

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*.

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WORD OF BLAKE AND THE CLANS

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

The first time the Word struck directly against a Clan (rather than a proxy, like the Wolf's Dragoons) was in 3069, when their Dante's Inferno agents successfully attacked Clan Snow Raven's Swift Wing Naval Star. The next strike was the Scouring of Tamar, and the attempt to do the same to Arc-Royal in 3070. Omnis terrorists supported by Word of Blake all but destroyed Farmindas 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.



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 %

