

Nova Cat, Kym

12/12/3131

FILING NOTES:

FIELD RESEARCH
S128, S051
11/01/3131

THOUGHT CONTROL
C051, C012
CERTIFIED

IMAGE ACQUISITION
G202, G122, G114
11/15/3131

CORRECTION ENFORCEMENT
L314, L145
APPROVED

FILING
D327 12/12/3131

Record No
FE-085-PE

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NAME: KYM NOVA CAT

Record No
FE-085-01



FACTION: Nova Cats
REGIMENT: Omicron
MECH: Cougar

DOB: 08/07/3107
HAIR: Blonde
EYES: Hazel

Kym Nova Cat is a solid, dependable MechWarrior, which is to say that to the Clans, she is a major disappointment - a mediocre warrior at best, destined to fill the ranks of the solahma without leaving a mark in the Remembrance on her way out. This cursory dismissal of her abilities has haunted Kym, who has yet to earn a proper Bloodname as she draws ever nearer to the age when most Clan warriors are considered too old to be of any use. She defeated only one opponent during her first Trial of Position, whereupon she graduated from training as a MechWarrior. She has since managed only to rise to the rank of Star Captain in command of a scout Trinary in the green Omicron Cluster.

If one thing has distinguished Kym, it is her competence. Not as brash as most Nova Cats, and certainly among the least spiritual of the pragmatic Omicron unit, Kym is methodical, almost cautious, in her approach to combat. This method gets results, but it does not bring the honor that bolder commanders may obtain in battle. Her disdain for brash and dangerous tactics in the field has led her to many Trials of Grievance with fellow Spirit Cat officers, and she has, remarkably enough, won them all.

In spite of her lack of flair and her apparent lack of drive to reap personal glory in battle, or perhaps because of these traits, the troops under Kym Nova Cat's command are fiercely loyal to her. This loyalty has served on many occasions to protect Kym from disaster when her cautious tactics fail in combat, allowing her troops to make an orderly retreat while defending their commander with their lives, if necessary.

MECH: COUGAR

Record No
FE-085-02



Serial Number: WC132-22B
Mass: 35 tons
Chassis: JF3 Light Endo Steel
Power Plant: 175 W00 XL
Cruising Speed: 55 kph
Maximum Speed: 86 kph
Jump Jets: None
Armor: Compound WC Ferro-Fibrous
Armament:
2 Series 6b Lg. Pulse Lasers
2 Mk.23 Type I LRM-10 Launchers

Commentary

Record No
FE-085-02

The Cougar was designed by Clan Jade Falcon as a weapon-heavy alternative to the Adder (known to the Inner Sphere as the Puma). Unveiled at the historic Battle of Coventry after the Falcon-Wolf Refusal War, Cougars began to appear in large numbers among the Falcons' front-line forces, eventually proliferating through a series of Trials against Inner Sphere and Clan opponents. Serial number WC132-22B actually served with Phelan Kell's exiled Wolves during the battle to liberate Donegal from Word of Blake forces during the Jihad. Used as part of a mixed Star of medium and light 'Mechs, this 'Mech was credited with five kills and six assists in four separate engagements with a Blakist assault group, including a massive, 100-ton Vanquisher BattleMech, but was felled near the end of that epic struggle. Kell's Wolves gifted WC132-22B, along with several dozen other of the more salvageable casualties in that conflict, to the newborn Republic of the Sphere.

Kym has named WC132-22B "Lucky Eight" to play on the old adage that cats have nine lives, and to acknowledge that this Cougar has already sacrificed one of its lives on Donegal.

Wolf, Shin

05/13/3132

FILING NOTES:

FIELD RESEARCH
S100, S151

02/19/3132

THOUGHT CONTROL
C251, C002

CERTIFIED

IMAGE ACQUISITION
G233, G242, G124

04/04/3132

CORRECTION ENFORCEMENT
L144, L215

APPROVED

FILING
D327 05/13/3132

Record No
FE-086-PE



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NAME: SHIN WOLF

Record No
FE-086-01



FACTION: Steel Wolves
REGIMENT: Wolf Lancers
MECH: Uller

DOB: 03/02/3104
HAIR: Black
EYES: Brown

Like all members of the Wolf Lancers, Shin was not born into Clan Wolf, but instead hails from the Periphery realm known as the Taurian Concordat. Records suggest that Shin, whose original surname is believed to be Jurgens, received his formal training as a MechWarrior in the Concordat, where - like many Taurian MechWarriors - he was indoctrinated with a paranoid fear of the "evil" House Davion. Then one day, after a debate with an elderly local in a bar on Carmichael, the realization that his nation suffered from a profound inferiority

complex struck him like a runaway maglev.

Record No
FE-086-01

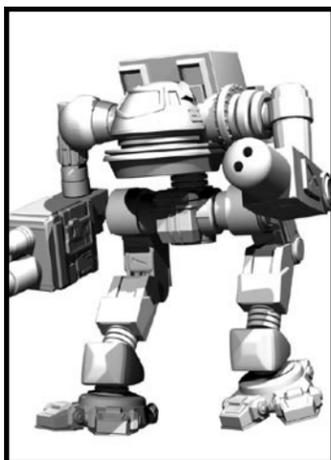


Disillusioned, Shin became a drifter, turning up only two years ago in The Republic, where he became enamored with the clear-as-glass mentality of the Clans in general, and the Wolves in particular.

Shin fought in a successful Trial of Position to become a member of the Wolf Lancers to the wonderment of the Clan warriors, who did not expect a "mere Spheroid" to actually outperform a Trueborn Wolf in single combat. Nonetheless, Shin had fought and won, and had earned the right to command a Star in the Lancers. He was assigned to a light *Uller* BattleMech and charged with upholding the honor of his new Clan.

MECH: ULLER

Record No
FE-086-02



Serial Number: JF589-31G
Mass: 30 tons
Chassis: Olivetti S2 Endo Steel
Power Plant: 180GM Extralight
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Armor: Compound Alpha Ferro-Fibrous
Armament:
1 Poland Main Model A Gauss Cannon
2 Series 14a Medium Lasers

Commentary

Record No
FE-086-02



The *Uller* BattleMech was one of the primary light 'Mechs of Clan Jade Falcon, whose invasion of the Inner Sphere repeatedly proved this design's worth in engagements with heavier medium 'Mechs common to the Federated Commonwealth armed forces. Though light 'Mechs often have short life expectancies on the battlefield, JF589-31G actually appears to have been in service since the dawn of the Clan invasion itself, and fought in historic clashes including Twycross, Tukayyid, and Morges, though with a different warrior at the helm each time. It eventually fell during the FedCom Civil War, when Lyran forces, under the command of General Adam Steiner, led a courageous attack on the Falcons to secure the Lyran state's border with the Clan. Captured by Lyran troops, JF589-31G found its way into the regular forces of the LAAF, and was among many 'Mechs lost in the fight for Hesperus II during the Jihad. The Republic claimed the 'Mech from the scrapyards during its formation, and rebuilt it using a mix of Clan and Inner Sphere technology. Its current owner, Shin Wolf, has named it "Pride" to commemorate his acceptance into Clan Wolf.

Moriyama,
Katsu

09/13/3133

FILING NOTES:

FIELD RESEARCH
S224, S011

08/28/3133

THOUGHT CONTROL
C141, C012

CERTIFIED

IMAGE ACQUISITION
G202, G156, G304

09/11/3133

CORRECTION ENFORCEMENT
L314, L145

APPROVED

FILING
D327 09/13/3133

Record No
FE-087-PE



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NAME: KATSU MORIYAMA

Record No
FE-087-01



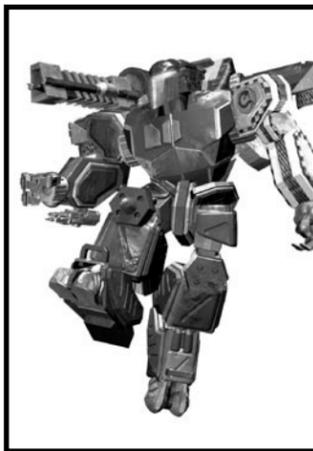
FACTION: Republic of the Sphere **DOB:** 06/04/3101
REGIMENT: Knights of the Sphere **HAIR:** Black
MECH: Crimson Hawk **EYES:** Brown

Katsu Moriyama's family were relocated from Vega to Skye as part of Devlin Stone's resettlement directives, which were aimed at meshing the various populations of The Republic and preventing the rise of old hatreds and loyalties from destroying the newborn state. As former Combine citizens living on the largely Lyran world of Skye, however, the Moriyama family suffered great hardship in the early years of The Republic. Despite this, a sense of duty and personal honor motivated them, and they stoically accepted their treatment, imparting the same attitude on their son.

A reverence for The Republic as mankind's best hope for a brighter future was also impressed upon Katsu at an early age. He became enamored with the thought of so many diverse cultures living under one banner, so much so that he felt compelled to protect this noble experiment. Thus, with starry-eyed visions of achieving Knighthood, he signed up to train as a MechWarrior for the Republic Militia.

Katsu's dedication, loyalty, and idealism drove him ever closer toward the high goals he set for himself, but fate intervened in a most curious way when the HPG net inexplicably crashed. The factionalism and chaos that arose in the wake of this event eroded much - but not quite all - of Katsu's idealism and faith in The Republic. Clinging to his title and duties as the only things that mean anything in a universe gone mad, Katsu remains a determined, if somewhat disillusioned, young warrior.

Record No
FE-087-01



MECH: CRIMSON HAWK

Record No
FE-087-02



Serial Number: SF392-90D
Mass: 25 tons
Chassis: York II XT
Power Plant: 125 York XL
Cruising Speed: 55 kph
Maximum Speed: 86 kph
Jump Jets: Clan Series
Type 1 Light
Armor: Compound 6A
Armament:
2 Series 7K Extended Range
Large Lasers

Commentary

The *Crimson Hawk* was conceived by Clan Blood Spirit in 3073 as part of an ongoing effort to bolster the defenses of their shrinking domain. But with resources running low, the Clan was forced to trade with the mercantile Clan Sea Fox to obtain the means to keep their BattleMech programs afloat. This arrangement led to both Clans jointly developing and producing the *Crimson Hawk*, among other designs. SF392-90D was sold in 3102 to the armed forces of The Republic. Practically fresh from the factory, this *Crimson Hawk* was pressed into service, and fought in a handful of defensive engagements on the Capellan border. Though it was heavily damaged over the years, technicians have managed to keep SF392-90D fully operational. Its current pilot, Katsu Moriyama, has recently renamed the 'Mech "Revenant" in honor of what he feels is the current state of The Republic.

Record No
FE-087-02



Kelly, Cynthia

10/21/3132

FILING NOTES:

FIELD RESEARCH
S011, S239

10/02/3132

THOUGHT CONTROL
C081, C231

CERTIFIED

IMAGE ACQUISITION
G202, G241, G081

10/20/3132

CORRECTION ENFORCEMENT
L134, L145

APPROVED

FILING
D327 10/21/3132

Record No
FE-088-PE

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NAME: CYNTHIA KELLY

Record No
FE-088-01

FACTION: Bannson's Raiders DOB: 07/29/3104
REGIMENT: The Band of Five HAIR: Red-Blonde
MECH: Centurion EYES: Green

The violence and savagery of the Band of Five comes easily to Cynthia Kelly, who among her comrades goes by the callsign of "Backstabber." Raised in an abusive home in the slums of New Anaheim on Nashira, Cynthia developed both a tough, go-it-alone attitude and an utter amorality that allowed her to get through her years on the streets as a runaway. Using her exceedingly attractive looks, Cynthia has been known to obtain whatever she wants - clothes, food, money, power - by using and discarding the men around her. In battle, she is especially known for attacking infantry and other "soft" targets, but has also been known to track down other female vehicle pilots after tapping into the enemy's comm channels. This diversionary tactic is intended to draw in male warriors, who tend to support their

female comrades out of an almost instinctual, and wholly misplaced, sense of chivalry. Once the enemy is distracted in this manner, the rest of Cynthia's team then maneuver to get at the enemy's rear and flanks, decimating them in short order.

Record No
FE-088-01

How this unrefined woman came to be a MechWarrior is open to considerable debate, though the predominant theory is that one or more of her previous lovers were themselves MechWarriors from either mercenary units or the Game World of Solaris VII. The theory follows that, in an effort to learn a lucrative trade, she convinced these men to provide her with informal instruction in the operation and maintenance of 'Mechs. However she came to the training, it became clear with her appearance among the Band of Five that Cynthia regards her 'Mechs the same way she regards her men - as assets to be discarded when something better comes along. Her first 'Mech, an antique *Locust*, was eventually replaced by a *Firestarter*, a *Panther*, and now, her current ride.



MECH: CENTURION

Record No
FE-088-02

Serial Number: FS779-00P
Mass: 50 tons
Chassis: Corean Model KL77
Endo Steel
Power Plant: Vlar 300XL
Cruising Speed: 64.8 kph
Maximum Speed: 97 kph
Jump Jets: None
Armor: StarGuard IV Ferro-Fibrous
Armament:
1 Mydron Excel Ultra Type 5 Autocannon
1 Luxor 3R LRM-10

Commentary

Record No
FE-088-02

The *Centurion* was a popular medium-weight BattleMech used largely by House Davion's Federated Suns throughout much of the Succession Wars, because of its decent combat speed, heavy armor, and well-rounded weapon loadout. This particular *Centurion*, FS779-00P, was piloted by a FedSuns MechWarrior during the FedCom Civil War, where it was credited with the single-handed destruction of an Lyran *Zeus* assault 'Mech on Kathil in a hide-and-seek battle through the woodlands outside Yare. During the Jihad, this same 'Mech again saw action defending Kathil - this time from Blakist troops - as its warrior accompanied Devlin Stone in his crusade to defeat the Word of Blake and create The Republic of the Sphere.

Cynthia Kelly captured the *Centurion* she has named "Fury" when she discovered during a raid that the wife of the 'Mech's owner piloted a Saracen hovertank in the same combat force. After disabling the hovertank, she poised her *Panther* to deliver a gruesome death strike to its crew compartment, then stopped and challenged the *Centurion* pilot to surrender his ride. After the MechWarrior debarked, Cynthia promptly killed him, then turned her guns on the disabled tank, showing how well she deserves her callsign.

07/10/3132



Bo, Federick

FILING NOTES:

FIELD RESEARCH
S114, S111

05/23/3132

THOUGHT CONTROL
C002, C099

CERTIFIED

IMAGE ACQUISITION
G228, G152, G304

06/25/3132

CORRECTION ENFORCEMENT
L174, L125

APPROVED

FILING
D327 07/10/3132Record No
FE-089-PE

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deliberately blasting into the cockpits of downed 'Mechs, gunning down ejected MechWarriors, or blazing away into the back of mauled, retreating units, all the while virtually ignoring the rest of the battle to ensure each kill. Thus, while little may be known of his background, one thing is painfully clear: Anyone caught within his sights who fails to disable the Headhunter will not live to see another sunrise.

Fortunately, Federick confines this behavior to himself; he does not impress it upon the rest of his command. All the other warriors he commonly leads into battle appear to follow their own particular styles, seemingly as oblivious to his activities as he is to theirs. Furthermore, it seems almost as if Federick has a "soft spot" for Cynthia Kelly, another of the Band of Five. In the only two documented cases in which Federick has allowed an enemy unit to survive after he has "locked onto it," Kelly's 'Mech was perilously close to destruction, and he moved to defend her.

Commentary

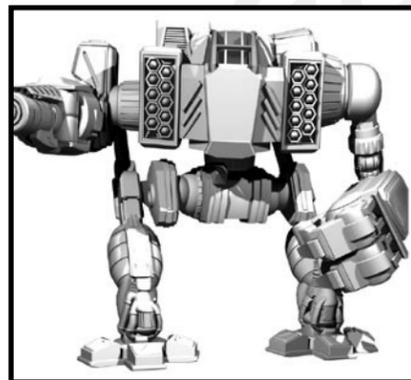
The original *Shadow Cat* was a fast-strike medium BattleMech developed by Clan Nova Cat. Wanting to capitalize on the growing success of designs such as the *Mad Cat II* and *Ryoken II*, Clan Jade Falcon introduced a heavy variant of the *Shadow Cat*. Maintaining the impressive speed of its predecessor despite its new heavy design, the *Shadow Cat II* quickly proved its punch in battle. This particular *Cat*, JF793-21D, was used by Clan Jade Falcon during their drive against the Lyran Alliance during the FedCom Civil War, but was captured in battle and added to the ranks of the depleted LAAF. During the Jihad, it served in a Lyran garrison force along the border with the Free Worlds League.

Federick allegedly captured this machine after killing its pilot in battle, and willingly gave up his previous ride to pilot a Clan-built machine instead. He has named JF793-21D "Grim Reaper," likely in reference to his well-deserved reputation for pursuing pilots to their deaths.

Record No
FE-089-01 **NAME: FEDERICK BO**Record No
FE-089-01

FACTION: Bannson's Raiders **DOB:** 11/11/3109
REGIMENT: The Band of Five **HAIR:** None
VEHICLE: Shadow Cat II **EYES:** Black

Federick "Headhunter" Bo is one of the most gruesome and mysterious of the Band of Five's officers. Little is known about his past, but it is believed that he either hails from the Clans or may have once served as a bodyguard/hitman for one of the mafia families on Addicks, where he first joined the Raiders. What is known about Federick is his utter, dispassionate approach to combat - one that has earned him the alternative nickname of "The Machine." Unlike most of the other members of the Band of Five, Federick is known for his single-minded fighting style: He simply chooses a hostile target, then systematically dispatches it and its pilot. He has been observed

MECH: SHADOW CAT II**Serial Number:** JF793-21DRecord No
FE-089-02 

Mass: 60 tons
Chassis: Olivetti Stage 3
Power Plant: 360 XL
Cruising Speed: 65 kph
Maximum Speed: 97 kph
 (130 kph with MASC)
Jump Jets: Clan Standard
 Type A1
Armor: Raydient Series 3
Armament:
 2 Type X "Long Bow"
 LRM-10 Launchers
 1 EMRG "Captain" Series
 Gauss Rifle

Kyle, Lori

MERC

MERC

10/11/3132

FILING NOTES:

FIELD RESEARCH
S088, S191

08/10/3132

THOUGHT CONTROL
C011, C285

CERTIFIED

IMAGE ACQUISITION
G322, G382, G204

09/27/3132

CORRECTION ENFORCEMENT
L124, L121

APPROVED

FILING
D327 10/11/3132

Record No
FE-090-PE



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NAME: LORI KYLE

Record No
FE-090-01

FACTION: Mercenary

DOB: 06/14/3068

REGIMENT: Eridani Light Horse

HAIR: Gray

VEHICLE: Black Hawk

EYES: Blue

Born in the same year as the Blakist Jihad, Lori was the daughter of career soldiers in the famed Eridani Light Horse mercenary unit, a proud legacy of the original Star League that had helped win the Clan War. As fate had it, the Light Horse were on the former Draconis Combine world of Dieron when the Blakists attacked, and a nuclear assault devastated much of the command staff, including Lori's parents. Adopted by surviving members of the Light Horse, Lori was raised in the decimated mercenary unit, trained to pilot a BattleMech as her parents had before her. She received her first BattleMech assignment, a modified *Hatchetman*, at age 23, and has served well with the Light Horse ever since.

Lori regards the Eridani Light Horse as the only family she's ever had, and fights with a fanatical devotion during

any defensive operations with the unit, as if anyone attacking her unit were attacking her personally. When acting on the offensive, however, her tactics are more reserved, as she frets constantly over the lives of the men and women she commands. Thus, she is reluctant to engage when the odds are too close. Once engaged in battle, however, as either attacker or defender, she fights with decisive action, working to deliver the swiftest victory with the fewest casualties among her troops. Any hesitation prior to the actual shooting seems to vanish completely, and she moves her 'Mech as if it were part of her own body. Her lead inspires the same level of commitment among her command.

Now over sixty years old, however, Lori's combat skills have begun to suffer from the ravages of time, and many among her command have begun to fear that the day that will soon come when she will be forced to step down and retire. Lori, in the meantime, insists that she is as spry as ever - an attitude few have the heart to challenge.

MECH: BLACK HAWK

Serial Number: NC797-09W

Record No
FE-090-02

Mass: 50 tons

Chassis: Type 3 Standard Endo Steel

Power Plant: 250XL

Cruising Speed: 54 kph

Maximum Speed: 86.4 kph

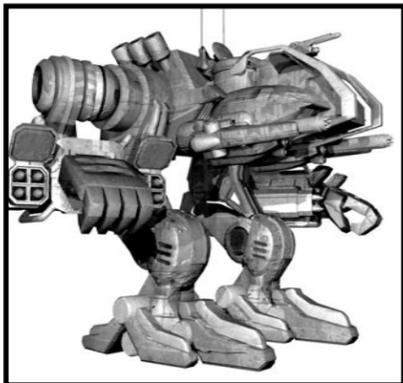
Jump Jets: Grandthrust Mk.3

Armor: Standard YM17

Armament:

2 Series 1 Extended Range Large Lasers

4 Series 2 Extended Range Medium Lasers



Commentary

The *Black Hawk* is the workhorse medium-weight 'Mech of the Clans, with a solid performance profile that includes good overland speed, jumping capability, and usually a devastating array of weapons. Known among the Clans as the *Nova*, this 'Mech is a walking laser battery, capable of delivering a volley that can cripple or destroy many 'Mechs in one shot - though at the cost of extreme heat and almost guaranteed shutdown. During the Jihad, many elite units, including the Eridani Light Horse, were badly mauled, and as allied forces suffered from attrition, some were absorbed by those less damaged. In the case of NC797-09W, the *Nova Cat* force the 'Mech (and its warrior) had been attached to was virtually eradicated, leaving only a handful of survivors who were adopted by the Light Horse. Since joining the ELH's ranks, NC797-09W has received the utmost care, and has remained in near-mint condition. Lori Kyle, the sixth owner of the 'Mech since that day, has named it "Kitasha" after its previous owner, a friend of hers who fell in battle some years earlier.

12/06/3132

Drummond,
Angus

FILING NOTES:

FIELD RESEARCH
S124, S011

11/18/3132

THOUGHT CONTROL
C151, C022

CERTIFIED

IMAGE ACQUISITION
G222, G142, G004

11/27/3132

CORRECTION ENFORCEMENT
L114, L125

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FILING
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within him the soul of Anna Rosse, one of the Nova Cat Clan's founders. He then racked up an incredible string of combat victories to ascend to the rank of Star Captain in charge of a mixed Supernova Trinary.

Angus, though he is somewhat unbalanced during battle, is astonishingly clear minded outside the cockpit, and is something of a strategic and logistical genius. His victories have often been attributed to this trait; he carefully plans each engagement beforehand, anticipating the needs of those under his command before they take the field. It is also known that Angus has not yet completed his own personal journey - one that he believes leads to the coveted post of Oathmaster for the Spirit Cats. In this he has been thus far thwarted by the chaotic Oathmaster Grand Melees, but his commitment to this goal has not diminished.

Compounding Angus' off-field troubles are the ambitions of his underlings, particularly those of Janis Nova Cat. So far, however, Angus' fanatical devotion to the Spirit Cats, and particularly Galaxy Commander Kev Rosse, have protected him from Janis' efforts to usurp his authority in the Purifiers.

Record No
FE-091-01

NAME: ANGUS DRUMMOND

Record No
FE-091-01

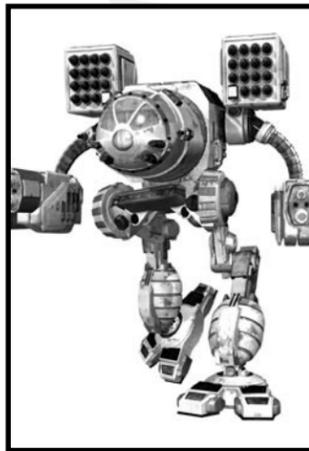
FACTION: Spirit Cats HAIR: Black, with
REGIMENT: Purifiers a White Streak
VEHICLE: Mad Cat II EYES: Gray
DOB: 10/09/3100

A fanatic warrior in the Spirit Cats' hypermystical Purifiers, Angus Drummond is the quintessential Nova Cat - young, aggressive, and single-mindedly driven by visions in the name of his spiritual purity. He is especially known for going on vision quests right before battle, and often enters the fray in a nearly delusional state. This state makes him an unpredictable warrior, even to those under his command, as he will fight one day with almost suicidal zeal and another day with cold detachment. Somehow, in spite of this erratic behavior, Angus has not only survived in the Spirit Cats - he has excelled. He won his Bloodname, it is said, in an unaugmented match in which he loudly declared that he carried

Commentary

The Diamond Shark Clan (today known as Clan Sea Fox) conceived the *Mad Cat Mk II* as a produced-for-sale 'Mech to both Inner Sphere and Clan customers around the time of the Inner Sphere's final victory over the Crusader Clans. Basing the design on the original *Mad Cat* (known to the Clans as the *Timber Wolf*), the Sharks upgraded the size, firepower, and armor of the lethal 'Mech and fielded working models after a very brief development period. The Nova Cats became one of the biggest customers of the Diamond Sharks-Sea Foxes, and so it comes as little surprise that this particular *Mk II*, SF933-02S, originated with a sale to the Cats in the late 3060s. Assigned to the Cats' Delta Galaxy, SF933-02S served in several engagements when the Clan fought alongside Devlin Stone against the Word of Blake Jihad, including the Battle for Benjamin, in which its MechWarrior claimed seven 'Mech and vehicle kills in a single firefight with Blakist-backed mercenaries.

Angus Drummond, the latest warrior to command this fearsome machine, has named it the "Cats' Shield" in reference to his self-perceived role as defender of the Spirit Cats' true destiny.

Record No
FE-091-02

Record No
FE-091-02

MECH: MAD CAT II
Serial Number: SF933-02S
Mass: 90 tons
Chassis: DCSAM Endo 4
Power Plant: Type 79 360XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Grandthrust Mk.5
Armor: Forging ZM15 Ferro-Fibrous
Armament:
2 Type X "Short Bow" LRM-15 Launchers
4 Series 1a ER Large Lasers

Chinn,
Antonia

10/25/3132

FILING NOTES:

FIELD RESEARCH
S128, S287
10/11/3132

THOUGHT CONTROL
C081, C192
CERTIFIED

IMAGE ACQUISITION
G202, G002, G314
10/22/3132

CORRECTION ENFORCEMENT
L184, L321
APPROVED

FILING
D327 10/25/3132

Record No
FE-092-PE

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NAME: ANTONIA CHINN

Record No
FE-092-01

FACTION: Dragon's Fury

DOB: 12/05/3101

REGIMENT: Amaterasu

HAIR: Brown

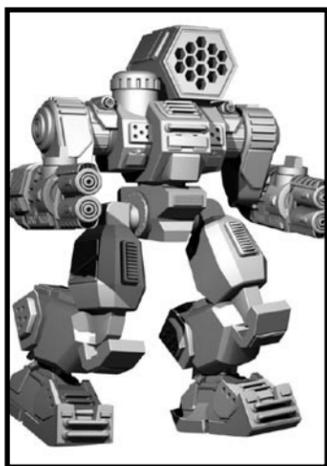
MECH: Thor

EYES: Green

Antonia Chinn is a small, delicate-looking woman with Eurasian features and a soft-spoken demeanor that belies her true nature as one of the Amaterasu's most lethal warriors. A third-generation MechWarrior whose ancestors served both in the original Ninth Sword of Light and the Draconis Combine's elite Izanagi Warriors regiment, Antonia was motivated from birth to take up the family traditions of duty and fealty to the values of the Combine. This drive led to her beginning training - albeit informally - at a young age, and by the time she graduated from formal 'Mech training as a member of The Republic's Militia, she was already rated a veteran warrior. In addition to her 'Mech skills, Antonia is also an excellent field commander and tactician, both in BattleMech warfare and combined-arms engagements.

Antonia, however, is a woman torn by her desire to reconcile the loyalties of her past with the state of The Republic today. When The Republic first formed, then-Coordinator Hohiro Kurita's decision to gift the newborn Ninth Sword to The Republic's armed forces bound its warriors by extension to The Republic, in honor of their liege lord. The chaos in the aftermath of the Sphere-wide HPG crash, however, has left Antonia questioning the values upon which she has based her life. Uncertain of whether forming an independent faction against The Republic would honor the Combine today, or whether it would be a sleight to her ancestors, Antonia seems to be one of Katana Tormark's more reluctant followers. Her reluctance shows more clearly with each passing engagement in which Antonia is in command. She appears to shy away from inflicting heavy casualties on Republic forces, though she will assault members of other splinter factions who have strayed from The Republic's ideals. How much longer Duchess Tormark will tolerate this potentially subversive behavior from the brilliant but questionably dedicated Antonia is a matter of considerable debate.

Record No
FE-092-01



MECH: THOR

Record No
FE-092-02

Serial Number: JF900-23C

Mass: 70 tons

Chassis: Olivetti T4 Endo Steel

Power Plant: 350 Magna XL

Cruising Speed: 55 kph

Maximum Speed: 86 kph

Jump Jets: Clan Standard
Type A3

Armor: Compound Beta FF

Armament:

2 Series 6b ER Large Lasers

2 Series 3a ER Medium Lasers

1 Type Z "Short Bow" LRM-15
Launcher

Commentary

Record No
FE-092-02

The *Thor*, known to the Clans as the *Summoner*, was the favored heavy 'Mech used by Clan Jade Falcon when they drove against the Lyran half of the Federated Commonwealth during the Clan invasion. Versatile, highly mobile, heavily armed, and with an excellent damage-to-heat profile, the *Thor* outperformed virtually every heavy 'Mech fielded by the Inner Sphere in that time, gaining almost the same infamy as the fearsome *Mad Cat*. Antonia Chinn's *Thor*, serial number JF900-23C, has been traced back to the dawn of the Clan invasion itself, where it was piloted by one of the Falcons' most unbalanced Crusaders, Nikolai Mathus, until it fell in battle on Somerset and was captured by FedCom troops. The *Thor* has passed through numerous owners since that time, and was actually in the hands of a mercenary unit that hid Combine peacekeepers on Yorih just before the outbreak of the FedCom Civil War. Captured by the Combine defenders, the *Thor* was fielded by the newly formed Ninth Sword of Light, when it was gifted to The Republic of the Sphere.

Antonia Chinn is the fourth pilot of this particular *Thor* since it became part of The Republic militia and later the Dragon's Fury. She has named the machine "Kanazuchi," a Japanese-flavored play on the hammer wielded by Thor, the Norse god of thunder.

Vander, Alice

10/28/3132

FILING NOTES:

FIELD RESEARCH
S078, S021

08/30/3132

THOUGHT CONTROL
C181, C082

CERTIFIED

IMAGE ACQUISITION
G172, G172, G224

10/08/3132

CORRECTION ENFORCEMENT
L114, L099

APPROVED

FILING
D327 10/28/3132

Record No
FE-093-PE

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NAME: ALICE VANDER

Record No
FE-093-01

FACTION: Swordsworn
REGIMENT: Prince's Men
MECH: Vulture

DOB: 04/19/3099
HAIR: Blonde
EYES: Violet

Born and raised on a farm on Mallory's World, Alice Vander apparently never set out to become a MechWarrior in the Swordsworn, but instead had the responsibility thrust upon her when her older brother, Micheal Vander, was killed in battle by Dragon's Fury raiders in late 3132. Alice, already an accomplished AgroMech pilot and motivated more by a sense of revenge than anything else, virtually begged for admittance into the Prince's Men, Duke Aaron Sandoval's newest regiment. Though politically sympathetic toward the Duke's vision of reclaiming The Republic in the name of House Davion, and nominally considering herself a displaced citizen of the Federated Suns, Alice's core motivations are hardly political. In fact, her love of the Federated Suns and the Swordsworn

faction pales in comparison to her hatred of the Dragon's Fury and, to a lesser degree, the Draconis Combine as a whole. This attitude has not been lost on her superiors.

Record No
FE-093-01

In battle, largely because of her previous training at the helm of a civilian 'Mech, Alice prefers to close with the enemy to the point where she can unleash a devastating melee attack. This preferred tactic has already cost her one 'Mech, a vintage Axeman, but her willingness to charge into battle has prompted her superiors to give her a Vulture for her new assignment. Outside the cockpit, Alice is another person, reserved to the point of silence. She rarely speaks to those outside her own command, and she rarely socializes, even among them. Her withdrawn demeanor stands out among the boisterous, cavalier men and women of the Prince's Men regiment, many of whom suspect she volunteered too eagerly to serve, without fully realizing the horrors of modern warfare.



MECH: VULTURE

Record No
FE-093-02

Serial Number: GB773-00B
Mass: 70 tons
Chassis: Olivetti T4 Endo Steel
Power Plant: 350 Magna XL
Cruising Speed: 55 kph
Maximum Speed: 86 kph
Jump Jets: Clan Standard Type A3
Armor: Compound Beta FF
Armament:
2 Series 6b ER Large Lasers
2 Series 3a ER Medium Lasers
2 Type XX "Long Bow" LRM-20 Launchers

Commentary

Record No
FE-093-02

The Vulture is effectively a poor Clan's *Mad Cat*, and was the preferred heavy 'Mech of the Ghost Bear Clan during the invasion of the Inner Sphere. The Vulture features several lasers and a pair of heavy missile racks designed to offer maximum firepower at all ranges. Alice's 'Mech, serial number GB773-00B, began its career as part of the fighting arm of the Ghost Bear (now Rasalhague) Dominion, and was among the Ghost Bear forces that took part in the long campaign to destroy the Word of Blake during the Jihad. The Bears, among some of the fiercest combatants in that campaign, drove as deep as the Terran system in their effort to liberate the worlds the Blakists had seized in their Jihad. GB773-00B was found among many Ghost Bear 'Mechs struck by Blakist neutron weapons during the liberation of Cebalrai, and was absorbed into Devlin Stone's growing army in the campaign to destroy the Blakists. Assigned to the militia forces in Prefecture IV, GB773-00B naturally was claimed by the Swordsworn faction after the collapse of the HPG network. Alice has named the 'Mech "Vendetta" as a reminder of who she is and why she's in its cockpit.

02/16/3132

Mashnovska,
Yuri

FILING NOTES:

FIELD RESEARCH
S004, S199

02/08/3132

THOUGHT CONTROL
C024, C292

CERTIFIED

IMAGE ACQUISITION
G127, G172, G008

PENDING

CORRECTION ENFORCEMENT
L154, L295

APPROVED

FILING
D327 02/16/3132Record No
FE-094-PE

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of pro-Capellan activists who had somehow accessed a *Trebuchet* BattleMech of their own. Painted in the colors of the Knights of the Sphere, the *Trebuchet* was in the process of marauding through the city of Chiang-lo when Yuri attempted to intervene in his *Commando*. Despite facing what he believed to be a Knight of the Sphere, Yuri not only stood his ground, but also crippled the heavier 'Mech, whereupon he came under attack by pro-Capellan mobs who believed he was in league with the renegade Knight. Unwilling to risk harming civilians, Yuri backed off, but not before capturing the MechWarrior in the fallen *Trebuchet* and delivering him to authorities. When it became clear that the so-called "renegade Knight" was no more than a pro-Capellan agent trying to stir hostility between The Republic and its Capellan citizens, Yuri was cited for his bravery and quick thinking. The rest is history.

As a Knight of the Sphere, Yuri displays the devotion and idealism one might expect from The Republic's finest. He follows his heart, rather than any book of law, in deciding matters of right and wrong. Though this approach has earned him a fair share of reprimands, his solid, dependable loyalty to The Republic has made him indispensable in these trying times.

Record No
FE-094-01**Commentary**

A classic of Star League-era technology, with good overland speed, an array of all-energy weapons, and excellent armor protection, the *Black Knight* was often found as a command unit in combat formations. FW193-33D was originally assigned to the Free Worlds League's elite and ultra-honorable Knights of the Inner Sphere. Founded upon chivalric ideals that are today one of the cornerstones of The Republic's own Knights, these League units endeavored to bring honor and civility back to the Inner Sphere by example. Unfortunately, during the Blakist Jihad, the Knights were attacked by a chemical nerve agent that left all of their number dead or crippled, rendering their mighty unit inert with a single, brutal strike. In the aftermath of the Jihad, most of the equipment from the fallen Knights was gifted to The Republic, encouraging Devlin Stone to "breathe life into the Knights again." It seems only fitting that one such 'Mech should find its way into the hands of a Knight whose sense of honor would bring pride to the fallen Knights of the fractured Free Worlds League. In honor of the original Knights' commanding officer, Paul Masters, Yuri Mashnovska has named his *Black Knight* "Sir Masters."

Record No
FE-094-02**NAME: YURI MASHNOVSKA**Record No
FE-094-01

FACTION: Republic of the Sphere **DOB:** 08/24/3080
REGIMENT: Knights of the Sphere **HAIR:** Blonde
VEHICLE: Black Knight **EYES:** Black

Born on St. Ives in the Capellan Confederation, Yuri Mashnovska is something of an anomaly among the Knights of the Sphere. Though not originally a citizen of The Republic, Yuri's parents both defected from the Confederation early in his childhood, taking with them a BattleMech his father had used as a member of the Second St. Ives Lancers, and selling it off to The Republic in exchange for citizenship. Long treated as an outsider because of his family's strong ties to the Confederation, Yuri's early years were often difficult. Despite this, he managed to enter the ranks of The Republic militia forces, and aptitude tests determined that he would make an excellent MechWarrior.

His superiors discovered just how excellent he was when, while stationed on the world of Alrescha, Yuri was confronted by a mob

IMAGE DATA
CORRUPTED
>
ERROR LOG
GENERATED
>
CODE 00402
>
>

MECH: BLACK KNIGHTRecord No
FE-094-02

Serial Number: FW193-33D
Mass: 75 tons
Chassis: Technicron 2D
Power Plant: Vlar 300XL
Cruising Speed: 43 kph
Maximum Speed: 64 kph
Jump Jets: None
Armor: Numall DuraBond
Armament:
 4 Diverse Optics Medium Lasers
 2 Diverse Optics Large Lasers
 1 Fusigon Longtooth PPC

Nguyen, Joel

03/13/3132

FILING NOTES:

FIELD RESEARCH
S007, S151

02/22/3132

THOUGHT CONTROL
C141, C012

CERTIFIED

IMAGE ACQUISITION
G292, G166, G004

03/03/3132

CORRECTION ENFORCEMENT
L314, L225

APPROVED

FILING
D327 03/13/3132

Record No
FE-095-PE

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NAME: JOEL NGUYEN

Record No
FE-095-01

FACTION: Highlanders DOB: 02/27/3091
REGIMENT: First Kearny HAIR: Black
MECH: Zeus EYES: Black

Born on Northwind, where he inherited much of the love of his native world and its glorious heritage, it was easy for Joel Nguyen to become enamored and obsessed with being part of the ongoing history of the famous Northwind Highlanders. Throughout his early childhood, Joel's fascination with the history and legacy of the Highlanders belied the fact that his family had come to live on Northwind only after Devlin Stone's relocation directives placed them there from Siaph. He excelled in his training to become a member of the planet's defensive militia, but what surprised his trainers was his keen mind for tactics and strategy, cultivated after years of poring over military history books, especially those focused on the Northwind Highlanders.



MECH: ZEUS

Record No
FE-095-02

Serial Number: LC932-65P
Mass: 80 tons
Chassis: Adv. Chariot Type V
Power Plant: Pitban 320 Light
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Armor: Glasgow Limited X
Armament:
1 Doombud LRM-15 Launcher
1 Norse Extended Range PPC
2 Defiance P5M Pulse Lasers
1 Series 3 ER Large Lasers

With their sponsorship, Joel was accepted into the Northwind Military Academy's MechWarrior training program, where he excelled.

Record No
FE-095-01

Joel's fanatical devotion to the ideals of the Highlanders and The Republic they swore to protect has been a beacon to those under his command, and though he shows both ambition and prowess, he views his climb through the ranks only as a service to the Highlanders. His skills and sense of duty have captured the attention of the Knights of the Sphere as well, who have offered on two occasions to make him a Knight-Errant. Joel has declined these offers, however, concerned that his devotion to Northwind and the First Kearny might hamper his duties in such a position.

In battle, Joel is known both for bold attacks and for daring, complicated strategies that often leave the enemy confused or demoralized, allowing his company to sweep in to deliver the killing blow. Though he often gains the upper hand, he always offers mercy, demanding an opponent's surrender before taking more deadly action.

Commentary

Record No
FE-095-02

The Zeus was the favored assault 'Mech of the Lyran Commonwealth, massively armed and armored for maximum effectiveness and survivability. Often used in tandem with other assault-class 'Mechs, the Zeus was - and is - as common among the troops of House Steiner as the Mad Cat is among the Clans. The modified model used by Joel Nguyen, LC932-65P, was fielded originally by the First Skye Jaegers, and fought in numerous actions throughout the FedCom Civil War and the Jihad. When Devlin Stone announced the formation of The Republic of the Sphere, LC932-65P was among the defense forces on Skye when the Alliance formally ceded the territory to the newborn nation. As part of the materiel reserve built up by The Republic after many 'Mechs were decommissioned and scrapped, LC932-65P was eventually assigned to the First Kearny to infuse the venerable defense force with newer equipment. Joel has named his Zeus "Archangel."

12/26/3132

MERC

MERC

Tolek,
Collin

FILING NOTES:

FIELD RESEARCH
S222, S371

12/01/3132

THOUGHT CONTROL
C151, C122

CERTIFIED

IMAGE ACQUISITION
G297, G142, G004

12/11/3132

CORRECTION ENFORCEMENT
L154, L125

APPROVED

FILING
D327 12/26/3132Record No
FE-096-PE

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tremendous loss that Blakists' razing of Outreach inflicted on the Wolf's Dragoons, Collin does not share the often-brooding, still-in-mourning attitude held by the Dragoons' older warriors. For this reason, many of his superiors sneer at this "young pup," and hope that one day he realizes how lucky he is to have gotten as far as he has in life.

Collin Tolek fights the same way he approaches everything else in his life, and is often at the forefront of any attacking force. His arrogance and carelessness have separated him from his support troops on many occasions, and many times he has made a battle much more costly than it needed to be. Though he has received numerous reprimands and even a demotion from captain to lieutenant, Collin still seems unable to learn from his mistakes. But despite his many flaws, the men in Collin's lance all seem to regard this brash young hotshot as a friend and comrade for whom they would gladly give their lives.

Record No
FE-096-01**Commentary**

Clan Hell's Horses initially fielded the fearsome *Cygnus* in 3075 as part of their ongoing effort to revitalize their armed forces after their massive assault on Clan Wolf's Inner Sphere holdings. The new design called for simplicity, survivability, and above all, quick lethality. In the wake of the Jihad and the Horses' assault on Clan Wolf, the Horses and the exiled Clan Wolf forces operating on the Lyran front formed an uneasy alliance. Part of this alliance included the trade of equipment, including the new *Cygnus*, among which was HH992-19X. The Wolves-in-exile shared the fruits of this venture with their shattered allies in the Wolf's Dragoons, who continue to struggle even today to recover from the horrors of the Jihad. Collin Tolek has named this *Cygnus* "Hell's Angel" in an obvious reference to the 'Mech's origins.

Record No
FE-096-02**NAME: COLLIN TOLEK****FACTION:** Mercenary
REGIMENT: Wolf's Dragoons
VEHICLE: Cygnus**DOB:** 05/06/3105
HAIR: Brown
EYES: BlackRecord No
FE-096-01

Recklessness, ill-timed bravery, and ill-conceived battle plans all epitomize the spirit of MechWarrior Collin Tolek, proving once more that simply being in a mercenary unit known across human-occupied space does not qualify a warrior as "elite." Collin is brash, self assured, and uninhibited, both inside the cockpit and out, and has a flair for overplaying his hand and overstepping his role. Were it not for the fact that he actually manages to get results at least half the time, there is little doubt that Collin would have been cashiered by the Dragoons long ago.

Too young to remember the horrors of the Jihad, or the

**MECH: CYGNUS**

Serial Number: HH992-19X
Mass: 95 tons
Chassis: Type BMH-7 Endo Steel
Power Plant: 380 GM Extra-light
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Armor: Forged Type HH34 Standard
Armament:
2 Mydron Excel Ultra Type 10 Autocannon
4 Kolibri Omega Series Medium Pulse Lasers

Record No
FE-096-02

10/25/3132

Infantry
Units, Various

FILING NOTES:

FIELD RESEARCH
S128, S287

10/11/3132

THOUGHT CONTROL
C081, C192

CERTIFIED

IMAGE ACQUISITION
G202, G002, G314

10/22/3132

CORRECTION ENFORCEMENT
L184, L321

APPROVED

FILING
D327 10/25/3132Record No
FE-097-PE
FE-101-PE
FE-102-PE
FE-103-PE

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UNIT: COMMANDO SQUAD

FACTION: Dragon's Fury
REGIMENT: Amaterasu

The Commando Squad of the Amaterasu is the most feared of the Dragon's Fury conventional infantry forces. Staffed, like all Amaterasu units, entirely by women, the Commandos are experts in stealth and nighttime combat, martial arts, swordplay, and small arms. Their armor, an ablative adaptation of the conventional DEST "ninja" combat gear, comes complete with sophisticated wraparound-vision helmets, making them impossible to surprise. The KA-47 Subgun used by this Squad is outranged by the standard automatic rifles used by most infantry forces, but the high rate of fire allows the Amaterasu commando to spread lethal fire over a wider area.

Amaterasu Commandos expect and grant no quarter in combat, and are ruthless to the extreme. They only take prisoners when their superiors order them to do so, and never allow themselves to be captured.

Record No
FE-097-01UNIT TYPE:
Elite Infantry

UNIT: TAMARA'S RANGERS

FACTION: Dragon's Fury
REGIMENT: AmaterasuUNIT TYPE: Hauberk
Battle Armor

Tamara's Rangers are commanded by *Tai-i* Tamara Skedjil, a woman known for her remarkably fanatical hatred of all things Davion and for her penchant for personally leading her troops into combat. The fact that the Rangers use the Davion-made Hauberk battle armor is nothing short of miraculous. To reconcile her hatred of the people with her use of their tools of warfare, Tamara has told her troops that killing those sworn to the Federated Suns with their own weapons is the kind of bleak irony that they deserve.

In battle, Tamara's Rangers fight with almost fanatical ferocity. Driven by a need to inflict the maximum number of casualties, Tamara often leads her Rangers against enemy formations where conventional infantry are most concentrated. This tactic has earned the Rangers one of the highest kill counts in the Amaterasu—a regiment already known for its brutality.

Record No
FE-102-01

UNIT: PILLAR ONE

FACTION: Dragon's Fury
REGIMENT: Order of the
Five Pillars

Pillar One is the name given to the O5P's elite Raiden Battle Armor platoon, in recognition of the fact that the warriors, not the machines, are paramount to the strength of the Dragon's Fury.

Pillar One is a finely honed team of battle troops, equipped with an improved variant of the standard Raiden battlesuit. Like the conventional Raiden armor, the suits used by Pillar One feature a reflective armor allowing them to advance using their jump jets and remain virtually undamaged by hostile energy-weapons fire.

The members of Pillar One are experts in battle-armored combat—they wear their suits the way conventional troops wear fatigues. Pillar One moves faster, fights harder, and delivers more accurate fire than any other Raiden squad on the field today.

Record No
FE-101-01UNIT TYPE: Raiden
Battle Armor

UNIT: KAGEMUSHA

FACTION: Dragon's Fury
REGIMENT: Order of the
Five PillarsUNIT TYPE:
Kage Battle Armor

The Kagemusha specialize in commando-style operations against BattleMechs and conventional vehicle forces. These elite warriors use ECM-enhanced Kage Battle Armor, making them fast and evasive in battle.

The Kagemusha are commanded and trained by *Tai-i* Shiro Illyanovich, a master of the ninjitsu and kenjutsu forms of martial arts. The Kagemusha have absorbed some of his mastery of stealth techniques and evasive maneuvering to such a degree that these troops can avoid incoming fire far better than other elite Kage squads.

The Kagemusha's bravery and skills enable them to close with some of the most dangerous prey on the battlefield, making these warriors a valued addition to the Dragon's Fury.

Record No
FE-103-01

10/25/3132

Infantry Units:
Davion Guards

FILING NOTES:

FIELD RESEARCH
S128, S287

10/11/3132

THOUGHT CONTROL
C081, C192

CERTIFIED

IMAGE ACQUISITION
G202, G002, G314

10/22/3132

CORRECTION ENFORCEMENT
L184, L321

APPROVED

FILING 10/25/3132
D327Record No
FE-098-PE
FE-099-PE
FE-100-PE
FE-104-PE

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UNIT: STRIKE TEAM

FACTION: Swordsworn
REGIMENT: Davion Guards

The Strike Team is composed of commandos who exemplify the Swordsworn's concept of battlefield shock troopers. Equipped with personal jump packs, light personal weapons, magnetic grapplers, and a neurohelmet code-breaker, these fanatical warriors are willing to fight to the death for the glory of House Davion and the honor of their fellow Swordsworn.

While capable of taking on conventional troops, their specialty of capturing 'Mechs is what truly brings the Strike Team to the fore. The Strike Team can close with a hostile 'Mech and scale it—often under fire—to incapacitate the warrior inside. Then, the best-trained MechWarrior in the team commandeers the machine, bringing the enemy's own guns to bear on them.

Due to the danger of their missions, only volunteers are considered for entry into the Strike Team.

Record No
FE-098-01UNIT TYPE:
Shock Troopers

UNIT: HAZEN'S STRIKERS

FACTION: Swordsworn
REGIMENT: Davion Guards

Among the best-trained and equipped of all SRM teams, Hazen's Strikers fight harder, faster, and longer than any other SRM team. Named for their CO and trainer, Capt. Donald Hazen, the Strikers are experts in applying pressure to more than one part of an enemy's formation by splitting their fire more effectively than most SRM teams.

Each Striker is an expert marksman with all manner of support weaponry, but their preferred weapon is a variation of the lightweight and reloadable Corean SureShot SRM-2 launcher. Each trooper also carries a Narc beacon system into battle, with enough reloads for six volleys. One trooper in each unit is designated to fire a Narc beacon for the other troopers' missiles to home in on.

Record No
FE-099-01UNIT TYPE:
SRM Team

UNIT: TEAM 6

FACTION: Swordsworn
REGIMENT: Davion Guards

Team 6 is an elite laser infantry sniper squad. Trained and equipped to deliver a concentrated assault that can decimate lightly armored vehicles in short order, Team 6's firepower can even pose a threat to unwary BattleMechs.

To ensure that Team 6 has every advantage over its contemporaries, Duke Sandoval has spared no expense for gear. Each member carries an extended-range version of the standard support laser and wears electronic-camouflage body armor that allows him or her to maneuver into position even under fire.

Although the identity and background of Team 6's commanding officer is unknown, we believe he actually hails from the ranks of the Federated Suns' infamous Fox 5 commando squads. This man has ensured that all his troops are crack shots who deserve their reputation as the Davion Guards' best snipers.

Record No
FE-100-01UNIT TYPE:
Laser Team

UNIT: ODIN'S FURY

FACTION: Swordsworn
REGIMENT: Davion Guards

Odin's Fury is made up of accomplished masters of the heavy Fenrir battle armor. Taking full advantage of their semimodular battlesuits, the members of Odin's Fury employ dual-support pulse lasers in combat, rather than the standard laser or machine gun configurations. This loadout typically leaves them slightly less mobile than other Fenrir squads, but allows them to deliver far more damage.

These elite warriors can divide their fire effectively against more than one opponent, but they will usually focus their efforts on a single victim, hoping to make a quick kill. This platoon is notorious for pouring on the fire once they lock onto a target, believing that such overkill tactics will strike fear into the heart of the enemy.

Record No
FE-104-01UNIT TYPE: Fenrir
Battle Armor

07/21/3122

Nova Cat,
Dyan

FILING NOTES:

FIELD RESEARCH
S187, S151

06/22/3132

THOUGHT CONTROL
C141, C122

CERTIFIED

IMAGE ACQUISITION
G121, G166, G004

07/04/3132

CORRECTION ENFORCEMENT
L314, L225

APPROVED

FILING
D327 07/21/3132Record No
FE-105-PE

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commander, however, were his fanatic devotion to the mystical practices of the Spirit Cats and his uncanny skill at maneuvering his Saxon APC in the heat of battle. Witnesses to Dyan's battle driving—driving that can frustrate the targeting capabilities of even the most sophisticated BattleMechs—have suggested he is psychotic, drugged, or both.

The middle-aged Clan warrior, however, attributes this to both his skill, and to what he calls "micro-visions" that tell him when to take evasive action. Although the troopers that are his live cargo reach the field safely as a result, Dyan's style of "defensive maneuvering" garners less than their full measure of gratitude for the ride.

Record No
FE-105-01

Commentary

The heavily armored, blindingly fast Saxon APC was first manufactured during the early Jihad years by Cyclops Incorporated, of Skye, for use by House Steiner's armed forces. Licensing eventually allowed this small hovercraft to find its way into the ranks of almost every standing army throughout the Inner Sphere, eclipsing the standard model Hover APC. Built to endure the heavier, improved weapons of the modern battlefield, the Saxon sacrifices firepower for armor, but still maintains enough interior cargo space to bring a fully equipped infantry squad to the field, with room to spare.

Dyan Nova Cat's Saxon, serial number LAS671-033b, was actually manufactured by Defiance Industries of Hesperus II, and was recovered late in the Jihad by Devlin Stone's troops on Ascella. Having piloted four such vehicles before this one, Dyan has dubbed his Saxon "Fate's Comet V," in reference to its blazing speed.

Record No
FE-105-02

NAME: DYAN NOVA CAT

Record No
FE-105-01FACTION: Spirit Cats
REGIMENT: Purifiers
VEHICLE: Saxon APCDOB: 07/24/3092
HAIR: Gray
EYES: Blue

Though an exceptional warrior in his field, Dyan Nova Cat's origins are typical for a Clan vehicle commander. Freeborn, conceived and birthed outside the eugenics program, he nonetheless displayed sufficient aptitude for combat to earn a warrior's training.

His talents for infantry and conventional vehicular combat, especially martial arts, rifles, and hovercraft piloting, eventually led to Dyan's assignment as a conventional "tanker," where he often served his Clan as part of a routine police detachment during periods of urban unrest. What brought him into the Purifiers as an APC

VEHICLE: SAXON APC

Record No
FE-105-02Serial Number: LAS671-033b
Mass: 35 tonsMovement Type:
HoverPower Plant:
GM 175 FusionCruising Speed:
108 kphMaximum Speed:
162 kphArmor:
ArcShield Heavy IIArmament:
1 Kicker 2
Machine Gun

Gunsho Kato,
Hiroshi

10/25/3132

FILING NOTES:
FIELD RESEARCH S128, S287 10/11/3132
THOUGHT CONTROL C081, C192 CERTIFIED
IMAGE ACQUISITION G202, G002, G314 10/22/3132
CORRECTION ENFORCEMENT L184, L321 APPROVED
FILING D327 10/25/3132

Record No
FE-106-PE

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NAME: GUNSHO HIROSHI KATO Record No
FE-106-01
FACTION: Dragon's Fury **DOB:** 10/13/3108
REGIMENT: Amaterasu **HAIR:** Brown
VEHICLE: Giggins APC **EYES:** Black

Hiroshi Kato can trace her lineage with the Amaterasu all the way back to the Jihad, when the regiment was known as the Draconis Combine's Ninth Sword of Light – a bold experiment conceived by Coordinator Hohiro Kurita. Her grandmother, Lillyana Kato, herself a second-generation samurai in the DCMS, and a *sho-ko* for the regiment's infantry detachment, commanded a Kage battle armor platoon in the 54th Recon, but fell in battle on Sabik a year before the end of the Jihad. To honor her grandmother, Hiroshi – born Hiroshi Granger – changed her name back to Kato and swore to live up to Lillyana's legacy.

VEHICLE: GIGGINS APC Record No
FE-106-02
Serial Number: ROS0101-349 **Mass:** 40 tons
Power Plant: Nissan 220 Fusion **Armor:** Clydesdale Standard/8
Cruising Speed: 65 kph **Armament:** 2 Scatter Gun II Machine Guns
Maximum Speed: 96 kph



Her ambition and skills as a vehicle commander earned her a posting to the elite Amaterasu regiment just before the HPG network crashed. There this brave and honor-bound warrior remains a fanatic servant of Duchess Tormark's Dragon's Fury faction. One of the most capable infantry-support soldiers in the field, Kato is known for driving her tough Giggins wheeled APC beyond its limits, and her willingness to race into the heart of a raging battle to the rescue of friendly troops, or to deliver them where they can do the most good, has already become legendary.

Commentary Record No
FE-106-02
One of the first armored fighting vehicles to be built by a Republic factory for use by Republic armed forces, the Giggins wheeled APC is a tough and flexible addition to any army. Built along similar lines to the Saxon, the Giggins emphasizes armor more than previous APC designs, ensuring the survival of the vehicle and its cargo in battle. With high cross-country speeds, the Giggins' wheeled configuration allows it to enter difficult, wooded terrain and deliver its troops in relative safety, while twin turret-mounted machine guns provide additional cover fire in a hot zone.
Hiroshi Kato's Giggins entered Republic service immediately after its manufacture in 3102. There it saw action in repelling several pirate raids over the years, before coming to serve in Prefecture III prior to the communications blackout. Known for coaxing more speed from her Giggins than any other combat driver in the regiment, Hiroshi has named her Giggins "The Dragon's Wing."

05/13/3122

Wolf, Mikos

FILING NOTES:

FIELD RESEARCH
S007, S009

04/22/3132

THOUGHT CONTROL
C357, C122

CERTIFIED

IMAGE ACQUISITION
G121, G209, G304

05/04/3132

CORRECTION ENFORCEMENT
L314, L305

APPROVED

FILING
D327 05/13/3132Record No
FE-107-PE

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burning sense of self-loathing. He dove into what few opportunities for battle presented themselves with suicidal fervor, but succeeded only in losing his tank and most of its crew fighting Capellan raiders on Algot. Ironically, this blind recklessness, so typical of the Clan way, actually drew praise from his superiors, and earned him a reassignment to a Maxim Mk2 infantry transport in recognition of his knowledge of infantry tactics. Mikos still considers himself a failure despite this promotion, an attitude evident even on the field.

Record No
FE-107-01**Commentary**

A heavy hover transport conceived for The Republic by Cyclops, Inc., of Skye, the upgraded Maxim Mk2 trades the armament of the original model for a thicker hide and a large enough cargo space to accommodate a platoon of battle armor or a full company of foot infantry. Detractors noted that this so-called "upgrade" stripped the Maxim of half its original value: providing heavy fire support that could even, in a pinch, assist heavier units on the battle lines. The designers, however, argued that the lack of weapons was an incentive to keep Maxim commanders from taking unnecessary risks in the field, risks that had led to the deaths of many Maxim crews and their passengers in past wars.

Mikos Wolf, commanding Maxim Mk2 RSM0127-505, is of the earlier camp, as evidenced by the lack of enthusiasm he shows in battle. Driving slowly, almost cautiously, this disgruntled Clan warrior only seems to come to life again when his vehicle starts taking fire.

Record No
FE-107-02**NAME: MIKOS WOLF**Record No
FE-107-01

FACTION: Steel Wolves **DOB:** 05/07/3109
REGIMENT: Wolfkin Keshik **HAIR:** None
VEHICLE: Maxim Mk2 Transport **EYES:** Green

A giant of a man, it is obvious to anyone that Mikos Wolf once belonged to a Clan Elemental sibko, where he was trained to fill the ranks of elite, genetically bred armored infantry. Unfortunately, Mikos' career was brutally cut short when a live-fire exercise left him nearly paralyzed for two years. A disappointing performance in the Trial to reclaim his warrior status relegated him to the ranks of the vehicular support detachment, in charge of an aging Condor battle tank.

The perceived death of his career and the emasculation of the Wolves under Republic ideals left Mikos with a

VEHICLE: MAXIM MK2 TRANSPORTRecord No
FE-107-02

Serial Number: RSM0127-505
Mass: 50 tons

Movement Type:
Hover

Power Plant:
PowerTech 165
HighLift

Cruising Speed:
86.4 kph

Maximum Speed:
129.6 kph

Armor:
ArcShield Heavy

Armament:
1 Hovertec Streak
SRM-2



McPherson,
Malcolm

06/13/3132

FILING NOTES:

FIELD RESEARCH
S137, S231

05/12/3132

THOUGHT CONTROL
C232, C252

CERTIFIED

IMAGE ACQUISITION
G374, G009, G133

05/19/3132

CORRECTION ENFORCEMENT
L098, L131

APPROVED

FILING
D327 06/13/3132

Record No
FE-108-PE

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NAME: MALCOLM MCPHERSON

Record No
FE-108-01

FACTION: Highlanders DOB: 01/17/3108
REGIMENT: Republican Guards HAIR: Blond
VEHICLE: Thumper Artillery EYES: Green

Malcom McPherson is one of the hundreds who volunteered to fight by Tara Campbell's side in the newly formed Republican Guards, in the name of upholding the ideals of Devlin Stone and the crumbling Republic. Malcolm came from a tropical farming family on Addicks, so he didn't have to travel far to apply for membership in the Highlanders, since they defended his world against assault by the suddenly aggressive Dragon's Fury. Malcolm's mathematical and mechanical skills led him to train as an artillery crewman, and he served for several months as a gunner with

a mobile-artillery detachment before given the opportunity to command a Thumper Artillery Vehicle of his own.

Record No
FE-108-01

Despite the relative inexperience of his regiment, Malcolm has already gained a reputation as one of the Highlanders' best artillery gunners. He can fire salvos faster, more accurately, and at closer range than any other known Thumper gunner. This apparently limits his field of fire and lowers his ground speed, however, prompting some to suggest that Malcolm's legendary gunnery skill may actually be the result of a sophisticated targeting computer rather than natural ability.

VEHICLE: THUMPER ARTILLERY

Record No
FE-108-02

Serial Number: FWB034-002/1L Movement Type:
Mass: 60 tons Wheeled
Power Plant:
Strand 220 Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Armor: Durallex Heavy
Armament:
1 Thumper Artillery
Piece
2 Hellion c-II ER
Small Lasers
4 Voelkers 200
Machine Guns



Commentary

Record No
FE-108-02

Based on the Star League-era Thor artillery tank, the Thumper Artillery Vehicle's ability to lay down accurate artillery fire even while on the move has made it the most common mobile support platform used today. Just before the Jihad, however, a new line of these vehicles was introduced among the ranks of House Marik's armed forces. It used Star League technology and design concepts that many accused the Free Worlds League of obtaining through the fanatical Word of Blake.

The Thumper vehicle commanded by Malcolm McPherson, nicknamed "Athena's Bow" by his crew, is one of these advanced designs. Serial number FWB034-002/1L was originally flagged for sale to the Blakists, but it was diverted back to the League military when the Jihad began. After the war, this tank was included in the Marik equipment turned over to The Republic upon its formation in 3081.

Medchelke,
Kenneth

10/21/3132

FILING NOTES:

FIELD RESEARCH
S011, S239

10/02/3132

THOUGHT CONTROL
C081, C231

CERTIFIED

IMAGE ACQUISITION
G202, G241, G081

10/20/3132

CORRECTION ENFORCEMENT
L134, L145

APPROVED

FILING
D327 10/21/3132

Record No
FE-109-PE



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NAME: KENNETH MEDCHELKE

Record No
FE-109-01

FACTION: Bannson's Raiders **DOB:** 07/29/3104
REGIMENT: Wylde's Jokers **HAIR:** Red-Blonde
VEHICLE: Sniper Artillery **EYES:** Green

Kenneth Medchelke is a gambler, a womanizer, and a thief—or so he'd like people to believe. The fact is that his entire public persona is such a false show that his crew and colleagues in the Wylde's Jokers regiment of Bannson's Raiders have taken to calling him "Ego Boy" behind his back. Whether or not this young vehicle commander, with his lanky frame, thick glasses, and incredibly foul personal odor, realizes the rest of his team is actually laughing at him and not *with* him, is a matter of some debate.

What is not questioned, however, is his skill at the helm, and more particularly under the hood of the Sniper Artillery vehicle he commands. He is known to have had technical

training in his background as a mercenary, but this rather informal experience cannot fully account for the level of proficiency he demonstrates in the maintenance bay. It is believed that the increased speed, weapon range, improved rate of fire, and enhanced stealth capabilities that his vehicle currently demonstrates are the result of his own tinkering. Our analysts believe that either he has managed to produce substantially more power from the vehicle's existing fusion reactor, or he has somehow obtained and integrated a Clan power system that offers lighter-weight construction and greater efficiency to achieve this level of performance. Kenneth, however, keeps the methods behind his technical wizardry a closely guarded secret.

Record No
FE-109-01

VEHICLE: SNIPER ARTILLERY

Record No
FE-109-02

Serial Number: FSS122/A61-B **Power Plant:** GM 240 Fusion
Mass: 80 tons **Cruising Speed:** 32 kph
Movement Type: Tracked **Maximum Speed:** 54 kph



Armor: Kallon Royalstar
Armament:
1 Sniper Medium Artillery Piece
2 BlazeFire Snapshot ER Small Lasers
2 Voelkers 200 Machine Guns

Commentary

Record No
FE-109-02

Based on the Star League-era Marksman (not to be confused with the M1 Marksman in use today), the Sniper Artillery Vehicle brings mobility and durability to the Sniper-class medium artillery weapon. Produced initially by House Davion's Federated Suns, this massive tank features a single Sniper artillery piece, backed up by a pair each of extended-range small lasers and machine guns.

Kenneth's Sniper vehicle, identified by serial number FSS122/A61-B and nicknamed "Desperado," hails from one of the Suns' later production runs, which rolled off the lines after the formation of The Republic. Medchelke and his crew apparently brought it with them when they joined Wylde's Jokers last year.

Sgt. Major
Cooper, Rusty

10/28/3132

FILING NOTES:

FIELD RESEARCH
S078, S021

05/30/3132

THOUGHT CONTROL
C181, C082

CERTIFIED

IMAGE ACQUISITION
G172, G172, G224

10/08/3132

CORRECTION ENFORCEMENT
L114, L099

APPROVED

FILING
D327 10/28/3132

Record No
FE-110-PE



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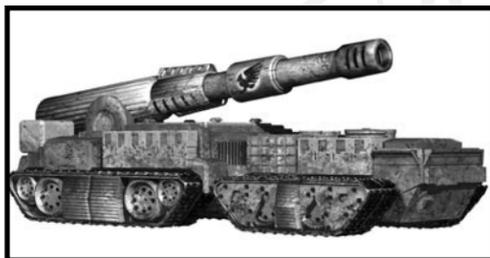
NAME: SGT. MAJOR RUSTY COOPER Record No
FE-110-01

FACTION: Swordsworn DOB: 02/14/3084
REGIMENT: Ghost Legion HAIR: Gray
VEHICLE: Long Tom Artillery EYES: Blue

Nearing fifty years of age, Rusty Cooper maintains a powerful frame and a booming voice that are the legacy of more than twenty years of service as a drill instructor for the Ghost Legion. When war calls, however, this hardened veteran always puts aside his instructor's cap and training baton to pick up a weapon and fight alongside the men and women he has personally trained.

Though not old enough to have seen the horrors of the Word of Blake's Jihad, Rusty has seen his fair share of combat, fighting alongside other Republic troops against Capellan and Marik invaders from Prefectures IV to VIII.

VEHICLE: LONG TOM ARTILLERY Record No
FE-110-02



Serial Number:
CACO-1371-AV33.2
Mass: 95 tons
Movement Type: Tracked
Power Plant: DAV 190
I.C.E.
Cruising Speed: 21 kph
Maximum Speed: 32 kph

Armor: ArcShield Maxi II

Armament:

1 Johnston Industries Mobile Long Tom Artillery Sys.
4 Sperry-Browning Machine Guns

His combat knowledge runs the gamut from archaic forms of personal combat and the martial arts to vehicle battle tactics and close 'Mech support, but Rusty has always preferred artillery. On the rare occasions that he is asked to explain this unusual choice, his grim philosophy of war is revealed by his own words: "Because, from where I stand, I can protect my kids without having to see those I killed who were protecting their own." Record No
FE-110-01

Commentary Record No
FE-110-02

With its powerful, far-reaching Long Tom heavy artillery cannon, the slow-moving Long Tom Artillery vehicle ranks among any commander's most powerful battlefield resources today. Older models of this weapon system relied on a wagon-train design, with a main unit and its support trailers, that depended on other defensive units to cover their position as they moved, parked, and fired. The newer models, first fielded by House Davion's Federated Suns, were more compact and mobile, though they required the same defensive cover, as their land speed remained a mere crawl.

Serial number CACO-1371-AV33.2 was manufactured in the Capellan Confederation after the formation of The Republic, and was used during a Capellan raid on Yunnah in Prefecture VI. Rusty Cooper himself captured the weapon platform in a daring infantry action against the Capellans' rear guard, and he has named the vehicle "Chancellor's Folly" in reference to that battle.

Gunsho
Petrone, Kaul

12/23/3132

FILING NOTES:

FIELD RESEARCH
S267, S101

12/01/3132

THOUGHT CONTROL
C201, C252

CERTIFIED

IMAGE ACQUISITION
G374, G189, G237

12/19/3132

CORRECTION ENFORCEMENT
L200, L041

APPROVED

FILING
D327 12/25/3132

Record No
FE-111-PE



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NAME: GUNSHO KAUL PETRONE

Record No
FE-111-01

FACTION: Dragon's Fury DOB: 04/01/3132
REGIMENT: The Brotherhood HAIR: Brown
VEHICLE: Tamerlane EYES: Hazel
Strike Sled

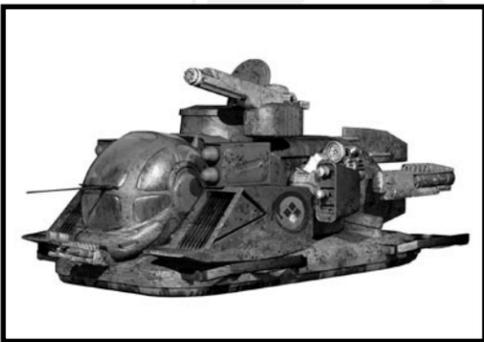
Kaul Petrone was an award-winning driver for the Scheat Hover Derby before the HPG network went dark and Katana Tormark issued her call for those loyal to the dream of the Dragon's strength and created the Brotherhood regiment. Katana's proclamations and vision of a bold new age for the Dragon touched Kaul despite his removal by two generations from House Kurita's Draconis Combine. Sold on what was, in effect, a fabricated heritage of honor to the Draconis Combine, Kaul put away his racing gear and donned a combat helmet.

His well-honed skills behind the wheels of racing hovercars put him in good stead during his accelerated warrior training, and landed him his own solo Tamerlane Strike Sled. It was his reckless daring and blind luck, however, that elevated him to the rank of *gunsho* and put him in command of a lance of such vehicles. Many in the Brotherhood view Kaul as a maverick, a man who sees the battlefield as another race to be run by simply being faster than his opponents. They point to his average gunnery skills as proof that all he knows how to do is speed around and make himself a distraction to the enemy.

VEHICLE: TAMERLANE STRIKE SLED

Record No
FE-111-02

Serial Number: MOC03TS-0231 Movement Type: Hover
Mass: 20 tons Power Plant: Magna 155 Fusion
Cruising Speed: 129.6 kph
Maximum Speed: 194.4 kph
Armor: Maximillian 43
Armament:
1 Diverse Optics
Type 2 Medium Laser
1 Marklin Mini
SRM 2-Pack



Commentary

Record No
FE-111-02

The speedy Tamerlane Strike Sled is a combat hovercraft based on the same hit-and-run principle that made lighter, "flying gun" designs like the Savanna Master so popular in their day. As older designs began to phase out during the Word of Blake Jihad, however, the Tamerlane came into its own, with both the Capellan Confederation and its Magistracy of Canopus allies fielding this heavier, more durable attack craft.

The Tamerlane piloted by Kaul Petrone, serial number MOC03TS-0231, originated in a Canopian factory, and came with an extended-range medium laser. During one of his first engagements with the Brotherhood, Kaul sustained heavy damage to the Tamerlane's turret while trying to dodge fire from a Highlander Zeus. Difficulty in obtaining the necessary parts for repairs resulted in a downgrade to the standard model laser, so Kaul has now redoubled his efforts to perfect his expertise in fast, evasive maneuvering.

01/12/3133

Wolf, Broll

FILING NOTES:

FIELD RESEARCH
S145, S233

12/18/3132

THOUGHT CONTROL
C178, C098

CERTIFIED

IMAGE ACQUISITION
G151, G196, G199

12/19/3132

CORRECTION ENFORCEMENT
L069, L025

APPROVED

FILING
D327 01/12/3133Record No
FE-112-FE

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Evading pursuit himself, Broll managed to make planetfall on a world with a Wolf settlement on it, and appealed to the Wolves for admittance into their Clan. Like most such applicants, he lost in a Trial of Combat against a Wolf warrior, but his drive to win led the Wolf to accept him as a bondsman.

Record No
FE-112-01

When the Wolf Lancers were formed, Broll's below-average testing prevented him from regaining the command of a 'Mech, but he earned a slot as a tank commander instead, and was assigned to one of the Steel Wolves' newly minted JES III Missile Carriers.

CommentaryRecord No
FE-112-02

The JES III Missile Carrier only began production recently, with a handful of production runs shipping out of the assembly plant on Zebebelgenubi for use by the Republic Army before the HPG network crashed. Designed to be the middle ground between the lighter JES and the heavier JES II, the JES III is slow, but well armored and better armed for its role as battlefield support.

Two gunners typically operate the vehicle's weapons, allowing for independent targeting and firing or concentrated, coordinated fire, but Broll Wolf, currently assigned to the JES III designated by serial number ROS0011-412, prefers his gunners to select the same target as often as possible for maximum effect. His JES, which bears the nickname of "MechBane," almost never takes to the field loaded with standard LRM munitions. Choosing to hunt heavier armored units, such as vehicles and 'Mechs, Broll keeps his JES III loaded with special armor-piercing munitions.

NAME: BROLL WOLFRecord No
FE-112-01

FACTION: Steel Wolves
REGIMENT: Wolf Lancers
VEHICLE: JES III Missile Carrier

DOB: 10/11/3101
HAIR: Black
EYES: Black

Like most other Wolf Lancers, Broll is *abtakha*, a warrior taken in from outside the Clan. Though Clan custom dictates a warrior adopted into a new Clan in such a fashion is released from his past and now owes loyalty only to the Clan adopting him, Broll's past as a Capellan renegade bears mention. Having gone AWOL from the CCAF, Broll—a MechWarrior in the Confederation—attempted to smuggle his 'Mech into The Republic, intending to trade it for citizenship and land, but his valuable cargo was reclaimed short of the border.

VEHICLE: JES III MISSILE CARRIERRecord No
FE-112-02

Serial Number: ROS0011-412
Mass: 60 tons

Movement Type:
Wheeled

Power Plant:
LTV 160 XL Fusion
Cruising Speed: 32 kph
Maximum Speed: 54 kph
Armor:

Starshield III
Armament:
4 ExoStar B-series
LRM-15 Launchers
2 GM MiniGun Machine
Guns



01/08/3133

Savoni

FILING NOTES:

FIELD RESEARCH
S199, S191

12/21/3132

THOUGHT CONTROL
C233, C346

CERTIFIED

IMAGE ACQUISITION
G101, G001, G100

12/25/3132

CORRECTION ENFORCEMENT
L311, L025

APPROVED

FILING
D327 01/08/3133Record No
FE-113-FE

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die in a vicious gunfight right before her eyes—victims of a turf war she herself had instigated. Her world shattered, Savoni fled Outreach on the next DropShip and never looked back, turning up on Northwind just before the collapse of the HPG network.

Record No
FE-113-01

Lost and disillusioned, she latched on to Tara Campbell's call for volunteers to help defend the crumbling Republic, but only after some effort by the local recruiter to convince her that fighting for something noble, and defending countless innocent lives, was better than giving in to the petty, ganglike rivalries of the past.

Commentary

Record No
FE-113-02

Designed for 'Mechs, but equally capable of effecting repairs on damaged armor, the JI100 is the most common field-repair and salvage vehicle on the field today. Produced by Johnston Industries of New Syrtis, in the Federated Suns, the JI100 uses three sophisticated, fully articulated "arms," each complete with a variety of cutting and joining equipment, to allow its technical crew to perform fast repairs using generic parts carried into the field.

Heavy, slow, and lightly armed, the JI100 is not meant for a direct combat role, and is often kept well behind friendly lines, but the changing face of war has increasingly forced commanders to risk these valuable machines in combat to salvage damaged 'Mechs and tanks. With this in mind, Wade Davolt modified his JI100, nicknamed "The Coffin," with heavier armor, at the expense of its meager firepower and some of its cargo capacity.



NAME: SAVONI

Record No
FE-113-01

FACTION: Highlanders

DOB: 03/11/3110

REGIMENT: Republican Guards

HAIR: Brown

VEHICLE: Bellona Tank

EYES: Blue

Savoni is the only name this petite, fiery tank commander of the Highlanders' Republican Guards will answer to, and for that reason—as well as her lack of social graces outside military life—many jump to the conclusion that she actually hails from Clan origins. In truth, Savoni is a native of Outreach, and was virtually raised by the violent street gangs that regularly roam the devastated wasteland that once was a prosperous center for the mercenary trade across the Inner Sphere.

The cost of her brutal, fast-and-easy lifestyle became clear to Savoni when she watched her sister and best friend

VEHICLE: BELLONA TANK

Record No
FE-113-02

Serial Number: HHB109-63218d

Movement Type:

Mass: 45 tons

Hover

Power Plant:

Fusion Type 80

Cruising Speed: 76 kph

Maximum Speed: 119 kph

Armor: Forging HTT05
with CASE

Armament:

1 Type 9 Ultra
Autocannon/104 Series HL-II Light
Machine Guns

2 Type 14b Flamers



12/15/3132

Janik, Lara
"Deadeye"

FILING NOTES:

FIELD RESEARCH
S011, S239

12/02/3132

THOUGHT CONTROL
C081, C231

CERTIFIED

IMAGE ACQUISITION
G202, G241, G081

12/10/3132

CORRECTION ENFORCEMENT
L134, L145

APPROVED

FILING
D327 12/15/3132Record No
FE-114-PE

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NAME: LARA "DEADEYE" JANIK

Record No
FE-114-01

FACTION: Bannson's Raiders DOB: 06/15/3111

REGIMENT: Wylde's Jokers HAIR: Black

VEHICLE: DI Morgan EYES: Green

Assault Tank

Lara Janik is one of Bannson's Raiders' newer tank commanders, but in short order she has earned her reputation as one of the deadliest shots in the Wylde's Jokers regiment. She is a trained marksman in various forms of ranged weaponry, from archaic bows to modern autocannons and particle weapons, and she has hunted the exotic fauna on dozens of alien worlds both for sport and for fame. Lara's skills even won her a syndicated holo-series for big-game hunters across The Republic.

Recently, Lara captured the notice of Bannson's Raiders, who were looking to fill out their newly formed Wylde's

Jokers regiment. With her career as a syndicated sportswoman cut short by the crash of the HPG grid, Lara accepted their offer, and after minimal training was made a gunnery crewman on an assault tank that became hers when she scored her fifth 'Mech kill on Addicks.

As a vehicle crew commander, Lara has proven to be far from a brilliant tactician, but despite this shortcoming she remains noteworthy for her ability to hit targets well beyond the normal effective range of her weapons.

VEHICLE: DI MORGAN ASSAULT TANK

Record No
FE-114-02

Serial Number: LAT111-DM1a

Mass: 100 tons

Movement Type:

Tracked

Power Plant: GM 300

XL Fusion

Cruising Speed: 32 kph

Maximum Speed: 54 kph

Armor: Durallex Super

Ferro-Fibrous

Armament:

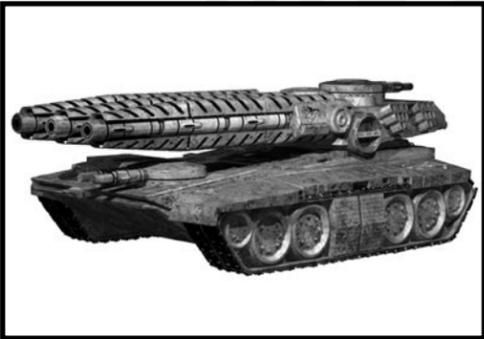
3 Defiance 1001

Extended-Range PPCs

2 Coventry Light

Autogun Machine

Guns



Commentary

Record No
FE-114-02

Heavily armed, armored, and equipped to target multiple hostile units at one time, the DI Morgan (named in honor of Morgan Hasek-Davion) emerged from the factory lines of Defiance Industries on Hesperus II shortly after the world's liberation from the Blakist Jihad. Defiance, the Lyran Alliance's largest military manufacturing facility, was heavily damaged by the fighting, so they licensed many of their designs to other Lyran factories in order to meet the staggering demand for vehicles and 'Mechs needed to rearm House Steiner's battered army.

Upon the formation of The Republic, several of these vehicles were part of the Steiner units that declared their loyalty to Devlin Stone. Serial number LAT111-DM1a is one of the few Morgans that came directly from Defiance Industries' Hesperus plant, and has received the nickname of "Triple Bolt" from its current crew in reference to the three bolts of man-made lightning it can unleash in a single volley.

01/18/3133

MERC

MERC

Cpl. Perara,
Saturina

FILING NOTES:

FIELD RESEARCH
S222, S077

12/08/3132

THOUGHT CONTROL
C188, C224

CERTIFIED

IMAGE ACQUISITION
G123, G234, G012

12/15/3132

CORRECTION ENFORCEMENT
L227, L314

APPROVED

FILING
D327 01/18/3133Record No
FE-115-FE

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for the call to race across the battle lines in support of a wounded unit.

Record No
FE-115-01

Yet, for all the enthusiasm she shows when rushing headlong through a blazing crossfire so her mixed team of technicians and medics can rescue a damaged vehicle or infantry trooper, Saturina actually abhors every aspect of combat. Not quite a pacifist, she nevertheless refuses to carry weapons of any kind on her person or in her vehicle during a battle, and has been known to render humanitarian assistance even to a wounded enemy soldier without blinking.

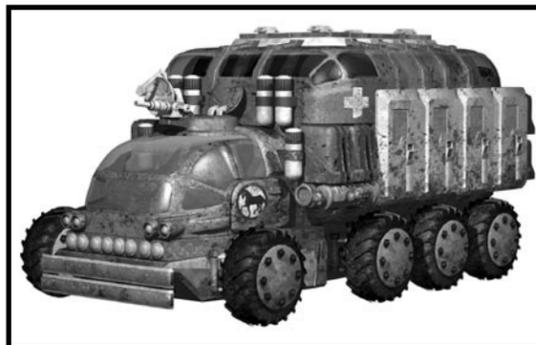
CommentaryRecord No
FE-115-02

Recognized as the archetypical MASH vehicle used across the Inner Sphere today, the MIT23 first emerged from ComStar factories before the Jihad, to replace older designs used by the Star League Defense Force. With expanded facilities, capable of rendering medical service to a full infantry squad at one time, this vehicle still maintains enough mobility to get close to a battlefield, perform critical operations, and get back out again in one piece. Many of these MASH trucks were enhanced later by Clan medical technology, capable of getting soldiers back into fighting shape even faster, or well enough for a final desperate push against enemy lines.

Serial number NSL4077-8063MM, assigned to the MASH that Saturina Perara commands, lacks these facilities, however, replacing them with a small technicians' workstation and a cramped cargo bay for parts, allowing her partial crew of trained technicians to render quick, rudimentary repairs to damaged vehicles.

**NAME: CORPORAL SATURINA PERARA**Record No
FE-115-01**FACTION: Mercenary****DOB: 08/04/3101****REGIMENT: Eridani Light Horse HAIR: Red****VEHICLE: MIT23 M.A.S.H. Vehicle EYES: Brown**

Holding academic degrees in physics, mechanical engineering, and medicine, Saturina Perara is equally skilled in technological and biological repair and maintenance, and has become a model for the kind of flexibility that is so necessary to mercenary life. This broad base of knowledge has allowed her to do more than simply drive her small MASH unit into the field like a motorized Florence Nightingale, and her fellow Light Horsemen often call the rugged Perara a "Renaissance woman" in recognition of her talents. On the field, Perara keeps her vehicle in constant motion, waiting

VEHICLE: MIT23 M.A.S.H. VEHICLERecord No
FE-115-02**Serial Number: NSL4077-8063MM****Mass: 20 tons****Movement Type:**

Wheeled

Power Plant:

Hermes 80 Fusion

Cruising Speed:

54 kph

Maximum Speed:

86 kph

Armor:

StarSlab/Sheet

Armament: None

08/08/3132

Sergeant
Devolt, Wade

FILING NOTES:

FIELD RESEARCH
S199, S191

07/21/3132

THOUGHT CONTROL
C233, C346

CERTIFIED

IMAGE ACQUISITION
G101, G001, G199

07/25/3132

CORRECTION ENFORCEMENT
L311, L025

APPROVED

FILING
D327 08/08/3132Record No
FE-116-FE

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Whatever the cause, this personality quirk has yet to seriously interfere with his skills at rendering quick and effective battlefield repairs to those Highlander 'Mechs and vehicles that can fall back to his position during a firefight. Apparently able to so immerse himself in his work that everything else melts away, Davolt will not be rushed through a job, even if an enemy unit closes during such procedures; and though his gloomy off-duty personality drives a wedge between him and his fellow Highlanders, most of his fellow Guards swear by the quality of his work.

Record No
FE-116-01

Commentary

Designed for 'Mechs, but equally capable of effecting repairs on damaged armor, the JI100 is the most common field-repair and salvage vehicle on the field today. Produced by Johnston Industries of New Syrtis, in the Federated Suns, the JI100 uses three sophisticated, fully articulated "arms," each complete with a variety of cutting and joining equipment, to allow its technical crew to perform fast repairs using generic parts carried into the field.

Heavy, slow, and lightly armed, the JI100 is not meant for a direct combat role, and is often kept well behind friendly lines, but the changing face of war has increasingly forced commanders to risk these valuable machines in combat to salvage damaged 'Mechs and tanks. With this in mind, Wade Davolt modified his JI100, nicknamed "The Coffin," with heavier armor, at the expense of its meager firepower and some of its cargo capacity.

Record No
FE-116-02

NAME: SGT. WADE DEVOLT

Record No
FE-116-01

FACTION: Highlanders

DOB: 06/06/3100

REGIMENT: Republican Guards

HAIR: Brown

VEHICLE: JI100 Recovery
Vehicle

EYES: Brown

Though a brilliant technician, particularly under pressure, Sergeant Wade Davolt is a man obsessed by his own sense of mortality. How he came to volunteer for a posting with the battlefield recovery detachment of the Highlanders' Republican Guards, or, for that matter, rise to the rank of sergeant in command of his own recovery vehicle, is a matter of some debate. The best theory our profilers have gone so far as to suggest thus far is that a profound sense of guilt at letting others fight on his behalf actually overwhelms Davolt's increasing paranoid belief that Death itself stalks him every day.

VEHICLE: JI100 RECOVERY VEHICLE

Record No
FE-116-02

Serial Number:

ROS100-017

Mass: 70 tons

Movement Type:

Tracked

Power Plant:

210 GM ICE

Cruising Speed:

32 kph

Maximum Speed:

54 kph

Armor:

1/StarSlab

Armament: None

Wolf, Kyle

09/09/3132

FILING NOTES:
FIELD RESEARCH S267, S101 08/01/3132
THOUGHT CONTROL C201, C252 CERTIFIED
IMAGE ACQUISITION G374, G189, G237 08/19/3132
CORRECTION ENFORCEMENT L200, L041 APPROVED
FILING D327 09/09/3132

Record No
FE-117-PE

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NAME: KYLE WOLF

Record No
FE-117-01

FACTION: Steel Wolves
REGIMENT: Crusaders
MECH: AgroMech Mk II

DOB: 11/14/3102
HAIR: Blond
EYES: Gray

Kyle Wolf is a freeborn Wolf Clan warrior who recently had the bad taste to live beyond thirty years of age. As a result, he is doubly shamed in the eyes of his society, which traditionally values younger warriors, particularly those birthed in the iron wombs. Sheer determination and battle prowess, however, has not only allowed Kyle to obtain and hold on to his enviable position as a MechWarrior, but has even driven him into the ranks of the veteran Crusaders Cluster, as a member of a recon Star.

Unfortunately, since obtaining this position, many of his more opportunistic comrades have come to consider the aging

"freebirth" something of a pariah, undeserving of his post and taking up valuable advancement potential. In order to prove himself worthy, Kyle finds himself engaged in Trial after Trial against those among his fellow Wolves who seek to unseat him, and to date he has bested them all. However, the physical toll of so many personal challenges has begun to show in his battlefield performance, and his assignment to an unconverted AgroMech – rather than a proper BattleMech – may be a sign that this warrior's career with the Steel Wolves is nearing its end.

Record No
FE-117-01

MECH: AGROMECH MK II

Record No
FE-117-02



Serial Number: IMC-02068/1
Mass: 30 tons
Chassis: IM Medium Deluxe
Power Plant: GM 120 Classic ICE
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Armor: LaborHeavy/1
Armament:
 1 DiNapoli ST4 Heavy-Duty Thresher
 1 Class IV Heavy-Duty Utility Claw

Commentary

Record No
FE-117-02

The AgroMech Mk II is a lighter variation of the basic AgroMech, designed for work on more rugged worlds where its advanced, fully articulated claw hoist is ideal for everything from removing large boulders to moving damaged vehicles or structures as needed to clear land for food production. Though not intended for combat, the Mk II's industrial armor and reinforced utility equipment make for decent protection and enough offensive capability to cause serious harm to an unwary opponent. Necessity has forced the Steel Wolves to field such machines despite the traditional Clan bias against them for their low technology and dependence on melee attacks, and these 'Mechs now appear in all regiments of the Clan's Touman.

Serial number IMC-02068/1, nicknamed "Vindicator," is assigned to Kyle Wolf, whose usually overcautious tactics give way to a berserker fury at point-blank range. Since such 'Mechs rank quite low on the repair priority list, this machine still bears many scars from past campaigns.

Nova Cat,
Cora

04/16/3132

FILING NOTES:

FIELD RESEARCH
S007, S151
03/22/3132

THOUGHT CONTROL
C141, C012
CERTIFIED

IMAGE ACQUISITION
G292, G166, G004
04/02/3132

CORRECTION ENFORCEMENT
L314, L225
APPROVED

FILING
D327 04/16/3132

Record No
FE-118-PE

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NAME: CORA NOVA CAT

Record No
FE-118-01

FACTION: Spirit Cats DOB: 08/17/3113
REGIMENT: Omicron HAIR: Blond
MECH: AgroMech Mk II MOD EYES: Violet

Fresh from the sibko, brash, and eager to prove her worth to the Clan on the field of battle, Cora seems on the surface to be a typical example of the pragmatic warriors who dominate the ranks of the Spirit Cats' Omicron Cluster. Unlike most of her Nova Cat brethren, she expresses disdain for the "wasteful" practice of the vision quests that other Spirit Cats, such as the members of the Purifiers Cluster, undertake so regularly.

In truth, her antispiritualism may only be half-felt, a calculated ploy meant to draw attention to herself so she can prove her martial abilities among her peers through the

inevitable Trials that result. Already, Cora has battled her way through several challenges issued by those who question her faith, but while deliberately picking fights may seem an audacious route to success in Clan society, the careless manner with which she approaches each fight reveals her inexperience and short-sightedness.

Rather than help her advance, in fact, Cora's bravado may soon force her superiors to intervene on her behalf, in order to prevent the loss of one of the Clan's few trained MechWarriors over a senseless matter of pride.

MECH: AGROMECH MK II MOD

Record No
FE-118-02



Serial Number: IMC-02037/8
Mass: 30 tons
Chassis: IM Medium Deluxe
Power Plant: GM 120
Classic ICE
Cruising Speed: 43.2 kph
Maximum Speed: 64.8 kph
Jump Jets: None
Armor: StarSlab/3
Armament:
1 Olympian Flamer
1 DiNapoli ST4 Heavy-Duty Thresher

Commentary

Record No
FE-118-02

The incendiary combat modification for the Mk II AgroMech trades the original model's powerful grappler hoist for a flamethrower, and increases its protection by using military-grade armor plate instead of conventional work armor. Intended for scorched-earth tactics and for overheating other 'Mechs, this design is slightly more durable and battle worthy than the civilian model.

Manufactured locally, the AgroMech Mk II MOD assigned to Cora Nova Cat, which she has nicknamed "Infidel" to underscore her own lack of faith in vision quests, is her first 'Mech. Though a capable MechWarrior with combat skills on par with veteran Inner Sphere pilots, Cora's lack of familiarity with the finer points of 'Mech warfare is evidenced by her preference for using the flamer instead of engaging in melee combat, and in the slow, almost plodding pace she uses when roaming the battlefield.

08/08/3132

Maignlov,
Bill

FILING NOTES:

FIELD RESEARCH
S321, S111

07/01/3132

THOUGHT CONTROL
C110, C132

CERTIFIED

IMAGE ACQUISITION
G168, G140, G004

07/25/3132

CORRECTION ENFORCEMENT
L314, L225

APPROVED

FILING
D327 08/08/3132Record No
FE-119-FE

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an IndustrialMech and looked as though he would lead a normal life. Little is known about what followed, but a warrant for Maignlov's arrest is still outstanding on Ozawa, connected to the brutal slaying of his adoptive brother during an apparent altercation in the mines north of Sapparo.

Maignlov rarely speaks, and he has no friends in the Band of Five who might be able to shed light on his past or explain why he prefers to use his AgroMech's brutal combine so frequently in battle.

Record No
FE-119-01**Commentary**

The AgroMech MOD-B takes the previous combat modification of the basic AgroMech to its next logical step, upgrading the armor and firepower for increased durability and battle effectiveness. Featuring an advanced, faster-cycling rotary autocannon system, and a reinforced combine intended for the rigors of melee combat, the MOD-B boasts a stronger punch and greater resistance to damage.

Bill Maignlov's MOD-B, nicknamed "Old Painless," has been his since he joined the Band of Five regiment. Eager to bring his preferred weapon, the combine, to bear quickly, Maignlov often rushes ahead of a friendly formation, ignoring orders to pull back in the hope that he can get a head start on closing with the enemy. Once battle is joined, he is known for firing his autocannon nonstop until he closes with an enemy unit, and then using his combine against the hapless foe until nothing even remotely salvageable remains.

Record No
FE-119-02**NAME: BILL MAIGNLOV**Record No
FE-119-01

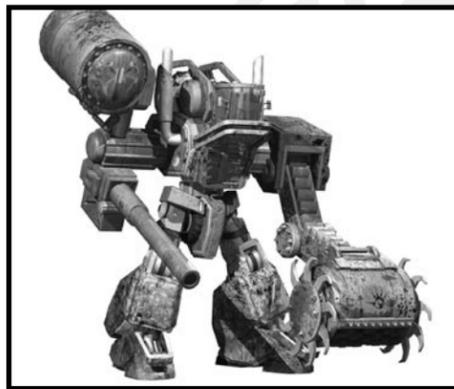
FACTION: Bannson's Raiders **DOB:** 12/07/3102
REGIMENT: Band of Five **HAIR:** None
MECH: AgroMech MOD-B **EYES:** Brown

Large, muscular, and totally void of human compassion, Bill Maignlov's claim to fame is the particularly brutal way he likes to dispatch his victims, a method that has many of his colleagues dubbing him "The Shredder" behind his back. What drove him to this level of barbarism is anyone's guess, but records show that Maignlov was born and raised in the slums of a forgotten city on Ozawa, and his parents were brutally slain by sword-wielding thieves when he was still a young boy.

Placed in a foster home with a mining family outside the planetary capital of Sapporo, Bill learned how to pilot

MECH: AGROMECH MOD-BRecord No
FE-119-02**Serial Number:** IMC-01943/5a **Mass:** 35 tons**Chassis:** IM Heavy**Power Plant:**

ConLee 105 ICE

Cruising Speed: 32 kph**Maximum Speed:** 54 kph**Jump Jets:** None**Armor:** StarSlab/3**Armament:**1 General Motors
Supernova-2 Rotary
Autocannon1 DiNapoli "Groundhog"
Reinforced Combine

08/08/3132

MERC

MERC

Koffler,
Jorges

FILING NOTES:

FIELD RESEARCH
S199, S191

07/21/3132

THOUGHT CONTROL
C233, C346

CERTIFIED

IMAGE ACQUISITION
G101, G001, G199

07/25/3132

CORRECTION ENFORCEMENT
L311, L025

APPROVED

FILING
D327 08/08/3132Record No
FE-120-FE

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often takes a few solid salvos directed his way to dispel the notion that he's invincible and that combat is just a game.

Record No
FE-120-01

Once brought back down to earth, however, Jorges becomes all business, adding the potent fire support of his small but powerful MiningMech MOD-B with practiced accuracy and telling effect. Unfortunately for Koffler, because of his initial lack of focus, this usually means his ride has sustained damage, and for that reason many of his superiors seriously question whether he might be better suited to a less dangerous combat role.

**NAME: JORGES KOFFLER**Record No
FE-120-01**FACTION: Mercenary****DOB: 05/06/3107****REGIMENT: Eridani Light Horse****HAIR: Brown****MECH: MiningMech MOD-B****EYES: Gray**

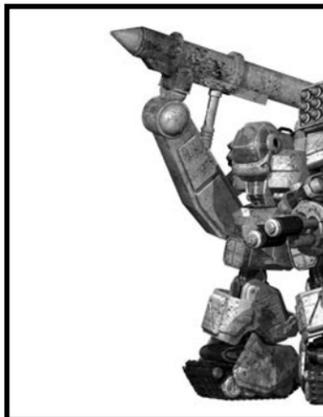
Charismatic, naïve, and always on the lookout for a good laugh, Jorges Koffler is the quintessential class clown, a man who refuses to grow up. Known among his comrades for practical jokes and glib one-liners both on and off the field, this good-natured MechWarrior has the uncanny ability to brighten just about anyone's day, even if the person in question is the butt of his latest harmless prank.

Unfortunately, while his mirth-making has done wonders for troop morale, Jorges has the bad habit of bringing too much of this cavalier attitude to the battlefield with him. Viewing his life like a kind of action-comedy holovid, it

CommentaryRecord No
FE-120-02

DeVault Industries' MiningMech MOD-B design is actually a ground-up refit of their own MiningMech model, rather than an upgrade to the original MOD fielded by Duratron. With its powerful yet hard-to-wield pile driver instead of the conventional rock cutter, the MOD-B delivers a more potent punch in close combat while carrying the same ranged firepower seen on the standard MOD, but its slow speed remains a handicap.

DVM-26C-13067, the MiningMech MOD-B assigned to Jorges Koffler, has earned the nickname of "Hole Puncher" for his preferred tactics in combat. Using wooded terrain or hills to mask his approach, Koffler likes to maneuver as close as possible to an enemy position before even resorting to his ranged weapons, in hopes that, once battle is joined, his 'Mech will be ideally positioned to close in and finish the target off with a pile-driver coup de grace.

MECH: MININGMECH MOD-BRecord No
FE-120-02**Serial Number: DVM-26C-13067****Mass: 35 tons****Chassis: DeValt MM-2600.2****Power Plant: ConLee 105 ICE****Cruising Speed: 31 kph****Maximum Speed: 52 kph****Jump Jets: None****Armor: Valiant Lamellor****Armament:**

2 I/NCK "Thornbush" SRM-4s

2 Bulldog Machine Guns

1 DeValt Heavy-Duty Hydraulic

Pile Driver

Odom, James

MERC

MERC

06/15/3132

FILING NOTES:

FIELD RESEARCH
S215, S092

05/21/3132

THOUGHT CONTROL
C398, C121

CERTIFIED

IMAGE ACQUISITION
G097, G077, G239

05/25/3132

CORRECTION ENFORCEMENT
L113, L035

APPROVED

FILING
D327 06/15/3132

Record No
FE-121-PE



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NAME: JAMES ODOM

Record No
FE-121-01

FACTION: Mercenary
REGIMENT: Kell Hounds
MECH: Arbalest

DOB: 10/05/3108
HAIR: Brown
EYES: Brown

Sharp-witted and outwardly cynical, James Odom has seen too much warfare in his time with the Kell Hounds to shake the notion that true peace is anything more than a fragile illusion. Deep down he seems to hope that his pessimistic assessment of humanity is off-target, but he still enjoys sniping at anyone who clings to a more positive outlook on life, making quick remarks that border on insolence. This insistence on speaking his mind whenever the mood hits him has gotten James into plenty of trouble with his superiors, particularly with his lance commander, Nikol Brahe. Odom's rebellious streak, however, ends with his words, and he

dutifully follows orders in the field, even those he personally disagrees with. Often taking point position for his lance, he is among the first Kell Hounds to reach a battle zone, and prides himself on staying in and fighting with his team until ordered to withdraw.

Record No
FE-121-01

In his off-duty hours, Odom rarely socializes with his fellow warriors, except in the nearest civilian bar—a curious behavior, since Odom has sworn himself to a life of sobriety. When asked why, Odom explains that the relaxed, blue-collar civilian atmosphere of such venues reminds him of who he's really fighting for.



MECH: ARBALEST

Record No
FE-121-02

Serial Number: WX859-07C
Mass: 25 tons
Chassis: Star League NCX
Power Plant: Vlar 125 Fusion XL
Cruising Speed: 54 kph
Maximum Speed: 86 kph
Jump Jets: Leaper Model L5
Armor: Irece Standard
Armament:
2 Series 1b Extended-Range Small Lasers
2 Pattern J6c Streak-6 SRM Launchers

Commentary

Record No
FE-121-02

First appearing on the battlefield during the Word of Blake's Jihad, the Arbalest was a light strike 'Mech conceived by the Nova Cats to beef up their second-line forces. Slow for its size, with only short bursts of speed made possible by a MASC system, much of the Arbalest's tonnage went into armor and weaponry.

Serial number WX859-07C, the Arbalest piloted by the Kell Hounds' James Odom, has been heavily modified since the Hounds captured it in a post-Jihad raid. Swapping out its heavy, standard engine and MASC system for an extra-light fusion plant and jump jets, this 'Mech has gained enough free tonnage to replace its normal missile launchers with smaller, more reliable Streak SRM systems and a little extra armor.

"Odom's Hammer," as its pilot has named it, thus possesses extra mobility, more accurate firepower, and greater durability, which often surprises enemies who think they're facing the standard model.

Wolf, Elora

02/21/3132

FILING NOTES:

FIELD RESEARCH
S117, S001
01/01/3132

THOUGHT CONTROL
C349, C321
CERTIFIED

IMAGE ACQUISITION
G197, G123, G224
01/15/3132

CORRECTION ENFORCEMENT
L211, L085
APPROVED

FILING
D327 02/21/3132

Record No
FE-122-PE

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NAME: ELORA WOLF

Record No
FE-122-01

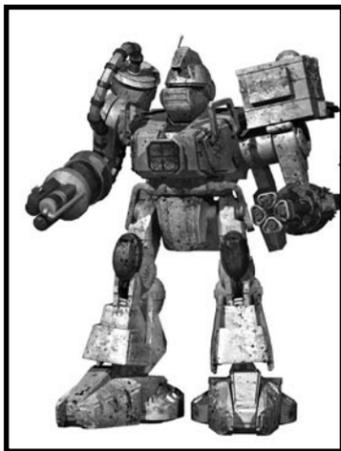
FACTION: Steel Wolves DOB: 12/11/3107
REGIMENT: Wolfkin Keshik HAIR: Red
MECH: Firestarter EYES: Green

Young, beautiful, and deadly, Elora Wolf may not yet possess a Bloodname, but there is little doubt that she will succeed the moment she's given the chance. Ambition and honor drive this trueborn Clan warrior, who has already managed to obtain a slot in the Wolfkin Keshik's command Star despite a short career in battle.

Born, raised, and trained in a small Clan Wolf MechWarrior sibko on Tikonov, Elora was the only one of her sibkin to pass her Trial of Position with a single kill. Her by-the-book approach to warfare, her obvious disdain for melee combat, and her good use of superior speed and

range demonstrated textbook Clan tactics that drew praise from her superiors, earning her a prestigious position and a full-fledged BattleMech.

While her performance in the cockpit of her Firestarter has been exemplary, including over a dozen battlefield kills as of this writing, Elora is like a fish out of water when she's outside of a 'Mech. She is withdrawn nearly to the point of being reclusive, and rarely socializes even with her fellow warriors. Instead, she busies herself with technical briefings, physical exercise, and constant simulator drills during off-duty hours.



MECH: FIRESTARTER

Record No
FE-122-02

Serial Number: FS961-78K
Mass: 35 tons
Chassis: Foundation
 Ultralight Endo-Steel
Power Plant: GM 210XL
Cruising Speed: 64.8 kph
Maximum Speed: 97.2 kph
Jump Jets: Luxor Load Lifters
Armor: Durralex Nova Standard
Armament:
3 Hotshot Flamers
1 Mydron Model RA Rotary
Autocannon/2

Commentary

The Firestarter is a classic 'Mech, used by nearly all the major powers of the Inner Sphere and particularly by House Steiner. It was developed mainly for incendiary, anti-infantry work and forward reconnaissance, but many and various refits arose to improve on these capabilities.

Elora Wolf's Firestarter is a House Davion variant, equipped with a light rotary autocannon that gives this 'Mech a long reach on the battlefield. Elora has nicknamed it "Firefox," as a canine play on its role, but, curiously enough, she does not like to employ its trio of flamethrowers in combat. The Clan preference for ranged combat is so ingrained in her that she instead prefers to strike at more distant prey using the autocannon, and has refined her marksmanship accordingly. This tactic gives her more room to maneuver and forces enemies foolish enough to close in to weather several volleys of autocannon shells in the process.

Drummond,
Susan

01/16/3133

FILING NOTES:

FIELD RESEARCH
S007, S151
12/22/3132

THOUGHT CONTROL
C141, C012
CERTIFIED

IMAGE ACQUISITION
G292, G166, G004
01/02/3132

CORRECTION ENFORCEMENT
L314, L225
APPROVED

FILING
D327 01/16/3133

Record No
FE-123-PE

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NAME: SUSAN DRUMMOND

Record No
FE-123-01

FACTION: Spirit Cats

DOB: 04/20/3104

REGIMENT: Omicron

HAIR: Black

MECH: Legionnaire

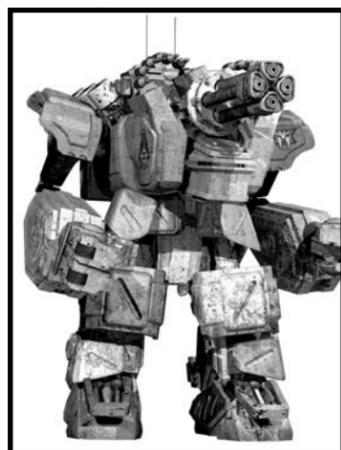
EYES: Blue

As a MechWarrior of the Nova Cat Clan, with the martial abilities, codex, and Bloodname to prove her elite status, people meeting Susan Drummond for the first time are often surprised by her distinctly un-Clanlike appearance. Between her sunken eyes, perpetual frown, pale skin tone, and slight build, she seems to pose little physical threat, but many warriors—Clan and Spheroid alike—have fallen in battle against her for making just such an assessment.

What also makes Drummond an atypical example of a Clan warrior are her preference for defensive tactics in combat and her willingness to sacrifice a victory to save

more of her troops. Assigned to a medium-weight Legionnaire in an Omicron Cluster support Star, she uses its high maneuverability not to obtain an ideal firing position, but to move herself into a better position to cover her comrades. Often seen running interference for a slower or less armored warrior, Drummond tends to fire only defensively until she feels the moment is right for a full strike. This behavior—even in the face of countermanding orders—has earned her the dubious nickname of "Mother Hen" among the warriors of Omicron Galaxy.

Record No
FE-123-01



MECH: LEGIONNAIRE

Record No
FE-123-02

Serial Number: FS554-21R

Mass: 50 tons

Chassis: 2A Type 15
Endo-Steel

Power Plant: Magna 350XL

Cruising Speed: 76 kph

Maximum Speed: 119 kph

Jump Jets: None

Armor: Starguard II

Armament:

1 Mydron Model B

Autocannon/10

Commentary

Record No
FE-123-02

House Davion's answer to the Lyran's medium *Blitzkrieg* design, the *Legionnaire* is a fast, well armored medium 'Mech built around a single weapon system. Originally designed with a single rotary autocannon slaved to a sophisticated targeting computer, the *Legionnaire* became known for its deadly accuracy after its production began during the Word of Blake Jihad. The export version, produced for sale to The Republic after the war, swaps the rotary cannon in favor of a less sophisticated variety, but retains the same targeting capabilities for increased accuracy.

FS554-21R was one such export version, sold by the Federated Suns to The Republic just after its formation, and ended up in Spirit Cat hands shortly after the collapse of the HPG network. As if acknowledging her own preference for defensive tactics, Susan Drummond, its current pilot, has named this 'Mech "Shield of Omicron."

12/08/3132

Nagasawa,
Tomoko

FILING NOTES:

FIELD RESEARCH
S011, S191

11/01/3132

THOUGHT CONTROL
C299, C132

CERTIFIED

IMAGE ACQUISITION
G328, G140, G098

11/25/3132

CORRECTION ENFORCEMENT
L204, L025

APPROVED

FILING
D327 12/08/3132Record No
FE-124-PE

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Nagasawa trained as a MechWarrior, accepting no other service to the Dragon's Fury in honor of his grandmother, and was rewarded for his hard work with an assignment to a BattleMech. Driven by family tradition, Tomoko has labored to be the model of a modern samurai, and even adheres to their strict code of honor in battle, refusing to target helpless prey and issuing personal challenges against opponents of his choosing. However, Nagasawa's enthusiasm masks his intense disappointment in the failure of The Republic of the Sphere and the swiftness with which its peoples turned to war.

Record No
FE-124-01

Commentary

A hallmark of the Lyran armed forces before the Fourth Succession War, the *Hatchetman* is a dedicated in-fighter, built for close-quarters combat in urban or other confining terrain, using both heavy firepower and a devastating hatchet. Many different versions of this classic 'Mech are known to exist, but FC1049-11J, currently piloted by Tomoko Nagasawa of the Dragon's Fury's Brotherhood regiment, enhances overall speed and firepower at the expense of jump jets and reach.

In battle, Nagasawa prefers to push his *Hatchetman*, which he has nicknamed "Wakizashi," to its limits, barely avoiding shutdown as he races across the battlefield, dodging enemy fire and closing in on his chosen targets. Even though brandishing a hatchet somewhat diminishes the traditional image of a samurai, Nagasawa is particularly fond of delivering his killing blows with the huge weapon, eschewing the lasers once he is close enough to swing.

Record No
FE-124-02

兄弟☆

NAME: TOMOKO NAGASAWA

Record No
FE-124-01

FACTION: Dragon's Fury

DOB: 06/16/3108

REGIMENT: The Brotherhood

HAIR: Brown

MECH: Hatchetman

EYES: Black

Drawn, like so many, to Duchess Katana Tormark's newly forming Brotherhood and its fabricated legacy, Tomoko Nagasawa is unusual in that he truly does have a link to a glorious past. His maternal grandmother was none other than *Tai-sa* Laura Nelson, commander of the elite Second Genyosha regiment, a unit that was demolished while fighting Blakist forces on Benjamin during the Jihad. His knowledge of this piece of family history led him to join up with the Dragon's Fury after learning that the original "Brotherhood Legacy" included the battle for Benjamin.



MECH: HATCHETMAN

Record No
FE-124-02

Serial Number: FC1049-11J

Mass: 45 tons

Chassis: Chariot Type II

Power Plant: VOX 225

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: None

Armor: Durallex Medium

Standard

Armament:

4 Defiance 3BM ER Medium Lasers

1 Defiance Type G3 'Mech Hatchet

05/13/3132

Fetladral,
Gwin

FILING NOTES:

FIELD RESEARCH
S100, S151

02/19/3132

THOUGHT CONTROL
C251, C002

CERTIFIED

IMAGE ACQUISITION
G233, G242, G124

04/22/3132

CORRECTION ENFORCEMENT
L144, L215

APPROVED

FILING
D327 05/13/3132Record No
FE-125-PE

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Fetladral is one of Galaxy Commander Kal Radick's most ardent supporters, embracing wholeheartedly his belief that the Steel Wolves should return to their roots with Clan Wolf as Crusaders once more. Her support, however, is that of a devoted subordinate, rather than one who feels her way is the right way. Despite her admirable traits, Fetladral is remarkably simple minded in matters of strategy and politics, giving her loyalty to whoever is in charge. That person is presently Kal Radick, but it would be interesting to see where her loyalties would shift should Radick fall from grace.

Record No
FE-125-01

Commentary

Clan Jade Falcon designed the Cougar as a weapon-heavy alternative to their infamous *Adder* design (known among Inner Sphere warriors as the *Puma*). First revealed in the Battle of Coventry, *Cougars* soon began to appear in large number among the Falcons' front-line forces, and eventually proliferated through Trials against Inner Sphere and Clan opponents to appear in other armies.

Serial number JF4914-75A actually served with Jade Falcon troops that assisted the liberation of Coventry from Blakist forces during the Jihad, then accompanied allied troops to liberate worlds closer to Terra. Devlin Stone's forces claimed this 'Mech after the brutal fighting for Rigil Kentarus, when it was discovered among other battlefield salvage near the city of Mesopita. In battle, Fetladral favors using this 'Mech's missile launchers instead of its inaccurate and ultrahot heavy lasers, keeping her heat levels low and hammering her opponents with well-aimed and dogged missile volleys.

Record No
FE-125-02

NAME: GWIN FETLADRAL

Record No
FE-125-01

FACTION: Steel Wolves DOB: 07/13/3100
REGIMENT: Wolfkin Keshik HAIR: Blond
MECH: Cougar EYES: Hazel

A trueborn MechWarrior, bred and trained for her role, Gwin Fetladral possesses a keen tactical mind that has saved her and her pursuit Star time and again, and brought her victory in countless Circles of Equals. Her superb martial skills, both in and out of the cockpit, combined with enough drive to succeed, allowed her to win her Bloodname at the early age of 25. Yet it seems that as soon as she accomplished that feat—the life goal of any trueborn Clan warrior—any remaining ambition, aside from dying a glorious death in battle, seemed to melt away.



MECH: COUGAR

Record No
FE-125-02

Serial Number: JF4194-75A
Mass: 35 tons
Chassis: JF 3 Light Endo Steel
Power Plant: 175 W00 Extralight
Cruising Speed: 55 kph
Maximum Speed: 86 kph
Jump Jets: None
Armor: Compound WC
Ferro-Fibrous
Armament:
2 Series 4D-2 Heavy Large Lasers
2 Mk 23 Type I LRM-10 Launchers

Nova Cat,
Malisa

01/09/3133

FILING NOTES:

FIELD RESEARCH
S007, S151
12/22/3132

THOUGHT CONTROL
C141, C012
CERTIFIED

IMAGE ACQUISITION
G292, G166, G004
12/29/3132

CORRECTION ENFORCEMENT
L314, L225
APPROVED

FILING
D327 01/09/3133

Record No
FE-126-PE

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NAME: MALISA NOVA CAT

Record No
FE-126-01

FACTION: Spirit Cats DOB: 04/15/3109
REGIMENT: Shiva Keshik HAIR: Red
MECH: Uller EYES: Black

Though descended from the original Nova Cat warriors who fought alongside Devlin Stone during the Jihad, Malisa Nova Cat's freeborn status forced her to fight hard to live up to her legacy. Her drive and skills paid off when she passed her Trial of Position with one kill, earning the rank of MechWarrior. And through her fanatic devotion to the ways of the Clan and The Republic, she earned an assignment to the elite Shiva Keshik Cluster.

When the HPG network crashed and The Republic appeared to do the same, Malisa undertook a vision quest to determine her role in the future of her people. Claiming that her



MECH: ULLER

Record No
FE-126-02

Serial Number: JF327-12E
Mass: 30 tons
Chassis: Olivetti S2
Endo-Steel
Power Plant: GM 180XL
Cruising Speed: 64 kph
Maximum Speed: 97 kph
Jump Jets: None
Armor: Compound Alpha
Ferro-Fibrous
Armament:
1 Type AA4 Gauss Rifle
2 Model V Heavy Med. Lasers

vision showed her defending a wounded Nova Cat against a horde of barbarians clad in various colors, she swore her undying devotion to Galaxy Commander Key Rosse's command.

In combat, Malisa is a study in contrasts. Whipping herself into a frenzy before any major engagement, she often charges into battle with weapons blazing, risking shutdown in order to deal her enemies a lethal blow. Once the frenzy wears off, however, her methods become much cooler and more precise, demonstrating the results of intensive Clan training.

Commentary

Record No
FE-126-02

Though particularly favored by the Jade Falcons, the Uller BattleMech (known as the Kit Fox among the Clans) became a common sight on all fronts during the initial years of the Clan invasion. A light 'Mech, built more for firepower than speed, the Uller was one of the lightest 'Mechs in its day to sport the monstrously powerful Gauss rifle, but its weak armor and comparatively slow overland speed made its life expectancy somewhat brief.

Serial number JF327-12E, nicknamed "Whirlwind" by Malisa Nova Cat, was originally manufactured for Clan Nova Cat's Delta Galaxy, and miraculously survived the fires of the Jihad to become part of those forces gifted to Devlin Stone's Republic. Since its assignment to Malisa, however, this Uller has logged more hours in repair bays than on the field, mostly to replace blown-out heat sinks that are the legacy of Malisa's battle-frenzy tactics.

01/16/3133

Nostra, Liz

FILING NOTES:

FIELD RESEARCH
S321, S111

01/01/3133

THOUGHT CONTROL
C110, C132

CERTIFIED

IMAGE ACQUISITION
G168, G140, G004

01/11/3132

CORRECTION ENFORCEMENT
L314, L225

APPROVED

FILING
D327 01/16/3133Record No
FE-127-FE

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uncertain future began to show in sagging battle performance, which ultimately resulted in a demotion from her previous command rank.

Record No
FE-127-01

Although Liz has managed to stop what promised to be a long, hard fall from grace and retain her slot in the Shiva Keshik, her battlefield abilities remain diminished, and her loyalty to Galaxy Commander Rosse's vision for the Spirit Cats' future is rather questionable. Meanwhile, she desperately hopes that The Republic's crisis is only temporary, and she prays for the return of normalcy and order.



NAME: LIZ NOSTRA

Record No
FE-127-01

FACTION: Spirit Cats DOB: 12/09/3103
REGIMENT: Shiva Keshik HAIR: Black
MECH: Crimson Hawk EYES: Gray

Trueborn and Bloodnamed, Liz Nostra of the Nova Cats was at the top of her career just before the HPG network crashed. Having built her entire career around service to the Nova Cat people and The Republic at large, this attractive and deadly dark-skinned warrior had racked up an impressive string of victories battling pirates and raiders from the neighboring Great Houses.

The crash of the interstellar communications grid, however, shattered Liz's view of the future, and her failure in seeking a vision to explain her future path left her dismayed and listless. Her concern for the

Commentary

Record No
FE-127-02

Jointly developed between Clans Blood Spirit and Sea Fox, the lightweight Crimson Hawk was conceived as a light strike 'Mech, with much of its mass devoted to firepower and armor rather than speed. Intended for built-up terrain or swarm tactics, this 'Mech featured twin extended-range lasers as its main armament, allowing it to deliver serious damage at extreme distances. Some Blood Spirit variations were produced, however, that mounted heavy large lasers for greater punch in exchange for reach and some degree of accuracy.

BS571-08H is one of the latter configurations, intended more for hitting power than sniping fire. Piloted by Liz Nostra of the Spirit Cats, this 'Mech is nicknamed "Wanderer" to reflect Nostra's uncertain future. Liz prefers to keep herself mobile, jumping into and out of covering terrain while sniping with her heavy lasers—a sound tactic for one piloting so light a 'Mech.



MECH: CRIMSON HAWK

Record No
FE-127-02

Serial Number: BS571-08H

Mass: 25 tons

Chassis: York II XT

Power Plant: 125 York XL

Cruising Speed: 55 kph

Maximum Speed: 86 kph

Jump Jets: Clan Series

Type 1 Light

Armor: Compound 6A

Armament:

2 Series 4D-2 Heavy

Large Lasers

Raisho, Rick

04/17/3132

FILING NOTES:

FIELD RESEARCH
S111, S002

04/01/3132

THOUGHT CONTROL
C028, C029

CERTIFIED

IMAGE ACQUISITION
G357, G224, G037

04/09/3132

CORRECTION ENFORCEMENT
L301, L033

APPROVED

FILING
D327 04/17/3132

Record No
FE-128-PE

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NAME: RICK RAISHO

Record No
FE-128-01

FACTION: Republic of the Sphere

DOB: 06/13/3096

REGIMENT: Knights

HAIR: Brown

MECH: Centurion

EYES: Blue

Although he grew up in a community dominated by the Japanese-styled culture of the Draconis Combine, Rick Raisho was always obsessed with the Knights of the Sphere. His fascination with the warrior police, who represented the order of a peace-loving Republic, did not sit well with his family and peers, but that didn't stop him from applying to become a Knight, swearing to the ideals of a warrior trained to support Devlin Stone's utopia.

As a Knight-Errant, Raisho's BattleMech skills and his willingness to take the initiative in a crisis situation earned him several commendations. At age 27, he was

nominated for Knighthood after his heroic actions on New Kyoto, where he coordinated the local militia in repelling a heavy raiding force from one of the independent worlds of the shattered Free Worlds League.

Ironically, the very action that helped make Raisho a Knight was the first in which he truly came to realize the clash between Knightly ideals and the horrible reality of warfare. Since then, a cynical attitude has gradually taken hold of him, directed at the very Republic he has sworn his life to protect.

Record No
FE-128-01



MECH: CENTURION

Record No
FE-128-02

Serial Number: FS775-97T

Mass: 50 tons

Chassis: Corean Model K7

Power Plant: Nissan 200

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph

Jump Jets: None

Armor: StarGuard III

Armament:

1 Luxor Devastator-20
Autocannon

1 Luxor 3R LRM-10

Commentary

Record No
FE-128-02

A popular medium 'Mech in all the Great House armies, the Centurion was most favored in its day by House Davion for its versatility and mobility. An ancient design, dating back to just after the fall of the original Star League, many variations of this 'Mech exist, including this powerful support version which mounts a heavier autocannon for a stronger close-range punch.

Serial number FS775-97T, nicknamed "Mal," originally served in House Davion's armed forces before the formation of the Federated Commonwealth. Its pilot, Malachai Hollensteiner, a MechWarrior of noble upbringing, took the 'Mech with him into retirement just before the FedCom Civil War. During the Jihad, Hollensteiner's son, Owen, used this same machine to help Devlin Stone fight the Blakist menace. When Owen died, he left the Centurion to Stone's Knights, but only on the condition that it continue to serve in his father's name.

McPherson,
Malcolm

11/13/3132

FILING NOTES:

FIELD RESEARCH
S137, S231
10/12/3132

THOUGHT CONTROL
C140, C252
CERTIFIED

IMAGE ACQUISITION
G374, G009, G133
10/15/3132

CORRECTION ENFORCEMENT
L102, L131
APPROVED

FILING
D327 11/13/3132

Record No
FE-129-PE

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NAME: VERA SOLOMON

Record No
FE-129-01

FACTION: Highlanders

DOB: 11/17/3106

REGIMENT: Republican Guards

HAIR: Black

MECH: Shadow Cat II

EYES: Hazel

Vera Solomon eagerly answered Tara Campbell's call to defend the crumbling Republic, and her skills with a MiningMech on Towne made her an ideal candidate for MechWarrior training, but we have discovered that this woman is not who her comrades believe her to be. In fact, we have every reason to believe this latest addition to the Highlanders Republican Guards regiment is actually a plant, working for Bannson's Raiders.

On the surface, Solomon's story matches civilian records, but our agents believe the real Vera Solomon died an untimely death so that Bannson's as-yet-unidentified agent

could assume her identity and infiltrate Countess Campbell's Highlanders. This agent, whose true identity has not yet been determined, was apparently an accomplished MechWarrior to begin with, and thus breezed through the accelerated training programs set up for new Highlanders recruits. Her excellent performance made it possible for her to attain a key position in the newborn Republican Guards, where she has remained the model of a Highlander soldier ever since. Our agents are still monitoring this individual in hopes of determining the nature of the Raiders' intentions toward the Highlanders.

MECH: SHADOW CAT II

Serial Number: CW590-35S

Record No
FE-129-02

Mass: 60 tons

Chassis: Olivetti St3

Power Plant: GM 360XL

Cruising Speed: 65 kph

Maximum Speed: 97 kph
(130 kph w/MASC)

Jump Jets: Clan

Standard Type A1

Armor: Raydient Ser.3

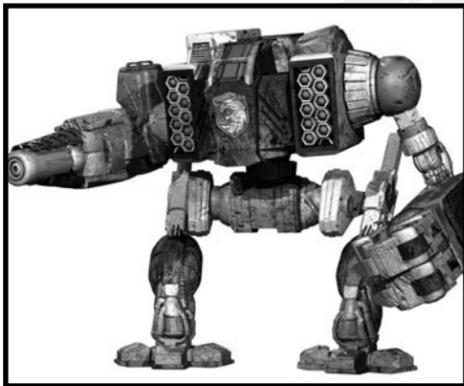
Armament:

2 Type X "Short Bow"

LRM-10 Launchers

1 Thunderstroke Gauss

Rifle MkII



Commentary

The fast and nimble *Shadow Cat*, first fielded by Clan Nova Cat, but ultimately appearing among the other invading Clans, often served as a recon unit or a fast-attack 'Mech. Its bursts of speed, advanced sensors, and heavy-hitting firepower often sent many Inner Sphere MechWarriors to their doom during the Invasion. The *Shadow Cat II*, designed along similar lines, enhanced its combat effectiveness at the expense of speed, creating a slower but deadlier version that rolled off assembly lines just in time for the Word of Blake Jihad.

Serial number CW590-35S actually served Clan Wolf when they assisted in the reclamation of worlds during the later years of the Jihad, and was gifted to The Republic in the aftermath of that terrible war. Perhaps due to some dark sense of irony, the warrior known to the Highlanders as Vera Solomon has nicknamed her 'Mech "Enigma."

01/16/3133

Mazzanoble,
Jodi

FILING NOTES:

FIELD RESEARCH
S321, S111
01/01/3133THOUGHT CONTROL
C110, C132
CERTIFIEDIMAGE ACQUISITION
G168, G140, G004
01/11/3133CORRECTION ENFORCEMENT
L314, L225
APPROVEDFILING
D327 01/16/3133Record No
FE-130-FE

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When any other green recruit might panic, Mazzanoble responded quickly and decisively, not only performing the task assigned him, but also working to contact any Knights in the region for guidance. At the same time, he took great pains to assure the local population that all was well, demonstrating remarkable skill in dealing with the public as an agent of the Knights.

Mazzanoble's commendable actions on Sadalbari were not sufficient to warrant an immediate promotion to full Knighthood, but he remains a favorite among the Knights and Paladins on Terra for his unwavering sense of duty in the face of a Republic-wide crisis.

Record No
FE-130-01

Commentary

A workhorse 'Mech of the Clans, with a solid performance profile that includes excellent mobility and a devastating array of weapons, the *Black Hawk*—known to the Clans as the *Nova* for its typical laser weaponry—is the most common Clan medium 'Mech seen today. The one piloted by Jodi Mazzanoble saw heavy action during the Word of Blake Jihad before Clan Ghost Bear, its original owner, gifted the 'Mech along with many others to Devlin Stone's newborn Republic of the Sphere.

Mazzanoble nicknamed GB378-67L "Ever-Faithful" to affirm his devotion to the ways and ideals of the Knights. Though he is largely untested in battle, having taken part in only a few defensive actions to date, analysis of his performance has shown him to be an excellent marksman, even while using the chronically difficult Clan heavy lasers.

Record No
FE-130-02

NAME: JODI MAZZANOBLE

Record No
FE-130-01

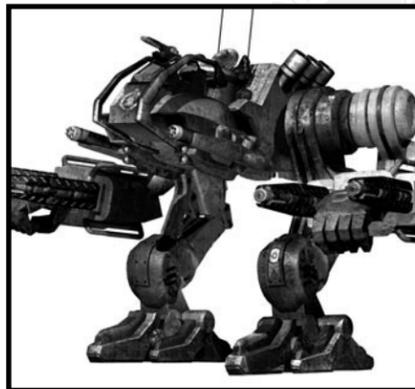
FACTION: Republic of the Sphere DOB: 07/08/3102
REGIMENT: Knights-Errant HAIR: Blond
MECH: Black Hawk EYES: Black

Hailing from a family with a proud tradition of military service to The Republic, Jodi Mazzanoble was encouraged almost from birth to aspire to the ranks of the Knights of the Sphere. Driven by pride and filled with youthful dreams of glory and honor, he studied and trained hard for a shot at becoming a Knight-Errant, and succeeded in meeting every challenge laid before him. Just as he completed his training and was sent off to Terra for his first assignment, however, the HPG network collapsed across The Republic, leaving him suddenly alone and rudderless.

MECH: BLACK HAWK

Record No
FE-130-02

Serial Number: GB378-67L



Mass: 50 tons
Chassis: Type 3 Standard
Endo-Steel
Power Plant: 250 XL
Cruising Speed: 54 kph
Maximum Speed: 86.4 kph
Jump Jets: Grandthrust
Mk 3
Armor: Standard YM17
Armament:
2 Series 7K ER Lg. Lasers
4 Series 22a Heavy
Medium Lasers

Radick, Kal

12/13/3132

FILING NOTES:

FIELD RESEARCH
S100, S151
11/19/3132

THOUGHT CONTROL
C251, C002
CERTIFIED

IMAGE ACQUISITION
G233, G242, G124
12/04/3132

CORRECTION ENFORCEMENT
L144, L215
APPROVED

FILING
D327 12/13/3132

Record No
FE-131-PE

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NAME: KAL RADICK

Record No
FE-131-01

FACTION: Steel Wolves
REGIMENT: Crusaders
MECH: Mad Cat II

DOB: 07/20/3107
HAIR: Brown
EYES: Brown

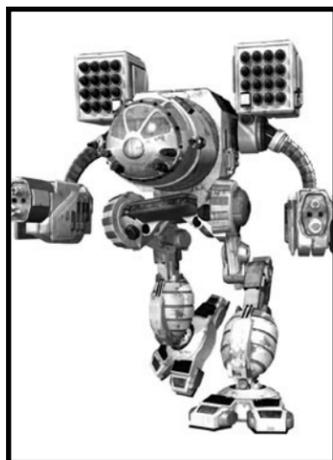
A trueborn warrior of Clan Wolf, who won both his Bloodname and the rank of Star Colonel by the young age of 22, Kal Radick, Galaxy Commander of the Steel Wolves and Prefect of Prefecture IV, is skilled, strong, charismatic, and ambitious. Upon obtaining the post of Prefect, he began to publicly decry The Republic's treatment of Clan descendents as second-class citizens.

When the HPG network collapsed, and with it all apparent central authority throughout The Republic, Radick quickly leapt at the opportunity to rally his

fellow Wolves, espousing Crusader views of conquest and gathering a following of like-minded warriors eager for leadership and glory. For all his proclamations of returning strength to the Wolves, however, Radick is not himself the epitome of a Clan warrior, preferring to lead more through words and deliberation than battlefield prowess.

Of late, Radick has found that some within the Steel Wolves have begun to realize these flaws, and—combined with the apparent lack of direction for his campaign to bring glory back to the Wolves—have called his leadership into question. Star Colonel Anastasia Kerensky of the Crusaders Cluster is by far the most vocal, and dangerous, of his detractors.

Record No
FE-131-01



MECH: MAD CAT II

Record No
FE-131-02

Serial Number: DS783-19X
Mass: 90 tons
Chassis: DSCAM Endo 4
Power Plant: Type 79 360XL Fusion
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: Grandthrust Mk 5
Armor: Forging ZM15 Ferro-Fibrous
Armament:
2 Type X "Short Bow" LRM-15 Launchers
4 Witherer Heavy Large Lasers

Commentary

Record No
FE-131-02

The *Mad Cat II* was one of a handful of produced-for-sale 'Mechs developed by Clan Diamond Shark (known today as Clan Sea Fox). Emerging from factory lines about the same time as the end of the Clan Wars, this heavily armed and armored assault 'Mech was in full production when the Word of Blake fanatics launched their Jihad, and fought for the armies of many of the allies who challenged the Blakists across the Inner Sphere.

Kal Radick's upgraded *Mad Cat II* was sold to Clan Wolf before the Sharks changed their name back to Sea Fox, and fought in several engagements with the Clan's Delta Galaxy during the Jihad, including the battle for Hesperus II. When Delta Galaxy was gifted to The Republic, this 'Mech came with it. Kal inherited the machine upon rising to the post of Prefect, and has nicknamed it "Crusader's Might."

12/26/3131

Metcalf, Gary

FILING NOTES:

FIELD RESEARCH
S222, S371
12/01/3131THOUGHT CONTROL
C151, C122
CERTIFIEDIMAGE ACQUISITION
G297, G142, G004
12/22/3131CORRECTION ENFORCEMENT
L154, L125
APPROVEDFILING
D327 12/26/3131Record No
FE-132-PE

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fire while dealing out crippling blasts from his own weaponry. He favors targeting "easier" opponents, such as infantry and vehicles, while leaving the rest of his lance to handle any BattleMech opposition. He is not, however, averse to adding supporting fire against such elements for a killing blow.

Although he is paid handsomely for his services as a warrior, Metcalf is known to enjoy gambling on the side, and has even been accused by his superiors of running a minor black market operation to separate his fellow Ghost Legion soldiers from their hard-earned cash.

Record No
FE-132-01

Commentary

Known among the Clans as the *Summoner*, the *Thor* became the favored heavy 'Mech of Clan Jade Falcon when they drove into the Lyran half of the Federated Commonwealth during the Clan Invasion. Versatile, heavily armed and armored, and highly mobile, the *Thor* outperformed virtually every heavy 'Mech fielded by the Inner Sphere at that time, and remains a formidable design even today.

Gary Metcalf's upgraded *Thor* began its career in the arsenal of Clan Hell's Horses, one of the Clans that came to the Inner Sphere later. Captured by Clan Jade Falcon during a post-Jihad Trial, this 'Mech traded hands a number of times before Metcalf won its stripped-down chassis in a hand of poker. Though years of scrounging and repair work went into restoring this 'Mech, Metcalf has nicknamed it "Golden Goose" for the profits he believes it will garner him.

Record No
FE-132-02

NAME: GARY METCALF

FACTION: Swordsworn
REGIMENT: Ghost Legion
VEHICLE: ThorRecord No
FE-132-01
DOB: 05/25/3096
HAIR: Gray
EYES: Black

Serving in a unit descended from the fractured remnants of a mercenary command, it seems only fitting that Gary Metcalf is motivated purely by profit. Even with the interstellar communications network in shambles and The Republic's economy on the brink of collapse, this ne'er-do-well 'Mech jock prizes money above all. It is even believed that he bartered for a lance command slot in the Legion by cashing in on his skills as a MechWarrior and his possession of a pristine Clan *Thor*.

In battle, Metcalf pilots his 'Mech almost as though it were made of glass, fearing to weather even minor hostile



MECH: THOR

Serial Number: HH730-17H

Mass: 70 tons

Chassis: Olivetti T4 Endo Steel

Power Plant: 350 Magna XL

Cruising Speed: 55 kph

Maximum Speed: 86 kph

Jump Jets: Clan Standard Type A3

Armor: Compound Beta FF

Armament:

1 Type 22 Extended-Range PPC

1 Type KOV LB 10-X Autocannon

2 Series 1 ER Small Lasers

1 Type XV "Long Bow" LRM-15

1 Type V "Long Bow" LRM-5

Record No
FE-132-02

Katina,
Naomi

11/28/3132

LANCE ROSTER: "Black Watch"
Northwind Fusiliers Command Lance

Record No FE-133-PE	Naomi Katina Vulture
Record No DA-122-PE	Tara Bishop, Commander Pack Hunter
Record No DA-109-PE	Leena Cochrane Hatchetman
Record No DA-145-PE	Joel Brane Koshi

FILING NOTES:

FIELD RESEARCH
S027, S231
11/01/3132

THOUGHT CONTROL
C232, C114
CERTIFIED

IMAGE ACQUISITION
G374, G123, G224
11/19/3132

CORRECTION ENFORCEMENT
L144, L005
APPROVED

FILING
D327 11/28/3132

Record No
FE-133-PE



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NAME: NAOMI KATINA

Record No
FE-133-01

FACTION: Highlanders **DOB:** 07/04/3105
REGIMENT: Northwind **HAIR:** Brown
Fusiliers **EYES:** Green
MECH: Vulture

Though not born on Northwind, Naomi Katina claims heritage with the famous Northwind Highlanders as the descendant of Highlander warriors who chose to relocate to Bryant for Devlin Stone's resettlement program. Like many in the Fusiliers, Naomi is quite proud of her connection to the glorious past of the Highlanders, and has excelled in her training as a MechWarrior, thanks in no small part to instruction she received even as a young girl.

Katina's prowess earned her a slot in Captain Tara Bishop's command lance just before the famous campaign

for Addicks began. Thus, her first taste of real combat came at the battle for Neo Carthagia, and she scored three Dragon's Fury vehicle and infantry squad kills.

Katina is fiercely proud of her place in the Highlanders, and has taken to heart the ideals of its commander, Countess Tara Campbell, going so far as to assume Campbell's enmities. Though she blames all factions for the breakdown of central authority in The Republic, Katina—like Campbell—holds the Dragon's Fury and the Steel Wolves most directly responsible, as both were the first to break ranks when the HPGs fell silent.



MECH: VULTURE

Record No
FE-133-02

Serial Number: SJ706-15X
Mass: 60 tons
Chassis: Bergan Version 8.3
Endo-Steel
Power Plant: 300 Vlar XL
Cruising Speed: 55 kph
Maximum Speed: 86 kph
Jump Jets: None
Armor: Compound 24B2 FF
Armament:
6 Series 7Ja ER Med. Lasers
4 Type XX "Great Bow"
LRM-20 Launchers

Commentary

Record No
FE-133-02

Occasionally tagged a poor-Clan's *Mad Cat*, the Vulture was the preferred heavy 'Mech of the Ghost Bear Clan during the invasion of the Inner Sphere, though it appeared quite often among many other Clan Toumans as well. Though lacking in armor, its considerable mix of heavy LRM racks and pulse lasers could inflict severe damage even against heavy 'Mechs, making it a force to be reckoned with in the field.

The unnamed Vulture piloted by Naomi Katina is a rare bird indeed, having originated with the Smoke Jaguar Clan before its Annihilation at the hands of the reborn Star League in 3060. It was fitted with twice its normal complement of missile racks in exchange for a battery of smaller laser weapons. Captured during the Inner Sphere's operation to liberate worlds captured from the Draconis Combine, the machine passed from House Kurita to The Republic after the Jihad.

Crawford,
Andre

02/18/3132

FILING NOTES:

FIELD RESEARCH
S128, S287
01/12/3132

THOUGHT CONTROL
C081, C192
CERTIFIED

IMAGE ACQUISITION
G202, G002, G314
02/01/3132

CORRECTION ENFORCEMENT
L184, L321
APPROVED

FILING
D327 02/18/3132

Record No
FE-134-PE

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NAME: ANDRE CRAWFORD

Record No
FE-134-01

FACTION: Dragon's Fury

DOB: 02/22/3101

REGIMENT: Order of the
Five Pillars

HAIR: Red

EYES: Green

MECH: Black Knight

Attractive, witty, charismatic, and outgoing, Andre Crawford appears the opposite of what one might expect of a warrior in the Order of the Five Pillars. His official background is also at odds with the O5P's image because he hails from Skye, a world whose deep roots in the Lyran Commonwealth leave it with a pronounced Steiner influence.

Naturally, these traits serve well to conceal Crawford's true nature as one of the Order's most deadly MechWarriors. Crawford's family actually descends from agents of the original O5P who infiltrated The Republic at its inception and were relocated to Skye with so many others in Devlin

Stone's resettlement program. Trained by his parents in secret, he is an elite martial artist and skilled marksman outside his cockpit, with training in various covert operations techniques, including casual spying, sabotage, and assassination.

As a MechWarrior, Crawford has managed to translate his considerable physical skill into his machine, moving his huge 'Mech as gracefully as he would his own body. In battle, he closes quickly with his enemies while providing his own cover fire, then finishes the job with a flurry of kicks and punches while dodging nimbly to avoid the same from his opponent.

Despite the fact that his level of expertise and unusual style of combat threaten to betray his true lethal nature, Crawford's persistent guise of a man who finds amusement in all things keeps his enemies guessing.

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GENERATED
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CODE 00402
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MECH: BLACK KNIGHT

Record No
FE-134-02

Serial Number: CS547-19E

Mass: 75 tons

Chassis: Technicron 2D

Power Plant: Magna 300

Cruising Speed: 43 kph

Maximum Speed: 64 kph

Jump Jets: None

Armor: Numall DuraBond

Armament:

4 Diverse Optics ER Med. Lasers

2 Diverse Optics ER Lg. Lasers

2 Diverse Optics ER Sm. Lasers

1 Olympia Flamer

Commentary

Record No
FE-134-02

A favored heavy 'Mech of the original Star League Defense Force, the *Black Knight* became common in the armies of ComStar, who inherited control of Terra after the League's collapse. With good overland speed for a heavy 'Mech, an impressive array of energy weapons, and excellent armor protection, *Black Knights* often served as a commander's unit in battle. It was therefore logical that the *Black Knight* should receive a major upgrade/refit during the Jihad that would further enhance these capabilities.

This 'Mech, serial number CS547-19E, is currently in the possession of Andre Crawford, a MechWarrior in the Order of the Five Pillars, who has dubbed it "Phantom."

Ehli, Stefani

01/21/3131

FILING NOTES:

FIELD RESEARCH
S011, S239

12/02/3131

THOUGHT CONTROL
C081, C231

CERTIFIED

IMAGE ACQUISITION
G202, G241, G081

01/20/3132

CORRECTION ENFORCEMENT
L134, L145

APPROVED

FILING
D327 01/21/3132

Record No
FE-135-PE



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NAME: STEFANI EHLI

Record No
FE-135-01

FACTION: Bannson's Raiders DOB: 07/03/3103
REGIMENT: The Scourge HAIR: Brown
MECH: Zeus EYES: Brown

Born and raised in the Lyran Commonwealth, on a border world too close to the fractured remains of the Free Worlds League, Stefani Ehli has lived outside The Republic for most of her life—and has seen far more strife than many in The Scourge. Following the lead of The Republic after the Jihad, the Great Houses decommissioned parts of their militaries, but this did not prevent the constant raids and invasions launched by pirates, mercenaries, and even the Clans.

To survive on the fringes, Ehli joined Kirkpatrick's Invaders, a local mercenary unit, in hopes of gaining some control over the chaos surrounding her. For the next five years, she served the Invaders as they fought a number of campaigns along the Lyran border with House Marik, before one of Jacob Bannson's long-range "talent scouts" approached her with a far more lucrative contract. Bannson's offer managed to woo Ehli and her 'Mech away from the Invaders, and she now commands a strike lance of his elite troops.

Record No
FE-135-01

An unquestionable pragmatist, Ehli carefully picks her battles—whether they are fought with weapons or with words—and mentally weighs the odds of coming out on top of any given situation before taking any action.



MECH: ZEUS

Record No
FE-135-02

Serial Number: LCS6701-33M
Mass: 80 tons
Chassis: Advanced Chariot Type V
Power Plant: Pitban 320 Light
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Armor: Glasgow Limited X w/CASE
Armament:
1 Doombud LRM-20 w/Artemis FCS
1 Norse Extended-Range PPC
1 Defiance P5M Med. Pulse Laser
1 Series 3 Extended-Range Large Laser

Commentary

Record No
FE-135-02

A 'Mech that has, over time, became the hallmark of House Steiner's Lyran Commonwealth, the massively armed and armored Zeus was built for maximum effectiveness and survivability. On the battlefield for centuries, this powerful machine has seen many refits and upgrades, and today the number still in operation can only be estimated. Serial number LCS6701-33M, piloted by Stefani Ehli of The Scourge, was actually produced in 3030, shortly after the formal merging of the Steiner and Davion realms into the Federated Commonwealth. Though later upgraded, this 'Mech served proudly in the Federated Commonwealth Armed Forces until its capture by the Kirkpatrick's Invaders mercenary unit during the FedCom Civil War. Ehli, who served with the Invaders earlier in her career, brought this 'Mech—which she has nicknamed "Bandit Killer"—with her upon joining Bannson's Scourge, though it remains unclear if she sought permission to do so.

Voeller,
Demonic

01/09/3133

FILING NOTES:

FIELD RESEARCH
S007, S151
12/22/3132

THOUGHT CONTROL
C141, C012
CERTIFIED

IMAGE ACQUISITION
G292, G166, G004
12/29/3132

CORRECTION ENFORCEMENT
L314, L225
APPROVED

FILING
D327 01/09/3133

Record No
FE-136-PE

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NAME: DOMONIC VOELLER

Record No
FE-136-01

FACTION: Highlanders DOB: 06/20/3096
REGIMENT: First Kearny HAIR: Gray
MECH: Cygnus EYES: Blue

Though "grizzled" may not yet apply to this veteran of countless battles in defense of The Republic, Domonic Voeller certainly qualifies as "seasoned" at the very least. Since joining the Highlanders First Kearny at age 19, this man has seen combat on more Republic border worlds than he'd care to count, and can tell chilling stories of barbarism from any one of them. His favorite slogan, "Be grateful you live in The Republic, kid," ends every one of these tales—a sentiment he feels from the heart.

When the HPG network crashed, Voeller's greatest fears were realized as the horrors of war blossomed across The

Republic. Never exactly an idealist, his strong love of The Republic and its people's well-being nonetheless left him enraged that leaders such as Duchess Tormark and Galaxy Commander Radick would so quickly toss aside their own allegiances and bring war to innocents.

Assured that the Highlanders' devotion to Devlin Stone's dream is absolute, Voeller automatically treats any who oppose them as an enemy of The Republic, and shows little mercy in battle. This fanatical mentality has won him the personal friendship of the like-minded Joel Nguyen, a member of his assault lance.



MECH: CYGNUS

Record No
FE-136-02

Serial Number: HH843-16T
Mass: 95 tons
Chassis: Type BMH-7 Endo Steel
Power Plant: GM 380XL
Cruising Speed: 43 kph
Maximum Speed: 65 kph
Jump Jets: None
Armor: Forged Type HH34 Std.
Armament:
2 Type MU-X Ultra-20
Autocannon
4 Kolibri Omega Series Medium
Pulse Lasers

Commentary

Record No
FE-136-02

Clan Hell's Horses' massive *Cygnus* entered service in 3075 during a Clan-wide revitalization that followed their successful invasion of Clan Wolf's Inner Sphere holdings. Built for simplicity, survivability, and lethality, the *Cygnus* delivers tremendous firepower for quick, brutal victories in any Trial, often flattening the opposition with a powerful one-two blast from its rapid-firing assault autocannons.

HH843-16T stormed off the assembly line at the height of the Jihad, and was among the token force that Clan Hell's Horses eventually dispatched to help defeat the Blakist menace. After the war, the Horses gifted a portion of their troops to the newborn Republic in hopes of fostering Devlin Stone's vision of bringing an end to the horrors of war, keeping with their Warden views. Domonic Voeller, the current pilot of this machine, has nicknamed it "Blast Master" for its overwhelming firepower.