of the Liao Conservatory, where they’re passing their hard-earned skills on to the next class of Capellan pilots.

One of the few large mercenary units to remain in Capellan employ is the Green Machine, who are still crouched on Ares under the ostensible protection of a garrison contract. In reality, the failure of the Green Machine’s training programs have left them a decrepit, desertion-prone garrison outfit whose only value is their sheer numbers of BattleMechs. Regular CCAF battalions on Ares have been granted first-response duties in the event of an attack, with the Green Machine’s orders written to do little more than provide backup ‘Mechs for the Capellan MechWarriors. The Machine’s contract is up for renewal in 3080, and not even Colonel Green—when he’s sober—expects the contract to be renewed.

IRREGULAR FORCE STATUS

The Green Machine

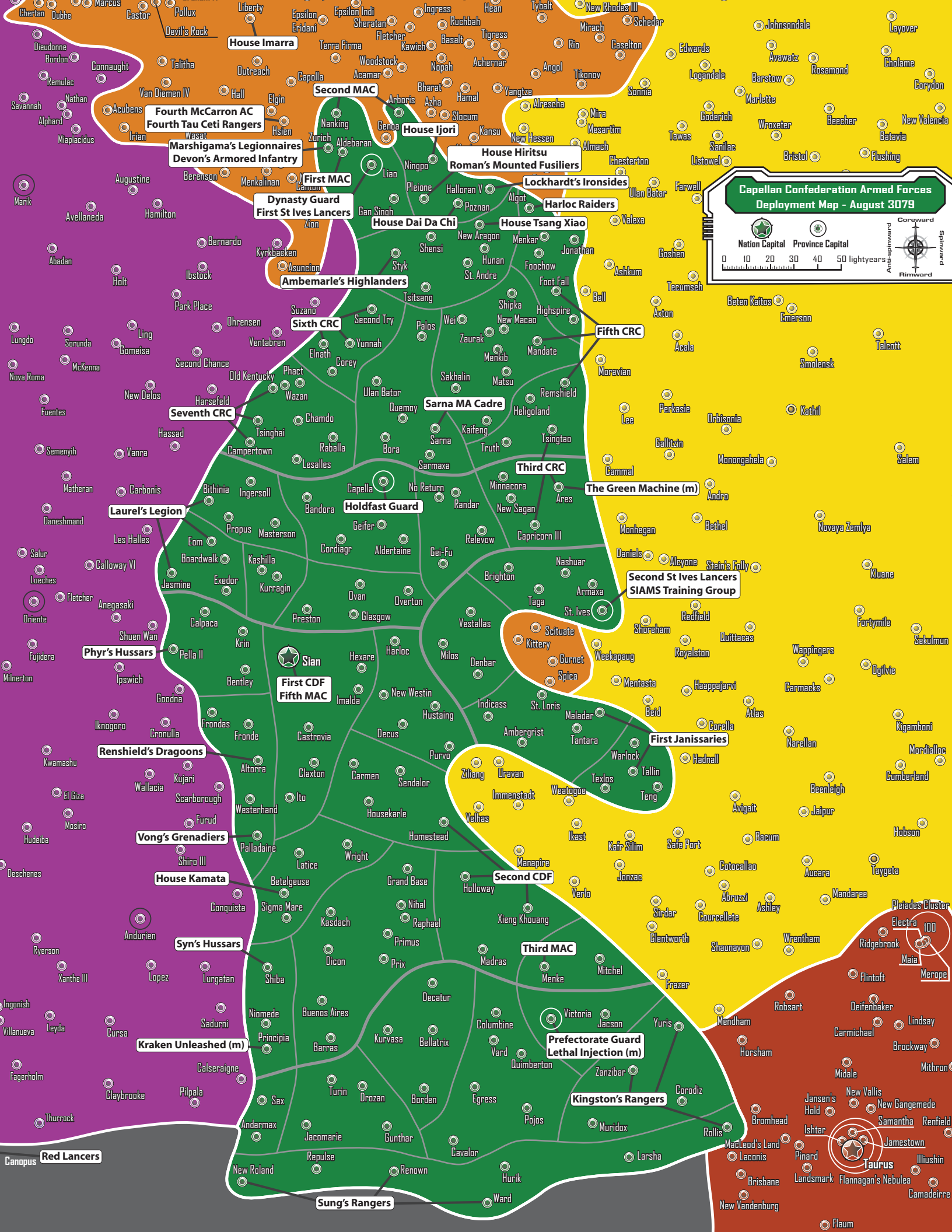
Regiment/Veteran/Questionable
75% strength | 20% Upgraded
Current Base: Ares

Kraken Unleashed

Regiment/Veteran/Questionable
90% strength | 40% Upgraded
Current Base: Principia

Lethal Injection

Battalion/Veteran/Questionable
110% strength | 80% Upgraded
Current Base: Victoria





BATTLETECH™

FIELD REPORT: D.C.M.S.

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FIELD REPORT: D.C.M.S.

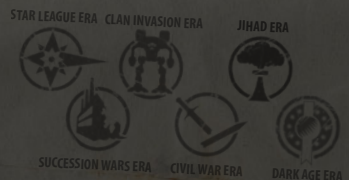
STRATEGIC ANALYSIS...

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: DCMS describes the state of the Draconis Combine in the wake of the events described in *Jihad*

Hot Spots: Terra, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Battered, but unbowed, by enemies both within and without, the armies of House Kurita remain a force to be reckoned with, as a new age dawns...



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FIELD REPORT: DCMS



TO: Devlin Stone
FROM: David Lear
Date: 19 August 3079

Continuing in my update reports regarding our various “competitors,” I’ve uploaded and attached a full analysis of the Combine’s military strength—as far as Marcel and our nascent intel network can pull together. He managed to tap into Chandrasekhar’s data resources—including a few avenues cultivated by his *Mirza*, Peter Abdulsattah, which Chandy may not have even known about. What’s nice is that much of the data we managed to mine from these resources has confirmed a good number of our assumptions and pointed out some discrepancies that we’ve been able to correct.

I can safely say the Draconis Combine could indeed be an enemy in the near future. However, there does exist a strain between House Kurita and the Dragon’s forces, though it is only discernable to the most astute. Nonetheless, we must be prepared for the possibility of immediate confrontation if political avenues are cut off; therefore the fullness of the report in front of you. Because the last comprehensive report was done before the dissolution of the Second Star League, we’ve attempted to examine the shifts and changes that have occurred in the DCMS since its battering by both the Blakists and the Black Dragon terrorists.

I do warn you, however: tread wisely upon the decisions you need to make with House Kurita and their forces. Though battered and broken in many places, the DCMS is still a very capable and dangerous threat due to its newfound core of fanaticism and devotion among its survivors. One wrong step, one bad deal, and the Combine will not hesitate to hit us with everything it has and then some.

That said, I do not expect any future border shared between us and the Dragon to be much of a hot spot if we accomplish our goals diplomatically. I do expect elements in the Combine to look for “relief valves”, however, but the Federated Suns and possibly the Outworlds Alliance would be better targets in that regard.

What we will need to monitor is the Kuritan population within our own boundaries. Doubtless the loyal fervor demonstrated by Combine troops in our recent campaigns has filtered down into the populace; it’s a common fact the Voice of the Dragon trumpeted long and loud the successful exploits of the Kuritan soldiery. National pride within the Combine is at an all-time high—on some worlds, even rivaling that of the Confederation—and it would be foolish to think that has not translated in some manner to those finding duty stations and settlement within our rebuilding efforts. We should focus and play on that honor and find a way to turn it to our purposes; our stability will be better for it.

One last thing to keep in mind as you peruse the force summaries we’ve prepared: the DCMS has recently shifted to a more combined-arms approach fused with their honorable bushido style. As such, they’ve taken to reporting the total of their force concentration, including supporting elements into their rosters rather than the BattleMech-centric emphasis that’s so traditional today, as such a standard DCMS regiment tends to bill its full force strength of three to five regiments, which are dominantly armor and infantry. We suspect this is an attempt to bolster their own commanders with a sense of largess, and also to over-inflate their previous listings so would-be adversaries will be less apt to invade. To mitigate this, the entries described in the Forces chapter are reverted to traditional style, emphasizing nominal BattleMech strength except where otherwise noted.

HOW TO USE THIS BOOK

Field Report: DCMS is a *BattleTech* supplement designed to provide players with information about the state of the Draconis Combine Mustered Soldiery (DCMS) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *Combine Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the Dragon*. *Strategic Update* is a brief overview of the DCMS’ current condition and perceived objectives, while *Goals of the Dragon* presents the political and suspected military benchmarks the Kuritans are likely to use in the future.

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

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

Finally, *Irregular Forces* covers the currently independent Azami (Arkab) forces and what few state-employed mercenaries remain.

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Special Thanks: As ever, to my incredibly supportive wife of fifteen years, Rianne, who indulges me my dabbling in this amazing universe. And to Mark Maestas, who planted the seeds of the *Kouki no Otakebi* in an email discussion in 2009.

Developer’s Note: For more information about the Draconis Combine Mustered Soldiery, or the state of warfare before and during the Jihad, see *Field Manual: Draconis Combine*, *Field Manual: Updates*, *Jihad Hot Spots: Terra*, or *Technical Readout: 3085*.

FIELD REPORT: DCMS





COMBINE OVERVIEW

The Draconis Combine has come far in the years since its “miracle victory” in 3039, and yet in many ways, it has advanced little. Undergirded by Theodore Kurita’s persistent reforms among the military, the sudden and brutal Clan onslaught, and then the horrific brutality of the Jihad as well as its own internal war of ideology, the DCMS slowly evolved the harsh *bushido* code of the past into a fiercely driven war machine that rivals the Confederation in fanaticism. While rumblings of dissent and questions of loyalty still persist deep within the Combine, they are singularly united in their undying devotion to the Dragon. This attitude makes them a dangerous opponent if awakened, but malleable when passive.

STRATEGIC UPDATE

The Combine’s willingness to place loyal troops under Coalition control speaks volumes, even though (in true Kuritan fashion) they never put voice to it. Truth be told, it is solely because of the extent of the damage done to the DCMS from within and without that they even considered our initial proposal of a joint invasion. We’re fortunate fate conspired in such a way; simply put, the Black Dragon uprising nearly shattered the Combine’s ability to produce war material and almost bled the realm dry of troops, resources, and leadership.

Interestingly, it was the Combine’s own policies that saved it from complete destruction. It is well known that the Combine’s state-sponsored press and public services have a tight control on the dissemination of information, often more strict in execution on some worlds than those of the Confederation. Holding tightly to its communications practices, word of Black Dragon actions in nearly fifty systems was slow to spread; indeed, we saw evidence of this—through its *absence*—in the multiple reports delivered by ComStar and ISAP. We suspect that the claims of the Primus as an O5P agent has much to do with this as many an investigation has uncovered that many worlds affected by a *Kokuryu-kai* coup underwent “HPG maintenance” that lasted just a bit longer than the system’s destabilization. As such, much of the Society was cut off from itself as the rebellion struggled to take hold.

The communication blackout cut both ways; the raging conflicts on several worlds also kept the DCMS High Command from effectively moving several regiments into better position to defend against the Word’s predations. As such, several highly important industrial and political worlds such as Benjamin, Dieron, and Quentin fell, denying their power and resources to the DCMS and in some cases, becoming horrific meat grinders that became unwinnable simply because there was little force available to bring to bear. When considering the circumstantial evidence that the *Kanrei* himself may be a closet Black Dragon, it does shed a different light on various troop movements during the evolving crisis.

The breakdown of effective command and control took its toll. The Combine found itself in border skirmishes with the Federated Suns and Clan Snow Raven, adding to the confusion. The Combine defenses further deteriorated as District Warlords and Prefecture governors vied for control of DCMS assets and the various planetary militias, erratically shuffling forces around in offensive and defensive actions. In the end, the Combine was forced to sacrifice parts of itself in order to save the whole.

Interestingly, the more the Combine was beaten, the more its innate mistrust of all thing non-Kuritan came to the surface, even within its borders. There are a myriad of examples of this, the most telling being the Combine’s response to the Azami revolt on Algedi in the early 3070s and the continual problem we have seen between liberated worlds and the garrisons assigned to them. It seems that nationalism is the salve the Combine used to bind its wounds, making its warriors beyond fanatical and its citizenry stubborn. The prevailing Kuritan attitude is personified in *Kanrei* Minamoto; as he swings, so apparently does the Dragon. Even with the Coordinator on the throne once again, Minamoto appears to be the will and soul of the Combine; many of the *Kanrei*’s strategic and deployment orders are very contrary to the will of the Coordinator, yet Hohiro does little to enforce his authority. The relationship hearkens back to that of Takashi and Theodore Kurita in the 3050s.

Because of this supposed fragility, we must make every attempt to work with the Coordinator directly and politically while taking care to not cross the *Kanrei*’s own sense of honor. If negotiations fail, there will be war. There is simply no other option for the Combine’s wounded pride.

PRECIPICE

General Lee:

Truly you misunderstand the honor of the Dragon in your recent “adjustment” of my orders.

I do not understand why it is deemed important that these planetary militias from the Federated Suns be tasked with defending the liberated worlds of Telos IV and Deneb Algedi. The recent arrival of the Valexa Militia on Deneb Algedi is nothing short of a blatant disregard for the people of the Combine and all they have endured.

It is my responsibility to safeguard all of the Dragon’s citizens. By your overriding orders, you have undone many months of planning and logistics that my staff and I have conducted. The Combine’s people deserve to be protected by their own House, not the sycophants of one of our ancient enemies! To put such “weekend warriors” in place jeopardizes these systems’ defenses, not to mention the local morale.

I strongly suggest you reverse your orders and allow the Toguran Military Garrison and the New Samarkand Militia redeploy to their original assigned worlds. I have already received complaints from the commanders of these garrison forces over their forcible redeployment to worlds in the Marik Theater; you threaten not only our command integrity and troop morale, but the stability of these worlds so recently freed.

I cannot be responsible for what may happen if the situation continues to worsen.

—Missive from the office of the Gunji-no-Kanrei, 29 March 3077, provided by General Belle Lee

FIELD REPORT: DCMS



GENERAL ORDER NI JUU SAN

In the name of the Coordinator, as of this notice, all active DCMS forces within the boundaries of the former Word of Blake Protectorate will execute an orderly redeployment to locations within the Combine. Specific destinations and routes of transit will be found in the attached file.

It is the determination of the Coordinator and his attendant Warlords that the duty of the Draconis Combine with regards to General Lee and Operation SCOUR is at an end. All stated objectives as agreed upon by *Gunji-no-kanrei* Minamoto and *Tai-shu* Kurita have been achieved.

The worlds held captive by the former Protectorate will remain under the governance and general orders of General Stone and Coalition forces at this time. Commands that do not execute their attached orders within the stated timeframe will be dealt with harshly. The Coordinator asks the people and warriors of the Dragon for patience and their duty in fulfilling his wishes.

Currently, all standard planetary militias assigned to humanitarian and defense duties within the former Protectorate will remain in place for the time being. Arrangements are being made through ComStar for additional personal communication privileges. Militia commanders will note specific orders attached to this message.

The Coordinator expresses his deepest gratitude to those who have served and sacrificed during the recent operation. Because of the Dragon's many claws, success was inevitable in bringing down the Yellow Bird. Our warriors showed themselves to be the pinnacle of bushido and through their courage, dedication, and honor, showed the universe the power and beauty of the Dragon uncoiled.

*The petals fall swiftly
Honor, courage, warrior's will
Dragon remains whole*

—Boilerplate introduction by *Gunji-no-Kanrei Kiyomori Minamoto* to DCMS General Order 3079-23, 1 July 3079

GOALS OF THE STATE

The current goal of the Combine can be simply stated: survival.

The Black Dragon's ill-fated coup managed to bring to the surface issues that have been bubbling since the late Theodore Kurita assumed the position of *Gunji-no-kanrei*. Coupled with the sudden onslaught of the Word of Blake when its offer of help was rebuffed on Luthien, the cracks in the Combine's military and industrial leadership broke to the surface, exposing critical weaknesses that the Dragon acted quickly to cover up.

The Society's actions, though disjointed and uncoordinated, have had a major ripple effect across the Combine's industrial landscape. LAW's own internal struggles—a corporate civil war that eerily reflected the national issue—ground military production to a near-standstill. Many of the Combine's other manufacturers rely heavily on LAW's outlying interests such as endo steel manufacturing, raw ore mining, and variable ownership stakes in several other manufacturers. As LAW fractured, the discord spread to nearly every other outlet the manufacturer had its fingers in.

As a result, the DCMS found itself short on critical components and supplies while its manpower came under fire from every direction. Rapidly losing effectiveness, the Combine had to resort to a defensive stance out of desperation. Only as it slowly brought its house in order did the Dragon finally begin to shake itself loose.

Despite the actions of its forces in SCOUR—hyped to unheard-of levels by the Voice among Combine worlds—the Combine has undertaken little in the way of offensive operations. A close examination of its deployments and troop movements only show the continuation of its brutal tactics to flush out and exterminate the Society, though it will be impossible to completely eradicate them. Resupply and repair is in chronic short supply even for the DCMS' most honored units, indicating that despite the Coordinator's claims, the Dragon's military industry is still well behind where it should be.

Consequently, it appears that our means may be achieved by looking to the Combine's past. The formation of the Rasalhague state came about out of military and political necessity; a similar approach should be considered here. However, it is highly important we do not forget that the Combine of the present is more representative of a cornered and badly wounded animal. The correct political approach using their perspective will net large gains for us, whereas an approach that is heavy handed will see the Dragon lash out with everything they have, even if it means killing the nation as a whole simply to save its honor.





LOGISTICAL STATUS

The Combine's internal struggles, coupled with external threat of the Jihad, strained every resource available to House Kurita. The realm seems to have survived this last decade more from an iron will; as it rebuilds, it is relying more on various cults of personality and a strong sense of duty, rather than cohesive strategic thinking and a solid command structure. Shades of distrust still linger as the effects of the *Misogi* War wear off, with many privately—but only privately—questioning the honor and integrity of their peers and commanders.

ACADEMIES AND COMMAND CENTERS

One of the more welcome surprises of the Jihad has been that nearly all of the DCMS academies made it through unscathed. Recruitment and applications at all war colleges are up by a factor of ten, giving Combine leaders a large pool to sift through. With manpower an issue even on the planetary militia level (many militias in the Dieron, Kessel, Xinyang, Togura, and An Ting Prefectures were stripped for our use as garrison forces in Operation SCOUR), fewer applicants are being turned down, and record numbers are being admitted into the many infantry programs that exist on nearly every world.

The loss of the Galedon Military Academy was the biggest blow to replenishing the Galedon Regulars and growing battlesuit formations across the DCMS. Of more important note is the loss of several key tactical instructors from the GMA and other academies who were gathered for a decadal conference at the time of the Snow Raven attack and subsequent plague on Galedon itself. An Ting University is also an effective dead end, as the system remains under strict quarantine.

The new Algedi War College, opened in 3075, has been flooded with applications—although those who do not possess an Azami background are presently excluded. The AWC quickly adopted a new mobile warfare division, paralleling the increase of military vehicle manufacture on the various Arkab worlds. Roughly ten percent of the AWC's first graduating body was "volunteered" to various DCMS line units as an act of good will to the Coordinator.

With the increase of recruits to the various academies, many programs have begun opening up new lines of curricula. Though the MechWarrior programs still remain the most difficult to enter, a greater number of recruits are finding themselves in the battlesuit and tank corps. The Dover Institute for Higher Learning even debuted a new aerospace program in 3075, graduating nearly six full ship crews by 3077.

The Dieron District Gymnasium reopened in late 3078 after having been shut down for over a decade. A disproportionate number of ISF agents were among the first class of battlesuit trainees. Conversely, the Aerospace and Interstellar Institute (AII) put its WarShip training program on indefinite hold by order of the Admiralty, while increasing the numbers of slots available for JumpShip and DropShip cadets. AII also opened a new officers' school on Dover under strict secrecy; from what we can determine, the new school is staffed with several surviving officers from SCOUR and is instructing veteran crews on the subtleties of fleet combat.

The Black Dragons did more to gut the DCMS MechWarrior officer corps than did the Word of Blake. All of the Combine's prominent MechWarrior academies—the Pagoda for Luthien Officers, Sun Tzu School of Combat, Wisdom of the Dragon, and Sun Zhang MechWarrior Academy—have added a stringent band of psychological and loyalty tests administered by both the O5P and ISF. The intense scrutiny has added time to the curriculum, slowing the graduation rate and washing out nearly twenty percent of the current classes. The failed students are then given a choice; enter a different MOS at the University of Proserpina (restarting their entire cycle), or accept reassignment as enlisted personnel at a planetary garrison of DCMS choosing. It is hoped by High Command that the strict testing cycle and harsh penalties will weed out future malcontents, with rejections projected to taper off in less than a decade.

SAFEGUARDING THE WOUNDED HEART

The last decade did much to showcase the power of the DCA—and defang it.

Four WarShip captains and their crews sided with the Black Dragon coup. Of these, the *Galedon Explorer* was crushed by Clan Snow Raven in July 3068 before she could do anything rash, the *Urizen II* was destroyed over Avon by defending Clan Nova Cat ships, and the *Winds of Heaven* was retaken by ISF forces. The *Sabre Cat*, a valuable prize from Task Force Serpent, is still listed as MIA.

The naval battle over Benjamin in late 3072 was the worst such defeat for the DCA since the Reunification War era. The failed siege-breaking assault eliminated five Blakist WarShips but at deadly cost, with the Dragon losing the *Luthien*, *Swiping Claw*, and *Night of Agony*.

The *Siriwan* suffered destruction at Algedi during the Dragon's "gunboat diplomacy" efforts to cow the discordant Azami Brotherhood. Of the three WarShips assigned to the Coalition's Terran invasion, the *Takashi* and *Victory at Wolcott* perished, while the *Lair of Mighty Wyrms* recently returned to New Samarkand (joining the *Draconis Rift*) with much fanfare for its role in the Coalition's victory at the Titan yards.

As a result of these heavy losses, the DCA is highly reluctant to commit any of its remaining WarShips to offensive operations. With the Togura yards sabotaged beyond repair by Black Dragon forces and the loss of Dieron's major yard facility to the Word of Blake (and Clan Ghost Bear's "eagerness" to eliminate them) the Combine's last major naval yard capable of handling WarShips is at Midway, guarded by the *Amber Lotus*. Even there, plans are underway to convert some of the recently repaired facility into handling JumpShip construction to support similar efforts at Chatham, Altair, and Schuyler. With limited repair options available for its remaining WarShip fleet and with other units hurting for resources and material, it seems to be in the DCA's best interest to commit these expensive weapons solely to defensive operations.

One of the bigger mysteries was how the Combine built not one but two mobile factory ships at Dover. According to three independent

CONTINUED ON P. 6



sources—one of which was the late Chandrasekhar himself—the massive *Yamato* yard at New Samarkand wasn't dismantled and destroyed in early 3061 as previously announced. While done for public display (and certainly to mislead foreign intelligence), the yard was actually dismantled and shipped through various routes to Dover, where it was rebuilt near the system's fifth planet. The *Yamato* and *Mount Niitaka* hulls were then refit to new specifications, with Diamond Shark assistance on the factory components. The work took over ten years to complete and one can speculate just how dearly it cost the Dragon in terms of both material resources and in the Shark deal. The Combine is hoping both facilities will pay back in spades, especially since the *Ryū* is capable of repairing DropShips and even—to a limited degree—most JumpShips. Both the *Winds of Heaven* and the *Dieron Star* currently escort these black ocean behemoths as they begin operations.

The performance of assault DropShips and Pocket WarShips over the last few years, both against and for the Combine, has begun to spawn arguments within the DCA about a shift in naval doctrine. Already, research and development expenditures have gone up as much as ten percent among the Dragon's more aerospace-oriented firms. Whether this is just a trend or a true shift in strategic thinking, only time will tell.

Of more concern is the severe lack of JumpShips and DropShips assigned for military duty. With many of its vessels lost to the civil war and in SCOUR, the DCA has authorized the conscription of all civilian vessels in a system when militarily necessary, a situation that has been occurring regularly as DCMS forces shift their defensive priorities. As a result, commercial shipping is suffering, more so on trade lines to less important worlds such as the Azami Brotherhood and light industrial worlds. Commercial transport companies such as megalithic Isesaki Shipping have traded large amounts of equity for governmental assistance in building new vessels and shipyards, though this is more of a long-term plan.

Of particular note is the sudden emergence of Dover as a major shipyard system. The unofficial appearance of the *Yamato* alongside a Clan Diamond Shark flotilla was unexpected, as was the information we intercepted indicating the massive battleship is now a large mobile factory under the LAW corporate banner. The factory design rivals those found in Clan Wolf and Hell's Horses space; it is reasonable to assume the Sharks had a large part to play in the *Yamato*'s transformation. Rumors of another factory ship were confirmed earlier this year; the *Ryū* is similar to the *Yamato*, though dedicated to DropShip and aerospace manufacturing. Currently, nearly all remaining DCA WarShips are serving as the two behemoths' escorts.

The Dover yards have greatly increased their number of construction slips, each full with a new JumpShip frame. Additionally, new ground-based DropShip yards are under construction (or planned construction) at Dover and other locations, including New Samarkand, Togura, Luthien, and Xinyang. We suspect at least half of these new facilities will be constructing military assault DropShips, as the DCA now seems enamored with the concept ever since their astounding successes in SCOUR and at Terra.

Repairing the damage done is the Combine's immediate goal. They will achieve that goal within the next decade or two, barring another war. With their planning now fixed to the future, it is possible the Combine may outstrip the Federated Suns in production capacity within the next century. Currently, however, it is the Dragon's weakest point—and they know it.

The Kensai Kami remains in operation, though now with a two-year waiting list on the books. An expansion of the program to a satellite facility on Qandahar, catering to Azami and other minorities (such as women) within the DCMS, is being strongly considered. This has the backing of the Coordinator himself, (but with no comment from the office of the *Kanrei*).

Naturally, with the larger applicant pool has come a proportionate amount of rejections. As such, the Ministry of War has authorized an expansion of its Proving Ground concept, allowing approved corporations to designate funds to build and upgrade facilities across the Combine. Most of these graduates go on to serve in the planetary militias, with others being recommended to appropriate academies for advanced training or selected to beef up Kuritan corporate security forces outside the Combine's borders. In return, participant corporate interests receive exclusivity contracts and selective kickbacks to assist in rearming the Combine's depleted militias. The expansion has been widely accepted, with fresh troops entering militia service.

INFRASTRUCTURAL INTEGRITY

The Combine's war-making capability can be summed up in a word: shattered. While not widely reported in their press and kept a closely-guarded secret up through the Coordinator's office, the Black Dragon civil war delivered a serious blow to the Combine's infrastructure. Key assaults by the Word of Blake nearly brought the nation to its knees.

The damage done to the Combine's military economy by the failure of Luthien Armor Works (LAW) was more widespread than originally believed. Many of LAW's facilities on nearly seventy systems openly declared, sided with, or actively opposed Black Dragon power plays. Corrupted by the Society's propaganda and with Hoek Botterfield—a key Society leader—at the company's helm, LAW became a safe haven for thousands of Society supporters and collaborators. The Misogi War has uncovered numerous links to Society cells, including weapons, supplies, financial support, and other evidence; such corruption would crush a company in the court of public opinion. However, the Combine has gone a different direction out of necessity and survival.

Because LAW is one of the realm's top three military suppliers, destroying the company outright would cripple the nation's military supply chain. In part, the Combine's stranglehold on its media has kept this from happening while the Coordinator deals with the fallout of this corporate disaster. As a stopgap, the Combine has been freer in allotting licenses and certificates of incorporation to new and established companies, spurring an economic surge on some of the Combine's lesser worlds.

FIELD REPORT: DCMS



FIELD REPORT: DCMS



BENJAMIN REGULARS

Hammered hard early in the Jihad, the Benjamin Regulars suffered greatly for their stalwart defense of their District capital, though the actions of the Sixth Benjamin overshadowed the honorable and valiant actions of its sister regiments. Despite the heavy blow to morale that their mass rebellion caused, the Regulars managed to sell themselves dearly in protecting one of the Combine's key worlds against the predations of the AFFS and the Word of Blake. At this time, the Regulars stand gutted and will not be a viable combat force for at least a decade.

CONDITION

The Second and Fifteenth Regulars managed to protect Benjamin from long-term Davion and Blakist occupation, though with major outside help from the Dragoons and Nova Cats. The two sieges of the world in the early 3070s nearly broke both regiments and their overinflated planetary militia support, with the Fifteenth declared "combat ineffective" by the DCMS Quartermaster in 3073 after a disastrous attempt to reclaim the Prefecture capital.

The Seventeenth became the "poster unit" of the Regulars during SCOUR, with the VOTD doing numerous specials and propaganda pieces promoting the honor and ideals of the regiment to the Benjamin District populace. Not coincidentally, applications and recruitment from Benjamin District worlds has increased its pre-Jihad rate by roughly fifty percent. Word in the halls of the High Command is that the Warlords are considering transferring large blocks of infantry and light mobile regiments from several District militias to fill up the Regulars, giving them the appearance of force but with little BattleMech bite.

The Sixth, conversely, turned into the DCMS's pariah. Nearly two-thirds of the regiment sided with the Black Dragons, abandoning their posts and leaving less than a demoralized battalion in their wake. After the traitors were destroyed, the *Kanrei* struck the Sixth from the DCMS rolls, leaving its survivors in limbo. Coordinator Kurita apparently thought well of the honor of these loyalists and allowed them to remain as a functioning command through SCOUR, though they received no logistical support from the DCMS and supplies from Coalition stores were redirected to other units. (As you remember, General Lee's fights with both *Kanrei* Minamoto and *Tai-sa* Taylo regarding their resupply became legendary on the *Little Big Horn*.) The Sixth suffered heavy casualties in the fiasco on Wing and the last loyal member of the regiment died fighting alongside the *Kanrei* on Cairo.

With the Combine pinched for BattleMechs, it has placed the Regulars low on the Quartermaster's tables; as such, the DCMS is slowly rebuilding the Regulars with surplus vehicle armaments and using the excess recruitment to form several new infantry support regiments.

MORALE

Predictably, morale within the Regulars is questionable. Outside of the Benjamin District, the Regulars are viewed with disdain and dishonor, leading to substandard supplies and equipment. The Seventeenth has petitioned the *Kanrei* to continue with the Coalition to finish liberating the Protectorate, though doubtful for any adherence to our policies. They fight to erase the stain of the Sixth and the Black Dragons and prove their worth to the Coordinator.

REGIMENTAL STATUS

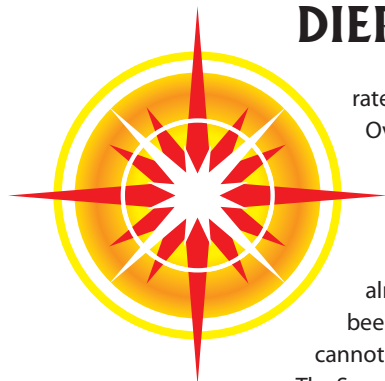
Second Benjamin Regulars

Reinforced Regiment/Veteran/Questionable
25% strength | 80% Upgraded
Current Base: Benjamin

Seventeenth Benjamin Regulars

Regiment/Regular/Reliable
30% strength | 100% Upgraded
Current Base: Alnasi

FIELD REPORT: DCMS



DIERON REGULARS

The most progressive and pragmatic troops of the DCMS, the Dieron Regulars suffered the worst casualty rate in the Jihad to date, seeing some of the most brutal fighting in the war and suffering violent dissent. Over half of the Regulars have been destroyed, giving the DCMS scant defense among the valuable Dieron District worlds, a situation to keep in mind as we move forward.

CONDITION

The entirety of the Dieron Regulars' BattleMech force numbers less than three regiments in total, suffering almost seventy percent in losses across the eight regiments fielded in 3067. Much of this information has been glossed over to the general public; at some point soon the Coordinator will need to face the fact it cannot effectively defend the District border against future Davion or Ghost Bear adventurism.

The Second Dieron is most noted for leading the assault to retake Dieron from the Word of Blake in 3077. Having been held back for much of the Jihad, it hit the world at almost full strength, though it suffered grievous casualties during the campaign, including the loss of its entire command unit. The Second served with *Kanrei* Minamoto's battle group in SCOUR, suffering nearly fifty percent casualties on the drop into Cairo from heavy surface fire. They are currently the DCMS' most elite unit outside of the Sword of Light.

The Third blunted the initial Word of Blake assault on Dieron in 3068, holding out for several months using guerrilla tactics. Sadly, the regiment was run to the ground and captured before Dieron was liberated. Its few survivors were honorably discharged after surviving the Dieron prison camps; several moved on to join mercenary commands.

Joining the counterattack on Dieron, the Eighth pressed hard in forcing the door open at Fortress Dieron, each warrior selling himself dearly to establish a beachhead that Clan Ghost Bear's Alpha Galaxy ended up exploiting. General Lee used that fanaticism in her November push into Sydney, where the Eighth was destroyed piecemeal during the push through the western tunnel approach into the Sekkaris facility.

The Twelfth and Twenty-second suffered the brunt of the Diamond Sharks' wrath during the unfortunate incident on Nykvarn in mid-3070 (one of many events that have been suppressed by the Combine news services). The brutality of the Sharks' reprisal still has the High Command on edge, which will undoubtedly taint future dealings with the Clan.

The Fifteenth showed their true allegiance, seizing several worlds around Dyfed and Xinyang for the Black Dragon Society in 3068. Though they put up a stiff resistance when the Seventh Sword of Light arrived in 3075, the Fifteenth broke apart into small terrorist groups and were the probable cause of several mass terror attacks—several of which used dirty bio weapons—across the Benjamin District from 3076-77.

The Fortieth Dieron split allegiances, stranding their loyalist half on Kessel, where they died defending the world against a Blakist raiding force. The remainder joined the coup on Luthien and was wiped out when the Ghost Bears "liberated" the system.

The Forty-fifth was nearly disbanded after suffering over ninety percent casualties on Moore during the infamous "Day of Fire" incident in 3069. Though the command is still listed as active on the DCMS rolls, it has not received any resupply or recruits. Most likely, the Forty-fifth is being used as a paper tiger until production capacity and graduation rates can catch up.

MORALE

Having suffered the worst damage in the DCMS over the last twelve years, it would be easy to assume that morale within the Regulars would be at rock bottom. Yet despite the treasonous actions of some, and the horrible losses in several campaigns, morale remains high. The survivors seem to believe they've made it through some kind of purification rite—not surprising, considering the strict tenets of *bushido*—and thus, they are the chosen core of a new breed of Combine warrior. This fanaticism will likely weed out any remaining Black Dragon holdouts and will make the Dieron Regulars a dangerous foe...after a few decades of rebuilding.

REGIMENTAL STATUS

Second Dieron Regulars

Regiment/Elite/Fanatic
40% strength | 100% Upgraded
Current Base: Dieron

Twelfth Dieron Regulars

Reinforced Regiment/Veteran/Reliable
40% strength | 80% Upgraded
Current Base: Luzerne

Forty-fifth Dieron Regulars

Regiment/Green/Questionable
5% strength | 100% Upgraded
Current Base: New Samarkand

Twenty-second Dieron Regulars

Reinforced Regiment/Regular/Reliable
25% strength | 100% Upgraded
Current Base: Schuyler

FIELD REPORT: DCMS



GALEDON REGULARS

Much has been expected of the Galedon Regulars in the past, and over the last decade, much was required. The Regulars draw many of its soldiers from the Galedon District, including two of the Combine's premier academies. Rebuilding after the disasters that have befallen the Regulars over the last several years will not be insurmountable, but the loss of Galedon and its academy will play a large role in the quality of troops regained. The Galedon Regulars consider themselves to be bearers of the Combine's illustrious military history, which the Coordinator will undoubtedly use as a rallying cry in rebuilding the DCMS.

CONDITION

The Jihad barely touched the Galedon Regulars, if only considering conflict with the Word of Blake and its minions. Yet, since 3067, the Regulars have seen more than their share of Clan fighting, widespread plague, civil war, and deadly miscommunication. As a result, only three of the prestigious regiments in this brigade still survive, with a total strength barely exceeding two regiments of BattleMech forces.

The Fifth Galedon can be considered the most experienced of those that remain. Shifted to Bad News early in the Jihad to defend against potential Snow Raven aggression, this command suffered its only losses to predation by pirates based somewhere near Port Krin. The pirate bands were somewhat organized, indicating a possible alliance or worse, but there have been no further attacks since 3073. Since then, the Fifth has been requesting permission to test the defenses of Alliance border worlds.

The Twelfth and Twenty-first perished on Galedon. Little is really known about their last days on the planet. Many reports have both regiments working in concert to desperately maintain martial law, often with violence, as evacuees lifted. It is presumed both were destroyed in the Snow Raven "cleansing" of the system.

The Sixteenth and Nineteenth were relocated to the Tabayama Prefecture when Clan Snow Raven began its reprisal attacks. Neither saw action against the Ravens. The Sixteenth came under fire from Black Dragon forces on Senorbi in early 3068 and in late 3071 suffered extensive casualties from a coordinated terror attack by a disgruntled yakuza *oyabun*. The Nineteenth spent much of the Jihad showing the flag across the Tabayama Prefecture, calming a jittery populace.

The Thirty-second was based on Imbros III when it was assaulted by Mobile Fire in March 3069. Broken from constant suborbital attacks and artillery strikes, the bulk of the Thirty-second capitulated and spent much of the Jihad in "re-education camps" on Imbros III and Yorii. In January 3077, the survivors took advantage of the planet's weakened defenses when Clan Wolf attacked, seizing the nearby garrison. As the regiment readied itself to liberate the other camps, Clan Wolf forces strafed the garrison, then swept in and destroyed what appeared to be Protectorate forces mounting a counterattack. It was through the few survivors of the attack who managed to contact DCMS High Command that we were alerted to Khan Ward's unauthorized assault on Imbros III.

Few survivors remained from the Thirty-sixth, with only fifteen warriors found on Imbros III and sixty support personnel on Yorii.

The Forty-second Galedon were stranded on Kanowit in 3068 after their JumpShip assets fled the system in response to the regiment's siding with the Black Dragons. Kanowit remained under nominal Society control until 3074, when DEST teams assisted the loyal Combine citizens in overthrowing the rebels. The traitorous Forty-second was last seen lifting from Kanowit shortly afterward, during a brief visit by the renegade *Sabre Cat* and her small flotilla. The Coordinator has since struck the regiment's colors and declared its warriors *ronin*.

MORALE

Bent, but not broken, are the Galedon Regulars. Those who survive believe they are the chosen standard bearers of their rich heritage and will pass it on to those who fill the ranks in the years to come. The Regulars are practically worshiped in the Tabayama Prefecture from the Nineteenth's aggressive publicity tactics; recruitment is already at record levels from those worlds.

REGIMENTAL STATUS

Fifth Galedon Regulars

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

Sixteenth Galedon Regulars

Reinforced Regiment/Regular/Reliable
45% strength | 100% Upgraded
Current Base: Senorbi

Nineteenth Galedon Regulars

Regiment/Green/Reliable
85% strength | 100% Upgraded
Current Base: Kazanka/Tabayama

FIELD REPORT: DCMS



PESHT REGULARS

Once considered the easiest posting in the DCMS, the Pesht Regulars learned how hot the fires of war were with the coming of the Clans. Since the Clan invasion, the Regulars became fast experts in modern warfare but remained woefully underequipped. Scattered along the border with the Ghost Bears, the DCMS High Command could only reposition the Regulars in reaction to the Word of Blake's attacks. Because of the crimp on interstellar transport assets within the Combine, the Regulars were not instrumental in defending the Combine, with the exception of the Fourth. However, when we put the call out for Coalition forces, the DCMS quickly offered up these veterans of the Clan wars to invade the Protectorate.

CONDITION

Aside from the Fourth Pesht, the Regulars were incapable of handling threats from the Word of Blake but were in prime position to put down a rash of Black Dragon uprisings on the Periphery border worlds. The Pesht soldiers were systematic and enthusiastic, taking out their frustration on the enemies discovered within.

The Fourth Pesht held fast in the Word's first attack against their district capital in early 3069, forcing the attackers off-world within a month. However, with the Quartermaster Corps unraveling, supplies and rearmaments were slow in coming; the command had only replaced half of its losses when the Word's Forty-second Shadow Division and Twenty-ninth Division hit Pesht again in 3071. The Fourth Regulars sold themselves to the man, delaying the Word's advance long enough for many of the citizens of the capital to retreat into nearby mines, protecting them from the nuclear assault that flattened the city and the Regulars' few survivors.

The Sixth Pesht spent the first few years of the war stranded on Qandahar until transportation was freed up enough to move them to Kaznejoy, where they bolstered the border defenses against AFFS aggression. The regiment was originally tapped for Operation SCOUR, but was removed from the order of battle after an altercation with a Lyran unit on Lyons.

Inexperienced no more, the Seventh Pesht moved from SCOUR's reserve force and replaced the Sixth, fighting under Alys Marik's command. The Seventh made its presence known on Terra fighting alongside Devlin Stone on the North American continent, capturing the central gun command station at Devils Tower and suffering modest losses. The Seventh's warriors consider themselves the best of the Pesht units and their arrogance has begun to irritate their fellow Regulars.

The Tenth Pesht spent part of the Jihad stranded on Gravenhage and was the closest force available when the situation in the Qandahar Prefecture went beyond critical mass. Using every resource available, *Tai-sa* Jamie Richardson managed to scrape together enough transport to move his command quickly, saving untold thousands from execution at the hands of the Black Dragons. [NOTE: As per Precentor Martial Davion's request, I've put Lin in touch with Tai-sa Richardson. He would be a great asset in our future plans.]

MORALE

With most of the Pesht Regulars repositioned along the Periphery border worlds (those still considered trouble spots of Black Dragon activity) morale is borderline. High Command has tasked a rigorous training schedule to keep these forces focused, an endeavor meant to bolster the confidence of the fresh cadets now entering the rolls and to foster unit cohesion and camaraderie. Replacement material is trickling in but at a much slower rate than manpower.

Despite the Voice's media crackdown on the events that occurred in the Qandahar Prefecture, many of the Tenth's trideo footage and file reports have circulated within the Regulars. Despite their grumbling about their garrison postings, loyalty to the Combine and its citizens within the Pesht Regulars is at an all-time high.

REGIMENTAL STATUS

Sixth Pesht Regulars

Regiment/Regular/Fanatical
50% strength | 75% Upgraded
Current Base: Pesht

Seventh Pesht Regulars

Reinforced Regiment/Veteran/Fanatical
45% strength | 80% Upgraded
Current Base: Midway

Tenth Pesht Regulars

Reinforced Regiment/Regular/Reliable
75% strength | 85% Upgraded
Current Base: Schwartz/Bjarred/Tarnby

FIELD REPORT: DCMS



GENYOSHA/OTOMO/IZANAGI

The most symbolic forces of the Combine outside of the Swords of Light, the Genyosha, Otomo, and Izanagi Warriors can lay claim to being the most loyal. During the Jihad, these commands fought tooth and nail against the Combine's enemies, repeatedly proving their worth and loyalty to the office of the Coordinator. Because of their unquestioned devotion during the hard fighting, these forces are seeing much of their equipment and manpower being redirected to commands in need of rebuilding as the High Command hopes to spread their fanaticism and experience throughout the rebuilding DCMS.

CONDITION

Despite being shattered in several major conflicts, none of these loyal regiments actually broke in battle. Their exploits have become the stuff of legend among the Combine's underground press syndicates. While the High Command would never admit it, all four of these elite commands have been bumped up high in the DCMS' rebuilding efforts even as they redistribute their assets.

Reduced to less than half a battalion during the fighting on Luthien, the First Genyosha became the lightning rod of Combine resistance on the capital after the fall of the Otomo. During the occupation, the Genyosha folded in the remnants of the shattered Fourteenth Sun Zhang Cadre. The six remaining warriors of the Cadre elected to remain with the Genyosha after the fighting, developing a brutal training program for those replacements selected to rebuild the command and weeding out anyone with questionable loyalties, or less-than-veteran combat and leadership potential.

The Second Genyosha was settling in on Irurzun when the Black Dragons launched a coup in the system. A surprise strike by the corrupted Irurzun militia initially crippled the regiment. The world was briefly under Society control but ultimately failed after the Second led a successful six-month guerrilla campaign to topple the rebels. The regiment suffered a few AFFS-sponsored raids before their selection to join *Kanrei* Minamoto's SCOUR task force. Despite some friction with several Davion units, the Second performed admirably and was instrumental in maintaining the peace between Coalition forces and the citizens of occupied Tokyo on Terra. There have been rumors that several members of the regiment absconded with historical artifacts that belonged to the Kurita line during the nineteenth and twentieth centuries, but Marcel has still not been able to verify such an action.

Suffering a grievous blow to its honor in the initial coup on Luthien, the Otomo and the Izanagi Warriors lost seventy-five percent of their leadership within the first fifty-five hours of fighting. Regardless, the elite soldiers of the Coordinator's bodyguard units adjusted quickly to the situation, putting themselves under the command of *Tai-sa* Shih Chou and operating as a devastating raiding force. Both forces suffered horrific casualties, often due to their selfless actions on the battlefield protecting civilians.

Recently, the Coordinator repurposed the Izanagi Warriors, handpicking warriors for inclusion into the slowly rebuilding command. These warriors have shown dedication to the Combine in some manner, often through battlefield heroism, and are put through a rigorous physical testing and loyalty program sponsored by the O5P before being commissioned. It appears Hohiro is using the Izanagi Warriors as a living award, according the posting equal honor to being a Knight of New Samarkand.

MORALE

The attitude of these four commands can best be described as "vengeful righteousness". Despite having atoned for their apparent failure in protecting the seat of the Combine, all four regiments have proven repeatedly their dedication and loyalty to the Coordinator. Because this is already a natural assumption with these soldiers, their heroism and actions are downplayed by the High Command.

Nonetheless, every member of these units believes that he embodies the true warrior spirit of the Combine and will go to any length to prove it on the field of battle. Fortunately for our purposes, the extensive damage done to them forces the *Kanrei* to keep them close to the Combine capital.

REGIMENTAL STATUS

First Genyosha

Regiment/Elite/Fanatical
15% strength | 100% Upgraded
Current Base: Luthien

Second Genyosha

Regiment/Veteran/Fanatical
35% strength | 80% Upgraded
Current Base: Breed

Otomo

Regiment/Elite/Fanatical
30% strength | 100% Upgraded
Current Base: New Samarkand

Izanagi Warriors (The Dragon's Claws)

Regiment/Elite/Fanatical
30% strength | 100% Upgraded
Current Base: New Samarkand



SWORD OF LIGHT

For centuries, the Sword of Light regiments have been the pride of the Combine; they are the best-trained and best-equipped troops in the DCMS. Even with the failings of the Second Sword, one of the most storied units in the Sword Regiments, postings to these prestigious regiments is still considered an honor and a privilege rivaled only by invitation to join the Otomo or the Izanagi Warriors. The Jihad and Black Dragon uprising have only served to forge the Sword of Light into the most elite and fanatical troops in the entirety of the Draconis Combine.

CONDITION

The First Sword of Light petitioned hard to return to Luthien when word of the Black Dragon coup reached them. *Kanrei* Minamoto instead ordered them to hit and seize Xhosa VII in 3068 as part of a coordinated attack across the Federated Suns border. The Sworders held Xhosa VII until late 3074, repelling no less than five Davion counterattacks before finally withdrawing into the Combine. The First then joined the *Kanrei* in Operation SCOUR, ultimately ending up in the thick of the fighting on Cairo. They suffered significant damage holding the back door open for the shattered Kell Hounds to retreat but remained at the *Kanrei*'s side until Cairo fell in early 3079.

The Second Sword of Light, once the most premier Sword regiment on the DCMS rolls, is now considered a dark stain on the honor of all Sworders. Corrupted by the Black Dragons, they triggered the Combine's civil war on Luthien, sustaining a brutal three-way war across the capital world until late 3074. After their surrender, every active member of the regiment was immediately tried and executed, and the Second's colors were struck from the DCMS rolls in 3075. The Coordinator has decreed that at least two generations must pass before the Second can be reconsidered for reinstatement.

The Fifth Sword of Light spent much of the Jihad hopping from world to world in the Xinyang and Oshika Prefectures, hunting down the traitorous First Proserpina Hussars and various planetary militias that sided with the Black Dragons. In 3076, they received extensive OSP support and continued their sweeps of the inner Combine worlds, prosecuting the *Misogi* War and carrying out mass executions of the guilty.

The Seventh Sword found itself stranded on Idlewind at the beginning of the Jihad due to a Black Dragon terror attack that destroyed the system's new recharging station, taking the regiment's two JumpShips with it. The command eventually made its way to Albeiro, stabilizing the Prefecture capital, before being ordered to reclaim the Xinyang Prefecture from the occupying Fifteenth Dieron. They subsequently assisted the ISF/OSP Inquisitor squads in hunting down the Fifteenth's survivors before they were reassigned to watch over the Dominion border when Operation SCOUR got underway.

The Eighth Sword assisted the Seventh in pacifying Albeiro before being ordered to the Davion border, where they spent much of the last decade fooling Draconis March forces through any means necessary, including repainting their units with other DCMS markings. Because of their relative inactivity compared to their sister regiments, the Eighth has been repeatedly requesting permission to take advantage of the disarray of AFFS forces on the Draconis March border.

The Ninth Sword is new to the Sword of Light rolls, designated as the new Steel Dragon. Made with the core of the few Second Sword loyalists who refused to betray the Combine during the coup and escaped its demise—to the point of renouncing their unit colors and crests—the Ninth has served as the Coordinator's ready-force during his travels. The posting appears to be one of extreme honor, but it is more likely that these troops are under extreme ISF scrutiny. Members of the Ninth are under a constant state of house arrest when not on duty and are generally separated from the rest of the Coordinator's baggage train during his system tours.

MORALE

The news of the Second's traitorous actions was widely downplayed where possible, though it is mostly common knowledge among most of the Swords' troops. The result has been one of two extremes; most have used the dishonor to fuel their own wrath and redirect it against the enemies of the Combine, while some have instead chosen to find alternate means of atonement. While the *Kanrei* and the Coordinator have both issued statements to the regiments absolving them of any dishonor, many have still chosen to give their own life through *seppuku* in an attempt to redeem the prestige of the Sword of Light regiments.

As a result, there are many holes to fill even in the Sword regiments that did not see excessive fighting in the Jihad. These slots are slow to fill, as the DCMS continues to retain the high standards and restrictions of the Sword regiments. As such, many commanders are discouraged with the apparent weaknesses of their units, a flaw that may be worth exploiting, if necessary.

REGIMENTAL STATUS

First Sword of Light

Reinforced Regiment/Elite/Fanatical
40% strength | 80% Upgraded
Current Base: David

Seventh Sword of Light

Reinforced Regiment/Veteran/Reliable
40% strength | 85% Upgraded
Current Base: Najha

Ninth Sword of Light

Reinforced Regiment/Regular/Questionable
25% strength | 60% Upgraded
Current Base: New Samarkand

Fifth Sword of Light

Reinforced Regiment/Veteran/Fanatical
60% strength | 80% Upgraded
Current Base: Biham

Eighth Sword of Light

Reinforced Regiment/Veteran/Reliable
55% strength | 90% Upgraded
Current Base: Harrow's Sun



SUN ZHANG CADRE

The ultra-loyal Sun Zhang Military Academy Cadres brought their newly minted academy graduates straight into war. Deploying them sparingly, *Kanrei* Minamoto rotated the Cadre troops among themselves, keeping the front line forces fresh and filling in losses with those garrisoning the Dominion border. As such, the Cadre survivors managed to form a bond that crossed unit markings, forging nearly a decade's worth of graduates into a cohesive and connected band of soldiery that are now being used to fill vacant officer positions elsewhere in the DCMS.

CONDITION

The Fifth Sun Zhang Cadre saw the harshest fighting, holding Kessel against an initial Word of Blake attack in the spring of 3069. The Fifth suffered tremendous losses, along with much of the system's population, after the Blakists unloaded several tactical nuclear weapons on the major cities and then retreated under the cover of a massive neutron bomb detonation. The regiment spent the

next five years helping the citizenry rebuild from that attack, while fending off Blakist mercenary raids and rotating in fresh reinforcements from the Thirteenth and Sixteenth Cadres. In 3076, the Word struck Kessel again in a major coordinated raid, killing most of the Cadre's command staff and their main firebase with an orbital strike. Again, the Fifth—with assistance from elements of the Fortieth Dieron—managed to survive and throw off the Blakist attackers, but at the cost of operational functionality.

The Thirteenth and Sixteenth Cadres garrisoned the border along the Ghost Bear Dominion, managing to maintain defensive positions from Kiamba to Idlewind. Their orders were to watch for signs of Rasalhague expatriate aggression, as word of various rebel actions in the Dominion spread along the shared border. The two Cadres automatically received the newest recruits from the Academy for nearly a decade, constantly shuttling their more experienced warriors to reinforce the Fifth.

The Fourteenth Cadre suffered the greatest number of casualties early on Luthien from a sustained artillery attack and then an ambush by Black Dragon forces. With their experienced command staff wounded and/or killed, the Cadre's officers folded into the First Genyosha. The survivors elected to remain with the elite regiment, a decision honored by the *Kanrei* and Coordinator. Currently, the Fourteenth is not slated to be rebuilt until the Combine has boosted its troop levels in other areas.

MORALE

The tour of an academy graduate in a Cadre regiment averaged less than eighteen months over the last decade, with manpower constantly shuffled between the regiments and into postings with other DCMS line forces as needed. Though no true unit cohesion came about, a very strong bond between fellow Cadre veterans developed. Many of these graduates have adopted an air of fraternity between them, which has helped and hindered progress in other units. The High Command is aware of this growing "cult of brotherhood" and is taking steps to group more of them together, rather than dispersing them further within the Combine. This may result in several line commands having greater operational cohesion and tactical flexibility in the future.

Because of their status in defending Kessel and the heroism displayed on Luthien, the Sun Zhang Academy has seen a dramatic increase in applications, as many "wannabe samurai" wish to serve in what they see as the future of the DCMS.

REGIMENTAL STATUS

Fifth Sun Zhang Cadre

Regiment/Regular/Fanatical
45% strength | 70% Upgraded
Current Base: Kessel/Alrakis

Thirteenth Sun Zhang Cadre

Reinforced Regiment/Regular/Reliable
75% strength | 90% Upgraded
Current Base: Kiamba

Sixteenth Sun Zhang Cadre

Reinforced Regiment/Regular/Reliable
60% strength | 70% Upgraded
Current Base: Idlewind/Turtle Bay

FIELD REPORT: DCMS



GHOST REGIMENTS

Stationed along the Federated Suns border when everything disintegrated, the Ghost regiments remained true to their orders and stood fast against possible Davion aggression. Officially, *Kanrei* Minamoto ordered the Ghost regiments to ward against Society coups on other worlds. Unofficially, it's quite possible that Minamoto, who has some nebulous ties to the Society (still unconfirmed by our sources), forced the Ghosts to remain in place so rebellion could foment on other worlds. While we don't really know exactly *why* the *Kanrei* did what he did, it is interesting to note that none of the worlds the Ghosts were stationed on early in the Jihad fell into revolution.

CONDITION

Whatever the reason, the Ghost regiments remained largely unscathed early in the Jihad and civil war. Both the First and Fifth Ghost spent nearly three years garrisoning Fellanin II and Shirotori, respectively. In 3070, the First was ordered to put down a Black Dragon rebellion on Kuzuu, which it did after nearly three years of sporadic fighting due to the difficult terrain of the planet. The Fifth was shuffled to Gram on the Protectorate border and suffered three separate raids by the Word of Blake; the last raid was a pure orbital assault that destroyed Gram's main spaceport and primary DropShip facilities. The Fifth lost over half a battalion from the swarms of Pocket WarShips that raked the planet.

The Sixth Ghost found itself repelling a surprise raid by Draconis March forces and faced with overwhelming odds, the regiment ceased to exist in any capacity by the end of 3068. There has been no indication from the High Command on rebuilding the regiment. Rumors on Benjamin insist that those few survivors of the Sixth paid for their failure to protect ISF Director Kerai during the attack; it's possible some managed to rejoin the yakuza after Federated Suns forces departed, but only after paying the proper blood offering.

The Seventh Ghost spent two uneventful years on Harrow's Sun before being ordered to Marduk, where it encountered repeated raids by Draconis March forces. The Seventh requested permission several times to repay the Davions in kind, but no response ever came from High Command. (It was discovered later a sympathetic Society member kept redirecting the Seventh's requests and status reports, in order to keep the regiment pinned in place.) The misdirection allowed the rebel group to operate somewhat freely in the Iurzun Prefecture. That ended in 3075, when the Seventh was ordered by *Tai-shu* Isoroku Kurita, passing through in pursuit of the rogue *Sabre Cat*, to put down the overt rebellion that erupted on Fellanin II following the First's departure there. Despite suffering heavy casualties when two of the regiment's DropShips were destroyed by the *Cat*, the Seventh managed to end the Black Dragon's rule just before the arrival of the ISF/O5P Inquisitor teams in mid-3076.

The Tenth faced the worst of the Blakist attacks, suffering a large number of casualties on Dieron within their first month on the ground. Withdrawing to Quentin, chronic shortages in war material—possibly a subtle admonishment for their catastrophic failure—meant the regiment did not see enough resupply and rearmament before they were ordered into battle again. Instead, the Tenth went rogue and has spent the last several years attempting to live the life of a mercenary command under the name of The Ronin, knowing that a return to the Combine is death.

Losing face and honor when bested by Clan Snow Raven forces on Valentina, the Eleventh Ghost spent much of the decade garrisoning Delacruz against further Raven/Outworlds expansionism. As SCOUR got underway, they were redeployed on the Ghost Bear border, nominally assigned as a reserve force for *Kanrei* Minamoto's task force but still too damaged to do more than guard against Clan aggression.

The Twelfth Ghost was still garrisoning An Ting when the first of the Galedon refugees arrived. The regiment assisted local forces in containing the plague-ridden arrivals, even opening fire on some in one tragic encounter. As far as can be determined, the Twelfth are still stranded on the planet, having given their DropShips to aid in the "clean" evacuation effort. With the system under indefinite quarantine, the Twelfth can no longer be considered an active force for the Combine.

MORALE

Demoralized to some extent from their failures to contain and destroy the Black Dragon threat to the throne before it began, as well as for the dishonorable actions of the Tenth Ghost, the Ghost regiments have been redeployed along the Protectorate and Dominion borders. Originally believed to be the first troops given to us by the Combine for SCOUR and beyond, apparently the High Command has little faith in the honor of these yakuza soldiers and are content to let them remain as garrison forces for the time being.

This attitude is prevalent not only in the upper echelons of command, but also among the people. Attitudes about the Ghosts have shifted among the populace, who see them more as undesirables and cast-offs, compared to the heroic actions by regular DCMS line units. No doubt much of it comes from Voice propaganda and the fact that the *Kanrei's* office has held a not-so-subtle grudge against Theodore's original brainchild of the thirties.

REGIMENTAL STATUS

First Ghost

Regiment/Regular/Reliable
60% strength | 85% Upgraded
Current Base: Kuzuu

Seventh Ghost

Regiment/Veteran/Reliable
33% strength | 60% Upgraded
Current Base: Fellanin II

Twelfth Ghost (As of 3070)

Regiment/Veteran/Questionable
65% strength | 85% Upgraded
Current Base: An Ting (Under Quarantine)

Fifth Ghost

Reinforced Regiment/Regular/Reliable
55% strength | 65% Upgraded
Current Base: Gram

Eleventh Ghost

Regiment/Veteran/Questionable
40% strength | 75% Upgraded
Current Base: Camlann



LEGION OF VEGA/RYUKEN

Considered the bottom of the DCMS' military barrel, the Legions of Vega suffered near-catastrophic losses early in the Jihad. The honor-stained Ryuken—still looked upon with disgust nearly fifty years after their altercations with the Dragoons—did much to erase their dark beginnings, but at heavy cost. Whether the DCMS decides to reinvest in rebuilding either force remains to be seen; with so much damage done to the general line regiments, it may be a long while before the Legions and the Ryuken see the front lines again.

CONDITION

The Second Legion of Vega is the sole surviving Vega regiment from the last decade. Moved to Kimball III in early 3076, the Second was hammered by a Blakist counterattack from several Shadow Divisions. The Second's warriors sold themselves dearly, keeping the Blakists from capturing several new *Overlord* and *Achilles* assault DropShips from the new planetary yards. The Blakists inflicted heavy losses before withdrawing, looting a previously unknown SLDF warehouse in the Desert of Sanctification.

The Eleventh Legion was shattered on Vega when the Blakists captured the world in May 3069. The Legion fought hard but was overwhelmed quickly by a combination of a lightning ground assault and heavy orbital fire from several Pocket WarShips. Only two women survived the occupation, found in one of the only two camps left on Vega after the system's liberation by Clan Ghost Bear.

The Sixteenth Legion arrived on Benjamin in early 3069 to push occupying AFFS forces off and were caught in a major crossfire after the Word invaded the world shortly after, but managed to survive and withdraw. The Sixteenth returned again in the spring of 3072, tangling with the Forty-fifth Shadow Division before managing to disappear into the wilds. Operating in small groups, the Sixteenth kept tabs on the occupying forces, feeding critical intel to ISF spies and ultimately to High Command. The intel, though handy, was not enough to save another Combine task force later that year, when heavy naval assets hidden in the system shattered the relief force, resulting in the destruction of the *Swiping Claw*, *Night of Agony*, and the *Luthien*, not to mention most of the Fifteenth Benjamin. The Sixteenth threw themselves at the Blakists to little avail; roughly a company remained when Clan Nova Cat arrived a month later. These survivors died to a man when the Word dropped two tactical nuclear warheads on their position as they attempted to link up with the arriving Clan forces.

The Ryuken-ni was ordered to remain in place on Caripare to dissuade Clan Nova Cat from abandoning their post and to keep tabs on the Clan in general. The regiment was the first offered by the DCMS to the Coalition, participating in the liberation of Algol and then nearly wiping out the Com Guard's Second Army after a friendly-fire incident killed *Tai-sa* Masayoshi Kitakyusho on Hamal. Though they were present in the Terran assault, the unit suffered grievous orbital fire and the survivors were relegated to the reserves in the North American assaults.

Hit in a surprise attack in the first week of 3068, the Ryuken-san fought against a determined Black Dragon coup for nearly two years. After putting down the rebellion, the regiment was ordered to Proserpina. The Ryuken-san finally arrived nearly three years later after a series of jump mishaps (and possible acts of sabotage) that claimed nearly a third of their force in transit. The DCMS had the command listed as deserters until the subsequent investigation bore out their story.



FIELD REPORT: DCMS



Relocated to Ko as the Jihad unfolded, the Ryuken-yon was assembled as part of a relief force to retake Imbros III. The small fleet was ambushed by Word of Blake forces, who managed to destroy ten of the flotilla's JumpShips and capture three others at Ko's nadir point. There were few survivors. Many of the personnel captured by the Word have since turned up in various prison camps, mostly on Dieron. These surviving Ryuken petitioned the High Command to reconstitute the Ryuken-yon, but to no avail. They have since been reassigned to other regiments.

The Ryuken-go defended Matsuida from a heavy Davion assault in early 3068. While holding out against nearly two-to-one odds, lack of reinforcement for over a month kept the regiment from gaining any advantage and the command was destroyed by the end of the year.

The Ryuken-roku garrisoned Ningxia for two years before the Black Dragons made their move on the Prefecture capital. There, the survivors of the mauled Second Night Stalkers were recruited by the Society and turned loose, but they lasted less than three months against the Ryuken. Shortly after their victory, the Ryuken-roku was reassigned to New Samarkand to guard against further duplicity after the Coordinator returned to the Combine's new capital. They were assigned to General Lee's task force for SCOUR, assisting in the brutal liberation of Genoa, and discovered the Word of Blake's "fake-out" at Northwind. The regiment was instrumental in turning the tide on New Home, but the command suffered tremendous damage in the "Week of Death" as they wiped out the Forty-seventh Shadow Division. As a result, the unit was listed as combat destroyed, with survivors and equipment already transferred to the other Ryuken. New recruits and equipment are slated to fill their depleted numbers in the coming year.

MORALE

The ISF has listed most of the surviving members of the Legion of Vega and the Ryuken as questionable, no doubt because of the severe combat damage done to all of their regiments. Despite their losses, these units remain in high spirits despite the low return of supplies and other support. It will be some time before they receive adequate resupply due to the Quartermaster's strict rationing of new war materiel; whether the luster of success remains with these men and women remains to be seen.

REGIMENTAL STATUS

Second Legion of Vega

Regiment/Veteran/Reliable
60% strength | 75% Upgraded
Current Base: Kimball III

Ryuken-ni

Regiment/Veteran/Questionable
15% strength | 60% Upgraded
Current Base: Matsuida

Ryuken-roku

Regiment/Veteran/Questionable
20% strength | 60% Upgraded
Current Base: Benjamin

Ryuken-san

Reinforced Regiment/Regular/Questionable
30% strength | 60% Upgraded
Current Base: Proserpina



ALTERNATE PATHS

Considered secondary line units when compared to the rest of the DCMS, the hodge-podge of regiments that fill in the military cracks of the Combine are no less experienced than their front line companions. Unfortunately, several of these commands turned out to be of questionable value to the safety of the DCMS, as they ended up serving Society purposes or failed to stop the Word of Blake's onslaught.

CONDITION

The First Amphigean Light Assault Group was relocated to the Protectorate border from Capra and held the line against several Word of Blake raids on Atria. The command was then rotated to Dromini VI after one brutal assault in 3073, only to be caught in another raid less than a month after arrival. The First hit back hard, flanking the assaulting Protectorate troops and destroying half of the Word's DropShips with accurate artillery fire. The First remained active in both systems, receiving a large portion of infantry and aerospace reinforcement just before SCOUR launched.

The Seventh Amphigean suffered an internal civil war as nearly half the regiment sided with the Black Dragons on Buckminster. The battle to resolve their loyalties became moot in October 3069 when the Word of Blake bombarded the planet from orbit, and followed up with a pinpoint ground assault that shattered both halves of the divided Seventh.

The Second Night Stalkers sat out a Black Dragon coup on Cebalrai, claiming they did not receive orders to the contrary and that they were there to "protect against outside aggression". They did find themselves doing just that when the Word assaulted the planet in 3069, and less than a quarter of the regiment survived to withdraw. The survivors—all Black Dragon supporters—made their way Ningxia, where they found their death at the hands of the Ryuken-roku.

The Third Night Stalkers were overwhelmed on Yoriii and Lyons early in the Jihad; few of the regiment's warriors survived the long incarceration in Blakist re-education camps that followed.

The First Proserpina Hussars immediately declared their support for the Black Dragons, seizing Xinyang and connecting with the Fifteenth Dieron to overthrow several loyal governments for Society sympathizers in the Prefecture. The regiment was shattered on Baruun Urt by elements of the Fifth Sword of Light in the mid-70s.

The Third Proserpina Hussars bolstered the defense of Kiamba until it became apparent the Dominion had no interest in jumping the border. The regiment was then shifted deeper into the Combine to Niles, to protect the valuable DropShip yards in the system and on the ground and possibly serve as a reaction force. As a result, the Third has seen very little combat—a true rarity over the last decade—and is now clamoring for reassignment.

The An Ting Legions fared little better than the regular line forces. Early in the Jihad, a Blakist naval force pounded Skondia with chemical and nuclear weapons, killing nearly a quarter of the system's population, including the Sixth An Ting, and destroying the entire newly-built LAW/Skondia OmniMech factory. The Second An Ting found itself putting out Society fires on Virentofta, McAlister, and Bangor before garrisoning Bjarred. In early 3078, they were ordered to reinforce the Tenth Pesht in quelling the violent Society actions on Korramabad, arriving just ahead of the First Arkabs. Disgusted with what they found, the Second put themselves under the command of the First Arkab when that group assaulted Slaithwaite, gutting the Society's main leadership in the Prefecture and avenging the deaths of over four million Azami.

MORALE

With several commands shattered and destroyed, and with the Combine stretched thin in major military resources, there is little indication the DCMS will be reactivating any of these destroyed regiments. The First Proserpina Hussars were stricken from the DCMS roles in late 3077 for their actions in the Xinyang Prefecture. That action has further fueled the Third's desire to redeem Proserpinan honor by entering the fight; however, such insistence has thrown up several cautionary flags with the ISF, which is covertly investigating the regiment's loyalties.

REGIMENTAL STATUS

First Amphigean Light Assault Group

Regiment/Veteran/Reliable
60% strength | 85% Upgraded
Current Base: Dromini VII/Atria

Third Proserpina Hussars

Reinforced Regiment/Regular/Reliable
90% strength | 100% Upgraded
Current Base: Niles

Second An Ting Legion

Regiment/Veteran/Fanatical
70% strength | 90% Upgraded
Current Base: Gravenhage/Hartshill/
Korramabad



IRREGULAR FORCES

STATE OF NON-STATE FORCES

Ever since Takashi Kurita's infamous "Death to Mercenaries" edict in the earlier half of this century, the mercenary trade within the Combine has been a very difficult one. With Theodore's ascendance to the throne in the 3050s, the DCMS began to augment its defenses using top-rated mercenary commands such as the Northwind Highlanders and the Wolf's Dragoons. When these commands enacted "legal breach" clauses and left their postings, however, the DCMS High Command saw this as justification of Takashi's original edicts. To them—and to many of the Combine's citizenry—the failure of the vaunted Dragoons to prevent widespread devastation on Buckminster, combined with the abandonment of border worlds by the Highlanders and the duplicity of Sathen's Snipers on Luthien, all proved that no one cared about the Combine, except the Combine.

That attitude, ironically, surfaced again on the breakaway worlds of the Azami. With the perception that the DCMS, and by extension, the Coordinator, did not particularly care about the welfare of the Azami on worlds afflicted by natural disaster and Word of Blake aggression, the Azami did what came naturally: they became independent. While nominally still part of the Kuritan realm, the Azami have made it clear in their dealings with the Coordinator and the *Kanrei* that they couldn't care less if the Dragon fell apart around them.

Actions taken by the Coordinator and High Command have begun to heal that widening rift, especially with the recent resolution of the situation in Qandahar Prefecture. There is a history of bigotry and prejudice on both sides that will take a long time to overcome, however, and until then the forces of the Azami cannot be counted by the DCMS as a reliable defense.

ARKAB LEGIONS

The mishandling of Algedi by the Combine broke wide open an underlying current of mistrust and prejudice between the two distinctive cultures, a situation very similar to the Rasalhague situation nearly fifty years ago. While the fissure has certainly been exploited by both Word of Blake and Black Dragon agendas, the Coordinator has taken steps to come to a peaceful détente with the Azami. Now that the threat of the Protectorate and Blakist forces has been mostly neutralized and the Society is slipping back underground, the Dragon will need to address the situation in order to regain the full use of the Arkab Legions.

The Legions, when compared to the rest of the DCMS, have gotten off lightly. The Second was the hardest hit during the Algedi crisis, with over a battalion of BattleMech forces lost to Combine tactical nuclear strikes. The First Arkab, created by the Caliph to build on the fervor struck by Algedi, did suffer some casualties on Slaithwaite. The unit's decorum and respect with regards to the Tenth Pesht and Second An Ting have nevertheless given hope to the Imperial Throne that reconciliation is a possibility, if not an immediate one.

Until such a time comes to pass, however, the Arkab Legions will remain in the Azami cluster of worlds around Algedi. The DCMS has halted all shipments of reinforcements to other Arkab commands at this time, so the only source of material and men for the Legions now comes from its small protectorate of worlds. As such, it will be slow going for the Legions to recover their pre-Jihad strength, unless a new accord can be struck between the Caliph and the Coordinator.

Unlike the DCMS rosters, the Azami force listings below indicate the total combined-arms strength of each Arkab Legion command. In practice, only one third of each Legion force is actually comprised of 'Mech forces, with the rest filled mainly by conventional and infantry assets.

FRACTURED, BROKEN... BUT NOT CRUSHED

The Black Dragons are still a viable threat to the Combine's internal stability, but much less so than in decades past. Much of the secret society's momentum was expended during the last decade of war, despite the swift actions of *Kanrei* Minamoto to nullify its effects beyond individual systems.

The Society's actions varied from world to world. Nearly all of the Prefecture and District capitals experienced some form of armed coup, with Luthien being simply the most notable and most violent. New Samarkand, conversely, saw only a violent labor strike that ended two days after it started. (The strike was put down by overeager academy students who used the situation as a "live fire" exercise.)

Because many of the HPG compounds went "selectively dark" at various times, communication across the realm has been disrupted. While many of the more important functions such as finance, military communications, and select bureaucratic functions remained on task, the relative slowdown in communication guaranteed that the Society could not maintain any sort of coordination between its higher level leadership except through face-to-face or same-world meetings.

While the actions of a few of the DCMS line regiments underscored how widespread the Society's reach was, in the larger view it affected relatively little of the DCMS' chain of command. (It is arguable that the Admiralty suffered the greatest percentage of fracture, with four WarShip groups "going rogue" at one point.) Society actions relied mainly on the subversion of the Combine's standard ground militias—usually infantry with vehicle forces, with rare BattleMech support—and the use of small-time mercenary commands outside of MRBC oversight. In many cases along the Protectorate border, Society members set aside their ideological differences to repel the Blakist threat, though the more hardcore extremists simply added more targets to their list. In fact, several actually executed their own atrocities and attempted to blame the Word of Blake, such as the catastrophic use of nuclear and other WMDs on Luthien, Xinyang, and Philadelphia.

CONTINUED ON P. 6

FIELD REPORT: DCMS



The *Misogi* War that resulted from the capture of key Society leaders has born much bloody fruit. Not one world within the Combine will go untouched by the blades of the Inquisitors' katanas by the time it is over. Yet inevitably, many of the Society's members will escape; the simple vastness of the Combine's empire guarantees it. Is it possible those survivors of this internal war will surface again with weapons and material to support the Combine against an external threat? An interesting question to ask with no ready answer; even with concrete proof of what war materiel may have disappeared, it is impossible to know how much connection these survivors may even have, much less where they may be. An organized presence is most likely impossible, but we cannot rule out the ideological power a group such as this may wield against an outside force that might prove contrary to its extreme ideals. That power may be the intangible edge that imbues the necessary strength to a battered nation.

—Introductory synopsis to “BDS: Study in Fractured Causes” by Lin Murikami, prepared for David Lear; 28 March 3079

MERCENARIES

The abandonment of key worlds by the Northwind Highlanders followed by similar actions of the Wolf's Dragoons (compounded by the latter's failure to defend Buckminster) has only reinforced to many within the DCMS High Command that mercenaries are simply a disloyal and unreliable force in even the best of times. Nevertheless, the reality remains that the DCMS needs the services of some mercenary forces to supplement key defenses and strategic targets, such as the *Yamato*, her sister ship the *Ryū*, and the large network of JumpShip yards at Dover. The Combine has returned to its policy of not actively recruiting mercenaries and thoroughly vetting those that are selected to serve the Dragon.

The *Kouki no Otakebi* is a relatively new mercenary command formed from the scant survivors of several destroyed DCMS units, including the Sixteenth Legion of Vega, the Third Dieron, and the Ryuken-go. Because the unit's members are all strictly former DCMS, the Combine has tacitly approved their use by Luthien Armor Works to garrison the company's new construction sites and facilities along the volatile Outworlds border. (The same, ironically, cannot be said of the Ronin, who remain wanted fugitives.)

Specialized aerospace commands seem to be in demand by Combine corporate interests as well, since there are no spare squadrons or wings to protect the rapid growth of various DropShip and JumpShip yards and repair facilities. Units such as McFadden's Sky Riders and Summer's Storm have been locked down to long-term contracts through corporate interests, though there are clauses in place to slip the mercenaries under DCMS command, should the need arise.

While the Combine's inherent distrust of using secondary forces may seem a weakness on a strictly strategic level, it is wise for us to remember that lack of force quantity does not necessarily indicate a lack of *quality*. The DCMS appears to be weak in areas, but to discount the increased fanaticism and fervor of the troops at its disposal would be a mistake. Nothing is more dangerous than a cornered animal; the Dragon certainly qualifies here.

IRREGULAR FORCE STATUS

First Arkab Legion

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

Second Arkab Legion

3 Mixed Regiments/Veteran/Questionable
55% strength | 40% Upgraded
Current Base: Algedi

Fourth Arkab Legion

3 Mixed Regiments/Veteran/Questionable
80% strength | 50% Upgraded
Current Base: Rukbat/Shitara

Sixth Arkab Legion

3 Mixed Regiments/Veteran/Questionable
75% strength | 50% Upgraded
Current Base: Dabih/Albalii

Crater Cobras

2 Regiments/Regular/Questionable
45% strength | 70% Upgraded
Current Base: Alnasi

Kouki no Otakebi

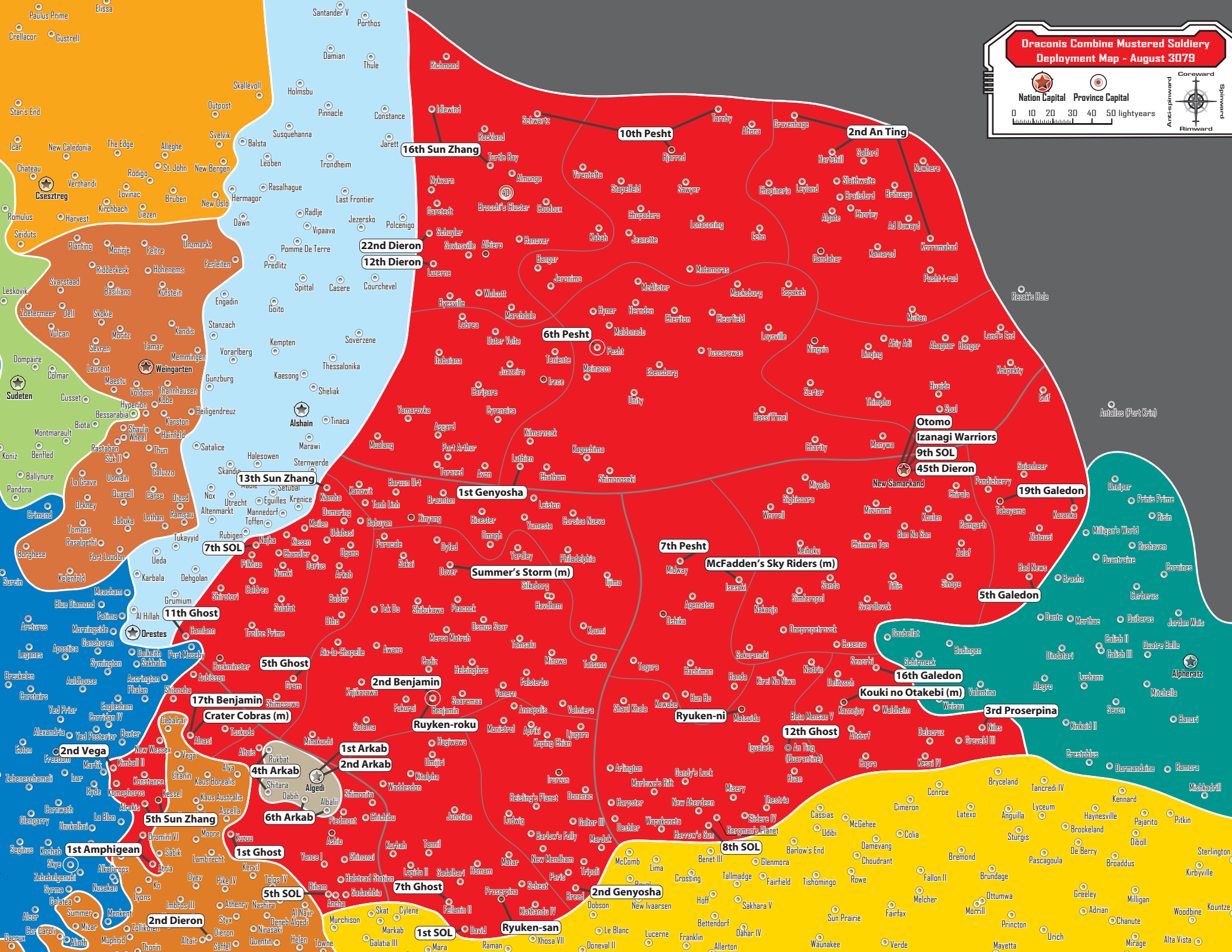
Battalion/Veteran/Questionable
90% strength | 80% Upgraded
Current Base: Kaznejoy

McFadden's Sky Riders

2 Wings/Elite/Questionable
60% strength | 80% Upgraded
Current Base: Isesaki

Summer's Storm

2 Wings/Veteran/Questionable
105% strength | 100% Upgraded
Current Base: Dover



BATTLETECH


FIELD REPORT:

F.W.L.M.

Eyes only

CONFIDENTIAL

MARIK



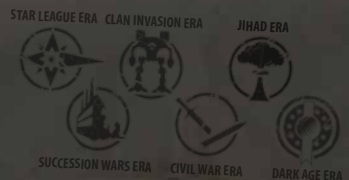
FIELD REPORT: F.W.L.M.

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: FWLM describes the state of the Free Worlds League in the wake of the events described in *Jihad Hot Spots: Terra*, including the overall military and logistical condition of one of the Great Houses who stood against the Word of Blake menace. Subverted by the Word of Blake, and torn asunder in the fires of madness and betrayal, the League stands divided, and the armies of the once-great House of Marik now teeter on the brink of dissolution at the threshold of a new era ...



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FIELD REPORT: FWLM



TO: Devlin Stone
FROM: David Lear
Date: 3 September 3079

The attached data has been compiled mostly from documents turned over to us from Alys Marik's affiliated allied commands or transmissions turned over from Lyran Alliance contacts stationed on the Free Worlds border. I caution, however, that the situation within the Free Worlds League is very fluid, so by the time you receive this document, much of it may very well have already changed and become outdated.

Due to the uniquely chaotic nature of House Marik over the past decade and a half, this region may prove our greatest challenge and opportunity. While many may not accept it as such, the League is in the midst of its most severe fracturing in history, and may not recover

from it if a strong and trusted leader does not emerge from the fires of discontent. This will force us to utilize more overall resources to contact and negotiate favorable terms with multiple micro-states instead of a single, unified government body. On the flip side, we can hope to sway many groups that would have otherwise wanted to assist us but would have been prevented from doing so by their local lieges.

The heavy presence of Blakist influence since ComStar's Schism is another double-edge sword. Many systems were decidedly pro-Word of Blake for quite some time, and will remain distrustful towards those they see as their allies' conquerors. But the horrors of the Jihad and some of the more extreme actions of the Word's forces throughout the war will—and have—left many worlds within and bordering the former Protectorate more inclined to accept the more peaceful and stable existence we can offer.

HOW TO USE THIS BOOK

Field Report: FWLM is a *BattleTech* supplement designed to provide players with information about the state of the Free Worlds League Military (FWLM) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *League Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the FWLM's current condition and perceived objectives, while *Goals of the State* presents the political and suspected military benchmarks the various factions the League are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of Academies and Command Centers throughout the League, while *Infrastructural Integrity* will present an overview of the state of FWLM 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 principalities of the Free Worlds League Military, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers the few prominent state-employed mercenaries and other irregular forces of the Free Worlds League.

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Special Thanks: To Herb for giving me the most overlooked faction in the Sphere, and to Øystein and the MUL Team for trying to give me as much background information as possible, allowing me to get this done as accurately and quickly as possible.

Developer's Note: For more information about the Free Worlds League Military, or the state of warfare before and during the Jihad, see *Field Manual: Free Worlds League*, *Field Manual: Updates*, *Jihad: Terra*, or *Technical Readout: 3085*.

FIELD REPORT: FWLM



MARIK



LEAGUE OVERVIEW

The Free Worlds League has experienced its most dramatic changes in the past thirty years, rising from a bloody civil war to become a unified economic superpower, only to come full circle into the chaos of internal divisions. In fact, with just about every major political bloc vying for power and no single unifying Parliament in session, the League could well be beyond saving.

STRATEGIC UPDATE

It was easy to look at the Free Worlds League early on during the Jihad and figure that it was a pawn of the Word of Blake. Shortly after the Attack on Tharkad and New Avalon, Blakist operatives—using League WarShips and colors—jumped the Lyran border to raid Skye, igniting a major conflict and tying up Lyran forces in a move that prevented any early recapture of their nation's capital.

It was not until Captain-General Thomas “Marik” (now known as Thomas Halas) recalled his loyal forces from the border, and the subsequent Blakist gassing of Atreus in 3068, that it became clear just how deeply opposition to the Word of Blake truly ran. Yet even with the revelation of the Captain-General as an impostor, massive desertions by FWLM troops, and an overt coup d'état by Paul Marik (the brother of the real Thomas Marik), one could only truly place the start of the dissolution of the Free Worlds League in 3070. That was the year when Alys Rousset-Marik initiated her own armed rebellion against the Blakist-backed factions of the League.

With the federal leadership in disarray, the major principalities began taking matters into their own hands. While the Marik Commonwealth threw its tacit support behind the word of Blake, other factions—such as the Tamarind District and the Duchy of Oriente—joined the fledgling resistance, though circumstances and weakened infrastructure hampered both. For Tamarind, it was the assassination of its charismatic leader, Jeremy Brett. For Oriente, it was the Commonwealth's years-long detention of the false Thomas Marik's wife on Atreus. Meanwhile, Kirc Cameron-Jones' Principality of Regulus took a more opportunistic and aggressive stance, establishing itself as a threat to all sides, while the Duchy of Andurien assumed a more defensive form of the same attitude and drew inward. Unable to coordinate effectively, the various sub-states failed to eject the Word's influence until our Coalition had already begun to show results.

Even then the League front was hampered by constant setbacks. Alys Rousset-Marik lacked the strategic experience to lead an effective campaign, and the now-independent Tamarind District withdrew from the alliance to protect its own borders against an opportunistic Buena Archonette.

Fortunately for us, most of the nearest League principalities have been sympathetic and cooperative to our cause since the fall of Blakist Terra, and few of the others possess the resources to fight. There should be little or no worry of major combat between our forces and those of the fragmented FWLM, except possibly for the region around the militarily vital Stewart system. We should be especially wary of instability due to Capellan proximity and infighting, however. It is also not known if this will affect our current negotiations with Duchess Alys regarding the nearby systems, but with the overall League in such a flux, our efforts in this area will likely experience little resistance.

GOALS OF THE STATE(S)

With the League fragmenting into so many different power blocs, the “goals of the state” vary on a regional basis. Some—such as the Duchy of Oriente and the Marik Commonwealth—seek a rebuilding of the Free Worlds League, while others (such as Regulus) seek to wrest power away from the historic Marik dynasty. Still others—such as

FROM FATHER TO SON

Titus,

We have not often seen eye to eye on many things. I was hurt and betrayed when you and Michelle forced me from the throne of our people. While you looked to strengthen Regulus from within her borders, I looked outward, watching our enemies multiply. This disagreement between us did not help, but what is done is done.

I read the reports about Michelle and my grandchild. More importantly, I saw the *pictures*. I may not have liked her, nor approved of your relationship with her, but what *they* did was beyond barbaric. Know that I share your rage and your sorrow at this horrific loss, and I know also the resolve you will find through the pain of this betrayal as I did not so long ago. This is not a human enemy you can reason with, my son. Surely, by now, you know that to be true.

And so I give you all that I can. Tiger Hill is now yours, along with all the personnel more loyal to me and to the cause of Regular vengeance. I gave each of my people there personal instructions to support you as they had supported me. I had nothing left to give you except what you are getting now: my life. I chose my poison very carefully to look like a Robe job, and with them after us, it will be easy to lay the blame for my “murder” at their doorstep. I'll be out of your hair forever with this last olive branch.

So I ask you for just this one thing. Use my death to galvanize our people. Rally them to put forth every effort to reclaim what was is rightfully ours. Reclaim our lands, reclaim our strength—but, most importantly, reclaim our *pride*. Our people have not stood proud for so long. They carry the burden of our misfortunes like an albatross around their neck, and I hope you can take that burden off them in a way I could not.

You are my son, and I love you as such. Because you are my son, I know you will do me proud.

Your father, to the end,
—Kirc Cameron-Jones

—*Alleged Copy of a suicide note from Kirc Cameron-Jones to Prince Titus Cameron-Jones, 3077*

FIELD REPORT: FWLM



the Tamarind-Abbey region—have virtually abandoned that dream, and now seek only to preserve their newly independent borders.

First and foremost of concern is the Marik Commonwealth. As the largest and most influential of all the principalities, the Commonwealth was initially an ally of the Word of Blake, and has only recently severed ties with their biggest sponsor and ejected the Blakist garrisons from their systems. With the stigma of this collaboration hanging heavy over her realm, Captain-General Corrine Marik is currently struggling to win as many allies as possible in an effort to stave off possible incursions into Commonwealth space. Unfortunately this turnaround has not extended to us, as her effort to reclaim control has included worlds within the former Protectorate, where our own efforts are presently focused.

Another worry is the Regulans. Though it has been obvious since the 3050s that they were staunchly anti-Blakist, when League authority cracked, Prince Kirc Cameron-Jones moved to pull his Regular Hussars off their federal-assigned garrisons to solidify his Principality's border. Eventually, the Regulans began attempting to wrestle the title of Captain-General from the Mariks (both real and fake) while raiding and even occupying adjacent systems. This aggression has not ended with Prince Kirc's death, either. Titus, once seen as more pragmatic and diplomatic than his father, has all but destroyed that image with the scouring of Gibson and his relentless pursuit of the real Thomas Marik and the other Blakist forces fleeing League space. A changed man since the murder of his wife and newborn at the hands of a Manei Domini agent, Titus has unleashed his wrath not only against the Word, but also against former allies in the Marik Commonwealth and Duchy of Oriente.

Farther away is the Tamarind District, which was tied up on the Lyran front since the start of the Jihad. Fighting against Steiner forces gave the Brett-Mariks an experienced cadre of troops, but their gains against Bolan and Skye were lost when many of the FWLM regiments on the border were recalled by their respective principalities. Since then, the District's military operations have become more defensive, to stave off attacks by both the Word of Blake and the Buena Archonette. This ultimately forced the Tamarind District to pull out of the Coalition, when Photon Brett-Marik recalled his troops to prepare for an anticipated Lyran attack during our final push to Terra. Though understandable given the situation and Photon's lack of resources, the pullout nonetheless soured relations between Alys and her cousin. Therese Brett-Marik has attempted to smooth things over, but unless we can promise greater assistance in return, it is unlikely the District will assist our ambitions any further.

The Duchy of Oriente was on track to becoming one of our strongest supporters within League space, which seemed a natural

progression, given their previous co-operation with the Tamarind District and Alys Rousset-Marik's resistance. Unfortunately, Duke Christopher Halas' health has degraded severely in the past month, and though he is still nominally in charge, his daughter Jessica and son-in-law Thomas now handle much of the realm's day-to-day operations. These efforts have turned inward of late, focusing increasingly on defense against the combined threat of Regular and Capellan adventurism. As a result, Orient's support of our efforts has dissipated greatly.

Wary of joining the losing side, the Duchy of Andurien refused to align itself with the Regulans, Commonwealth and Blakists, or the Duchy of Oriente. Still, they used of the confusion of widespread war and misinformation to their advantage, initially launching military forays to probe the Capellan Confederation's borders in what seemed to be preparation for a new invasion. This would be cut short, however, by the unexpected visit by Naomi Centrella-Liao, who made it clear in that while Canopus and Andurien remained on good terms, the Duchy no longer had the protective blanket of the rest of the Free Worlds League should the Confederation decide to punish them for their incursions. The result was a signed non-aggression pact between the three powers. Ironically, much as we are hoping that rimward factions will keep the Confederation distracted from our endeavors, the Duchy of Andurien is likely hoping that our reclamation of the Protectorate will turn Capellan attention away from their own activities.

Much like the Federated Suns' Filtvelt Coalition, the Rim Commonality's declaration of independence was born out of frustration with the federal government's apparent neglect of fringe world affairs. With various pirate bands and the Blake-controlled Circinus Federation on the Commonality's doorstep, the withdrawal of the Second Regular Hussars without replacements became the proverbial straw that broke the camel's back. Using an old court case as a precedent, this group of backwater systems all but officially seceded from the League, and now exists as a independent entity for all intents and purposes.

Finally, even after taking into account all the major principalities, there are numerous systems and minor provinces not affiliated with any of the major power blocs. These minor independents may yet play a critical role in the League's future. By siding or brokering deals with the principalities on their borders, they can sway the balance of power between the major players. If enough of these worlds and minor powers unite, they could even create whole new states—further complicating League politics in the bargain. It is thus a given that each independent system and minor province be evaluated for their mid- to long-term goals and aspirations, though their short term aims will almost certainly be universal: self preservation.



LOGISTICAL STATUS

The Free Worlds League suffered heavily during the Jihad, but not so much from the out-and-out destruction other realms faced. Instead, Word of Blake subversions and the bitter infighting between various internal factions left their mark on the realm's logistical infrastructure.

ACADEMIES AND COMMAND CENTERS

With only a few exceptions, the Free Worlds League's interior worlds escaped the wholesale wrath of the Word of Blake, who instead used their political power within the League to subvert most of the League's strategically important systems. Since the Schism, the Word made its presence felt in nearly every League system, first as the resident HPG, telecommunications, and postal network of the realm, and then as trainers and assistants for most of the League's advanced projects, including the League's impressive space navy. With the start of the Jihad, the Word of Blake was thus in prime position to quickly take over many of their desired targets. Atreus saw little actual combat in the early stages of the Jihad until a massive naval battle erupted during the surprise nerve gas attack and the outing of the false Thomas Marik. Meanwhile, the Word's expanding Protectorate claimed systems such as Stewart and Shiloh through much more passive means. The bloodiest fighting on a League capital occurred on Regulus, where the Forty-ninth Shadow Division burned the capital city and much of its infrastructure in an action intended to demoralize its people, though the auxiliary facilities located under the Prince's palace escaped destruction.

As a consequence of this limited damage, should the League be able to stop its fracturing and regroup politically, it would then boast one of the best equipped command and control networks out of the five Successor States, especially as each League faction has been diligently expanding its command centers to rival those of a major state capital.

The League's academies are in varied conditions based on where they stood during the war. The Regulans' premier academy on Aituaki, for example, initially kicked out all non-Regulans in order to accept the massive influx of their own countrymen eager for vengeance against the Word. With BattleMech production so low in the Principality, however, many of these new applicants were forced into the tank and infantry classes, or into crash aerospace and DropShip programs that churned out a frighteningly high number of pilots and crews with only the most rudimentary flight and combat skills. Only after the departure of the *Delos* from Gibson has Regulus' aerospace training program begun to extend their curriculum, though we still do not expect to see a significant quality improvement in the Principality aerospace forces until 3083.

Other academies have not been so restrictive in their acceptance criteria. Most, in fact, remain open to out-of-province applicants, but not without a lengthy background checks to ensure their loyalty or, at least, safety. Andurien has reclaimed its old training center, giving it back its original name, the Humpreys Training Academy. Though still offering a tough MechWarrior program, its curriculum is being modified for an extensive combined arms approach to accommodate the formation of the Andurien Rangers. Though the Duchy lacks significant battle armor and aerospace production (generally producing or acquiring through trade just enough equipment to replace losses), the realm is nonetheless seriously considering academy programs for these assets, and drafting veterans currently serving with the Rangers to serve as instructors.

On New Olympia and Atreus, the pool of applicants for the military academies has been reduced to a trickle since the Marik Commonwealth ejected its Blakist masters. Part of this is due to the sheer number of pro-Blakist recruits who streamed in during the peak of the fighting, but most of the decline is actually the result of the stigma these war colleges now face as part of the "great Blakist collaboration" now that news of the Word's atrocities have come to light. As a result, these academies have grown desperate to improve enrollment, and accept all applicants, often with very minimal background checks, so as not to discourage potential candidates.

Looking to expand its own ranks, Tamarind has started its own MechWarrior academy on the outskirts of the planetary capital: the Jeremy Brett Memorial University. Its classes have started out small, as they only have a handful of qualified instructors, but look to eventually expand to contain programs for every branch of the military. Using modular buildings to hold classes in, they are on track to having their first graduating class in 3082.

The big winner in the Jihad, if there is such a thing, has been the Hero Training Institutes. With normal academies worried about loyalty, these private academies do not have the political restraints of those that operate under provincial authority. The two remaining Institutes have expanded to six in the past decade—all of which are located on systems beyond the borders of the major power blocs. Independent systems have been sending constant streams of recruits at a time for their upstart militias, often dozens at a time to garner the "group discount" the Hero Institutes have offered to non-aligned planets.

TOUGH DECISIONS

TO: TAMARIND MILITARY COMMAND, TAMARIND
RE: LYRAN ATTACK IMMINENT

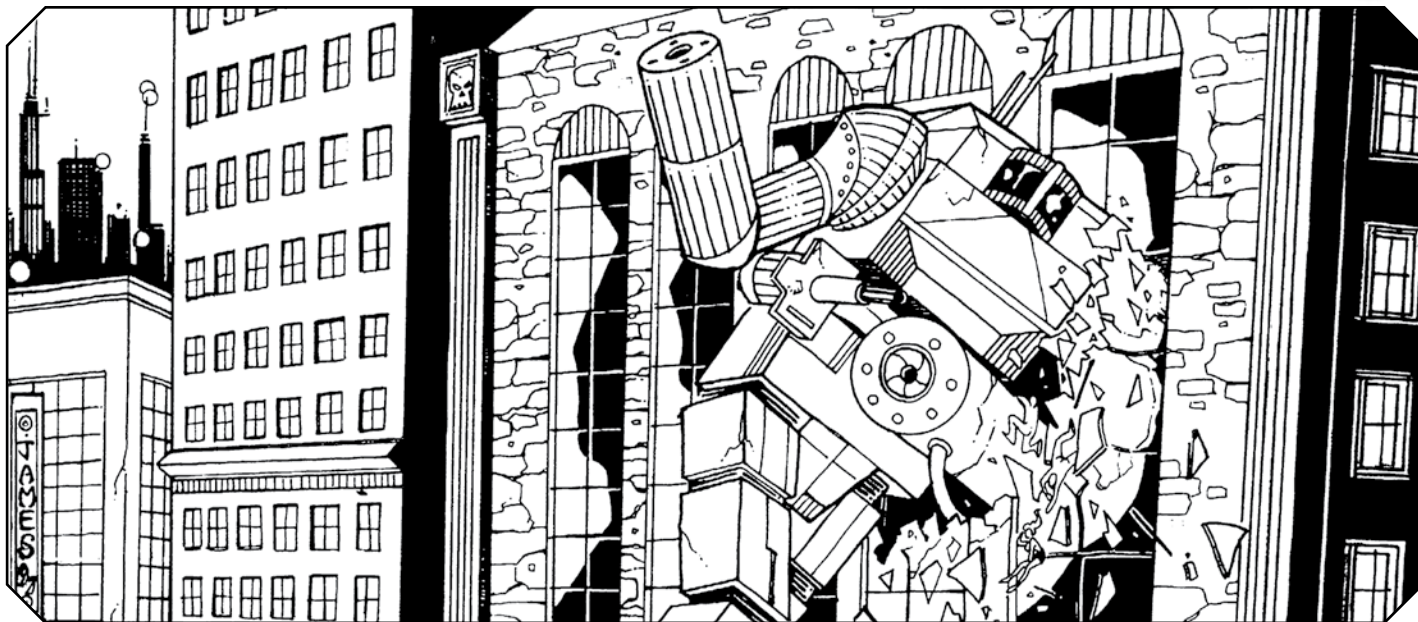
ADVANCE LYRAN RECON TEAMS DETECTED UPON ORBITAL INSERTION AT EPSILON, BELLA I, AND GALISTEO. ATTEMPTS TO INTERCEPT AND CAPTURE FAILED. PROBABILITY OF TEAMS SUCCESSFULLY INFILTRATING OTHER BORDER SYSTEMS DEEMED HIGH.

MILITARY STOCKPILES ON KNOWN LYRAN STAGING GROUNDS REPORTEDLY INCREASING; ATTACK APPEARS IMMINENT.

REINFORCEMENTS DESPERATELY NEEDED TO RESIST POTENTIAL LYRAN INCURSION. BRING OUR BOYS HOME NOW.

SIGNED
COLONEL JOHNATHAN GALLAGHER,
SENIOR SAFE ANALYST

*-Verified communiqué sent to Photon
Brett-Marik, dated 16 December 3077*



INFRASTRUCTURE INTEGRITY

With the ability to use the League's military capacity to its own advantage, the Word of Blake concentrated on upgrading and expanding many of House Marik's production facilities before their ejection. That is not to say the League did not suffer industrial loss, but much of this occurred instead either on systems that joined the Protectorate, or at the hands of anti-Blake forces such as Alys' resistance and the Regularan campaigns.

Even counting new facilities recently created to serve specific provinces, the League has lost or taken various amounts of damage to about two-thirds of its total military-industrial complex. To make matters worse, most of the damaged, captured, and destroyed facilities were often the larger and more important ones, while untouched facilities are either small, or limited to component manufacture only. On paper, this makes the former League provinces look impressive even when taken separately, but in reality it is much weaker. As a result, some 'Mech production has given way to cheaper and more easily manufactured "RetroTech" designs.

Much of the League's naval capacity was gutted. Only the Principality of Regulus and Duchy of Oriente possess significant WarShip assets, but in both cases, their ships are worn and in desperate need of overhaul. The Regularan capture of Clipperton gave them the ability to repair their remaining two ships, the *Delos* and the *Haptopoda*, before the *Delos* left for Gibson and beyond. Oriente had just gotten their docks operational and was in the process of overhauling two of their corvettes when a Word of Blake strike force arrived. The engagement crippled or destroyed over half their fleet in a battle reminiscent of the early days of the Jihad. The docks were also destroyed, forcing Oriente to scale back WarShip operations until a new facility can be created, which we expect won't happen for another ten years.

Though crippled briefly after the early years of the Jihad, Ionus has become a critical site today, as the only shipyard held by a Successor State that is capable of manufacturing the engine and compact K-F drive components to support WarShip production. Before the Jihad, this yard would export parts to the other manufacturers, but with the fracturing of the League and the facility's wartime damage, such exports are now out of the question. With Ionus retaining its products for local use, other surviving WarShip-capable yards have been forced to become mere repair docks, and most are focusing on JumpShip repair now that so few WarShips remain. Ionus could possibly ensure the Marik Commonwealth's regional dominance in the coming years, forcing us to tread cautiously with Corrine Marik, but it is more likely that the breakdown of trade within League borders will hamstring the Commonwealth's fleet-building plans as well.

New military formations are being created primarily within the Principality of Regulus and the Duchy of Andurien, but these "new" forces are basically older commands that have been split into several smaller formations. BattleMech production is low, with most replacement units being conventional armor. Refit centers in the Tamarind District and Rim Commonality have exhausted their existing stores of mothballed equipment, and hastily set up RetroTech production facilities in various locations that could not keep up.

If taken as a whole, the territory of the Free Worlds League has the strongest military and infrastructure out of all the Successor States. Its subjugation by the Word of Blake allowed the League to avoid the initial carnage suffered by the rest of the Inner Sphere and, with its subsequent self-liberation, stands ready to be expanded and redirected to new uses. It is therefore fortunate for its neighbors—including us, by extension—that the League is also suffering from the worst interior crisis in its history.

FIELD REPORT: FWLM



IBU
IRJAN BATTLEMECHS UNLIMITED

FACTORY 8





MARIK COMMONWEALTH

Until recently, the Marik Commonwealth was the Word of Blake's strongest ally in the Inner Sphere. After the ouster of the false Thomas Marik as Captain-General, many of the Commonwealth's industries began producing advanced war material for the Blake Protectorate. Even after negotiations with Alys Rousset-Marik, and Corrine Marik's successful revolt against the Blakist government in 3077, this state has mustered little more than tepid support for our cause, and Commonwealth troops have even clashed with some of our own recently.

Despite the stigma of her past support of the Blakist regime (admittedly as a mere figurehead following the coup launched by her father, Paul Marik), smaller provinces continue to ally themselves with Corrine Marik. The Stewart Commonwealth, feeling betrayed by our refusal to formally relinquish Stewart to them, have taken up station on that world anyway, with tacit blessings and support from the Marik Commonwealth. The Silver Hawk Coalition likewise has declared its loyalty to the "legitimate" Captain-General on Atreus, going so far as moving a portion of their forces in support of the Home Guard, and pushing as far in as Kalidasa, daring us to eject them. Lastly, even without having any native forces of its own, the Duchy of Graham-Marik has pledged its industrial capacity to the Commonwealth in return for defensive assistance (specifically against the threat of Regular aggression).

Outside of the Confederation, it is against the Marik Commonwealth where our forces will most likely see the earliest resistance to our efforts in the Protectorate.

CONDITION

Recalled early from Operation BROKEN FIST, the Free Worlds Legionnaires and Free Worlds Guards regiments felt betrayed when they learned that their leader was not the man he claimed to be. After throwing their support to Paul and Corrine Marik, however, these troops would grow more embittered and disillusioned as they remained on Atreus to hunt down their former brothers in-arms—the decimated Knights of the Inner Sphere—for years. Witnessing the Word's heavy handedness firsthand only expanded their resentment, and they unleashed it all on the Blakists in 3077, when Corrine finally gave the go-ahead to eject the Word's divisions. Still, the First Guards maintain a blockade on Duchess Alys' homeworld of Augustine, preventing her return even after Corrine negotiated a mutual non-aggression pact with her cousin. (The reasons for this essential boil down to the Guards' belief that, in following a "wannabe messiah", Alys has betrayed the realm to foreign interests.)

The Atrean Hussars and Eleventh Dragoons have so far been held in reserve, protecting the capital of Atreus after the Legionnaires' request to be sent out of system. Though many Hussars elements remained intact through the war, many of their numbers have been stripped away to reinforce other formations that have seen heavy casualties and lack the reserves to replenish themselves.

When the Regular Hussars landed on Vosloorus, Corrine sent the three Marik Militia regiments as an answer to their posturing. At first engaging in nothing but low-key skirmishes, the Twenty-fifth and Second rotated out with the arrival of the fresh Fifth Marik Militia. Expecting a continuation of the same intensity, the Fifth was unprepared when the Hussars dropped all pretenses and attacked with sudden, unrelenting ferocity. The Fifth was wiped out, and with resources stretched thin, we do not expect them to be rebuilt anytime soon.

MORALE

Though units loyal to the Commonwealth have shown no signs of wavering, their spirits are low after being forced to follow the Word of Blake for so long. Outsiders have decried them as lapdogs of the Blakist regime, and fighting their countrymen has only disheartened these troops further. Though many warriors among these commands secretly desire to abandon the Commonwealth, most resist this urge due to a widespread belief that they will be persecuted for war crimes wherever they go.

The Falcons and Gryphons appear more dedicated to the Silver Hawk Coalition than to the Commonwealth itself, but continue to follow the command of Commonwealth generals. With logistical support from Commonwealth industries rebuilding their units, Corrine has made it clear to these commands that she intends to reclaim several former Protectorate systems, particularly the industrial world of Kalidasa.

REGIMENTAL STATUS

Eleventh Atrean Dragoons
Regiment/Regular/Reliable
105% strength | 100% Upgraded
Current Base: Atreus

Atrean Hussars
Regiment/Regular/Fanatical
80% strength | 100% Upgraded
Current Base: Atreus

First Free Worlds Guards
Regiment/Elite/Fanatical
95% strength | 100% Upgraded
Current Base: Augustine

Second Free Worlds Legionnaires
Regiment/Veteran/Fanatical
60% strength | 100% Upgraded
Current Base: Keystone

Eighth Free Worlds Legionnaires
Regiment/Veteran/Reliable
55% strength | 100% Upgraded
Current Base: Laureles / Campbelton

Second Marik Militia
Regiment/Regular/Reliable
80% strength | 80% Upgraded
Current Base: Manihiki / Alterf

Twenty-Fifth Marik Militia
Regiment/Green/Reliable
80% strength | 50% Upgraded
Current Base: Marik

Falcons
Regiment/Regular/Reliable
60% strength | 75% Upgraded
Current Base: Amity / Danais

Gryphons
Regiment/Regular/Reliable
90% strength | 80% Upgraded
Current Base: Alkes / Kalidasa



PRINCIPALITY OF REGULUS



No longer the “loyal opposition” of the League government, the Principality of Regulus is now simply just the opposition. With events such as the gifting of Gibson to the Word in the 3050s, the revelation about their Captain-General as a Word of Blake plant, and the scouring of Regulus ordered by a Manei Domini agent who betrayed Kirc Cameron-Jones’ trust, the people and leaders of this influential power bloc have come to see themselves as isolated and alone against the universe. With the League in pieces, Regulus has taken a stance of “aggressive defense”, creating a buffer zone out of their former systems, absorbing the Principality of Gibson and the Regular Free States, and sparring with Commonwealth and Oriente forces to keep both at bay.

As one of the only two League provinces with WarShips (the other being the Duchy of Oriente), they have assembled a massive—if inexperienced—fleet of “Pocket WarShips” and fighters that they first put to use in the recent scouring of Gibson, centered around the deadly *Delos*. This is evidently not the end of their plans, as the black water forces assigned to that mission have not returned to their stations. But more disconcerting to our intelligence operatives (and downright frightening to others) is not just their next possible destination is not known, but they have eluded being tracked since they left Gibson. Simply put, nobody knows where the Regularan fleet is right now.

CONDITION

Out of the original “Old Guard” Regularan Hussars regiments, the First, Second, Fourth and Fifth have suffered heavy damage during the Jihad. A couple of these regiments were even destroyed outright, only to be reconstituted as a sign of defiance. Unlike the newer formations, these rebuilt Hussars are staffed solely by Regularan natives, ensuring a high amount of pride and motivation, despite their use of more outdated and obsolete equipment. The Principality has shown no interest in rebuilding the destroyed Ninth, however, as the regiment was traditionally manned by Oriente natives and graduates and thus carries a stigma.

The newer Hussars—the Sixth, Seventh, Eighth, and the Eleventh through Fourteenth—are all commands that formerly served the Blakist Protectorate. With little else to turn to, they defected to Regulus in the hopes that the thinly stretched Principality would welcome their aid. Surprisingly, despite their Protectorate origins, these regiments (which included the former Third Free Worlds Guards and surviving Sirian Lancers commands) were welcomed and rechristened as Regular Hussars.

Although the sheer number of active Hussars regiments may seem formidable at first glance, a more detailed analysis reveals that the Regularans military is more of a paper tiger. Some of the newer commands are sub-regimental, and consist of little more than a handful of BattleMechs backed up by tanks and mechanized infantry. Though this combined arms approach gives them the ability to utilize a wide variety of tactics, any sizable opponent could put the Hussars in dire straits very quickly, at which point the desperate Regularans may even resort to WMDs to hold the lines.

MORALE

The Regularans’ current militarily and territorial expansion has done much to soothe the Hussars’ frustrations, and the destruction of Gibson has given many in the “old guard” a sense of closure since the sacking of Regulus. The newer regiments, as former FWLM formations turned Blakist, have understandably refrained from expressing their enthusiasm. Even though these troops are rated Reliable and have shown nothing but loyalty to the Principality, intelligence has indicated a large number of moles and Regularan SAFE operatives are being inserted with every new wave of recruits, keeping a wary eye on these “immigrant” troops, lest they prove to be enemy sleepers.

REGIMENTAL STATUS

First Regular Hussars

Battalion/Elite/Fanatical
60% strength | 100% Upgraded
Current Base: Olafsvik

Second Regular Hussars

Battalion/Regular/Reliable
25% strength | 60% Upgraded
Current Base: Vosloorus

Fourth Regular Hussars

Battalion/Regular/Reliable
30% strength | 50% Upgraded
Current Base: Diass

Fifth Regular Hussars

Battalion/Veteran/Fanatical
90% strength | 90% Upgraded
Current Base: Molokai / Clipperton

Sixth Regular Hussars

Battalion/Green/Reliable
60% strength | 100% Upgraded
Current Base: Regulus

Seventh Regular Hussars

Battalion/Green/Reliable
60% strength | 100% Upgraded
Current Base: Wallis

Eighth Regular Hussars

2 Companies/Green/Reliable
70% strength | 100% Upgraded
Current Base: Hongqiao

Tenth Regular Hussars

Battalion/Regular/Reliable
85% strength | 90% Upgraded
Current Base: Cameron / Muscida

Eleventh Regular Hussars

Battalion/Regular/Fanatical
80% strength | 90% Upgraded
Current Base: Tiber/Avior

Twelfth Regular Hussars

Battalion/Green/Reliable
90% strength | 100% Upgraded
Current Base: Aitutaki

Thirteenth Regular Hussars

Battalion/Green/Reliable
60% strength | 100% Upgraded
Current Base: Regulus

Fourteenth Regular Hussars

Battalion/Green/Reliable
50% strength | 90% Upgraded
Current Base: Hellos Minor



DUCHY OF ORIENTE

The Duchy of Oriente has been a focal point for much of the League's politics and diplomacy in recent years. Retaining its strength in solidarity, this realm owes much of its stability to the efforts of the fake Thomas Marik. His unwavering dedication to principles—despite his decades-long deception as Captain-General—and his marriage to the daughter of the ailing Duke Christopher Halas has all but cemented his place as successor to the ducal throne.

The Halas family has not remained insular either. Thomas traveled to Sian in 3073 to secure an unofficial ceasefire from Chancellor Sun-Tzu Liao. Though they have sparred with Regulans on several systems, the increased communication between the Halas and Orloff families (as well as numerous interior Protectorate families) are starting to bear fruit. It should not come as a surprise if those two smaller League provinces decide to join with Oriente to prevent assimilation by less benign powers in the coming years. Though they sent no ground troops to our coalition, the

Halas instead assisted greatly in providing vital logistical support, special operations teams, and last-minute naval support from their WarShip fleet. With SCOUR over, however, much of this support has evaporated as Oriente has turned to fortifying its own borders.

The Duchy's biggest strength is not its sizable ground forces, but its black water navy. Even after being reduced to half its size in the past year and overdue for repairs and maintenance, the remaining WarShips in Oriente's fleet are a potent force that can shatter just about any invaders who lack equivalent capital assets. Halas has made certain that only the most loyal of crew are stationed on these vessels, a fact evidenced in several failed efforts by various parties to woo these potential assets away from their service to a minor state.

CONDITION

The Fusiliers of Oriente saw most of the fighting in the Jihad, from Operation: BROKEN FIST, to retaliatory raids against Capellans early in the war, and even fighting off the Blakist reprisal raids. At Sherryl and Christopher Halas' behest, these troops have pledged total loyalty to Thomas and are sending some of their more seasoned soldiers to help rebuild other Oriente commands that were nearly wiped out in recent years.

The Oriente Hussars are particularly strong, having avoided heavy fighting and limiting many of their actions to local raids. Indeed, the Hussars alone gives the Duchy of Oriente a BattleMech force second only in size to the Marik Commonwealth. With the Fusiliers rebuilding from casualties sustained in the past year, the Duchy's defense will more than likely fall to the Hussars for the time being.

General Garibaldi's long ties to the Halas family made it easy to predict where his First Marik Militia's loyalties would fall once federal authority collapsed, and thus Oriente won its only intact non-provincial command. Unfortunately, loyalty and skill would fail to protect the First from destruction when Blakist nukes, delivered by cargo DropShips to both of the command's garrisons on Ohrensen and Ventabren, obliterated over ninety percent of the Militia's combat and support assets. Only a few lances on patrol were spared the carnage, which preceded an attack on Oriente itself by a Shadow Division task force mere weeks later.

MORALE

Though outside groups tend to disdain Oriente's troops for continuing to follow "the Impostor", the Duchy's forces have nonetheless held their heads high. Thomas' repeated attempts to rescue Duchess Sherryl Halas from Atreus did not go unnoticed, nor was the fact that he elected to sacrifice forces loyal to him personally in the effort, rather than risk regional defenses on the task. These factors, plus Duke Halas' blessings, have ensured Oriente's loyalty to Thomas should his father-in-law pass on.

Their biggest source of pride has come from the fact that none of Oriente's forces defected to the Blakists in the years before or during the Jihad. Remaining true to their principles, even as others in the League broke ranks, is seen as a grand accomplishment for these men and women.

REGIMENTAL STATUS

Ducal Guard

Regiment/Elite/Fanatical
85% strength | 100% Upgraded
Current Base: Oriente

First Fusiliers of Oriente

Regiment/Elite/Fanatical
40% strength | 100% Upgraded
Current Base: Dayr Khuna / Jouques

Third Fusiliers of Oriente

Regiment/Veteran/Reliable
40% strength | 80% Upgraded
Current Base: Les Halles

First Oriente Hussars

Regiment/Veteran/Fanatical
105% strength | 90% Upgraded
Current Base: Oriente

Second Oriente Hussars

Regiment/Regular/Reliable
90% strength | 90% Upgraded
Current Base: Calloway VI

Fourth Oriente Hussars

Regiment/Regular/Reliable
90% strength | 70% Upgraded
Current Base: Maritgues

Fifth Oriente Hussars

Regiment/Regular/Reliable
90% strength | 90% Upgraded
Current Base: Anegasaki

Sixth Oriente Hussars

Regiment/Green/Reliable
85% strength | 60% Upgraded
Current Base: Dalton / Mansu-ri



TAMARIND AND ABBEY DISTRICTS

The Tamarind District has seen more than its fair share of challenges, both military and diplomatic. The Blakist instigation of the brief Lyran-Marik border conflict early in the Jihad helped divert attention away from their moves to take over various other strategic targets. When Marshal Brett learned of this, he sued for peace and turned his attention to organizing a force to fight the Word, a fight that would claim his life at the hands of a brainwashed Richard Steiner. Thus would military command pass down to his son Photon, though the main leadership of the resistance would fall to Duchess Alys Rousset-Marik.

Since then, the Tamarind District has been besieged on all sides. Circinus suicide troops, rogue Lyran Archonettes, and Blakist raiders have occupied the attentions of a bitter Duchess Therese Brett-Marik and her son. Though initially supportive of our efforts, increasing military pressure by the Lyrans' Buena Archonette forced them to withdraw their troops and focus inward. Even now, despite appeals from leaders on both sides of the line, fighting between the Buena and Tamarind seems likely. Meanwhile, the District has begun talks to unite with the nearby Abby District, hoping to consolidate and strengthen their position through the addition of several more vital systems.

It is hard to admit or prove, but the Brett-Mariks may have been one of our political missteps in our campaign. By favoring the geographically closer Alys Rousset-Marik (who may or may not have tied herself tightly to our coalition anyway), we have apparently alienated Therese and Photon. The Brett-Mariks' experience in military campaigns might have hastened operations where Alys struggled, and a position within our coalition could have pressured the Lyrans to check their ambitions against the League, avoiding the Tamarind pullout right before our attack on Terra. This is pure conjecture however; we may never know if our decision was right or wrong.

CONDITION

Recouping most of their losses from Operation: BROKEN FIST, Photon's Second Free Worlds Guards remained vigilant on the Lyran border until Circinian forces overran Poulsbo and Khon Kaen. Sending a battalion (under the colors of the Second Fusiliers of Oriente, in an apparent effort to confuse both Federation and Lyran parties) as the backbone of the FWLM force, the Guards suffered the brunt of the fighting, and were wiped out before the rest of the task force could eject the Federation troops. Additional sparring with Lyran troops has dwindled the command further, forcing it to abandon its plans to rebuild its fourth battalion.

Initially part of our coalition, The Thirtieth and Thirty-first Marik Militias served admirably in very engagement they participated in, but on the eve of the final push to Terra, Marshall Photon recalled them to Tamarind space. About a third of each command opted to remain behind, to fight under our banner, but unfortunately, these proved to be the newest and least experienced among them, and few survived long after the initial landfalls.

Both the Thirty-fourth and Thirty-seventh Militas were the newest, worst equipped and least experienced of the Marik Militias pre-Jihad. That is no longer the case, since Operation: BROKEN FIST, where both regiments made a strong showing before returning to the League as heroes. Since then, they have taken up station within various Tamarind District systems, but are being whittled away by repeated Lyran raids.

MORALE

Being among the first FWLM forces to throw off Word of Blake influence (rather than continuing to fight against other realms as their nation bled), the Tamarind District forces remain bitter, feeling that their contributions to the Jihad have been ignored in favor of Alys Rousset-Marik's more publicized resistance. The bitterness only strengthened when Alys was chosen over Photon to command of the League thrust into the Blake Protectorate. In the face of this perceived insult, few Tamarind troops felt any regret in leaving the coalition to protect their breakaway fiefdom from the Lyran and Circinus threats.

But more important than bitterness, is the fatigue and worry being expressed by their condition from the constant fighting over the past decade. Spread way to thin and painfully aware of it, Tamarind's military faces an uncertain future even as the hawkish warriors in the Second Guard clamor for another round of combat on Poulsbo. We could use this trepidation to our advantage, eventually offering supplies and diplomats to act on Tamarind's behalf in exchange for their political support when we can finally afford to.

REGIMENTAL STATUS

Second Free Worlds Guards

Regiment/Veteran/Reliable
70% strength | 100% Upgraded
Current Base: Maxwell / Hammer

Thirty-First Marik Militia

Regiment/Veteran/Reliable
65% strength | 60% Upgraded
Current Base: Griffith / Alorton

Thirty-Seventh Marik Militia

Regiment/Regular/Reliable
70% strength | 55% Upgraded
Current Base: Tamarind / Labouchere

Thirtieth Marik Militia

Regiment/Elite/Fanatical
45% strength | 80% Upgraded
Current Base: Dalcour / Cerillos

Thirty-Fourth Marik Militia

Regiment/Regular/Questionable
70% strength | 50% Upgraded
Current Base: Epsilon / Nockatunga



DUCHY OF ANDURIEN

Given that the Duchy of Andurien has historically been one of the League's most rebellious of provinces—having attempted a violent secession as recently as fifty years ago—it is surprising that this state did not lead the way in the latest breakdown of federal authority. Instead, the backwater Rim Commonality won that honor with its own de facto declaration of independence in 3075.

Nevertheless, it almost seems as if the Anduriens are glad to see the League fragment, as they have wasted no time in using the opportunity to reclaim their prominence and influence in the region. The revelations about Thomas Marik's doppelganger did much to erode the loyalty of the FWLM, leading several brigades to pledge allegiance to Dame Humphreys. The newly formed Andurien Rangers that emerged as a result have taken a combined arm approach, often mixing BattleMechs, vehicles, and infantry at the company level. Though their conventional assets are near top of the line, Andurien's 'Mech assets are suffering, forcing newly assigned Rangers to rely more on the easier produced "RetroTech" designs coming out of Lopez.

Having recently signed non-aggression pacts with both the Capellan Confederation and the Magistracy of Canopus, the Duchy has started to seek expansion opportunities in the coreward parts of League space. A new mutual defense pact reached with the Mosiro Archipelago has many of our analysts projecting that the tiny sub-state will be among Andurien's first annexations in the near future.

CONDITION

After years of hatred toward the Confederation, the First Free Worlds Legionnaires quickly went to the Duchy of Andurien after launching an unauthorized raid into Capellan space early in the Jihad. Reformed as the First Andurien Rangers, they have proved their willingness to fight by raiding Principia and later on repelling an attack by a bitter Second Oriente Hussars, though casualties have eroded their strength.

The biggest surprise came when the once fanatically loyal Fifth Legionnaires defected from the FWLM and pledged their allegiance to Humphreys. Now known as the Second Andurien Rangers, these troops first served as a cadre unit for additional Andurien forces, then later played a pivotal role in earning peace on the Confederation border during covert operation in which they rescued Magestrix Naomi Centralla-Liao over Furud. Now stationed on the Capellan border, Dame Humphreys hope their position will deter possible Capellan raids in appreciation of the Second's actions.

In 3076, the Third Rangers were formed around elements from the Ninth Legionnaires, a command created less than a decade ago and deployed right before the outbreak of the Jihad. This regiment suffered a brief but bitter internal struggle, with various officers and cadets attempting to wrest control to pledge allegiance to various factions. The personal intervention by Dame Humphreys ended the struggle before the violence could spread, and allowed those soldiers who objected to Andurien authority to leave peacefully.

The Fourth is particularly new, made up mainly from the latest graduates of Humphreys Training Academy. Currently based around a company of assault BattleMechs, this command is only at about third of its intended combat strength.

MORALE

With most of their borders seemingly secure or relatively well defended, the spirits and nationalism among the Rangers are at an all-time high. Many are training to repel possible attacks by CCAF raiders, but with a non-aggression pact signed and the Confederation focusing on us, this is an unlikely scenario in the near future.

REGIMENTAL STATUS

First Andurien Rangers

Two Battalions/Veteran/Fanatical
70% strength | 90% Upgraded
Current Base: Andurien

Second Andurien Rangers

Two Battalions/Regular/Reliable
95% strength | 90% Upgraded
Current Base: Shiro III / Conquista

Fourth Andurien Rangers

Company/Green/Reliable
35% strength | 40% Upgraded
Current Base: Lurgatan / Sadurni

Third Andurien Rangers

Battalion/Green/Reliable
90% strength | 100% Upgraded
Current Base: El Giza / Mosiro / Hudeiba



MINOR PROVINCES

The Jihad was particularly brutal to many of the smaller League provinces. Many found their regional forces turned by the Blakists or summarily wiped out, leaving them defenseless as the federal government unraveled.

The Duchy of Orloff has so far been in the best shape, staying independent and aloof from all the infighting, but now faced with the expanding Regular and Marik provinces, they have grown closer to the Duchy of Oriente out of necessity.

Being so far from any of the larger factions, the biggest problem the Rim Commonality has faced was its vulnerability to pirates and the ever-aggressive Marian Hegemony. After they were abandoned by the Second Hussars and subsequently forced to fend for themselves throughout much of the Jihad, the Rim became the first province to go independent, kicking out League officials in 3075 and organizing their own government.

Once one of the most influential Houses in the League, the Stewart Commonwealth has fallen far. With the loss of two of their regiments and their capital planet, House Stewart has supported anyone willing to assist them in retaking their homeworld. Initially supporting Aly Rousset-Marik's resistance, our refusal to release this strategically vital system has left them feeling betrayed, and they have sought an alliance with the Marik Commonwealth to assist in reclaiming Stewart's independence by force.

Stuck in the middle of several other factions, the Protectorate province faced a similar situation, but lacked any native forces after the Fourth Marik Militia departed for the Rim Commonality. It was only after negotiating for the services of the Iron Guard, who found themselves once again without a home, that the Protectorate found a force willing to defend them permanently.

CONDITION

Military strongest of all the minor provinces, the Duchy of Orloff took a hard blow when Blakist mercenaries shattered their Sixth Grenadiers. With the recent arrival of the Eighth from the other side of League space to relieve the Ninth Marik militia, House Orloff is evaluating its long-term options with its provincial military finally firmly in place.

Briefly left in the lurch by the departing Eighth Orloff Grenadiers, the Rim Commonality scrambled to look for any sort of defense, which briefly created an uproar and series of accusations against ruling Chairman Ardal Thomasson. Not willing to throw her alleged lover under the bus, Colonel Sandra Relph used her network of connections to arrange for not just one, but two Marik Militia regiments to replace the garrisons in the otherwise peaceful border province. Arriving with "the Colonel's compliments", both the Fourth and Ninth Militias are less experienced than the Eighth, but have made up for it in enthusiasm, handily repulsing recent raids by pirates and bolstering Chairman Thomasson's popularity.

The sole remaining regiment belonging to the Protectorate Guard lived up to their motto of "Never Surrender", staying loyal to their roots while the newer formations turned Blakist. Despite heavy casualties, the Guard survived the Terra campaign and has moved to New Delos at the behest of General Simonov.

Supporting Alys' resistance and our coalition to regain their capital, the Stewart Commonwealth's military paid a hefty price. In Geneva, the Home Guard fought viciously against the TerraSec, suffering heavy casualties while the Juggernaut was wiped out in a chemical attack to Cairo. Quickly leaving Terra for home, the remaining Home Guard have ignored our orders to leave Stewart alone until things settle down, and have begun using the remaining facilities there to re-arm themselves after forcing the garrison militia off-world.

MORALE

The League's collapse has worried the smaller provinces even more than the independent systems that have long grown used to their subservient stature. Because of this, most independent provincial forces have abandoned the League and coalition chains of command, preparing for possible incursions by the larger factions. The one exception is the Rim Collection, which is relying on the newly arrived Marik Militias for their defense. The Stewart Commonality's Home Guard are the most worrisome; having stationed themselves on their hereditary capital of Stewart, these troops have become de facto invaders within the occupied Blake Protectorate border, and will complicate our efforts to stabilize the region if they remain much longer.

REGIMENTAL STATUS

Duchy of Orloff

First Orloff Grenadiers

Regiment/Regular/Reliable
100% strength | 70% Upgraded
Current Base: Hassad

Eighth Orloff Grenadiers

Regiment/Veteran/Reliable
95% strength | 65% Upgraded
Current Base: Vanra / Carbonis

Rim Collection

Fourth Marik Militia

Regiment/Regular/Reliable
75% strength | 65% Upgraded
Current Base: Lesново / Campoleone

Ninth Marik Militia

Regiment/Regular/Reliable
90% strength | 75% Upgraded
Current Base: Negushevo / Tematagi / Tohelet

Border Protectorate

Iron Guard

Regiment/Veteran/Fanatical
45% strength | 100% Upgraded
Current Base: New Delos

Stewart Commonality

Home Guard

Regiment/Elite/Reliable
55% strength | 100% Upgraded
Current Base: Stewart



ALYS ROUSSET MARIK'S RESISTANCE

As perhaps the most volatile political figure in the League before the Jihad, only the revelation of the imposter Captain-General has unseated Duchess Alys Rousset-Marik in the realm of the League's celebrity gossip. Her influence did not diminish with the Jihad, but in fact only grew as she went to ground with her mercenary command to fight the Word of Blake's dominion over the Free Worlds. Amassing a military force that rivaled several of the breakaway provinces, it was not until Operation SCOUR was the extent of her influence finally came to light, bringing various smaller operations together for one grand campaign.

Not the best strategic commander in the war, Alys' thrust into the Blake Protectorate was the slowest, marred by setbacks, insufficient intelligence and relatively poor planning that often forced her troops to resort to less effective hit-and-run tactics. Her strength was in her political acumen; gathering allies, forging political alliances and even negotiating assistance from some of the Word of Blake's allies.

Alys—and, by extension, her forces—nevertheless appear devoted to our ideals and plans. While it would be best to try and assist her in garnering the title of Captain-General under a re-united League, she has shown considerable resistance to that position. Thus, it will likely be more beneficial to us to try and employ her as a negotiator with the various provincial powers, as both her rivals and allies respect her non-combat abilities.

CONDITION

Assisting Devlin Stone himself, the Third Legionnaires saw some the most brutal fighting of the final campaign while repeatedly sparring with St. Jamais' forces. Now stationed on Irian, the Third has commandeered much of the system's remaining military output to rebuild its losses.

The Fifth Guards' assignment of taking the Singapore Castle Brian went as smoothly as could be expected, until a successful counterattack by the Blakists nearly shattered the command, forcing it to withdraw right before the attackers initiated the castle's self-destruct protocols.

Fanatically loyal to Alys, due to her intimate relations with their late CO, the Twelfth Atrean Dragoons was the first to join her resistance after the Krushers, and later took part in her thrust towards Terra. The Twelfth showed no hesitation on Hsien, when the battle became a three-way campaign against both Blakist and CCAF forces. During the push for Sandhurst on Terra, the Twelfth refused to waver from Alys' side, though they lost half of their remaining strength in the bargain. The survivors have moved with Alys to the strategic system of Rochelle, possibly preparing for operations in support of a showdown over Augustine.

The Twentieth Marik Militia came out of Operation SCOUR in the best condition, though during the opening years of the Jihad and the siege of the Blake Protectorate, they suffered moderate casualties against Lyran- and Blakist-backed mercenaries. Able to replenish their losses right before the final push to Terra, the Twentieth—along with the rest of the task force charged with taking Rio—easily made planetfall, and used captured mining equipment to tunnel under and capture the local SDS command center at a loss of just under a third of their forces. The Twentieth has since moved to Zion, to reinforce the local militia in case of reprisals from bitter CCAF forces.

MORALE

The resistance's pride in having participated in the successful recapture of Terra has been tempered by the heavy casualties sustained during the horrific fighting of the past few years. In addition, the prospect of facing their former comrades over the Blakist Protectorate has not appealed to even the most pro-coalition of these soldiers. Even so, Alys' forces have stoically taken up positions in former Protectorate systems bordering on League space, hoping their presence will deter any possible incursions by provincial opportunists.

REGIMENTAL STATUS

Fifth Free Worlds Guards

Regiment/Veteran/Reliable
45% strength | 85% Upgraded
Current Base: Castor

Third Free Worlds Legionnaires

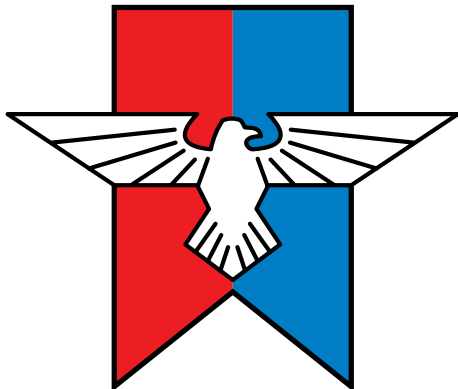
Regiment/Elite/Fanatical
35% strength | 100% Upgraded
Current Base: Irian

Twentieth Marik Militia

Regiment/Regular/Reliable
65% strength | 95% Upgraded
Current Base: Zion

Twelfth Atrean Dragoons

Regiment/Veteran/Fanatical
40% strength | 100% Upgraded
Current Base: Rochelle



NON-ALIGNED FORCES

With the coming of the Jihad and revelation of their Captain-General as an impostor planted by ComStar, every soldier who swore to protect the League and follow its leaders faced a crisis of faith and loyalty. Some believed the false Thomas Marik's superior leadership overruled the lie of his identity, while others could not in good conscience follow the doppelganger, and opted instead to pledge allegiance to one of the other handful of would-be Captain-Generals who rose in his wake.

While others began choosing sides, some forces refused to join any specific provincial authority as the realm began to fracture—of these non-aligned forces, the Tenth and Eighteenth Marik Militias were by far the largest. The Eighteenth Militia was the first to leave, abandoning its post on Connagauht in 3076 and heading rimward until they hit the border. When faced with actually leaving League space and abandoning their homeland, however, the Eighteenth's

warriors just could not bring themselves to cross the line. As they set down on Umka to rest and consider their options, the planetary government approached them with a deal; They would supply a portion of the Eighteenth with free lodging, food, basic supplies and several other benefits for the units to stay and defend from possible raiders. As the Eighteenth was deciding, two other nearby systems contacted them with similar offers, and the once-shunned Marik Militia, decided to accept their offers.

The prestigious Tenth was originally sent by Corrine Marik to make an example of the Rim Commonality and hopefully pull them back into the fold. But upon their arrival in the region, they received an urgent message from Kendall, reporting that Marian raiders has assaulted the facilities there and routed the defending Bad Dream mercenary command. Colonel Meyers refused to be swayed away from her orders, but the rest of her command protested, preferring to defend their countrymen rather than attacking them. In a near-bloodless mutiny, Colonel Meyers was deposed, and Force Commander Kawamura took over, relocating the Tenth to protect Kendall and its surrounding systems.

Acting more like mercenaries than house troops, the Tenth and Eighteenth have both split their forces up, negotiating terms with the non-aligned systems on the League's Periphery border. Garnering basic supplies and "perks" to pay back the soldiers for protection, these now pseudo-independent commands (each typically based around one of the 'Mech battalions) offering themselves up for hire, but only to League systems, and only for defensive missions unless the contract is against a outside power. It is highly likely that these formations are keeping close tabs on their former brethren, ready to jump in and assist if the situation gets too hairy.

CONDITION

Somehow avoiding almost all the fighting of the Jihad, even when stationed on the border of the Blake Protectorate, the Tenth has preserved most of its strength, less a few defections by some warriors to their respective home provinces. Unfortunately, the MechWarriors leaving were some of their best troops in the regiment, while the replacements drawn from local sources proved completely green.

The Eighteenth abandoned Connaught in mid-3076, narrowly avoiding a Word of Blake raiding party that most likely would have simply used tactical nukes to annihilate the rogue force rather than engage in a costly ground fight. Still only about half upgraded, the Eighteenth is forgoing any attempt to continue upgrading its equipment until it can find a reliable source of supplies to keep the regiment properly maintained.

MORALE

Disillusioned by the fragmentation of their homeland, the Tenth's and Eighteenth's morale has steadily degraded over the past few years. While the Tenth's warriors hold out hope for a re-solidification of the League, the Eighteenth's troops have completely given into rampant cynicism and paranoia.

REGIMENTAL STATUS

Tenth Marik Militia

Regiment/Regular/Reliable

75% strength | 80% Upgraded

Current Base: Lahti / Hednesford / Kendall

Eighteenth Marik Militia

Regiment/Green/Questionable

80% strength | 55% Upgraded

Current Base: Eleusis / Umka / Aspropirgos



BLAKE'S FINAL KISS OF DEATH

[Ohrenson Patrol Craft 26]: "Skies still clear on our end, looks like we have them on the run."

[WarShip Schrack]: "Keep your eyes open, Twenty-Six. Robes will try something funny. A handful of DropShips and fighters can't be all they intended to throw at us."

[OPC26]: "Roger that."

[Several minutes pass in the communications recording]

[OPC26]: "Multiple emergence waves detected two hundred kilometers stern side of our position."

[Schrack]: "As expected. More transport Jumpers?"

[OPC26]: "Rog-no wait! Signatures indicate WarShips! Profile registering two *Vincent Mk 39s*, two *Star Lords*, fully loaded."

[Schrack]: "Coming about to engage. Good work, Twenty-Six. Notify Command and get the hell—"

[OPC26]: "Taking fire from *Vincent*s, incoming fighters. Looks like *Celestials*. These are *Shadow Divisions*! Oh, God! *Nukes*! Those are *nukes* under their—" [Static]

[Schrack]: "Twenty-Six, report. Twenty-Six, are you still out there...?"

—Recorded zenith jump point,
Ohrenson, 6 February 3079

IRREGULAR FORCES

MERCENARIES

Inside the League's border, the fracturing of federal authority has both been a boon and a detriment to the mercenary trade. With few major powers left with the affluence to afford their desired wages, many mercenaries jumped ship, by allowing their contracts to expire, joining the Word of Blake's employ, or simply leaving. The pointless sacrifices of mercenary commands on Gibson and Atreus at the orders of Regular and Oriente leaders, respectively, left many keenly aware of how little the League regarded its irregular forces.

On the other hand, the defection of League troops and infighting has left a wealth of opportunities for smaller commands to make a name for themselves. Groups like the Rim Commonality are looking for any credible force to help defend themselves from pirate raids, while the Regulans hired a large amount of conventional and aerospace commands to bolster their garrisons while their provincial troops focus on expansion and the extermination of Blakist holdouts. As of this writing, only three established commands greater than a company in size remain employed within Free Worlds League space.

Initially contracted by Alys Rousset-Marik, both the Legion of the Rising Sun and the Battle Corps had their contracts bought out by our coalition, allowing the Duchess to dedicate more of her resources to the League units that joined her resistance and begin to catch up on back wages. Alys refuses to let her own command, Kristen's Krushers, be contracted to anyone but herself.

Stretched thin, but looking to retake Poulsbo from the Circinus Federation, the Tamarind District has recently contracted out the Heart of Blake mercenary command. After much debate about hiring a force made up of former Blakists, the Heart's track record of loyalty to contracts has been commendable, and their performance so far in establishing a beachheads and zones of control has been satisfactory. Photon has admitted that should this continue, he may use the Heart to spearhead a long overdue counter-assault against Buena's recent acquisitions.

The last (and seemingly least) of the three well-known commands, the Bad Dream, is a shell of its former self. The mass desertion of its armor assets and two companies of MechWarriors (forming the Nightcrawlers) took away not just its strength, but its tactical skill as well. The Nightcrawlers were wiped out in the Blakist blitz on Galatea, and though Colonel Bortman reportedly gloated about the death of his former soldiers, his luck did not fare any better years later, when the Marian Hegemony shattered Bad Dream's remaining battalion during a 3077 attack. With only a handful of 'Mechs left operational, and looking for a respite to rebuild (particularly after the government of Kendall refused to compensate Bad Dream for its embarrassing defeat), they broke contract to arrive in the Rim Commonality's capital of Lesnovo at just the right time. The Commonality had just lost the protection of the Eighth Orloff Grenadiers, and desperately was looking for any sort of force to protect it. Now that two Marik Militia units have arrived, the Chairman is re-evaluating his options, and Bortman looking at filing for bankruptcy.

IRREGULAR FORCE STATUS

Kristen's Krushers

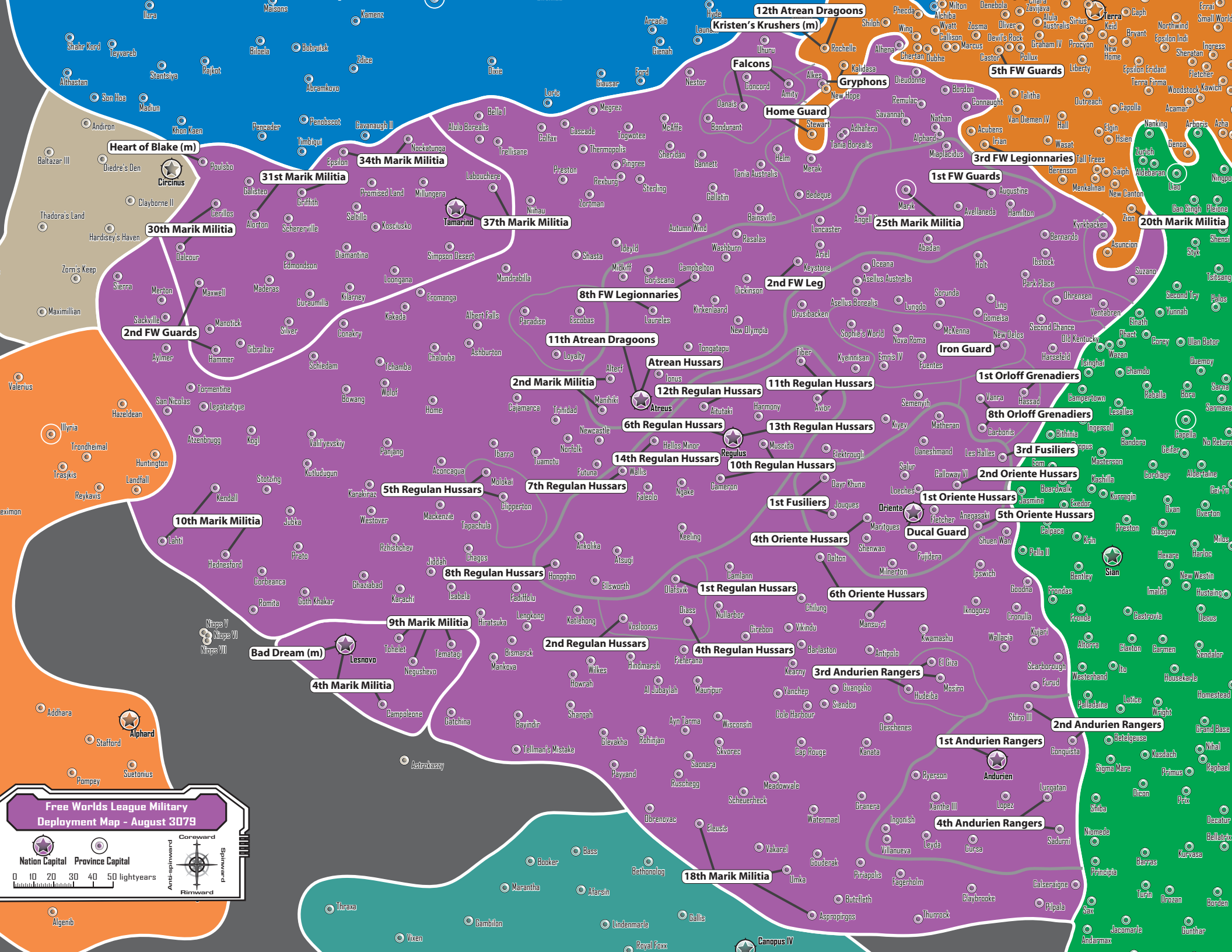
Regiment/Veteran/Fanatical
(Alys Rousset Marik)
50% strength | 100% Upgraded
Current Base: Rochelle

Heart of Blake

2 Battalions/Veteran/Reliable
(Tamarind District)
80% strength | 100% Upgraded
Current Base: Poulsbo

Bad Dream

Battalion/Regular/Questionable
(Rim Commonality)
20% strength | 100% Upgraded
Current Base: Lesnovo



BATTLETECH





FIELD REPORT: L.A.A.F.

Eyes only

CONFIDENTIAL





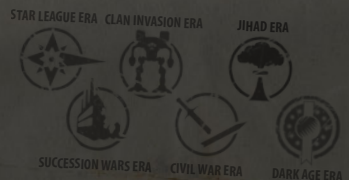
FIELD REPORT: L.A.A.F.

STRATEGIC ANALYSIS...

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

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

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



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FIELD REPORT: LAAF



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

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

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

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

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

HOW TO USE THIS BOOK

Field Report: LAAF is a *BattleTech* supplement designed to provide players with information about the state of the Lyran Alliance Armed Forces (LAAF) in the aftermath of the liberation of Terra during the Jihad (and before the eventual formation of the Republic of the Sphere).

This first section of this book—the *Alliance Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the State*. *Strategic Update* is a brief overview of the LAAF's current condition and perceived objectives, while *Goals of the State* presents the political and suspected military benchmarks the Lyrans are likely to use in the future.

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

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

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

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

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

FIELD REPORT: LAAF





ALLIANCE OVERVIEW

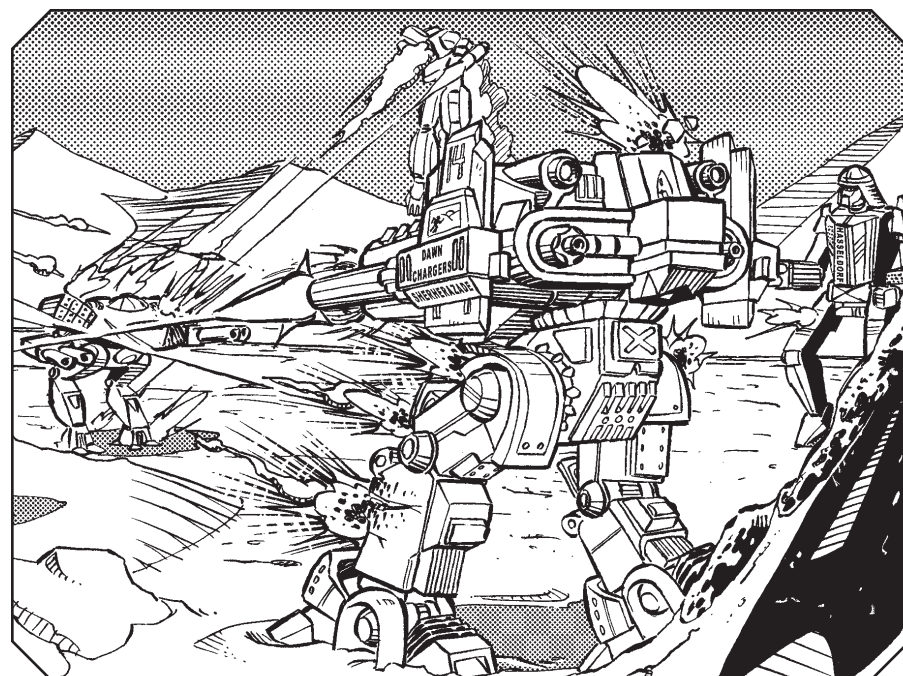
The Lyran Alliance has a heavy reliance on the traditions of the old Lyran Commonwealth, but that is not to say that the Alliance is identical to its ancestor. Having learned both from its time as a partner in the Federated Commonwealth as well as its successes and failures since, the Alliance has remained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

STRATEGIC UPDATE

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

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

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



SOCIAL-KILLER

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

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

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

WHERE THE HEART IS

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

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

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

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

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

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

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

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

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

[Yu]: "Jump engaged, Admiral."

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

[Cara]: "All stations, report!"

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

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

CONTINUED ON P. 4

FIELD REPORT: LAAF



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

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

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

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

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

INDUSTRY ASSESSMENT

General,

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

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

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

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

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

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

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

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

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

GOALS OF THE STATE

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

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

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

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

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



LOGISTICAL STATUS

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

ACADEMIES AND COMMAND CENTERS

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

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

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

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

PAYING WELL

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

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

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

NOWHERE TO SCHMOOZE

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

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

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

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



OFF THE EDGE OF THE MAP

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

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

WHO'S RUNNING THE SHOW?

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

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

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

—Editorial Section, Donegal Global Daily, 23 July 3078

INFRASTRUCTURAL INTEGRITY

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

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

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

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

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

FIELD REPORT: LAAF





ALLIANCE GUARDS

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

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

CONDITION

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

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

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

MORALE

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

REGIMENTAL STATUS

Third Alliance Guards

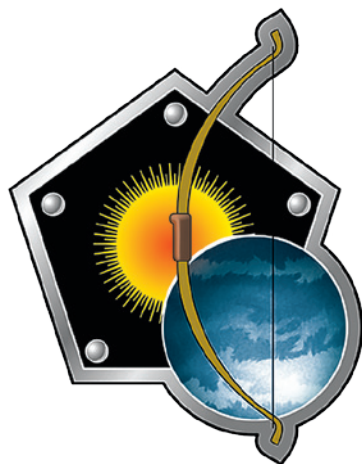
Regiment/Regular/Questionable
40% strength | 90% Upgraded
Current Base: Timbiqui

Fourth Alliance Guards

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

Fifth Alliance Guards

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



ALLIANCE JAEGERS

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

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

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

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

CONDITION

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

MORALE

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

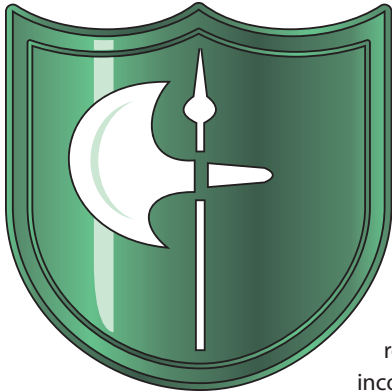
REGIMENTAL STATUS

Skye Jaegers

Regiment / Regular / Questionable

40% strength | 50% Upgraded

Current Base: Skye



ARCTURAN GUARDS

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

CONDITION

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

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

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

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

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

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

MORALE

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

REGIMENTAL STATUS

Fifteenth Arcturan Guards

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

Seventeenth Arcturan Guards

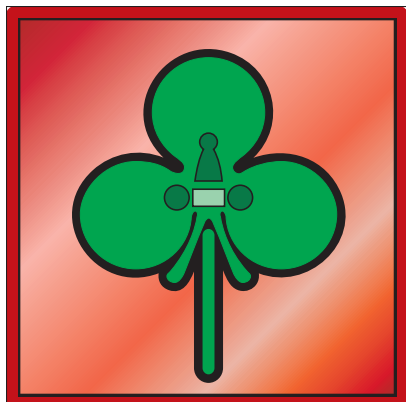
Regiment/Veteran/Reliable
40% strength | 100% Upgraded
Current Base: Surcin

Twenty-Fifth Arcturan Guards

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

Twenty-Third Arcturan Guards

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



DONEGAL GUARDS

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

CONDITION

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

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

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

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

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

MORALE

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

REGIMENTAL STATUS

Second Donegal Guards RCT

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

Seventh Donegal Guards

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



LYRAN GUARDS

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

CONDITION

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

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

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

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

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

MORALE

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

REGIMENTAL STATUS

Third Lyran Guards RCT

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

Fourteenth Lyran Guards RCT

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

Thirty-Second Lyran Guards RCT

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

Fifth Lyran Guards RCT

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

Twenty-Fourth Lyran Guards RCT

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



LYRAN REGULARS

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

CONDITION

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

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

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

MORALE

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

REGIMENTAL STATUS

Fourth Lyran Regulars

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

Ninth Lyran Regulars

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

Fifteenth Lyran Regulars

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

Eighth Lyran Regulars

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

Tenth Lyran Regulars

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



ROYAL GUARD

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

CONDITION

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

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

MORALE

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

REGIMENTAL STATUS

First Royal Guards

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

Second Royal Guards

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

Third Royal Guards

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



SKYE RANGERS

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

CONDITION

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

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

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

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

MORALE

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

REGIMENTAL STATUS

Fourth Skye Rangers

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

Seventeenth Skye Rangers

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

Skye Guard

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



TRAINING UNITS

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

CONDITION

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

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

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

MORALE

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

REGIMENTAL STATUS

Buena War College Training Battalion

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

Royal New Capetown Training Battalion

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

Pandora Training Battalion

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



REGIONAL MILITIAS

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

CONDITION

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

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

MORALE

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

REGIMENTAL STATUS

Accrington FTM

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

Alexandria FTM

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

Nekkar SPM

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

Neerabup MTM

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

Qanatir MTM

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

Alekseyevka TTM

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

Florida TTM

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

Teyvareb TTM

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

Carlisle APM

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

Dar-es-Salaam CTM

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

Furillo BPM

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



IRREGULAR FORCES

STATE OF NON-STATE FORCES

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

“CLAN KELL”

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

MERCENARIES

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

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

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

IRREGULAR FORCE STATUS

Blackstone Highlanders

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

Fighting Intellectuals

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

Kirkpatrick's Invaders

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

Brion's Legion, First Regiment

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

Grave Walkers

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

Blackjacks

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

The Dioscuri

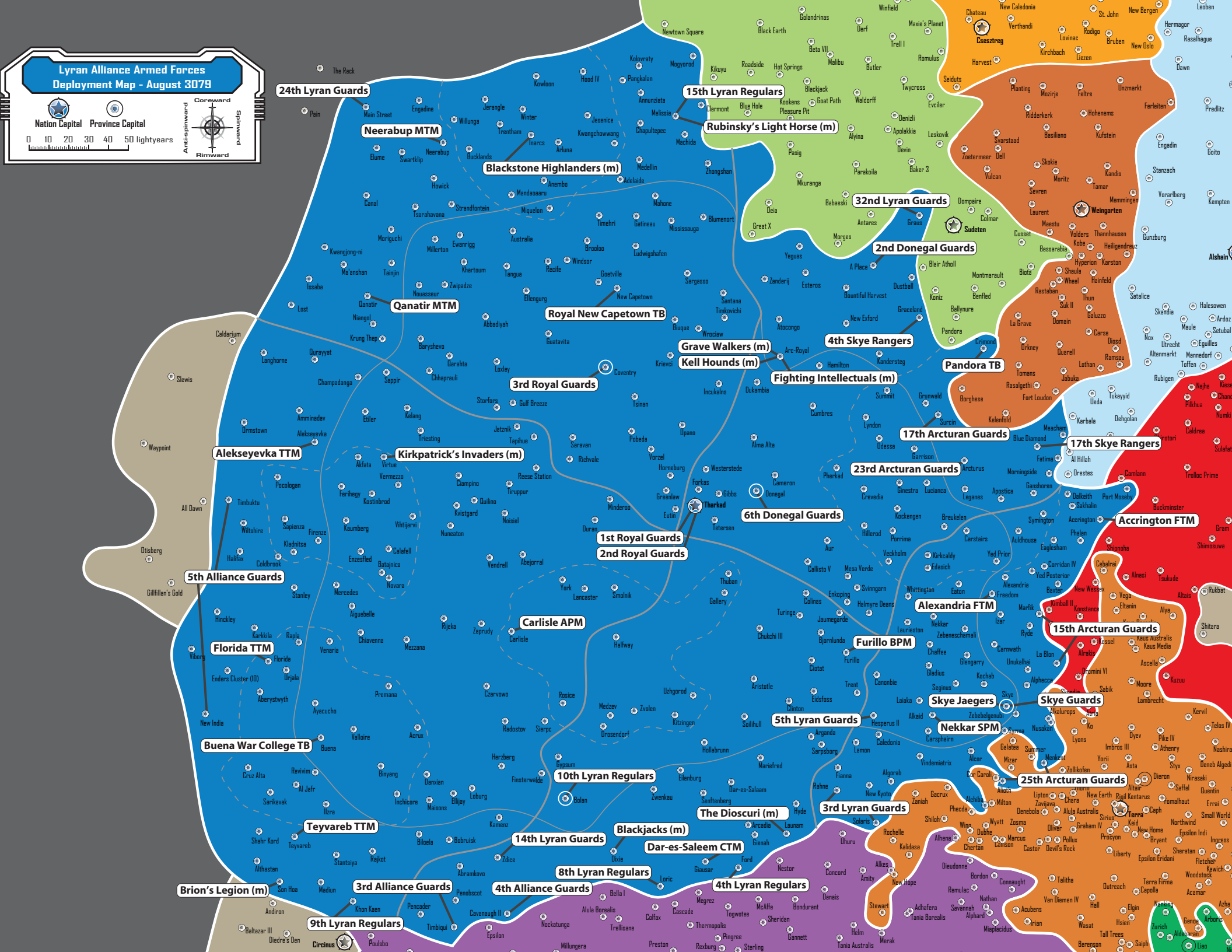
Battalion/Veteran/Questionable
40% strength | 50% Upgraded
Current Base: Launam

Kell Hounds

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

Rubinsky's Light Horse

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



Lyran Alliance Armed Forces
Deployment Map - August 3079



Nation Capital Province Capital

0 10 20 30 40 50 lightyears



Coreward

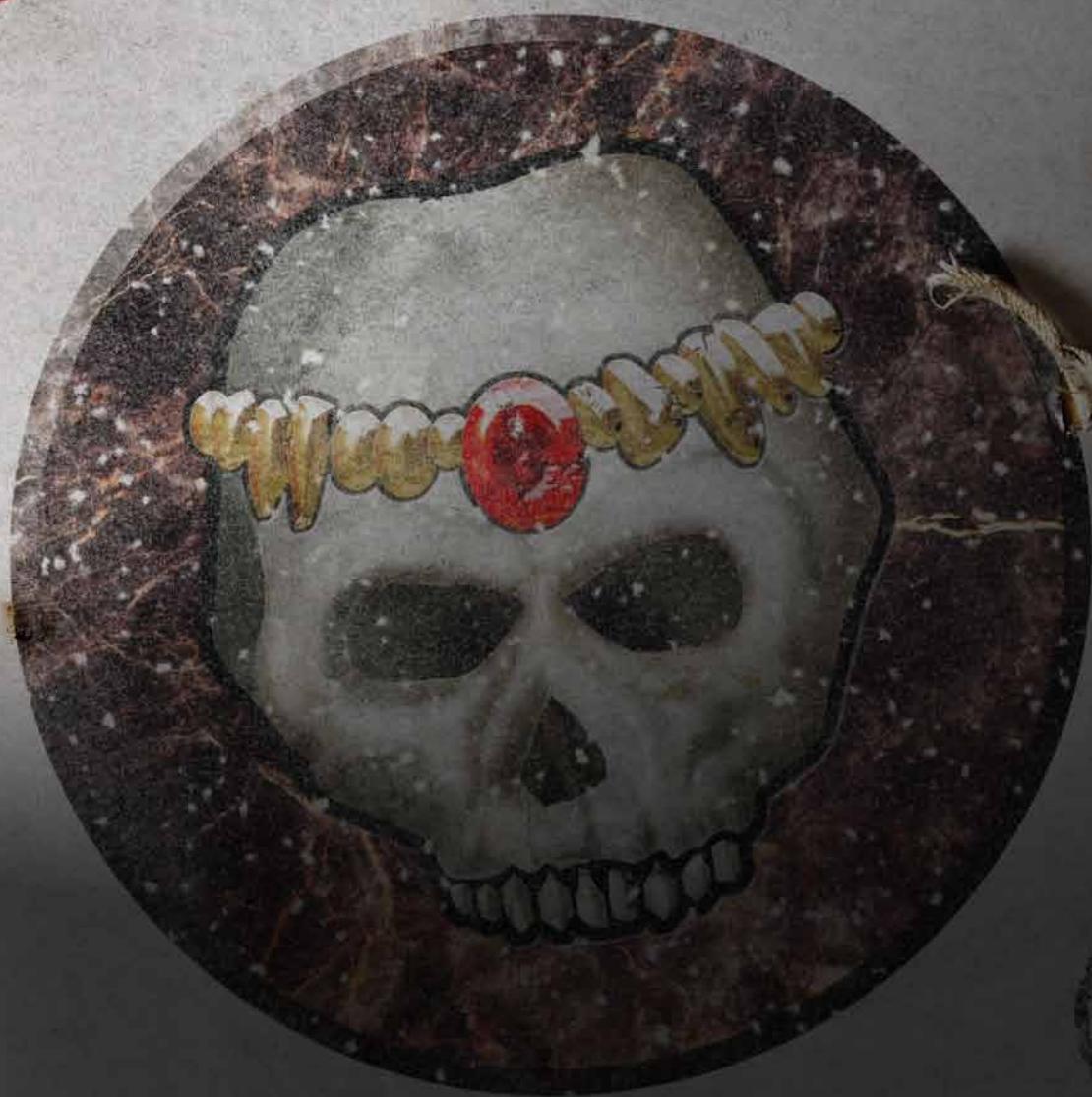


Rimward

BATTLETECH

FIELD REPORT: PERIPHERY

Eyes only
CONFIDENTIAL





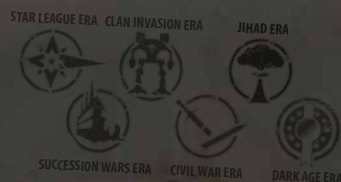
FIELD REPORT: PERIPHERY

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: Periphery describes the state of the various Periphery states in the wake of the events described in *Jihad Hot Spots: Terra*, including the overall military and logistical condition of the minor powers that exist on the fringes of the war-ravaged Inner Sphere. Whether plagued by piracy, ravaged by Word of Blake terror cells, or simply struggling to maintain their independence in a time of chaos, the various realms of the Periphery now struggle to rebuild as a new era beckons...



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FIELD REPORT: PERIPHERY



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

Attached you will find our most comprehensive report on the status of the various militaries of the Periphery. Note that the distance between our borders and the Periphery is vast and may make the information seem irrelevant. However, given our knowledge of history and how according little respect for the Periphery doomed the Terran Hegemony, we should take care to monitor developments in this region of space lest we repeat the errors of our predecessors. Our people have deemed this compiled data as accurate, but relying as we are on shared information from multiple sources, errors are expected to be inherent in the information to a degree not easily quantified.

The primary nations of concern are the Magistracy of Canopus, the Taurian Concordat and the Marian Hegemony, though information on the burgeoning Fronc Reaches, Filtvelt Coalition, Calderon Protectorate, and various pirate factions is also included; the Circinus Federation is not included; effectively little more than a Blakist vassal state at this time, the Word's counter-intelligence has made it difficult to solidify an accurate picture of the military situation there at this time. The forces deemed most likely to encounter our own are the Canopians, given that their alliance with the Confederation has been cemented through matrimony. The Taurians suffered greatly in the Jihad against the Federated Suns and are expected to be a minor risk in terms of military power and political influence as they seek to rebuild their shattered economic and military might. The Hegemony is still in flux under its young new Caesar, but that

state's aggressive history points to future conflicts with its neighbors. Fomented rebellions in the Lothian District have escalated greatly of late, though the Caesar has curiously focused on acquiring new territory rather than securing those worlds within his domain.

The Periphery suffered less in some regions than in others. While the major realms sustained heavy damage, the Jihadists seemingly ignored most of the smaller states. The Fronc Reaches, for instance, has apparently prospered with the massive influx of refugees from all corners, while Randis IV continues to grow more self-sufficient. The breakaway Filtvelt Coalition has yet to experience its "teething phase" as a nation, while the pirate realm of Malagrotta died stillborn and was reabsorbed by the FedSuns. What little news comes from the Niops Association is grim. The Calderon Protectorate has spent the war vacillating between raiding and protecting the neighboring Taurian Concordat, while the Mica Majority has tried to remain unnoticed in the face of Clan Snow Raven's rising dominance in the Outworlds region.

In the deeper Periphery, the Hanseatic League is reportedly courting disaster by confronting both Clan forces and Nueva Castile at once. This conflict may become quite severe, but at this time, we feel it is too remote to be of immediate concern. (Nevertheless, our people will continue to investigate.)

Given the independence-mindedness that so fiercely embodies Periphery nations and their peoples, one should never discount their ferocity or their short tempers. While reserved when left alone, they are quick to retaliate and escalate beyond any perceived threats or attacks. They may eventually become valued trading partners, but we would be well advised never to take these distant powers for granted.

HOW TO USE THIS BOOK

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

This first section of this book—the *Periphery Overview*—is divided into two broad sections, a *Strategic Update* and the *Goals of the States*. *Strategic Update* is a brief overview of the Periphery militaries' current conditions and perceived objectives, while *Goals of the States* presents the political and suspected military benchmarks the Periphery nations are likely to use in the future.

The next chapter, *Logistical Status*, covers the state of *Academies and Command Centers* throughout the Periphery, while *Infrastructural Integrity* will present an overview of the state of various Periphery 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 brigades in the Periphery militaries, with an eye toward their likely future employment. Included are ratings for the experience and estimated combat strengths of each regiment within the subject brigade.

Finally, *Irregular Forces* covers non-Periphery forces serving with their Periphery allies. These include the most prominent mercenary commands serving in the Periphery.

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Developer's Note: For more information about militaries of the Periphery, or the state of warfare before and during the Jihad, see *Field Manual: Periphery*, *Field Manual: Updates, Masters & Minions: The StarCorps Dossiers*, *Jihad: Terra*, or *Technical Readout: 3085*.

FIELD REPORT: PERIPHERY





PERIPHERY OVERVIEW

While the Periphery has shown flashes of brilliance and cooperation in recent decades, much of that was lost during the Jihad. The Trinity Alliance that united the Canopians and Taurians with the Capellan Confederation threatened to destabilize the Rimward Periphery beyond anything since the Reunification War. The Jihad, however, put the final nail in the Alliance's coffin, when the bitter and marginalized Taurians finally withdrew. The ties between the Canopians and Capellans, however, only grew stronger as a new Magesrix assumed the throne, married the Capellan Chancellor and bore their children. The Taurians, meanwhile, railed against the Federated Suns, and now seek to rebuild and regain some semblance of stability while still holding on to their meager gains in the Federated Suns.

The Fronc Reaches reasserted its independence from the Canopians when the latter's military forces withdrew during the Jihad. In the Marian Hegemony, the death of the Caesar in a radiological attack demoralized much of the populace, but only strengthened their military resolve.

Pirates remain a problem to stability and reliable trade, but those who now ply the spacelanes for ill-gotten gains have changed. Some bands over-reached themselves during the war, and were overwhelmed by the responses they provoked. Meanwhile, the Filtvelt Coalition made a (so far) successful play for independence from the Federated Suns in the wake of the Suns' apparent abandonment of the region.

Most minor nations of the Periphery, including the Rim Collection, Mica Majority, and the Fiefdom of Randis, have weathered the Jihad with ease, largely because they are simply too small to have attracted the ire or attentions of the various forces fighting in the recent war. Likewise, the Deep Periphery has been spared the ills of the Jihad, though conflicts between them and with stray Clan forces continue to threaten their well-being.

STRATEGIC UPDATE

As to why the Periphery militaries did not participate in our Coalition against the Blakists, the reasons are as varied as the various powers themselves.

When Taurus was bombarded by asteroids, the decapitated Taurian leadership naturally responded by blaming the Federated Suns, who they were already in conflict with. Taurian fervor led them to launch genocidal attacks against many Suns worlds; that the AFFS had to task large numbers of troops against this fanatical enemy speaks to the quality of the Concordat's forces and the savagery of their actions. Millions of civilian casualties to date can be traced to the bombardments by the Taurian's solitary WarShip *Vendetta*, a gift from their Blakist allies. Meanwhile, Taurian ground forces in the Pleiades remain entrenched there, and continue to cause problems for our FedSuns allies. Though attrition is taking its toll, it is unlikely that the Taurians' posture towards House Davion

will relax in any meaningful time frame, meaning the possibility of another unrestrained series of attacks remains high. The Calderon Protectorate's open opposition to the Concordat's military junta has had little effect on this conflict. With planetary allegiances swinging from Concordat to Protectorate to neither, a de facto neutral zone now exists between the two. This could lead to increased and more aggressive pirate activity in the region, with less central authority to contain it.

The Canopians' lost their beloved Magesrix and a great deal of their military elite when Crimson was firebombed. Hadji Doru, one of the few surviving leaders, led the opposition against the Blakists until Canopian forces deployed within the Confederation could return to reclaim their nation. The fact that the Canopians allowed this to happen through the ill-advised spread of their defenses through the Fronc Reaches is unlikely to be repeated in the future and will surely affect their relationships with Sian and Fronc.

The Fronc Reaches took steps during the Jihad to build a true military force, especially after the Magistracy's withdrawal. While the Colonial Marshals remain as a law-enforcement body, the Reaches' Sentinels were created to serve regional defense. Though this is a small force at present, the proto-state's willingness to cede land and titles to troops in exchange for loyalty and defense has seen several small private commands join the Sentinels. The most prominent of these are the Fronc Cuirassiers, formed around the Derek's Devils mercenary force, whose pursuit and destruction of Blakists masquerading as pirates netted them both prestige and high-tech salvage. Primarily, President Carver Trondel and Force Commander Dirk McEvans believe that the Magistracy will be too distracted with its own rebuilding, and the Concordat too consumed by their war against the Federated Suns to pose any immediate threat to the Reaches. Still, Trondel has made overtures to the Calderon Protectorate for cooperation against pirate forces.

The Marian Hegemony lost a great number of troops through their opposition to the Blakist-backed Circinians, but the greatest loss was that of Caesar Julius and much of the military hierarchy in the neutron bombing of Nova Roma. Nevertheless, the struggle against the Federation's enhanced technologies forged the Legions into a cohesive and deadly force. Though depleted in numbers, they are now regarded as more formidable than ever, a fact demonstrated by their conquest of several nearby systems formerly claimed by the Free Worlds League. Young Caesar Cassius' choice to fight the Circinians hardest in the Lothian province—where the collateral damage would presumably weaken the resident Lothian rebels—may have seemed a brilliant strategy at the time, but the outcome has only exacerbated the insurrection beyond his ability to control.

The Filtvelt Coalition, seen by many as an upstart breakaway, capitalizing on the Federated Suns' upheavals during the Jihad, is actively soliciting any AFFS forces, mercenaries and even privateers who might prove willing to defend their new realm (or at least turn their guns away from it). While their overtures for military aid are so far generating few warm responses, the fact they can draw on

FIELD REPORT: PERIPHERY



the often derided, yet still high quality Filtvelt Academy for military leadership and new service members speaks well of their potential future. With the Taurians in disarray, Filtvelt's primary threat would be from a FedSuns police action to bring their state back under Davion control.

The Death's Consorts overt betrayal and takeover of the Malagrotta Collective, which also sought independence from the Federated Suns, led to not only the Collective's downfall, but that of the Consorts themselves. The destruction meted out by the AFFS against the Consorts was also visited upon other pirate bands in recent times, yet many more bandit operations remain in play, especially in the Periphery. Still, with the current power vacuum created by the Consorts' destruction and by Clan Snow Ravens' conquest of Antallos, it will likely be a while before any large, well-organized pirate bands emerge in the future.

The lesser nations of the Periphery have changed little during the Jihad. The most concern is for the Niops Association, from whom little word has come in some time. Rumors speak of internal political upheavals, while reports of a JumpShip fleeing the system with stories of marauding Blakists sound all-too familiar and believable. The Deep

Periphery is short on communication but long on independence. Reports speak of combat with encroaching Clans on the part of the Hanseatic League. Nueva Castile is apparently maintaining their hostility towards the League, further isolating that enclave.

GOALS OF THE STATES

The Taurian Concordat obviously has two primary goals. First, in their minds, is to hold onto the small gains they made in acquiring territory from the Federated Suns, and thus prove their strength to the Great Houses. Second, is to reunify the nation to the size and power prior to Baron Kithrongs creation of the Calderon Protectorate. This misplaced priority is unsurprising with a military junta in charge, according little value to diplomacy over military actions. The Protectorate, meanwhile, seeks to remain independent for now, refusing to reunite unless Erik Martens-Calderon is named Protector, and all members of the current junta resign. So, while the Concordat tries to maintain a façade of strength to ensure its populace, the Protectorate is content to consolidate its own power and security, while both state continue to vie for the loyalty of as many of the neutral worlds between them as possible.

THE MARSHAL'S CREED

THOU SHALT NOT BE ABOVE THE LAW.

THOU SHALT NOT BE UNARMED.

THOU SHALT NOT DISARM THE CITIZENRY,
MILITIA, OR MILITARY SAVE IN TIMES
OF ADJUDICATION.

THOU SHALT NOT PUT YOUR INTERESTS
ABOVE THOSE OF THE CITIZENRY.

THOU SHALT NOT HOLD THE RIGHTS
OR SAFETY OF ANY OTHER PEOPLES
ABOVE THOSE OF THE CITIZENRY.

THOU SHALT NOT PUT YOUR LIFE
ABOVE THOSE OF THE CITIZENRY.

THOU SHALT NOT REFUSE AID TO THE
CITIZENRY OR TO A FELLOW MARSHAL.

THOU SHALT NOT ENACT CAPITAL
PUNISHMENT AGAINST ANY CITIZEN SAVE
FOR INSTANCES OF MURDER, RAPE, CHILD
MOLESTATION, ENSLAVEMENT, OR TREASON.

THOU SHALT NOT USE AS THE BASIS
OF JUDGMENT ANY CITIZEN'S RACIAL
OR NATIONAL HERITAGE, GENDER,
OCCUPATION OR RELIGION.

THOU SHALT NOT SUFFER A PIRATE TO LIVE.



Frontispiece inscription, *The Colonial Marshal's Field Manual*,
Third edition, Fronc Free Press, 3078



In the Fronc Reaches, President Carver Trondel has openly stated his desire for the Reaches to realize the full benefits of the independence they won just before the outbreak of the Jihad. When a number of Canopian mercenary commands abandoned their posts in the Reaches to aid the Magistracy, they left a void in Fronc's defenses, and in the Reaches' faith in Canopian friendship. Trondel seized the opportunity and, rather than risk relying upon further Canopian military aid and influence, founded a military defense force of his own, actively soliciting local freelancers and resident guardsmen to bolster the Reaches' defense. Acknowledging the certainty that Detroit will forever remain under Canopian and Capellan rule, the Reaches flag now includes a black star to signify the loss of a founding world. At the same time, this proto-state is working feverishly to develop its industries to support its burgeoning military.

The Magistracy of Canopus is focused intently on rebuilding its core worlds after the Blakists' devastating assaults. While the Canopian military suffered greatly, we expect the MAF to be rebuilt relatively quickly, given how much of the realm's industry remains intact. Furthermore, as the alliance with the Capellan Confederation aided both realms in the Jihad, Magestrix Naomi Centrella-Liao is expected to try to leverage aid from her husband to further recover and upgrade the Magistracy's military and industrial infrastructure. Reportedly, this may include a new War Institute of Canopus. Meanwhile, even though the Canopians lost their inroads with the Fronc Reaches, we expect them to attempt to regain their favored status now that the Jihad is winding down in their area of space. Their continued presence on Detroit is unlikely to be unchallenged by the meager Reaches military, leaving the Canopians with the most advanced factory in the Periphery, and the Canopians may opt to use that as a means of securing trade dominance in the region. With this industrial powerhouse, and the backing of the Capellans, the Magistracy conceivably could eventually achieve primacy in the Rimward Periphery through access to more advanced military technology and greater productive capacity.

The Marian Hegemony, like many other major Periphery states, lost its leader to Blakist weapons of mass destruction. When the Caesar died, his plans to take the fight to Circinus died with him. However, the young Caesar Cassius managed to rally the Hegemony's core and prevented a complete governmental collapse. Still, the boy ruler has yet to establish his own clear vision for the Hegemony's postwar future, nor has he established his legacy. This puts the realm on shaky ground, especially as the insurgents in the restive Lothian District have radically increased in recent months. It is possible the HAF realizes the quagmire that the Lothians could become, as their latest bold attempts to expand the Hegemony have actually come at the expense of Free Worlds League, rather than a brutal suppression of the Lothian rebels.

The newborn Filtvelt Coalition joins the Periphery mindset of seeking first to survive, and later, hopefully, to thrive. While some realms have achieved both security and prosperity, it is rare in the modern Periphery for either to last for very long. Marquess Helen Trempeleau hopes to break this pattern and secure her borders through diplomacy rather than through military force. Knowing from long experience that the worlds of the Coalition can sustain themselves, their hope is that they will not face a serious FedSuns thrust to retake the tiny secessionist state if they can prove themselves to be a safe and friendly neighbor. Concentrating their new military leadership within the Filtvelt Academy faculty does all they can for defense, while they rely on their internal agriculture and industry to sustain them.

PERIPHERAL QUOTES

A compilation of quotes from or about prominent Periphery leaders goes far to summarize the different approaches taken to safeguard their borders during the Jihad. While some seem speculative or flippant, these have all appeared in some publication or other during the past decade

"Who in the hell's bright idea was this anyway?"

—Captain Reginald Jonvelson of RDF1, during disastrous retreat from Chainlaine Isles, 3076

"If they so enjoy being a thorn in our side, then we'll do our fighting in their backyard."

—Caesar Cassius O'Reilly, on fighting the Circinian invaders in the Lothian District, 13 March 3073

"Define... 'razed'."

—Senior Marshal Victor Sharpe, replying to TMI report on the razing of Amber Grove, 22 April 3075

"Would you stay here when *this* happened?"

—Anonymous Canopian, after Magestrix Naomi departed the ruins of Crimson to return to Sian, 16 December 3075

"I guess I just don't see your problem. That's how we handle them in the Reaches. They come here, they die, and not after draining the public coffers to clothe, feed, and house them for decades. If you don't like it, the Sphere's more than happy to waste money on thieves, murderers, rapists and slavers. Look how that worked with Lady Death."

—Force Commander Dirk McEvans, replying to complaints of refugees who witnessed Marshal Duke Marion calmly executing captured and bound pirates, 1 March 3071

"Of course they reneged! They're pirates, for Christ's sake! What the hell were you thinking, issuing those Letters in the first place?"

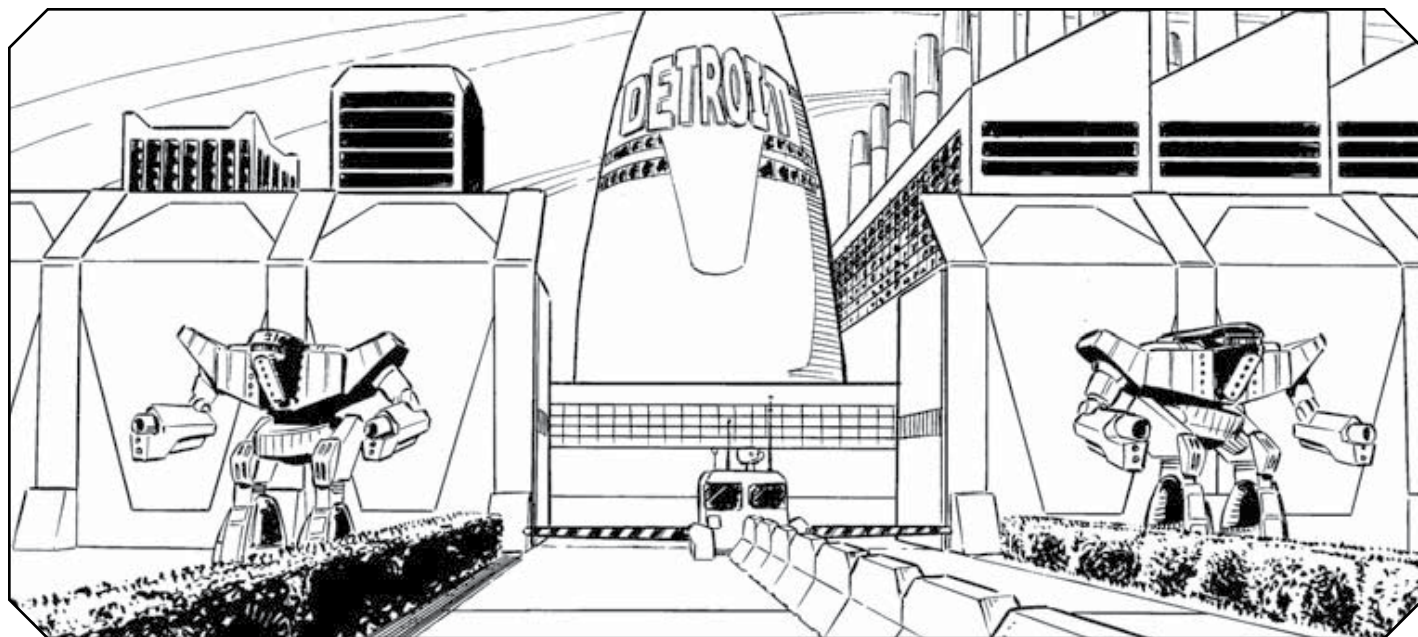
—Planetary governor Harold Edgrer of Broken Wheel to Marquess Helen Trempeleau, after the first Letter of Marques-bearing pirate group raided Broken Wheel and disappeared into the void.

"Let me get this straight, you're worried about pirates, so you founded the Guards, then you sent us to Charleston to guard the Taurians against *pirates*? Seems to me we could have skipped a couple steps in there, don't you think?"

—Col. Peter LaCasse, Commander, First Taurian Pride, to Baron Marshal Kithrong, 10 July 3076

"Did you hear that?"

—Leonus Gracus, Mayor of Tripolus, 100km outside Nova Roma, 6 June 3071



LOGISTICAL STATUS

The Periphery states benefited from their small size and relatively sparse populations during the Jihad. Most of the Blakist marauders saw these scattered powers as little threat and disregarded their outlying worlds accordingly, as a general rule. Unfortunately, this also meant that those worlds significant enough to feel the Jihadists' wrath suffered greatly.

ACADEMIES AND COMMAND CENTERS

While each Periphery realm experienced the Jihad differently, the Magistracy of Canopus arguably sustained the worst damage of all. Since the alliance with the Capellans saw many of the Canopians' better commands stationed within the Confederation, while more Magistracy troops were scattered throughout the Fronc Reaches, few were left in position in and around Canopus itself. When the Blakist assault and subsequent occupation began there in October 3068, the Word's blackout of the HPG network left the Magistracy alone in the dark, unable to call for help. It was not until Naomi returned in 3075, only to find the capital city of Crimson in ashes, that the full extent of the damages became clear. Lost was the Canopian Institute of War and most of the Magistracy Armed Forces' central command structure. Only those who were away from the conflagration—including Naomi herself—survived to resist the Word and rebuild the shattered MAF. The MAF's recovery will be slowed with the loss of many of the provincial academies, which were targeted by occupying or raiding Blakists, depending on the world in question. New facilities and faculties will be required to replace the planetary academies on Bass, Lindenmarle, Megarez, Adherlwin, Borgan's Rift, Royal Foxx, Fanardir, Gallis, and Early Dawn, along with the Canopus Institute of War itself.

The Fronc Reaches instituted their own internal recruitment and training for the Marshals well before the loss of the Canopian Institute of War (where Marshals had previously trained since their founding), primarily because Force Commander McEvans refused to tolerate the pro-Canopian indoctrination that was taking place there. In addition, the newly created Fronc Reaches Sentinels swelled greatly with the influx of several wayward soldiers fleeing the Jihad. While they have no dedicated military academy as yet, the various components of the Sentinels have become cadres for the training or locals and other refugees, while recruiting some Dispossessed MechWarriors in the bargain. These informal training programs tend to take place at the various duty stations and landholds granted to the highest-ranking Sentinels, while the state-managed Marshalry Academy is being constructed on Fronc itself, under the direction of McEvans and President Trondel.

The Taurian Concordat has also suffered greatly during the Jihad. In this case, the damage wrought is due less to attacks by the Blakists—who remain the Concordat's erstwhile allies—than from a devastating asteroid attack on Taurus itself. Blamed on the Federated Suns (though many sources still question the circumstances), the attack cost thousands of lives, including those of Protector Grover Shraplen and much of the TDF's high command. In the midst of a war that had already grown personal between the bitter fighting in the Pleiades and the FedSuns-employed Hansen's Roughriders' campaign of vengeance against the Taurians, this strike spurred even greater savagery in the Suns-Concordat fighting. Indeed, the demolition of the Taurian capital world drove the surviving military leaders to seize the government and institute a kind of martial law, sending the surviving Taurian Defense Forces (TDF) into the FedSuns. The destruction on Taurus also cost the Concordat its



primary military academy, the Ecole Militaire, while the Naval Institute and Aerospace Flight School continue to operate unabated, being located elsewhere. Fortunately, the Concordat's state requirement that all citizens serve in the national defense has softened its losses somewhat. By extending the period of service and beginning it earlier, the military government is driving that recovery hard, no doubt hoping to maintain its efforts against the FedSuns.

The Calderon Protectorate, confined to few worlds, boasts only the recently built New Hope Military University on Erod's Escape, the only major world under their sway. The university's first graduating class was commissioned only recently, but as it rests close to the seat of the Protectorate's government and central command, this academy is expected to be the primary source for future Protectorate elite. Unfortunately, an exodus of sorts has marred even this achievement. While most of the academy faculty remained at their posts when news of the tragedy on Taurus reached the Protectorate, many of their cadets chose to leave for the TDF and joined the invasion of the Federated Suns. When Baron Kithrong finally managed to recall the Calderon Protectorate forces from Concordat space in protest of the extreme actions on the Davion front, most of the Protectorate cadets had already been killed. Those who still lived chose to remain with their new TDF comrades instead.

The Marian Hegemony's direct opposition to the Blakist-allied Circinus Federation led to great losses for the Legions. In the nuclear attack on their Alphard, the Hegemony lost its one major military academy, the Collegium Bellorum Imperium. The Alphard Air Academy was similarly wiped out. Though Caesar Julius' predecessor, Sean O'Reilly, had established numerous other academies during his reign, these were little more than basic training camps. With conscriptions unchanged from Sean's time during Julius' reign, the loss of the Alphard faculty forced Caesar Cassius to rely more heavily on graduates of these camps, increasing their prestige at least in the short term, but not their quality. Indeed, the training curriculum has been abbreviated even more than it was before the Jihad, to push more troops into the field faster, a desperate effort that has reduced the Legions' overall quality. While Caesar Cassius has ordered various officers to serve as instructors, this has only decreased the capability of his field commands further, while they wait for the camps to produce more reinforcements. Even worse, this plan has only been partially carried out, as increased fighting in Lothian District prevents proper reallocation of resources.

The Filtvelt Coalition, despite being the youngest nation included in this briefing, boasts an exceptional military academy in the form of Filtvelt Academy. Though it was the newest of the Federated Suns military academies and derided by others as a substandard Outback training facility, Filtvelt turns out quality graduates. That its cadets lack access to the advanced training simulators and other modern amenities found elsewhere in the Suns, Filtvelt's trainees receive more hands-on time with actual equipment. Training accidents are more common than the Inner Sphere norm as a result, but those who graduate tend to have a better feel for actual combat and the means to prosecute it as a result. As the core of the new Filtvelt military, this is a solid foundation to build upon.

The other nations of the Periphery, including the Niops Association, Hanseatic League, Rim Collection and others, do not have formal military academies as such, at least not on the same scale as those of the major Periphery states. Their regiments are based upon traditions of cadre-style training, often in the field with the personnel actively using the equipment.

INFRASTRUCTURAL INTEGRITY

Compared to the Inner Sphere, the Periphery's industrial base fared quite well. When facilities were damaged, as often as not it was by other hands than of the Word of Blake.

The Marian Hegemony's losses in the Alphard bombing did not include their military industries. Both the Alphard Trading Corporation and Marian Arms, Inc., are located far outside of Nova Roma, a consideration designed to avoid harm to the local population should an enemy target these factories. The only other major Hegemony factory, Hadrian Mechanized Industries on Pompey, has also been spared, thanks to its location deep within the Hegemony's interior. Moreover, the Hegemony's Third Legion is split between both worlds, providing excellent protection for these valuable national assets.

SEEKING THE SHADOWS

As was demonstrated during the Star League occupation centuries ago, even the most avaricious of conquerors is put off balance when his newly subject peoples do not oppose his rule. Too quickly they relax under the belief that the populace assimilated quickly. It is then that the unwary foe must be struck, from the shadows, from behind, while he is sleeping, eating, bathing, defecating... Sunder their calm with unrelenting sneak attacks, assassinations, poisonings, stabbings, then melt back to the shadows before they draw their own weapons. But in the light, give them smiles and assurances, fawn over their wounds and losses. Preserve the territory. Kill the invader. Avoid rebuilding by avoiding destruction. It has always been our way.

—From *Tactics of Recovery During War*, First-year Seminar, Canopian Institute of War, 3065

DESPERATE MEASURES

Marquess Trempeleau,

I cannot, under any circumstances, accede to your request. One year of instruction is simply too little time to prepare these cadets for combat. I understand and appreciate the need for a greater number of troops in the field, but sending half-trained students into battle is something I cannot condone. It would be quicker and less costly in the long run if we just shot them ourselves.

—Official reply from General Erich LeBeau, 3079



SALVAGE

Caesar Cassius turned from the wreckage and looked back at the Senators who had accompanied him. He appeared pleased, though it was difficult to tell with the protective helmet and environmental suit. Members of his Royal Guard, their imposing armor muted by the protective suits, fanned out from his position, intent upon the uninhabitable region that surrounded them. It was the first time the Caesar had seen the formal royal palace in Nova Roma. The entire party moved on, returning to the outskirts of the city to begin their search.

After what seemed an eternity of watching plebes pick through the rubble of the Collegium, a similarly garbed member of the technical staff that had been leading the effort hurriedly approached Caesar, only to be slowed when the Guards reflexively raised their weapons. He carried a large metal box and seemed terribly excited about his find. Caesar and those senators nearest him echoed that excitement. Mission apparently over, our entire party turned about and headed for the vehicles to return to safe ground. The schematics had survived the devastation. Now all that remained was to negotiate with HMI on how to implement production of the Heavy LRM Carrier.

At least something useful could be recovered from the wreckage.

—*Diary entry by Senator Kevin McLowery of Pompey, 3 September 3075*

UNREMITTING HATRED

Wolfgang Hansen turns from the one wall left standing at the edge of what was once the factory complex on Perdition, its former canyons of concrete filled with rubble and wreckage. He drops the rattle can he'd been using and places his hands at his hips to survey his work: the white outline of a large stylized fist, fore- and middle fingers raised to the sky, the words "HANSEN WAS HERE" beside it, also in white.

Hansen turns to regard one of his comrades who strolls up and hands him a very large item. Unfurling the gift, Hansen reveals the tattered and scorched flag of the Taurian Concordat that formerly had flown over the base of the local defense force. He exchanges some words with his fellow Roughrider. Hansen then throws the flag to the ground, releases the catch on the front of his trousers, and urinates on the flag.

Turning back to his comrade, he speaks a few more words, lips easily read even from a distance: "Now we can go."

—*Grainy video recorded from a distance, Perdition, Taurian Concordat, July 3075.*

The Magistracy of Canopus, perhaps due to their duplicitous nature of dealing with conquerors, fared well against their Blakist occupation. While openly accepting the new order, they waged a guerilla war in the shadows. Even so, the Blakists never targeted the various Canopian military factories to thwart the insurgency. Instead, they simply kept the factories running and made use of much of what was produced for their own forces. A decade ago, when the Blakists attempted an invasion of Detroit, the Consolidated aerospace, 'MechWorks and vehicle plants suffered minor damage, but production was barely impacted. Majesty Metals and Manufacturing on Canopus IV took some damage in 3071 when a covert raid to obtain weapons for Doru's forces was caught in the act and decisively crushed by the Forty-first Shadow Division. Meanwhile, the Magistracy has done for its industries what other Periphery realms have not: they have built new factories. Novis AT-H, Inc. completed construction of its new plant on Detroit in 3071, while others followed on Krimari and Palladix, both completed in 3075.

The Fronc Reaches is in far worse shape industrially than militarily, especially after accepting the loss of Detroit to the Magistracy of Canopus. Perhaps guilty over the de facto annexation, the new Magestrix granted the Reaches a continued tithe from the production of *Anubis* and *Marshal BattleMechs*, or whatever might supplant them in Detroit's future, but this is a pittance. Unlikely even to house a *WorkMech* factory for decades, the Reaches has turned its efforts instead to supporting the domestic production of combat vehicles and weaponry. Though the expertise is not in place, rumors abound of retooling at the Colonial Tractors plant on Fronc and the Interstellar Agriculture Concerns plant on Rockwellawan to produce *Hetzers* and *Vedettes*, respectively. The same rumors speak of issues like timely delivery of weapon barrels and armor, and transmission failure issues, likely explaining why a bare trickle of said vehicles has made its way to the Reaches' military and their various defense installations.

The Filtvelt Coalition inherited little in the way of heavy military industry since its secession from the Federated Suns. The best facilities they currently possess are the Cal-Boeing factories on Filtvelt itself, which is producing the *Ripper VTOL* for the burgeoning Filtvelt Militia. They also have the *Quikscell* plant on Broken Wheel, and a number of agricultural equipment factories that can be retooled to prepare light combat vehicles or weaponized civilian equipment. The lack of a modern *BattleMech* factory forces the Militia to rely on conventional forces for their buildup, even if it will consist of equipment ill-suited for the task, like armed *WorkMechs* or tractors. Some intelligence suggests that new combat vehicles are being made domestically, if very slowly, at one of these adapted factories, while a fairly new upstart company, *Coalition Armory Inc.*, has been supplying *RetroTech 'Mechs* as a supplement since 3076.

The Taurian Concordat suffered the worst industrial losses in the Periphery. The asteroids obliterated the Taurus Territorial Industries factory on Taurus, while their other factory on Sterope was forced offline when Hansen's *Roughriders* attacked the world. The *Roughriders* similarly damaged the Sterope Defense Industries installations. Hansen was more destructive on MacLeod's Land, seriously damaging *Pinard Protectorates Limited* factories, and on Perdition where they completely destroyed both the *Pinard Protectorates* and *Alphard Trading Corporation* factories there. The *Calderon Protectorate* raided *Edge Industries* on Celano in 3072, slightly damaging the facility in the process. The Taurians heavy losses against the *FedSuns* will be harder to replace with so much of their industry in ruins.

The Deep Periphery as ever presents little to report. No intelligence of any new construction or losses of significant industry is known. The lesser Periphery realms also lack industry of military significance for the most part. The only known loss is that of the *Niops' Association Project Workshop*, believed destroyed in the civil war or an alleged follow-up attack launched by the *Word of Blake*.

FIELD REPORT: PERIPHERY





MAGISTRACY OF CANOPUS



The Magistracy Armed Forces (MAF) has emerged from the Jihad as the premier military force in the Periphery, boasting both the region's most advanced factories on Detroit, as well as a stable alliance with a Successor State. While their forces and command structure suffered in the Word of Blake's initial strikes, the survival of their top general helped maintain the MAF's cohesion until Magestrix Naomi Centrella returned.

CONDITION

The Magistracy's leadership was nearly decapitated when the Blakists firebombed their national capital of Crimson. The attack not only claimed the life of the Magestrix Emma Centrella, but also eliminated most of the MAF's command structure in the process, and destroyed the Canopian Institute of War. The Blakists were able to occupy numerous Canopian worlds in the chaos following the attack, under cover of an HPG blackout, but not without facing a strong guerilla resistance led by Senior general Hadji Doru. While the return of Magestrix Naomi solidified the MAF's resolve in opposing the Blakists, the loss of Raventhir's Iron Hand in the Crimson firebombing will likely be felt for years to come. Most of the other commands fared as well as one might expect against the technologically superior Word of Blake military, but held firm for years thanks to aid from the Capellan Confederation. Still, as the Word's campaign against Canopus was more targeted and used fewer troops, the MAF is in relatively better condition than the militaries of the Inner Sphere.

MORALE

Left to fend for themselves for so long before Naomi returned to claim the title of Magestrix in person, some of the MAF saw some of their dedication to the Magistracy wear away. Others—particularly those who fought alongside General Hadji Doru against the Blakist occupiers on Canopus—had their resolve strengthened. The MAF is thus a force with a range of loyalty to the throne, well equipped to handle high-tech enemy opposition.

REGIMENTAL STATUS

Magistracy Cavaliers

Regiment/Regular/Reliable
75% strength | 5% Upgraded
Current Base: Novo Tressida / Crawford's Delight

First Canopian Brigade

Regiment/Regular/Questionable
85% strength | 20% Upgraded
Current Base: Dunianshire

Magistracy Royal Guards

First Canopian Cuirassiers
Regiment/Veteran/Fanatical
40% strength | 62% Upgraded
Current Base: Canopus
Second Canopian Cuirassiers
Regiment/Elite/Reliable
95% strength | 70% Upgraded
Current Base: Canopus

Chasseurs Á Cheval

First Canopian Light Horse
Regiment/Elite/Fanatical
95% strength | 70% Upgraded
Current Base: Detroit
Second Canopian Light Horse
Regiment/Veteran/Reliable
65% strength | 48% Upgraded
Current Base: Joppa
Third Canopian Light Horse
Regiment/Veteran/Reliable
55% strength | 10% Upgraded
Current Base: Marantha

Canopian Fusiliers

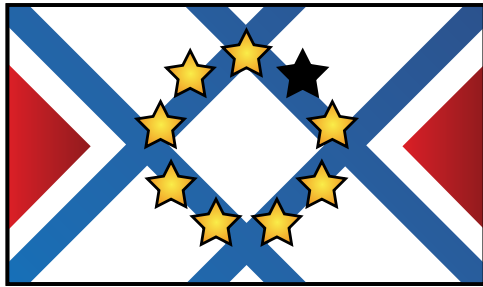
First Canopian Fusiliers
Regiment/Elite/Reliable
80% strength | 20% Upgraded
Current Base: Bethonolog
Second Canopian Fusiliers
Regiment/Veteran/Reliable
70% strength | 22% Upgraded
Current Base: Ballad II / Weistheimer
Third Canopian Fusiliers
Regiment/Elite/Fanatical
65% strength | 100% Upgraded
Current Base: Krimari / Joyz / Candiear

Magistracy Highlanders

First Magistracy Highlanders
Regiment/Veteran/Fanatical
70% strength | 30% Upgraded
Current Base: Fanardir / Early Dawn
Second Magistracy Highlanders
Regiment/Veteran/Reliable
70% strength | 20% Upgraded
Current Base: Addasar
Canopian Highlanders
Regiment/Veteran/Fanatical
75% strength | 30% Upgraded
Current Base: Cate's Hold / Brixтана

Raventhir Cuirassiers

First Raventhir Cuirassiers
Regiment/Regular/Questionable
85% strength | 5% Upgraded
Current Base: Thraxa / Vixen
Second Raventhir Cuirassiers
Regiment/Regular/Reliable
85% strength | 15% Upgraded
Current Base: Bass / Gallis



FRONC REACHES

No longer just clawing desperately to hang on, yet still far from established, the Fronc Reaches has progressed from a fledgling collective of scattered worlds to a unified realm led by a charismatic leader and a loose government. Protected from internal threats by the Marshals and from external threats by the Sentinels, the military of the Reaches shows promise in terms of maintaining the security of their small state. Should the current amity with the Magistracy come to an end, however, this disparate force would find itself hard-pressed to hold out against a major army.

CONDITION

With only pirate raids and similar banditry to oppose, the Sentinels are working hard to build their command into something resembling a professional combat command. Integrating new arrivals with fighting experience—including freelancers and Dispossessed MechWarriors lured with promises of landholds—has produced some improvement in numbers, but they have barely exceeded a battalion in total strength. An influx of conventional vehicles, including new Vedette and Hetzer tanks from retasked civilian manufacturers, is swelling their numbers. This new equipment would benefit the Reaches by allowing their 'Mechs to act as a reaction force while the conventional forces are stationed for a more dedicated defense of static objectives like water treatment plants and industrial facilities. Unfortunately, the rate of volunteer recruitment has yet to match their manpower needs at present, so until the Reaches manage to train enough crews to operate and maintain these vehicular forces, these defenses will amount to little more than a paper tiger.

The Colonial Marshals remain the starch in the collar of the Fronc Reaches. Their unwavering dedication to the safety of the Reaches and its peoples rivals that of any other military force. While they may not be willing to commit suicide to appease their superiors, all Marshals exhibit a stunning lack of self-preservation when their charges are threatened. Even perceived threats face lethal force from these defenders of liberty, yet in their capacity as adjudicators of the law, they are typically even-handed and command respect when ruling over local disputes.

MORALE

President Trondel's concept of binding new arrivals with military experience and equipment to their new home realm by granting them landholds to protect has borne some remarkable fruit. While comparable new forces would normally have a questionable loyalty, the First Fronc Cuirassiers are judged as a reliable unit. Whether this is due to the temporary euphoria of becoming a kind of minor nobility, or something more permanent, is a question only time will answer.

The Colonial Marshals, with their dispersed forces throughout the Reaches, would seem susceptible to rot from within in terms of their loyalty to Fronc. Despite this, their close connection to the peoples of the Reaches—regardless of Canopian, Taurian, or refugee origins—has instilled a remarkably strong loyalty in these military adjudicators, both to those they protect and to the Reaches that guides their fates. Still, the Marshals are not to be trifled with when the security of their fellow citizens is threatened; pirates are accorded no mercy under any circumstances, and other raiders might expect to receive better treatment from a lynch mob than from the Marshals.

REGIMENTAL STATUS

Colonial Marshals

Regiment/Veteran/Fanatical
90% strength | 35% Upgraded
Current Base: Fronc

Fronc Reaches Sentinels

First Fronc Cuirassiers

Regiment/Regular/Reliable
25% strength | 30% Upgraded
Current Base: Rockwellawan



TAURIAN CONCORDAT

The Taurian Defense Force is a shell of its former self, especially since its fanatical invasion of the Federated Suns in 3074. While these troops' initial reaction to the asteroid attack on Taurus prompted a brief reconciliation with their estranged brethren in the Calderon Protectorate, the latter's forces withdrew in 3076, appalled by the mounting atrocities the TDF was committing in their assault on House Davion—even on worlds considered to be historically Taurian. Unrelenting, the TDF continued their pogrom of indiscriminate orbital and nuclear bombardment, demonstrating a ferocity and hypocrisy on a scale it had never displayed before. That these actions were weakly opposed by the numerically and technologically superior strength of the Blakist-distracted AFFS has been the TDF's only saving grace, but as the Word is now on the run, the Taurians' luck may soon run out.

CONDITION

The Taurian Defense Force has lost significant numbers in its war. The entire IV Corps has been destroyed; the **Second Taurian Lancers** were annihilated on Midale in February 3070 at the hands of Hansen's Roughriders, and the survivors were folded into a replacement formation, the **Fourth Taurian Lancers**, with aid from the Word of Blake—only to be wiped out again by the Roughriders on Brusett in early 3075. Other TDF commands have lost significant numbers as well, including losses greater than a quarter each of the Taurian Guard and III Corps, over thirty percent of I Corps, and over ten percent of V Corps, based on pre-Jihad strengths. With severe damage to Concordat infrastructure (again at the hands of the bloodthirsty Roughriders), the TDF's ability to recover may be compromised for decades to come.

MORALE

The TDF undertook some of the most savage attacks perpetrated during the Jihad, much of which, we believe, was at the urging of the Word of Blake. The fanatical reaction to the asteroid attack on Taurus itself only showed the Concordat's weakened leadership following Protector Shraplen's death, but not a weakened sense of devotion.

REGIMENTAL STATUS

Taurian Guard

Regiment/Veteran/Reliable
60% strength | 25% Upgraded
Current Base: Horsham / Robsart

Concordat Commandos

Regiment/Elite/Reliable
75% strength | 35% Upgraded
Current Base: Bromhead / MacLeod's Land

I Corps

Concordat Jaegers

Regiment/Veteran/Questionable
70% strength | 55% Upgraded
Current Base: Ridgebrook / Flintoft

Red Chasseurs

Regiment/Veteran/Questionable
60% strength | 20% Upgraded
Current Base: Organo / Althea's Choice

V Corps

Third Taurian Lancers

Regiment/Green/Reliable
60% strength | 15% Upgraded
Current Base: Hyalite / Lothair

III Corps

Pleiades Hussars

Regiment/Veteran/Fanatical
70% strength | 30% Upgraded
Current Base: Merope / Pleiades Cluster

First Taurian Lancers

Regiment/Green/Fanatical
60% strength | 35% Upgraded
Current Base: Maia / Electra

First MacLeod's Regiment

Regiment/Green/Fanatical
60% strength | 30% Upgraded
Current Base: Perdition



CALDERON PROTECTORATE

The Calderon Protectorate's agenda has vacillated during the Jihad. Consequently, so has their military. Initially involved in a low-level civil war with the Taurians, this fighting petered out early in the Jihad as a spike in pirate attacks against the Protectorate's few home worlds curtailed their campaign of probing raids against the Concordat. When Taurus itself was bombarded, the Protectorate swiftly agreed to a cease-fire to aid its motherland's recovery efforts, going so far as to garrison several Taurian worlds against pirates—once more denuding the Protectorate's defenses. As news of the Taurian atrocities against FedSuns civilians mounted, the Protectorate recalled all of its forces and resumed its original low-intensity war against the Concordat. Though their willingness to aid their estranged brethren is laudable, given the sacrifices that resulted, the Protectorate likely regrets the outcome.

CONDITION

The **First Taurian Pride** remains the bulwark of the Protectorate's defense force. As the premier line unit, they receive the hardest assignments and get the best equipment. Still, with little domestic manufacturing to resupply them against attrition by pirates (some of which we now suspect to be Blakist-backed marauders or even Blakists in disguise), their numbers and advanced tech have declined. Baron Kithrong continues to prioritize the First as much as possible, while diverting a significant number of recruits to the Calderon Guard units.

The **Second Taurian Pride**—formerly the TDF's VI Corps—has fared somewhat better than their comrades in the First. While slightly less rabid in their support of the Protectorate, they have acquitted themselves well in their actions during the Jihad. Their exceptional salvage from the curiously advanced pirates they continue to face has bolstered their technology base.

The **Calderon Guard** is something of an anomaly. While the Concordat has seen its military strength plummet, Baron Kithrong managed to found an entire brigade to defend the Protectorate. Although it will be years before all three regiments will reach full strength, each is growing at a respectable rate, receiving supplies and personnel at the same rate, to keep all on an equal footing and evade charges of favoritism.

MORALE

While some defections back to the TDF followed in the wake of the devastation on Taurus, the Calderon Protectorate has recovered from most of this phenomenon. With disgust at the actions of the Taurian forces against their FedSuns enemies (for whom no love is lost with the Protectorate forces), a resolve to defend the Protectorate from forceful reintegration by the Concordat has solidified, reflected by increased loyalty to President Martens-Calderon and his fledgling government.

REGIMENTAL STATUS

Taurian Pride

First Taurian Pride

Regiment/Veteran/Fanatical
65% strength | 20% Upgraded
Current Base: Erod's Escape

Second Taurian Pride

Regiment/Regular/Reliable
75% strength | 25% Upgraded
Current Base: Oscar/Lastpost

Calderon Guard

First Calderon Guard

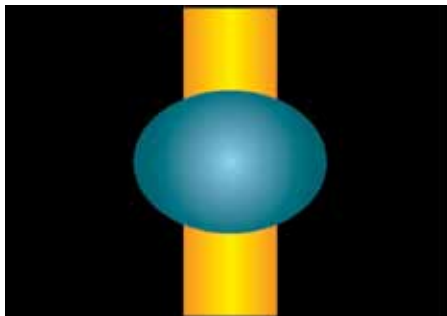
Regiment/Green/Reliable
20% strength | 0% Upgraded
Current Base: Gaul

Second Calderon Guard

Regiment/Green/Reliable
20% strength | 0% Upgraded
Current Base: Marknick

Third Calderon Guard

Regiment/Green/Reliable
20% strength | 0% Upgraded
Current Base: Diik



FILTVELT COALITION

Currently considered the youngest of the Periphery nations, it remains to be seen if the Federated Suns will allow the tiny breakaway Coalition to exist once the Blakist threat is finally and completely defeated. Formed around the Filtvelt Academy training battalion and local militia forces, the Coalition's military is barely a threat to a determined invader. After all, while the Federated Suns boasts the best militia units in the Inner Sphere, they never sent their best troops to their Periphery border.

CONDITION

With little infrastructural support to build upon compared with its neighbors, the Coalition relies heavily on homegrown (if green) troops to fill out its ranks. Since these are primarily infantry troops, their numbers appear lower than they actually are, and often lack full BattleMech support.

The First Filtvelt Citizen's Militia was built around the Filtvelt Academy training battalion. While it has the best leadership cadre of their military, it is still primarily made up of those who could not make it in a premier AFFS line unit. Capable, yet largely unimaginative, these forces tend to falter in the field when their textbook-learned skills face pirates and other raiders with years of practical field expertise. In most military intelligence circles, the First FCM is often regarded as a collection of "talented amateurs". Sophisticated by Periphery standards, the presence of battle armor bolsters this command's combat acumen, but like the rest of the officer corps, only experience can hope to tap its true potential.

The Second Citizen's Militia was founded from a collective of planetary militias and many considered the organization little more than a laughingstock. When the Malagrotta Militia saw a large defection to Filtvelt, however, they became the new core of the Second, dramatically improving their overall effectiveness. Now boasting a number of troops seasoned in actual combat against more than mere down-and-out raiders, the Second should become a significant force, though much of this experience remains diluted at this time.

The Third Militia has yet to face a true challenge, though raiding from the Malagrotta region and other pirate dens savaged these inexperienced troops incessantly. Like their fellow Militia regiments, they are split between duty stations, but have suffered greater attrition, as pirates seem to target them specifically due to their younger and less well-equipped status.

MORALE

While outsiders might claim that the Coalition would be best served returning to the Federated Suns' fold, that assertion merely repeats the sentiment that spurred the Coalition's secession to begin with. These people broke free due to a need for more focused and dedicated protection against piracy and the now-aggressive Taurians. Recognizing a need for local direction, these "talented amateurs" have more to fight for than any off-world AFFS force sent to protect them at House Davion's convenience. While they have a lot to learn about proper military organization, Filtvelt knows it cannot issue a call for help, and must rely on its own people's determination to protect themselves and their kin. Thus, the Coalition has little fear of losing its troops to defection or reassignment by a far-off government.

REGIMENTAL STATUS

First Filtvelt Citizen's Militia

Regiment/Regular/Reliable
70% strength | 30% Upgraded
Current Base: Hephzibah / Redondo /
Vaucluse

Second Filtvelt Citizen's Militia

Regiment/Green/Reliable
60% strength | 10% Upgraded
Current Base: Mararn / Sodertalje

Third Filtvelt Citizen's Militia

Regiment/Green/Reliable
55% strength | 10% Upgraded
Current Base: Sherwood / Lackland



MARIAN HEGEMONY

The Marian Hegemony, like the other major realms of the Periphery, saw its capital world brutally attacked and its leader killed. While Crimson in the Magistracy was firebombed, and Taurus subjected to a guided asteroid bombardment, Alphard was struck by a carefully premeditated neutron bomb attack that cut off the nation's head and stopped cold its planned invasion of Circinus. The capital city of Nova Roma, and a huge swath of surrounding territory became a charnel house. With an accompanying invasion by Blakist-backed Circinians, it took a number of gifted generals and a new, heretofore unknown heir, to control the situation and turn back the tide of defeat.

CONDITION

Stationed on Trondheimal, the First Legion remains the cream of the crop for the Marian Hegemony Armed Forces (MHAF). With the best equipment and personnel, this command has been instrumental in keeping order in the Illyrian District while also fighting off the invading Circinus Federation. Whether from facing lesser forces, or as a result of superior training and personnel, First Legion has continued to acquit itself admirably despite the losses they suffered in Nova Roma.

After driving the Federation out of Marian space, only to suffer repeated defeats against the Circinians during the follow-up counterattack, Caesar Cassius turned his troops against several worlds on the edge of the Free Worlds League, in an effort to establish the Hegemony's strength. After meeting initial success, the defending forces on San Nicholas retaliated with nuclear weapons, nearly annihilating the Second Legion. With the survivors recalled to Illyria, they are trying to rebuild and regroup, a task made only more difficult without an academy class to refill their ranks. The Fourth Legion remains on Landfall, while the Sixth continues to hold the other conquered world of Lahti, both in much better overall condition than Second Legion.

The Third Legion guards the Hegemony's interior, split between the worlds of Alphard and Pompey. Their status is among the best in the MHAF by virtue of their posting, though their equipment is not of the highest quality. As the former command of Caesar Julius, the Third's anti-Blakist fervor has this force champing at the bit to face the slayers of its beloved leader. For the moment, Caesar Cassius has tempered their fire by funneling new recruits to bolster their strength and infuse new blood into their midst, hoping they might become as dedicated to him as to his late father.

With their high population of Lothario natives, the Caesar may have erred in allowing the Fifth Legion to remain on Lothario. This posting may serve to provide a stalwart defense against any more Circinian-provoked rioting and rebellions, and bolster the morale of these troops, but it also poses a security risk in the still-rebellious region. The Emperor has voiced concerns to Caesar Cassius that Fifth Legion's strength should be greater with the influx of new blood from local recruiting, and its consumption of supplies far exceeds its reported expenditures. If true, it is possible that rebels have already compromised the Fifth and are drawing on the Hegemony's own logistics network to support their agitators in the District.

The Cohors Morituri resides on Valerius, as something of a reprieve from recent times. This newly settled world has not suffered the unrest common to the Illyrian and Lothian Districts, and has also been spared the guns of the Circinians. Thus, these condemned men have relaxed a bit, but will never be considered a reliable command. Their success against the Circinian forces to date is largely due to their lack of self-preservation, as most see death as the only release from service in this penal force.

MORALE

Morale in the Caesar's Legions is exceptional, considering the circumstances of his ascent to the throne. By taking the advice of the many generals who held the Hegemony together until he took power, he reinforced the importance of the military leadership, which filtered down through the ranks. By placing his forces to repel the Circinians on those restive worlds where anti-Hegemony uprisings were common, he simultaneously stopped the invaders cold and limited the damage to worlds that would—theoretically—quickly learn the value of Hegemony protection. With the exception of the Cohors Morituri, the MHAF has actually improved its overall cohesion. That the Caesar keeps his troops from consolidating any resentful feelings by prosecuting both active defense and invasion of new worlds to expand the realm (thus busying them with new populations to subjugate), the legion commanders have no time to incite rebellions from within the ranks.

REGIMENTAL STATUS

I Legio

Regiment/Veteran/Fanatical
60% strength | 50% Upgraded
Current Base: Trondheimal

II Legio

Regiment/Veteran/Fanatical
20% strength | 35% Upgraded
Current Base: Illyria

III Legio

Regiment/Veteran/Fanatical
85% strength | 20% Upgraded
Current Base: Pompey / Alphard

IV Legio

Regiment/Regular/Reliable
85% strength | 15% Upgraded
Current Base: Landfall

V Legio

Regiment/Regular/Reliable
55% strength | 35% Upgraded
Current Base: Lothario

VI Legio

Regiment/Veteran/Reliable
70% strength | 15% Upgraded
Current Base: Huntington

Cohors Morituri

Regiment/Regular/Questionable
85% strength | 15% Upgraded
Current Base: Valerius



LESSER PERIPHERY STATES' FORCES

While the information we might gather from the lesser powers in the Periphery can be dated, simply due to lack of proper channels of communication, in the absence of news, our intelligence is generally presuming that the older data remains viable. Thus, some of the following information might not be current for these lesser powers.

CONDITION

The Brotherhood of Randis remains a viable combat force despite reports of fending off significant pirate raids. That the raiders have little of value to target on Randis lends credence to the notion that the attacks are directed specifically at the Brotherhood and not the Fiefdom. The Brotherhood has lost some warriors as a result, but some reports indicate they may actually raise a third battalion from their current forces, dedicated to ending the threat of banditry in their region.

Novo Franklin has thus far eluded the interest of the Snow Ravens, but its proximity to the borders of the Outworlds Alliance is likely to lead to contact at some point. Whether the Ravens will crush the various minor kingdoms on the divided world, or merely wait for one power or another to achieve dominance first remains to be seen, but we should be surprised if any conquest of Nova Franklin by Clan forces has not materialized within the next five years.

The barren worlds of the Mica Majority continue to rely on their mineral exports for their primary income, with inexplicable numbers of tourists also flooding the Majority's coffers despite the lack of much to see outside the atmospheric domes. The Majority worlds' poor habitability makes them unattractive to potential invaders, though as with Novo Franklin, it may be only a matter of time before Clan Snow Raven arrives from the Outworlds Alliance. If such time comes, Larsen's Loners will provide little obstacle to the invading forces.

The remote world of New St. Andrews may have avoided the conflict between the Marian Hegemony and the Circinus Federation, but only on account of its insignificance. Among the last bits of news we have received from this world, is a report that Nelson's Longbows landed there, intent on forsaking their mercenary ways to become a permanent defense force for their new home.

Thanks to scattered reports that escaped an apparent HPG blackout in the micro-state, we believe that the Niops Association—or at least its government—has essentially ceased to exist. Their militia apparently ran afoul of Blakists seeking to exploit the Association's recent internal troubles and sieve the worlds' mineral wealth. Shattered on two of their three worlds, their survivors are reportedly waging a determined guerilla war against the Word, but with little success.

The Rim Collection Militia maintains its commitment to protecting the democratic realm against piracy, but this forces has fared poorly against a recent string of raider attacks. Though the experience has proven valuable in honing the Militia's skills, it has not been without casualties the tiny realm can scarcely afford.

MORALE

Compared to the morale of the Successor States' forces, the forces serving the lesser Periphery powers might as well be beaming. Despite their proximity in some cases to regions of severe conflict, their desire to avoid any direct combat beyond self-defense has seen them weather the Jihad storms better than most. Of course, the fact that they have less territory to defend greatly aids them in these endeavors.

REGIMENTAL STATUS

Fiefdom of Randis

Brotherhood of Randis, 1st Battalion

Battalion/Veteran/Fanatical
125% strength | 100% Upgraded
Current Base: Randis IV

Brotherhood of Randis, 2nd Battalion

Battalion/Veteran/Fanatical
135% strength | 90% Upgraded
Current Base: Randis IV

Franklin Fiefs

Fiefdom Military Forces

2 Battalions/Regular Reliable
90% strength | 5% Upgraded
Current Base: Novo Franklin

Mica Majority

Larsen's Loners

Company/Veteran/Reliable
165% strength | 35% Upgraded
Current Base: Mica II, V, & VII

New St. Andrews

Nelson's Longbows
Battalion/Regular/Fanatical
95% strength | 30% Upgraded
Current Base: New St. Andrews

Niops Association

Niops Association Militia

Regiment/Green/Reliable
35% strength | 75% Upgraded
Current Base: Niops V

Rim Collection

Collection Militia
Regiment/Veteran/Fanatical
85% strength | 10% Upgraded
Current Base: Caldarium / Slewis / Waypoint



PIRATE FORCES

If one shining light of joy is to be found in the mindless demolition of the Jihad, it is that the pirate forces preying upon the defenseless have suffered as badly as the legitimate forces in the Periphery.

CONDITION

After their ambitions at taking and holding FedSuns territory fell flat with the AFFS re-conquest of Malagrotta, Tiquilme's Consorts are no longer on the rolls of the pirate forces to be feared in the Periphery. Since they had recruited large numbers of their fellow pirates from the Tortuga Dominions and Pirates' Haven, their destruction also means that the numbers of these brigands in the region have dropped more in recent years than at any time since the days of the original Star League. Joining them in oblivion are the Band of the Damned and the New Belt Pirates, with very few large pirate groupings of note left to threaten civilians.

The *Shen-se Tian* were caught on Fronc itself in early 3071 and mauled by Harcourt's Destroyers. Having already suffered losses in the 3060s, the damage this time was proportionately higher. Humiliated, the survivors might have fled the Fronc Reaches altogether this time, perhaps planning to strike other, easier targets from their as-yet undiscovered base in the Reaches.

The Calderon's Commando pirate band remains a thorn in the side of the Rimward Periphery states. With the breadth of their range, it is still believed that they reside on a secret base somewhere within the borders of the Fronc Reaches, which enables them to strike at the Reaches, as well as the neighboring Magistracy of Canopus and the Taurian powers. Of late, their raids have focused more on the Protectorate/Concordat border worlds, which could indicate a recent change in their base of operations, or they could simply be focusing on worlds easier to strike as both states remain distracted by their own conflict.

Late 3077 saw a noteworthy raid on the Combine world of Nowhere. Believed to originate from the former FedCom world of Farstar, these pirates were of company strength with a large infantry support element that performed the actual on-the-ground gathering of loot while their 'Mechs stood watch. Dubbed the Farstar Raiders by locals, the origin of these pirates remains a mystery. That they have not reappeared since this event has not reassured any Combine citizens near the Periphery.

While the Snow Ravens provide a significant deterrent to pirates in the regions surrounding the Outworlds Alliance, and with anti-pirate forces seeing significant gains against banditry in recent years, the safe havens for pirates are growing scarce. This may only be temporary, however, as the dissolution of the Free Worlds League will likely result in a sharp upswing of criminal activity. The destabilized, Blakist-controlled Circinian Federation has also become home to a number of smaller pirate bands, though no major bands have evolved there as of this time. Meanwhile, the Filtvelt Coalition continues to offer Letters of Marque to pirate bands to defray raiding on their own soil, and a number of small privateer operations continue to operate under these auspices.

MORALE

Morale among pirates is a nebulous concept at most. Even among the jetsam of civilization, they are usually the dregs and know it. When their raids are successful and they have enough money, supplies, slaves, and ammunition to carouse and indulge their vices, they have high morale. When they are running low on supplies and repeatedly face strong defenders who send them packing, their morale is low. Regionally, it would be logical to conclude that the criminals in Tortuga Dominions and Pirates' Haven have low morale, while those in the Fronc Reaches to the Circinian Federation are flying high.

REGIMENTAL STATUS

Shen-Se Tian

Battalion/Veteran/Fanatical
25% strength | 5% Upgraded
Current Base: Unknown

Calderon's Commando

Regiment/Regular/Questionable
75% strength | 10% Upgraded
Current Base: Unknown, suspected Fronc Reaches

Farstar Raiders

Company/Veteran/Questionable
100% strength | 0% Upgraded
Current Base: Farstar



DEEP PERIPHERY FORCES

The Deep Periphery remained unchanged for decades, if not centuries, until the Clan invasion. Since then, a great deal of upheaval has resulted, with Clan occupation and Blakist influence causing great changes. Most prominent is the rumored unity of the Nueva Castile worlds of late, since the revelation that the Hanseatic League had been instigating and profiteering off the internal conflicts between the Castilian Principalities and Umayyad Caliphate.

CONDITION

The Hanseatic Security Force (HSF) boasts impressive strength, considering the small size of their realm and its distance from the Inner Sphere. The six HSF regiments have, however, faced some major challenges in recent years, including an apparent Clan incursion within the Hansas' sphere of influence. While the Second RDF was successful in driving off an Ice Hellion raid on Antwerp, they took heavy losses when their superior numbers failed to outmatch the Clan weaponry. The HSF's effort to drive the Diamond Sharks out of the Chainlaine Isles was also an unmitigated disaster, with RDF 1 losing a quarter of its 'Mech force, and RDF 3 suffering more than fifty percent casualties before limping home in defeat. The other RDFs remain occupied against pirate raids and incursions by the Umayyad Caliphate. The Hansas' Convoy Defense Forces have also tangled with Diamond Shark forces with increasing frequency, and suffered significant casualties in each encounter.

The Umayyad Caliphate has avoided conflict with the Castilians for about a decade now, with their focus now on the Hanseatic League exclusively. The Umayyad Corps, though higher in recruiting numbers, lacks the materiel to equip all of its commands with 'Mechs, much less warriors trained well enough to use them effectively. All three Corps have thus been engaged in raiding the Hanseatic League both for on-the-job training and to capture as much salvage as possible. While they have been successful to a degree, the fact that the Hansa have yet to retaliate might be the only reason to celebrate.

The Castilian Principalities have faced internal issues, including the loss of the Third Brigada, though their overall numbers are mostly unchanged due to absorption of the survivors and salvage into Second and Third Brigadas. It is unknown if Third Brigada will be reconstituted or if it will disappear from the active rolls permanently. Unknown forces using a reptile of unidentified type as their insignia have been reported raiding worlds of the Principalities, but their origin is as mysterious as their imagery. They reputedly possess equipment much more advanced than the Castilians, who have had to fall back in the face of the strangers on multiple occasions.

MORALE

The HSF has a high morale amongst RDFs 4-6, mostly as a result of repulsing the common pirate raids. That these raids often pit them against numerically and technologically inferior forces does not factor into their propaganda. The Second RDF suffered greatly in the Ice Hellion raid, but the survivors' pride at their "success" in repelling "Clan invaders" has swelled their heads more than a little. The damage sustained by RDFs 1 and 3 in their abortive attack on the Chainlaine Isles has humbled them, and they are now focused on rebuilding their shattered commands.

Meanwhile, the Nueva Castile worlds maintain their hatred against the meddling Hansa government, and every piece of salvage brought back by raiders returning to the Umayyad Caliphate makes heroes of the warriors who achieve such "payback".

REGIMENTAL STATUS

Hanseatic League

Regional Defense Force 1

Regiment/Veteran/Fanatical
75% strength | 25% Upgraded
Current Base: Bremen

Regional Defense Force 2

Regiment/Regular/Reliable
50% strength | 15% Upgraded
Current Base: Antwerp

Regional Defense Force 3

Regiment/Regular/Reliable
40% strength | 10% Upgraded
Current Base: Gateway

Regional Defense Force 4

Regiment/Veteran/Reliable
100% strength | 15% Upgraded
Current Base: Riga

Regional Defense Force 5

Regiment/Green/Reliable
100% strength | 5% Upgraded
Current Base: Tomalov

Regional Defense Force 6

Regiment/Veteran/Reliable
80% strength | 10% Upgraded
Current Base: Bergen

Convoy Defense Force

Regiment/Veteran/Fanatical
70% strength | 0% Upgraded
Current Base: None

Nueva Castile: Castilian Principalities

2 Regiments/Regular/Reliable
90% strength | 15% Upgraded
Current Base: Asturias / Cordoba / Castile

Nueva Castile: Umayyad Caliphate

4 Battalions/Regular/Fanatical
75% strength | 10% Upgraded
Current Base: Granada / Cordoba



IRREGULAR FORCES

STATE OF NON-STATE FORCES

As much as ever, the Periphery realms are desperate for mercenaries to augment their own troops. Primarily, this is due to combat losses sustained in recent fighting, but for some is it because their usual mercenary standbys have recently been decimated, defected, or annihilated. While all the realms covered in this briefing have professional troops in their employ, many of these are small, unremarkable outfits. What follows is thus a listing of the more prominent irregular commands operating throughout the Periphery.

MAGISTRACY OF CANOPUS

Always a realm known for its favorable contracts, the Magistracy has benefited from the loyalty of several key outfits. Indeed, one of the most notable commands—the Canopian Highlanders—recently merged into the MAF proper, adding to a growing list of “nationalized” mercenary commands. Their most prominent mercs under Canopian contract include Harcourt’s Destroyers, Ramilie’s Raiders, and Markson’s Marauders. Of these, the Destroyers and the Raiders suffered especially heavy losses during the Jihad.

TAURIAN CONCORDAT

Having lost Longwood’s Bluecoats and Bannockburn’s Bandits to the recent warfare, and with the unannounced departure of Prey’s Divisionals, the Taurians’ major mercenary force strength is a far cry from that of just a few years ago. Presently, the most noteworthy force under Taurian contract is Gordon’s Armored Cavalry on Lothair.

MARIAN HEGEMONY

The Marian Hegemony succeeded in keeping Winfield’s Regiment under contract even after their disastrous invasion of Circinus, while the Dragonslayers were a great help in opposing the Circinian counterattack. The Head Hunters also remain under Hegemony contract, but their restive status creates a question as to how long they will remain at their present posting. While the Marians would appreciate more troops to deal with internal crises, they have so far refused to hire many local mercenary outfits, as they simply cannot trust anyone recently employed by the Word-controlled Circinus Federation.

FILTVELT COALITION

So desperate for defensive forces that it has courted known pirates with Letters of Marque, the Filtvelt Coalition has so far obtained the services of only one noteworthy mercenary command—the Thumpers—who were instrumental in driving off a raid-in-force from Death’s Consorts soon after they arrived in Coalition space.

RIM COLLECTION

The Rim Collection is still the domain of Able’s Aces, but while the Aces are officially still listed as a mercenary outfit, they have served the Collection for so long they might as well be considered the core of the realm’s regular army. Though Collection Militia they helped raise and train now outnumber them, but the Aces remain far better skilled and equipped than the militia.

IRREGULAR FORCE STATUS

Magistracy of Canopus

Harcourt’s Destroyers

2 Battalions/Veteran/Reliable
40% strength | 10% Upgraded
Current Base: Canopus

Ramilie’s Raiders

Regiment/Veteran/Reliable
40% strength | 35% Upgraded
Current Base: Canopus

Markson’s Marauders

Regiment/Veteran/Reliable
55% strength | 10% Upgraded
Current Base: Trznadel Cluster

Taurian Concordat

Gordon’s Armored Cavalry

Regiment/Veteran/Reliable
40% strength | 15% Upgraded
Current Base: Lothair

Marian Hegemony

The Dragonslayers

Regiment/Veteran/Reliable
85% strength | 45% Upgraded
Current Base: Valerius

Winfield’s Regiment

Regiment/Regular/Questionable
40% strength | 80% Upgraded
Current Base: Trondheimal

The Head Hunters

Regiment/Regular/Questionable
75% strength | 20% Upgraded
Current Base: Lordinax

Filtvelt Coalition

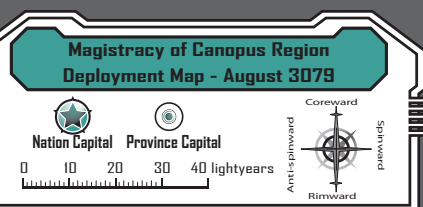
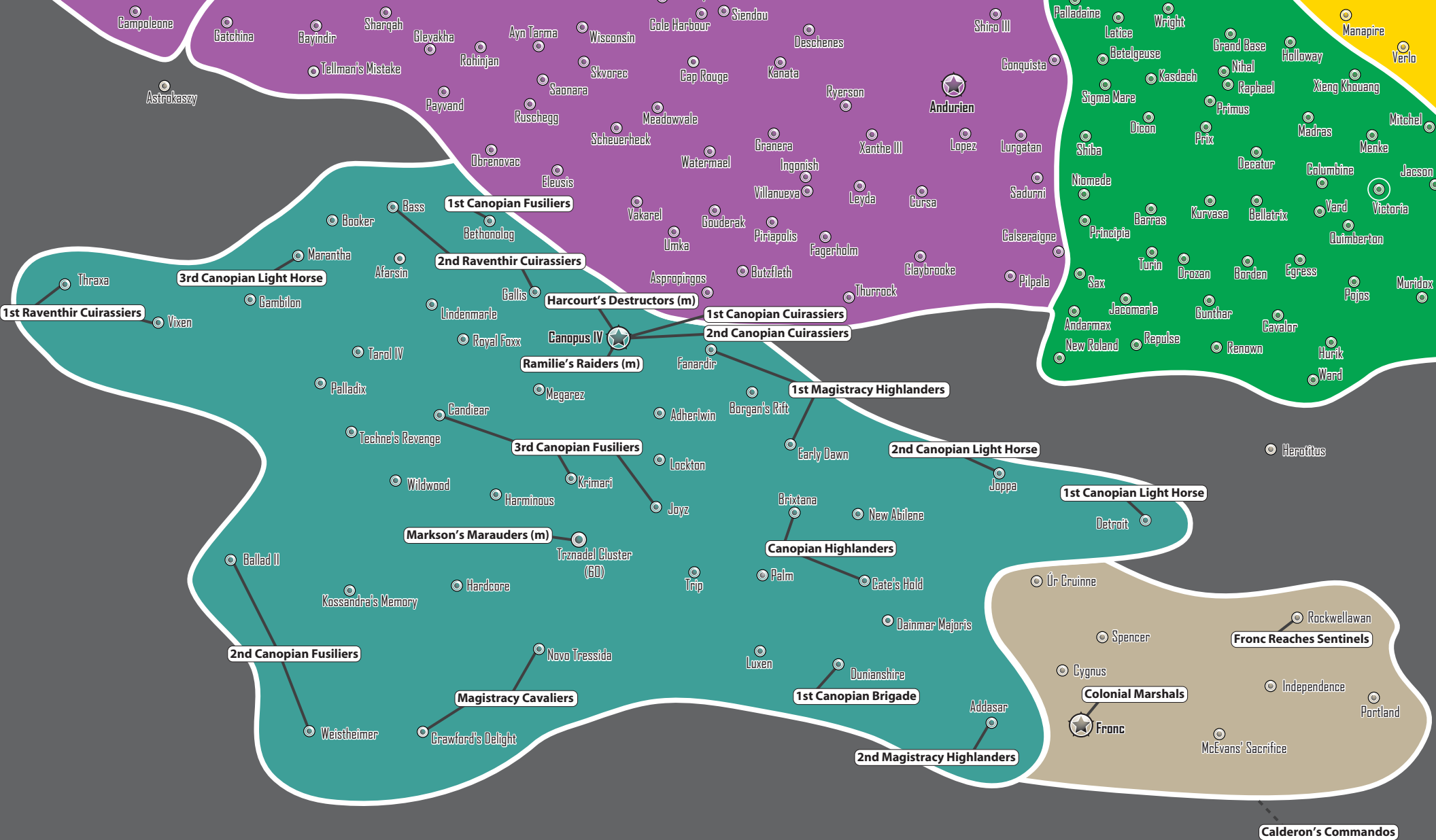
The Thumpers

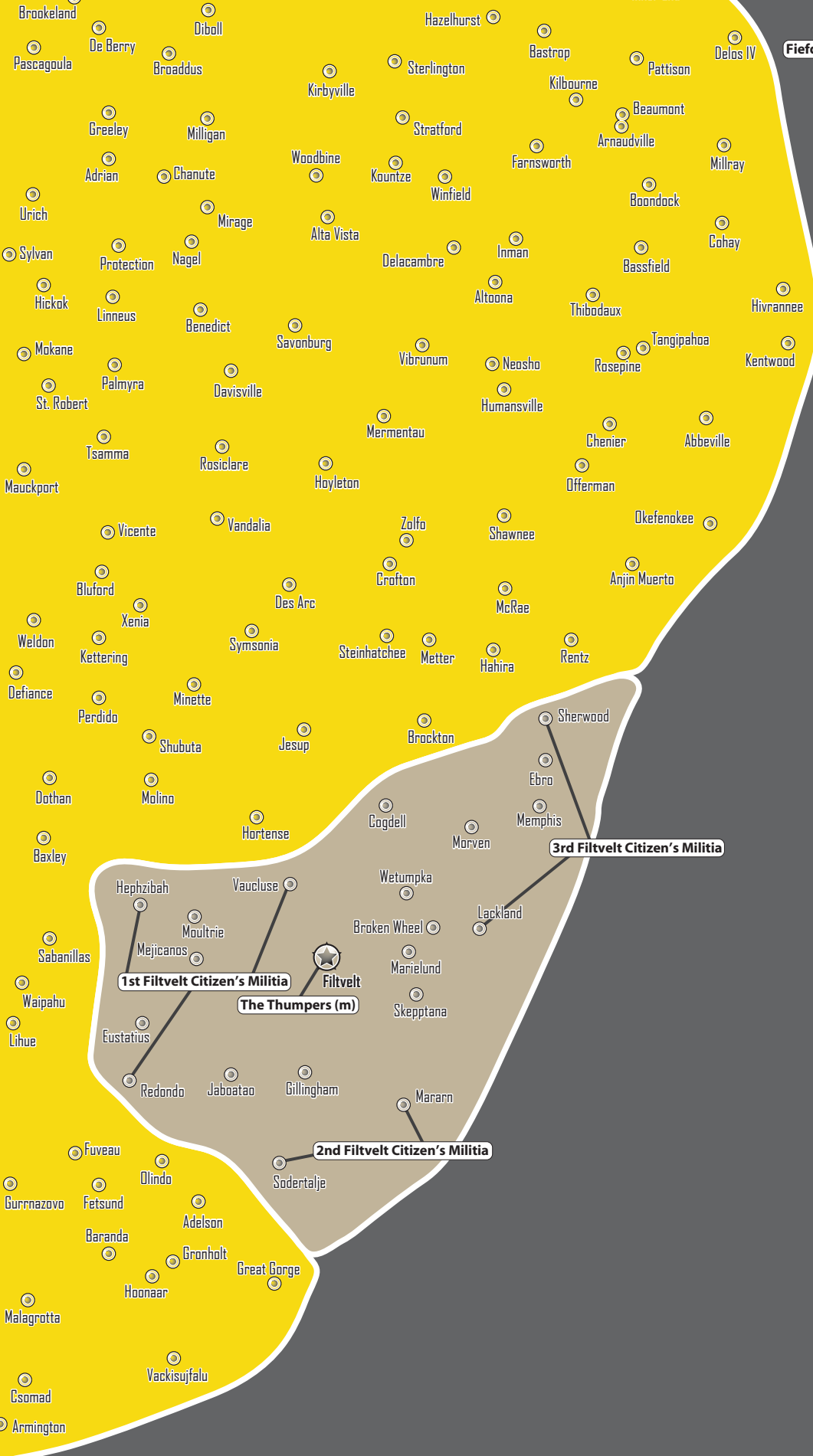
Battalion/Veteran/Reliable
70% strength | 20% Upgraded
Current Base: Filtvelt

Rim Collection

Able’s Aces

Battalion/Veteran/Reliable
115% strength | 15% Upgraded
Current Base: Gillfillan’s Gold



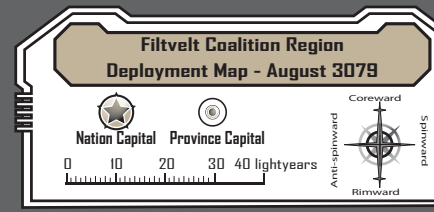


Fiefdom Military Force

Novo Franklin

Larsen's Loners

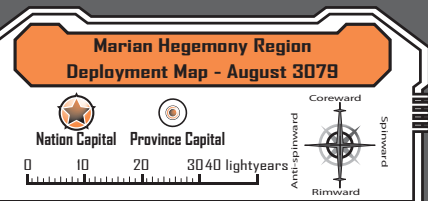
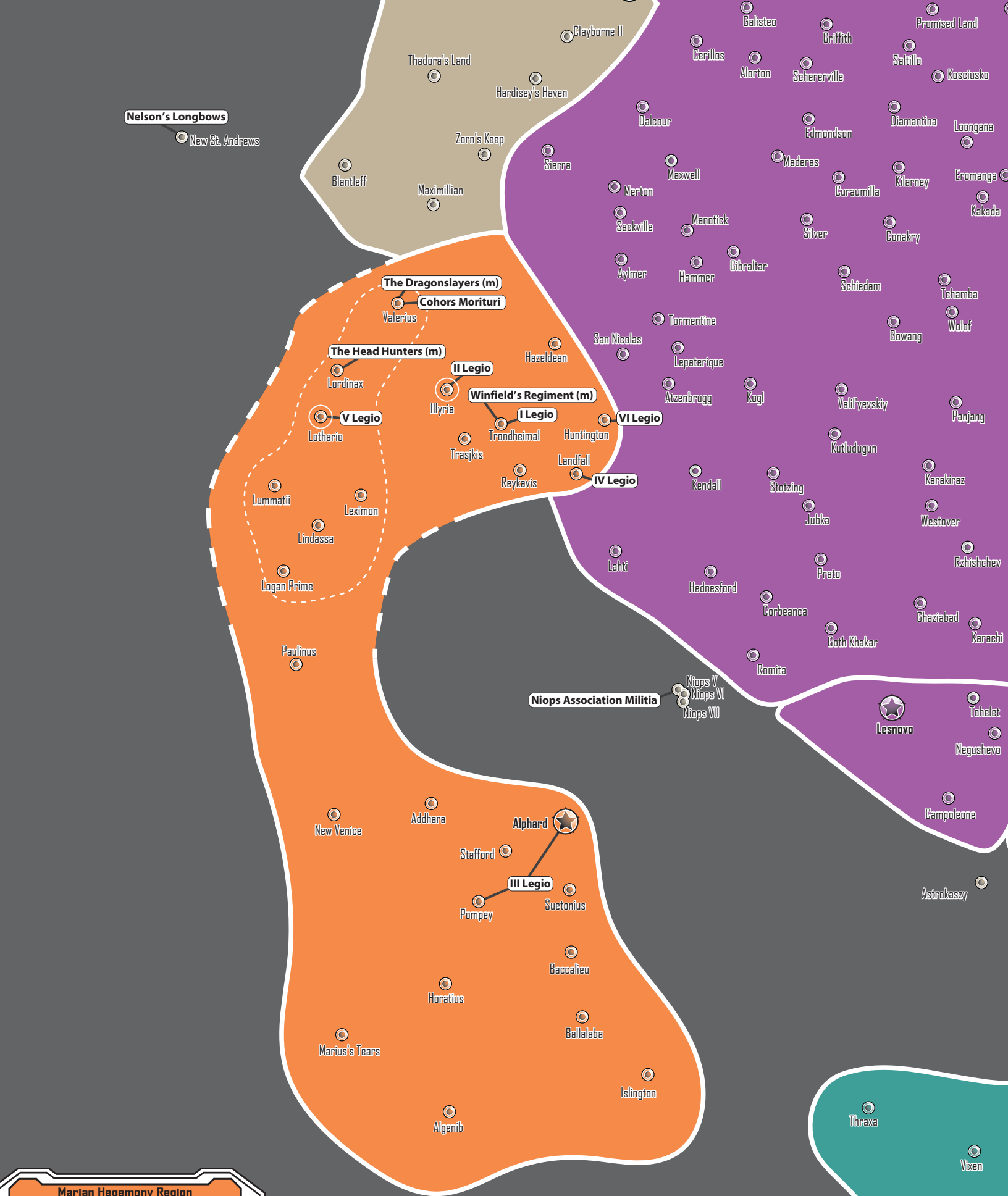
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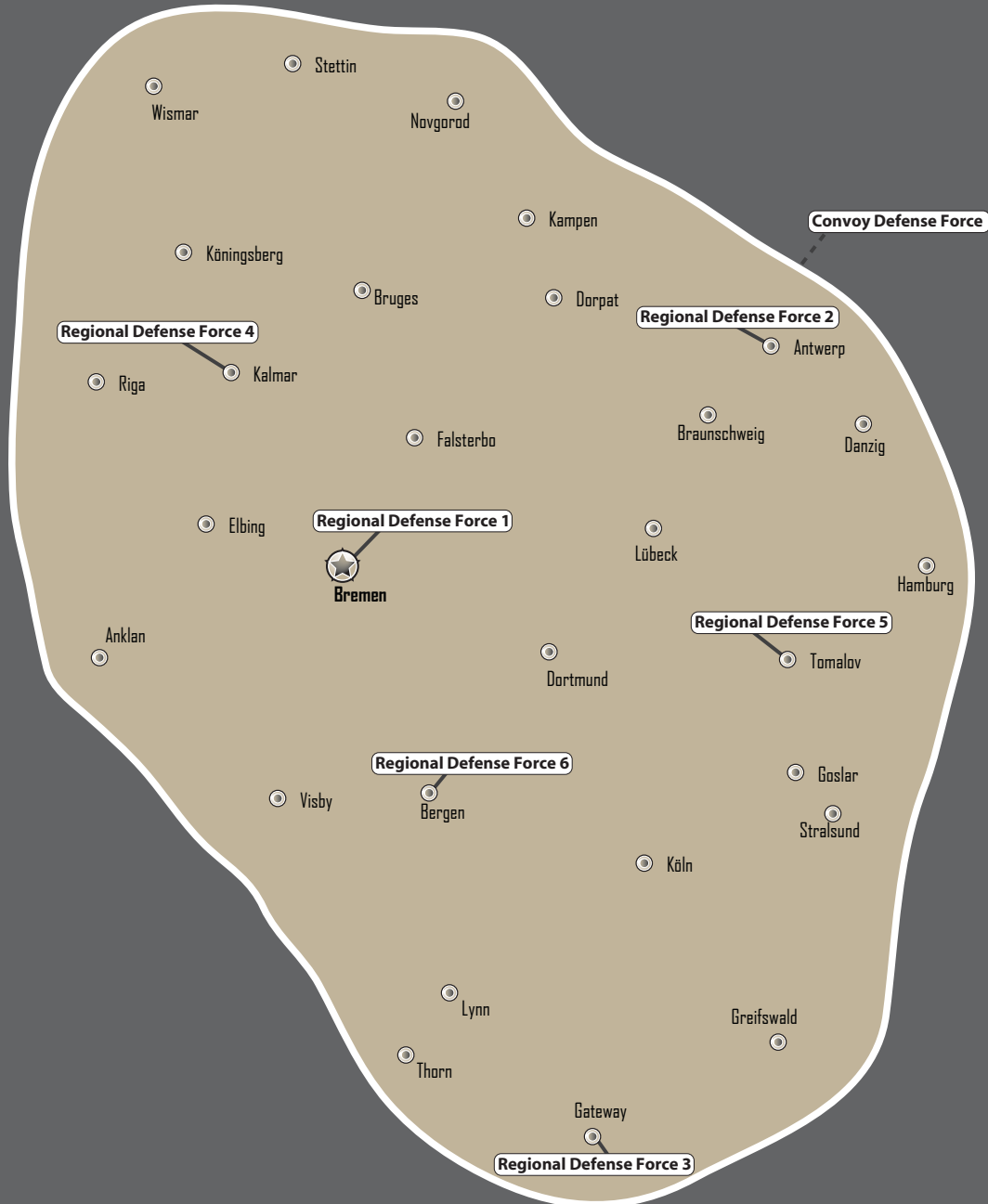
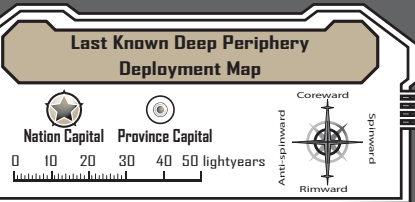


Brotherhood of Randis

Randis IV

50
Pirates Haven (clst)







Hanseatic League

BATTLETECH™

FIELD REPORT: CLANS

Eyes only
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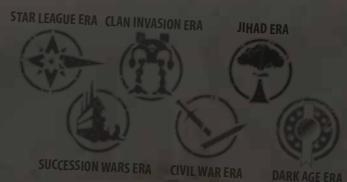
FIELD REPORT: CLANS

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 Lyran 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 Lyrans 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*.

FIELD REPORT: CLANS





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.

FIELD REPORT: CLANS



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.



FIELD REPORT: CLANS



FIELD REPORT: CLANS



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 Przno. 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 %

FIELD REPORT: CLANS



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 Evciler 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

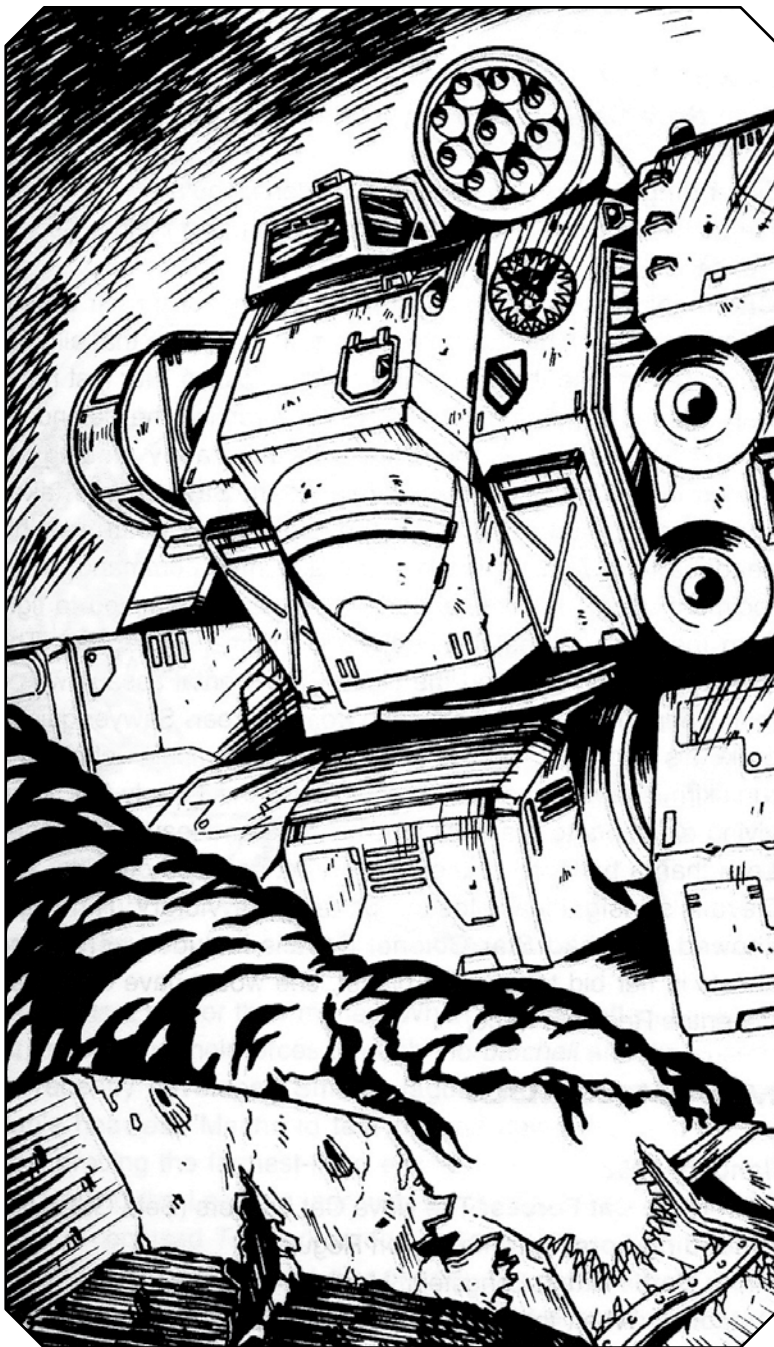
Rossei Keshik Supernova	E/F	Itabaiana	55 %	58 %
Nova Cat Renegades	R/R	Itabaiana	45 %	35 %
Dragonscales Cluster	R/R	Caripare	60 %	75 %
189th Striker Cluster	E/F	Outer Volta	80 %	69 %
Dragonsclaw Cluster	V/R	Labrea	95 %	100 %

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

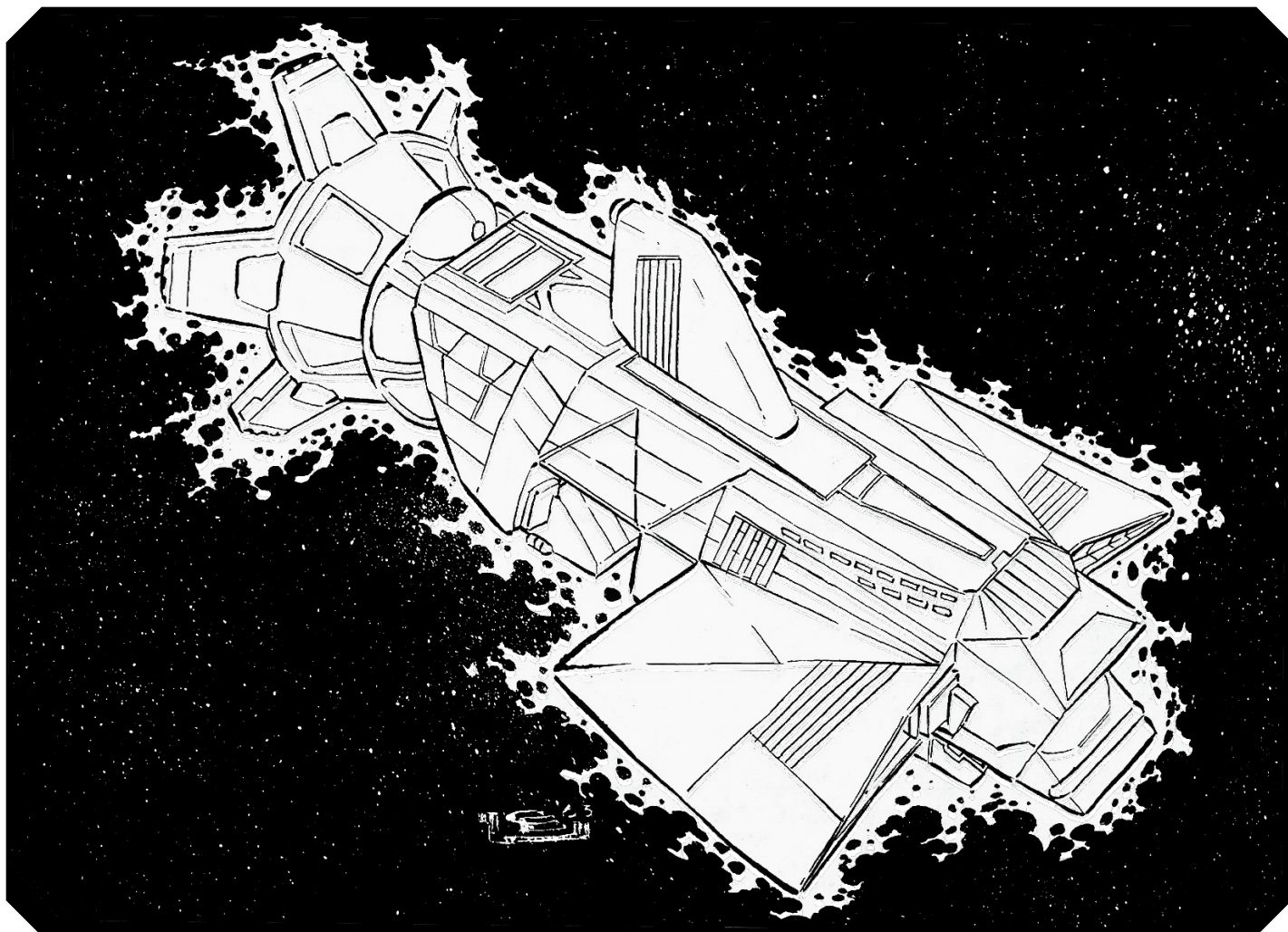
5th Raven Stoop	V/F	Goubellat	85 %	100 %
9th Raven Wing	E/R	Budingen/ Schirmeck	85 %	90 %
97th Striker Cluster	V/R	Weisau/ Valentina	90 %	100 %

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

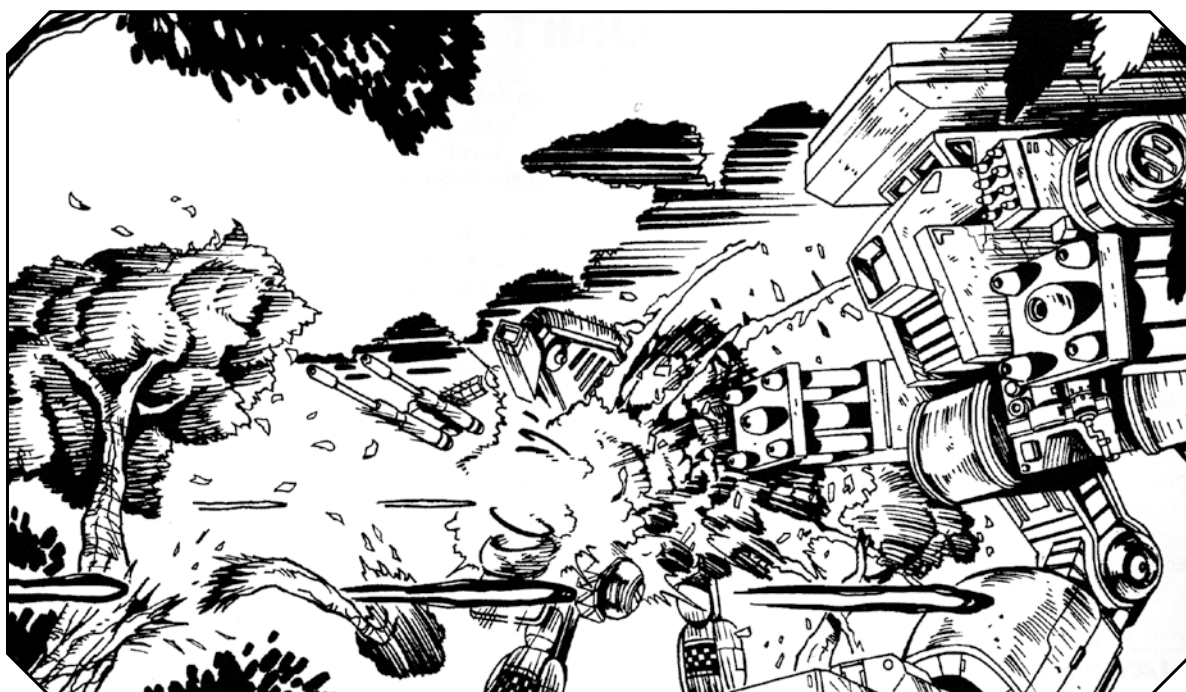
Blue Keshik	E/F	Wheel	70 %	0 %
6th Wolf Regulars	R/Q	La Grave	70 %	0 %
17th Wolf Regulars	G/Q	Orkney	55 %	0 %
20th Wolf Regulars	V/Q	Hyperion	45 %	0 %
21st Wolf Regulars	V/R	Shaula	40 %	0 %
6th Wolf Cavalry	V/R	Rastaban	30 %	0 %

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 Drakøn 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

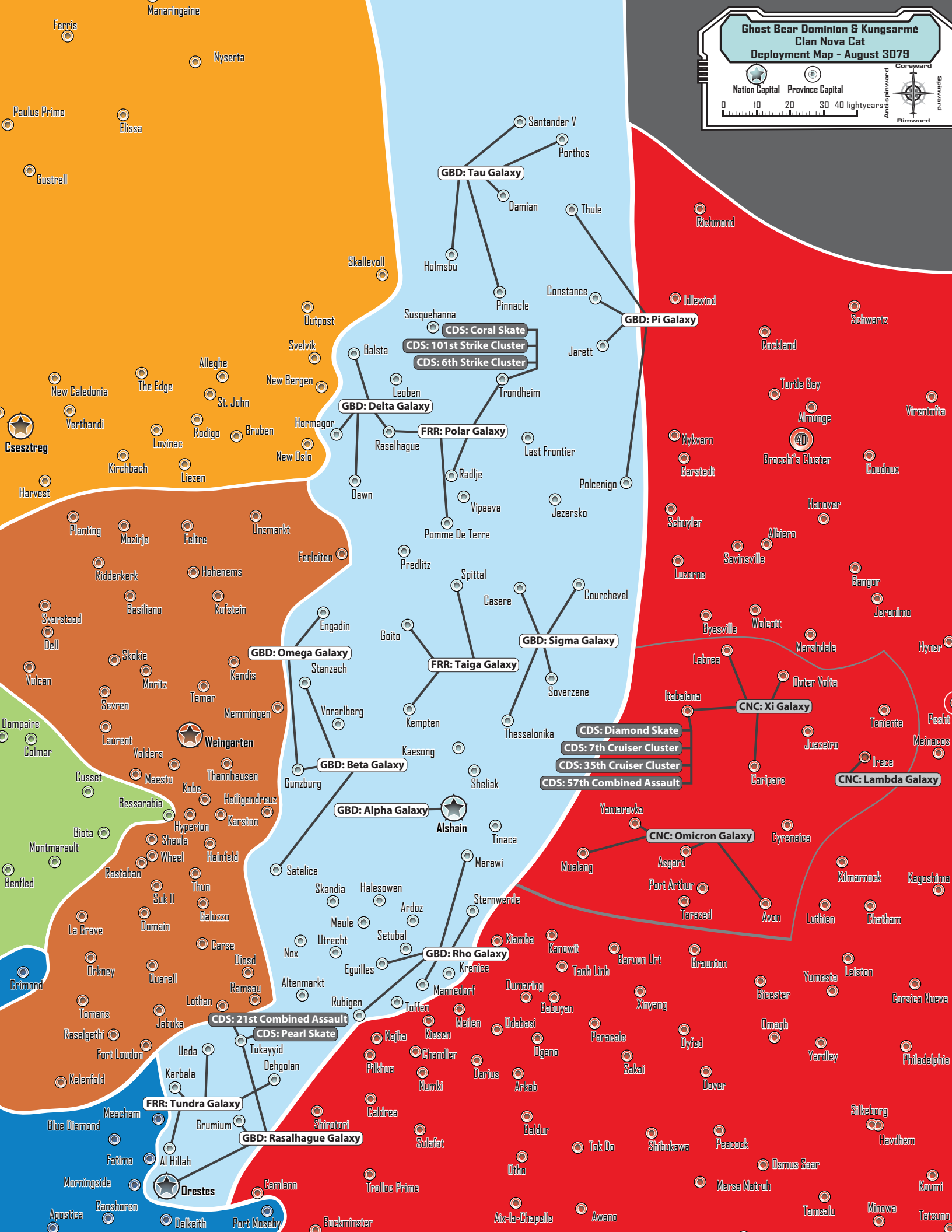
1st Freeman Cluster	E/F	Spittal	65 %	10 %
2nd Freeman Cluster	R/R	Goito	30 %	5 %
3rd Freeman Cluster	V/Q	Kempton	70 %	15 %

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 %



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

Nation Capital

Province Capital

0

10

20

30

40 lightyears

Coreward

Antispinward

Rimward

