

**MECH**  **WARRIOR**<sup>®</sup>  
**DARK AGE**

***DOSSIERS AND PILOT CARDS***

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## Abeda Measho

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>MECH</b>	Panther
<b>DOB</b>	12/10/3110
<b>HAIR</b>	Dk. Brown
<b>EYES</b>	Brown



Abeda Measho fled the Draconis Combine when he was twenty years of age. He had just been accepted to the prestigious Sun Zhang MechWarrior Academy when his father, a prominent businessman on Buckminster, was disgraced when his duplicity in working with members of the criminal yakuza came to light. To further scar Abeda, his father did not clean his family's honor and name through the ritual of seppuku. Knowing he could never redeem himself in the eyes of his homeland — and more importantly in the eyes of his fellow MechWarriors and the Internal Security Force — for the sins of his father, he fled to the Republic of the Sphere hoping for a new start.

Though he attempted to forget his past, Abeda's lifelong dedication to becoming a MechWarrior finally pushed him toward the military life he'd fled. Furthermore, the indoctrination of the Sun Zhang Academy was sufficient to drive him to enlist with the Dragon's Fury; the closest he will likely ever come to marching to the Dragon's banner. That indoctrination and passionate dedication can be used by the Order when the need arises.

## Panther

<b>Serial Number</b>	DC119-77B
<b>Mass</b>	25 tons
<b>Chassis</b>	Alshain 560-Carrier Endo Steel
<b>Power Plant</b>	Leenex 140
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Lexington Ltd. Lifters
<b>Armor</b>	Maximilian 42
<b>Armament</b>	2 Telos SRM-4 Missile Rack 1 Lord's Light II Extended Range PPC



### Commentary:

Abeda Measho feels unworthy of the 'Mech that Katana Tormark herself "loaned" to him, for this particular Panther is none other than "Katana Kat," piloted by Minobu Tetsuhara in the 3020s. Minobu, arguably one of the greatest examples of all that makes the samurai of House Kurita great, kept the traitorous Wolf's Dragoons from destroying the Combine. In the end, their treachery led him to a place where he could not ignore his own honor, and he took his own life in the ritual of seppuku. The "Katana Kat" continued down through the family line and was serving in the Ninth Sword of Light regiment when the unit joined The Republic.

Now it's in the care of Katana Tormark, a direct descendent of Minobu through her mother's side; she pilots a larger 'Mech in battle. Nevertheless, she sees past Abeda's dishonor to the superlative and honorable pilot he is, and has shown her trust with this 'Mech.

## Filing Notes

<b>Record Number</b>	DA-133-PE	06/29/3132
<b>Field Research</b>	S128, S051	06/19/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	06/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	06/29/3132

## Alec Denner

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>RANK</b>	Sergeant
<b>VEHICLE</b>	Demon Medium Tank
<b>DOB</b>	04/19/3089
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Stocky, with huge hairy arms, a neck that would better suit a tree trunk and legs so thick he's slightly bow-legged, Denner's lance mates have nicknamed him 'Juggernaut.' His unusual thickness of body comes from being born on the world of Cylene II, where the planet's 1.26 gravities tend to make its citizens stockier and more powerful. He himself jokes that he originally wanted to become a MechWarrior, but he felt that not even the one-hundred ton Atlas would support his weight; only the sturdiness of a vehicle would provide him the support he needs.

Regardless of his eccentricities, he is a superb vehicle pilot and one of the only members of the Ghost Legion who was not born into the role. He has ignored promotions at least twice to stay in the field, not wanting to leave his precious Demon. The only black mark against him was his unwanted advances on Angie Chelsy, the Legion's CO; child's play to manipulate if we feel it is needed.

## Demon Medium Tank

<b>Serial Number</b>	FS183-21AM
<b>Mass</b>	45 tons
<b>Mvt. Type</b>	Wheeled
<b>Power Plant</b>	295 GM
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Armor</b>	Leopard II Armor
<b>Armament</b>	4 GM Miniguns 2 BlazeFire Longshot Medium Lasers



### Commentary:

The original Demon was an ancient design, first introduced in 2716 for use with the Star League Defense Force. The current design, contracted by the Republic, was designated with the same name in an effort to instill its pilots with a sense of history and esprit de corps.

However, the modern design has very little to do with the original. Weighing fifteen tons less, with almost twice its speed and lacking the powerful Gauss rifle of its predecessor, the current Demon is more at home in the confines of a city, dealing with infantry and battle armor, than taking on 'Mechs on an open battlefield.

This vehicle more than demonstrated this propensity in the recent conflict in the capitol city of Saint Randall on the world Addicks. There, the Demon's speed and wheeled design completely out-maneuvered the defending units, contributing to their eventual withdrawal. The current pilot, Alec Denner, has nicknamed the tank "Angel."

## Filing Notes

<b>Record Number</b>	DA-124-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Bart Bradshaw

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	The Scourge
<b>MECH</b>	Arbalest
<b>DOB</b>	01/29/3103
<b>HAIR</b>	Red-Blonde
<b>EYES</b>	Blue



From the moment Bart Bradshaw was old enough to walk, he had begun to tinker with anything he could get his hands on. By early childhood, while other kids might have been disassembling toys or perhaps even watches, Bart had advanced to holovids and other electronics. By his early teenage years he was attacking hovercars, not only taking them apart but putting them back together better than before. As he was raised in a loving home, we cannot determine what caused him to choose his current path, but by the time he was sixteen he'd already been in jail for auto theft and vehicular vandalism. There is also strong evidence — though he was never convicted — that he murdered a girlfriend. Upon his release, he quickly found himself hip deep in small-time organized crime on his birth world. An invaluable asset to any organization due to his unmatched electrical expertise, he was rewarded with his only real desire in life: learning how to pilot a 'Mech.

Having cycled through several worlds on various crime-related jobs, it was only natural for him to join The Scourge of Bannson's Raiders.

## Arbalest

<b>Serial Number</b>	NC333-89X
<b>Mass</b>	25 tons
<b>Chassis</b>	Star League NCX
<b>Power Plant</b>	Vlar 125
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Irece Standard
<b>Armament</b>	2 Mk.46 Type II LRM-10 Launcher 2 Series 2a Mk. 5 Extended Range Medium Lasers



### Commentary:

Bart Bradshaw simply cannot believe his luck. Not only is he finally piloting a BattleMech, but his current ride is a brand-new Clan design, newly off the assembly line in the Nova Cat enclave in the Draconis Combine. Its significant firepower and long range more than make up for its speed, relatively slow for a 'Mech its size. He's named it "Fister."

Though he is not about to ask any questions — you don't ask questions in The Scourge, and he's not about to lose his ride due to an "oversight" — he has to wonder where the design came from. It may add credence to the rumors he's heard that Bannson controls an extensive black market that reaches out into almost every faction, even to the Clans themselves.

## Filing Notes

<b>Record Number</b>	DA-130-PE	07/21/3132
<b>Field Research</b>	S128, S051	07/10/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	07/17/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	07/21/3132



## Ben Gerringer

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>RANK</b>	Captain
<b>MECH</b>	Panther
<b>DOB</b>	06/23/3097
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Like most of the warriors in the Prince's Men, Ben Gerringer was a misfit from birth. Though not a hardened criminal, his propensity for pranks and petty theft and his freewheeling attitude landed him in trouble from day one. In a society that prides itself on a place for everyone, there simply was no place for Ben. Bouncing from one job to the next, he finally made the mistake of taking a nobleman's daughter, and his only way off world was to join the Republic military.

Though a freewheeling attitude and a military career usually do not mix, Ben actually found the home he has been searching for. Though uncouth and despised by the more traditional military students, Ben found himself excelling academically and gaining a following. One of those followers was Gregory Lee. They became fast friends, often admitting themselves to be closer than brothers, Lee always one-half step behind Ben. When final graduation came, however, Ben passed his MechWarrior tests; Lee did not. As is usual in such situations, Lee blames Ben for his failure and has held a grudge ever since.

Ben followed the path less trodden when he left the Republic military to sign up with the Prince's Men. His strange style of leadership found a perfect fit with this rag-tag band of misfits, and he quickly made captain.

## Panther

<b>Serial Number</b>	DC010-73C
<b>Mass</b>	25 tons
<b>Chassis</b>	Alshain 560-Carrier Endo Steel
<b>Power Plant</b>	Leenex 140
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Lexington Ltd. Lifters
<b>Armor</b>	Maximilian 42
<b>Armament</b>	2 Telos SRM-4 Missile Rack 1 Lord's Light II Extended Range PPC



### Commentary:

New, Panther DC010-73C walked off the assembly lines in 3081, the same year that the Republic of the Sphere was formed under the guidance of Devlin Stone. However, this Panther's short history is quite colorful.

It saw action against Clan Ghost Bear (soon to be the Rasalhague Dominion) in 3084. Then, as even the Combine's military was forced into cutbacks and "peace" broke out everywhere, it found its way to the Periphery, where it saw action against numerous pirate bands, including Vance Rezak and the Tortuga Fusiliers. Finally, it saw action against Clan Snow Raven at the beginning of the new century on the border with the Outworlds Alliance.

From that point it was cycled back through the interior of the Combine and traveled to Katana Tormark; why it was sent has not yet been determined. It was quickly taken in a skirmish by the Swordsworn and is currently piloted by Ben Gerringer, who has named it "Torch."

## Filing Notes

<b>Record Number</b>	DA-141-PE	01/23/3132
<b>Field Research</b>	S128, S051	01/14/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	01/21/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	02/23/3132

## Caden Senn

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>MECH</b>	Ryoken II
<b>DOB</b>	10/23/3098
<b>HAIR</b>	Gray
<b>EYES</b>	Blue



Colonel Senn is the commander of the First Kearny Regiment, one of the most elite units in the Republic of the Sphere and the pillar of strength supporting Tara Campbell's Highlanders.

Caden Senn is descended from five generations of Kearny Highlander warriors, a proud tradition that he takes very seriously. His early career consisted largely of training and parades, as there had been little conflict for more than sixty years, but when each planet was cast into isolation due to the destruction of the HPG network, Senn seems to have known what was coming next. Although he managed to quell unrest on his own planet via strength of arms, he was frustrated at his inability to extend his unit's influence due to a lack of interstellar Jump- Ships.

When Tara Campbell arrived and requested that the First Kearny join her crusade to hold together the crumbling Republic, he pledged his unit's loyalty to her cause — but apparently not to her. We have reports that he is dubious about her youth, but this is perhaps tempered by the fact that she has seen more actual combat than he has. This tension between Senn and Campbell is a potential rift that we should try to exploit.

## Ryoken II

<b>Serial Number</b>	GB002-78G
<b>Mass</b>	75 tons
<b>Chassis</b>	DSAM Endo 5
<b>Power Plant</b>	GM 375 XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	87 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging ZM20
<b>Armament</b>	4 Type OVR-X LB 2-X Autocannon 2 Type XVI LRM-15 Launchers



### Commentary:

Following the success of Clan Diamond Shark's Mad Cat Mk II design — which took the venerable Mad Cat and increased its tonnage and lethality — Clan Ghost Bear attempted its own "new" conversion: the Ryoken II. It walked off the assembly lines in 3075 at the height of the WoB war.

A Ghost Bear MechWarrior who fought alongside House Kurita to take back the world of Dieron in 3077 originally piloted GB002-78G. Its profile tricked the defenders into believing it was a standard Ryoken, which quickly proved their undoing.

It was damaged badly enough in this conflict that it was abandoned on Dieron, where it was later picked up as salvage by the Second Kearny Highlanders as they moved through Dieron on a mop-up mission. Though it took several years to refurbish, it has since held a place of honor in the unit, and its most recent pilot, Caden Senn, has named it "Undod," or unity.

## Filing Notes

<b>Record Number</b>	DA-110-PE	12/23/3132
<b>Field Research</b>	S088, S351	12/14/3132
<b>Thought Control</b>	C049, C312	CERTIFIED
<b>Image Acquisition</b>	G277, G116, G144	12/21/3132
<b>Correction Enforcement</b>	L335, L125	APPROVED
<b>Filing</b>	D327	12/23/3132

## Cesar Spano

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>RANK</b>	Corporal
<b>VEHICLE</b>	VV1 Ranger
<b>DOB</b>	01/13/3068
<b>HAIR</b>	White
<b>EYES</b>	Brown



Born in the early months of the Word of Blake Jihad, Cesar Spano is the oldest member in the Swordsworn still in active combat duty. Most men who have reached his age and stayed in the military have long since become brass, watching battles from behind the lines. For thirty years, however, Cesar has been preaching that regardless of how many times they attempted to promote him, it would not work. He preferred to die on the field of battle, not sitting as a REMF in the command post while he ordered his men to die without him.

This attitude has stuck in the craw of every officer he has ever served under, but his phenomenal ability to insert and extract infantry units in any situation has forced them all to overlook his peculiar attitudes, and has fostered fanatical support among the infantry.

His current commander finds him an irritant, and hopes Cesar will quickly be dispatched on new battlefields; Spano is not likely to accommodate him. At 64, he is too old to recruit for our purposes, but he offers a respectable challenge on the battlefield.

### VV1 Ranger

<b>Serial Number</b>	FS290-29CX
<b>Mass</b>	45 tons
<b>Mvt. Type</b>	Wheeled
<b>Power Plant</b>	250 Magna
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Armor</b>	Valiant Scutum
<b>Armament</b>	8 Johnston Miniguns 4 Diverse Optics Type 10 Small Lasers



#### Commentary:

Valiant Vehicles built the VV1 Ranger Infantry Fighting Vehicle as a companion to the venerable Striker Light Tank. As the Striker Light Tank only mounts longrange and antivehicular weaponry, the Ranger was designed almost exclusively as an antipersonnel weapons platform. Slightly faster than the Striker, it mounts a staggering eight machine guns in a turret, with the four front-mounted small lasers almost an afterthought.

This particular design rolled off the assembly line in 3092 and was immediately assigned to one Corporal Cesar Spano. From that moment forward, the two have been inseparable. As he has been known to sleep in his vehicle, even when at a friendly base, numerous crude jokes about his "orientation" have surfaced; none are said to his face however. Nevertheless, Spano has nicknamed his machine "BK" for the fact that the Ranger has always watched his back.

### Filing Notes

<b>Record Number</b>	DA-117-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132



## Collin Yukinov

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Wolf's Dragoons
<b>MECH</b>	Cougar
<b>DOB</b>	01/17/3112
<b>HAIR</b>	Auburn
<b>EYES</b>	Brown

Collin Yukinov is well aware that he is a descendent of a line of Mechwarriors that both in and out of the Wolf's Dragoons has become synonymous with superlative leadership capabilities and preternatural field skills. The first to rise to prominence was Kelly Yukinov, who served as second-in-command to Jaime Wolf himself for nearly two decades. His son Joshua Yukinov - named to honor Jaime's long-dead brother - earned his own fame as he extricated the surviving members of the Dragoons from the horror of Outreach during the darkest days of the Word of Blake Jihad.

All this has not gone to his head, nor have the Yukinov's ever been accused of nepotism and Collin has earned his stripes at every step. His dedication to the Dragoons and his own mastery of light Battlemech combat assured that when the mercenaries secured the prototype Cougar, it was entrusted to him for their own field testing in the hopes of eventually replicating the technology.

Because of the deadliness of the design and an insult at the Jade Falcons, Collin has named the machine "Raptor."

## Cougar

<b>Serial Number</b>	JF774-339-X
<b>Mass</b>	35 tons
<b>Chassis</b>	Prototype Serial Composite
<b>Power Plant</b>	175 JF Extralight
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Prototype Improved Series I
<b>Armor</b>	Cmpd. JF Ferro-Fibrous
<b>Armament</b>	2 Magna Firestar ER PPC



### Commentary:

The original Cougar saw its birth by Clan Jade Falcon following the disastrous Trial of Refusal against Clan Wolf that devastated both of their Toumans (military forces). A light 'Mech, it was designed to be slower than normal, but pack the punch of a medium design.

As the Cougar was created off of the stock chassis of another 'Mech - The Puma - it is relatively easy to customize. As such, when a chassis was selected to build a prototype design fielding the most advanced weaponry coming from the Jade Falcon Clan's scientist caste, the Cougar was a prime candidate.

Almost a one of a kind design, this Cougar was in the process of field tests on the world of Pandora when it was raided by the Wolf's Dragoons mercenaries; they managed to capture the 'Mech and lift off planet with their prize intact.

Since that time this Cougar has been wreaking havoc for multiple factions, where its current pilot has sold his services.

## Filing Notes

<b>Record Number</b>	S128, S051
<b>Field Research</b>	C051, C012
<b>Thought Control</b>	G202, G122, G114
<b>Image Acquisition</b>	L314, L145
<b>Correction Enforcement</b>	D327

## Daneel Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>VEHICLE</b>	JES Missile Carrier
<b>DOB</b>	09/03/3104
<b>HAIR</b>	Dk. Brown
<b>EYES</b>	Hazel



Daneel Wolf and the few others that pilot vehicles in the Wolfkin Keshik are a minority unappreciated by some of their Keshik mates. Though the Clan invasion of the Inner Sphere in the 3050s showed how powerful combinedarms combat could be — fielding BattleMechs alongside vehicles, infantry and aerospace assets — many in the Wolfkin Keshik are traditional enough to remember the days when a Clansman of any salt would pilot only a 'Mech. They are smart enough to recognize Daneel's importance to their unit, but their hearts still remember a different time, which causes tension and, occasionally, provokes outright fights.

Like his fellow tankmen, however, Daneel stands tall, proud of who he is and fully aware of the importance he plays every time the Wolfkin Keshik enter combat. This quiet pride and dignity has won him many admirers among the Keshik, and has slowly begun to change the prevailing prejudices. It also helps that his combat ability on the field outshines even some of the MechWarriors'. As the complete conversion of the Clans to a combined-arms approach will make them more difficult to defeat in the long run, we should consider an attempt to sabotage this conversion process.

## JES Missile Carrier

<b>Serial Number</b>	SW383-05WV
<b>Mass</b>	50 tons
<b>Mvt. Type</b>	Hover
<b>Power Plant</b>	15 GM XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Armor</b>	Lexington Ltd. High Grade
<b>Armament</b>	3 Holly SRM VI 4 Holly SRM IV 1 Diverse Optics ER Small Laser 1 22mm Gatling Gun



### Commentary:

The JES Tactical Missile Carrier is Joint Equipment Systems' attempt to recapture this specialty market. Having produced the original SRM/LRM Carriers, in 3053 they lost the bid to produce upgraded versions of these venerable support vehicles. Shortly before the end of the Word of Blake Jihad, JES unveiled a new generation of missile carriers. However, the design's slow speed and relative lack of armor, combined with the end of the war, almost doomed the craft to extinction. Only orders from Periphery realms such as the Taurian Concordat, the Magistracy of Canopus, and the Marian Hegemony kept the design alive.

The particular design has fought on numerous battlefields across some six hundred light years, from the Periphery into the Republic. Having been taken in a Trial of Possession by its current pilot, Daneel Wolf loves the vehicle for its all-or-nothing design — massive firepower with almost no fall-back defense. He has named it "Blackwolf."

## Filing Notes

<b>Record Number</b>	DA-123-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Danni Haag

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>MECH</b>	Arbalest
<b>DOB</b>	12/10/3110
<b>HAIR</b>	Lt. Brown
<b>EYES</b>	Brown



Unlike most members of the Amaterasu, who can trace MechWarrior heritages back centuries, Danni Haag's ancestor first became a MechWarrior during the Clan invasion of the 3050s. A citizen of the Free Rasalhague Republic, her ancestor was horrified when Clan Wolf, along with Clan Ghost Bear, nearly swallowed her beloved State that only 15 years earlier had gained its independence from the Draconis Combine.

As the years passed, Clan Ghost Bear slowly began to seduce the population of the Free Rasalhague Republic into believing that the best course for freedom and protection lay in joining them. Danni's own ancestors wholly supported the union of the Free Rasalhague Republic and the Ghost Bear Dominion, which eventually led to the formation of the Rasalhague Dominion.

However, from her earliest years, Danni was horrified that her people had sold their souls for supposed protection, and joined the small but vocal minority that still seeks to overthrow the Ghost Bears and gain true independence. Forced to leave the Dominion because of her beliefs, she came to know and admire Katana Tormark, who promised to aid her in the future if she would pledge her loyalty and service to Katana now. She has quickly become one of Katana's most capable and ardent supporters.

## Arbalest

<b>Serial Number</b>	NC578-55Y
<b>Mass</b>	25 tons
<b>Chassis</b>	Star League NCX
<b>Power Plant</b>	Vlar 125
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Irece Standard
<b>Armament</b>	2 Mk.46 Type II LRM-10 Launcher 2 Series 2a Mk. 5 Extended Range Medium Lasers



### Commentary:

The Arbalest currently piloted by Danni Haag was actually a gift from the Nova Cats in the Combine to Katana Tormark. This is not only unusual, as the Clans are not known for gifting anything much less a BattleMech, but the fact that Khan Jacali Nostra is even aware of Katana's existence says volumes about Katana's growing power and influence; an influence not only felt in the Republic, but felt in the Combine as well. Why Khan Nostra felt the need to provide a gift is anyone's guess, but it cannot bode well.

As is her usual wont, Katana took said gift and transferred it to Danni Haag, sealing Danni firmly to herself. With its long-range, and significant firepower for a machine its size, Danni has named it "Hellwasp."

## Filing Notes

<b>Record Number</b>	DA-137-PE	06/29/3132
<b>Field Research</b>	S128, S051	06/19/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	06/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	06/29/3132

## Dekker Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>VEHICLE</b>	Behemoth II Tank
<b>DOB</b>	03/18/3095
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Dekker Nova Cat appears to be like every other Nova Cat warrior. He is dedicated to the cause of the Spirit Cats; he believes in visions, though not to the extent of the Purifiers; he is accomplished at the controls of his Behemoth II Tank, but not so much as to be noticed. In short, his very ordinariness makes him stand out. No one is that ordinary.

Though we have spent quite some time digging through his past, there is nothing to indicate he is anything more than what he appears to be. Both agents assigned to the case agree, however, that something does not feel right. Both suspect he is a plant and a spy — a spy for whom, however, is anyone's guess. All of the Great Houses have the ability to place an agent wherever they prefer. Though the Republic would like us to believe they do not engage in such activities, we know otherwise; he might be theirs. It is doubtful any of the other Clans would care enough to be involved in such an activity. The other possibility, though remote, is that he is a plant from Kev Rosse himself. The Senator has shown that he has supreme confidence in his Spirit Cats, but it would not be the first time a leader's actions behind the curtain did not match his public face.

Dekker bears further observation.

## Behemoth II Tank

<b>Serial Number</b>	SC449-21QK
<b>Mass</b>	100 tons
<b>Mvt. Type</b>	Tracked
<b>Power Plant</b>	300 Vlar XL
<b>Cruising Speed</b>	34 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Arcshield Max III Advanced
<b>Armament</b>	1 Exostar ER Large Laser 1 Poland Main Model C Gauss Rifle 2 Holly LRM 20-packs 2 Holly SRM IV



### Commentary:

The Behemoth II Heavy Tank is an upgrade of the original Behemoth Heavy Tank. Though the Behemoth was only a century and a half old when plans for the Behemoth II were begun — many other vehicle designs have seen service for several centuries without major modification — Aldis Industries nevertheless made the decision to fully upgrade one of their most successful designs.

However, though the original Behemoth proved a very successful design, the relative peace of the early 3100s across the Inner Sphere led to almost no orders. Desperate to find a way to generate sales of a vehicle that had been very costly to develop, Aldis Industries began to gift the design to any takers; considering that, after observing its performance in the first few months of conflict, those orders should come in abundance.

This particular Behemoth II was literally the first vehicle off the assembly line and was taken by Dekker Nova Cat of the Spirit Cats, who named it "Titan."

## Filing Notes

<b>Record Number</b>	DA-128-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	FURTHER REVIEW REQUIRED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Dereck Hasbani

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>MECH</b>	Atlas
<b>DOB</b>	02/17/3108
<b>HAIR</b>	Blonde
<b>EYES</b>	Blue



The Hasbani family owns one of the oldest Atlases still in service in the Inner Sphere. Produced in 2811, the Atlas has seen the four Succession Wars of the Royal Houses, the Clan Invasion, the FedCom Civil War, the Word of Blake Jihad, and the Reformation that resulted in the formation of the Republic of the Sphere. It is a history book, filled with the scars, blood and sweat of more than three centuries of conflict by the MechWarriors of the Hasbani.

Young Dereck Hasbani is the first warrior in two generations to pilot his family's storied BattleMech in combat, but his father was no stranger to conflict. The Hasbani ancestral homestead was one of the planets that House Davion ceded to the Republic upon its formation, and the Hasbani became citizens of this new nation without their consent. There was much media attention when Devlin Stone personally requested the Hasbani family to decommission their Atlas as part of the Republic's demilitarization program. They refused and have lived as outsiders within the Republic ever since.

Our agents attempted to recruit them during this period, but with no success. Recently we have heard that Dereck Hasbani accepted Duke Sandoval's invitation to join the Davion Guards. This may prove to be the homecoming the Hasbani have been anticipating for sixty years.

### Atlas

<b>Serial Number</b>	DC392-59R
<b>Mass</b>	100 tons
<b>Chassis</b>	Foundation Type 10X
<b>Power Plant</b>	Vlar 400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Special Hvy w/CASE
<b>Armament</b>	2 Victory Nickel Alloy Extended Range Large Lasers 1 Dragon's Fire Gauss Rifle 2 Guided Technologies 2nd Gen Streak SRM-6



### Commentary:

Ordered into production by General of the Star League Army Aleksandr Kerensky, the Atlas is arguably one of the most renowned BattleMechs ever designed.

The DC392-59R Atlas has fought in some of the most famous battles in the history of House Davion. It was there when Davion forces finally pushed House Kurita forces back from its border at the end of the First Succession War. It was there on Mallory's World at the end of the Third Succession War to watch the death of First Prince Ian Davion at the hands of Combine troops. It was there when Clan Jade Falcon was ravaging Lyran worlds, and it was there at the climactic battle of New Avalon when Victor Steiner-Davion finally deposed his sister, the usurper Katherine Steiner-Davion.

Though it has received numerous upgrades over the years, at its heart, the Hasbani's "Avatar" remains a MechWarrior's ultimate 'Mech.

### Filing Notes

<b>Record Number</b>	DA-115-PE	11/29/3132
<b>Field Research</b>	S088, S441	11/12/3132
<b>Thought Control</b>	C099, C212	CERTIFIED
<b>Image Acquisition</b>	G117, G116, G322	11/22/3132
<b>Correction Enforcement</b>	L333, L155	APPROVED
<b>Filing</b>	D327	11/29/3132



## "Dagger" Di Jones

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>MECH</b>	Hatchetman
<b>DOB</b>	04/04/3112
<b>HAIR</b>	Red
<b>EYES</b>	Brown



"Dagger Di" Jones' real name is Dianna Jones, but you would be ill-advised to call her such. Though the Republic likes to pretend that as a result of its revolutionary ideals and economics there is no poverty on its worlds, the truth is easy enough to find if you know where to dig. Jones is all too familiar with this phenomenon, having grown up on the meanest streets in the Republic — the world of Yorii in Prefecture X; the irony that the worst poverty-stricken world is also one of the closest to the 'golden' cradle of humanity is not lost on our Order.

With only herself to watch her back, Jones quickly made a name for herself not only because of her loner attitude, but also her ability to survive. Her first known use of a dagger was at age twelve, when a drunk felt he could have his way with a small child; the belly slashes taught him otherwise. Her aptitude with daggers quickly led to her nickname.

When the call to form Wyld's Jokers went out, Jones had already made her way into Prefecture IV and quickly fit into the hodgepodge unit. Though her general attitude had always been one of complete disdain for the opposite sex, she had a tempestuous relationship with Jack Farrell almost immediately upon entering the unit; we believe that one of their more infamous fights led directly to Jack's current nickname of "One-Eyed." Her only other known connection is the "Magpie" Webster; some speculate they are sisters, but this is doubtful.

### Hatchetman

<b>Serial Number</b>	TR248-22X
<b>Mass</b>	45 tons
<b>Chassis</b>	Chariot Type II
<b>Power Plant</b>	GM 180 XL
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Luxor 2/Q
<b>Armor</b>	Durallex Medium Standard
<b>Armament</b>	1 Defiance 3BM Extended Range Medium Laser 1 Imperator Automatic Ultra-10 Autocannon 1 Defiance Type G3 'Mech Hatchet



#### Commentary:

With her affection for all things sharp, when "Dagger Di" Jones saw the Hatchetman BattleMech for the first time, it was simply love at first sight. The previous occupant of the 'Mech was interested in keeping his ride, but she quickly disabused him of the notion of ownership, along with a lot of blood and some skin.

A well-rounded medium 'Mech, the Hatchetman has been a strong design since it was first introduced in 3023. With its depleted-uranium-edged hatchet blade — which she has already proven can shear 'Mech heads off like a hot knife through butter — she simply can't imagine piloting any other type of 'Mech and has no plans to; if her "Dagger" dies, so does she.

### Filing Notes

<b>Record Number</b>	DA-131-PE	06/29/3132
<b>Field Research</b>	S128, S051	06/19/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	06/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	06/29/3132

## Diane Jameson

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>RANK</b>	Leftenant
<b>MECH</b>	Ryoken II
<b>DOB</b>	03/17/3098
<b>HAIR</b>	Auburn
<b>EYES</b>	Brown



Diane Jameson is an unusual MechWarrior, as her first love and desire was to be an aerospace pilot. Accepted into the prestigious Lloyd Marik-Stanley Aerospace School in the Marik Commonwealth, she excelled, and by her third year was at the top of her class.

Though she tried to remain neutral, during her third year the entire school divided along political lines as students chose sides in the conflict between the three heirs to the House Marik throne: Anson Marik, Jessica Marik and Fontaine Marik. With the collapse of the Free Worlds League following the Word of Blake Jihad, numerous battles had been fought in the subsequent sixty years to reunite the Free World League under many Marik heirs — all to no avail. The current contenders caused the school to divide itself and combat actually occurred before one side gained ascendancy. Though her House has clashed with itself more than any other Great House, Diane was still horrified to see her best friends and classmates kill each other. She fled to the Republic.

There, though her military mindset was too ingrained for her to not enlist, her terrible memories kept her from an aerospace fighter. Instead, she zealously threw herself into becoming a top-rate MechWarrior, in a faction that had nothing to do with her broken yesterdays.

## Ryoken II

<b>Serial Number</b>	GB337-49G
<b>Mass</b>	75 tons
<b>Chassis</b>	DSAM Endo 5
<b>Power Plant</b>	GM 375 XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	87 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging ZM20
<b>Armament</b>	4 Type OVR-X LB 2-X Autocannon 2 Type XVI LRM-15 Launchers



### Commentary:

A Clan Ghost Bear design first introduced in 3075, it was an attempt to achieve the same success that Clan Diamond Shark had with its Mad Cat II design, which increased the tonnage and lethality of the original Mad Cat. The Ryoken II increased the tonnage from a medium to a heavy 'Mech, which resulted in a strong design.

Ryoken II GB337-49G was the first design sold directly to the Republic of the Sphere, not simply acquired through a Trial of Possession, which caused a stir among Clans Jade Falcon, Hell's Horses, and Wolf. Several actual Trials of Grievance from Clan Hell's Horses were declared and fought against the Ghost Bears.

Having served in the Republic military, it was "taken" for use by Duke Sandoval and is currently piloted by Diane Jameson. She has named it "Olympia."

## Filing Notes

<b>Record Number</b>	DA-144-PE	02/26/3132
<b>Field Research</b>	S128, S051	02/14/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	02/19/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	02/26/3132

## Dmitri Sorkin

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>RANK</b>	Go-cho
<b>VEHICLE</b>	JESII Missile Carrier
<b>DOB</b>	10/09/3104
<b>HAIR</b>	Lt. Brown
<b>EYES</b>	Brown



Dmitri Sorkin is a direct pure-blood descendent of Russian immigrants that first colonized the world of Tikonov. This colony eventually led to the formation of the interstellar empire known as the Grand Tikonov Union. Though it has been eight hundred years since the Grand Tikonov Union lost its battle for supremacy and was subsumed by more larger, more powerful empires, hard-line decedents of the original colonists still talk about those lost glory days. Even now, they talk of someday taking back Tikonov and reclaiming their rightful place among the stars.

Dmitri couldn't care less. As quickly as he could leave his parents and what he calls "their interminable, worthless chatter," he did so, booking passage into Prefecture III. There, he found a cause — and more importantly one that he believes might actually succeed in his lifetime — that of Katana Tormark and her Dragon's Fury. His parents' "endless chatter" did do one thing for him: it primed him to crave a mission, suiting him perfectly for The Brotherhood.

Though green and still learning the ropes, it appears that the now-disinherited Sorkin will make a fine vehicle pilot. He's young enough that, presented with a more attractive cause — ours — he could be turned and molded to our purposes.

## JESII Strategic Missile Carrier

<b>Serial Number</b>	DC229-36RJ
<b>Mass</b>	95 tons
<b>Mvt. Type</b>	Tracked
<b>Power Plant</b>	285 Pitban
<b>Cruising Speed</b>	22 kph
<b>Maximum Speed</b>	32 kph
<b>Armor</b>	190 DAV
<b>Armament</b>	4 FarFire LRM 20 Racks 2 FarFire LRM 10 Racks



### Commentary:

Along with the JES Tactical Missile Carrier, the JESII Strategic Missile Carrier is Joint Equipment Systems attempt to recapture the specialty market of support missile carriers after losing it in the 3050s. However, unlike the JES Tactical Carrier which, due to its specialized design, was not well received, the JESII Strategic Carrier was universally accepted. Even though the design premiered right at the end of the Word of Blake Jihad, every House, and even some Periphery realms and Clans, purchased significant quantities of the design.

DC229-36RJ was originally fielded in the Free Worlds League and fought on the world Regulus as two claimants for the House Marik throne clashed. It went on to see combat on several other League worlds, including Marik. When elements from the Free Worlds Legionnaires accidentally jumped across The Republic border, all of their equipment was seized before they were repatriated. The current pilot, Dmitri Sorkin, has named his vehicle "Hellfire."

## Filing Notes

<b>Record Number</b>	DA-127-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	FURTHER REVIEW REQUIRED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Erin Johnston

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>MECH</b>	Jupiter
<b>DOB</b>	UNKNOWN
<b>HAIR</b>	Black
<b>EYES</b>	Black



Erin Johnston (certainly not her real name) is an anomaly. Erin has always been at Katana Tormark's side. She has fought passionately and valiantly, on and off the battlefield, with both words and fists. She can be aristocratic and elegant and in the next breath savagely brutal and utterly base. All our attempts to examine her history have come up against a blank wall; she either came out of nowhere or has done a fantastic job of concealing her past. Due to her abilities and the obvious favor Tormark shows her, a number of people, even within the Amaterasu, have attempted to discredit Erin; none has succeeded.

Regardless of whatever secrets her past may hold, there is apparently no one more devoted to Tormark than Erin Johnston. She does not fight for a cause, or for personal glory and fame — she fights only for Katana. With no background for us to work from and no apparent personal agenda, she is impervious to our agents. We must consider her a deadly asset or adversary depending solely upon Katana Tormark's will.

## Jupiter

<b>Serial Number</b>	JF999-84U
<b>Mass</b>	100 tons
<b>Chassis</b>	Olivetti Stage 9
<b>Power Plant</b>	300 XL
<b>Cruising Speed</b>	34 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Raydient Series 7
<b>Armament</b>	2 Type XX Extended Range PPC 2 Series IV Long-Range 15 Launchers 4 Type DL Ultra-5 Autocannon



### Commentary:

The Jupiter was designed as a companion to Clan Jade Falcon's premier assault 'Mech, the Turkina. Though the Jupiter is not as versatile as the Turkina, the scientist castemen who developed it built a rugged design out of the most common parts available, hoping it could thus be easily repaired in the field. This proved to be the case, and the Jupiter quickly became a favorite among Jade Falcon Second-Line Galaxies.

This Jupiter accompanied one of the few warriors of Clan Jade Falcon who followed Devlin Stone during the formation of the Republic. However, the pilot soon discovered that peace was not what she thought it would be and simply disappeared. The Knights of the Sphere were more than willing to take on the impressive machine she left behind.

It is currently piloted by Erin Johnston, who calls her 'Mech "Io," after one of Jupiter's moons.

## Filing Notes

<b>Record Number</b>	DA-116-PE	07/23/3132
<b>Field Research</b>	S128, S051	07/18/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	07/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	07/23/3132

## Etan Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>VEHICLE</b>	BE701 Joust Tank
<b>DOB</b>	03/27/3104
<b>HAIR</b>	Brown
<b>EYES</b>	Hazel



Etan Nova Cat appears to be on a collision course with Janis Nova Cat within the Purifiers. It does not have to do with a difference of opinion or even ideology. They are both dedicated to becoming the greatest warrior the Spirit Cats have ever known, and they both believe that their visions are more appropriate than those of their leader, Kev Rosse.

Ultimately, there can be only one Spirit Cat champion. The competition between them is fierce, and Etan and Janis each have their own methods. Though he has not had the tattooing and body piercing to the extent that Janis has, he is known for his berserker rages, driving his Joust Tank into situations that would cow most vehicle pilots. In some instances, it has been said that even a 'Mech would have perished in the combat situations that Etan and his vehicle have survived. As his reputation has grown and respect among his fellow Clansmen has risen, so has he come to Janis' attention; he's unwelcome competition, and may well be in her sights very soon.

If need be, this situation is ripe for our manipulation.

## BE701 Joust Tank

<b>Serial Number</b>	NC230-51TI
<b>Mass</b>	40 tons
<b>Mvt. Type</b>	Tracked
<b>Power Plant</b>	200 Standard
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Armor</b>	Advanced Compound Beta
<b>Armament</b>	8 Series 2c Light Machine Guns 1 Series 7N ER Large Laser 1 Type X "Short Bow" LRM-10 launcher



### Commentary:

After the successful debut of the SM1 Tank Destroyer, Clan Nova Cat immediately launched plans to develop yet another medium tank. However, this design was to be a lot more specialized, allowing it to deal long-range damage, but at the same time mount an extensive array of antipersonnel weaponry.

The first series of Jousts to ship off the line developed a bug in their fire control system which could result in the large laser suddenly discharging. The bug was soon resolved on all in the first series, except for NC230-51TI, which its current pilot, Etan Nova Cat, swears still has a problem, leading him to call it "Gremlin." As the Clan Scientist Caste has been over the design four times, behind the pilot's back they have begun to wonder if the pilot's "mystic visions" aren't affecting his mind and, more importantly, his targeting ability.

## Filing Notes

<b>Record Number</b>	DA-122-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Fetanet Eryaman

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>MECH</b>	Panther
<b>DOB</b>	03/18/3103
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



Fetanet is a member of the famous Eryaman spacing family, which for centuries has plied the space lanes, selling its JumpShip and DropShip services to all comers. We have employed them on many occasions ourselves. Our spies were aware of Fetanet's daydreams of becoming a MechWarrior, something his parents would never allow. When he melted into the crowds on the world of Tikonov to follow his dreams, leaving behind the security and comfort of his parents' DropShip, it became clear he was serious about his ambitions. We lost track of him for a brief period, as did his family, but our intelligence indicates that within months of his disappearance, he found a job piloting a ConstructionMech and became quite accomplished with it. When Duke Sandoval formed the Prince's Men, Eryaman presented himself with no introduction and demanded an opportunity to prove his worth. Scant months later he was in command of a real BattleMech, living the adventure he'd always dreamed of. Eryaman is loyal to the Duke for giving him a chance, but he still wishes he had a way to mend the rift with his family. This longing for reconciliation is a potential chink in his armor.

### Panther

<b>Serial Number</b>	DC331-98A
<b>Mass</b>	25 tons
<b>Chassis</b>	Alshain-560 Carrier Endo Steel
<b>Power Plant</b>	Leenex 140
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Lexington Ltd. Lifters
<b>Armor</b>	Maximilian 42
<b>Armament</b>	2 Telos SRM-4 Missile Rack 1 Lord's Light II Extended Range PPC



#### Commentary:

Perhaps because his family has such a distinguished lineage going back centuries, upon receiving his assignment to pilot the Panther, Fetanet Eryaman became obsessed with finding out the lineage of 'Mech DC331-98A.

Its recent history was easy enough to discover: when a MechWarrior of the Robinson Rangers deserted his post in the Federated Suns to follow Devlin Stone, he brought this 'Mech with him. However, upon digging further, Fetanet found that it had been taken from Chu-sa Suan Hap Do, a battalion commander in the Ninth Benjamin Regulars of House Kurita, during the conflict for Proserpina more than a half-century before. Furthermore, the Panther had been in that family for more than a century and a half.

Pleased to be piloting a 'Mech with a lineage every bit as prestigious as his own, Fetanet named the Panther "Pride." As the Panther mounts one of the largest weapons on a light 'Mech, it has already lived up to its new name on the battlefield.

### Filing Notes

<b>Record Number</b>	DA-107-PE	03/14/3132
<b>Field Research</b>	S128, S051	03/02/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	03/10/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	03/14/3132

## Sgt. Gregory Lee

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>RANK</b>	Sergeant
<b>VEHICLE</b>	Condor Tank
<b>DOB</b>	06/23/3097
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Gregory Lee was born to be a follower. One of the countless millions, he shined when he was in the orbit of a stronger individual. Though he passed through many such relationships, which occasionally led him into crime, it was not until he met Ben Gerring that his relationship with a stronger personality turned into worship. Ben was everything that Gregory was not: outgoing, good looking, personable and easily excelling at everything he tried. Born on the exact same day, Gregory was convinced he had found his 'friend' for life. All of that changed when Ben became a MechWarrior and he failed to do so. As Ben patted him on the back and left, his worship turned to hatred, and he swore vengeance against the idol that had turned its back on him.

Though he'd failed as a MechWarrior, his determination was fired by hatred, and he quickly learned how to pilot a vehicle. He graduated close to the top of his class. With diploma in hand, he followed his old friend straight to the Prince's Men and enlisted, knowing that at some point, an opportunity for payback would present itself. Such discord in the ranks could be a very useful development.

### Condor Multi-Purpose Tank

<b>Serial Number</b>	FS285-00MR
<b>Mass</b>	50 tons
<b>Mvt. Type</b>	Hover
<b>Power Plant</b>	300 Vlar XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Armor</b>	Starslab/9.5 MkII
<b>Armament</b>	2 SureFire Miniguns 1 Valiant Arbalest LRM 15-pack 1 Mydron Excel 5SG LB-X AC



#### Commentary:

Like many of the new vehicles finding their way to the modern battlefield, the Condor Multi-Purpose Tank is an extensive upgrade of the classic Condor Heavy Hover Tank. Though the modern incarnation has a slower top speed and actually mounts fewer weapons, it boasts a greater longrange capability, as well as mounting an advanced LB-X type autocannon.

This particular Condor first saw action against the Word of Blake. Within a year of the launch of the WoB Jihad, the Northwind Highlanders came under siege on their home world, Northwind. An entire company of these vehicles was used to harass the enemy advancing toward the capitol of Tara, which kept them off guard long enough for reinforcements to arrive and force them off-world. This vehicle was the only one to survive. From that day forward it has been nicknamed "Defender." Its current pilot, Gregory Lee, is more than happy to keep the appellation.

### Filing Notes

<b>Record Number</b>	DA-121-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	FURTHER REVIEW REQUIRED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Hitoshi Sato

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>MECH</b>	Pack Hunter
<b>DOB</b>	09/14/3110
<b>HAIR</b>	None
<b>EYES</b>	Brown



As far as our agents can determine, Hitoshi Sato is completely unique and arguably one of the most important assets at our disposal. The fact that the Republic or a Great House has not kidnapped him is a testament to his skills and the growing power of the Dragon's Fury.

In late 3126 Hitoshi was taken as bondsman by Clan Sea Fox. Proving his worth in the following years, he went through the traditional Clan adoption, abtakha, and became a Fox warrior. In 3129, he was instrumental in the successful Trial of Possession for two new DropShips from the world of Ankaa. As a 'reward' for his brilliant battlefield tactics and at his own request, he is the only known non-Clansman born individual to survive the implantation of the Clans' Enhanced Imaging device. In 3031, Hitoshi was taken by a unit then commanded by Prefect Katana Tormark; he has since stayed there.

Though the fiber-optic wires that appear as luminous lines under the skin across his body make most Spheroids uneasy, it gives him an unmatched connection with a BattleMech. Additionally it is also a technology that the Inner Sphere has yet to replicate, something the Order should be able to use to its advantage.

## Pack Hunter

<b>Serial Number</b>	WC227-28B
<b>Mass</b>	30 tons
<b>Chassis</b>	Type AR1 Endo Steel
<b>Power Plant</b>	Light Force (extra-light) 210
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	Leaper Model, L5
<b>Armor</b>	Royal-7 Ferro-Fibrous
<b>Armament</b>	1 Ripper Series A1 ER PPC 8 General Systems Extended Range Micro Lasers



### Commentary:

In the hands of any MechWarrior the Pack Hunter is a potent 'Mech. With a powerful energy weapon and a top-end speed of over one hundred kilometers an hour—not to mention an impressive jump range — this 'Mech is a superb flanking unit.

However, in the hands of Hitoshi Sato and his Clan Enhanced Imaging implants, the Pack Hunter — which he calls the "Dragonhound" — comes alive as for almost no other MechWarrior. Able to tie directly into the enhanced-imaging display system of the Pack Hunter, Hitoshi's quickness and combat marksmanship have made this BattleMech a feared sight on any battlefield. This has served the Dragon's Fury well and will likely continue to do so for some time to come.

## Filing Notes

<b>Record Number</b>	DA-129-PE	06/29/3132
<b>Field Research</b>	S128, S051	06/19/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	06/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	06/29/3132



## "One-Eyed" Jack Farrell

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>MECH</b>	Jupiter
<b>DOB</b>	07/04/3094
<b>HAIR</b>	Black
<b>EYES</b>	Lt. Blue



Despite our intelligence efforts, we have not yet determined how an unsavory individual such as Jack Farrell came to possess an assault BattleMech, much less a brand-new design of the *Jupiter* class. The Order does know that he was born on the world of Sarna in the Capellan Confederation. He ran away from home when he was only 14, stowing away on a cargo DropShip. From there he ranged far and wide, from the Federated Suns to the Capellan Confederation and the Lyran Commonwealth, working initially as a simple cargo handler but slowly making his way up the food chain. Between 3127 and 3131 he simply vanished, and when he reappeared within The Republic, already a member of Wyld's Jokers, he was piloting an assault-class Clan BattleMech.

Since his return, it is believed he lost his left eye in a fight with his supposed lover, "Dagger Di" Jones. This apparently has not impaired his battlefield performance; it has, however, increased his ferocity in combat.

### Jupiter

<b>Serial Number</b>	JF390-22U
<b>Mass</b>	100 tons
<b>Chassis</b>	Olivetti Stage 9
<b>Power Plant</b>	300 XL
<b>Cruising Speed</b>	34 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Raydient Series 7
<b>Armament</b>	2 Type XX Extended Range PPCs 2 Series IV Long-Range 15 Launchers 4 Type DL Ultra-5 Autocannons



#### Commentary:

Though not as versatile as the *Turkina*, Clan Jade Falcon's premier assault 'Mech, the *Jupiter* is still a rugged design that is an excellent companion to the superior machine. With common parts, it is readily repaired in the field, giving it a longevity that most other designs cannot match.

How this particular design came into the hands of "One-Eyed" Jack Farrell is anyone's guess. It is almost a crime to see such a fine BattleMech in the hands of a person most people consider a common criminal. Nevertheless, his "Godfist" is more than a match for most opponents — they don't survive calling him "common" for very long.

### Filing Notes

<b>Record Number</b>	DA-142-PE	06/29/3132
<b>Field Research</b>	S128, S051	06/19/3132
<b>Thought Control</b>	C051, C012	FURTHER REVIEW REQUIRED
<b>Image Acquisition</b>	G202, G122, G114	06/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	06/29/3132

## Jacqueline Tadaka

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>MECH</b>	Legionnaire
<b>DOB</b>	04/08/3111
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Jacqueline Tadaka is a great disappointment to us. She was born into a poor family on Kurhah, one of our planets on the border with the Republic. At a young age she turned to a life of crime and quickly made a name for herself among the local yakuza. Over several years, she worked her way up through the ranks until her worth and natural aptitude for piloting a BattleMech allowed her to enter one of our Ghost Regiments. House Kurita established these units as a way to capitalize on the talents of the Combine's underworld, people like Jacqueline Tadaka, who would never be allowed in a normal military unit. As a member of an all yakuza unit, she has been extremely effective in the service of the Coordinator.

In the chaos, greed, and pettiness in the aftermath of the communications blackout, however, Jacqueline actually defected to the Republic. What's worse, she has sided with the Swordsworn faction, effectively throwing away her past to sleep with the enemies of the Dragon, House Davion. What might have caused this defection is unknown at this time. However, many of her new brothers-in-arms only see a traitorous snake and refuse to believe her defection sincere; this can be used to our advantage.

### Legionnaire

<b>Serial Number</b>	FS736-04K
<b>Mass</b>	50 tons
<b>Chassis</b>	2A Type 15 Endo Steel
<b>Power Plant</b>	350 Magna XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard II
<b>Armament</b>	1 Mydron Model RC Rotary Autocannon 5



#### Commentary:

The Legionnaire was one of the last new designs to be mass-produced by the Achenar BattleMechs factory of the Federated Suns, before the plant was scaled back after the formation of the Republic. The FS736-04K played a pivotal role in the third battle of New Avalon, when WoB forces tried once again to destroy the head of House Davion. Along with three other Legionnaires, this 'Mech used its incredible speed to good effect to harass the attacking left flank as the enemy attempted to ford the Thames river and gain a foothold on the Isle of Avalon. The attacking force was so disorganized by their assault that a concerted counterattack broke their momentum, and the WoB were finally forced offplanet. As with so many designs, its MechWarrior followed Devlin Stone into the Republic, where it finally found its way to Jacqueline. After her first battle, she named it "Tsunami."

### Filing Notes

<b>Record Number</b>	DA-111-PE	02/28/3133
<b>Field Research</b>	S007, S122	02/17/3133
<b>Thought Control</b>	C257, C084	CERTIFIED
<b>Image Acquisition</b>	G347, G114	02/22/3133
<b>Correction Enforcement</b>	L281, L095	APPROVED
<b>Filing</b>	D327	02/28/3133

## Janella Lakewood

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights of the Sphere
<b>MECH</b>	Tundra Wolf
<b>DOB</b>	02/07/3099
<b>HAIR</b>	Black
<b>EYES</b>	Green



Janella grew up in a noble household on the world of Fletcher. Her mother was a well-respected jurist and her father was a genius whose work in gene therapy for disease earned him an honorary Republic Knighthood.

Janella combines the best of both parents, which enabled her to gain admittance to the Murchison Military Academy where she achieved recognition both for her intelligence and the speed with which she adapts to any situation.

Upon graduation she was offered a position in The Republic military, but she got a deferral to earn her law degree. Graduating third in her class, she became licensed to practice law, and The Republic quickly found her very useful as a negotiator in certain disputes. Ever an overachiever, she worked hard to solve problems without resorting to violence, something she realizes is not always possible.

Her varied skills and impressive achievements both on and off the field of battle brought her to the attention of the Knights of the Sphere, who offered her a chance to be inducted into their Order. As ever, her skill, tenacity, and achievements led her to pass through the Knight-Errant phase very quickly, and she has since served with distinction as a Knight.

## Tundra Wolf

<b>Serial Number</b>	WC320-00L
<b>Mass</b>	75 tons
<b>Chassis</b>	Mark XX Heavy Endo-Steel
<b>Power Plant</b>	300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph, 86 kph w/MASC
<b>Jump Jets</b>	BMP Series XV
<b>Armor</b>	Beta Compound (Standard)
<b>Armament</b>	1 Type 9 Series 1 Advanced Tactical Missile System 4 Series 2b ER Medium Lasers 1 Type XX "Long Bow" LRM 20 1 Series 7K ER Large Laser 1 Smartshot MkV Streak SRM-4



### Commentary:

Though it began production too late to have any effect in the war against the Word of Blake, the *Tundra Wolf* was the first Clan Wolf design wholly designed and produced in the Inner Sphere. Like many of the *Tundra Wolves* found in The Republic, this unit was shipped to those Wolf warriors from Delta Galaxy who pledged themselves to the formation of The Republic.

WC320-00L was piloted by the first Wolf warrior to be offered a place in the Knights of the Sphere, and he was allowed to retain the design upon accepting that great honor. After his death, the design became a part of the Knights, to be bestowed upon the next worthy individual in need of such a powerful 'Mech.

The current pilot, Janella Lakewood, has named it "Andrea" to honor her mother.

## Filing Notes

<b>Record Number</b>	DA-139-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Janis Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>MECH</b>	Arbalest
<b>DOB</b>	09/12/3113
<b>HAIR</b>	None
<b>EYES</b>	Blue



Like all members of the fanatic Purifiers, Janis embraces the mysticism that guides the Spirit Cats, but she takes it to a level far beyond most of her fellow Clansmen. She claims that during her Trial of Position, which gained her entry into the Purifiers, she had a vision of the glory she would reap for herself and her Clan; she has dedicated herself to becoming the ultimate warrior ever since. Her scalp is permanently shorn of hair, and every inch of her body is covered with glyphs and symbols that tell a story only she understands.

She is a superb pilot and leader, and she is arrogant enough to question the leadership of Galaxy Commander Kev Rosse. Though he defeated her in a Trial of Grievance over one of his decisions, she is convinced that her vision for the Spirit Cats is the true path and that Kev Rosse must go. We can exploit her ambition and single-mindedness should the need arise.

### Arbalest

<b>Serial Number</b>	NC471-21X
<b>Mass</b>	25 tons
<b>Chassis</b>	Star League NCX
<b>Power Plant</b>	Vlar 125
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Irece Standard
<b>Armament</b>	2 Mk.46 Type II LRM-10 Launcher 2 Series 2a Mk. 5 Extended Range Medium Lasers



#### Commentary:

Janis Nova Cat is rightly proud of her Arbalest, "Sanctum." A brand-new design to the Nova Cats within the Draconis Combine, none is available to the Spirit Cats in the Republic. In 3129, however, she won the right to travel to the Nova Cat capital of Irece in House Kurita, one of only a handful of Spirit Cats to do so in the past several decades, and there consulted with the Nova Cat Oathmaster. Upon seeing the first Arbalest walk off the assembly line, she immediately declared a Trial of Possession for it and claimed it as her spoils of victory.

Janis has already made good use of the machine. Though slow for a light 'Mech, it has a long range and significant firepower for such a light design. In late 3131, against an unknown enemy fielding several BattleMechs, the Arbalest's combination of range and firepower kept the enemy at bay until reinforcements could arrive.

### Filing Notes

<b>Record Number</b>	DA-105-PE	06/29/3132
<b>Field Research</b>	S128, S051	06/19/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	06/22/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	06/29/3132

## Joel Brane

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>MECH</b>	Koshi
<b>DOB</b>	03/26/3106
<b>HAIR</b>	Blonde
<b>EYES</b>	Green



One of the most experienced warriors in the First Kearny, Joel Brane could likely have taken command of the unit upon retirement of the previous commander. However, he simply didn't care enough to try.

Brane has never been particularly driven, and his laid-back attitude might have seen him either booted out for insubordination and lack of decorum (not to mention breaking nearly every rule in the book) or killed in one of his unit's infrequent skirmishes with marauding pilots, except for one thing: his natural talent. Brane is one of the most gifted MechWarriors ever to emerge from the Northwind Military Academy, although he failed to graduate with honors - again, he did not care enough. This indifference has caused significant friction with his superiors and even many of his own warriors.

However, those who stay in his command, though they tend to take on his indifference to military decorum, have a better rate of survival than any other unit in the Highlanders. As though to further demonstrate his take on life, Brane's Koshi is nicknamed "Chill".

## Koshi

<b>Serial Number</b>	Unknown
<b>Mass</b>	25 tons
<b>Chassis</b>	Type 2 STD Endo Steel
<b>Power Plant</b>	175XL
<b>Cruising Speed</b>	75.6 kph
<b>Maximum Speed</b>	118.8 kph
<b>Jump Jets</b>	Grandthrust Mk I
<b>Armor</b>	Forging ZM7 Ferro-Fibrous
<b>Armament</b>	4 Type 1 Cross-Pattern SRM IV Launchers

### Commentary:

This speedy light 'Mech offers a wide range of possibilities for its pilot. With great speed and jump capabilities, along with the superior heat dissipation and good armor protection for such a light machine, the Koshi can be deployed in almost any situation. It has a good offensive punch; however, it is still a light 'Mech, so pilots must be careful when pitting this machine against much larger 'Mechs.



## Filing Notes

<b>Record Number</b>	
<b>Field Research</b>	S128, S051
<b>Thought Control</b>	C051, C012
<b>Image Acquisition</b>	G202, G122, G114
<b>Correction Enforcement</b>	L314, L145
<b>Filing</b>	D327

## Jonah Levin

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Paladins
<b>RANK</b>	Paladin
<b>MECH</b>	Atlas
<b>DOB</b>	07/10/3082
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



Jonah Levin grew up on the world of Hesperus II, where his uncle owned a parts manufacturer that supplied the on-world 'Mech factory, Defiance Industries. At his uncle's knee he learned business and an admiration for 'Mechs that led to military school.

Nevertheless, his life has been beset by bad and good luck. When bad luck hits, it's usually disastrous, but somehow he's throne clear or benefits from it. Such an incident was the battle for Kurragin in 3110 when his unit was slaughtered to a man around him, yet he managed to survive. His courage, and more importantly his desire to want to help the families of those who died on Kurragin, brought him to Devlin Stone's attention and he was offered the chance to become a Knight of the Sphere.

Through tireless and selfless work over many years, Devlin Stone chose Levin to enter his inner circle, becoming one of the eighteen Paladins of the Exarch's council, where he continues to serve with devotion.

## Atlas

<b>Serial Number</b>	DC558-00T
<b>Mass</b>	100 tons
<b>Chassis</b>	Foundation Type 10X
<b>Power Plant</b>	Vlar 400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Special Hvy w/CASE
<b>Armament</b>	2 Victory Nickel Alloy Extended Range Large Lasers 1 Dragon's Fire Gauss Rifle 2 Guided Technologies 2nd Gen Streak SRM-6



### Commentary:

Unlike so many Atlases that walk today's battlefields with a history centuries long — such as the "Avatar" piloted by Dereck Hasbani of the Swordsworn — this Atlas is less than a year old. Nevertheless, it still has the entire, storied history of its make behind it, providing it with a proxy past that other warriors respect...and fear.

Ordered into production by General of the Star League Army Aleksandr Kerensky himself, the Atlas was to be the ultimate 'Mech, capable of striking terror into opponents with its fearsome head design before a single weapon was ever discharged.

Having only recently walked off the assembly line, this Atlas was purchased by the Republic for the Knights of the Sphere. Currently it is piloted by Jonah Levin who, strangely enough, named it "Solitude."

## Filing Notes

<b>Record Number</b>	DA-143-PE	10/12/3132
<b>Field Research</b>	S128, S051	10/01/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	10/07/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	10/12/3132

## Jun'ko Oshiro

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>RANK</b>	Gunsho
<b>VEHICLE</b>	M1 Marksman Tank
<b>DOB</b>	11/24/3100
<b>HAIR</b>	Pink
<b>EYES</b>	Brown



*Gunsho* Jun'ko Oshiro has courted danger almost from the moment she joined The Brotherhood of the Dragon's Fury. A superb vehicle commander and a brilliant tactician, she has proved her worth many times over in recent engagements. She is, however, extremely dissatisfied with being stuck in a green, hodgepodge unit like The Brotherhood. Though devoted to House Kurita and loyal to Katana Tormark, she wants a promotion that she feels will bring her the honor she deserves.

She has no interest in joining our organization — she would not meet our criteria in any case — and Tormark has already decided that Jun'ko's impatience and hot-headedness make her too volatile to be promoted to the Amaterasu. It is this judgment that has angered her (bearing out Tormark's perception) and caused her to protest directly to Katana on several occasions.

Regardless of Oshiro's battlefield expertise or her value to The Brotherhood and the Dragon's Fury as a whole, it is not in Katana's nature to accept such behavior from her troops. Though this is a perfect opportunity to foment discord among the Dragon's Fury if we find it necessary, this agent does not believe Jun'ko Oshiro will survive long enough to be of any use to us.

### M1 Marksman Tank

<b>Serial Number</b>	DC606-37TD
<b>Mass</b>	95 tons
<b>Mvt. Type</b>	Tracked
<b>Power Plant</b>	285 Pitban
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Protec 12FF
<b>Armament</b>	1 Lord's Thunder Gauss Rifle 2 GT 2nd Generation SRM4s 2 Ayukawa "Slapper" Short-Range Six-packs 4 Bulldog Miniguns



#### Commentary:

The M1 Marksman Tank, like the Demon Medium Tank, was contracted by the Republic and designated as such to tie in with the original Marksman, first produced in 2702 for the original Star League. However, unlike the Demon, which many pilots consider to be an inferior design, the M1 is a massively more powerful one. Though the original Marksman actually mounted an artillery weapon, the current design is a more traditional tank. However, at thirty tons heavier than the original, it has an arsenal of weaponry that few other modern tanks can match.

DC606-37TD was first used in combat when a rogue Warrior House from the Capellan Confederation, apparently feeling dishonored at the loss of their Chancellor's ancestral home world Liao to the Republic, attempted to recapture the planet. The devastating firepower of the M1 provided the bulwark against which this Warrior House died. Jun'ko Oshiro has named this vehicle "Bakemono," or monster.

### Filing Notes

<b>Record Number</b>	DA-125-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Kara's Scorchers

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>COMMANDER</b>	Kara Fletcher
<b>TYPE</b>	Mixed Infantry
<b>UNITS</b>	Four (4)



Originally a member of Hell's Horses' enclave in the Republic, Kara Fletcher was already a Bloodnamed Elemental when she was taken as a bondsman during a conflict between the Hell's Horses and the Nova Cats, right before the loss of the HPG grid. Quickly demonstrating her abilities, she was adopted into the warrior caste and rose steadily through the ranks. She is currently a Star Captain in the Shiva Keshik.

Though she does not appear to have any ambitions beyond fighting and furthering the cause of her Clan, Kara has enemies who are jealous of her success. Her massive size (she is one of the largest elementals ever to enter service) and combat prowess (thanks to the unmatched battle-armor training of the Hell's Horses) have earned her a following of Infantry troopers that have named themselves Kara's Scorchers. Their bold frontal assaults tend to take even MechWarriors off guard, leading to their defeat and another notch in Kara's victory belt.

### Clan Battle Armor

<b>Mass</b>	1 ton
<b>Chassis</b>	Medium Humanoid
<b>Ground Speed</b>	11 kph
<b>Jump Jets</b>	Standard Clan 120M jump pack
<b>Armor</b>	Standard Clan
<b>Armament</b>	1 General Systems Type II Heavy Flamer 2 Pattern J2 SRM-2 launchers

#### Commentary:

Not as versatile as its predecessor, the Elemental Battle Armor, the fast and well-armed Clan Battle Armor is nevertheless one of the most potent battle armor models currently in the field. Along with twin short-range missiles, it also mounts a heavy flamer which it can use to overheat BattleMechs.

### Filing Notes

<b>Record Number</b>	
<b>Field Research</b>	S128, S051
<b>Thought Control</b>	C051, C012
<b>Image Acquisition</b>	G202, G122, G114
<b>Correction Enforcement</b>	L314, L145
<b>Filing</b>	D327



**Kara's Pride**  
Standard Foot



**Kara's Vision**  
Cavalier Battle Armor



**Shadow Stalkers**  
Purifier Battle Armor



**The Scorchers**  
Clan Battle Armor



## Kendrick Fetladral

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>MECH</b>	Mad Cat III
<b>DOB</b>	06/15/3112
<b>HAIR</b>	None
<b>EYES</b>	Gray



Kendrick Fetladral is the epitome of a Wolf trueborn warrior. A product of the "iron wombs" of the Clan's genetic breeding program, he is the result of generations of efforts to produce the "ultimate warrior." He has recently won his Bloodname — the highest honor a Clansman can achieve, as it vindicates his status as a warrior and guarantees that his DNA will be used to create subsequent generations of trueborns — and he embraces his newfound prestige with zeal. This includes disparaging freebirths — those born naturally — at every opportunity.

Such arrogance, however, is usually considered an asset in the Clans, and Kendrick's abilities almost match his self-image. He seems to fully support the current commander of the Crusaders, Anastasia, and looks forward to the day when all will acknowledge the superiority of the Clan way. We have looked for some way to sink our hooks into him but so far have found nothing.

## Mad Cat III

<b>Serial Number</b>	WC290-29P
<b>Mass</b>	55 tons
<b>Chassis</b>	DSAM Endo 7
<b>Power Plant</b>	330 XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging Zk15 (FF)
<b>Armament</b>	2 Type XX LRM-20 Launchers 2 Series 5K ER Medium Lasers 2 Series 3K ER Small Lasers 4 Series 1K ER Micro Lasers



### Commentary:

Following the success of the Mad Cat II, Clan Diamond Shark developed the Mad Cat III, a medium-weight design to accompany the heavy Mad Cat and assault Mad Cat II. As the Diamond Sharks were selling both the Mad Cat II and Mad Cat III straight to the Inner Sphere Houses, providing the Clans' enemies with superior technology, the other Clans banded together to censure the renegade Clan. Many believe this was what pushed the Diamond Sharks to begin their final move to the Inner Sphere and revert to their original name of Sea Fox.

As it was sold to House Kurita, this Mad Cat III has only recently been piloted by a Clan MechWarrior. It was originally a part of Katana Tormark's forces, but a clash between the Steel Wolves and Dragon's Fury in early 3133 across the Prefecture borders of III and IV resulted in Kendrick Fetladral gaining a new Mech; he immediately named it "Lupus."

## Filing Notes

<b>Record Number</b>	DA-113-PE	04/23/3131
<b>Field Research</b>	S128, S051	04/10/3133
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	04/16/3133
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	04/23/3133

## Kriya Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>MECH</b>	Tundra Wolf
<b>DOB</b>	06/15/3112
<b>HAIR</b>	Black
<b>EYES</b>	Green



Kriya Wolf has only recently joined the Clan Wolf warrior caste. Originally a member of the Spirit Cats, she was captured and taken as a bondsman during a Wolf raid. As is usual among the Clans, she quickly shifted her loyalties and served her new Clan with the same fervor she had her old one. Her bondcord was quickly severed, and she became *abtakha*, fully adopted into the Clan Wolf warrior caste.

Through her exceptional prowess at the helm of her Tundra Wolf and several Trials of Position, she has been granted entry into the Wolfkin Keshik, the elite of the elite in the Steel Wolves. She is now desperate to earn a Bloodname, and the prestige and honor that come with it. This is our way to her, for she is so focused on acquiring a Bloodname that we can use her to our advantage if we can convince her that answering our needs would advance her quest.

## Tundra Wolf

<b>Serial Number</b>	WC669-25J
<b>Mass</b>	75 tons
<b>Chassis</b>	Mark XX Heavy Endo Steel
<b>Power Plant</b>	300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph, 86 kph w/MASC
<b>Jump Jets</b>	BMP Series XV
<b>Armor</b>	Beta Compound (Standard)
<b>Armament</b>	1 Type 9 Series 1 Advanced Tactical Missile System 4 Series 2b ER Medium Lasers 1 Type XX "Long Bow" LRM 20 1 Series 7K ER Large Laser 1 Smartshot MkV Streak SRM-4



### Commentary:

The exceptionally well-designed Clan 'Mech called the Tundra Wolf was the first Clan Wolf 'Mech wholly designed and produced in the Inner Sphere. Though it went into production too late to have any real effect in the war against the Word of Blake, it quickly established a place for itself in the myriad Trials of Combat the Wolves launched against the Clans that share their border: Ghost Bear (now the Rasalhague Dominion), Hell's Horses and Jade Falcon.

This Tundra Wolf was part of the final reinforcements sent to the Wolves' Delta Galaxy as it fought to vanquish the WoB, but by the time the reinforcements arrived the war was effectively over. Nonetheless, its MechWarrior chose to follow the other remnants of Delta Galaxy into the Republic.

## Filing Notes

<b>Record Number</b>	DA-114-PE	05/02/3132
<b>Field Research</b>	S088, S351	04/22/3132
<b>Thought Control</b>	C049, C312	CERTIFIED
<b>Image Acquisition</b>	G277, G116, G144	04/29/3132
<b>Correction Enforcement</b>	L335, L125	APPROVED
<b>Filing</b>	D327	05/02/3132

## Leena Cochrane

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>MECH</b>	Hatchetman
<b>DOB</b>	05/01/3104
<b>HAIR</b>	Blonde
<b>EYES</b>	Green



Great-granddaughter of the legendary Colonel James D. Cochrane, who led the Second Kearny Highlanders during one of the greatest victories against the Word of Blake, Leena Cochrane had the determination and the ancestry to enter the prestigious Northwind Military Academy. She quickly flunked out. Horrified by the disgrace she had brought on herself and her family, she fled Northwind and disappeared for ten years.

We discovered that during that time she worked anonymously in numerous militia outfits and other units, apparently needing to prove that she was every bit the MechWarrior she believed herself to be. Our profilers conclude that she wanted to demonstrate her merits on her own terms, outside the shadow cast by her great-grandfather. Obviously our information flow has been greatly reduced with the collapse of the HPG network, but we did receive word that she was accepted under her ancestral name into the then-forming Northwind Fusiliers. Though our spies have heard that some Highlanders doubt her abilities as well as her courage in battle, we think that Ms. Cochrane has finally settled into her heritage, one that makes her important to us.

## Hatchetman

<b>Serial Number</b>	TR974-31V
<b>Mass</b>	45 tons
<b>Chassis</b>	Chariot Type II
<b>Power Plant</b>	GM 180 XL
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Luxor 2/Q
<b>Armor</b>	Durallex Medium Standard
<b>Armament</b>	1 Defiance 3BM Extended Range Medium Laser 1 Imperator Automatic Ultra-10 Autocannon 1 Defiance Type G3 'Mech Hatchet



### Commentary:

Leena's Hatchetman has been in the Highlanders since 3034. Nicknamed "Claymore" by its first pilot, it has served with distinction for almost a century. Its shining hour came on the world of Blue Hole in mid-3053. A strong raid by a Jade Falcon force was underway, and the Stirling's Fusiliers Highlander regiment was all that stood in their way. Though outmassed and outgunned, the Fusiliers rushed into close range and then quickly launched melee attacks. The Hatchetman, with its specially designed, depleted-uraniumedged blade, proved particularly devastating. As the Clans tend to avoid 'Mech physical combat at all costs, the Hatchetman dominated the field and soon turned the tide of battle, forcing the Falcons to abort their raid.

Because of Leena Cochrane's family history with the Highlanders, despite her initial disgrace she was given her choice of several 'Mechs. She did not hesitate in selecting "Claymore."

## Filing Notes

<b>Record Number</b>	DA-109-PE	03/27/3132
<b>Field Research</b>	S328, S351	03/17/3132
<b>Thought Control</b>	C119, C342	CERTIFIED
<b>Image Acquisition</b>	G177, G136, G124	03/22/3132
<b>Correction Enforcement</b>	L395, L025	APPROVED
<b>Filing</b>	D327	03/27/3132

## Leo Riordan

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>RANK</b>	Sergeant
<b>VEHICLE</b>	DI Schmitt Tank
<b>DOB</b>	02/14/3097
<b>HAIR</b>	Lt. Brown
<b>EYES</b>	Green



Leo Riordan was born on Fellanin II, in the domed capitol city of Firstpoint. During the first fifteen years of his life on this inhospitable desert world, he never saw the sky or stars, and practically worked as slave labor in the petrochemical plants that are the only reason for Fellanin's colonization. In a rare instance when a non-company DropShip grounded for several weeks to make emergency repairs, he bribed his way on board and off planet.

Once off world, Riordan traveled from planet to planet drinking in the wonders of the universe. He even made it out into House Davion territory, where he came to appreciate the Federated Suns' value system and customs before making his way back to the Republic. When The Prince's Men were formed, his skills along with his honest belief in the ideals of House Davion made him a valuable asset to the Swordsworn. Though he may not be the most elite vehicle pilot, he has a tactical sense learned through years of simple survival. Our profilers tell us that wandering has made him a homebody now, and though his value as a warrior is clear, his loyalty to the Swordsworn makes him an unlikely candidate for recruitment.

## DI Schmitt Tank

<b>Serial Number</b>	FS275-11GS
<b>Mass</b>	80 tons
<b>Mvt. Type</b>	Wheeled
<b>Power Plant</b>	220 DAV XL
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Starslab/6 FF
<b>Armament</b>	2 Mydron Tornado Rotary AC/5 1 TharHes Reacher 15 4 Diverse Optics Type 18 Medium Lasers 2 ScatterGun Light MGs 2 Purity L-Series Flamers



### Commentary:

With an impressive portfolio of tracked military vehicles to its name — such as the Rommel, Patton, and Demolisher II — Defiance Industries drafted plans for a new wheeled assault tank. The design was designated the DI Schmitt Tank, in honor of Colonel Hanni Schmitt, the last commander of the Royal Black Watch Regiment—the personal regiment of the First Lord of the Star League.

This particular design first fought on the battlefields of the Federated Suns against a raid from their bitter historic rivals, the Capellan Confederation, on the world Lee. Though it debuted admirably, it was simply outnumbered and its crew was killed, though the tank survived relatively intact. Nevertheless, it was sold, along with a large shipment of scrap metal, to Duke Sandoval in the Republic, where it was fully repaired and put back into action. It's nicknamed "Phoenix" by its current pilot, Leo Riordan.

## Filing Notes

<b>Record Number</b>	DA-126-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Lisabet Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolf Lancers
<b>VEHICLE</b>	Scimitar MKII
<b>DOB</b>	10/29/3109
<b>HAIR</b>	Dk. Brown
<b>EYES</b>	Hazel



Lisabet Wolf was originally Lisabet James, and until her thirteenth birthday she and her family lived on the world of Proserpina in Prefecture III. A farming family, they made do with what they had on the edges of the swamplands on the continent of Bragadin. The day she turned thirteen, she lost her father, mother and only sibling to blood limpets. Generally these semi-reptilian creatures only catch the unwary, but an unseasonably wet summer fostered an explosion in the native population, leading to her family's death.

With nothing left to keep her on the farm, she slowly made her way to the capitol, Conqueror's Pride, and managed to find enough work to pay for travel off-planet. Several years of wandering brought her to the world of Tikonov, where she was introduced to the Clan culture for the first time.

The Clan way offered a structure and society that appealed to her, and she immediately began to petition for acceptance into the Steel Wolves' Wolf Lancers. Because of her age and lack of training, she was ignored. However, after eighteen months of dogged determination, the unit's commander felt that her persistence was her strength and accepted her petition, giving her the training she needed to test out in the Wolf Lancers.

## Scimitar MKII HCV

<b>Serial Number</b>	WC437-33AB
<b>Mass</b>	35 tons
<b>Mvt. Type</b>	Hover
<b>Power Plant</b>	175 Omni
<b>Cruising Speed</b>	108 kph
<b>Maximum Speed</b>	162 kph
<b>Armor</b>	StarGuard II
<b>Armament</b>	1 Holly SRM IV 2 Johnston Miniguns 1 Diverse Optics ER Small Laser 4 Diverse Optics Type 10 Small Lasers



### Commentary:

The Scimitar MkII Hover Combat Vehicle is an upgraded version of the venerable Scimitar Medium Hover Tank, which has been in the armies of the various House Lords for well over a hundred years. The MKII not only increased the vehicle's top speed, but by trading out the heavier autocannon of the original design, it was able to increase the number of weapons on the craft, as by the inclusion of five energy weapons—unusual on any vehicle.

WC437-33AB, like many of the vehicles in the Wolf Lancers, was scavenged from forgotten battlefields throughout the Republic; the Steel Wolves may accept the Inner Sphere warriors as having proven their worth, but that does not mean they will equip them with their superior Clan technology. The current pilot of the Scimitar, Lisabet Wolf, has named it "Blood Limpet," a disturbing homage to the animal that killed her family.

## Filing Notes

<b>Record Number</b>	DA-118-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## "Magpie" Webster

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>VEHICLE</b>	Fox Armored Car
<b>DOB</b>	09/05/3108
<b>HAIR</b>	Blonde
<b>EYES</b>	Blue



"Magpie" Webster — like so many in the Band of Five, her first name is unknown — received her nickname because of her love of shiny things, be they weapons, knives or coin (preferably gold and jewels). Her baby blue eyes, blond curls and girlish laughter when she spies something shiny and new belie the fact that she'll slit your throat as soon as look at you. Members of the Band of Five are generally vicious, mean-spirited, and belong behind bars, but "Magpie" is a surely a special case. Our profile suggests that if not for the sister-like companionship of "Dagger Di" Jones over the last year or more, "Magpie" would surely have become an indiscriminate murderer by now. As it is, she is merely a sly, selective killer, pushing her opponents to death when injury would surely have made her point. That such a demon lurks behind her child-like eyes and looks often leads people to underestimate her.

Unlike many in the Band of Five, her total lack of conscience would be useful for the Order, and so an attempt at subversion has begun.

### Fox Armored Car

<b>Serial Number</b>	FW378-200P
<b>Mass</b>	20 tons
<b>Mvt. Type</b>	Hover
<b>Power Plant</b>	195 Nissan XL
<b>Cruising Speed</b>	151 kph
<b>Maximum Speed</b>	227 kph
<b>Armor</b>	2 Star Slab
<b>Armament</b>	2 Voelkers 200 Machine Gun 1 Diverse Optics ER Medium Laser



#### Commentary:

The Fox Armored Car was designed as a forward observation vehicle that would have the armor to survive several enemy strikes, but would have the speed to quickly relocate or engage in a tactical withdrawal; its paired machine guns and medium laser simply keep the enemy ducking while it slips away. Though its extra-light engine drastically increases the vehicle's cost, its top speed of almost two hundred thirty kilometers an hour more than makes up for its steep price tag.

This particular design was made famous when Jacob Bannson himself wanted to survey a valley before an impending conflict, one of the first such conflicts to occur following the fall of the HPG net. A small detachment from the Amaterasu of the Dragon's Fury stumbled upon the vehicle, and a two-hour chase finally allowed the vehicle to elude its pursuers and escape. This led its current pilot, "Magpie" Webster, to name the vehicle "Dragon's Bane."

### Filing Notes

<b>Record Number</b>	DA-119-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132

## Mason Dunne

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights Errant
<b>MECH</b>	Mad Cat III
<b>DOB</b>	06/06/3101
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



Mason Dunne grew up in the Federated Suns, on one of the many estates owned by Victor Steiner-Davion. As his family worked the land, Mason piloted every type of IndustrialMech, from AgroMech to ForestryMech. At the age of sixteen he drove a ForestryMech into the heart of a forest fire to rescue some smokejumpers who had become trapped.

Due to his piloting expertise and apparent lack of fear in the face of danger, he came to the personal attention of Victor, who brought him to the Republic. There, he was given the opportunity to prove his worth in the Republic military and very quickly was inducted into the Knights of the Sphere. Since that time he has been given numerous assignments, all of which he has fulfilled in an exemplary fashion.

It has come to the Order's attention, however, that some of his missions have involved secret elements, not in keeping with the normally open — some would even say naïve — philosophy of the Knights. What this might mean is unclear. Dunne bears watching.

## Mad Cat III

<b>Serial Number</b>	WC201-03Q
<b>Mass</b>	55 tons
<b>Chassis</b>	DSAM Endo 7
<b>Power Plant</b>	330 XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging Zk15 (FF)
<b>Armament</b>	2 Type XX LRM-20 Launchers 2 Series 5K ER Medium Lasers 2 Series 3K ER Small Lasers 4 Series 1K ER Micro Lasers

### Commentary:

Since the Mad Cat III was sold directly to the Inner Sphere, as the Mad Cat II before it, the Republic has a large number of these well-made designs.

Created by Clan Diamond Shark (which would become Clan Sea Fox) following the success of the Mad Cat II, the Mad Cat III is simply a medium-weight variant of the original heavy Mad Cat; one of the most successful designs ever to walk off a 'Mech assembly line.

This particular design is so new that its only pilot is the current one, Mason Dunne, who is a Knight of the Sphere. He named the design "Ghost."



## Filing Notes

<b>Record Number</b>	DA-139-PE	01/26/3133
<b>Field Research</b>	S128, S051	11/29/3132
<b>Thought Control</b>	C051, C012	FURTHER REVIEW REQUIRED
<b>Image Acquisition</b>	G202, G122, G114	12/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	01/26/3133

## Meghann Tenclay

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	The Scourge
<b>MECH</b>	Catapult
<b>DOB</b>	09/19/3109
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Meghann Tenclay is the current commander of The Scourge and the right hand of Jacob Bannson. We have several agents inside Bannson's organization, but we have received very little from them since the HPG network was destroyed. One message that managed to get through told how this brash young woman simply walked up to Bannson himself and demanded to be made his personal guard. Her bravado apparently intrigued him enough to give her a chance, and he threw her to the wolves of his Scourge. Her combat skills and ruthlessness cemented their loyalty to her.

We have discovered, however, that she has a secret, which she fears will mean her death if it is revealed: Meghann Tenclay is actually Clementine Felon, heir to the Duchy of Chesterton in House Davion. Our profilers believe she fled her pampered upbringing, which she felt would stifle her, to the streets, and finally to the most brutal organization she could find. As Bannson's feelings toward the nobility are well-known, she will do whatever she must to protect her identity. Should it prove necessary, we can leverage this knowledge to our advantage.

## Catapult

<b>Serial Number</b>	CC736-04K
<b>Mass</b>	65 tons
<b>Chassis</b>	Hollis Marik III Endo Steel
<b>Power Plant</b>	Magna 260 XL
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Anderson Propulsion 21
<b>Armor</b>	Durallex Heavy
<b>Armament</b>	2 Federated 15-shot LRM-15 Launchers 2 Defiance Shredder LB 2-X Autocannon



### Commentary:

Surprisingly, the CC736-04K is not an upgrade of the advanced CPLT-C3 Catapult produced in the early 3050s. Instead, it is an upgrade of an original CPLT-C1 that came off the assembly line in 2571.

Its glory days came when it accompanied the Star League army in the Liberation of Terra, but it stayed in the Inner Sphere rather than following the army into exile and became part of the famed mercenary unit the Eridani Light Horse. After almost half a millennium of service, it was finally brought down at the outbreak of the Word of Blake Jihad, as WoB forces drove the Eridani Light Horse from their posting on Dieron. In 3125, Jacob Bannson purchased it as part of a large lot of salvage and slowly upgraded it into a new variant. His success will likely prompt other such "upgrades."

Current pilot Meghann Tenclay has affectionately named it "Slammer."

## Filing Notes

<b>Record Number</b>	DA-112-PE	09/18/3132
<b>Field Research</b>	S112, S118	09/12/3132
<b>Thought Control</b>	C117, C009	CERTIFIED
<b>Image Acquisition</b>	G237, G416, G044	09/17/3132
<b>Correction Enforcement</b>	L235, L185	APPROVED
<b>Filing</b>	D327	09/18/3132



## Miguel V

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>MECH</b>	Pack Hunter
<b>DOB</b>	CLASSIFIED
<b>HAIR</b>	Black
<b>EYES</b>	Gray



Miguel has no memories of his earlier life. No childhood. No family. No friends. There is nothing but his life in the Order of the Five Pillars. He is one of our most dedicated warriors. He seeks to be a master of all arts of combat, from hand-to-hand fighting to BattleMechs. His training regimen of eight hours a day, seven days a week, three hundred and twenty-five days a year quickly led to his induction into the order of the *budojin* and the secret arts of controlling and manipulating his *ki*. He is fanatically loyal to the House of Kurita and always seeks to further the glory and honor of the Draconis Combine. For now, Miguel believes that his loyalty lies with Katana Tormark, because we have told him so, and he has dedicated all of his years of training to her cause. Nevertheless, his ultimate loyalty lies with the House of Kurita and the Combine, and should the need ever arise, he will be ours.

### Pack Hunter

<b>Serial Number</b>	WC119-29L
<b>Mass</b>	30 tons
<b>Chassis</b>	Type AR1 Endo Steel
<b>Power Plant</b>	Light Force (extra-light) 210
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	Leaper Model, L5
<b>Armor</b>	Royal-7 Ferro-Fibrous
<b>Armament</b>	1 Ripper Series A1 ER PPC 8 General Systems Extended Range Micro Lasers



#### Commentary:

With a top speed of more than one hundred kilometers per hour and an impressive jump range, the Pack Hunter is an excellent flanking unit. With only energy weapons, it can range far afield for days on end without needing to resupply. These traits have kept this Pack Hunter out of the scrap yard, as it has been sent on many such missions for the secretive Order of the Five Pillars.

On its most recent mission, at the orders of Katana Tormark, Miguel V piloted the Pack Hunter — which he has named “Bane” — to a secret meeting that had been called to discuss the possibility of an alliance between the Dragon’s Fury and the Spirit Cats. Miguel ran headlong into Highlander units on the world of Galatia III, but he was able to hold off the enemy and then slip away for the rendezvous.

### Filing Notes

<b>Record Number</b>	DA-108-PE	02/11/3132
<b>Field Research</b>	S188, S141	02/03/3132
<b>Thought Control</b>	C039, C212	CERTIFIED
<b>Image Acquisition</b>	G147, G346, G194	02/09/3132
<b>Correction Enforcement</b>	L365, L225	APPROVED
<b>Filing</b>	D327	02/11/3132

## Mikel Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>VEHICLE</b>	SM1 Tank Destroyer
<b>DOB</b>	05/05/3110
<b>HAIR</b>	Dk. Blonde
<b>EYES</b>	Blue



Mikel Nova Cat is one of a new generation of Spirit Cats that is not a Trueborn — born in an iron womb as part of the Clan's genetic breeding program — and is proud of it.

For generations, since the Clans first introduced their genetic-bred Trueborns, their Freeborn (naturally born) brethren have been second-class citizens, derided for not being 'pure.' Regardless of a Freeborn's capabilities, this has always held them back. However, with the Clans' invasion of the Inner Sphere and their close proximity to Sphere society and ideals over the last half century — especially for those Clan enclaves found in the Republic — the slow perversion of pure Clan culture was inevitable. Now, a new generation of Freeborn Spirit Cats has actually begun to gain some prominence and power, which horrifies their more traditional brethren.

What is more, like several others, Mikel Nova Cat is content to protect his Clan while piloting a vehicle. He does not hold with the past, where most Clansmen disdained vehicles as un-warrior-like, with 'Mechs the only worthy combat unit for a Clansman. Whether this attitude will further the cause of Freeborns or see him dead on the battlefield is unknown, but with his exceptional abilities, Mikel Nova Cat will be a force to be reckoned with.

### SM1 Tank Destroyer

<b>Serial Number</b>	NC339-18QX
<b>Mass</b>	50 tons
<b>Mvt. Type</b>	Hover
<b>Power Plant</b>	165 Standard
<b>Cruising Speed</b>	86 kph
<b>Maximum Speed</b>	130 kph
<b>Armor</b>	Advanced Compound Beta
<b>Armament</b>	4 Series 2c Light Machine Guns 1 Type 10 Ultra Autocannon 20



#### Commentary:

For centuries the Clans generally disdained vehicles, considering BattleMechs the only true weapon for a warrior to take into battle. However, with the invasion of the Inner Sphere, the Clans found that combined-arms tactics (using infantry and vehicles alongside 'Mechs) were generally superior to their own type of combat. This led directly to several new Clan vehicle designs.

Following the success of the Shoden Assault Vehicle, Clan Nova Cat began to build a vehicle specifically designed to attack and destroy other vehicles. It mounts one of the most powerful weapons on the battlefield, which it can quickly bring to bear with its impressive speed.

NC339-18QX has one of the highest kill ratios of any vehicle fielded by any faction currently involved in conflicts. In a recent battle on the world Ozawa, this vehicle was responsible for dispatching five vehicles in as many minutes. As such, Mikel Nova Cat has named the vehicle "Soulreaver."

### Filing Notes

<b>Record Number</b>	DA-120-PE	05/26/3132
<b>Field Research</b>	S128, S051	05/09/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	05/13/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	05/26/3132



## Nikol Brahe

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Kell Hounds
<b>MECH</b>	Zeus X
<b>DOB</b>	08/21/3110
<b>HAIR</b>	Black
<b>EYES</b>	Brown

On the 24th of October, 3029, Akira Brahe, left the Genyosha regiment of House Kurita and became a member of the Kell Hounds. However, Akira's father was none other than Yorinaga Kurita, one of the most masterful samurai warriors in the History of the Draconis Combine. Furthermore, with both the Sword of Light and Genyosha regiments, several times Yorinaga had almost seen to the destruction of the Kell Hounds.

Though the founder of the Kell Hounds, Morgan Kell, was magnanimous in allowing Akira to join the Kell Hounds, and in his abilities finally led him to the command of the First Kell Hound regiment, Akira and his descendants have had to deal with those that simply cannot forget the pain and anguish Yorinaga caused.

Regardless, like all of her ancestors, Nikol is a superb MechWarrior who has thrown her heart and soul into the Kell Hounds, which is why she is currently test piloting the Zeus-X, which she has named Makya (which means 'eagle hunter'), in honor of her full-blooded Hopi mother.

## Zeus X

<b>Serial Number</b>	LA004-29Z-X
<b>Mass</b>	80 tons
<b>Power Plant</b>	Series A-400 XXL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Lamellor with Advanced Series I Reactive
<b>Armament</b>	1 Shigunga MRM 3-Rack 1 Defiance Disintegrator LB 20-X 2 Prototype Series Alpha Medium X-Pulse Lasers



### Commentary:

A staple of House Steiner's military forces for centuries, the Zeus is one of their premier assault 'mechs. Through several newer 'mechs surpass the Zeus' capabilities, the love affair of the Lyran people with the Zeus ensures it will always be found in their military.

As such, it was a given that when the Lyran Quartermaster Corps began field testing new prototype equipment and weapon systems, the platform for such test would be a Zeus.

Several of these machines were produced and extensive field testing across multiple worlds and varied terrain began. As occurred in the past -- most notably with the Wolfhound BattleMech -- series four Zeus-X (LA004-29Z-X) was gifted to the Kell Hounds mercenary unit for their long service to House Steiner. However, the gift requires that copies of all after-battle analysis and BattleROMs must be delivered to the Lyran Quartermaster Corps for evaluation.

## Filing Notes

<b>Record Number</b>	
<b>Field Research</b>	S128, S051
<b>Thought Control</b>	C051, C012
<b>Image Acquisition</b>	G202, G122, G114
<b>Correction Enforcement</b>	L314, L145
<b>Filing</b>	D327

## Rikkard Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>MECH</b>	Firestarter
<b>DOB</b>	08/09/3098
<b>HAIR</b>	Orange
<b>EYES</b>	Brown



Like all Nova Catsmen, especially those of the Shiva Keshik, Rikkard is a fanatic devotee of the Spirit Cats and their leader, Kev Rosse. However, unlike most of his brethren who prefer to use laser-based 'Mechs or vehicles, Rikkard chose to test his marksmanship with one of the more unusual BattleMechs in service: a Firestarter. Its primary weapon is a flamer, which taps into the heat generated by the fusion reactor to create a powerful but short-ranged burst of fire. Such weaponry makes accurate targeting difficult, if not impossible, for some MechWarriors. Flamers often require pilots to apply a simple point-and-shoot technique; the splash effect of the weapon will usually do some damage in the general direction of the target.

However, Rikkard is not satisfied with such sloppy marksmanship. With a skill that has been honed across many years and numerous Trials, he has almost perfected the use of the weapon, able to strike targets more often and with greater accuracy than many other MechWarriors employing more easily targeted weapons. Such dedication to duty will be difficult to tamper with, but if he can be turned, will be a perfect match for the Order.

### Firestarter

<b>Serial Number</b>	FS298-77Y
<b>Mass</b>	35 tons
<b>Chassis</b>	Foundation Ultralight Endo Steel
<b>Power Plant</b>	GM 210
<b>Cruising Speed</b>	64.8 kph
<b>Maximum Speed</b>	97.2 kph
<b>Jump Jets</b>	Luxor Load Lifters
<b>Armor</b>	Durallex Nova
<b>Armament</b>	6 Hotshot Flamers 1 Defiance Model XII Extended Range Medium Laser



#### Commentary:

One of the most specially designed BattleMechs ever fielded, the Firestarter gains its name from the six flamers that it mounts on twin arms. Though powerful against any target, they are especially devastating to unarmored infantry.

Though it walked off the assembly lines before the fall of the Star League, and so could have left with the SLDF that was destined to become the Clans, it did not. Instead, it was piloted by a succession of warriors in the Inner Sphere and was not taken into Clan Nova Cat until 3059, when Combine troops clashed with the Cats on the world of Avon. Though the Kurita MechWarrior of this Firestarter was killed in action, his prowess was such that one young Clan warrior stepped forward to honor his memory by piloting the machine.

For its unusual but powerful history, Rikkard Nova Cat named it "Soulbearer."

### Filing Notes

<b>Record Number</b>	DA-132-PE	10/30/3132
<b>Field Research</b>	S128, S051	10/10/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	10/27/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	10/30/3132

## Sadia Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>MECH</b>	Catapult
<b>DOB</b>	09/03/3104
<b>HAIR</b>	Dk. Brown
<b>EYES</b>	Hazel



Sadia Wolf is a passionate supporter of Anastasia Kerensky, leader of the Crusaders, and believes that the Clan Wolf population residing in the Republic sold its heart for safety. She is also almost wholly clinically insane.

Sadia is one of the youngest to ever undergo the implantation of the Clan's Enhanced Imaging; only the most rabid Crusaders undergo this dangerous surgery. The EI neural implants consist of an extensive series of electronic sensors, contact points and fiber-optic wires implanted just below the recipient's skin and attached to the central nervous system. The EI acts as a wireless neurohelmet and enables the warrior to instantly communicate with the BattleMech, drastically increasing reaction speed. However, though the EI provides a level of battle capability unmatched by any other known system, it has serious side effects; every known individual with the implants goes insane within a few short years — Sadia underwent the procedure four years ago.

Nevertheless, like a rabid wolf, though her insanity has impaired her, her reins are firmly held by Anastasia, who unleashes this most dangerous individual on any who would cross her.

### Catapult

<b>Serial Number</b>	TR590-09M
<b>Mass</b>	65 tons
<b>Chassis</b>	Hollis Marik III Endo Steel
<b>Power Plant</b>	Magna 260 XL
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Anderson Propulsion 21
<b>Armor</b>	Durallex Heavy
<b>Armament</b>	2 Federated 15-shot LRM-15 Launchers 2 Defiance Shredder LB 2-X Autocannon

#### Commentary:

That Sadia Wolf chose to have an Inner Sphere 'Mech wired to allow her Enhanced Imaging implants to fully interface with the machine — which she calls "Teddy Slayer" — surely must be a testament to her insanity. Furthermore, that Anastasia Kerensky backed the plan is simply further proof of how valuable Sadia is to Anastasia's plans.

As for this Catapult, it is a relatively new design, having come into service in late 3037 and saw its first action in the War of 3039 when the Federated Commonwealth attacked the Draconis Combine in an effort to defeat their centuries long foe. It then saw action against the Jade Falcon Clan as well as fighting for both the Steiner and Davion sides during the FedCom Civil War. Surprisingly, it does not appear to have fought at all during the Word of Blake Jihad, but was in the hands of the Clan Wolf forces.



### Filing Notes

<b>Record Number</b>	DA-138-PE	03/24/3133
<b>Field Research</b>	S128, S051	03/09/3133
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	03/13/3133
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	03/24/3133

## Santiago Padilla

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>MECH</b>	Firestarter
<b>DOB</b>	06/14/3108
<b>HAIR</b>	Red-Brown
<b>EYES</b>	Brown



Nothing and no one could stand in the way of Santiago becoming a MechWarrior. For generations, the Padillas have served as MechWarriors; their line can be traced all the way back to the original Star League and perhaps even beyond.

Though his ancestor originally served with the Star League Defense Force, she felt it was wrong to abandon the Inner Sphere, so when eighty percent of the SLDF followed General Aleksandr Kerensky into the self-imposed exile of the Exodus she stayed behind. Like many of her comrades that stayed, she did not become a part of a House military but instead chose to go freelance, offering her services to the highest bidder. As Santiago's ancestors actually became mercenaries among mercenaries, moving from merc to merc down through the decades — most attached themselves to a unit for life — it is a testament to their courage and skill that their lineage survived for centuries.

With such a lineage, there was no doubt that Santiago would follow the only path open to him as a MechWarrior. Though not a real mercenary unit, the Ghost Legion's mercenary roots in the Vanguard Legion make it no surprise that Santiago chose to join them.

### Firestarter

<b>Serial Number</b>	FS748-24Y
<b>Mass</b>	35 tons
<b>Chassis</b>	Foundation Ultralight Endo Steel
<b>Power Plant</b>	GM 210
<b>Cruising Speed</b>	64.8 kph
<b>Maximum Speed</b>	97.2 kph
<b>Jump Jets</b>	Luxor Load Lifters
<b>Armor</b>	Durallex Nova
<b>Armament</b>	2 Hotshot Flamers 1 Mydron LB 10-X Autocannon 1 Harmon Light Laser



#### Commentary:

FS748-24Y was first used in action in 2900 by the famed mercenary unit the Eridani Light Horse, as it assaulted the Combine-held world of Radalah. From that moment forth, though it changed hands numerous times, it was a mercenary 'Mech. Passing through the hands of such famed merc units as the Blue Star Irregulars and the Kell Hounds, to the dregs, like the Waco Rangers and Wilson's Hussars, this Firestarter has seen every type of lucrewarrior outfit in existence.

Strangely enough, it came into the hands of the Vanguard Legion not through its usual form of combat, but through a hand of cards. The commander, Colonel Chad Dean, beat the commander of Harlock's Warriors (Samantha Viele) in a poker game in 3061 that resulted in the change of ownership.

With its six flamers, which can be devastating to unarmored infantry, Santiago Padilla has named it "Matchstick."

### Filing Notes

<b>Record Number</b>	DA-134-PE	04/22/3132
<b>Field Research</b>	S128, S051	04/01/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	04/12/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	04/22/3132

## Sariah Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>MECH</b>	Centurion
<b>DOB</b>	08/30/3106
<b>HAIR</b>	Black
<b>EYES</b>	Green



Although Sariah is delicate to the point of fragility, since the days of her sibko training she has used this fact as another weapon in her arsenal: most people underestimate her thanks to her diminutive size. Though an excellent warrior, it is her skill at weaving the threads of power and ambition that sets her apart in the Spirit Cats, especially since she is a member of the lesser-known, non-exclusive Bloodname House Vozka. Her current ambitions seem focused on winning command of the Purifiers. This will obviously pit her head-to-head against Janis Nova Cat, which could provide some interesting opportunities.

However, beneath the surface, it appears that her real desire is to see the Vozka Bloodname propagated again to 25 and to have it match the glory and prestige of the Deleportas and Devalis Bloodnames. Once more, as Janis Nova Cat is of the Devalis Bloodname House, her legendary temper would surely snap to the fore should she become aware of Sariah's plans. Her Centurion is nicknamed "Chosen."

### Centurion

<b>Serial Number</b>	Unknown
<b>Mass</b>	50 tons
<b>Chassis</b>	Corean Model KL77 Endo Steel
<b>Power Plant</b>	Vlar 300XL
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard IV Ferro-Fibrous
<b>Armament</b>	1 Heavy Angst L-Type Laser 1 Light Angst L-Type Laser 1 Luxor 3R LRM-10 2 Bright Bloom Medium Lasers



#### Commentary:

Another versatile medium 'Mech capable of multiple duties, the Centurion has been a workhorse machine for centuries. Its good movement, long-range weapon capabilities, above-average armor and excellent heat capabilities make the machine one of the best all-around units. Though it does not specialize in any one area, such as the armor of the Atlas or the firepower of the Jupiter, its jack-of-all-trades design allows it to be fielded in any situation.

### Filing Notes

<b>Record Number</b>	S128, S051
<b>Field Research</b>	C051, C012
<b>Thought Control</b>	G202, G122, G114
<b>Image Acquisition</b>	L314, L145
<b>Correction Enforcement</b>	D327

## Scott Tracyk

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>MECH</b>	Legionnaire
<b>DOB</b>	06/14/3108
<b>HAIR</b>	Red-Brown
<b>EYES</b>	Brown



Though we have spent a full six months surveilling this individual, I regret to inform the Order that not only have we failed to penetrate his identity, which we know to be false, but our efforts to recruit him have been unsuccessful as well. Every traditional means of subversion has failed, and though I am confident his history-of-record is a fabrication, our attempts to blackmail him through that knowledge have come to naught. As he is second-in-command of the Davion Guards and has the ear of Duke Sandoval himself, his subversion would be eminently useful. As such, we will continue in our attempts.

One thing is certain: Tracyk will be a hard case to crack. His devotion to the Davion Guards and his practical worship of House Davion will continue to hinder our efforts. He is known for his dogged determination on the field, defending his lancemates even when all hope is lost; that type of devotion can be difficult to overcome, and even when subverted, the individual can be ruined. Only time will tell.

### Legionnaire

<b>Serial Number</b>	FS278-17L
<b>Mass</b>	50 tons
<b>Chassis</b>	2A Type 15 Endo Steel
<b>Power Plant</b>	350 Magna XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard II
<b>Armament</b>	1 Mydron Model RC Rotary Autocannon 5

#### Commentary:

Unlike its pilot, FS278-17L has a history that is easy to follow and mirrors that of many Legionnaires. It fought at the Thames River in the third battle of New Avalon alongside three other Legionnaires, attempting to keep the Word of Blake forces off guard in a harassing move, which was eventually a success and forced them off-world.

With the final defeat of the Word of Blake, the Legionnaire's MechWarrior followed Devlin Stone into the Republic and became a part of the standing Republic military. Once Duke Sandoval declared himself Swordsworn following the crash of the Hyperpulse Generator communications network, Scott Tracyk showed up with his "Trogmaster," ready to serve.



### Filing Notes

<b>Record Number</b>	DA-136-PE	03/12/3133
<b>Field Research</b>	S128, S051	02/24/3133
<b>Thought Control</b>	C051, C012	FURTHER REVIEW REQUIRED
<b>Image Acquisition</b>	G202, G122, G114	03/11/3133
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	03/12/3133



## Skullcap Garrett

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>MECH</b>	Spider
<b>DOB</b>	04/14/3098
<b>HAIR</b>	None
<b>EYES</b>	Green



Skullcap Garrett has based his life on a single principle: Luck. Though it would seem ludicrous to be so cavalier about life, Skullcap (not even our Order has managed to discover his given first name) nevertheless has winged it throughout his career - with enviable results.

Born on the world of Caph to scientists studying the indigenous dinosaurs there, he lifted offplanet in his mid-teens to get away from what he called "the abysmally boring dino's."

He made enemies in the underworld as quickly as he changed identities, but one such encounter was a little too close for comfort. He was left with a large scar carved across the crown of his head - apparently the source of his "Skullcap" moniker. Whether seeking asylum or simply another thrill, he joined the Prince's Men soon after they were formed. We have been unable to determine at what point he acquired mechwarrior skills, but he immediately demonstrated his worth in that regard. His Spider - which he nicknamed "Dino Killer" - fits his lone-wolf attitude to a T.

### Spider

<b>Serial Number</b>	Unknown
<b>Mass</b>	30 tons
<b>Chassis</b>	Crucis-II Deluxe Endo Steel
<b>Power Plant</b>	Pitban 240 light
<b>Cruising Speed</b>	86 kph
<b>Maximum Speed</b>	130 kph
<b>Jump Jets</b>	Rawlings 75
<b>Armor</b>	Kallon FWL Special Ferro-Fibrous
<b>Armament</b>	2 Tronel XII Medium Lasers

#### Commentary:

The Spider is the premier scout mech design. With an unsurpassed movement profile - especially its jump capability - the Spider can enter into enemy-held territory and extricate itself better than any other unit save a ground vehicle or VTOL. Though its armor is light and it should not be kept in combat for any length of time, it does have a pair of medium laser that serve it well in a limited engagement.



### Filing Notes

<b>Record Number</b>	
<b>Field Research</b>	S128, S051
<b>Thought Control</b>	C051, C012
<b>Image Acquisition</b>	G202, G122, G114
<b>Correction Enforcement</b>	L314, L145
<b>Filing</b>	D327

## Tara Bishop

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>MECH</b>	Pack Hunter
<b>DOB</b>	01/29/3106
<b>HAIR</b>	Blonde
<b>EYES</b>	Green



An up-and-coming star in the Northwind Fusiliers, Tara Bishop has a strange heritage, one that should have barred her from ever becoming a member of the Northwind Highlanders military.

In late 3057, after thirty years of impeccable service, the mercenary Northwind Highlanders were put into an untenable situation that forced them to fight their previous employer. Though the Third Royal Guards RCT inflicted substantial damage, the Highlanders managed to finally force them off world and, for a time, gained their independence. A Guard MechWarrior by the name of Isaac Bishop was taken hostage during the fighting and was never repatriated back to the Guards before they lifted off planet. He fell in love with the world he had tried to conquer, and through years of work slowly became a part of the Northwind culture, even being allowed to marry.

Now, some seventy years later, Tara Bishop, a direct descendent of Isaac, has once again donned the neurohelmet that Isaac and his descendents had to forgo to become a part of Northwind. Though some still look at her as though her Guard blood will betray her at any minute, her mastery of tactics has assured her a place in the Fusiliers.

## Pack Hunter

<b>Serial Number</b>	WC834-34C
<b>Mass</b>	30 tons
<b>Chassis</b>	Type AR1 Endo Steel
<b>Power Plant</b>	Light Force (extra-light) 210
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	Leaper Model, L5
<b>Armor</b>	Royal-7 Ferro-Fibrous
<b>Armament</b>	1 Ripper Series A1 ER PPC 8 General Systems Extended Range Micro Lasers



### Commentary:

The Pack Hunter that Tara Bishop has named "Redemption" has almost as storied a history as she does. Walking off the Clan Wolf (in-Exile) assembly lines in 3065, it first saw action in Alpha Galaxy in the massive battle on Tharkad during the final days of the FedCom Civil War. The next great battle, that almost saw its death, was in the task force that attempted to break the back of the Word of Blake's siege of Outreach during the Jihad. From that point until well after the formation of the Republic, the Pack Hunter lay mostly destroyed on the fields of Outreach. Only as the cleanup began was the Pack Hunter taken by Republic forces and given a new lease on life.

Now, in the Highlanders, Tara is appreciative of the design's incredible top-end speed of over a hundred kilometers an hour, as well as its impressive jump range.

## Filing Notes

<b>Record Number</b>	DA-135-PE	11/28/3132
<b>Field Research</b>	S128, S051	11/07/3132
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	11/17/3132
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	11/28/3132

## Tora's Raiders

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>COMMANDER</b>	Tora Sradac
<b>TYPE</b>	Mixed Infantry
<b>UNITS</b>	Four (4)



Star Captain Tora Sradac has reached her pinnacle, and she knows it. However, rather than becoming embittered by her limitations like many Clan warriors, she has grown even more dedicated. Her physical appearance caused her no end of trouble during her early years - though the Clans generally have no gender or physical biases, it is felt that a trueborn (especially an Elemental) should display the genetic manipulations of the Clans' effort to produce the ultimate warrior. The fact that she won a Bloodname despite her failure to meet these standards is a testament to her dedication and prowess.

This devotion to service, along with her phenomenal combat prowess, garnered her a following of warriors. After several training exercises, during which her forces repeatedly harassed a far superior force while sustaining very light casualties, the troops under her command began to call themselves "Tora's Raiders." Though such individualism is usually frowned on in the Clans, Kal Radick could only applaud the spectacular success of one of his most elite troops.

## Hoverbike Squad

<b>Mass</b>	3 tons
<b>Mvt. Type</b>	Hover
<b>Ground Speed</b>	54 kph
<b>Armor</b>	Standard Clan
<b>Armament</b>	2 Stefler Heavy Recoilless Rifles with Armor-Piercing Rockets 1 XL-970a Autocannon

### Commentary:

The hoverbike is a Republic invention that allows a single soldier to enjoy the maneuverability and speed of a hovertank at a significantly reduced cost. Additionally, it weds such maneuverability to the abilities of an advanced pathfinder or infiltrator; the reduced size of the vehicle allows it to go places that a regular vehicle cannot.

Due to the success of her star, all of Tora's Raiders are allowed to customize their equipment. Tora's personal hoverbike, for instance, is equipped with armorpiercing rockets and a prototype autocannon utilizing squeeze-bore technology. Tora routinely defeats heavily armored opponents that are caught off-guard by her bike's awesome firepower.

## Filing Notes

<b>Record Number</b>	S128, S051
<b>Field Research</b>	C051, C012
<b>Thought Control</b>	G202, G122, G114
<b>Image Acquisition</b>	L314, L145
<b>Correction Enforcement</b>	D327



**Tora's Claw**  
Gnome Battle Armor



**Tora's Shield**  
Hauberk Battle Armor



**Tora's Unruly Mob**  
Peasant Company



**Tora's Zephyr**  
Hoverbike Squad

## William "Pyro" Peterson

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>MECH</b>	Firestarter
<b>DOB</b>	05/03/3105
<b>HAIR</b>	Red
<b>EYES</b>	Green



William "Pyro" Peterson grew up in a street gang with an affinity for burning rival gangs' hangouts to the ground — preferably with the gang members trapped inside. Pyro moved up the food chain from gang to gang. When he had an opportunity to join Bannson's organization, he killed the two people that stood between him and Bannson's crusade without hesitation.

Peterson was assigned to The Band of Five, a veteran unit built on the brutality and ruthlessness of individual members rather than organizational or strategic skills. Pyro fit right in, and after some internal "negotiations" he became the pilot of a Firestarter BattleMech. The savagery of The Band of Five demands that each member become expert in his or her duties lest a rival kill them in order to rise through the ranks. So far, Pyro has excelled in a 'Mech that suits him perfectly, enabling him to defend his position.

Peterson has always gravitated toward larger, more powerful gangs; thus, if we ever need his services, we will need to present ourselves as such an organization. This will be difficult, however: he seems born to be one of Bannson's thugs.

### Firestarter

<b>Serial Number</b>	FS311-18W
<b>Mass</b>	35 tons
<b>Chassis</b>	Foundation Ultralight Endo Steel
<b>Power Plant</b>	GM 210
<b>Cruising Speed</b>	68.4 kph
<b>Maximum Speed</b>	97.2 kph
<b>Jump Jets</b>	Luxor Load Lifters
<b>Armor</b>	Durallex Nova
<b>Armament</b>	6 Hotshot Flamers 1 Defiance Model XII Extended Range Medium Laser



#### Commentary:

William Peterson's Firestarter, which he dubbed "Sparks," is an example of one of the most specialized BattleMechs ever produced. The six flamers that give the 'Mech its name are devastating to unarmored infantry and a terror to pilots who run their 'Mechs hot.

In the battle for the world of Tikonov in 3074, this Firestarter proved a critical element. WoB forces launched an assault to secure the Earthwerks Ltd. BattleMech facility. The WoB forces breached the walls, and a lance of Firestarters set fire to that portion of the city. The White Volga River acted as a firebreak for the rest of the city and the plant, while the firestorm forced their withdrawal.

Though it was put out of action in that battle, the FS311- 18W "Sparks" was repaired and put back into service by Jacob Bannson in late 3130 as part of his security force.

### Filing Notes

<b>Record Number</b>	DA-106-PE	08/13/3132
<b>Field Research</b>	S088, S351	07/30/3132
<b>Thought Control</b>	C049, C312	CERTIFIED
<b>Image Acquisition</b>	G277, G116, G144	08/10/3132
<b>Correction Enforcement</b>	L335, L125	APPROVED
<b>Filing</b>	D327	08/13/3132

## Yulri Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>MECH</b>	Black Hawk
<b>DOB</b>	01/04/3105
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Yulri is a study in contrasts. He is a brilliant tactician, but a terrible strategist. For a Clansman, he is a master craftsman of the written word, but he can sound unintelligent when speaking. He walks clumsily, and yet his Black Hawk - named "Ulric" - seems to dance across the battlefield. He is an ardent Crusader, but the name of his BattleMech may refer to Ulric Kerensky, one of the greatest Warden Wolf leaders in history and a person most Crusader Wolves would just as soon forget. Even stranger, he was recently taken in combat by a fellow Wolf warrior - Tassa Kay - and in a very unusual circumstance, became a bondsman to her. Our Order has failed to verify whether these apparent paradoxes are real or contrived. Regardless, there appears to be much going on below the surface of this "simple" warrior. Considering the power that Tassa Kay is acquiring, it is strongly advisable to know the secrets of someone so close to her.

## Black Hawk

<b>Serial Number</b>	Unknown
<b>Mass</b>	50 tons
<b>Chassis</b>	Type 3 Standard Endo Steel
<b>Power Plant</b>	250 XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86.6 kph
<b>Jump Jets</b>	Grandthrust Mk3
<b>Armor</b>	Standard YM17
<b>Armament</b>	1 Type XX "Great Bow" LRM-20 launcher 1 Mydron Excel Type 5 Autocannon



### Commentary:

In its standard configuration, the Black Hawk is a versatile, competent unit. Yulri's loadout places heavy emphasis on the long-range firepower, while his considerable skill and ferocity keep this Mech a dangerous opponent in close combat. Yulri uses his autocannon with deadly accuracy; he routinely snipes opponents at seemingly impossible ranges.

## Filing Notes

<b>Record Number</b>	S128, S051
<b>Field Research</b>	C051, C012
<b>Thought Control</b>	G202, G122, G114
<b>Image Acquisition</b>	L314, L145
<b>Correction Enforcement</b>	D327
<b>Filing</b>	

## Alice Vander

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>MECH</b>	Vulture
<b>DOB</b>	04/19/3099
<b>HAIR</b>	Blonde
<b>EYES</b>	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.

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.

## Vulture

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



## Commentary:

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.

## Filing Notes

<b>Record Number</b>	FE-093-PE	10/28/3132
<b>Field Research</b>	S078, S021	09/30/3132
<b>Thought Control</b>	C181, C082	CERTIFIED
<b>Image Acquisition</b>	G172, G172, G224	10/08/3132
<b>Correction Enforcement</b>	L114, L099	APPROVED
<b>Filing</b>	D327	10/28/3132

## Andre Crawford

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>MECH</b>	Black Knight
<b>DOB</b>	02/22/3101
<b>HAIR</b>	Red
<b>EYES</b>	Green



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.

## Black Knight

<b>Serial Number</b>	CS547-19E
<b>Mass</b>	75 tons
<b>Chassis</b>	Technicon 2D
<b>Power Plant</b>	Magna 300
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	64 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Numall DuraBond
<b>Armament</b>	4 Diverse Optics ER Med. Lasers 2 Diverse Optics ER Lg. Lasers 2 Diverse Optics ER Sm. Lasers 1 Olympia Flamer



### Commentary:

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."

## Filing Notes

<b>Record Number</b>	FE-134-PE	02/18/3132
<b>Field Research</b>	S128, S287	01/12/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	02/01/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	02/18/3132

## Angus Drummond

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>MECH</b>	Mad Cat II
<b>DOB</b>	10/09/3100
<b>HAIR</b>	Black, with a White Streak
<b>EYES</b>	Gray



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 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.

### Mad Cat II

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

#### 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.

### Filing Notes

<b>Record Number</b>	FE-091-PE	12/06/3132
<b>Field Research</b>	S124, S011	11/18/3132
<b>Thought Control</b>	C151, C022	CERTIFIED
<b>Image Acquisition</b>	G222, G142, G004	11/27/3132
<b>Correction Enforcement</b>	L114, L125	APPROVED
<b>Filing</b>	D327	12/06/3132



## Antonia Chinn

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>MECH</b>	Thor
<b>DOB</b>	12/05/3101
<b>HAIR</b>	Brown
<b>EYES</b>	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.

## Thor

<b>Serial Number</b>	JF900-23C
<b>Mass</b>	70 tons
<b>Chassis</b>	Olivetti T4 Endo Steel
<b>Power Plant</b>	350 Magna XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Clan Standard Type A3
<b>Armor</b>	Compound Beta FF
<b>Armament</b>	2 Series 6b ER Large Lasers 2 Series 3a ER Medium Lasers 1 Type Z "Short Bow" LRM-15 Launcher



### Commentary:

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 Yorik 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.

## Filing Notes

<b>Record Number</b>	FE-092-PE	10/25/3132
<b>Field Research</b>	S128, S287	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Bill Maignlov

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>MECH</b>	AgroMech MOD-B
<b>DOB</b>	10/07/3102
<b>HAIR</b>	None
<b>EYES</b>	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 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.

## AgroMech MOD-B

<b>Serial Number</b>	IMC-01943/5a
<b>Mass</b>	35 tons
<b>Chassis</b>	IM Heavy
<b>Power Plant</b>	ConLee 105 ICE
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarSlab/3
<b>Armament</b>	1 General Motors Supernova-2 Rotary Autocannon 1 DiNapoli "Groundhog" Reinforced Combine

### 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.

## Filing Notes

<b>Record Number</b>	FE-119-PE	08/08/3132
<b>Field Research</b>	S321, S111	07/01/3132
<b>Thought Control</b>	C110, C132	CERTIFIED
<b>Image Acquisition</b>	G168, G140, G004	07/25/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	08/08/3132

## Broll Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolf Lancers
<b>VEHICLE</b>	JES III Missile Carrier
<b>DOB</b>	10/11/3101
<b>HAIR</b>	Black
<b>EYES</b>	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.

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.

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.

### JES III Missile Carrier

<b>Serial Number</b>	ROS0011-412
<b>Mass</b>	60 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	LTV 160 XL Fusion
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Starshield III
<b>Armament</b>	4 ExoStar B-series LRM-15 Launchers 2 GM MiniGun Machine Guns



#### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-112-PE	01/12/3133
<b>Field Research</b>	S145, S233	12/18/3132
<b>Thought Control</b>	C178, C098	CERTIFIED
<b>Image Acquisition</b>	G151, G196, G199	12/19/3132
<b>Correction Enforcement</b>	L069, L025	APPROVED
<b>Filing</b>	D327	01/12/3133

## Collin Tolek

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Wolf's Dragoons
<b>MECH</b>	Cygnus
<b>DOB</b>	05/06/3135
<b>HAIR</b>	Brown
<b>EYES</b>	Black



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 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.

## Cygnus

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



### 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.

## Filing Notes

<b>Record Number</b>	FE-096-PE	12/26/3132
<b>Field Research</b>	S222, S371	12/01/3132
<b>Thought Control</b>	C151, C122	CERTIFIED
<b>Image Acquisition</b>	G297, G142, G004	12/11/3132
<b>Correction Enforcement</b>	L154, L125	APPROVED
<b>Filing</b>	D327	12/26/3132

## Commando Squad

**FACTION** Dragon's Fury  
**REGIMENT** Amaterasu  
**UNIT TYPE:** Elite Infantry



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.

### Filing Notes

<b>Record Number</b>	FE-097-PE	10/25/3132
<b>Field Research</b>	S128, S287	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132



## Cora Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>MECH</b>	AgroMech Mk II MOD
<b>DOB</b>	08/17/3113
<b>HAIR</b>	Blond
<b>EYES</b>	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.

### AgroMech Mk II MOD

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



#### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-118-PE	04/16/3132
<b>Field Research</b>	S007, S151	03/22/3132
<b>Thought Control</b>	C141, C012	CERTIFIED
<b>Image Acquisition</b>	G292, G166, G004	04/02/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	04/16/3132

## Cynthia Kelly

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>MECH</b>	Centurion
<b>DOB</b>	07/29/3104
<b>HAIR</b>	Red-Blonde
<b>EYES</b>	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.

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.

## Centurion

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



### Commentary:

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.

## Filing Notes

<b>Record Number</b>	FE-088-PE	10/21/3132
<b>Field Research</b>	S011, S239	10/02/3132
<b>Thought Control</b>	C081, C231	CERTIFIED
<b>Image Acquisition</b>	G202, G241, G081	10/20/3132
<b>Correction Enforcement</b>	L134, L145	APPROVED
<b>Filing</b>	D327	10/21/3132

## Domonic Voeller

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>MECH</b>	Cygnus
<b>DOB</b>	06/20/3096
<b>HAIR</b>	Gray
<b>EYES</b>	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.

## Cygnus

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



### Commentary:

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 onetwo 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.

## Filing Notes

<b>Record Number</b>	FE-136-PE	01/09/3133
<b>Field Research</b>	S007, S151	12/22/3132
<b>Thought Control</b>	C141, C012	CERTIFIED
<b>Image Acquisition</b>	G292, G166, G004	12/29/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	01/09/3133



## Dyan Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>VEHICLE</b>	Saxon APC
<b>DOB</b>	07/24/3092
<b>HAIR</b>	Gray
<b>EYES</b>	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 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.

### Saxon APC

<b>Serial Number</b>	LAS671-033b
<b>Mass</b>	35 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	GM 175 Fusion
<b>Cruising Speed</b>	108 kph
<b>Maximum Speed</b>	162 kph
<b>Armor</b>	ArcShield Heavy II
<b>Armament</b>	1 Kicker 2 Machine Gun



#### 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.

### Filing Notes

<b>Record Number</b>	FE-105-PE	07/21/3132
<b>Field Research</b>	S187, S151	06/22/3132
<b>Thought Control</b>	C141, C122	CERTIFIED
<b>Image Acquisition</b>	G121, G166, G004	07/04/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	07/21/3132

## Elora Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>MECH</b>	Firestarter
<b>DOB</b>	12/11/3107
<b>HAIR</b>	Red
<b>EYES</b>	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.

### Firestarter

<b>Serial Number</b>	FS961-78K
<b>Mass</b>	35 tons
<b>Chassis</b>	Foundation Ultralight Endo-Steel
<b>Power Plant</b>	GM 210XL
<b>Cruising Speed</b>	64.8 kph
<b>Maximum Speed</b>	97.2 kph
<b>Jump Jets</b>	Luxor Load Lifters
<b>Armor</b>	Durallex Nova Standard
<b>Armament</b>	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, antiinfantry 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.



### Filing Notes

<b>Record Number</b>	FE-122-PE	02/21/3132
<b>Field Research</b>	S117, S001	01/01/3132
<b>Thought Control</b>	C349, C321	CERTIFIED
<b>Image Acquisition</b>	G197, G123, G224	01/19/3132
<b>Correction Enforcement</b>	L211, L085	APPROVED
<b>Filing</b>	D327	02/21/3132

## Federick Bo

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>MECH</b>	Shadow Cat II
<b>DOB</b>	11/11/3109
<b>HAIR</b>	None
<b>EYES</b>	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 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.

## Shadow Cat II

<b>Serial Number</b>	JF793-21D
<b>Mass</b>	60 tons
<b>Chassis</b>	Olivetti Stage 3
<b>Power Plant</b>	360 XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph (130 kph with MASC)
<b>Jump Jets</b>	Clan Standard Type A1
<b>Armor</b>	Raydient Series 3
<b>Armament</b>	2 Type X "Long Bow" LRM-10 Launchers 1 EMRG "Captain" Series Gauss Rifle



### 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.

## Filing Notes

<b>Record Number</b>	FE-089-PE	07/10/3132
<b>Field Researchs</b>	114, S111	05/23/3132
<b>Thought Control</b>	C002, C099	CERTIFIED
<b>Image Acquisition</b>	G228, G152, G304	06/29/3132
<b>Correction Enforcement</b>	L174, L125	APPROVED
<b>Filing</b>	D327	07/10/3132

## Gary Metcalf

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>MECH</b>	Thor
<b>DOB</b>	05/25/3096
<b>HAIR</b>	Gray
<b>EYES</b>	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 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.

## Thor

<b>Serial Number</b>	HH730-17H
<b>Mass</b>	70 tons
<b>Chassis</b>	Olivetti T4 Endo Steel
<b>Power Plant</b>	350 Magna XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Clan Standard Type A3
<b>Armor</b>	Compound Beta FF
<b>Armament</b>	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



### 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.

## Filing Notes

<b>Record Number</b>	FE-132-PE	12/26/3131
<b>Field Research</b>	S222, S371	12/01/3131
<b>Thought Control</b>	C151, C122	CERTIFIED
<b>Image Acquisition</b>	G297, G142, G004	12/22/3131
<b>Correction Enforcement</b>	L154, L125	APPROVED
<b>Filing</b>	D327	12/26/3131

## Gwin Fetladral

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>MECH</b>	Cougar
<b>DOB</b>	07/13/3100
<b>HAIR</b>	Blond
<b>EYES</b>	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.

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.

## Cougar

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



### Commentary:

Clan Jade Falcon designed the Cougar as a weaponheavy 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.

## Filing Notes

<b>Record Number</b>	FE-125-PE	05/13/3132
<b>Field Research</b>	S100, S151	02/19/3132
<b>Thought Control</b>	C251, C002	CERTIFIED
<b>Image Acquisition</b>	G233, G242, G124	04/22/3132
<b>Correction Enforcement</b>	L144, L215	APPROVED
<b>Filing</b>	D327	05/13/3132

## Hazen's Strikers

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>UNIT TYPE:</b>	SRM Team



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.



### Filing Notes

<b>Record Number</b>	FE-099-PE	10/25/3132
<b>Field Research</b>	S128, S297	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Hiroshi Kato

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>RANK</b>	Gunsho
<b>VEHICLE</b>	Giggins APC
<b>DOB</b>	10/13/3108
<b>HAIR</b>	Brown
<b>EYES</b>	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.

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.

### Giggins APC

<b>Serial Number</b>	ROS0101-349
<b>Power Plant</b>	Nissan 220
<b>FusionCruising Speed</b>	65 kph
<b>Maximum Speed</b>	96 kph
<b>Mass</b>	40 tons
<b>Armor</b>	Clydesdale Standard/8
<b>Armament</b>	2 Scatter Gun II Machine Guns



#### Commentary:

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."

### Filing Notes

<b>Record Number</b>	FE-106-PE	10/25/3132
<b>Field Research</b>	S128, S287	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132



## James Odom

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Kell Hounds
<b>MECH</b>	Arbalest
<b>DOB</b>	10/05/3108
<b>HAIR</b>	Brown
<b>EYES</b>	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.

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.

## Arbalest

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

### Commentary:

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.



## Filing Notes

<b>Record Number</b>	FE-121-PE	06/15/3132
<b>Field Research</b>	S215, S092	05/21/3132
<b>Thought Control</b>	C398, C121	CERTIFIED
<b>Image Acquisition</b>	G097, G077, G239	05/25/3132
<b>Correction Enforcement</b>	L113, L035	APPROVED
<b>Filing</b>	D327	06/15/3132



## Jodi Mazzanoble

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights Errant
<b>MECH</b>	Black Hawk
<b>DOB</b>	07/08/3102
<b>HAIR</b>	Blond
<b>EYES</b>	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.

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.

## Black Hawk

<b>Serial Number</b>	GB378-67L
<b>Mass</b>	50 tons
<b>Chassis</b>	Type 3 Standard Endo-Steel
<b>Power Plant</b>	250 XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86.4 kph
<b>Jump Jets</b>	Grandthrust Mk 3
<b>Armor</b>	Standard YM17
<b>Armament</b>	2 Series 7K ER Lg. Lasers 4 Series 22a Heavy Medium Lasers



### 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.

## Filing Notes

<b>Record Number</b>	FE-130-PE	01/16/3133
<b>Field Research</b>	S321, S111	01/01/3133
<b>Thought Control</b>	C110, C132	CERTIFIED
<b>Image Acquisition</b>	G168, G140, G004	01/11/3133
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	01/16/3133

## Joel Nguyen

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>MECH</b>	Zeus
<b>DOB</b>	02/27/3091
<b>HAIR</b>	Black
<b>EYES</b>	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. With their sponsorship, Joel was accepted into the Northwind Military Academy's MechWarrior training program, where he excelled.

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.

## Zeus

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

### Commentary:

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."



## Filing Notes

<b>Record Number</b>	FE-095-PE	03/13/3132
<b>Field Research</b>	S007, S151	02/22/3132
<b>Thought Control</b>	C141, C012	CERTIFIED
<b>Image Acquisition</b>	G292, G166, G004	03/03/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	03/13/3132



## Jorges Koffler

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Eridani Light Horse
<b>MECH</b>	MiningMech MOD-B
<b>DOB</b>	05/06/3107
<b>HAIR</b>	Brown
<b>EYES</b>	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 often takes a few solid salvos directed his way to dispel the notion that he's invincible and that combat is just a game.

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.

### MiningMech MOD-B

<b>Serial Number</b>	DVM-26C-13067
<b>Mass</b>	35 tons
<b>Chassis</b>	DeValt MM-2600.2
<b>Power Plant</b>	ConLee 105 ICE
<b>Cruising Speed</b>	31 kph
<b>Maximum Speed</b>	52 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Lamellor
<b>Armament</b>	2 I/NCK "Thornbush" SRM-4s 2 Bulldog Machine Guns 1 DeValt Heavy-Duty Hydraulic Pile Driver



#### Commentary:

DeValt 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.

### Filing Notes

<b>Record Number</b>	FE-120-PE	08/08/3132
<b>Field Research</b>	S199, S191	07/21/3132
<b>Thought Control</b>	C233, C346	CERTIFIED
<b>Image Acquisition</b>	G101, G001, G199	07/25/3132
<b>Correction Enforcement</b>	L311, L025	APPROVED
<b>Filing</b>	D327	08/08/3132

## Kagemusha

**FACTION** Dragon's Fury  
**REGIMENT** Amaterasu  
**UNIT 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.



## Filing Notes

<b>Record Number</b>	FE-103-PE	10/25/3132
<b>Field Research</b>	S128, S287	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Kal Radick

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>MECH</b>	Mad Cat II
<b>DOB</b>	07/20/3107
<b>HAIR</b>	Brown
<b>EYES</b>	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 likeminded 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.

## Mad Cat II

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



### Commentary:

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."

## Filing Notes

<b>Record Number</b>	FE-131-PE	12/13/3132
<b>Field Research</b>	S100, S151	11/19/3132
<b>Thought Control</b>	C251, C002	CERTIFIED
<b>Image Acquisition</b>	G233, G242, G124	12/04/3132
<b>Correction Enforcement</b>	L144, L215	APPROVED
<b>Filing</b>	D327	12/13/3132

## Katsu Moriyama

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights Errant
<b>MECH</b>	Crimson Hawk
<b>DOB</b>	06/04/3101
<b>HAIR</b>	Black
<b>EYES</b>	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 Lyrans 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.

## Crimson Hawk

<b>Serial Number</b>	SF392-90D
<b>Mass</b>	25 tons
<b>Chassis</b>	York II XT
<b>Power Plant</b>	125 York XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Clan Series Type 1 Light
<b>Armor</b>	Compound 6A
<b>Armament</b>	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.

## Filing Notes

<b>Record Number</b>	FE-087-PE	09/13/3133
<b>Field Research</b>	S224, S011	08/29/3133
<b>Thought Control</b>	C141, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G156, G304	09/11/3133
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	09/13/3133

## Kaul Petrone

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>RANK</b>	Gunsho
<b>VEHICLE</b>	Tamerlane Strike Sled
<b>DOB</b>	04/01/3102
<b>HAIR</b>	Brown
<b>EYES</b>	Hazel



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.

### Tamerlane Strike Sled

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



#### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-111-PE	12/23/3132
<b>Field Research</b>	S267, S101	12/01/3132
<b>Thought Control</b>	C201, C252	CERTIFIED
<b>Image Acquisition</b>	G374, G189, G237	12/19/3132
<b>Correction Enforcement</b>	L200, L041	APPROVED
<b>Filing</b>	D327	12/23/3132

## Kenneth Medchelke

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>VEHICLE</b>	<b>Sniper Artillery</b>
<b>DOB</b>	<b>07/29/3104</b>
<b>HAIR</b>	<b>Red-Blonde</b>
<b>EYES</b>	<b>Green</b>



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 Wyld'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.

### Sniper Artillery

<b>Serial Number</b>	FSS122/A61-B
<b>Mass</b>	80 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	GM 240 Fusion
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Kallon Royalstar
<b>Armament</b>	1 Sniper Medium Artillery Piece 2 BlazeFire Snapshot ER Small Lasers 2 Voelkers 200 Machine Guns



#### Commentary:

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 Wyld's Jokers last year.

### Filing Notes

<b>Record Number</b>	FE-109-PE	10/21/3132
<b>Field Research</b>	S011, S239	10/02/3132
<b>Thought Control</b>	C081, C231	CERTIFIED
<b>Image Acquisition</b>	G202, G241, G081	10/20/3132
<b>Correction Enforcement</b>	L134, L145	APPROVED
<b>Filing</b>	D327	10/21/3132



## Kyle Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>MECH</b>	AgroMech Mk II
<b>DOB</b>	11/14/3102
<b>HAIR</b>	Blond
<b>EYES</b>	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.

### AgroMech Mk II

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

#### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-117-PE	09/09/3132
<b>Field Research</b>	S267, S101	08/01/3132
<b>Thought Control</b>	C201, C252	CERTIFIED
<b>Image Acquisition</b>	G374, G189, G237	08/19/3132
<b>Correction Enforcement</b>	L200, L041	APPROVED
<b>Filing</b>	D327	09/09/3132

## Kym Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>MECH</b>	Cougar
<b>DOB</b>	08/07/3107
<b>HAIR</b>	Blonde
<b>EYES</b>	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.

## Cougar

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



### Commentary:

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.

## Filing Notes

<b>Record Number</b>	FE-085-PE	12/12/3131
<b>Field Research</b>	S128, S051	11/01/3131
<b>Thought Control</b>	C051, C012	CERTIFIED
<b>Image Acquisition</b>	G202, G122, G114	11/13/3131
<b>Correction Enforcement</b>	L314, L145	APPROVED
<b>Filing</b>	D327	12/12/3131

## Lara "Deadeye" Janik

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>VEHICLE</b>	DI Morgan Assault Tank
<b>DOB</b>	06/15/3111
<b>HAIR</b>	Black
<b>EYES</b>	Green



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 Wyld'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 Wyld'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.

## DI Morgan Assault Tank

<b>Serial Number</b>	LAT111-DM1a
<b>Mass</b>	100 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	GM 300XL Fusion
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Durallex Super Ferro-Fibrous
<b>Armament</b>	3 Defiance 1001 Extended-Range PPCs 2 Coventry Light Autogun Machine Guns



### Commentary:

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 manmade lightning it can unleash in a single volley.

## Filing Notes

<b>Record Number</b>	FE-114-PE	12/15/3132
<b>Field Research</b>	S011, S239	12/02/3132
<b>Thought Control</b>	C081, C231	CERTIFIED
<b>Image Acquisition</b>	G202, G241, G081	12/10/3132
<b>Correction Enforcement</b>	L134, L145	APPROVED
<b>Filing</b>	D327	12/15/3132

## Liz Nostra

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>MECH</b>	Crimson Hawk
<b>DOB</b>	12/09/3103
<b>HAIR</b>	Black
<b>EYES</b>	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 uncertain future began to show in sagging battle performance, which ultimately resulted in a demotion from her previous command rank.

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.

## Crimson Hawk

<b>Serial Number</b>	BS571-08H
<b>Mass</b>	25 tons
<b>Chassis</b>	York II XT
<b>Power Plant</b>	125 York XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Clan Series Type 1 Light
<b>Armor</b>	Compound 6A
<b>Armament</b>	2 Series 4D-2 Heavy Large Lasers

### Commentary:

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.



## Filing Notes

<b>Record Number</b>	FE-127-PE	01/16/3133
<b>Field Research</b>	S321, S111	01/01/3133
<b>Thought Control</b>	C110, C132	CERTIFIED
<b>Image Acquisition</b>	G168, G140, G004	01/11/3133
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	01/16/3133



## Lori Kyle

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Eridani Light Horse
<b>MECH</b>	Black Hawk
<b>DOB</b>	06/14/3068
<b>HAIR</b>	Gray
<b>EYES</b>	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.

## Black Hawk

<b>Serial Number</b>	NC797-09W
<b>Mass</b>	50 tons
<b>Chassis</b>	Type 3 Standard Endo Steel
<b>Power Plant</b>	250XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86.4 kph
<b>Jump Jets</b>	Grandthrust Mk.3
<b>Armor</b>	Standard YM17
<b>Armament</b>	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.

## Filing Notes

<b>Record Number</b>	FE-090-PE	10/11/3132
<b>Field Research</b>	S088, S191	09/10/3132
<b>Thought Control</b>	C011, C285	CERTIFIED
<b>Image Acquisition</b>	G322, G382, G204	09/27/3132
<b>Correction Enforcement</b>	L124, L121	APPROVED
<b>Filing</b>	D327	10/11/3132

## Malcolm McPherson

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



Malcolm 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.

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.

## Thumper Artillery

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



### Commentary:

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.

## Filing Notes

<b>Record Number</b>	FE-108-PE	06/13/3132
<b>Field Research</b>	S137, S231	05/12/3132
<b>Thought Control</b>	C232, C252	CERTIFIED
<b>Image Acquisition</b>	G374, G009, G133	05/19/3132
<b>Correction Enforcement</b>	L098, L131	APPROVED
<b>Filing</b>	D327	06/13/3132

## Malisa Nova Cat

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



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 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 Kev 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.

### Uller

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



### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-126-PE	01/09/3133
<b>Field Research</b>	S007, S151	12/22/3132
<b>Thought Control</b>	C141, C012	CERTIFIED
<b>Image Acquisition</b>	G292, G166, G004	12/29/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	01/09/3132

## Mikos Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>VEHICLE</b>	Maxim Mk2 Transport
<b>DOB</b>	05/07/3109
<b>HAIR</b>	None
<b>EYES</b>	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 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.

## Maxim Mk2 Transport

<b>Serial Number</b>	RSM0127-505
<b>Mass</b>	50 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	PowerTech 165 HighLift
<b>Cruising Speed</b>	86.4 kph
<b>Maximum Speed</b>	129.6 kph
<b>Armor</b>	ArcShield Heavy
<b>Armament</b>	1 Hovertec Streak SRM-2



### 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.

## Filing Notes

<b>Record Number</b>	FE-107-PE	05/13/3132
<b>Field Research</b>	S007, S009	04/22/3132
<b>Thought Control</b>	C357, C122	CERTIFIED
<b>Image Acquisition</b>	G121, G209, G304	05/04/3132
<b>Correction Enforcement</b>	L314, L305	APPROVED
<b>Filing</b>	D327	05/13/3132



## Naomi Katina

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>MECH</b>	Vulture
<b>DOB</b>	07/04/3105
<b>HAIR</b>	Brown
<b>EYES</b>	Green



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.

## Vulture

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

### Commentary:

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.



## Filing Notes

<b>Record Number</b>	FE-133-PE	11/28/3132
<b>Field Research</b>	S027, S231	11/01/3132
<b>Thought Control</b>	C232, C114	CERTIFIED
<b>Image Acquisition</b>	G374, G123, G224	11/19/3132
<b>Correction Enforcement</b>	L144, L005	APPROVED
<b>Filing</b>	D327	11/28/3132

## Odin's Fury

**FACTION**                   Swordsworn  
**REGIMENT**                Davion Guards  
**UNIT TYPE:**              Fenrir Battle Armor



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.

### Filing Notes

<b>Record Number</b>	FE-104-PE	10/25/3132
<b>Field Research</b>	S128, S297	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132



## Pillar One

**FACTION** Dragon's Fury  
**REGIMENT** Amaterasu  
**UNIT TYPE:** Raiden Battle Armor



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.



## Filing Notes

<b>Record Number</b>	FE-101-PE	10/25/3132
<b>Field Research</b>	S128, S287	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Rick Raisho

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights of the Sphere
<b>MECH</b>	Centurion
<b>DOB</b>	06/13/3096
<b>HAIR</b>	Brown
<b>EYES</b>	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.

## Centurion

<b>Serial Number</b>	FS775-97T
<b>Mass</b>	50 tons
<b>Chassis</b>	Corean Model K7
<b>Power Plant</b>	Nissan 200
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard III
<b>Armament</b>	1 Luxor Devastator-20 Autocannon 1 Luxor 3R LRM-10

### Commentary:

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.



## Filing Notes

<b>Record Number</b>	FE-128-PE	04/17/3132
<b>Field Research</b>	S111, S002	04/01/3132
<b>Thought Control</b>	C028, C029	CERTIFIED
<b>Image Acquisition</b>	G357, G224, G037	04/09/3132
<b>Correction Enforcement</b>	L301, L033	APPROVED
<b>Filing</b>	D327	04/17/3132



## Rusty Cooper

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>RANK</b>	Sergeant Major
<b>VEHICLE</b>	Long Tom Artillery
<b>DOB</b>	02/14/3084
<b>HAIR</b>	Gray
<b>EYES</b>	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. 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."

## Long Tom Artillery

<b>Serial Number</b>	CACO-1371-AV33.2
<b>Mass</b>	95 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	DAV 190 I.C.E.
<b>Cruising Speed</b>	21 kph
<b>Maximum Speed</b>	32 kph
<b>Armor</b>	ArcShield Maxi II
<b>Armament</b>	1 Johnston Industries Mobile Long Tom Artillery Sys. 4 Sperry-Browning Machine Guns



### Commentary:

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.

## Filing Notes

<b>Record Number</b>	FE-110-PE	10/28/3132
<b>Field Research</b>	S078, S021	09/30/3132
<b>Thought Control</b>	C181, C082	CERTIFIED
<b>Image Acquisition</b>	G172, G172, G224	10/08/3132
<b>Correction Enforcement</b>	L114, L099	APPROVED
<b>Filing</b>	D327	10/28/3132



## Saturina Perara

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Eridani Light Horse
<b>RANK</b>	Corporal
<b>VEHICLE</b>	MIT23 M.A.S.H. Vehicle
<b>DOB</b>	08/04/3101
<b>HAIR</b>	Red
<b>EYES</b>	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 for the call to race across the battle lines in support of a wounded unit.

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.

### MIT23 M.A.S.H. Vehicle

<b>Serial Number</b>	NSL4077-8063MM
<b>Mass</b>	20 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	Hermes 80 Fusion
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Armor</b>	StarSlab/Sheet
<b>Armament</b>	None



#### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-115-PE	01/18/3133
<b>Field Research</b>	S222, S077	12/08/3132
<b>Thought Control</b>	C188, C224	CERTIFIED
<b>Image Acquisition</b>	G123, G234, G012	12/15/3132
<b>Correction Enforcement</b>	L227, L314	APPROVED
<b>Filing</b>	D327	01/18/3132

## Savoni

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Republican Guards
<b>VEHICLE</b>	Bellona Tank
<b>DOB</b>	03/11/3110
<b>HAIR</b>	Brown
<b>EYES</b>	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 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.

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.

## Bellona Tank

<b>Serial Number</b>	HHB109-63218d
<b>Mass</b>	45 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	Fusion Type 80
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Armor</b>	Forging HTT05 with CASE
<b>Armament</b>	1 Type 9 Ultra Autocannon/10 4 Series HL-II Light Machine Guns 2 Type 14b Flamers



### 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.

## Filing Notes

<b>Record Number</b>	FE-113-PE	01/08/3133
<b>Field Research</b>	S199, S191	12/21/3132
<b>Thought Control</b>	C233, C346	CERTIFIED
<b>Image Acquisition</b>	G101, G001, G100	12/25/3132
<b>Correction Enforcement</b>	L311, L025	APPROVED
<b>Filing</b>	D327	01/08/3133

## Shin Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolf Lancers
<b>MECH</b>	Uller
<b>DOB</b>	03/02/3104
<b>HAIR</b>	Black
<b>EYES</b>	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. 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.

### Uller

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



### Commentary:

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.

### Filing Notes

<b>Record Number</b>	FE-086-PE	05/13/3132
<b>Field Research</b>	S100, S151	02/19/3132
<b>Thought Control</b>	C251, C002	CERTIFIED
<b>Image Acquisition</b>	G233, G242, G124	04/04/3132
<b>Correction Enforcement</b>	L144, L215	APPROVED
<b>Filing</b>	D327	05/13/3132



## Stefani Ehli

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>MECH</b>	Zeus
<b>DOB</b>	07/03/3103
<b>HAIR</b>	Brown
<b>EYES</b>	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.

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.

## Zeus

<b>Serial Number</b>	LCS6701-33M
<b>Mass</b>	80 tons
<b>Chassis</b>	Advanced Chariot Type V
<b>Power Plant</b>	Pitban 320 Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Glasgow Limited X w/CASE
<b>Armament</b>	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:

A 'Mech that has, over time, become 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.

## Filing Notes

<b>Record Number</b>	FE-135-PE	01/21/3132
<b>Field Research</b>	S011, S239	12/02/3131
<b>Thought Control</b>	C081, C231	CERTIFIED
<b>Image Acquisition</b>	G202, G241, G081	01/20/3132
<b>Correction Enforcement</b>	L134, L145	APPROVED
<b>Filing</b>	D327	01/21/3132

## Strike Team

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>UNIT TYPE:</b>	Shock Troopers



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 grapples, 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.



## Filing Notes

<b>Record Number</b>	FE-098-PE	10/25/3132
<b>Field Research</b>	S128, S297	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Susan Drummond

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>MECH</b>	Legionnaire
<b>DOB</b>	04/20/3104
<b>HAIR</b>	Black
<b>EYES</b>	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.

### Legionnaire

<b>Serial Number</b>	FS554-21R
<b>Mass</b>	50 tons
<b>Chassis</b>	2A Type 15 Endo-Steel
<b>Power Plant</b>	Magna 350XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Starguard II
<b>Armament</b>	1 Mydron Model B Autocannon/10

#### Commentary:

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.”



### Filing Notes

<b>Record Number</b>	FE-123-PE	01/16/3133
<b>Field Research</b>	S007, S151	12/22/3132
<b>Thought Control</b>	C141, C012	CERTIFIED
<b>Image Acquisition</b>	G292, G166, G004	01/02/3132
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	01/16/3133

## Tamara's Rangers

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>UNIT TYPE:</b>	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.



### Filing Notes

<b>Record Number</b>	FE-102-PE	10/25/3132
<b>Field Research</b>	S128, S287	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Team 6

**FACTION**                   Swordsworn  
**REGIMENT**                Davion Guards  
**UNIT TYPE:**               Laser Team



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.



## Filing Notes

<b>Record Number</b>	FE-100-PE	10/25/3132
<b>Field Research</b>	S128, S297	10/11/3132
<b>Thought Control</b>	C081, C192	CERTIFIED
<b>Image Acquisition</b>	G202, G002, G314	10/22/3132
<b>Correction Enforcement</b>	L184, L321	APPROVED
<b>Filing</b>	D327	10/25/3132

## Tomoko Nagasawa

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>MECH</b>	Hatchetman
<b>DOB</b>	06/16/3108
<b>HAIR</b>	Brown
<b>EYES</b>	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.

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.

### Hatchetman

<b>Serial Number</b>	FC1049-11J
<b>Mass</b>	45 tons
<b>Chassis</b>	Chariot Type II
<b>Power Plant</b>	VOX 225
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Medium Standard
<b>Armament</b>	4 Defiance 3BM ER Medium Lasers 1 Defiance Type G3 'Mech Hatchet

#### 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.



### Filing Notes

<b>Record Number</b>	FE-124-PE	12/08/3132
<b>Field Research</b>	S011, S191	11/01/3132
<b>Thought Control</b>	C299, C132	CERTIFIED
<b>Image Acquisition</b>	G328, G140, G098	11/25/3132
<b>Correction Enforcement</b>	L204, L025	APPROVED
<b>Filing</b>	D327	12/08/3132

## Vera Solomon

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Republican Guards
<b>MECH</b>	Shadow Cat II
<b>DOB</b>	11/17/3106
<b>HAIR</b>	Black
<b>EYES</b>	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.

## Shadow Cat II

<b>Serial Number</b>	CW590-35S
<b>Mass</b>	60 tons
<b>Chassis</b>	Olivetti St3
<b>Power Plant</b>	GM 360XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph (130 kph w/MASC)
<b>Jump Jets</b>	Clan Standard Type A1
<b>Armor</b>	Raydient Ser.3
<b>Armament</b>	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 fastattack '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."

## Filing Notes

<b>Record Number</b>	FE-129-PE	11/13/3132
<b>Field Research</b>	S137, S231	10/12/3132
<b>Thought Control</b>	C140, C252	CERTIFIED
<b>Image Acquisition</b>	G374, G009, G133	10/19/3132
<b>Correction Enforcement</b>	L102, L131	APPROVED
<b>Filing</b>	D327	11/13/3132

## Wade Devolt

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Republican Guards
<b>RANK</b>	Sergeant
<b>VEHICLE</b>	Jl100 Recovery Vehicle
<b>DOB</b>	06/06/3100
<b>HAIR</b>	Brown
<b>EYES</b>	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.

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.

### Jl100 Recovery Vehicle

<b>Serial Number</b>	ROS100-017
<b>Mass</b>	70 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	210 GM ICE
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	1/StarSlab
<b>Armament</b>	None



#### Commentary:

Designed for 'Mechs, but equally capable of effecting repairs on damaged armor, the Jl100 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 Jl100 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 Jl100 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 Jl100, nicknamed "The Coffin," with heavier armor, at the expense of its meager firepower and some of its cargo capacity.

### Filing Notes

<b>Record Number</b>	FE-116-PE	08/08/3132
<b>Field Research</b>	S199, S191	07/21/3132
<b>Thought Control</b>	C233, C346	CERTIFIED
<b>Image Acquisition</b>	G101, G001, G199	07/25/3132
<b>Correction Enforcement</b>	L311, L025	APPROVED
<b>Filing</b>	D327	08/08/3132



## Yuri Mashnovska

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights of the Sphere
<b>MECH</b>	Black Knight
<b>DOB</b>	08/24/3080
<b>HAIR</b>	Blonde
<b>EYES</b>	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 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.

## Black Knight

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



### 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."

## Filing Notes

<b>Record Number</b>	FE-094-PE	02/16/3132
<b>Field Research</b>	S004, S199	02/06/3132
<b>Thought Control</b>	C024, C292	CERTIFIED
<b>Image Acquisition</b>	G127, G172, G008	PENDING
<b>Correction Enforcement</b>	L154, L295	APPROVED
<b>Filing</b>	D327	02/16/3132

## Barry Segal

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>LANCE</b>	Savage Lance
<b>MECH</b>	Black Knight
<b>DOB</b>	07/24/3104
<b>HAIR</b>	Black
<b>EYES</b>	Green



With a scrawny, bespectacled appearance, and a nasally voice that quickly frays the nerves, especially when he laughs, Barry Segal looks more like the annoying class "nerd" than the cold-blooded killer he really is. In fact, he is a little of both — a brilliant technophile and a certifiable homicidal maniac. Where exactly Segal's parents — both scientists and part of one of Jacob Bannson's many specialized "think tanks" — went wrong is beyond anyone's guess. Segal attended some of the finest schools available and lived free from abuse and other societal pressures. Upon joining Bannson's staff, however, his life took a dark turn, and he expressed an interest in BattleMechs and combat that had never existed before. Theories as to the cause of this change range from a naturally occurring mental disease to the possibility that Segal is the product of an unethical mind-altering experiment, possibly conducted by his own parents.

## Black Knight

<b>Serial Number</b>	RS27-30E
<b>Mass</b>	75 tons
<b>Chassis</b>	Technicon 2D
<b>Power Plant</b>	Vlar 300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Numall DuraBond
<b>Armament</b>	2 Fusigon Longtooth ER-PPCs 2 Diverse Optics Type 10P Small Pulse Lasers 2 Diverse Optics Small Lasers 2 Diverse Optics ER Small Lasers



### Commentary:

The Black Knight, a symbol of the fallen Star League, has long been among the most prized heavy BattleMechs in the Inner Sphere. Well armored, with excellent mobility and all-energy firepower, this 'Mech can lay waste to almost any machine smaller than itself, and in the hands of a skilled MechWarrior can even pound heavier opponents to scrap; this particular upgraded variation is every bit as devastating as its predecessors.

In the hands of Barry Segal, the Black Knight becomes death itself. Having nicknamed his ride "Glory Blaze," Segal delights in firing his lasers and PPCs continuously, leveling both structures and opposing units with equal, sadistic glee. His habit of charging into close combat while cackling on the open channels leaves even his fellow warriors in the Band of Five uneasy, and destroys any pretense of subtlety. In spite of this, Bannson retains Segal's lethal services, apparently secure in the belief that he alone can control him.

## Filing Notes

<b>Record Number</b>	DF-121-PE	10/13/3132
<b>Field Research</b>	S125, S111	09/17/3132
<b>Thought Control</b>	C321, C185	CERTIFIED
<b>Image Acquisition</b>	G118, G004, G122	09/28/3132
<b>Correction Enforcement</b>	L282, L200	APPROVED
<b>Filing</b>	D327	10/13/3132

## Basil "The Edge" Kozaka

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	The Scourge
<b>VEHICLE</b>	J-37 Ordnance Transport
<b>DOB</b>	12/30/3097
<b>HAIR</b>	Gray
<b>EYES</b>	Brown



Tall, dark-skinned, and with a preference for long leather coats and mirrored shades, Basil Kozaka is an intimidating man whose obsession with collecting knives and swords of every kind has earned him his nickname "The Edge." He is also a man nearing the end of his career with Bannson's Raiders. As one of the few members of Jacob Bannson's elite forces to actually show a conscience, Kozaka's career as a MechWarrior with the Raiders was recently suspended when he refused to kill a man in cold blood, defying direct orders from his regimental commander. But rather than fire or kill this talented MechWarrior, Bannson decided to give him a rare second chance to learn respect. By reassigning him to the vehicle logistics section, Bannson apparently hopes that the agony of being dispossessed and forced to service the more obedient MechWarriors of the Scourge will communicate to Kozaka the importance of loyalty.

### J-37 Ordnance Transport

<b>Serial Number</b>	CC0157-11D
<b>Mass</b>	50 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	80 VOX
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Armor</b>	Star Slab/3
<b>Armament</b>	1 ChisComp 32 Small Laser



#### Commentary:

The J-37 Ordnance Transport produced by Ceres Metals is a newer, heavier upgrade of the J-27 produced by the forgotten Acme Widgets company. Developed to deliver more munitions to the field more safely than before, the J-37 features an enlarged frame that allows for greater cargo capacity without the need for a fragile, exposed trailer system. This larger payload capacity also allows the vehicle to make fewer trips to and from the front lines, minimizing its exposure to enemy fire.

The J-37 commanded by Basil Kozaka is of Capellan origin, like many of those in Bannson's fleet. Though assigned to the vehicle as punishment for refusing to kill on command, Kozaka seems happy at the wheel of this dangerous, rolling target. Indeed, his fully loaded transport is often seen being piloted with the speed and carelessness of a teenager out for a joyride.

### Filing Notes

<b>Record Number</b>	DF-127-PE	02/15/3133
<b>Field Research</b>	S111, S033	02/07/3133
<b>Thought Control</b>	C125, C218	CERTIFIED
<b>Image Acquisition</b>	G218, G319, G401	02/15/3133
<b>Correction Enforcement</b>	L141, L221	APPROVED
<b>Filing</b>	D327	02/15/3133

## Chuck "Tucker" Oles

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>LANCE</b>	Slasher Lance
<b>MECH</b>	Mongoose II
<b>DOB</b>	02/07/3095
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Chuck Oles (who also answers to the name Tucker) would probably make a better candidate for Wyld's Jokers rather than the Band of Five if it weren't for the fact that both of his dominant personalities verge on homicidal mania in the heat of battle. Though a certified schizophrenic and manic-depressive, Oles' capabilities at the helm of a 'Mech were considerable when he was first "discovered" by Bannson. His habit of holding entire conversations with his imaginary "brother" (whose only apparent difference is an affinity for shouting excessive profanities) was simply overlooked when he was trained as a MechWarrior.

Though his sporadic switching between his Chuck and Tucker personalities in the field does tend to confuse his comrades, the fact that both apparently revel in the destruction "they" bring about assures that Oles will remain an effective threat no matter which personality dominates.

## Mongoose II

<b>Serial Number</b>	CS354-11R
<b>Mass</b>	40 tons
<b>Chassis</b>	Alshain Type 69-40S
<b>Power Plant</b>	320 Pitban XL
<b>Cruising Speed</b>	86 kph
<b>Maximum Speed</b>	130 kph (173 w/MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Starshield Standard
<b>Armament</b>	1 Diverse Optics Sunbeam Extended-Range Large Laser



### Commentary:

ComStar's upgrade of the venerable Mongoose is a tougher, faster, and even more effective scout than the original. Built to find hidden enemy units and assist in concentrating effective fire against them, this 'Mech made an ideal "Mech hound" during the Jihad. This model, however, traded in the advanced communications gear for a more precise targeting computer shortly after its pilot joined Devlin Stone's Republic. This computer delivers enhanced accuracy for the Mongoose II's own laser.

Chuck Oles has nicknamed his Mongoose II "Rikki," though Tucker allegedly hates that name. In battle, Chuck favors using his sensors to spot enemy units and maneuvering to flank them, hoping for a quick kill. Tucker prefers a more direct approach, closing fast and using the machine's close combat prowess to hang on tight and deliver the killing blow.

## Filing Notes

<b>Record Number</b>	DF-134-PE	02/10/3133
<b>Field Research</b>	S124, S201	01/13/3133
<b>Thought Control</b>	C111, C295	CERTIFIED
<b>Image Acquisition</b>	G185, G285, G020	02/01/3133
<b>Correction Enforcement</b>	L092, L144	APPROVED
<b>Filing</b>	D327	02/10/3133

## Cyndi Rhodes

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>VEHICLE</b>	Po II Heavy Tank
<b>DOB</b>	08/10/3104
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Cyndi Rhodes is something of a tomboy in the Ghost Legion: She's far more likely to get into barroom brawls or stick her hands deep into the greasy interior of her tank's machinery than most other female warriors in the Swordsworn's veteran unit. A fourth-generation member of the Legion, she was born to mercenary life and simply cannot fathom what life beyond the Legion might be like. To her, laid-back military life is all a person could ask for, and she is fond of living "in the moment." But while her personality outside the armor is carefree and wild, in battle Rhodes becomes cold and calculating. Considering it her job to provide fire support to the infantry and 'Mech forces of the regiment, she often shadows friendly units, providing heavy cover fire against any hostiles that appear to threaten her chosen "charge."

## Po II Heavy Tank

<b>Serial Number</b>	CC506-717F
<b>Mass</b>	60 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	240 Pitban
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Armor</b>	Starshield V
<b>Armament</b>	1 Inokuma Gauss Rifle 2 SperryBrowning Machine Guns 2 Harpoon-6 SRM Racks 2 Hovertec Streak SRM-2 Racks



### Commentary:

In the dark days of the Word of Blake Jihad, the need for more effective firepower to oppose the fanatics was keenly felt everywhere, but nowhere more than the armed forces of the Capellan Confederation. Rather than tool new factories or designs, a number of conventional vehicles were hastily upgraded, including the cheap, but hopelessly simple, Po Heavy Tank. A fusion-engine upgrade made all the difference, allowing engineers to more than quadruple the tank's destructive output, and the new Po II helped breathe life into House Liao's Blakist resistance.

Cyndi Rhodes' Po II — nicknamed "Clever" — was captured by the Legion during a Capellan raid against The Republic over 10 years ago. Only recently assigned to her after the loss of her Joust medium tank, Rhodes is still getting used to the nuances of the vehicle, but has already expressed admiration for its much increased firepower and electronic countermeasures.

## Filing Notes

<b>Record Number</b>	DF-128-PE	12/21/3132
<b>Field Research</b>	S211, S146	12/07/3132
<b>Thought Control</b>	C274, C294	CERTIFIED
<b>Image Acquisition</b>	G188, G333, G219	12/15/3132
<b>Correction Enforcement</b>	L028, L121	APPROVED
<b>Filing</b>	D327	12/21/3132

## Eriabee Childs

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>LANCE</b>	Assault Lance
<b>MECH</b>	Atlas
<b>DOB</b>	03/04/3101
<b>HAIR</b>	Red
<b>EYES</b>	Hazel



Like most of the officers in the Northwind Fusiliers, Captain Eriabee Childs is a direct descendant of one of the original Northwind Highlanders mercenary regiments. With such a proud history to live up to, it comes as no small surprise that Childs was training to be a MechWarrior long before the HPG network fell silent. When it did, she was among the first to answer Tara Campbell's call to arms, and her impressive skills earned her the command of one of the few assault BattleMechs available. Where Childs' martial prowess and devotion to the Highlanders' ideals is without question, her views on the Highlanders' future are more radical. Arguing that they cannot realistically prop up The Republic for free, she has publicly suggested that the Highlanders once more become a mercenary unit, so that they can cover the costs of "fighting the good fight."

## Atlas

<b>Serial Number</b>	LC6788-97J
<b>Mass</b>	100 tons
<b>Chassis</b>	Foundation Type 10X
<b>Power Plant</b>	Vlar 400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Special Heavy w/CASE
<b>Armament</b>	2 Johnston High-Speed ER-PPCs 2 Valiant Pilum SRM VI Racks 1 Mydron Tornado Rotary Autocannon 5



### Commentary:

Weighing in at 100 tons, with monstrous armor and firepower to match, the Atlas is the epitome of BattleMech technology, the high-water mark against which all 'Mechs are inevitably measured. Often armed with a mix of all weapon types, these fearsome leviathans have historically served as company command 'Mechs or one-person defense and assault forces. Only the best warriors can hope to pilot an Atlas, and only the best can hope to survive crossing one.

Eriabee Childs' Atlas, nicknamed "Goliath," is a newer model, built on Hesperus II originally for the Lyran Commonwealth, but sold to The Republic of the Sphere in an arms and technology trade. Though capable of dishing out horrendous punishment, Childs is fully aware of the dangers of overheating such a powerful machine in combat. Her tactics are thus remarkably restrained; she staggers her weapons and moves only as absolutely necessary to deliver the most telling blows.

## Filing Notes

<b>Record Number</b>	DF-124-PE	10/11/3132
<b>Field Research</b>	S017, S225	09/09/3132
<b>Thought Control</b>	C180, C333	CERTIFIED
<b>Image Acquisition</b>	G289, G235, G113	09/16/3132
<b>Correction Enforcement</b>	L152, L228	APPROVED
<b>Filing</b>	D327	10/11/3132

## F. S. Burdnak

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>LANCE</b>	Close Assault Lance
<b>MECH</b>	Shockwave
<b>DOB</b>	05/20/3108
<b>HAIR</b>	Red
<b>EYES</b>	Blue



F. S. Burdnak jokingly refers to himself as "For Sale" whenever queried about the meaning of his initials. Though Burdnak would like to keep people guessing as to his real name, our agents believe his true identity to be Fang-Shin Burdinakov, a former MechWarrior of House Liao's Capellan Confederation. Burdinakov defected to The Republic five years ago, apparently disgruntled after being passed over for advancement in Warrior House Imarra, and is still wanted by the Maskirovka as a traitor to the realm. F. S. remained in hiding until just after the HPG crash, when he apparently turned mercenary, selling his skills to the highest bidder. While it is believed he will do anything for a price, his current service in the Swordsworn's elite Davion Guards may have more to do with insulting his former comrades than money. Nevertheless, his allegiance to Duke Aaron Sandoval's cause is questionable at best.

## Shockwave

<b>Serial Number</b>	FW307-18B
<b>Mass</b>	50 tons
<b>Chassis</b>	EW Medium Endo Steel
<b>Power Plant</b>	250 Magna XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Earthwerks Medium Std.
<b>Armament</b>	1 Republic Thunder Ultra Autocannon Type 10 1 Light CrossBow LRM 10-Rack 1 Diverse Optics Sunbeam Extended-Range Large Laser



### Commentary:

The Shockwave is a medium strike 'Mech developed in the aftermath of the Jihad by the Marik-Stewart Commonwealth, a former part of the Free Worlds League. Intended for fast attacks rather than hit-and-fade warfare or toe-to-toe slugfests, this design sports an excellent mix of laser and ballistic weaponry. Highly mobile and heavily armed for its size, this machine can deliver a withering barrage, and has the heat sinks to keep up the pressure almost indefinitely.

This Shockwave was captured during a Marik raid against the Capellan Confederation. How Burdnak managed to smuggle it into The Republic when he defected is unknown, but it goes a long way toward explaining the price on his head. He has named the 'Mech "Final Straw," either as another play on his initials or a suggestion that his arrival in the field can be enough to break an enemy's back.

## Filing Notes

<b>Record Number</b>	DF-118-PE	11/13/3132
<b>Field Research</b>	S125, S162	10/03/3132
<b>Thought Control</b>	C107, C101	CERTIFIED
<b>Image Acquisition</b>	G140, G122, G170	10/11/3132
<b>Correction Enforcement</b>	L159, L110	APPROVED
<b>Filing</b>	D327	11/13/3132

## Floyd Glass

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>LANCE</b>	Provisional Lance
<b>MECH</b>	Sphinx
<b>DOB</b>	07/14/3103
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



Born to nobility on Alcor, Floyd Glass enjoyed a privileged life, but it was one that very quickly grew boring. Craving excitement, he ran away at a young age, hitching rides on DropShips to see more of The Republic and the Inner Sphere. Today, with his carefree lifestyle, an endless string of romantic conquests, and a swashbuckler demeanor, Glass epitomizes the term "thrill seeker." When not on duty, he may be found either carousing the local bar scene or undertaking some wildly dangerous pastime like rock climbing, HALO parachuting, or hover racing. Though he is loyal to Duke Aaron Sandoval and his pro-Davion leanings, Glass clearly learned how to pilot a 'Mech expressly for the adrenaline rush of combat — a motive many of his fellow Prince's Men find rather dubious. On the battlefield, his tactics often border on suicidal, demonstrating both his relative inexperience and his penchant for taking chances.

## Sphinx

<b>Serial Number</b>	NC319-13A
<b>Mass</b>	75 tons
<b>Chassis</b>	Bergan Version 6.2 Endo Steel
<b>Power Plant</b>	375 XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph (108 w/MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Compound 12A2
<b>Armament</b>	8 Series 1g ER-Small Lasers 2 Series 7K Extended-Range Large Lasers



### Commentary:

Built as a powerful companion to the infamous Black Hawk, the Nova Cat-produced Sphinx packs an incredible array of ten lasers, all slaved to a highly accurate targeting computer system. With excellent land speed and armor to help protect it from return fire, this 'Mech is much more durable than the lighter Black Hawk, and can pump out enough raw energy in a pinch to flatten almost any opponent.

This Sphinx, nicknamed "Laser Piranha," is a variant featuring twin large lasers backed up by an octet of smaller ones. Glass enjoys picking a single target near the rear of an enemy formation, then charging at it while firing his long-range weapons. Once in close, he alternates between small lasers only and a full "alpha strike" for special effect, weathering any damage from nearby survivors before powering up and darting out again.

## Filing Notes

<b>Record Number</b>	DF-140-PE	11/21/3132
<b>Field Research</b>	S197, S174	10/12/3132
<b>Thought Control</b>	C228, C291	CERTIFIED
<b>Image Acquisition</b>	G399, G300, G154	11/15/3132
<b>Correction Enforcement</b>	L254, L150	APPROVED
<b>Filing</b>	D327	11/21/3132



## Inova Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>STAR</b>	Crusaders Trinary Command
<b>MECH</b>	Mad Cat II
<b>DOB</b>	04/01/3110
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Our sources recently confirmed that Inova Wolf does in fact hail from the long-dead Smoke Jaguar Clan. Known for their extraordinary ferocity in battle, the Smoke Jaguars prized aggressiveness above all other traits, a fact that is readily apparent in Ivona's amazingly short temper. Quick to take offense, and even quicker still to declare a Trial of Grievance against the offender, she seems utterly incapable of getting through a single day without shedding blood in battle — regardless of whose blood it is. This aggressiveness, however, may have less to do with the genetic implications of her Smoke Jaguar heritage than the cultural implications of that heritage. As a dead Clan, most of the Jaguar bloodlines have been invalidated, including Inova's own. This means that she may never compete for a Bloodname, the pinnacle of Clan success. This fact gnaws at her every day.

## Mad Cat II

<b>Serial Number</b>	CW615-17F
<b>Mass</b>	90 tons
<b>Chassis</b>	DSAM Endo 4
<b>Power Plant</b>	Type 79 360XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Grandthrust Mk. 5
<b>Armor</b>	Forging ZM15 FF
<b>Armament</b>	2 Type XV LRM-15 Launchers 2 Series 4D-2 Heavy Large Lasers 4 Series 14a Medium Pulse Lasers



### Commentary:

The immensely powerful assault upgrade of the Mad Cat produced a 'Mech known for inspiring sheer terror in many of its opponents across the Inner Sphere. Massively armed and armored, the Mad Cat II boasts enough raw power to eradicate lighter 'Mechs and vehicles single handedly. This power comes at a price, however, as the heavy weapons array can easily overwhelm its limited heat sinks.

Inova Wolf's Mad Cat II, originally built for the Wolf Clan Touman, found its way into Republican armed forces when many Clan Wolf warriors honored their pledge to support Devlin Stone's fledgling experiment. A post-Jihad upgrade of this 'Mech replaced its powerful Gauss rifles with heavy lasers, delivering slightly greater damage with far better battlefield endurance. Strangely, Inova has nicknamed her machine "Smoke Jaguar," either to honor the ferocious predator of the Clan homeworlds or in memory of the dead Clan that bears the name.

## Filing Notes

<b>Record Number</b>	DF-142-PE	02/29/3133
<b>Field Research</b>	S214, S361	01/19/3132
<b>Thought Control</b>	C018, C297	CERTIFIED
<b>Image Acquisition</b>	G174, G286, G106	02/21/3133
<b>Correction Enforcement</b>	L025, L158	APPROVED
<b>Filing</b>	D327	02/29/3133

## J. Sterling

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>LANCE</b>	Neophyte Pursuit Lance
<b>MECH</b>	Ocelot
<b>DOB</b>	04/12/3110
<b>HAIR</b>	Black
<b>EYES</b>	Violet



J. Sterling does not divulge her first name — ever. Indeed, many even within the Order of the Five Pillars don't know what the initial stands for. This is only one of many mysteries surrounding the enigmatic, dazzlingly beautiful, and extremely lethal warrior who fanatically serves Duchess Katana Tormark from a Dragon's Fury scout lance. What is known — or at least, strongly believed — is that Sterling was actually raised by second-generation O5P adepts, and thus possesses remarkable skills on par with some of our own Illuminatis. These skills make her almost supernaturally deadly outside the cockpit, and she is a known practitioner of the Chinese poison hand technique, a lethal martial art that demonstrates the iron strength of her ki. At the helm of her 'Mech, her skills translate to uncanny accuracy and tactical awareness that give her an edge over even the most seasoned combat veterans.

### Ocelot

<b>Serial Number</b>	NC402-18E
<b>Mass</b>	35 tons
<b>Chassis</b>	CurtissFox Ocelot
<b>Power Plant</b>	210 General Systems XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Leaper Model, L6
<b>Armor</b>	Forging FF01 Ferro-Fibrous
<b>Armament</b>	1 Series 44h Lg. Pulse Laser 2 Kolibri Delta Series Medium Pulse Lasers



#### Commentary:

The Ocelot first emerged from Clan Nova Cat's factories after their defection to the Inner Sphere. Built as a lightweight and highly mobile strike 'Mech, it combines decent land speed and jump capability with excellent armor and firepower for its size. Equipped with enough heat sinks to effectively use its lasers continually, this design became an ideal hunter-killer during the Jihad.

J. Sterling's Ocelot, "Ethereal Katana," features an array of pulse lasers rather than the extended lasers and particle cannon found on the original model. Apparently refit some time after its original Nova Cat pilot took the 'Mech and joined Stone's Republic, these weapons dramatically increase the 'Mech's incredible damage potential and accuracy. In Sterling's hands, these weapons gain almost surgical precision, often finding critical joints in an enemy's armor — as long as Sterling has the time to focus her ki on the target.

### Filing Notes

<b>Record Number</b>	DF-135-PE	12/11/3132
<b>Field Research</b>	S224, S184	11/13/3132
<b>Thought Control</b>	C291, C096	CERTIFIED
<b>Image Acquisition</b>	G186, G290, G164	11/27/3132
<b>Correction Enforcement</b>	L296, L117	APPROVED
<b>Filing</b>	D327	12/11/3132

## Jacquelin Pejiko

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Triarii Protectors
<b>VEHICLE</b>	MHI Crane Heavy Transport
<b>DOB</b>	07/08/3097
<b>HAIR</b>	Blond
<b>EYES</b>	Hazel



On the surface, there's little reason to believe that the quiet and often antisocial Jaquelin Pejiko is anything more than her official record claims: a woman who escaped the shattered world of Outreach as part of a Republic program to redeem troubled youth, and who enrolled at the Conservatory on Liao. In fact, her less-than-pristine criminal record supports this desperate past. What raises red flags for our analysts, however, are her inexplicably high marks in early MechWarrior training, and their sharp decline just ahead of her final year in the Conservatory. This sudden drop derailed what could have been a promising career as a Republican MechWarrior, and has no obvious impetus, despite Pejiko's rocky background. Even more baffling is why she seems content with her resulting role as a mere support pilot, while her comrades see her more as a failure and a criminal.

### MHI Crane Heavy Transport

<b>Serial Number</b>	RS1003-450A
<b>Mass</b>	30 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	100 Hermes
<b>Cruising Speed</b>	86 kph
<b>Maximum Speed</b>	130 kph
<b>Armor</b>	Star Slab/3
<b>Armament</b>	4 ScatterGun Light Machine Guns



#### Commentary:

Michaelson Heavy Industries unveiled their latest addition to the VTOL market only five years ago when they introduced the Crane heavy transport, a specialized infantry and cargo transport. Lightly armed and armored, but with excellent speed, maneuverability, and cargo space, the Crane is ideal for quickly moving large amounts of supplies or troops over difficult terrain.

Jaquelin Pejiko's Crane was built for The Republic as part of a program to upgrade the logistics network in the 3110s. Though her skills at the controls are remarkable, for a woman initially trained as a MechWarrior Pejiko flies into battle surprisingly cautiously since her C.O. insisted on marking her Crane with bright-red crosses. She prefers to hold back at a safe distance from any fighting in order to drop cargo and troops, and often must be prodded to enter a "hot" LZ to provide medical assistance.

### Filing Notes

<b>Record Number</b>	DF-132-PE	02/18/3133
<b>Field Research</b>	S102, S201	12/29/3132
<b>Thought Control</b>	C115, C291	CERTIFIED
<b>Image Acquisition</b>	G187, G012, G028	01/19/3133
<b>Correction Enforcement</b>	L312, L324	APPROVED
<b>Filing</b>	D327	02/18/3133

## Jeni Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>STAR</b>	Beta Fire Star
<b>MECH</b>	Sun Cobra
<b>DOB</b>	04/07/3108
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Though born outside the eugenics program, there is little doubt that Jeni Wolf is a true Clan warrior. Like all freeborns, she has faced extraordinary hardship to prove herself worthy of her place in Clan society, pulling herself through by sheer determination and excessive zeal. Throughout her training years, in fact, Jeni built up a reputation for vengefulness, an overpowering need to rectify every perceived wrong, whether inflicted deliberately or accidentally — by superiors and inferiors alike. Even after winning her initial Trial of Position, Jeni's spirit of revenge remained alive, despite her training officers' best efforts to teach her respect. Her fiery spirit impressed Anastasia Kerensky, who saw to it that Jeni found a place in the Crusaders. Though the two occasionally butt heads, Kerensky's gesture of support and subtle encouragement since then have apparently won over Jeni's loyalties, and has exempted the Steel Wolves' leader from Jeni's tempestuous wrath.

## Sun Cobra

<b>Serial Number</b>	RS114-67K
<b>Mass</b>	55 tons
<b>Chassis</b>	IX Endo Steel
<b>Power Plant</b>	220 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Advanced/3
<b>Armament</b>	2 Series II Gauss Rifles

### Commentary:

Developed by Clan Wolf during the Jihad, the Sun Cobra was conceived as a fast, long-range raider, built as much for speed as for hitting power. Featuring a pair of powerful Gauss Rifles for long-range punch, and augmented by the accuracy of a sophisticated targeting computer, this machine is made for fire support.

Jeni Wolf has nicknamed her Sun Cobra "Shadow" in reference to her favored tactic of following her prey for a while before attacking. This 'Mech was among several runs of Sun Cobras built expressly for sale to The Republic after the Jihad. Originally assigned to the Knights, this machine inexplicably vanished shortly before the HPG network collapsed. How it eventually found its way into the hands of the Steel Wolves and their Crusaders Cluster has not yet been confirmed, but we believe it to be spoils from an undocumented clash between the Knights and the Wolves.



## Filing Notes

<b>Record Number</b>	DF-117-PE	02/17/3133
<b>Field Research</b>	S133, S188	01/09/3133
<b>Thought Control</b>	C091, C332	CERTIFIED
<b>Image Acquisition</b>	G314, G220, G199	02/16/3133
<b>Correction Enforcement</b>	L107, L093	APPROVED
<b>Filing</b>	D327	02/17/3133

## Jing Smith

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>LANCE</b>	Battle Lance
<b>MECH</b>	Thunderbolt
<b>DOB</b>	08/28/3101
<b>HAIR</b>	Red
<b>EYES</b>	Hazel



With a muscular frame and an ugly scar running from the left side of his jaw all the way down to his shoulder, Jing Smith looks like a seasoned combat veteran. In truth, however, his appearance is not so much the result of intensive military experience and training as it is of years spent in kickboxing rings across The Republic. Unfortunately, a well-publicized brawl in a Pacifica bar left him hospitalized with a vicious vibroblade wound, crippling his prizefighting career. Smith was wandering The Republic when the HPG net went down, and found himself on Ozawa just in time for Duchess Katana Tormark's call to arms. Convinced to join the nascent Dragon's Fury's Brotherhood because he identified with their Asian heritage, he trained as a MechWarrior, surprising even himself with his keen battle awareness and remarkable aptitude for piloting.

### Thunderbolt

<b>Serial Number</b>	FW7674-13L
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks TDR II Endo Steel
<b>Power Plant</b>	Magna 260
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Chilton 465 Jump Jets
<b>Armor</b>	Starshield A w/CASE
<b>Armament</b>	1 Imperator Light Gauss Rifle 1 Delta Dart LRM 15-Rack 3 Diverse Optic Extended-Range Medium Lasers



#### Commentary:

A venerable design, dating all the way back to the original Star League, the Thunderbolt is a powerful heavy 'Mech that matches fearsome firepower with excellent armor, and is still seen today in virtually every modern army. This particular model is an upgrade that walked off the assembly line in 3067, bearing not only new weaponry, but also a physical face-lift.

Jing Smith's Thunderbolt once served in the ranks of the elite Knights of the Inner Sphere, a House Marik unit renowned for its high standards of honor and chivalry. After the Knights' destruction at the hands of a Blakist biological weapon during the war, many of their machines were gifted to Devlin Stone's army and went on to become part of The Republic's defense force. Smith has nicknamed his Thunderbolt "Iron Claw."

### Filing Notes

<b>Record Number</b>	DF-119-PE	02/13/3133
<b>Field Research</b>	S245, S097	12/03/3132
<b>Thought Control</b>	C056, C221	CERTIFIED
<b>Image Acquisition</b>	G198, G173, G122	01/11/3133
<b>Correction Enforcement</b>	L152, L256	APPROVED
<b>Filing</b>	D327	02/13/3133

## Kevin Nostra

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>STAR</b>	Alpha Striker Star
<b>MECH</b>	Zeus
<b>DOB</b>	10/08/3094
<b>HAIR</b>	None
<b>EYES</b>	Gray



Nostra physically stands out among his fellow Spirit Cats in his remarkable likeness to the leader of the original SLDF, General Alexandr Kerensky. Allegedly prompted by a vision after his Trial of Bloodright, which convinced him that he actually carries the soul of Kerensky, Nostra has carefully cultivated this image, and is even said to have the "Great Father's" voice and mannerisms down pat. He spends much of his free time poring over journals, holovids, and all other records pertaining to Kerensky, no matter how remote, with fanatical obsession. Though regarded as odd, even among the eclectic Spirit Cats, Nostra has accumulated followers who truly believe he is Kerensky reborn. Whether this following poses a threat to Galaxy Commander Kev Rosse's leadership remains to be seen, but in the meantime, the possibility that Kevin Nostra might well be clinically insane has bred concern among his more skeptical peers.

## Zeus

<b>Serial Number</b>	LA7149-67H
<b>Mass</b>	80 tons
<b>Chassis</b>	Advanced Chariot Type V
<b>Power Plant</b>	Pitban 320 Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Glasgow Limited X
<b>Armament</b>	1 Norse Model M-7D Gauss Rifle 1 TharHes Reacher 15 Long-Range Missile Launcher 1 Defiance P5M Med. Pulse Laser 1 Cyclops XII ER Large Laser



### Commentary:

The Zeus, long a mainstay of the Lyran Commonwealth, offers an excellent mix of heavy firepower and armor, with good land speed and the heat sinks to handle serious combat. Built for assault missions and siege warfare, it remains the Lyran's premier assault 'Mech, even centuries after its original debut.

Kevin Nostra's Zeus is a veteran of the FedCom Civil War, where it served as part of the Lyran armed forces defending Tharkad.

At the last battle for Skye during the Word of Blake Jihad, however, this 'Mech fell to the fanatics, and was left behind with other ruined machines when Skye joined Stone's Republic. Repaired and refit for service in the Republican militia, this Zeus is now in pristine shape. Kevin Nostra has nicknamed it "Father's Vision," but appears to be unhappy with the assignment because the real Kerensky never piloted such a machine.

## Filing Notes

<b>Record Number</b>	DF-143-PE	02/16/3133
<b>Field Research</b>	S111, S097	02/01/3133
<b>Thought Control</b>	C238, C357	CERTIFIED
<b>Image Acquisition</b>	G169, G005, G127	02/15/3133
<b>Correction Enforcement</b>	L303, L277	APPROVED
<b>Filing</b>	D327	02/16/3133

## Kristoff Erbe

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights Errant
<b>LANCE</b>	Crossbow Lance
<b>MECH</b>	Thunderbolt
<b>DOB</b>	04/17/3101
<b>HAIR</b>	Gray
<b>EYES</b>	Violet



Kristoff Erbe became something of a celebrity on his homeworld of Towne when he was accepted for MechWarrior training under the auspices of the Knights of the Sphere, based almost solely on his academic credentials and familiarity with Republic law. Though already over 30 years old, his enthusiasm during training was that of a wide-eyed youth.

Unfortunately, darkness fell soon after his training began, forcing a desperate Exarch to order all cadets to the field to stave off the coming chaos. Erbe found himself suddenly promoted to Knight-Errant, and was immediately dispatched to help track down a serial killer operating back on his homeworld. The grisly experience of his first assignment, which culminated in a shoot-out on the streets of Kordava's "Little Luthien" district, has left him shaken and filled with self-doubt, prematurely aging an otherwise eager young Knight.

## Thunderbolt

<b>Serial Number</b>	FW6435-88W
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks TDR II Endo Steel
<b>Power Plant</b>	Magna 260
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Chilton 465 Jump Jets
<b>Armor</b>	Starshield A w/CASE
<b>Armament</b>	1 Imperator Automatic Weaponry Light Gauss Rifle 1 Delta Dart LRM 15-Rack 3 Martell Medium Lasers



## Commentary:

The Thunderbolt is a classic design dating back to the original Star League, and combines incredible firepower with excellent armor and durability. Still seen today in virtually every modern army — though most have had drastic physical redesigns — dozens of variants exist across the Inner Sphere. This machine, built for the Free Worlds League Military, comes close to the original design, swapping only the old large laser for the hard-hitting, heat-efficient punch of a light Gauss rifle.

Assigned to Kristoff Erbe, this Thunderbolt recently earned the nickname "Kaori" in honor of the last victim of the so-called "Little Luthien" killer. Since the affair on Towne, Erbe's battle tactics, traditionally conservative and cautious, have apparently grown more reckless and aggressive. Driven by what appears to be the ferocity of the truly desperate, he often pushes his 'Mech to its very limits — and sometimes beyond — in order to achieve victory.

## Filing Notes

<b>Record Number</b>	DF-139-PE	02/19/3133
<b>Field Research</b>	S221, S242	02/12/3133
<b>Thought Control</b>	C195, C271	CERTIFIED
<b>Image Acquisition</b>	G402, G219, G174	02/15/3133
<b>Correction Enforcement</b>	L124, L040	APPROVED
<b>Filing</b>	D327	02/19/3133

## Krystyn Shon

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Archon's Shield
<b>VEHICLE</b>	Padilla Artillery Tank
<b>DOB</b>	08/05/3105
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



Once a loyal citizen of The Republic and a die-hard supporter of Duke Gregory Kelswa-Steiner, Krystyn Shon's faith in both were shattered soon after the collapse of the HPG network. Swayed by the charismatic Landgrave Jasek Kelswa-Steiner, she defected from The Republic's Skye militia to join up with the Stormhammers, and was rewarded for her loyalty with a vehicle command in the elite Archon's Shield regiment. While her change of heart appears to be the result of being caught up in the moment, Shon truly appears to believe that the former worlds of the Federation of Skye are meant to rejoin the Lyran Commonwealth. Citing the historical unity of Skye, Tamar, and Donegal as part of the original Commonwealth and the centuries of benevolent Steiner rule, she believes that the failure of The Republic leaves them no choice in a galaxy turned upside down by chaos and war.

## Padilla Artillery Tank

<b>Serial Number</b>	RS0325-19A
<b>Mass</b>	55 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	145 Leenex
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Armor</b>	Star Slab/3
<b>Armament</b>	2 Harpoon SRM-6 Racks 2 MainFire PD Anti-Missile Systems 1 Defiance Thumper Artillery



### Commentary:

Twenty tons lighter than the original, the Padilla artillery tank offers firepower at a reduced price for commanders in need of reliable artillery support fire. Armed with a Thumper artillery piece for long-reaching support fire and backed up by a pair of powerful short-range missile racks, the Padilla can deliver withering volleys against enemy units both near and far.

Built by Skye-based Cyclops Incorporated expressly for sale to The Republic, the Padilla commanded by Krystyn Shon was brand new when Jasek Kelswa-Steiner announced the formation of his Stormhammers. Not one to risk crew or machine in battle, Shon prefers to operate almost entirely from the rear lines, firing only at those targets that cannot see her or fire back. Though apparently a timid approach, her style has more to do with practicality than cowardice, as she realizes the vehicle's mobility is too slow to evade most pursuit.

## Filing Notes

<b>Record Number</b>	DF-126-PE	03/05/3133
<b>Field Research</b>	S238, S179	02/01/3133
<b>Thought Control</b>	C100, C284	CERTIFIED
<b>Image Acquisition</b>	G123, G164, G075	02/11/3133
<b>Correction Enforcement</b>	L046, L136	APPROVED
<b>Filing</b>	D327	03/05/3133



## Kurt Larsen

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Republican Guards
<b>LANCE</b>	Guards Command Lance
<b>MECH</b>	Valiant
<b>DOB</b>	02/07/3095
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Kurt Larsen is one of Tara Campbell's newer recruits, arriving with nothing but the clothes on his back when she issued her call for any able-bodied persons willing to fight for The Republic. The grandson of a House Steiner colonel who served in Devlin Stone's crusade against the Word of Blake Jihad, Larsen swore his undying fealty to the Highlanders out of respect to that heritage, even leaving his family behind on Errai to sign up. Though nearly 40 years old, with only five years' experience as a MiningMech pilot under his belt, Larsen proved an able MechWarrior trainee. He excelled enough to earn the right to sit in a real 'Mech and, in a baptism of fire on Addicks, accounted for two vehicle kills and an assist on an IndustrialMech.

## Valiant

<b>Serial Number</b>	DC144-09D
<b>Mass</b>	30 tons
<b>Chassis</b>	Small Bug-B
<b>Power Plant</b>	350 Magna XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph (151 w/MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Gauntlet Std.
<b>Armament</b>	1 Diverse Optics Sunbeam Extended-Range Large Laser 2 BrightBloom Extended-Range Medium Lasers

### Commentary:

The small, fast Valiant is a lightweight brawler, intended for rear guard actions and flanking maneuvers, but especially adept at close-quarters fighting in difficult terrain or at scouting missions. Capable of outrunning and outmaneuvering most battlefield units, while simultaneously delivering a relentless stream of devastating fire, this 'Mech has also become a favorite for behind-the-lines raiding. If cornered, a powerful hatchet backs up the Valiant's array of lasers.

Kurt Larsen's Valiant, nicknamed "Stone's Legacy," served in the armed forces of the Draconis Combine, virtually fresh from the factory during the darkness of the Jihad. Originally part of the Ninth Sword of Light regiment, this 'Mech and its pilot joined Devlin Stone's Republic after the fighting, and came to be part of the Dragon's Fury's elite Amaterasu regiment. Upon its capture on Addicks, it was transferred to Larsen's command.

## Filing Notes

<b>Record Number</b>	DF-133-PE	01/09/3133
<b>Field Research</b>	S007, S009	12/13/3132
<b>Thought Control</b>	C201, C004	CERTIFIED
<b>Image Acquisition</b>	G138, G002, G171	01/01/3133
<b>Correction Enforcement</b>	L001, L237	APPROVED
<b>Filing</b>	D327	01/09/3133

## Larsen Habbick

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Archon's Shield
<b>VEHICLE</b>	Crow Scout Helicopter
<b>DOB</b>	05/09/3097
<b>HAIR</b>	Gray
<b>EYES</b>	Brown



Though regarded by many in the Archon's Shield regiment as a cocky, elitist snob, there are few who wouldn't swear by Larsen Habbick's claim that he is one of the best chopper pilots around. Before the HPG crash, Habbick was actually a stunt pilot for RedStorm Pictures on Lipton, where he often flew both civilian and (decommissioned) military helicopters and other VTOL craft both on and off the set. Because of his experience as a pilot, he was a natural for Landgrave Kelswa-Steiner's airborne recon section in the Archon's Shield when he signed up. Once there, however, his supreme overconfidence manifested. Egocentric to the point of narcissism, he looks down at plodding MechWarriors, "tankers," and "foot sloggers" of the Archon's Shield, and doesn't hesitate to say that flying aircraft is much more demanding than hulking about in a "Mech or tank.

### Crow Scout Helicopter

<b>Serial Number</b>	LC0518-710A
<b>Mass</b>	15 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	85 DAV
<b>Cruising Speed</b>	130 kph
<b>Maximum Speed</b>	194 kph
<b>Armor</b>	Star Slab/3
<b>Armament</b>	2 Exostar ER Small Lasers

#### Commentary:

The ultralight Crow scout helicopter, designed by House Kurita engineers as a light scout and target spotter, first appeared on the scene just after the start of the Word of Blake Jihad. With incredible airspeed and electronic systems capable of locating and homing in on enemy units, the Crow could easily slip into and out of hostile areas unharmed — all but eliminating worry over its superthin armor.

Habbick, who has nicknamed his Crow "Nightwing," is particularly fond of "psyching out" friendly and enemy units alike by faking kamikaze runs, simulating a control loss, or merely putting on a one-man air show. But while these stunts can sometimes prove helpful — or at the very least, amusing — they more often only cause consternation for his superiors, who remain convinced that sooner or later the arrogant helicopter jock will slam himself into the ground for real.

### Filing Notes

<b>Record Number</b>	DF-129-PE	
<b>Field Research</b>	S238, S179	U2/01/3133
<b>Thought Control</b>	C100, C284	CERTIFIED
<b>Image Acquisition</b>	G123, G164, G075	2/11/3133
<b>Correction Enforcement</b>	L046, L136	APPROVED
<b>Filing</b>	D327	03/05/3133



## Lenell Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>STAR</b>	Beta Quest Star
<b>MECH</b>	Ocelot
<b>DOB</b>	02/10/3110
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Covered in tattoos, Lenell Nova Cat is a human tapestry — a sign of his fanatic belief in the powers of Clan Nova Cat's special brand of mysticism. He was born to a minor Bloodname House, and his career prospects seemed mediocre at best until he received a powerful vision when he was still a child. In the vision, he became the prowling nova cat itself, brutally striking down all who threatened his Clan. This vivid image drove him to excel in his MechWarrior training, and he entered the ranks of the Clan as a Star Commander with two kills in his Trial of Position. Ever since, Lanell has been a man possessed. He almost never socializes with his fellow warriors, far too consumed with pushing his own physical and spiritual limits. Indeed, his relentless pursuit of new visions is reminiscent of the way a drug addict might pursue his or her next "fix."

### Ocelot

<b>Serial Number</b>	NC617-81D
<b>Mass</b>	35 tons
<b>Chassis</b>	CurtissFox Ocelot
<b>Power Plant</b>	210 General Systems XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Leaper Model, L6
<b>Armor</b>	Forging FF01 Ferro-Fibrous
<b>Armament</b>	1 Ripper Series ER-PPC 2 Series 2d Extended-Range Medium Lasers

#### Commentary:

One of several new 'Mech designs to emerge from Clan Nova Cat factories after their defection to the Inner Sphere in 3060, the Ocelot is a lightweight, highly mobile strike 'Mech. Featuring decent land speed and armor for its size, with heavy firepower and the heat sinks to effectively use it, this design became an ideal hunter-killer of other light 'Mechs and armored vehicles.

This particular Ocelot originated in the Nova Cat Touman during the Jihad, where it served in the Clan's Delta Galaxy through a number of major engagements against the Blakists. When Delta Galaxy joined The Republic, the Ocelot became a part of Devlin Stone's new defense force, and was eventually transferred to the Purifiers when Galaxy Commander Kev Rosse formed the Spirit Cats. Lenell Nova Cat, its current pilot, has nicknamed the 'Mech "Spirit's Claw," and shows a marked preference for "pack" tactics in battle.



### Filing Notes

<b>Record Number</b>	DF-115-PE	02/19/3132
<b>Field Research</b>	S111, S097	02/01/3132
<b>Thought Control</b>	C238, C357	CERTIFIED
<b>Image Acquisition</b>	G119, G120, G007	02/11/3133
<b>Correction Enforcement</b>	L303, L277	APPROVED
<b>Filing</b>	D327	02/19/3132

## Marat Delaportas

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>LANCE</b>	Alpha Striker Star
<b>MECH</b>	Sphinx
<b>DOB</b>	11/08/3097
<b>HAIR</b>	Blond
<b>EYES</b>	Blue



Though his loyalty to Galaxy Commander Kev Rosse knows no limits, Star Captain Marat Deleportas is not so convinced of his own visions. A self-described pragmatist, but a Spirit Cat above all, Marat has dedicated his life to perfecting himself as a warrior, putting all other concerns aside in the name of serving his Clan. His lack of spiritualism has kept him distant from many of his peers, but has allowed him to focus his energies better than most, explaining in part his fast rise through the ranks and the ease with which he won his Bloodname. Rosse, apparently aware of Marat's lack of faith, has kept his subordinate at arm's length, yet shows him the respect and support worthy of his accomplishments by permitting him a position in the elite Shiva Keshik. Marat, in reciprocation, has pledged his fealty to the Spirit Cats' leader, wherever his visions may lead.

## Sphinx

<b>Serial Number</b>	NC209-03E
<b>Mass</b>	75 tons
<b>Chassis</b>	Bergan Version 6.2 Endo Steel
<b>Power Plant</b>	375 XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph (108 w/MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Compound 12A2
<b>Armament</b>	10 Type 11g Extended-Range Medium Lasers



### Commentary:

Developed by the Nova Cats during the dark years of the Jihad, the Sphinx is, in essence, an extension of the same principle as the infamous Black Hawk BattleMech. Packing an incredible array of ten medium lasers tethered to a highly accurate targeting computer system, this heavy 'Mech can deliver a devastating "wall of light" to any target unfortunate enough to grab its warrior's attention. Excellent land speed and armor help protect this 'Mech, making it more durable than the lighter Black Hawk, and ensuring that it will always give as good as it gets.

This 'Mech, currently piloted by Marat Deleportas, is one of the original models of these machines that rolled off Nova Cat assembly lines so many generations ago. Joining The Republic along with the rest of the Clan's Delta Galaxy, this Sphinx has seen more than its fair share of battle, well earning the nickname "Eternal Spirit."

## Filing Notes

<b>Record Number</b>	DF-120-PE	02/16/3132
<b>Field Research</b>	S111, S097	02/01/3132
<b>Thought Control</b>	C238, C357	CERTIFIED
<b>Image Acquisition</b>	G169, G005, G127	02/15/3133
<b>Correction Enforcement</b>	L303, L277	APPROVED
<b>Filing</b>	D327	02/16/3132

## Marcel Thennes

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights Errant
<b>MECH</b>	Wolfhound
<b>DOB</b>	06/05/3103
<b>HAIR</b>	Black
<b>EYES</b>	Blue



Though born to a wealthy family on Piedmont, Marcel Thennes was a sickly child thanks to a bout with the chungalomeningitis brain disease during his infancy. Withdrawn for much of his youth as a result, books and holodocumentaries became his friends, enriching his mind and filling him with a sense of wanderlust. Indulging this urge upon reaching adulthood, he journeyed to Terra, where he became fascinated with the martial nobility of the Knights of the Sphere. After spending years in physical training to overcome the effects of his past ailments, he finally met the minimum entry requirements and found a Knight to sponsor him as a Knight-Errant. Though the MechWarrior training still proved physically grueling for him, the mental challenges proved no match for his refined intellect. Today, Thennes remains a brains-over-brawn man, with his pale, gaunt appearance contrasting with his sharp wit, tactical brilliance, and strength of character.

## Wolfhound

<b>Serial Number</b>	LA478-128J
<b>Mass</b>	35 tons
<b>Chassis</b>	Arc-Royal KH/Endo Steel
<b>Power Plant</b>	GM 210 Light
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Medium
<b>Armament</b>	1 Cyclops XII Extended-Range Large Laser 4 Diverse Optics Extended-Range Medium Lasers



### Commentary:

A famous light 'Mech developed by the Lyrans Commonwealth as a counter to the Draconis Combine's fearsome Panther, the Wolfhound is a fast, efficient, and rugged design. Though effectively a walking laser battery, a highly efficient heat dissipation system allows this machine to maintain its mobility and effectiveness even in heavy action. Though other lightweight designs may outrun it, few can outgun or outlast a Wolfhound in competent hands.

Marcel Thennes' Wolfhound — nicknamed "Kriegerhund" — is an upgraded version, manufactured during the FedCom Civil War for use by the Lyrans Alliance. This 'Mech fell during the Jihad after the Lyrans joined the allied coalition against the Word of Blake, but was salvaged by Devlin Stone's troops. Completely restored, and used in the ongoing campaign against the fanatics, this 'Mech became part of the militia for Stone's new Republic, and now serves with the Knights.

## Filing Notes

<b>Record Number</b>	DF-116-PE	01/11/3133
<b>Field Research</b>	S219, S033	12/01/3132
<b>Thought Control</b>	C199, C101	CERTIFIED
<b>Image Acquisition</b>	G265, G225, G018	12/11/3132
<b>Correction Enforcement</b>	L112, L176	APPROVED
<b>Filing</b>	D327	01/11/3133

## Melva Golan

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Republican Guards
<b>LANCE</b>	Guards Command Lance
<b>MECH</b>	Black Knight
<b>DOB</b>	12/21/3098
<b>HAIR</b>	Black
<b>EYES</b>	Green



Melva Golan never actually lived in The Republic, but nevertheless responded with enthusiasm when Countess Tara Campbell issued her call for defenders to fill out her nascent Republican Guard regiment. Indeed, this tall, lithe woman, who brought with her a vintage Black Knight BattleMech, was a mercenary freelancer before the HPG network went dark. As such, her only dealings with the nation founded by Devlin Stone came through her frequent trips to the mercenary star of Galatia. For reasons known only to her — and perhaps to Campbell herself — Golan has agreed to sign on with the Highlanders as a regular MechWarrior, fighting for the cause rather than money. Our best theories to explain this odd decision are that Golan either actually carries Northwind Highlander blood in her veins or that she has simply tired of the unpredictable life of a freelance money soldier.

## Black Knight

<b>Serial Number</b>	NH6921-47A
<b>Mass</b>	75 tons
<b>Chassis</b>	Technicon 2D
<b>Power Plant</b>	Vlar 300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Numall DuraBond
<b>Armament</b>	2 Diverse Optics Sunbeam Extended-Range Large Lasers 2 Diverse Optics Small Lasers 2 Diverse Optics Medium Lasers 1 Diverse Optics ER Medium Laser



### Commentary:

Well armored and with excellent mobility, firepower, and heat dissipation capabilities, the venerable Black Knight has long been among the most prized heavy BattleMechs in the Inner Sphere. Equally ideal for offensive and defensive roles, this 'Mech's all-laser weapons array allows it to hold the field longer than others, a key factor in its superior battlefield endurance.

Curiously enough — and supporting the theory that she hails from Highlander heritage — Melva Golan's Black Knight, nicknamed "Wailing Banshee," bears a Northwind Highlanders serial number. Our records show, however, that this particular machine fell in battle during the Jihad, and its pilot was killed in action. We believe that perhaps one of Golan's ancestors claimed it as salvage and rebuilt it over the course of many years, passing it down through the last few generations. Whether this ancestor was also a Northwind Highlander is open to debate.

## Filing Notes

<b>Record Number</b>	DF-141-PE	01/09/3133
<b>Field Research</b>	S007, S009	12/13/3132
<b>Thought Control</b>	C201, C004	CERTIFIED
<b>Image Acquisition</b>	G138, G002, G171	01/01/3133
<b>Correction Enforcement</b>	L001, L237	APPROVED
<b>Filing</b>	D327	01/09/3133

## Michaela Freeman

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Archon's Shield
<b>LANCE</b>	Archon Command Lance
<b>MECH</b>	Atlas
<b>DOB</b>	09/25/3099
<b>HAIR</b>	Brown
<b>EYES</b>	Black



Our agents believe that Michaela Freeman may be an agent of the Lyran Commonwealth's Lohengrin antiterrorist force, an element of House Steiner's Lyran Intelligence Corps. This belief is strongly supported by the almost instant support she has enjoyed from Jasek Kelswa-Steiner since becoming a member of his Archon's Shield regiment, despite having no discernable military background to speak of. Her mastery of the massive Atlas BattleMech she brought with her and her skill with small arms further suggests elite-level combat training. Though she often appears sullen and withdrawn, she maintains a commanding air about her and regularly meets with several other Archon's Shield members who have also been tagged as potential Lohengrin agents. These observations have prompted us to increase surveillance on this woman, who may well represent the head of the LIC's covert support of the Stormhammers — and the most obvious sign of House Steiner's involvement in anti-Republic activities.

### Atlas

<b>Serial Number</b>	WB3014-15G
<b>Mass</b>	100 tons
<b>Chassis</b>	Foundation Type 10X
<b>Power Plant</b>	Vlar 400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Spec. Hvy. w/CASE
<b>Armament</b>	2 Victory Nickel Alloy ER Large Lasers 2 Guided Technologies Second-Generation Streak SRM 6-Racks 1 Imperator Code Red LB 10- X AC



### Commentary:

At the top of the BattleMech weight scale, the massively armored and armed Atlas has been the last word in BattleMech superiority since its debut in the days of the Star League. Featuring a mix of missiles, lasers, and ballistic firepower, these machines have been hampered in battle only by their slow land speed. The power of the Atlas, however, has virtually guaranteed its placement at the forefront of any siege or defense operation, and many commanders choose to use one as their flag vehicles during long campaigns.

Michaela Freeman's Atlas, "Brynchild," is curiously enough a captured Word of Blake machine, seized during the crucible of the Jihad by victorious Lyran troops on Hesperus II. Since then, the machine has even been seen as part of the garrison force on Tharkad, thus making its sudden appearance in the Stormhammers — suspiciously with a mysterious pilot at the helm.

### Filing Notes

<b>Record Number</b>	DF-144-PE	03/10/3133
<b>Field Research</b>	S104, S019	03/02/3133
<b>Thought Control</b>	C201, C156	CERTIFIED
<b>Image Acquisition</b>	G189, G278, G194	03/05/3133
<b>Correction Enforcement</b>	L074, L189	APPROVED
<b>Filing</b>	D327	03/10/3133

## Robert Bavros

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>VEHICLE</b>	Lamprey Transport Helicopter
<b>DOB</b>	06/09/3096
<b>HAIR</b>	White
<b>EYES</b>	Black



For all their supposed enlightenment, the Spirit Cats remain dominated by the basic prejudices and practices of Clan society, as evidenced by their treatment of Robert Bavros. At 37 years old, this warrior has been deemed past his prime and semiretired to the ranks of the solahma (second-line troops)— this despite earning a Bloodname at age 28 when he also led a squadron of elite Clan fighters. Now assigned to a rear-echelon role as a mere transport pilot, this small, thin man, whose long hair dangles to midback in a single thick braid, appears as little more than a bitter, withdrawn shell of his former self. He rarely speaks, unless a superior officer demands answers, and refuses to socialize either on or off duty. In battle, he demonstrates supreme mission focus, carrying out his assigned objectives to the exclusion of all others, with the precision and reliability of a drone.

## Lamprey Transport Helicopter

<b>Serial Number</b>	TC0146-510B
<b>Mass</b>	30 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	130 Vlar
<b>Cruising Speed</b>	97 kph
<b>Maximum Speed</b>	151 kph
<b>Armor</b>	Star Slab/2
<b>Armament</b>	2 Harpoon SRM-4 Racks 1 ScatterGun Light Machine Gun



### Commentary:

The Taurian Concordat, one of the most industrialized Periphery states, managed to introduce the Lamprey transport helicopter in 3100 from the Vandenberg Mechanized Industries plant on Pinard, despite an ongoing depression that continues to ravage the tiny nation. Developed primarily as a fast cargo transport, the Lamprey is even capable of delivering a full complement of infantry onto the field, while simultaneously laying down impressive cover fire from its twin missile racks and machine gun.

Robert Bavros' Lamprey was captured over a decade ago from pirates, who presumably stole it from the Taurian Concordat. The vehicle kicked around various Republican militia units before turning up in the Spirit Cats' Omicron Cluster following the loss of the HPG grid.

## Filing Notes

<b>Record Number</b>	DF-130-PE	
<b>Field Research</b>	S158, S212	02/01/3133
<b>Thought Control</b>	C174, C092	CERTIFIED
<b>Image Acquisition</b>	G372, G221, G195	02/11/3133
<b>Correction Enforcement</b>	L419, L101	APPROVED
<b>Filing</b>	D327	02/21/3133



## Rosin Douglas

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	21st Centauri Lancers
<b>LANCE</b>	Light Support Lance
<b>MECH</b>	Mongoose II
<b>DOB</b>	05/03/3106
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Rosin Douglas is a third-generation member of the 21st Centauri Lancers mercenary regiment, a unit that can trace its origins to House Liao's Capellan Confederation. Taking great pride in her heritage and service with a unit that prizes honor in combat and honesty off the field, Douglas lives her life as if ruled by the codes of an Arthurian knight. She conducts herself with a rigid, military bearing, and will not hesitate to rein in any under her command who step out of line; but she presents a much softer side to civilians, for whom she feels a duty to defend at all times. This attitude makes her unwilling to fight in an urban environment, or to pursue a retreating enemy through populated regions — "judgment calls" that have gotten her into plenty of trouble with her more aggressive superiors.

## Mongoose II

<b>Serial Number</b>	CS108-42M
<b>Mass</b>	40 tons
<b>Chassis</b>	Alshain Type 69-40S
<b>Power Plant</b>	320 Pitban XL
<b>Cruising Speed</b>	86 kph
<b>Maximum Speed</b>	130 kph (173 w/MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Starshield Standard
<b>Armament</b>	1 Diverse Optics Sunbeam Extended-Range Large Laser

### Commentary:

This ground-up upgrade of the old Star League-era Mongoose favored by ComStar is a tougher, faster, and even more effective scout 'Mech than the original. Capable of pummeling opponents up close with its quick punches, this 'Mech can also inflict serious damage at range with its large laser. Its combination of speed and combat versatility made the Mongoose II a top choice for Com Guard hunter-killer units, particularly in the waning years of the Jihad.

This 'Mech, piloted by Rosin Douglas, is actually an original Com Guard unit that had been reduced to scrap in the brutal fighting on Galatia during the Jihad. Rebuilt from parts found among the planet's vast BattleMech junkyards, this Mongoose II was restored to its original condition and pressed into service. Douglas often relies on its impressive speed to keep her distance, sniping at enemy units to draw them away from any populated areas.



## Filing Notes

<b>Record Number</b>	DF-114-PE	02/27/3132
<b>Field Research</b>	S421, S194	02/08/3132
<b>Thought Control</b>	C133, C010	CERTIFIED
<b>Image Acquisition</b>	G248, G120, G342	02/21/3133
<b>Correction Enforcement</b>	L114, L178	APPROVED
<b>Filing</b>	D327	02/27/3132

## Seka Ward

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>STAR</b>	Alpha Battle Star
<b>MECH</b>	Mad Cat II
<b>DOB</b>	01/17/3102
<b>HAIR</b>	Black
<b>EYES</b>	Green



At 31 years old, Seka Ward may be past her prime in the eyes of traditional Clan warriors, but her peers in the Wolfkin Keshik remain unconvinced of this fact, largely due to her astonishing beauty and seductive manner. Though born and bred as a warrior of the Wolf Clan, Seka's natural beauty reportedly drew the attention of modeling agencies and holofilm producers before the HPG crash. Realizing early on the value of good looks among the less militaristic peoples of The Republic, she learned quickly how to seduce and manipulate those around her. Though many younger warriors derided such "extracurricular activities," Seka has never failed to demonstrate her prowess in a Trial of Grievance. Today, Seka's looks serve to offset the perceptions of her "advanced" age, and her willingness to use her appearance, charm, and martial abilities to the utmost has cemented her career with the Steel Wolves.

## Mad Cat II

<b>Serial Number</b>	SF507-11D
<b>Mass</b>	90 tons
<b>Chassis</b>	DSAM Endo 4
<b>Power Plant</b>	Type 79 360XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Grandthrust Mk. 5
<b>Armor</b>	Forging ZM15 FF
<b>Armament</b>	2 Type X "Short Bow" LRM-15 Launchers 2 Ripper Series ER-PPCs 4 Series 2d Extended-Range Medium Lasers



### Commentary:

The immensely powerful Mad Cat II assault 'Mech is one of the most fearsome monstrosities ever to emerge from Clan military factories in over a century. Heavily armored, and boasting enough firepower to eradicate virtually anything lighter than itself, this 'Mech even features excellent maneuverability to boot. Only the poor heat management of this design prevents it from being an unstoppable killing machine, though a skilled MechWarrior can easily overcome such limitations.

This Mad Cat II, assigned to Seka Ward, actually runs hotter than other Mad Cat II designs. Originally produced for export sale by Clan Sea Fox, this machine was sold to The Republic and came into the Shiva Keshik's possession shortly after the crash of the HPG grid. Seka has nicknamed the 'Mech "Deadly Beauty" in cautious reference to herself, and shows a marked preference for staggering her weapons in battle to avoid catastrophic overload.

## Filing Notes

<b>Record Number</b>	DF-122-PE	02/17/3133
<b>Field Research</b>	S133, S188	01/09/3133
<b>Thought Control</b>	C091, C332	CERTIFIED
<b>Image Acquisition</b>	G314, G220, G199	02/16/3133
<b>Correction Enforcement</b>	L107, L093	APPROVED
<b>Filing</b>	D327	02/17/3133

## Skariah Paragon

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Knights of the Sphere
<b>LANCE</b>	Sword Lance
<b>MECH</b>	Valiant
<b>DOB</b>	06/05/3107
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Born and raised in a technophobic community on Galatia, Skariah Paragon certainly seems like the last person one might expect to serve as one of The Republic's most stalwart defenders, especially from the command couch of one of the very same metallic avatars that so traumatized her home world. Indeed, her decision to join the Knights in the first place is shrouded in mystery and rumor. The prevailing theory holds that she met and fell for a former Knight who once visited her community and seduced her with tales of duty, honor, and glory. Whether true or not, her enlistment and eventual acceptance into the ranks of The Republic's Knights left her estranged from her family and homeland. To compensate for her isolation, Skariah has apparently devoted herself to proving her worth to her comrades, viewing them as surrogates for the loved ones she "sacrificed" in the name of duty.

### Valiant

<b>Serial Number</b>	FS710-67A
<b>Mass</b>	30 tons
<b>Chassis</b>	Small Bug-B
<b>Power Plant</b>	210 GM Fusion
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph (151 w/MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Gauntlet Standard
<b>Armament</b>	3 Diverse Optics ER Medium Lasers 1 FT130 Light 'Mech Hatchet



#### Commentary:

Small and fast, yet well armed and armored for its size, the Valiant is a lightweight brawler originally designed for rear guard actions and flanking maneuvers. Ideal for scouting operations and raiding behind enemy lines, this 'Mech can outrun and outmaneuver most defending units, all the while relentlessly pouring substantial laser fire at any target within range. For a point-blank coup de grace, the Valiant even features a two-ton ferro-titanium hatchet.

This Valiant, piloted by Skariah Paragon, originally served as part of House Davion's defensive arsenal until it was traded to The Republic in 3127, the result of an arms technology agreement with House Davion. Skariah, its first Republican pilot, seems perfectly content with its high maneuverability, all-laser arsenal, and respectable heat curve, and often pushes it to its operational limits. She has nicknamed it "Prince" in honor of her pet, a purebred Galatian sheep dog.

### Filing Notes

<b>Record Number</b>	DF-113-PE	01/16/3133
<b>Field Research</b>	S321, S111	01/01/3133
<b>Thought Control</b>	C110, C132	CERTIFIED
<b>Image Acquisition</b>	G168, G140, G004	01/11/3133
<b>Correction Enforcement</b>	L314, L225	APPROVED
<b>Filing</b>	D327	01/16/3133

## Tamara Duke

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Lyran Rangers
<b>LANCE</b>	Rangers Command Lance
<b>MECH</b>	Wolfhound
<b>DOB</b>	12/18/3109
<b>HAIR</b>	Red
<b>EYES</b>	Black



Tamara Duke is one of the few Lyran Rangers who are fanatically loyal to Jasek Kelswa-Steiner — regardless of his politics. To her, the decision to return Skye to Lyran authority isn't treason, but rather a natural reaction to the ultimate failure of The Republic. This root of Duke's fanatic devotion, however, likely has less to do with politics than an intense, almost obsessive personal attraction for the Landgrave himself. Indeed, it appears that she'll do almost anything to capture Kelswa-Steiner's attention and praise — including selling out any of her fellow Rangers who speak ill of him. This behavior has all but isolated Duke from her comrades in arms, to the point where she operates virtually without support on the battlefield. Rather than complain, however, Duke appears to see this as a chance to demonstrate her combat skills, and she often "showboats" for the benefit of the Stormhammers leader.

## Wolfhound

<b>Serial Number</b>	KH115-344C
<b>Mass</b>	35 tons
<b>Chassis</b>	Arc-Royal KH/Endo Steel
<b>Power Plant</b>	GM 210 Fusion
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Medium
<b>Armament</b>	1 Cyclops XII Extended-Range Large Laser 3 Martell Medium Lasers

### Commentary:

A signature light 'Mech of the Lyran state, the Wolfhound debuted during the Fourth Succession War as a counter to the Draconis Combine's Panther. It is fast, efficient, and rugged for its size, and is built as a walking laser battery for long-distance, long-duration combat. Highly efficient heat sinks keep the Wolfhound mobile and effective even during heavy action, all but assuring its battlefield superiority.

Tamara Duke's Wolfhound actually served with the famous Kell Hounds mercenary unit through the Clan invasion of 3050 and every major conflict since. Over an uncounted number of missions, the 'Mech was shot apart many times, only to be rebuilt on each occasion with a different configuration — a testament to the survivability of the design. After the Jihad, many Kell Hounds migrated to The Republic, and took their 'Mechs with them, including this model, which Duke has nicknamed "Eisenfaust" (Iron Fist) in reference to the Lyran standard.



## Filing Notes

<b>Record Number</b>	DF-136-PE	03/11/3132
<b>Field Research</b>	S291, S228	12/29/3132
<b>Thought Control</b>	C196, C265	CERTIFIED
<b>Image Acquisition</b>	G045, G221, G056	02/18/3132
<b>Correction Enforcement</b>	L388, L212	APPROVED
<b>Filing</b>	D327	03/11/3132

## Tameka Pryer

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>VEHICLE</b>	Partisan AA Vehicle
<b>DOB</b>	06/05/3107
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Like many Northwind Fusiliers, Tameka Pryer hails from descendants of decommissioned Highlander regiments, but until the collapse of the HPG network, she never imagined putting her skills to use in combat at the helm of a farm tractor. Responding to Tara Campbell's call to arms, she found herself immediately pressed into service as a vehicle driver. With almost no combat training to speak of, she was assigned to a light air-defense tank in anticipation of an assault on nearby Addicks. During the Dragon's Fury's attack, Pryer's vehicle was assigned to defend an ammo dump, where a lucky hit by a strafing VTOL killed her vehicle commander and grievously injured the gunner. Unwilling to flee the area, Pryer manned the guns and fired blind, shooting down two enemy aircraft before reinforcements could arrive to support her. She was rewarded for her heroism by being given her own vehicle command just a few days later.

### Partisan AA Vehicle

<b>Serial Number</b>	RS0517-146B
<b>Mass</b>	50 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	200 Nissan
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Armor</b>	Kallon Unity Weave Ferro-Fibrous
<b>Armament</b>	2 Defiance Shredder LB 5-X Autocannon



#### Commentary:

In 3110, Kallon Industries unveiled a lighter version of their successful Partisan anti-aircraft tank as a faster, cheaper, but no less effective mobile air-defense platform. Ideally suited for work against both low-flying VTOLs and ground-based infantry, the light Partisan features twin LB 5-X autocannons for effective use against any lightly armored targets of opportunity.

Tameka Pryer's Partisan was part of the standing defense on Northwind, and still bore the original safety seals from its factory when she received it. Her new crew, assigned after the battle for Addicks, trained almost daily with her, and already they demonstrate the fluid reflexes of a well-oiled machine in battlefield simulations. Pryer insists that her crewmates learn each other's duties to enhance their own performance, should any of them have to face the same situation she saw on Addicks. Curiously enough, however, she personally avoids manning the guns.

### Filing Notes

<b>Record Number</b>	DF-125-PE	05/16/3132
<b>Field Research</b>	S101, S014	04/01/3132
<b>Thought Control</b>	C020, C177	CERTIFIED
<b>Image Acquisition</b>	G205, G009, G188	04/11/3132
<b>Correction Enforcement</b>	L334, L176	APPROVED
<b>Filing</b>	D327	05/16/3132

## Thos Cardella

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	21st Centauri Lancers
<b>LANCE</b>	Light Support Lance
<b>MECH</b>	Sun Cobra
<b>DOB</b>	06/09/3110
<b>HAIR</b>	None
<b>EYES</b>	Green



Large of frame, with a deep, resonating voice, dark skin, and a face twisted in a perpetual sneer, it's quite possible that Thos Cardella is descended from Clan Elemental breeding stock. Despite appearances, however, this hulking MechWarrior may well be the gentlest person ever to climb into the cockpit of a modern BattleMech. Driven by a personal code of ethics that verges on pacifism, it's a wonder that Cardella ever sought the profession of a mercenary warrior at all, except as some kind of personal challenge. In battle, he ardently refuses to fight near population centers, and even seems reluctant to do battle in woodlands, where native wildlife may be harmed. When he does attack, he deliberately aims to cripple or suppress enemy armor and infantry units. Even though this behavior results in the lowest kill ratio in his unit, many of Cardella's fellow Lancers swear by his marksmanship.

## Sun Cobra

<b>Serial Number</b>	FS305-07G
<b>Mass</b>	55 tons
<b>Chassis</b>	IX Endo Steel
<b>Power Plant</b>	330 VOX XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Star Slab/3
<b>Armament</b>	1 Johnston High-Speed Extended-Range PPC 1 Diverse Optics Sunbeam Extended-Range Large Laser



### Commentary:

The Federated Suns' Sun Cobra first appeared during the Jihad, and was conceived as a fast, long-range raider built to deliver solid hitting power against an enemy's flank or rear. Relying on paired high-power energy weapons, and augmented by a sophisticated targeting computer, this design could fire accurately even while on the run, keeping it both mobile and surprisingly lethal.

Originally built for the Federated Suns government, Thos Cardella's Sun Cobra was designed to carry a pair of particle cannons, but was badly mauled when Cardella himself captured the 'Mech during an objective raid against House Davion. The 21st Lancers' technicians repaired the damage with parts they had on hand, resulting in the laser/PPC mix the machine now sports, as well as increased speed. Cardella, who refuses to personify the 'Mech with a nickname, proudly claims the technology switch makes him more accurate, yet less deadly.

## Filing Notes

<b>Record Number</b>	DF-137-PE	02/27/3132
<b>Field Research</b>	S421, S194	02/08/3132
<b>Thought Control</b>	C133, C010	CERTIFIED
<b>Image Acquisition</b>	G248, G120, G342	02/21/3133
<b>Correction Enforcement</b>	L114, L178	APPROVED
<b>Filing</b>	D327	02/27/3132

## Viki Drexel

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>LANCE</b>	Kirikakaru
<b>MECH</b>	Shockwave
<b>DOB</b>	01/29/3100
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



Outside the cockpit, Viki Drexel looks like she'd be more at home as a secretary, librarian, or paralegal from some holovid drama. In fact, her delicate features, wire-rimmed glasses, and preference for conservative attire give the impression that she's actually a member of the Amaterasu's support staff, rather than one of its elite MechWarriors. For this very reason, Drexel has become something of a spy for the unit during diplomatic or social functions, where her plain appearance puts others at ease and allows her to better watch and listen. This tactic, however, does not translate onto the battlefield. Known as a specialist in support fire tactics, Drexel prefers to make her presence felt in combat. She typically wades her 'Mech to the forefront of the action, where her heavy, sustained bursts of fire can level or demoralize enemy troops in seconds.

## Shockwave

<b>Serial Number</b>	FW266-20B
<b>Mass</b>	50 tons
<b>Chassis</b>	EW Med. Endo Steel
<b>Power Plant</b>	250 Magna XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Earthwerks Medium Standard
<b>Armament</b>	1 Republic Thunder Ultra Autocannon Type 10 1 Imperator Thumper Artillery Cannon



### Commentary:

The Marik-Stewart Commonwealth, primary member of the former Free Worlds League, debuted the Shockwave medium strike 'Mech in the years following the Jihad. This particular machine is a proof of concept that mounts a prototype "snub-nosed" artillery cannon, making it a unique 'Mech design. This particular unit was captured during a failed raid on The Republic five years ago. After it passed into Republic forces, it was absorbed by the Dragon's Fury shortly after the darkness fell.

Viki Drexel, current pilot of this Shockwave, prefers to use her Thumper artillery cannon at maximum range before closing, hoping the concussions of multiple explosive munitions will shatter the enemy's nerves. This "cloud of fire" tactic also helps to quickly decimate armored vehicles and infantry elements.

## Filing Notes

<b>Record Number</b>	DF-138-PE	02/27/3133
<b>Field Research</b>	S421, S194	02/08/3133
<b>Thought Control</b>	C133, C010	CERTIFIED
<b>Image Acquisition</b>	G248, G120, G342	02/21/3133
<b>Correction Enforcement</b>	L114, L178	APPROVED
<b>Filing</b>	D327	02/27/3133

## Viktor Hannan

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Lyran Rangers
<b>LANCE</b>	Sturmlance
<b>MECH</b>	Zeus
<b>DOB</b>	10/17/3111
<b>HAIR</b>	Blond
<b>EYES</b>	Brown



A young native of Skye, with the thick German-Gaelic accent to match, Viktor Hannan is descended from MechWarriors who served in the 17th Skye Rangers, a unit destroyed during Free Skye's last effort to claim Hesperus II in the closing months of the FedCom Civil War. That family history and a sense of nationalistic pride drew him to Landgrave Jasek Kelswa-Steiner's call to arms, though he — like many in the veteran Lyran Rangers regiment — ultimately questions the goals of the Stormhammers' leader. Nonetheless eager to prove his abilities and secure some kind of future after the HPG blackout, Viktor joined the Stormhammers. His possession of a Civil War-era Zeus, hidden away for nearly a century in his family's farm in the hills just outside New London, came as a welcome bonus to the fledgling regiment, as did his homegrown expertise in handling the 80-ton BattleMech.

### Zeus

<b>Serial Number</b>	LA9155-43F
<b>Mass</b>	80 tons
<b>Chassis</b>	Advanced Chariot Type V
<b>Power Plant</b>	Pitban 320 Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Glasgow Limited X
<b>Armament</b>	1 Norse Model M-7D Gauss Rifle 1 TharHes Reacher 20 LRM Launcher 2 Defiance P5M Medium Pulse Lasers



#### Commentary:

The pride of the Lyran Commonwealth and a staple of their armed forces since its creation, the Zeus provides an excellent mix of firepower and heavy armor, with good combat speed and the heat sinks to handle the load. Built for assault missions and siege warfare, it remains the premier assault 'Mech of the Lyran Commonwealth and a symbol of Steiner strength.

Viktor Hannan's Zeus, originally a Clan Invasion-era field refit, is over 150 years old. Rebuilt several times, most recently after the fierce fighting for Hesperus II, the 'Mech belonged to Hannan's great-grandfather, Ian Hannan, who returned to Skye just in time to face the horrors of the Jihad. Miraculously, the 'Mech survived that terrible war in a bunker on the family's estate, which they retained despite Devlin Stone's relocation directives; it then passed on to Viktor upon his father's death. Hannan has nicknamed the 'Mech "Ian" in honor of his great-grandfather.

### Filing Notes

<b>Record Number</b>	DF-123-PE	02/10/3133
<b>Field Research</b>	S298, S384	01/09/3133
<b>Thought Control</b>	C003, C347	CERTIFIED
<b>Image Acquisition</b>	G125, G336, G201	01/16/3133
<b>Correction Enforcement</b>	L251, L048	APPROVED
<b>Filing</b>	D327	02/10/3133



## Wahab Fusilli

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>VEHICLE</b>	Balac VTOL
<b>DOB</b>	06/29/3094
<b>HAIR</b>	Black
<b>EYES</b>	Blue



[\*\*\* CAUTION: HIGH SECURITY RISK — MONITOR CLOSELY! \*\*\*]

Wahab Fusilli is a fairly recent addition to the Order of the Five Pillars regiment of Katana Tormark's Dragon's Fury, but this slender Arkab warrior is evidently a longtime practitioner of many of the covert arts favored by the warrior-monks that dominate it. His skill in a variety of stealth techniques and expertise in many forms of the martial arts helped get him into the unit, but unlike the more experienced Adepts of the Order, he lacks a focused ki. This and his reliance on technological aids suggest that Fusilli is, in fact, an agent of the Internal Security Force of the Draconis Combine rather than a true Pillarine. If true, then the Director of the ISF has initiated his own infiltration of the Dragon's Fury — a development that likely will not sit well with Duchess Tormark, if and when it is discovered.

## Balac VTOL

<b>Serial Number</b>	SF1070-00A
<b>Mass</b>	25 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	60 Standard Fusion
<b>Cruising Speed</b>	86 kph
<b>Maximum Speed</b>	130 kph
<b>Armor</b>	Compound A1
<b>Armament</b>	2 Remer Series Alpha Advanced Tactical Missile-6 Packs 1 Series I Heavy Machine Gun

### Commentary:

The Balac strike VTOL first appeared in the aftermath of the Jihad as an antivehicle support craft, intended for use in built up terrain such as cities and wilderness. Featuring rather significant firepower, good airspeed, and decent armor for its size, the Balac failed to stand out among many existing Clan VTOLs. Its firepower, however, was much respected during fluid campaigns, if only for the inherent flexibility of the Advanced Tactical Missile system.

Fusilli has not bestowed a nickname upon his Balac, which originates from the Touman of the Sea Fox Clan and was sold to The Republic shortly before the crash of the HPG network. This particular machine was undergoing field tests in the Ozawa militia when Tormark declared for House Kurita, and has since been assigned to the Order. Fusilli is an aggressive pilot who prefers to attack while keeping the craft in constant motion, focusing his anti-personnel rounds on enemy infantry units.

## Filing Notes

<b>Record Number</b>	DF-131-PE	01/09/3133
<b>Field Research</b>	S007, S009	12/13/3132
<b>Thought Control</b>	C201, C004	CERTIFIED
<b>Image Acquisition</b>	G138, G002, G171	01/01/3133
<b>Correction Enforcement</b>	L001, L237	APPROVED
<b>Filing</b>	D327	01/09/3133



## A Kirasawa

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>LANCE</b>	Command Lance
<b>MECH</b>	Valiant
<b>DOB</b>	02/28/3104
<b>HAIR</b>	Brown
<b>EYES</b>	Black



Our agents' analysis of the individual calling himself A. Kirasawa—he has never given his full name, even to his Brotherhood warriors—suggests that he may actually be a fugitive from Republican justice. His true identity remains unknown, but his obvious expertise at the helm of a BattleMech demonstrates MechWarrior training and experience. In person, Kirasawa is conspicuously silent and aloof, further reinforcing the impression that he is someone who has something to hide. His single-minded intent to keep everyone, even his comrades, at arm's length is tempered only by the unusually frequent personal briefings he has been observed attending with many of the Dragon's Fury command staff. As a result of these observations, our agents suggest that Kirasawa may in fact be a hidden "political officer" or yakuza plant within the Brotherhood, which only a few Dragon's Fury officers are aware of and are keeping under wraps.

### Valiant

<b>Serial Number</b>	DC086-34A
<b>Mass</b>	30 tons
<b>Chassis</b>	Small Bug-B
<b>Power Plant</b>	210 GM Extralight
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph (151 with MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Gauntlet Standard
<b>Armament</b>	3 BrightBloom Extended-Range Medium Lasers

#### Commentary:

The small, fast Valiant is a lightweight brawler specialized in rear-guard actions, flanking maneuvers, and scouting missions. Built to outrun and outmaneuver most other battlefield units, while simultaneously delivering a relentless stream of devastating fire, this 'Mech has also become a favorite of raiders and bandits alike. Though armed with a trio of medium lasers for potent close-in firepower, a reinforced titanium hatchet allows the Valiant to add even more point-blank damage—a fact that keeps most potential foes far enough away to let the lasers do the work.

This 'Mech was part of the initial Valiant runs produced for the Draconis Combine military during the Jihad, and served with the Ninth Sword of Light regiment during that terrible conflict. This machine and its pilot were among those who followed Stone in the creation of The Republic. Its current MechWarrior, A. Kirasawa, has not nicknamed it.



### Filing Notes

<b>Record Number</b>	LI-117-PE	12/18/3133
<b>Field Research</b>	S098, S104	12/11/3133
<b>Thought Control</b>	C208, C139	CERTIFIED
<b>Image Acquisition</b>	G128, G098, G203	12/16/3133
<b>Correction Enforcement</b>	L491, L320	APPROVED
<b>Filing</b>	R122	12/18/3133

## Aldwin Stewart

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Principes Guards
<b>LANCE</b>	Alae Strike Lance
<b>MECH</b>	Wasp
<b>DOB</b>	04/19/3111
<b>HAIR</b>	Blond
<b>EYES</b>	Black



Before he joined the ranks of The Republic military, Aldwin Stewart was the spoiled-brat son of Allison Stewart, planetary Governor of Callison in Prefecture VIII. Growing up, he took full advantage of his noble birth, shielded from the repercussions of his actions until the elder Stewart finally tired of his antics and sent him off to military school, hoping to teach him discipline. The experiment, however, has been only partially successful. While Aldwin Stewart has indeed learned some degree of discipline and humility, the cocky self-assuredness common to all MechWarriors has replaced it. Now supremely confident in his abilities (and, admittedly, skilled enough to earn a posting and a BattleMech in the veteran Principes Guards with a minimum of string-pulling) Stewart is only slightly less obnoxious than he was as a mere spoiled scion. Whether this arrogance will last beyond his first true combat experience has yet to be tested.

## Wasp

<b>Serial Number</b>	DC5210-37G
<b>Mass</b>	20 tons
<b>Chassis</b>	Hellespont Type W Endo Steel
<b>Power Plant</b>	Hermes 120 Extralight
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Hellespont Leapers
<b>Armor</b>	Durallex Special Heavy
<b>Armament</b>	1 Diverse Optics Type 20 Medium Laser 1 Shigunga Medium-Range Missile 10-Pack



### Commentary:

The oldest recon 'Mech ever produced, the Wasp was originally developed for the Terran Hegemony in the late 25th century. With production continuing even to the present, this 'Mech, though eclipsed in its intended role as a scout by faster and more advanced designs, is still widely known and used as an urban pacification unit, or for light garrison support. The model piloted by Aldwin Stewart comes from a variant line developed by the Draconis Combine, and carries a medium-range missile pack with a standard medium laser for excellent close-in firepower.

Curiously enough, records show that this particular Wasp (nicknamed "Golden Goose" for unknown reasons) was destroyed during the Jihad, but miraculously appeared again almost 40 years later, when it was captured during a failed raid against the Davion planet of Galtor III. The Federated Suns sold the 'Mech with a host of other "salvage" to The Republic in 3129.

## Filing Notes

<b>Record Number</b>	LI-133-PE	01/29/3133
<b>Field Research</b>	S316, S206	01/06/3133
<b>Thought Control</b>	C035, C059	CERTIFIED
<b>Image Acquisition</b>	G138, G049, G284	01/15/3133
<b>Correction Enforcement</b>	L037, L398	APPROVED
<b>Filing</b>	R122	01/29/3133

## Alison Pelayo

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>VEHICLE</b>	Donar Assault Helicopter
<b>DOB</b>	05/12/3099
<b>HAIR</b>	Black
<b>EYES</b>	Black



Though she is already in her mid-30s, Alyson Pelayo is still a child at heart, a fact evidenced by a recreational preference for theme parks and arcades over officers' clubs and dining halls. Even her speech and mannerisms come across as those of a high school-age girl more than as those of an experienced combat pilot. For this reason, many tend to underestimate her. In actuality, however, IQ test scores and aptitude exams have demonstrated that Pelayo possesses a very keen mind and a gift for politics and tactics, but she conceals these talents beneath an exterior of playful youth that she takes great pains to cultivate. When not on duty, Pelayo spends as much time as possible at the local malls and other places where the young hang out. There she monitors the latest fashion trends in clothing, jewelry, music, and films, to keep "in touch" with the younger generations.

## Donar Assault Helicopter

<b>Serial Number</b>	SR6034-133D
<b>Mass</b>	21 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	Fusion 50
<b>Cruising Speed</b>	97 kph
<b>Flank Speed</b>	151 kph
<b>Armor</b>	Compound A2F Ferro-Fibrous
<b>Armament</b>	1 Series 7J Extended- Range Large Laser 2 Pattern J2 Streak-2 SRM Launchers

### Commentary:

Heavily armored for a VTOL aircraft, but built using the advanced military technologies of the Clans, the Donar assault helicopter brings respectable firepower to the field swiftly and accurately. With an air speed easily faster than most ground units, and a powerful and far-reaching laser as its primary weapon, the Donar can strafe a battlefield almost as well as any aerospace fighter, and has become a favorite cavalry and fire-support copter for Clan and Inner Sphere forces alike.

SR6034-133D ("Springer" to its pilot) was actually built in the Raven Alliance on Lushann, sometime after the Word of Blake Jihad. Its pilot, Remi Clauswich, defected to The Republic of the Sphere in 3107, taking the sophisticated helicopter with him. Both aircraft and pilot were absorbed into The Republic's militia, but separated after a few years. The VTOL eventually became part of Northwind's defending forces before the HPG network collapsed.



## Filing Notes

<b>Record Number</b>	LI-130-PE	04/05/3133
<b>Field Research</b>	S026, S019	03/20/3133
<b>Thought Control</b>	C059, C046	CERTIFIED
<b>Image Acquisition</b>	G138, G055, G063	03/25/3133
<b>Correction Enforcement</b>	L109, L223	APPROVED
<b>Filing</b>	R122	04/05/3133

## Anderson Glasper

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<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>VEHICLE</b>	Glory Fire Support Tank
<b>DOB</b>	12/07/3110
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Although many in House Liao's veteran McCarron's Armored Cavalry regiment can claim a heritage dating back to their mercenary days, the same cannot be said of Anderson Glasper. In fact, this man could not even claim Capellan citizenship until just four years ago. The cause of Glasper's defection from the Federated Suns is not immediately clear, but soon after arriving in the Confederation he married Yulia Hwang, a Capellan citizen of some social standing, and formally joined the CCAF. Between his youth and his marriage to a woman who our agents believe has ties to either the Maskirovka or local Triads, some form of political seduction is suspected. However, Glasper's lack of status in House Davion's political, social, and military infrastructure would make him less than useful to any obvious Confederation goals. Meanwhile, his loyalty to House Liao appears to be beyond reproach, indicative of a genuine transfer of loyalties.

## Glory Fire Support Tank

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<b>Serial Number</b>	FS0678-20A
<b>Mass</b>	85 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	Strand 255 Fusion
<b>Cruising Speed</b>	32 kph
<b>Flank Speed</b>	54 kph
<b>Armor</b>	Durallex Heavy Ferro-Fibrous
<b>Armament</b>	1 Mydron Tornado Rotary AutoCannon/5 2 Coventry Star Fire LRM-15 Racks 2 Diverse Optics Extended-Range Medium Lasers



### Commentary:

The Glory fire-support tank rolled off assembly lines for the first time in 3067, after a three-year delay caused by the very civil war it was initially meant to take part in. Sporting a rotary autocannon system, matched by twin long-range missile racks, this tank made up for its slow ground speed with sheer firepower and durability. During the Jihad, hundreds of Glorys were produced, seeing action throughout the Davion realm and with Devlin Stone's coalition, where they more than adequately proved their worth.

FS0678-20A has been nicknamed "Wayward Suns" by Anderson Glasper, its current commander, in what he swears is a tongue-in-cheek reference to both his origins and the vehicle's. This particular tank, however, did not defect like its commander, but was captured by Capellan troops during a border skirmish with House Davion forces on Spica. Glasper prefers using his Glory's indirect weapons to charging directly into battle.

## Filing Notes

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<b>Record Number</b>	LI-131-PE	05/13/3133
<b>Field Research</b>	S038, S098	05/05/3133
<b>Thought Control</b>	C350, C207	CERTIFIED
<b>Image Acquisition</b>	G068, G049, G320	05/09/3133
<b>Correction Enforcement</b>	L119, L208	APPROVED
<b>Filing</b>	R122	05/13/3133

## Arnīs Drummond

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>STAR</b>	Beta Quest Star
<b>MECH</b>	Dasher II
<b>DOB</b>	12/30/3102
<b>HAIR</b>	Blond
<b>EYES</b>	Blue



Arnīs Drummond is an interesting figure among the Spirit Cats' Purifiers Cluster. Though devoted to the traditions of the Nova Cats, he demonstrates an equal fascination with many of the mystical ways of the Order of the Five Pillars. His martial skills outside the cockpit show a remarkable strength of ki and distinctively Asian influence that hints of Draconis Combine ties. This unusual combination, especially for a Bloodnamed member of the Spirit Cats, underscores a possible pro-Combine subculture rising within the Nova Cat enclaves of The Republic. Though Arnīs' practices are to a certain degree compatible with the spiritualism of the Spirit Cats, the obvious ties to a "Spheroid" social group may actually come across as a cultural taint. Supporting that theory, many of the other Purifiers do appear to keep Arnīs at arm's length.

## Dasher II

<b>Serial Number</b>	NC144-30B
<b>Mass</b>	40 tons
<b>Chassis</b>	Endo Steel
<b>Power Plant</b>	400 XL
<b>Cruising Speed</b>	108 kph
<b>Maximum Speed</b>	162 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Ferro-Fibrous
<b>Armament</b>	6 Extended-Range Microlasers

### Commentary:

In the 3050s, the Clan Dasher was easily the fastest 'Mech in the Inner Sphere, with an array of technologically advanced weapons that easily outclassed and outfought most other light 'Mechs of its day. Thin armor and the Clans' own preference for single combat, however, limited its effectiveness as a raiding or swarm-tactics 'Mech. The Dasher II, developed during the dark years of the Jihad, addressed the former concern even as the Clans themselves continued to adapt their tactics. Heavier, sturdier, and more powerful than the original, the new Dasher still boasts the same amazing ground speed, which could also assist others of its kind in bringing down powerful prey.

Arnīs Drummond's Dasher II, nicknamed "Flurry Fire," features a sextet of microlasers for massed, close-in firepower. Arnīs himself uses these weapons and the machine's speed for fast, stinging attacks, and often combines fire with other Purifiers to bring down a difficult opponent.



## Filing Notes

<b>Record Number</b>	LI-114-PE	05/16/3133
<b>Field Research</b>	S259, S134	04/15/3133
<b>Thought Control</b>	C015, C354	CERTIFIED
<b>Image Acquisition</b>	G168, G178, G215	04/29/3133
<b>Correction Enforcement</b>	L485, L135	APPROVED
<b>Filing</b>	R122	05/16/3133



## Arturo Wolf

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Tharkan Strikers
<b>LANCE</b>	Lupine Recon Lance
<b>MECH</b>	Uller
<b>DOB</b>	07/07/3193
<b>HAIR</b>	None
<b>EYES</b>	Gray

Arturo Wolf is an expatriate of the exiled Wolf enclave on Arc-Royal. He followed Alexia Wolf when she chose to join the Stormhammers, and helped her form the Tharkan Strikers. While his manner and battle prowess may be the result of the harsh Clan-style training of his enclave, his personality is much less severe than that of most Wolves. Indeed, Arturo is actually known to have quite a sense of humor among his comrades, accented by his penchant for harmless practical jokes and glib one-line remarks. It's possible that this light-hearted outlook on life results from regular contact with Kell Hound mercenaries and the native civilians of Arc-Royal, but rumors suggest that the real cause is Arturo's clandestine relationship with another, unspecified Striker warrior. Regardless of the root of his high spirits, Arturo becomes all business in the cockpit, where his every action is filled with grim purpose.

## Uller

<b>Serial Number</b>	WX8101-71C
<b>Mass</b>	30 tons
<b>Chassis</b>	Olivetti S2 Endo Steel
<b>Power Plant</b>	180GM Extralight
<b>Cruising Speed</b>	64 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound Alpha Ferro-Fibrous
<b>Armament</b>	1 Type AA4 Gauss Rifle 2 Model V Heavy Medium Lasers



### Commentary:

A favorite among the Jade Falcons, the Uller BattleMech (Kit Fox among the Clans) became a common sight on the Lyran front during the initial years of the Clan invasion. Built more for firepower than speed, the lightweight Uller was one of the smallest 'Mechs in its day to sport the devastating Gauss rifle. However, weak armor and a comparatively slow overland speed made this 'Mech a risky proposition for its warriors in the open battlefield.

WX8101-71C ("Small but Deadly" to its pilot, Arturo Wolf) was constructed after the Warden Wolves, under then-Khan Phelan Kell's command, settled on Arc-Royal to bolster the defenses of the Arc-Royal Defense Cordon. During the FedCom Civil War, this 'Mech was part of the First Wolf Legion, and saw action on Blue Hole, Melissia, and Blair Atholl against Jade Falcon forces before taking part in actions against the Word of Blake during the Jihad.

## Filing Notes

<b>Record Number</b>	LI-134-PE	03/28/3133
<b>Field Research</b>	S138, S039	03/12/3133
<b>Thought Control</b>	C104, C130	CERTIFIED
<b>Image Acquisition</b>	G189, G280, G109	03/18/3133
<b>Correction Enforcement</b>	L024, L037	APPROVED
<b>Filing</b>	R122	03/28/3133

## Avriel Sterling

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Hastati Sentinels
<b>LANCE</b>	Alae Battle Lance
<b>MECH</b>	Griffin
<b>DOB</b>	11/19/3108
<b>HAIR</b>	Blond
<b>EYES</b>	Blue



Young, beautiful, and gifted in the martial arts, Avriel Sterling truly belongs in the elite Hastati Sentinels, though many a jealous rival may grumble about her posting. Sterling herself, however, ignores their innuendos that she used her feminine charms to attain her posting, and instead goes about her duties with a stoic professionalism that keeps friends and enemies alike at arm's length. Even under high-stress conditions, her self-control is remarkable, maintaining a legendary calm while taking heavy fire, reporting her situation with the clinical detachment of a media reporter rather than a warrior on the firing line. When asked about this unique trait, she simply shrugs and suggests her acceptance of the inevitability of death. These surprisingly morbid sentiments are the only insight that Avriel Sterling allows others to get into the workings of her soul.

## Griffin

<b>Serial Number</b>	LC8290-01D
<b>Mass</b>	55 tons
<b>Chassis</b>	Earthwerks GRF Endo Steel
<b>Power Plant</b>	Defiance 275 Light
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Rawlings 55
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Cyclops XII Extended-Range Large Laser 2 RamTech 1500Z Extended-Range Medium Lasers 1 Coventry StarFire LRM 15-Pack



### Commentary:

The venerable Griffin has been around since the days of the original Star League, when field commanders throughout the Inner Sphere prized its excellent mix of mobility, armor, and firepower. These features kept this design alive through the trials of the Succession Wars, as it played a role in almost every mission role imaginable, from scouting to assault. The Griffin's popularity spawned countless variants over the years, including serial number LC8290-01D, a customized job piloted by Avriel Sterling of The Republic's Hastati Sentinels. With this model, extended-range lasers match the firepower of an equally powerful missile pack, but tax the machine's limited heat sink capacity.

Avriel Sterling has nicknamed her Griffin "Spitfire," both for its weapons array and for the terrible heat that fills her cockpit with every volley. She favors aggressive tactics, often charging enemy positions under a protective spread of heavy laser fire.

## Filing Notes

<b>Record Number</b>	LI-152-PE	02/21/3133
<b>Field Research</b>	S452, S332	02/13/3133
<b>Thought Control</b>	C156, C172	CERTIFIED
<b>Image Acquisition</b>	G203, G243, G279	02/19/3133
<b>Correction Enforcement</b>	L034, L048	APPROVED
<b>Filing</b>	R122	02/21/3133



## C. Schiller

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>LANCE</b>	Swift Lance
<b>MECH</b>	Griffin
<b>DOB</b>	06/13/3100
<b>HAIR</b>	Blond
<b>EYES</b>	Green



C. Schiller—her given name is Concetina, though she refuses to use it anymore—is an example of a Capellan undesirable attempting very hard to make good. Schiller was physically and mentally abused as a child, and ran away from home on several occasions. Living on the streets, often as part of a street gang or Triad, she was arrested numerous times until the authorities ultimately gave her the choice of military service or a lifetime in prison. Naturally choosing the former, Schiller's early training for a militia role uncovered an aptitude for 'Mech combat skills. Sponsored for advanced BattleMech training, Schiller dove into this new opportunity with unexpected enthusiasm, graduated with commendations, and received a posting to a Confederation Reserve Cavalry regiment. Since then, she has apparently become a model Capellan citizen, lending credence to the theory that service to the state can indeed save an otherwise doomed soul.

## Griffin

<b>Serial Number</b>	CC7650-95L
<b>Mass</b>	55 tons
<b>Chassis</b>	Earthwerks GRF Endo Steel
<b>Power Plant</b>	Hermes 275 Extra-Light
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Rawlings 55
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Tronel XIII Large Pulse Laser 2 Intek Medium Pulse Lasers 1 Delta Dart LRM 15-Pack with Artemis FCS



### Commentary:

The tried-and-true Griffin debuted during the days of the Star League. With its excellent mix of mobility, armor, and firepower, this design survived the rigors of the Succession Wars, taking part in mission roles of every stripe. The popularity of the Griffin spawned countless variants, including serial number CC7650-95L, piloted by C. Schiller. This model combines accurate close-range energy weapons with an equally precise long-range missile rack.

Schiller's Griffin, nicknamed "Doria" (after a close friend from her time on the streets), was manufactured for House Liao some time after the Jihad, and has participated in several minor raids for the glory of the Confederation. Schiller herself has claimed seven kills as its pilot—including two BattleMechs, one of which was a Republic Firestarter. Schiller's combat style favors using jump jets to circumvent local terrain and reach the best cover, then engaging the nearest enemy with alternating energy and missile attacks.

## Filing Notes

<b>Record Number</b>	LI-140-PE	04/05/3133
<b>Field Research</b>	S018, S274	03/15/3133
<b>Thought Control</b>	C377, C340	CERTIFIED
<b>Image Acquisition</b>	G120, G184, G203	03/19/3133
<b>Correction Enforcement</b>	L107, L134	APPROVED
<b>Filing</b>	R122	04/05/3133

## Carmen Hern

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Tharkan Strikers
<b>VEHICLE</b>	Regulator II Hovertank
<b>DOB</b>	11/09/3104
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



Carmen Hern still bears the disfiguring scars on the left side of her face from a cockpit explosion that destroyed her inner ear and permanently cost her a promising career as a MechWarrior with the Kell Hounds mercenary command. Half deaf, and unable to provide the sense of balance necessary to keep a BattleMech mobile and upright, she had to watch as her former comrades went off into battle without her. Eventually leaving the Hounds, Hern followed Alexia Wolf to Skye in response to Jasek Kelswa-Steiner's rallying cry to form the Stormhammers. Though she still could not pilot a 'Mech, Wolf's Clan-like aptitude tests for the Tharkan Strikers demonstrated other ways she could serve in a combat force. After a year spent in retraining for her new role, Hern glided onto the field as a warrior reborn, as a commander of her very own tank.

## Regulator II Hovertank

<b>Serial Number</b>	CC0561-034A
<b>Mass</b>	50 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	LTV 165 Fusion
<b>Cruising Speed</b>	86 kph
<b>Flank Speed</b>	130 kph
<b>Armor</b>	Hellespont Lite V Ferro-Fibrous
<b>Armament</b>	1 Imperator Light Gauss Rifle



### Commentary:

Aldis Industries unveiled their modified Regulator hovertank in 3083 in response to calls for a more resilient fast-attack tank. The Regulator II is heavier than its progenitor by only five tons, and suffers only an 11 percent speed reduction in favor of armor almost three times as thick. Sporting a lightweight Gauss rifle, this vehicle retains its ability to deliver a heavy punch at long range, and it quickly became a favorite strike vehicle for the Capellan Armed Forces after the Jihad.

CC0561-034A was produced for the Capellan Confederation in 3095, and fought in several border skirmishes against opponents of the Federated Suns before it was captured during a disastrous raid against The Republic. The vehicle made its way through several commands in The Republic's Armed Forces until it wound up on Skye when the HPGs went dark. Carmen Hern, its current commander, has nicknamed this vehicle "Slugger."

## Filing Notes

<b>Record Number</b>	LI-126-PE	10/28/3132
<b>Field Research</b>	S138, S221	10/22/3132
<b>Thought Control</b>	C049, C025	CERTIFIED
<b>Image Acquisition</b>	G147, G215, G322	10/24/3132
<b>Correction Enforcement</b>	L018, L019	APPROVED
<b>Filing</b>	R122	10/28/3132

## Catalina Trujillo

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Dai Da Chi Lance
<b>MECH</b>	Shen Yi
<b>DOB</b>	02/04/3101
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Catalina Trujillo is a product of the harsh and fanatical training regimen of the Warrior House Hiritsu. Loyal beyond all measure to her House, the Confederation, and above all to Chancellor Daoshen Liao, she is a fierce warrior who does not accept defeat, even when outnumbered and outclassed. More than simply an expert MechWarrior, Trujillo is also an accomplished tank commander, VTOL pilot, and martial artist. To retain this edge, she trains daily, squeezing in barely enough time to eat, sleep, or meditate, and avoids any “unnecessary distractions.” This obsession has maintained Trujillo’s excellence—truly worthy of one of the elite warrior Houses—but by comparison, she is quite naïve in social situations, and often seems unable to tell humor or deception from truth. Off the field, this has made her the butt of many jokes among her fellow House Hiritsu warriors—speaking behind her back, of course.

## Shen Yi

<b>Serial Number</b>	CC0103-34A
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks SYI
<b>Power Plant</b>	Hermes 260 Extra-Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Hellespont Lite Stealth
<b>Armament</b>	1 Firmir MaxiLase Large Laser 2 FarFire LRM 20-Racks



### Commentary:

The Shen Yi is one of the Capellan Confederation’s most recent BattleMech designs, conceived just a few years after the Jihad as a heavy-fire support unit with stealth capabilities. Weighing in at 65 tons, with average mobility; thick, sensor-baffling armor; and a payload of missiles and laser weapons, this ‘Mech phased out several older missile support elements in the Capellan Confederation Armed Forces within a span of 15 years. The elite forces of the Warrior Houses, naturally, received the majority of these new ‘Mechs first, and even today they are predominantly seen in such combat orders.

Catalina Trujillo’s Shen Yi, “Fate’s Burning Sword,” originated from the first Shen Yi runs to roll off the factory lines on Grand Base. Obsessive to a fault about her and her ‘Mech’s performance, she is rumored not to allow any technician to even touch the machine without her direct supervision.

## Filing Notes

<b>Record Number</b>	LI-120-PE	02/21/3133
<b>Field Research</b>	S056, S354	02/19/3133
<b>Thought Control</b>	C159, C259	CERTIFIED
<b>Image Acquisition</b>	G348, G189, G341	02/20/3133
<b>Correction Enforcement</b>	L015, L016	APPROVED
<b>Filing</b>	R122	02/21/3133

## Chin Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolf Lancers
<b>STAR</b>	Lancers Trinary Command
<b>MECH</b>	Griffin
<b>DOB</b>	07/08/3110
<b>HAIR</b>	Black
<b>EYES</b>	Gray



As another adopted member of the Steel Wolf faction, Chin Wolf (born Chin Lu Sang) petitioned to join the Clan a few years before the HPG blackout sent The Republic into chaos. Our agents, however, believe that he did not petition to join the Clan out of some admiration for their way of life so much as to escape tyranny. Born originally on New Macao, a Capellan world just beyond Republican borders, Chin likely saw becoming a part of a Wolf enclave as an unorthodox means to obtain Republican citizenship, thus escaping Capellan authorities. In the bargain, he brought with him not only his exceptional skills as a MechWarrior, but also a Capellan Confederation Armed Forces Griffin BattleMech. Since winning his right to join the ranks of the Wolf Lancers two years ago, Chin has reclaimed the very 'Mech he smuggled into the faction, and has served with distinction ever since.

## Griffin

<b>Serial Number</b>	LC7810-77L
<b>Mass</b>	55 tons
<b>Chassis</b>	Earthwerks GRF Endo Steel
<b>Power Plant</b>	Defiance 275 Light
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Rawlings 55
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Defiance 1001 Extended-Range PPC 2 RamTech 1500Z Extended-Range Medium Lasers 1 Coventry StarFire LRM 15-Pack with Artemis FCS



### Commentary:

The Griffin is a tried-and-true design that dates back to the days of the Star League. Weighing in at 55 tons, with an excellent balance of mobility, firepower, and armor, this 'Mech is an ideal all-aspect unit, capable of serving as a raider, fire support, or even a full-on attack unit. The popularity of the Griffin has led to an uncounted number of variations, including Chin Wolf's model, which boasts a powerful mix of energy weapons and long-range missiles.

Chin's Griffin, nicknamed "Glory Hound," was actually a Steiner design that apparently wound up in House Liao's hands some time after Jihad, perhaps after a mercenary raid. From there, it was assigned to numerous Liao militia forces, eventually ending up on New Macao, where a newly minted MechWarrior, Chin Lu Sang, defected with it, never looking back.

## Filing Notes

<b>Record Number</b>	LI-115-PE	02/28/3133
<b>Field Research</b>	S056, S354	02/11/3133
<b>Thought Control</b>	C159, C259	CERTIFIED
<b>Image Acquisition</b>	G348, G189, G341	02/16/3133
<b>Correction Enforcement</b>	L015, L016	APPROVED
<b>Filing</b>	R122	02/28/3133

## Clara Parks

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>LANCE</b>	Force Recon Lance
<b>MECH</b>	Tian-zong
<b>DOB</b>	01/10/3104
<b>HAIR</b>	Red
<b>EYES</b>	Green



Clara Parks can trace her family lineage back to the days when the McCarron's Armored Cavalry was a simple mercenary force serving House Liao, rather than a regular-army force of the Capellan Confederation. Her grandmother, in fact, was Sang-shao Elaine "Blaze" Parks, commander of the 1st MAC after the recapture of St. Ives in 3062. Parks has yet to ascend to such a high rank, of course, having been an active-duty member of the MAC for only five years. In that time she has already shown not only the remarkable skills of a veteran MechWarrior, and climbed to the rank of Sang-wei (lance commander), but also demonstrated the same go-for-the-throat tactics of her ancestor. Parks' tactics center on killing the enemy's command units and sowing chaos she can then ruthlessly exploit. However, this trait stems more from the impatience of youth than battlefield experience.

## Tian-zong

<b>Serial Number</b>	CC056-29B
<b>Mass</b>	75 tons
<b>Chassis</b>	Hellespont Type TZ
<b>Power Plant</b>	Rawlings 300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Hellespont Lite II Stealth
<b>Armament</b>	2 Ceres Arms Extended-RangeMedium Lasers 2 Mydron Concussor Gauss Rifles



### Commentary:

The Tian-zong is a post-Jihad 'Mech design that first rolled off Capellan manufacturing lines in 3090, even while other, older 'Mech lines were being shut down. Designed with stealth capabilities, this 'Mech is mobile enough to close with an enemy and deliver massive damage with relatively little fear of effective counterfire, making it a favorite machine for such infamous units as the elite Warrior Houses and the Death Commandos. Twin Gauss rifles, backed up by lasers, provide hard-hitting, far-reaching power without even taxing this 'Mech's heat exchangers, ensuring that the Tian-zong stays in the field for a very long time.

CC056-36A, nicknamed "Blaze" by Clara Parks (presumably in honor of her grandmother), comes from one of the first production runs of Tian-zongs ever built. Parks prefers to use its stealth systems to slip behind enemy lines and strike at any command forces she finds there.

## Filing Notes

<b>Record Number</b>	LI-146-PE	05/18/3133
<b>Field Research</b>	S120, S198	05/04/3133
<b>Thought Control</b>	C307, C308	CERTIFIED
<b>Image Acquisition</b>	G215, G234, G326	05/16/3133
<b>Correction Enforcement</b>	L026, L089	APPROVED
<b>Filing</b>	R122	05/18/3133

## Claretha Francis

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>LANCE</b>	Scout Lance
<b>MECH</b>	Valiant
<b>DOB</b>	06/13/3103
<b>HAIR</b>	Black
<b>EYES</b>	Green



Like many of the Northwind Fusiliers regiment, Claretha Francis was a reservist before the HPG blackout led to the formation of the Highlanders and the necessity of additional regiments. Also like many other Fusiliers, her family heritage includes service in the Northwind Highlanders' Northwind Hussars regiment, before it was decommissioned under The Republic. When the HPG darkness descended, Francis immediately left her accounting job for full-time service as a scout in the newly forming Fusiliers, swearing fealty to Countess Tara Campbell and The Republic. Thanks to her former profession, Francis possesses a keenly analytical mind, and her powers of observation and accounting skills have helped streamline the Highlanders' logistics immensely. On the field, these same abilities, matched with her superb piloting skills, make her an ideal reconnaissance MechWarrior, though her gunnery and close-range combat performance are only slightly above the Fusiliers' average.

## Valiant

<b>Serial Number</b>	RS153-61B
<b>Mass</b>	30 tons
<b>Chassis</b>	Small Bug-B
<b>Power Plant</b>	210 GM Extralight
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph (151 w/ MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Gauntlet Standard
<b>Armament</b>	3 Bright-Bloom Extended-Range Medium Lasers

### Commentary:

A small, fast, and lightweight brawler, the Valiant is intended for scouting, rear guard, and flanking maneuvers. Armed with a hatchet as well as a trio of potent medium-range lasers, this 'Mech is also adept at close-quarters fighting in difficult terrain, where its superior mobility enables it to avoid most return fire.

RS153-61B was built for The Republic militias in 3120, and deployed as part of the regular defense force for Northwind. In all that time, this 'Mech never saw any real action, primarily used for parade drills and training exercises, so it was not until after darkness fell that its weapons were fired in anger. Claretha Francis, the current pilot of this particular Valiant, has nicknamed it "Shadow Fox." Her preferred style of combat involves maintaining her distance and flanking, avoiding as many enemy units as possible, and picking off any isolated hostiles she encounters.



## Filing Notes

<b>Record Number</b>	LI-142-PE	10/28/3132
<b>Field Research</b>	S130, S204	10/05/3132
<b>Thought Control</b>	C079, C115	CERTIFIED
<b>Image Acquisition</b>	G208, G318, G339	10/12/3132
<b>Correction Enforcement</b>	L104, L074	APPROVED
<b>Filing</b>	R122	10/28/3132

## Clyde Joyce

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Hastati Sentinels
<b>LANCE</b>	Lancearii Assault lance
<b>MECH</b>	Hellstar
<b>DOB</b>	11/19/3101
<b>HAIR</b>	Red
<b>EYES</b>	Green



As one of the Hastati Sentinels, Clyde Joyce represents the most elite warriors The Republic has to offer, outside the Knights of the Sphere. It thus comes as quite a shock when people meeting him for the first time take in his boyish features, including a freckled face; broad, mischievous grin; and shining green eyes. Indeed, Joyce appears in every way a full 10 years younger than he actually is, and he is frequently asked to verify his age every time he goes out in public. Though he is easy going about this, Joyce's temper does run hot on one subject: the Knights of the Sphere. With all his expertise, training, and discipline, Joyce finds the independent-minded Knights an affront to the regular defenders of The Republic, including his fellow Sentinels, and makes no secret of his contempt for their arrogance and hypocrisy.

## Hellstar

<b>Serial Number</b>	HH015-18A
<b>Mass</b>	95 tons
<b>Chassis</b>	Model MA-58 Endo-Steel
<b>Power Plant</b>	Fusion 380 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	64 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Royal-7 Standard
<b>Armament</b>	4 Ripper Series A1 Extended-Range PPCs

### Commentary:

The Hellstar assault BattleMech arose as a joint venture between the Hell's Horses Clan and the Exiled Wolves on Arc-Royal during the waning years of the Word of Blake Jihad. With its massive arsenal, inexhaustible firepower, thick armor, and good mobility, this 95-ton 'Mech was built for long-running campaigns, where supply lines could be endangered and ammunition could run scarce too quickly. Though this machine is a departure from the quick-and-fierce style of Clan warfare, the Horses, who always viewed 'Mechs as the ultimate support weapon, saw no wrong in building a "PPC boat" like the Hellstar.

This 'Mech was part of a small detachment of Hell's Horse warriors who aided in the final victories over the Blakists, and followed Devlin Stone to create his Republic. Clyde Joyce, its current pilot, has nicknamed this 'Mech "Don Quixote." Joyce particularly favors staggering his four particle cannons to avoid any unwelcome heat shutdowns during battle.



## Filing Notes

<b>Record Number</b>	LI-123-PE	12/28/3132
<b>Field Research</b>	S034, S115	12/10/3132
<b>Thought Control</b>	C049, C068	CERTIFIED
<b>Image Acquisition</b>	G190, G247, G347	12/17/3132
<b>Correction Enforcement</b>	L079, L061	APPROVED
<b>Filing</b>	R122	12/28/3132

## DeBorah McDermott

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Triarii Protectors
<b>VEHICLE</b>	Mars Assault Tank
<b>DOB</b>	01/25/3104
<b>HAIR</b>	Red
<b>EYES</b>	Blue



Although military service has not been highly regarded by many since the Blakist Jihad, DeBorah McDermott opted to enlist at the ripe age of 21, a full seven years before the collapse of interstellar communications and the chaos that has followed. A citizen of The Republic, born and raised, and a self-proclaimed student of history—particularly that of the 31st century—McDermott truly believes in the grand experiment that is The Republic of the Sphere. Noting the continuous warfare of the past four centuries, her ardent belief is that The Republic is the most perfect attempt ever to overcome the continuous cycle of warfare that has engulfed the Inner Sphere since the fall of the original Star League. This belief, almost religious in nature, has turned her into something of a patriotic idealist, even faced with the chaos of the falling darkness around her.

### Mars Assault Tank

<b>Serial Number</b>	GB2619-711F
<b>Mass</b>	100 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	Fusion 200
<b>Cruising Speed</b>	22 kph
<b>Flank Speed</b>	32 kph
<b>Armor</b>	Compound Zeta Ferro-Fibrous
<b>Armament</b>	1 Series 7N Extended- Range Large Laser 1 CRG Gauss Rifle 2 Series IX Machine Guns 1 Type KOV LB-10X AutoCannon 3 Type XV "Crossbow" LRM 15-Racks with Artemis FCS 2 Pattern J6c Streak-6 SRM Launchers



#### Commentary:

Easily the heaviest Clan-made ground vehicle ever produced, the 100-ton Mars assault tank carries an arsenal powerful enough to cripple or destroy light BattleMechs in a single volley. Though comparatively slow as a result of its sheer mass, a thick hide of ferro-fibrous armor deflects enough enemy fire to give this hulking machine time to flatten the opposition.

The Mars designated GB2619-711F was originally a Ghost Bear vehicle, and was among the forces that Clan sent to help battle the Word of Blake during the Jihad, but its crew was killed during the fighting for New Earth by an enemy incendiary attack. Occasionally, McDermott claims that she can hear frantic, ghostly voices when operating this vehicle. Though her techs have examined it and certified everything to be in perfect working order, she continues to believe her tank is haunted, and has taken to calling it "Rolling Dutchman" as a result.

### Filing Notes

<b>Record Number</b>	LI-132-PE	03/23/3133
<b>Field Research</b>	S308, S109	02/19/3133
<b>Thought Control</b>	C264, C209	CERTIFIED
<b>Image Acquisition</b>	G107, G254, G322	02/26/3133
<b>Correction Enforcement</b>	L280, L319	APPROVED
<b>Filing</b>	R122	03/23/3133



## Dmitry Voskavich

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>LANCE</b>	Force Recon Lance
<b>MECH</b>	Warhammer IIC
<b>DOB</b>	03/10/3099
<b>HAIR</b>	None
<b>EYES</b>	Black



Dmitry Voskavich harbors a deep, burning hatred for The Republic of the Sphere. Remarkably, however, this hatred does not stem so much from the fact that The Republic claims his family's ancestral home of Tikonov (where they were titled landholders of some stature), but from much more recent events. Three years ago, while defending the world of Corey against a Republic-sanctioned reprisal strike, his company was ambushed and decimated by the Republican mercenaries. Wounded, and with his own 'Mech disarmed and virtually crippled, Voskavich could do nothing but watch as the attackers dragged away several of his comrades' machines for salvage. Humiliated by defeat, and outraged that The Republic would use mercenaries rather than its own troops to settle some score with the Confederation, he vowed revenge. Voskavich grants and expects no quarter when facing Republican troops, and attacks with almost berserker fury.

## Warhammer IIC

<b>Serial Number</b>	SF1789-48B
<b>Mass</b>	80 tons
<b>Chassis</b>	SFX-80 Endo Steel
<b>Power Plant</b>	Type 10 320 Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging ZK11 Standard
<b>Armament</b>	2 Series 4D-2 Heavy Large Lasers 2 MPA-14 Mod. 12a Streak Short-Range Missile 6-Packs 1 Series 7JA Extended-Range Medium Laser



### Commentary:

The Warhammer IIC breathed new life into an ancient, but well-respected heavy BattleMech design. Rebuilt from the ground up by the Clans, using more advanced technology and higher production standards than existed even at the peak of the Star League, the new Warhammer boasted massive armor, incredible firepower, and excellent battlefield endurance even during protracted engagements. Inner Sphere Warhammer upgrades were hard-pressed to compete with the new, improved Clan version when this fearsome assault 'Mech first debuted during the invasion.

Serial number SF1789-48B is a hard-hitting modification on the Warhammer IIC models manufactured for sale by the Sea Fox Clan during the Jihad, with heavy lasers and standard armor replacing the usual PPCs and lightweight ferro-fibrous plate. McCarron's Armored Cavalry apparently acquired the machine when one of its traveling convoys made a rare visit to Confederation space. Dmitry Voskavich, its current commander, has nicknamed it "Raging Bull."

## Filing Notes

<b>Record Number</b>	LI-153-PE	02/13/3133
<b>Field Research</b>	S021, S345	01/09/3133
<b>Thought Control</b>	C163, C257	CERTIFIED
<b>Image Acquisition</b>	G316, G324, G356	01/25/3133
<b>Correction Enforcement</b>	L046, L079	APPROVED
<b>Filing</b>	R122	02/13/3133

## Ezekiel Crow

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Paladins
<b>LANCE</b>	Cuirass Lance
<b>MECH</b>	Blade
<b>DOB</b>	Unknown
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



### PRIORITY ALPHA REPORT: ANALYSIS ONGOING.

The Paladin of the Sphere known as Ezekiel Crow has received a high priority for our ongoing investigation into The Republic's most prominent warriors and, indeed, our superiors were right to focus so intently on him. Preliminary data gathered thus far suggests that even the Republicans may not know who he really is. Certain discrepancies found in his file suggest that Ezekiel Crow may be an assumed identity for an agent of the Capellan Confederation (or some other dark organization with designs on Republican worlds). His role in the recent incident on Terra, for instance, suggests that while he mouths a pro-Republic line, Crow's actions do not support such claims, and yet there is evidence throughout his record suggesting that he truly does wish to do what is best for the people of Devlin Stone's grand experiment, even as it slides further into chaos.

### Blade

<b>Serial Number</b>	RS133-70A
<b>Mass</b>	35 tons
<b>Chassis</b>	FITES-B7
<b>Power Plant</b>	245 Magna XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard Ferro-Fibrous
<b>Armament</b>	1 Mydron Model RC Rotary AutoCannon 5 1 Bright-Bloom Extended-Range Medium Laser 1 Exostar Elite Extended-Range Small Laser

### Commentary:

Built as a combination scout and raider, the lightweight Blade is fast, well-armed, and packs a potent mix of ballistic and laser weaponry. Able to attain a top speed well over 100 kilometers per hour, while simultaneously pouring out an incredible amount of fire for a machine so light, this BattleMech can attack and dart away before slower, heavier units can even track it.

RS133-70A is one of several full runs of Blades that were sold to The Republic in the late 3090s, becoming a signature light 'Mech among the elite Knights of the Sphere. Ezekiel Crow nicknamed this 'Mech "Black Lightning," and has demonstrated a characteristic hit-and-run style of combat, using its speed and firepower to maximum effect. Arguably one of The Republic's most elite warriors, his skills lend almost surgical precision to his attacks, enabling him to swiftly drop even heavier BattleMechs that could chew up lesser men.



### Filing Notes

<b>Record Number</b>	LI-136-PE	05/11/3133
<b>Field Research</b>	S034, S132	04/23/3133
<b>Thought Control</b>	C016, C124	CERTIFIED
<b>Image Acquisition</b>	G428, G207, G304	05/05/3133
<b>Correction Enforcement</b>	L065, L105	APPROVED
<b>Filing</b>	R122	05/11/3133

## Faisal Rosse

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>STAR</b>	Charlie Trinary Command
<b>MECH</b>	Dasher II
<b>DOB</b>	02/12/3110
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Faisal Rosse is the reckless firebrand of the Spirit Cats' Omicron cluster, and often throws himself into the line of fire, seeking the battlefield glory that all Clanners crave. This casual disregard for his own mortality, while not atypical, has helped him ascend the ranks of his Clan and even won him a Bloodname at the tender age of 21. However, only blind luck could have kept him alive through it all. Lacking in skill or finesse, and shunning the "time-wasting" practice of using vision quests to guide his path, Faisal's career advancement has been more the result of his berserker combat style than any real martial aptitude. Indeed, his lack of command experience is well demonstrated in the field, as he becomes more involved in personal victories than the dangers facing his entire force. How long it may be before Faisal's luck finally runs out, only time will tell.

## Dasher II

<b>Serial Number</b>	NC155-22D
<b>Mass</b>	40 tons
<b>Chassis</b>	Endo Steel
<b>Power Plant</b>	400 XL
<b>Cruising Speed</b>	108 kph
<b>Maximum Speed</b>	162 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Ferro-Fibrous
<b>Armament</b>	6 Extended-Range Micro Lasers



### Commentary:

The Clan Dasher was one of the fastest and most potent light 'Mechs of the Clan Wars, with an average top speed of over 160 kph and an array of weapons that outclassed and outfought most Inner Sphere 'Mechs of its day. Unfortunately, attaining this speed and firepower left the Dasher susceptible to almost any battlefield damage at all. During the height of the Jihad, Clan engineers unveiled the heavier, more durable Dasher II, offering commanders the same mobility as the original, but with greater survivability.

Faisal Rosse's Dasher II, NC155-22D, nicknamed "Rocket Man," was assigned to him after he lost a Shadow Cat in battle earlier this year. The 'Mech apparently originates from a small cache of Nova Cat 'Mechs whose warriors followed Stone during the Jihad and helped to build The Republic. Whether its assignment to Faisal is a punishment or an honor remains unclear.

## Filing Notes

<b>Record Number</b>	LI-139-PE	03/12/3133
<b>Field Research</b>	S146, S215	01/30/3133
<b>Thought Control</b>	C076, C072	CERTIFIED
<b>Image Acquisition</b>	G173, G204, G207	02/08/3133
<b>Correction Enforcement</b>	L216, L345	APPROVED
<b>Filing</b>	R122	03/12/3133

## Felix Jarta

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Hiritsu Lance
<b>MECH</b>	Ghost
<b>DOB</b>	04/11/3093
<b>HAIR</b>	Brown
<b>EYES</b>	Hazel



On meeting Felix Jarta for the first time, most take his portly form, unkempt hair, and scruffy beard as signs of sloth and poor discipline, but his appearance conceals one of the most gifted members in Warrior House Hiritsu. Blessed with a keen mind and razor sharp reflexes, he demonstrates excellent battlefield prowess and tactical acumen. He is also an accomplished student of science and philosophy, and when not on duty can often be found assisting the technical staff or absorbed in his own private studies. This combination of sharp intellect and excellent BattleMech combat skills have allowed Jarta to rise through the ranks quickly, and he now commands a full company of Hiritsu forces in the name of the Capellan Confederation. Many of the Warrior House's high command routinely seek advice from this resident "Renaissance Man," yet remarkably, he shows more humility than ambition—an uncommon mix in most Capellan officers.

## Ghost

<b>Serial Number</b>	LC113-41B
<b>Mass</b>	50 tons
<b>Chassis</b>	GST-Lite Endo Steel
<b>Power Plant</b>	Defiance 300 Light Fusion
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Heavy with CASE
<b>Armament</b>	2 TharHes Thunderbolt 12 Large Pulse Lasers 1 Defiance E5L Extended-Range Small Laser 1 Holly SRM 6-Rack



### Commentary:

The 50-ton Ghost appeared near the close of the Word of Blake Jihad as a complement to the popular Griffin design. It features excellent land speed and a formidable array of medium-range weaponry, made possible by the use of a lightweight engine and internal structure. With more tonnage thus devoted to armor and weapons, the Ghost was perfect for hunter-killer missions and heavy raiding, and saw widespread use in the turbulent years after the formation of The Republic.

Serial number LC113-41B was built for House Steiner, but was captured during a raid by the Fighting Intellectuals, a mercenary command then in the employ of House Kurita. In a later action against House Liao, the Intellectuals lost this Ghost to House Hiritsu's forces on Teng, with Jarta himself delivering the crippling final blow to the machine in single combat. Jarta has nicknamed his prize "Enlightened Spirit" in honor of this victory.

## Filing Notes

<b>Record Number</b>	LI-141-PE	10/30/3133
<b>Field Research</b>	S318, S215	09/28/3132
<b>Thought Control</b>	C218, C019	CERTIFIED
<b>Image Acquisition</b>	G308, G180, G217	10/14/3132
<b>Correction Enforcement</b>	L315, L427	APPROVED
<b>Filing</b>	R122	10/30/3132

## Franz Spitzer

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Lyran Rangers
<b>VEHICLE</b>	Condor Hovertank
<b>DOB</b>	12/19/3102
<b>HAIR</b>	Blond
<b>EYES</b>	Blue



Franz Spitzer is a third-generation member of the Lyran Rangers. His family has served with the former Republican militia for Skye ever since the unit was known as the Fourth Skye Rangers. A native of Skye, Spitzer is understandably proud of his family heritage and its devotion to the people of his homeworld. For himself, Franz believes in the promise of a free and independent Federation of Skye, in keeping with the historical attitudes of the old Fourth Rangers. For this reason, Jasek Kelswa-Steiner's position, which advocates a return to Lyran rule, has Spitzer's loyalties more than a little conflicted. For the time being, however, he appears to have reconciled his ideal goal by considering the Stormhammers' agenda a short-term step toward the greater goal. What will happen if Kelswa-Steiner's agenda turns out to be far more long-term than Spitzer hopes, however, is open to debate.

## Condor Hovertank

<b>Serial Number</b>	LC1056-327J
<b>Mass</b>	50 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	300 Vlar XL
<b>Cruising Speed</b>	65 kph
<b>Flank Speed</b>	97 kph
<b>Armor</b>	Starslab/9.5 Mk II
<b>Armament</b>	2 SureFire MiniGuns 1 Valiant Arbalest LRM 15-pack 1 Mydron Excel SSG LB-X AC



### Commentary:

The original Condor hovertanks featured a mix of medium lasers and a single autocannon for their principal firepower, but the advancement of weapons technology during the Clan Wars made possible several refits that dramatically improved their overall effectiveness. Chief among them involved swapping the old internal combustion engine for a fusion plant, and adding a heavy long-range missile rack for improved punch at a distance. Though slower than its older cousins, this Condor model still possesses the speed and maneuverability to challenge any opponent in the field.

LC1056-327J was built just before the Jihad for use by the Fourth Skye Rangers, and played a role in practically every engagement in defense of Skye. The vehicle became part of The Republic's militia, along with the rest of the Fourth's survivors, who followed Devlin Stone after the war. Franz Spitzer has named this vehicle "Skye Fire" to advertise his Free Skye loyalties.

## Filing Notes

<b>Record Number</b>	LI-128-PE	02/10/3133
<b>Field Research</b>	S181, S304	01/20/3133
<b>Thought Control</b>	C384, C208	CERTIFIED
<b>Image Acquisition</b>	G018, G262, G325	02/03/3133
<b>Correction Enforcement</b>	L218, L209	APPROVED
<b>Filing</b>	R122	02/10/3133

## Geo Keane



<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Wolf's Dragoons
<b>LANCE</b>	Alpha Command Lance
<b>MECH</b>	Jupiter
<b>DOB</b>	12/22/3102
<b>HAIR</b>	Black
<b>EYES</b>	Black

With his rock-solid physique, square jaw, and rigid, military bearing, a glance is all it takes to realize that Geo Keane is the product of generations of Clan selective breeding and the brutal training cycle that begins almost from birth. Born, bred, and trained as part of a MechWarrior sibko on Arc-Royal, last refuge of the Wolf Clan (in-Exile) and the original Wolf's Dragoons alike, Keane is the product of a long, hard-fought crawl out of the pages of history. His progenitors were none other than the survivors of the Wolf's Dragoons, the famed ex-Clan mercenary unit all but annihilated during the Jihad. Indoctrinated with the history of these fallen warriors, Keane has sworn, like all of his kin, never to allow such madness to arise again. His dedication and that of many others like him have formed the ironclad heart of the reborn Wolf's Dragoons.

## Jupiter

<b>Serial Number</b>	JF042-11A
<b>Mass</b>	100 tons
<b>Chassis</b>	Olivetti Stage 9
<b>Power Plant</b>	400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Raydient Series 7
<b>Armament</b>	2 Kolibri Delta Series Large Pulse Lasers 2 Series IV Long-Range 15 Launchers w/ Artemis IV 2 Pattern J4 Streak-4 SRM Systems



### Commentary:

Clan Jade Falcon's massive Jupiter is a monstrosity of armor and firepower, built using superior Clan technology to deliver the maximum potential for destruction. This variant model, however, trades some of its legendary firepower for a larger fusion engine, gaining greater land speed at the expense of raw damage potential. However, still armed with heavy and accurate weapons, this Jupiter can bring lighter 'Mechs and vehicles to ruin in short order.

JF042-11A was part of the Jade Falcon Clan's garrison on Deia when the newly reconstituted Wolf's Dragoons struck in 3120. Captured in battle, the 'Mech was repaired and assimilated by the mercenary regiment as part of an ongoing campaign to recover its long-lost strength. Geo Keane, its current pilot, has nicknamed it "Phoenix Wolf" in the spirit of the Dragoons' continuing rebirth. A Clan-bred warrior to the last, Keane favors direct slug-fest combat to flanking tactics.

## Filing Notes

<b>Record Number</b>	LI-149-PE	05/04/3133
<b>Field Research</b>	S164, S204	04/15/3133
<b>Thought Control</b>	C107, C234	CERTIFIED
<b>Image Acquisition</b>	G057, G216, G345	04/28/3133
<b>Correction Enforcement</b>	L065, L066	APPROVED
<b>Filing</b>	R122	05/04/3133

## Gregory "TheVede" Vederman

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>LANCE</b>	Confederation Command Lance
<b>MECH</b>	Mad Cat II
<b>DOB</b>	07/07/3099
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



While attending the Sarna Martial Academy, Gregory Alexander Vederman came across the history of the Arcade Rangers of the Sixth Confederation Reserve Cavalry (Hustaing Warriors). Formed during the conflict of 3060 to 3063 that conquered the errant St. Ives Compact and brought it back into the fold of House Liao, the Arcade Rangers were a company of students with no prior military training— only a great deal of simulator time. During the conflict, any and all were pressed into service. The Rangers kept score during battles, using a complex formula only they could know, much less understand, and they managed not only to survive, but also to excel.

This carefree way of looking at life immediately struck a chord in Gregory, prompting him to imitate their attitude and wrack up impressive simulator time. He actually juryrigged his new salvaged Mad Cat II with a small video simulator system that he uses on his down time as "TheVede." Unfortunately, the jury-rigging caused a short in the targeting system that shuts down the Mad Cat II's targeting computer now and then; neither he nor his astech has been able to track down the problem. Though his tampering with stateowned property and his "only one of us is getting out alive, and it won't be me" attitude should have had the Maskirovka detain him for "questioning" by now, his battlefield prowess is enough to keep the Mask at bay . . . for now.

### Mad Cat II

<b>Serial Number</b>	SF203-00Z
<b>Mass</b>	90 tons
<b>Chassis</b>	DCSAM Endo 4
<b>Power Plant</b>	Type 49 360 Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Improved Blasters Model X2
<b>Armament</b>	1 MilDouglas "Emperor Bones" Gauss Rifle 1 Series 4D-2 Heavy Large Laser 1 Series 6A Heavy Medium Laser



#### Commentary:

The Mad Cat II is a superb assault 'Mech that has been in production for over 60 years and sold to both the Clans as well as various Inner Sphere Houses and The Republic of the Sphere. This variation of the Mad Cat II is a Sea Fox favorite; it trades the extralight fusion engine for better survivability, though at the cost of some firepower.

This particular 'Mech was recently taken by House Liao forces during a dispute over the Clan Sea Fox clearinghouse world of Ingersoll, in Capellan space. Though it was eventually ruled a misunderstanding by both House Liao's Director of the Maskirovka and ovKhan Petr Kalasa of Spina Khanate (commander of Delta Aimag) of Clan Sea Fox, the Confederation refused to hand over assets seized on the battlefield. Since its Clan-manufactured Gauss rifle was destroyed, a Capellan Gauss rifle was jury-rigged into place.

### Filing Notes

<b>Record Number</b>	LI-156-PE	05/24/3133
<b>Field Research</b>	S137, S198	05/22/3133
<b>Thought Control</b>	C054, C065	CERTIFIED
<b>Image Acquisition</b>	G184, G234, G132	05/23/3133
<b>Correction Enforcement</b>	L019, L035	APPROVED
<b>Filing</b>	R122	05/24/3133

## Gus Edgington



<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Hansen's Roughriders
<b>LANCE</b>	Hellfire Lance
<b>MECH</b>	Mad Cat II
<b>DOB</b>	01/02/3105
<b>HAIR</b>	Blond
<b>EYES</b>	Brown

Raised on the mean streets of Aitutaki, a world transformed by the past 60 years into a battleground between the Marik Commonwealth and the Principality of Regulus, Gus Edgington knew how to fight almost as soon as he knew how to talk. Surviving the nightmarish war zone, for him, meant living in bombed-out buildings, scrounging for food in the wilderness, and battling roving bands of brigands—often to the death. Edgington does not talk about his decision to finally leave Aitutaki, and refuses to discuss how he eventually escaped. By the age of 20, he was on Thermopolis in the Lyran Commonwealth, where the Hansen's Roughriders took him in and trained him to be a MechWarrior. Edgington is a gruff, short-tempered, no-nonsense MechWarrior who isn't afraid to speak his mind, regardless of the consequences. His blunt honesty, however, has earned him more reprimands than one might care to count.

## Mad Cat II

<b>Serial Number</b>	DS783-19X
<b>Mass</b>	90 tons
<b>Chassis</b>	DCSAM Endo 4
<b>Power Plant</b>	Type 79 360 XL Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Improved Blasters Model X-1
<b>Armor</b>	Forging ZM15 Ferro-Fibrous
<b>Armament</b>	1 EMRG "Galaxy" Series Gauss Rifle 1 Series 4D-2 Heavy Large Lasers 1 Series 6A Heavy Medium Laser



### Commentary:

This Mad Cat II was originally piloted by Kal Radick, former leader of the Steel Wolves. When Radick was eliminated during a Trial of Possession for leadership of the Steel Wolves by Anastasia Kerensky, she refused to allow the machine to remain in Steel Wolves hands; she felt it was soiled by Radick's Spheroid ways. In a surprising move, she gifted it to Clan Sea Fox; obviously some previous deal had been struck, but for what is unknown at this time.

Clan Sea Fox took the design and immediately altered it, removing the missile launchers to make room for a different weapons load-out. More importantly, they added experimental jump jets, which increased the jump capacity of the Mad Cat II by 50 percent. Soon thereafter, an objective raid by the Hansen's Roughriders mercenary unit netted the experimental design, which is now piloted by Gus Edgington; he's nicknamed the design "Sea Wolf."

## Filing Notes

<b>Record Number</b>	LI-122-PE	02/05/3133
<b>Field Research</b>	S078, S045	01/21/3133
<b>Thought Control</b>	C089, C108	CERTIFIED
<b>Image Acquisition</b>	G278, G268, G145	01/30/3133
<b>Correction Enforcement</b>	L064, L083	APPROVED
<b>Filing</b>	R122	02/05/3133



## Harsha Miskovitz

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Hastati Sentinels
<b>LANCE</b>	Alae Battle Lance
<b>MECH</b>	Blade
<b>DOB</b>	12/29/3100
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Fanatically loyal to The Republic, with skills virtually unequalled among her fellow Hastati Sentinels—all matched by a keen mind and strict adherence to the principles of justice upon which The Republic was founded—Harsha Miskovitz seems an ideal candidate for the Paladinhood. Yet this passionate and potent MechWarrior serves instead with the line forces of her beloved nation. Miskovitz does not come by her fanaticism out of naïveté. Her family lived through the darkness of the Jihad in the brutal reeducation camps of Sirius, and she was raised with the horror stories of her mother, who watched her own parents die at the hands of Blakist inquisitors. The darkness now spreading across The Republic has brought back the visions of those horrors she never truly saw, and as the nation she stands for continues to slide toward chaos, she has sworn to defend it to her dying breath.

### Blade

<b>Serial Number</b>	RS130-64A
<b>Mass</b>	35 tons
<b>Chassis</b>	FITES-B7
<b>Power Plant</b>	245 Magna XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard Ferro-Fibrous
<b>Armament</b>	1 Mydron Model RC Rotary AutoCannon 5 1 Bright-Bloom Extended-Range Medium Laser 1 Exostar Elite Extended-Range Small Laser

#### Commentary:

Built for scouting and raiding, the 35-ton Blade is a fast, well-armored machine that packs a potent combination of ballistic and laser weaponry. Ideally suited for pack-hunter missions, and especially potent in concert with other speed demons like the Locust or the Dasher, the Blade can menace prey much larger than itself simply through skillful use of devastating hit-and-fade tactics.

RS130-64A is one of several runs of Blades that were sold to The Republic by the Federated Suns between 3091 and 3096. Blades quickly became signature light 'Mechs among elite units such as Knights of the Sphere and the Hastati Sentinels. Harsha Miskovitz, current pilot of this particular Blade, has nicknamed it "Dunkeljäger" ("Dark Hunter"). Using its speed to best effect, she favors darting straight into enemy lines, then spinning around to deliver a powerful back-shot before dashing away to try again from another angle.



### Filing Notes

<b>Record Number</b>	LI-151-PE	04/30/3133
<b>Field Research</b>	S215, S323	03/25/3133
<b>Thought Control</b>	C289, C459	CERTIFIED
<b>Image Acquisition</b>	G342, G138, G369	04/15/3133
<b>Correction Enforcement</b>	L189, L202	APPROVED
<b>Filing</b>	R122	04/30/3133

## Hoa Phiri

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Dai Da Chi Lance
<b>MECH</b>	Tian-zong
<b>DOB</b>	07/20/3100
<b>HAIR</b>	Black
<b>EYES</b>	Blue



By all accounts, Hoa Phiri is an intimidating presence in the midst of her fellow members of the Capellan Warrior House Dai Da Chi. Though slight of frame, with delicate features that speak of a mixed European and Asian ancestry, the look in her pale blue eyes is uncommonly intense. This unnatural gaze only adds to the aura of danger that surrounds her. As one of the Confederation's most ruthless political officers, Phiri may well be assigned to Dai Da Chi, expressly for her reputation and loyalty. Well versed in every aspect of Capellan law, and often briefed by the Maskirovka, Phiri makes a point of assuring that all within House Dai Da Chi—regardless of rank—remain absolutely loyal to the Chancellor's will. She does not hesitate to eliminate any who challenge the goals of House Liao, regardless of rank; whomever Phiri calls into question often simply disappears.

## Tian-zong

<b>Serial Number</b>	CC081-09B
<b>Mass</b>	75 tons
<b>Chassis</b>	Hellespont Type TZ
<b>Power Plant</b>	Rawlings 300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Hellespont Lite II Stealth
<b>Armament</b>	2 Ceres Arms Extended-Range Large Lasers 2 Mydron Slugger Light Gauss Rifles

### Commentary:

The heavily armored, hard-hitting Tian-zong is a post-Jihad 'Mech design first fielded by House Liao's Capellan Confederation in 3090. Designed with stealth capabilities, good maneuverability, and long-distance firepower, this machine can deliver massive damage with little fear of retaliation, and has become a favorite for many elite Capellan units.

CC081-09B hails from a variant production run that exchanges the heavier standard Gauss rifles for two lightweight versions and uses the reclaimed mass for more powerful lasers. These alterations give the variant Tian-zong better reach than the standard model, though it now runs much hotter in combat. Hoa Phiri, the current pilot of this particular Tian-zong, has nicknamed her machine "Golden Fist," implying that her authority comes directly from the "emperor," Daoshen Liao himself. (Gold is the exclusive color of the Chinese emperors—and the Capellan Chancellors, by extension.) In combat, Phiri prefers stealth and long-distance attacks to outright brawling, as befits a political officer.



## Filing Notes

<b>Record Number</b>	LI-155-PE	05/06/3133
<b>Field Research</b>	S046, S059	10/23/3132
<b>Thought Control</b>	C426, C302	CERTIFIED
<b>Image Acquisition</b>	G459, G189, G356	01/09/3133
<b>Correction Enforcement</b>	L249, L049	APPROVED
<b>Filing</b>	R122	05/06/3133

## Ion Murphy

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>VEHICLE</b>	Danai Support Vehicle
<b>DOB</b>	10/13/3105
<b>HAIR</b>	Black
<b>EYES</b>	Blue



Before darkness descended across The Republic, Ion Murphy was a humble tractor driver at his family's farm on Tikonov. Though a second-generation descendant of the First Davion Guards, Murphy would likely not have been motivated to join Duke Aaron Sandoval's Swordsworn faction were it not for the loss of his cousin, Cecil Murphy, in the Battle for New Rhodes III. In that clash between the Swordsworn and Bannson's Raiders, Cecil, a vehicle commander with the Davion Guards, died just outside the planetary capital of Xerxes. It was only on learning of his cousin's death against what he saw as "soulless corporate monsters," that Murphy finally decided to sign up. Though his skills were not sufficient to place him in the Swordsworn's BattleMech forces, Ion's driving sense of family obligation and revenge helped him earn a role in the faction's support branch, at the helm of a powerful artillery support tank.

## Danai Support Vehicle

<b>Serial Number</b>	MC037-0012B
<b>Mass</b>	45 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	GM 205 Fusion
<b>Cruising Speed</b>	54 kph
<b>Flank Speed</b>	81 kph
<b>Armor</b>	Maximillian 43 Standard
<b>Armament</b>	1 Bithinian Ballistics Thumper Artillery Piece 2 Firmir Improved Extended-Range Medium Lasers



### Commentary:

The Danai support vehicle debuted in the middle of the Word of Blake Jihad as another product of the ongoing cooperation between the Capellan Confederation and its periphery neighbors in the Magistracy of Canopus. Intended to provide highly mobile artillery support in battle, the well-armored and armed Danai enabled field commanders to bring incredible firepower to bear even in a fluid engagement.

MC037-0012B, dubbed "Cecil's Sword" by its current commander, was originally built for use by the Canopian Armed Forces, but was traded to House Liao shortly after the end of the Jihad. The vehicle was captured by Republican forces years later, during the Confederation's disastrous invasion of Prefecture V, and was among the militia units defending Tikonov when the HPG network went dark. Ion Murphy prefers to take the high ground early in battle, so that he can actually see the outcome of his vehicle's fire and personally make adjustments.

## Filing Notes

<b>Record Number</b>	LI-127-PE	11/18/3133
<b>Field Research</b>	S023, S035	11/16/3133
<b>Thought Control</b>	C005, C014	CERTIFIED
<b>Image Acquisition</b>	G018, G095, G052	11/17/3133
<b>Correction Enforcement</b>	L005, L010	APPROVED
<b>Filing</b>	R122	11/18/3133

## Irena Borjon

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Triarii Protectors
<b>LANCE</b>	Lancearii Combat Lance
<b>MECH</b>	Locust
<b>DOB</b>	11/12/3106
<b>HAIR</b>	Red
<b>EYES</b>	Hazel



Irena Borjon hails from Dubhe, one of the few worlds in The Republic to be home to a sizable Rasalhaguan population. Though history books play down the role of the Free Rasalhague Republic, the short-lived and decimated realm did indeed take part in the coalition effort to destroy the Blakist fanatics, often fighting alongside ComStar forces during the Jihad. Among these brave warriors, who then followed Devlin Stone in the creation of The Republic of the Sphere, was Kaptan Lars Borjon of the Second Freeman, whose recon company helped to liberate New Earth. Irena Borjon, his grandniece, is quite proud of her famous uncle. Following in his footsteps, she has become one of the best scout 'Mech pilots in the Triarii Protectors, but despite heaps of praise from her commanding officers, Borjon is quite humble, stating simply that she merely serves The Republic as her uncle would.

### Locust

<b>Serial Number</b>	FW7171-03J
<b>Mass</b>	20 tons
<b>Chassis</b>	Corean-II Delux Endo Steel
<b>Power Plant</b>	Hermes 240 XL
<b>Cruising Speed</b>	129.6 kph
<b>Maximum Speed</b>	194.4 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Kallon FWL Special Ferro-Fibrous
<b>Armament</b>	1 Magna Mk VI Extended-Range Medium Laser 4 Magna Mk IV Extended-Range Small Lasers

#### Commentary:

The classic Locust design has been around since the time of the Star League, well known for its speed and often deployed as a forward scout unit or as part of a "swarm" tactic. One of the fastest and cheapest designs to survive the Succession Wars, this 'Mech became all the more dangerous with the discovery of lost technologies in the mid-31st century. The model piloted by Irena Borjon features a powerful array of close-range lasers and can run nearly 200 kilometers per hour. This mix of speed and firepower made this version series truly fearsome, especially when operating in swarms to take down heavier 'Mechs.

Borjon, who has named her Locust "Unchained Fury" (a vague reference to her uncle's old command), uses every millimeter of speed she can squeeze out of her 'Mech during battle, sowing confusion and paranoia in the enemy's ranks while simultaneously dodging any hostile fire.



### Filing Notes

<b>Record Number</b>	LI-138-PE	02/26/3133
<b>Field Research</b>	S149, S248	01/25/3133
<b>Thought Control</b>	C049, C327	CERTIFIED
<b>Image Acquisition</b>	G325, G054, G166	02/08/3133
<b>Correction Enforcement</b>	L248, L283	APPROVED
<b>Filing</b>	R122	02/26/3133

## Jacquelin Pejiko

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>LANCE</b>	Support Fire Lance
<b>MECH</b>	Tian-zong
<b>DOB</b>	07/08/3097
<b>HAIR</b>	Blond
<b>EYES</b>	Hazel



Originally taken for a mere antisocial MechWarrior failure from Liao, Jaquelin Pejiko has recently shown her true colors as a Capellan plant. Though records do exist to support that she really was born on Outreach and spent time in a Republican program to redeem troubled youth, it is believed that Pejiko was recruited at some point by Capellan Maskirovka agents on Outreach, who noted her anti-Republic leanings and strong familial ties to Capellan heritage. Her sudden failure to complete what looked to be a stellar scholastic career in MechWarrior training, and subsequent assignment to the support arm of the Triarii Protectors, was a sham to slip her into the vulnerable logistics chain of The Republic's defense force. This gambit paid off when a number of minor logistical mishaps diverted information and badly needed supplies into the hands of Capellan sympathizers on Liao during the recent crisis there.

## Tian-zong

<b>Serial Number</b>	CC056-36A
<b>Mass</b>	75 tons
<b>Chassis</b>	Hellespont Type TZ
<b>Power Plant</b>	Rawlings 300 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Hellespont Lite II Stealth
<b>Armament</b>	2 Ceres Arms Extended-Range Medium Lasers 2 Mydron Concussor Gauss Rifles

### Commentary:

Massively armored, with respectable maneuverability and hard-hitting firepower, the Tian-zong BattleMech is a post-Jihad design that was first fielded by the Capellan Confederation in 3090. Designed with stealth capabilities, this 'Mech is able to close with an enemy and deliver massive damage with relatively little fear of effective counterfire. This has made it a favorite machine for infamous Capellan forces such as the elite Warrior House Hiritsu and the Death Commandos.

Having thrown off all pretense of incompetence with her return to Capellan service, Jaquelin Pejiko now pilots her Tian-zong, nicknamed "Celestial Crusader," as part of the Confederation Reserve Cavalry. She takes particular delight in battling Republican forces, and often taunts them over open comm channels during combat. Her piloting skills are even better than the initial training aptitudes showed during her time with the Conservatory on Liao, reinforcing the belief that she received advanced training elsewhere before becoming a Capellan mole.



## Filing Notes

<b>Record Number</b>	LI-121-PE	01/15/3133
<b>Field Research</b>	S076, S058	01/05/3133
<b>Thought Control</b>	C149, C210	CERTIFIED
<b>Image Acquisition</b>	G059, G108, G270	01/09/3133
<b>Correction Enforcement</b>	L087, L049	APPROVED
<b>Filing</b>	R122	01/15/3133

## Jamal Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Crusaders
<b>VEHICLE</b>	BE701 Joust Tank
<b>DOB</b>	12/14/3107
<b>HAIR</b>	None
<b>EYES</b>	Black



With his towering physique and rippling muscles covered in abstract techno-tattoos, most people infer that Jamal Wolf is one of the Steel Wolves' fanatical Elemental troopers. Closer inspection, however, reveals that what appear to be the Clans' dangerous Enhanced Imaging implants are merely cosmetic approximations, designed to produce a fearsome first impression and nothing more. Moreover, though Jamal was indeed bred to serve as part of the Wolves' elite Elemental forces, failed aptitude tests early in his training shunted him to a career as a vehicle commander instead. This resulting downgrade of status has led many of his fellow Crusaders to shun him, and it is quite possible that the image he cultivates is a vain effort to reclaim some respect among his comrades. Indeed, apart from his tattoos and fierce expression, this warrior may actually suffer from a severe confidence problem, and he lacks the fanatical devotion of other Crusaders.

## BE701 Joust Tank

<b>Serial Number</b>	JF611-081F
<b>Mass</b>	40 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	200 Standard
<b>Cruising Speed</b>	54 kph
<b>Flank Speed</b>	86 kph
<b>Armor</b>	Advanced Compound Beta
<b>Armament</b>	8 Series 2c Light Machine Guns 1 Series 7N Extended- Range Large Laser 1 Type X "Short Bow" LRM-10 launcher



### Commentary:

The Clan-made BE701 Joust is a powerful medium-weight vehicle design, built for versatility with its excellent mix of firepower, armor, and speed. A combination of laser and ballistic weaponry, all mounted on a wide turret, allows this vehicle to track and target multiple hostile units at once, and provides potent damage against enemies at any range.

JF611-081F was originally fielded by the Jade Falcons in the later years of the Jihad, and served as part of a garrison force in that Clan's occupation zone until Clan Hell's Horses captured it when they launched their own assault on Falcon space. After Horses units took part in Devlin Stone's final push against the fanatics, this vehicle and its crew were among the forces that chose to stay and help Stone form his new Republic. Jamal, its current commander, has given this tank the nickname "Steel Stampede" in honor of its origins.

## Filing Notes

<b>Record Number</b>	LI-129-PE	01/02/3133
<b>Field Research</b>	S350, S359	12/11/3132
<b>Thought Control</b>	C160, C260	CERTIFIED
<b>Image Acquisition</b>	G480, G208, G307	12/19/3132
<b>Correction Enforcement</b>	L218, L304	APPROVED
<b>Filing</b>	R122	01/02/3133

## Jas Phillos

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>VEHICLE</b>	Galleon Light Tank
<b>DOB</b>	06/10/3100
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Jas Phillos is a career tanker, having enlisted with the Capellan Confederation Armed Forces at the tender age of 20. Trained in infantry tactics, with a full two-year tour spent in the logistics division, he has been a part of all ground-level aspects of combat in the 13 years since, which explains his commanding status in the Confederation Reserve Cavalry today. Not surprisingly, Phillos is a Capellan patriot, fanatically loyal to the people and government of the Capellan Confederation, and just as equally dedicated to the welfare of his own soldiers. These twin ideals, however, have gotten him in trouble from time to time, as he will often make last-minute command decisions to save beleaguered troops under his command—at personal risk and against orders to the contrary. In his defense, Phillos often relies on his personal adage: “All are served in saving those who serve the Chancellor.”

## Galleon Light Tank

<b>Serial Number</b>	DO0501-65M
<b>Mass</b>	30 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	210 GTEM Fusion
<b>Cruising Speed</b>	76 kph
<b>Flank Speed</b>	119 kph
<b>Armor</b>	Jolassa 328 Ferro-Fibrous
<b>Armament</b>	2 Hellion-V Medium Lasers 1 Priestly 600p Medium Pulse Laser



### Commentary:

The Galleon light tank is a venerable scout vehicle originally produced by the Free Worlds League for use by the original Star League Defense Force. Combining good land speed and energy weapons, all at a reasonable cost, the Galleon became a favored vehicle and remained in production and on the lines throughout the Succession Wars. The discovery of new technologies only made this armored vehicle all the more valuable to field commanders—even if the price tag was noticeably higher.

This particular model was built for the Duchy of Oriente—one of the first factions to break away from the Free Worlds League during and after the chaos of the Jihad. It was captured by House Liao during an ill-fated raid on the planet Shuen Wan in 3117. Jas Phillos, its current commander, has dubbed the vehicle “Daoshen’s Dagger” in a rather blatant homage to the current Chancellor of the Capellan Confederation.

## Filing Notes

<b>Record Number</b>	LI-125-PE	02/01/3133
<b>Field Research</b>	S131, S298	01/19/3133
<b>Thought Control</b>	C111, C251	CERTIFIED
<b>Image Acquisition</b>	G164, G022, G048	01/25/3133
<b>Correction Enforcement</b>	L090, L118	APPROVED
<b>Filing</b>	R122	02/01/3133

## Joyna "Jab" Simms

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>LANCE</b>	Brute Lance
<b>MECH</b>	Mad Cat II
<b>DOB</b>	04/04/3098
<b>HAIR</b>	Black
<b>EYES</b>	Black



With a preference for all-black clothing, perpetually disheveled hair, a wild look in her eyes, and a rail-thin body covered in macabre tattoos, Joyna Simms could hardly be easier to pick out of a crowd. Ritual scars, partially concealed by her tattoos, and the Type IV prosthetic that replaces her left leg, reveal a life of pain and the sacrifices she has made in the name of Kali, the Death Goddess she worships openly as a member of the Thuggee Cult. Simms was raised in an affluent family and even attended a prestigious university on her homeworld of Wei, before becoming a member of Bannson's security forces and receiving BattleMech training. It remains unclear when or how she was converted to the violent Thuggee faith, though her battlefield conduct clearly demonstrates her fanatical devotion to it. Even fellow Band of Five warriors fearfully shrink away from Joyna Simms.

## Mad Cat II

<b>Serial Number</b>	WX001-04X
<b>Mass</b>	90 tons
<b>Chassis</b>	DCSAM Endo 4
<b>Power Plant</b>	Type 79 360 XL Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Grandthrust Mk 5
<b>Armor</b>	Improved Blasters Model X2
<b>Armament</b>	1 Type Phi Ultra-20 AutoCannon 1 Series 4D-2 Heavy Large Laser 1 Series 6A Heavy Medium Laser



### Commentary:

Clan Sea Fox (nee Diamond Shark) produced the original Mad Cat II assault 'Mech for sale to other Clans shortly after the end of the Clan Wars. This heavily armed and armored machine was in full production throughout the Jihad, and served in allied armies against the Word of Blake in many campaigns. The one piloted by Joyna Simms, however, is a more recent experimental Wolf Clan upgrade, with improved jump jets for enhanced mobility, and greater heat management at the expense of its legendary firepower.

Our research indicates that WX001-04X was actually captured by mercenaries loyal to Bannson shortly after the collapse of the HPG grid during a successful raid against a Wolf enclave. Simms, who has named the 'Mech "Kali" in honor of her god, prefers to use it like a battering ram, rushing forward and firing full-volley attacks to "jab" at enemy units and civilians alike.

## Filing Notes

<b>Record Number</b>	LI-147-PE	04/29/3133
<b>Field Research</b>	S134, S305	04/09/3133
<b>Thought Control</b>	C208, C219	CERTIFIED
<b>Image Acquisition</b>	G318, G219, G269	04/11/3133
<b>Correction Enforcement</b>	L079, L034	APPROVED
<b>Filing</b>	R122	04/29/3133



## Jung Chae

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Dai Da Chi Lance
<b>MECH</b>	Hellstar
<b>DOB</b>	04/30/3107
<b>HAIR</b>	Black
<b>EYES</b>	Black



Quiet, contemplative, and humble, Jung Chae is a fanatical devotee of the Lorix Order, the code of conduct that binds all Capellan Warrior Houses. He is also a highly spiritual man, which is unusual in House Dai Da Chi. This combination of faith and powerful sense of martial duty have created a remarkable balance for Chae, who regards all life as sacred, yet is extremely adept at snuffing it out when necessary or ordered to do so. Off the field of battle, he professes to abhor violence, believing that the true warrior is one who fights only when words and diplomacy fail. In combat, however, he is extremely deadly, a master of no fewer than seven styles of the martial arts, and a certified marksman with everything from slug pistols to laser rifles, and an absolutely lethal MechWarrior.

## Hellstar

<b>Serial Number</b>	WX056-54B
<b>Mass</b>	95 tons
<b>Chassis</b>	Model MA-58 Endo-Steel
<b>Power Plant</b>	Fusion 380 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	64 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Royal-7 Standard
<b>Armament</b>	4 Ripper Series A1 Extended-Range PPCs

### Commentary:

The Hellstar assault BattleMech is a product of collaboration between the Hell's Horses Clan and the exiled Wolves on Arc-Royal, during the waning years of the Word of Blake Jihad. Wielding a massive arsenal of inexhaustible firepower and protected by thick layers of armor while still maintaining good mobility, this 95-ton 'Mech was built with long-running combat in mind, a departure from the quick-and-fierce style of Clan warfare.

Jung Chae, pilot of this particular Hellstar (serial number WX056-54B), has not given the machine a nickname. Records show that this 'Mech was built at the Warden Wolf Clan enclave on Arc-Royal, just after the end of the Jihad, and served its Clan primarily as a defense unit for almost five years before its transference to The Republic of the Sphere in a technology trade. Warrior House Dai Da Chi then captured it during one of the frequent border skirmishes between the Confederation and The Republic.



## Filing Notes

<b>Record Number</b>	LI-148-PE	02/05/3133
<b>Field Research</b>	S138, S318	01/19/3133
<b>Thought Control</b>	C071, C082	CERTIFIED
<b>Image Acquisition</b>	G205, G321, G217	01/30/3133
<b>Correction Enforcement</b>	L143, L152	APPROVED
<b>Filing</b>	R122	02/05/3133



## Ken Roos

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Tharkan Strikers
<b>LANCE</b>	Lupine Striker Lance
<b>MECH</b>	Warhammer IIC
<b>DOB</b>	11/18/3095
<b>HAIR</b>	Red
<b>EYES</b>	Blue

Far too eager to climb the ranks as swiftly as possible, regardless of ability or merit, Ken Roos is a shining example of the Lyran "social general," an officer elevated to a rank he did not earn, based almost solely on connections within the military. Although his skills did indeed win him the right to pilot a BattleMech for the Stormhammers, he has since preferred to command from the rear. Through a number of friends—painstakingly cultivated within the Stormhammers since his recruitment—Roos has managed to improve both his position and his machine, but his efforts to advance further may have already stalled out. The Strikers' commander, Alexia Wolf, offended by what she calls the wasteful politicking of the social generals, has sworn to put an end to the practice in her command, and so it appears that Ken Roos' career has reached its apex.

## Warhammer IIC

<b>Serial Number</b>	JF1561-56K
<b>Mass</b>	80 tons
<b>Chassis</b>	SFX-80 Endo Steel
<b>Power Plant</b>	Type 10 320 Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound ZM15 Ferro-Fibrous
<b>Armament</b>	2 Type DDS Extended-Range PPCs 2 System 4 Advanced Tactical Missile 6-Packs 1 Series 1 Mk III Extended-Range Small Laser



### Commentary:

The Clan upgrade to the infamous Warhammer heavy BattleMech produced a much more fearsome and lethal version by blending the Clans' advanced technology with a tried-and-true weapons platform that dates back to the Star League itself. Massive armor and an array of devastating long- and short-range weaponry make the Warhammer IIC the perfect assault 'Mech, feared and respected by all.

The Warhammer IIC piloted by Ken Roos was originally produced by Clan Jade Falcon, and served among their forces before a successful pre-Jihad raid by Clan Wolf (in-Exile) captured the machine intact. As part of the Warden Wolf troops, it helped fight alongside Devlin Stone's troops during the liberation of Skye. Both 'Mech and pilot later joined Stone in creating The Republic of the Sphere. Ken Roos, having nicknamed the 'Mech "Skuld," prefers to hang back during battle, allowing his subordinates to soften enemy positions before adding his own firepower.

## Filing Notes

<b>Record Number</b>	LI-118-PE	12/08/3132
<b>Field Research</b>	S354, S420	11/20/3132
<b>Thought Control</b>	C078, C350	CERTIFIED
<b>Image Acquisition</b>	G139, G354, G278	11/28/3132
<b>Correction Enforcement</b>	L039, L451	APPROVED
<b>Filing</b>	R122	12/08/3132

## Kenyata Woods

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>LANCE</b>	Reconnoiter Lance
<b>MECH</b>	Wasp
<b>DOB</b>	12/03/3093
<b>HAIR</b>	Red
<b>EYES</b>	Green



Boisterous to the point of being obnoxious, with a "God's gift to mankind" attitude toward everything from love to war, Kenyata Woods is the classic rogue, an almost stereotypical holoivid MechWarrior playboy, gender-reversed. As a second-generation Solaris VII gladiator-turned-mercenary, this persona comes easily enough to her, though how much is real and how much is an act is open to debate. What is known, however, is that Woods' career in the Solaris Games had just about run its course when she was recruited by the Swordsworn. At the time, her much-publicized carousing overshadowed a stellar battle record, forcing her patrons in Black Star Stables to drop her in favor of "more respectable" talent. After spending the prior year fighting in the lower circuits, Woods jumped at the Legion's offer, bringing with her both her formidable combat skills and the flashier vices of her former celebrity lifestyle.

## Wasp

<b>Serial Number</b>	FW1576-12G
<b>Mass</b>	20 tons
<b>Chassis</b>	Hellespont Type W Endo Steel
<b>Power Plant</b>	Hermes 120
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Hellespont Leapers
<b>Armor</b>	Hellespont Lite Stealth Armor
<b>Armament</b>	1 Diverse Optics Extended-Range Medium Laser 1 Death Blossom 10-Pack Rocket Launcher

### Commentary:

The Wasp is the oldest recon 'Mech still in service, developed for use by the Terran Hegemony in 2471. Today, this design appears in the armies of every state in the Inner Sphere and Periphery. Its original role as a scout, however, was eventually eclipsed by faster, more advanced 'Mechs and vehicles, relegating the Wasp to the role of pacification, light garrison, and support duties. Countless variants emerged over the centuries, including this model, which appeared in the Periphery just before the Jihad, sporting an extended-range laser and rocket launcher pack.

FW1576-12G was originally built for the Free Worlds League and found its way into the Marik-Stewart Commonwealth after that state's dramatic collapse. The Republic captured the 'Mech during an objective raid. To acknowledge her outrageous lifestyle, Kenyata Woods has named the 'Mech "Man-Eater."



## Filing Notes

<b>Record Number</b>	LI-150-PE	03/02/3133
<b>Field Research</b>	S348, S478	01/30/3133
<b>Thought Control</b>	C243, C265	CERTIFIED
<b>Image Acquisition</b>	G102, G160, G143	02/18/3133
<b>Correction Enforcement</b>	L098, L102	APPROVED
<b>Filing</b>	R122	03/02/3133

## Kris Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolf Lancers
<b>STAR</b>	Lancers Skirmish Star
<b>MECH</b>	Crimson Hawk
<b>DOB</b>	12/25/3095
<b>HAIR</b>	Blond
<b>EYES</b>	Blue



Kris Wolf is one of the Steel Wolves' few Wolf Lancer adoptees who was not defeated in her initial bid to join The Republic's Wolf Clan enclave. Originally hailing from Arc-Royal, a Steiner world known to also be home to a long-exiled population of Wolf warriors, Kris had apparently spent much of her time in the company of the Kell Hounds mercenaries and the Warden Wolves. Though she has not been forthcoming about how she knew either group, or whether she served with them as a mercenary herself, Kris demonstrated such remarkable battle prowess in her Trial to join The Republic's Wolf population—defeating a veteran warrior in single combat—that she immediately earned a command role in the Wolf Lancers. Since then, though her service to the Clan has been beyond reproach, speculation abounds as to what drove the secretive and silent Kris Wolf to join the Steel Wolves.

## Crimson Hawk

<b>Serial Number</b>	SF711-09C
<b>Mass</b>	25 tons
<b>Chassis</b>	York II XT
<b>Power Plant</b>	125 York XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Clan Series Type 1 Light
<b>Armor</b>	Compound 6A
<b>Armament</b>	2 Series 7J Extended-Range Large Lasers



### Commentary:

Weighing in at only 25 tons, with much of that mass devoted to firepower and armor, the Crimson Hawk's speed is somewhat limited compared to other light 'Mechs. This handicap, however, has not rendered the design any less popular among the Clans, which often employ it in built-up terrain where its jumping capability allows it to avoid obstacles other vehicles must get around. Twin extended-range lasers can then deliver serious damage to the enemy, with long-enough reach to menace even those few battlefield units that might otherwise escape their deadly punch.

SF711-09C (intriguingly nicknamed "Unforgiven" by its current pilot, Kris Wolf) was originally built by the Sea Fox Clan and sold to The Republic for its militia forces in 3110. Since then, though deployed in a number of units, this 'Mech had not seen real combat until the Steel Wolves–Highlanders clash on Northwind erupted following the HPG blackout.

## Filing Notes

<b>Record Number</b>	LI-135-PE	04/01/3133
<b>Field Research</b>	S165, S209	03/07/3133
<b>Thought Control</b>	C207, C289	CERTIFIED
<b>Image Acquisition</b>	G018, G037, G154	03/19/3133
<b>Correction Enforcement</b>	L256, L322	APPROVED
<b>Filing</b>	R122	04/01/3133

## Leala Banach

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>LANCE</b>	Force Assault Lance
<b>MECH</b>	Jupiter
<b>DOB</b>	11/23/3103
<b>HAIR</b>	Brown
<b>EYES</b>	Black



Leala Banach comes from a family with a long history of service to the people of Northwind and the Northwind Highlanders. The blood of heroes flows through her veins, and her pride in that heritage has driven her to excel ever since she became part of the First Kearny regiment. Given her charming Scottish accent, stunning smile, and slightly flirtatious manner, Banach's critics both within and outside the First occasionally grumble that it was not her combat skills that won her a place in the regiment at the helm of a massive Jupiter. These rumors, which have dogged her since her career began, have done nothing to diminish the fact that she really is a master of her machine—and an absolutely lethal close-in fighter. The whispered innuendos, however, have caused tension between her and her husband (and chief technician), Morgan Banach.

## Jupiter

<b>Serial Number</b>	JF061-31B
<b>Mass</b>	100 tons
<b>Chassis</b>	Olivetti Stage 9
<b>Power Plant</b>	400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Raydient Series 7
<b>Armament</b>	2 Type XX Extended-Range PPCs 2 Series IV Long-Range 15 Launchers 2 Pattern J4 Streak-4 SRM Systems



### Commentary:

Initially developed by Clan Jade Falcon during the Jihad, the superheavy Jupiter is a titan of armor and firepower, built using superior Clan technology to deliver maximum potential for destruction. This model, however, features a larger fusion engine that allows for increased armor protection at the expense of some of that legendary firepower. This faster Jupiter retains its battlefield edge through its ability to close with an enemy, where its more powerful mix of PPCs and missiles can bring a quick end to any contest.

Leala Banach's Jupiter, nicknamed "Wailing Banshee," was originally commanded by a Jade Falcon warrior who took part in the liberation of Tharkad during the Jihad, before joining coalition troops under Devlin Stone. Shortly after helping Stone defend his newly formed Republic, however, its pilot, the Falcon warrior Tara Helmer, died fighting a remnant Word of Blake terror cell on Small World.

## Filing Notes

<b>Record Number</b>	LI-124-PE	04/10/3133
<b>Field Research</b>	S091, S138	04/06/3133
<b>Thought Control</b>	C364, C257	CERTIFIED
<b>Image Acquisition</b>	G257, G289, G301	04/09/3133
<b>Correction Enforcement</b>	L181, L216	APPROVED
<b>Filing</b>	R122	04/10/3133

## Mavis Morgan

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>LANCE</b>	Recon "Clown" Lance
<b>MECH</b>	Locust
<b>DOB</b>	01/23/3103
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



A few years before the HPG network's collapse, Mavis Morgan was a MechWarrior with The Republic's Triarii Protectors—until she was dishonorably discharged and briefly imprisoned for selling illicit narcotics to other soldiers. The disgrace rendered Mavis all but unemployable, and she fell back on her illegal trade to make ends meet once she was released, becoming a smuggler and small-time mercenary for various underground organizations. Unfortunately for Morgan, she was discovered by Republican troops and again arrested in 3130, where she spent nearly three years in an Alreschan prison before a Bannson's Raiders force "discovered" her. With her BattleMech skills, intense hatred of Republican authorities, and obvious distaste for formal command structures, she became a natural addition to the ranks of Bannson's Wyld's Jokers regiment. Her continued involvement in the narcotics trade, largely ignored by Bannson, gives Mavis access to a number of underworld crime rings throughout The Republic.

## Locust

<b>Serial Number</b>	CF107-10F
<b>Mass</b>	20 tons
<b>Chassis</b>	Corean-II Delux Endo Steel
<b>Power Plant</b>	Hermes 240 XL
<b>Cruising Speed</b>	129.6 kph
<b>Maximum Speed</b>	194.4 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Kallon FWL Special Ferro-Fibrous
<b>Armament</b>	1 Magna Mk VI Extended-Range Medium Laser 4 Magna Mk IV Extended-Range Small Lasers



### Commentary:

A classic design, the Locust has been around since the time of the Star League. It is well known for its speed, and often deployed as a forward scout unit. One of the fastest and cheapest designs to survive the Succession Wars, this 'Mech was an ideal pick for raiders and fast-attack groups, with swarm tactics enabling Locust formations to take down even massive assault 'Mechs.

The rediscovery of lost technologies in the mid-31st century made the Locust even deadlier, and model CF107-10F is perhaps one of the deadliest versions of all. This redesign, originally fielded by the Circinus Federation, was captured by Lyran troops during the Jihad, and defected with its new owner to The Republic after the fighting ended. Nicknamed "Quicksilver" by Mavis Morgan, this 'Mech carries a lethal mix of extended-range lasers for unlimited firepower and battlefield endurance. Morgan favors quick hit-and-fade strikes.

## Filing Notes

<b>Record Number</b>	LI-113-PE	11/16/3132
<b>Field Research</b>	S159, S384	10/22/3132
<b>Thought Control</b>	C004, C189	CERTIFIED
<b>Image Acquisition</b>	G354, G245, G019	11/06/3132
<b>Correction Enforcement</b>	L198, L013	APPROVED
<b>Filing</b>	R122	11/16/3132

## Porfiria Navas

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Archon's Shield
<b>LANCE</b>	Urban Assault Lance
<b>MECH</b>	Thunderbolt
<b>DOB</b>	03/25/3103
<b>HAIR</b>	Black
<b>EYES</b>	Gray



Though not herself born on Skye, Porfiria Navas lays claim to a family legacy of rebellion in the name of Skye's people. Her great-grandmother, Amelia Strong, was a vocal Free Skye activist on Alcor during the First Skye Rebellion in the formative years of the short-lived Federated Commonwealth. Ever since, all the women in Navas' family have covertly or vocally supported the independence of the Skye Federation, even after many of its worlds were ceded to The Republic in 3081. Interestingly enough, Porfiria expressed no interest in continuing this matrilineal tradition. Indeed, this Sanglamore-trained MechWarrior even appeared to embrace her life as a MechWarrior in The Republic's Hastati Sentinels, when the HPGs fell silent. Jasek Kelswa-Steiner's rallying cry for a new secession just months later offered hope to Skye and the impressionable Navas, however, and she immediately signed on.

## Thunderbolt

<b>Serial Number</b>	LC5170-41F
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks TDR II Endo Steel
<b>Power Plant</b>	Magna 260
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Chilton 465
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Emperor Automatic Weaponry Gauss Rifle 1 Delta Dart Long-Range Missile 15-Rack 3 Diverse Optics Extended-Range Medium Lasers



### Commentary:

The Thunderbolt heavy BattleMech was a walking titan of armor and firepower during the Succession Wars, able to take as much punishment as it could inflict and still keep pace with a mobile battle. Its high survival rate and popularity saw it survive to the modern era, albeit in countless variations, such as this jump-capable model, which appeared just before the Jihad. Sporting a hard-hitting Gauss rifle with missile and laser backup, this particular Thunderbolt was actually a modification of an older Lyran Alliance model, and was recovered from one of many battlefields on Skye after the planet was liberated by coalition forces.

Porfinia Navas has nicknamed it "Vengador de Alcor" ("Alcor Avenger"). Using its jump capability sparingly, she likes to keep enemies guessing about which Thunderbolt variation they are facing.

## Filing Notes

<b>Record Number</b>	LI-119-PE	03/28/3133
<b>Field Research</b>	S167, S149	03/15/3133
<b>Thought Control</b>	C390, C421	CERTIFIED
<b>Image Acquisition</b>	G025, G254, G154	03/17/3133
<b>Correction Enforcement</b>	L365, L354	APPROVED
<b>Filing</b>	R122	03/28/3133

## Rhi Chan

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>LANCE</b>	Hammer Lance
<b>MECH</b>	Targe
<b>DOB</b>	11/19/3103
<b>HAIR</b>	Black
<b>EYES</b>	Black



Rhi Chan is one of the finest MechWarriors in McCarron's Armored Cavalry—at least, that's what he keeps telling everyone who will listen to his fanciful tales of glory and victory. Chan's loyalty to House Liao and the MAC is unquestioned, as is his bravado, and his skills in command of a BattleMech are admirable. However, there is little doubt in anyone who hears him speak for more than 30 seconds that he is nothing more than a self-important blowhard. Chan, the son of wealthy executives for Hellespont Industries on Sian, lived a life of luxury growing up. He thus apparently comes to his arrogance honestly, having been literally bred to look down on the "common folk," but given his assignment, it is likely that Chan's wealthy parents hope that a stint in the CCAF will teach him some discipline and humility. So far, however, these efforts seem to have failed.

## Targe

<b>Serial Number</b>	RS0103-04A
<b>Mass</b>	40 tons
<b>Chassis</b>	Norse Medium SE5-3C
<b>Power Plant</b>	320 Pitban Extralight
<b>Cruising Speed</b>	86.4 kph
<b>Maximum Speed</b>	130 kph (173 w/ MASC)
<b>Jump Jets</b>	None
<b>Armor</b>	Valiant Lamellor
<b>Armament</b>	3 Diverse Optics Extended-Range Medium Lasers 1 Shigunga Long-Range Missile 10-Rack



## Commentary:

The Targe was one of the first BattleMechs built primarily for use by the defense forces of The Republic of the Sphere, rolling off assembly lines on Northwind in the early 3080s. Developed by the Northwind Highlanders, whose surviving forces joined Devlin Stone's Republic en masse, the Targe is a fast, medium-weight design with good armor and a payload of lasers and missiles that is effective at all ranges.

RS0103-04A is one of only a few hundred Targes produced by Cosara Weaponries of Northwind before the assembly lines were closed down in favor of civilian products. The 'Mech was among Republican militia forces on Liao during the first Capellan incursion and the so-called "Massacre of Liao." Capellan forces captured this machine earlier in the conflict and retreated with it and other Republican salvage. Rhi Chan, its current owner, has nicknamed the machine "Reborn Killer" in recognition of this past.

## Filing Notes

<b>Record Number</b>	LI-137-PE	01/16/3133
<b>Field Research</b>	S278, S139	12/28/3133
<b>Thought Control</b>	C254, C260	CERTIFIED
<b>Image Acquisition</b>	G018, G217, G314	01/08/3133
<b>Correction Enforcement</b>	L016, L019	APPROVED
<b>Filing</b>	R122	01/16/3133



## Romain Tesarek

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>LANCE</b>	Attack Lance
<b>MECH</b>	Warhammer IIC
<b>DOB</b>	08/11/3100
<b>HAIR</b>	Blond
<b>EYES</b>	Green



With a patch covering his left eye and a long, jagged scar running from its ruined socket all the way to his collar bone, there is no questioning that the rugged and silent Romain Tesarek is a veteran of countless battles in service to the once-mercenary Ghost Legion regiment. The Clan battle that cost him his eye—and nearly his life—still haunts him today, transforming a once-brash young man with a flair for carousing into a walking shell who constantly stares into space. When otherwise unoccupied, Tesarek has taken up the obsessive habit of flipping a shiny Lyran kroner, a “lucky” coin picked up during that same fateful mission. While many of his superiors have questioned his stability, Tesarek’s skills in the cockpit of his captured Warhammer IIC, and his unquestioning devotion to his command, keep him on the firing line.

## Warhammer IIC

<b>Serial Number</b>	JF309-23G
<b>Mass</b>	80 tons
<b>Chassis</b>	SFX-80 Endo Steel
<b>Power Plant</b>	Type 10 320 Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound ZM15 Ferro-Fibrous
<b>Armament</b>	2 Type DDS Extended-Range PPCs 2 System 4 Advanced Tactical Missile 6-Packs 1 Series 1 Mk III Extended-Range Small Laser



### Commentary:

The Clan-made upgrade of the Warhammer heavy BattleMech, a venerable and fearsome design even through the centuries of Succession Wars, is a titan of armor and firepower built for maximum durability and damage potential. Initially fielded by Clan Diamond Shark to revitalize sales for an aging BattleMech line, the improved Warhammer IIC made its debut just before the Word of Blake Jihad, and became a common sight among all second-line Clan forces.

Romain Tesarek’s Warhammer IIC, “Shoot Me,” was captured by the Legion from Clan Jade Falcon during the same raid that nearly killed him. Since that day, Tesarek’s battlefield tactics have become almost as robotic as the ‘Mech itself. Often lumbering straight toward his chosen target, he often fires volleys in an easily predictable rhythm. Once so engaged, he breaks off only on orders, or after every opponent is destroyed—whichever comes first.

## Filing Notes

<b>Record Number</b>	LI-143-PE	11/30/3132
<b>Field Research</b>	S308, S205	11/05/3132
<b>Thought Control</b>	C115, C138	CERTIFIED
<b>Image Acquisition</b>	G459, G208, G375	11/23/3132
<b>Correction Enforcement</b>	L094, L110	APPROVED
<b>Filing</b>	R122	11/30/3132

## Shanetta Yuen

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>LANCE</b>	Combat Lance
<b>MECH</b>	Ghost
<b>DOB</b>	10/05/3096
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



The tall, graceful beauty of Shanetta Yuen, whose almond eyes and dark skin betray a mixed African-Asian heritage, cause most to assume that she is a model, or merely an actress pretending to be a MechWarrior. Anyone who has seen her skills in battle, however, knows better. Like most of the Davion Guards, Yuen is descended from former First Davion Guards officers, having inherited a bold family heritage of honor and service that extends more than a century into the glory days of the Federated Commonwealth. Her father, however, a man with strong roots in the Capellan Confederation, all but disowned Shanetta for her decision to join Duke Sandoval's personal guard and take up the banner of House Liao's ancient enemy. Despite this estrangement, Shanetta maintains close ties to her mother, and appears wholly dedicated to the Swordsworn's cause.

### Ghost

<b>Serial Number</b>	LC035-44C
<b>Mass</b>	50 tons
<b>Chassis</b>	GST-Lite Endo Steel
<b>Power Plant</b>	Defiance 300 Light Fusion
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Heavy with CASE
<b>Armament</b>	2 TharHes Thunderbolt 12 Large Pulse Lasers 1 Defiance E5L Extended-Range Small Laser 1 Holly SRM 6-Rack



### Commentary:

The Ghost medium strike 'Mech first debuted in the closing years of the Word of Blake Jihad, intended as a complement to the popular Griffin design. Though lacking the jump capability of its intended companion, the Ghost maintained both excellent land speed and a formidable array of medium-range weaponry. These capabilities made Ghosts ideal for hunter/killer missions, especially when working together with an equal number of Griffins.

This 'Mech was part of a Lyran group assigned to a multinational task force under Devlin Stone's personal command during the final days of the Jihad. Its original MechWarrior was killed, however, and a First Davion Guardsman assumed command of the machine during the campaign. The 'Mech has remained with the Sandovals' personal guard ever since. Shanetta Yuen, its current pilot, has nicknamed this machine "Dark Shadow," and prefers highly mobile battlefield tactics that often push the limits of its maneuverability.

### Filing Notes

<b>Record Number</b>	LI-116-PE	06/11/3132
<b>Field Research</b>	S045, S361	06/01/3133
<b>Thought Control</b>	C014, C189	CERTIFIED
<b>Image Acquisition</b>	G314, G315, G150	06/05/3133
<b>Correction Enforcement</b>	L481, L257	APPROVED
<b>Filing</b>	R122	06/11/3133

## Tolin Men

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Kamata Lance
<b>MECH</b>	Shen Yi
<b>DOB</b>	10/13/3101
<b>HAIR</b>	Red
<b>EYES</b>	Black



Tolin Men considers himself something of an individualist, a dangerously defiant attitude to assume when one is part of the fanatically loyal Warrior Houses of the Capellan Confederation. Though raised under the rigid code of conduct of House Kamata, one of the most ardently loyal of House Liao's Warrior House Orders, Men has been reprimanded several times for "questionable" remarks. The number of recorded instances when he has vocally criticized the policies of the current Chancellor, Daoshen Liao—particularly over the Confederation's recent dealings with The Republic of the Sphere—could fill a case file. Only Men's superb skills as a MechWarrior—and the fact that he is the protégé of House Kamata's senior sifu (mentor)—have spared him more serious, potentially lethal, disciplinary action. Only time will tell just how far the legendary good karma of his Warrior House will protect such an impetuous warrior.

## Shen Yi

<b>Serial Number</b>	CC0133-22A
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks SYI
<b>Power Plant</b>	Hermes 260 Extra-Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Hellespont Lite Stealth
<b>Armament</b>	1 Firmir MaxiLase Large Laser 2 FarFire LRM 20-Racks

### Commentary:

The Shen Yi is a newer 'Mech design, developed by the Capellan Confederation shortly after the Jihad as a heavy- fire support unit that emphasized stealth as its main defense. At 65 tons, with good mobility, twin heavy missile launchers, and a thick hide of sensor-baffling armor, this 'Mech gradually replaced several older missile support elements throughout the CCAF. The ultraloyal Capellan Warrior Houses were among the first to receive the majority of these new machines, which remain a prominent part of these elite combat orders today.

Tolin Men won the right to pilot serial number CC0133-22A (now nicknamed "Iron Tiger") after fighting a "gentleman's duel" with a fellow House Kamata warrior over his political views. To his credit, Men did not cripple or kill his rival, Shu Muren, in the brief, bloody swordfight, but the incident added one more black mark against him in the eyes of his superiors.



## Filing Notes

<b>Record Number</b>	LI-145-PE	02/16/3133
<b>Field Research</b>	S034, S046	02/06/3133
<b>Thought Control</b>	C126, C219	CERTIFIED
<b>Image Acquisition</b>	G348, G129, G350	02/08/3133
<b>Correction Enforcement</b>	L149, L212	APPROVED
<b>Filing</b>	R122	02/16/3133

## Vincent Altman

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Dai Da Chi Lance
<b>MECH</b>	Shen Yi
<b>DOB</b>	06/09/3107
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Though he comes across as young, reckless, and arrogant, Vincent Altman is an expert MechWarrior for the Capellan Confederation's Warrior House Dai Da Chi. Not quite as brazen as some of his fellow warriors, Altman is excitable and impulsive in words and deeds, both on and off the field. He often goes on the offensive even before a true threat materializes, lunging into arguments and battles with almost reflexive spontaneity. This tendency has earned him more than his fair share of reprimands, but has also won him some begrudging commendations for "taking command of the situation." Whether demonstrating initiative or simply jumping the gun, Altman often attributes his sudden outbursts of action to inspiration or a certain sixth sense. Though many doubt he truly has any gift for clairvoyance, the fact that no major misfortune has yet befallen this eager warrior suggests he is at least very lucky.

## Shen Yi

<b>Serial Number</b>	CC0327-04A
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks SYI
<b>Power Plant</b>	Hermes 260 Extra-Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Hellespont Lite Stealth
<b>Armament</b>	1 Tronel XIII Large Pulse Laser 2 Holly Medium-Range Missile 20-Racks

### Commentary:

The Shen Yi first appeared just a few years after the Jihad, built for heavy fire support, but enhanced by stealth capabilities. Weighing in at 65 tons, with average mobility, a lethal mix of missiles and laser weapons, sensor-deflecting armor, and electronic countermeasures, this 'Mech became the premier fire support unit used by the elite forces of the Capellan Confederation.

CC0327-04A is one of the later Shen Yis to roll off factory lines, and features a variant weapons load that swaps the long-range weaponry of the original model for a more flexible medium-range package. Vincent Altman, its current pilot, has nicknamed this 'Mech "Visioneer," and is particularly fond of using its stealth systems to slip past an enemy's flank in order to hammer at rear guard units.



## Filing Notes

<b>Record Number</b>	LI-154-PE	04/05/3133
<b>Field Research</b>	S043, S250	03/16/3133
<b>Thought Control</b>	C119, C378	CERTIFIED
<b>Image Acquisition</b>	G329, G025, G198	03/24/3133
<b>Correction Enforcement</b>	L064, L090	APPROVED
<b>Filing</b>	R122	04/05/3133

## Youree Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>STAR</b>	Charlie Trinary Command
<b>MECH</b>	Thunderbolt
<b>DOB</b>	06/13/3106
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Youree Nova Cat is actually no Nova Cat at all, but an abtakha, a warrior captured and adopted into the Clan through the rituals and laws of their martial society. Originally born Youree Kalaskirov of Tikonov, he served with the Swordsworn until a skirmish between the two factions left him a bondsman to the Spirit Cats shortly after the collapse of the HPG grid. As a young, impressionable warrior, Youree was easily converted to the Clan way, a not uncommon phenomenon among captured MechWarriors. However, complete grasp of their spiritualism eluded him, so upon winning back his warrior status earlier this year, Youree was assigned to the Omicron cluster. Though now technically free to seek his own glory within the Clan, our operatives have noted that Youree is rarely left alone, and may be closely watched by Spirit Cat superiors who've lived long enough among "Spheroids" to be wary of subterfuge.

## Thunderbolt

<b>Serial Number</b>	FW1148-90H
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks TDR II Endo Steel
<b>Power Plant</b>	Magna 260
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Chilton 465
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Emperor Automatic-Weaponry Gauss Rifle 1 Delta Dart Long-Range Missile 15-Rack 3 Diverse Optics Extended-Range Medium Lasers



### Commentary:

Earthwerks' famous Thunderbolt heavy BattleMech was a familiar standby of BattleMech armies throughout the Succession Wars. Massing 65 tons, with heavy armor and firepower, this 'Mech was particularly favored by the Free Worlds League, who maintained one of the largest Thunderbolt factories. Not surprisingly, numerous design variants surfaced over the centuries, including FW1148-90H, the model piloted by Youree Nova Cat. This 'Mech, nicknamed "Avenger," sports a powerful Gauss rifle and jump jets in place of a large laser and heat sinks, increasing both its punch and its mobility.

Originally manufactured for the League's military shortly before the Jihad, this Thunderbolt's warrior defected to join Devlin Stone's army during the peak of the fighting. The warrior fell in battle during the campaign to liberate Atreus from the Word of Blake, but Stone's troops claimed the salvage, which was used to build The Republic's army.

## Filing Notes

<b>Record Number</b>	LI-144-PE	04/11/3133
<b>Field Research</b>	S134, S206	03/23/3133
<b>Thought Control</b>	C210, C218	CERTIFIED
<b>Image Acquisition</b>	G048, G073, G116	04/08/3133
<b>Correction Enforcement</b>	L108, L204	APPROVED
<b>Filing</b>	R122	04/11/3133

## Andrzej Czupek

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Kamata Lance
<b>MECH</b>	Yu Huang
<b>DOB</b>	03/06/3092
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Inducted into the ranks of House Kamata at age 8, Andrzej Czupek was perhaps the youngest aspirant to be tied to a Warrior House in over 80 years. His selection was prompted by his remarkable self-discipline, a trait he likely absorbed from his parents, both of whom were active-duty officers in the CCAF and devout students of the Lorix Order. In becoming a part of House Kamata, Czupek effectively succeeded where his parents failed in their own childhoods, but in so doing, he lost virtually all contact with his family. Possibly as a result of this separation, the years that followed saw Czupek—while still proving himself a good student and warrior candidate—gradually beginning to lose some of his rigid discipline. Though his occasional tantrums, brief yet fierce, have not quite been diagnosed as a mental disorder, there are those within House Kamata who genuinely fear for Czupek's future.

## Yu Huang

<b>Serial Number</b>	CC337-15A
<b>Mass</b>	90 tons
<b>Chassis</b>	Chariot Type II Endo Steel
<b>Power Plant</b>	360 Hermes XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Rodan-90s
<b>Armor</b>	Star Shell Standard
<b>Armament</b>	1 Mydron Obliterator Ultra Autocannon/20 1 Firmir MaxiLase Large Laser 1 Zeus Long-Range Missile 10-Rack 3 Martell Medium Lasers



### Commentary:

House Liao's powerful Yu Huang assault 'Mech first appeared as part of its Xin Sheng ("Rebirth") national revival program, emerging from one of several BattleMech producers that were restored or activated with the help of the Word of Blake. Designed with a distinctly Capellan flavor, the Yu Huang was among the heaviest of these new machines, and it packed an appropriately powerful array of heavy weapons in its heavily armored and highly mobile frame.

CC337-15A (nicknamed "Eraser") is the Yu Huang piloted by Andrzej Czupek of the Confederation's Warrior House Kamata. Produced during the Jihad, where it saw numerous engagements, this slight variant mounts a devastating ultra autocannon and a mix of standard lasers for crippling punch at medium range. In combat against enemy 'Mechs, Czupek must often get close in to use his weapons, and relies mostly on his lasers, reserving the massive autocannon in for a lethal point-blank blast.

## Filing Notes

<b>Record Number</b>	CA-148-PE	06/11/3133
<b>Field Research</b>	S254, S283	05/12/3133
<b>Thought Control</b>	C087, C120	CERTIFIED
<b>Image Acquisition</b>	G279, G350, G283	06/02/3133
<b>Correction Enforcement</b>	L222, L417	APPROVED
<b>Filing</b>	R017	06/11/3133

## Anibal "Fingers" Ritter

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>VEHICLE</b>	Shoden Assault Vehicle
<b>DOB</b>	06/08/3105
<b>HAIR</b>	Blond
<b>EYES</b>	Brown



Though his battlefield moniker suggests a past life as a cat burglar, Anibal Ritter is actually one of Bannson's Raider's many accomplished hitmen. It's a talent he comes by quite honestly, having been linked to the Tybalt Mafia even before he became part of Bannson Universal, Unlimited's "security force." Indeed, his very employment underscores a possible link between the Republic megabillionaire and organized crime. Ritter himself was one of the worst of his particular lot, earning his nickname for his habit of collecting index fingers from his victims. As a vehicle commander in the notorious Band of Five, he continues this eerie practice whenever possible, often sifting through the hulks of fallen or crippled foes, "clearing" any survivors, and slicing off fingers—one for each victim. At last count, Ritter had over 70 fingers in his collection, each lovingly preserved in a special case that he always carries with him.

## Shoden Assault Vehicle

<b>Serial Number</b>	NC200-011A
<b>Mass</b>	70 tons
<b>Movement Type</b>	Wheeled
<b>Power Plant</b>	Fusion 260
<b>Cruising Speed</b>	43 kph
<b>Flank Speed</b>	65 kph
<b>Armor</b>	Compound Beta
<b>Armament</b>	3 Type 9 Series 1 Advanced Tactical Missile Systems 4 Series 2c Light Machine Guns



### Commentary:

Clan Nova Cat's Shoden assault vehicle appeared quite unexpectedly after the first Dominion-Combine War of 3062-3063, when the wheeled missile transport first rolled off the assembly lines at the newly completed Barcella Beta factory on Irece. With a triple-rack of advanced tactical missiles and a quartet of machine guns, plus the armor to withstand serious punishment, the Shoden excelled in both defensive and assault operations.

During the Jihad, Clan Nova Cat became the first of Kerensky's descendants to actively assist the Inner Sphere and Devlin Stone's coalition against the Word of Blake zealots, and NC200-011A ("Claws") was among the armor support units the Nova Cats sent in alongside their Delta Galaxy to that end. Both vehicle and crew followed Stone and joined his nascent Republic after the fighting, and the vehicle was commandeered by the Spirit Cats after the HPG grid collapsed, only to be captured by Bannson's Raiders soon afterward.

## Filing Notes

<b>Record Number</b>	CA-138-PE	04/19/3133
<b>Field Research</b>	S384, S002	03/30/3133
<b>Thought Control</b>	C135, C171	CERTIFIED
<b>Image Acquisition</b>	G129, G234, G280	04/10/3133
<b>Correction Enforcement</b>	L270, L266	APPROVED
<b>Filing</b>	R017	04/19/3133

## The Bounty Hunter

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>MECH</b>	Marauder II
<b>DOB</b>	UNKNOWN
<b>HAIR</b>	Gray
<b>EYES</b>	Blue



Very little is known about the man who refers to himself only as "Bounty Hunter"; when asked of his background, he divulges only that he has a cross to bear. Through extensive correlation with extant files, however, the Order believes the man to be Michi Fraser; there is indication that his first name changed, leaving the surname in doubt as well.

What can be verified, however, is his appearance on the world of Misery, between the Draconis Combine and Federated Suns, in late 3130. Literally stealing a Legionnaire from the commander of the on-world Federated Suns forces, he single-handedly defeated an entire lance of Kurita troops, causing a greater shift in balance on Misery than had occurred in over a decade. He immediately went into hiding but reappeared several months later on the world of Marlowe's Rift, where he once again handed the Combine their collective heads on a platter after several weeks of hit-and-run fighting.

After a hiatus, he reappeared on Harrow's Sun, where prepared Combine troops savaged his Legionnaire. His name and bright emerald-clad 'Mech, however, only grew in stature as he escaped a trap in which any other warrior would have perished. Once more he vanished (this time for well over a year; it's believed he was terribly wounded), reappearing in The Republic of the Sphere in the summer of 3133, where he fought a string of solo victories on several planets against roving pirates. For unknown reasons, he appeared on the world of Irian just as the battle for the Marauder II plant began, and he threw in his lot with the Dragon's Fury. Though Katana Tormark surely knows the Hunter's loyalty is loose at best, his battlefield acumen simply cannot be ignored.

### Marauder II

<b>Serial Number</b>	I3921-00F
<b>Mass</b>	100 tons
<b>Chassis</b>	GM Marauder
<b>Power Plant</b>	Magna 300 Light
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	Chilton 850 Mk II
<b>Armor</b>	Valiant Lamellor
<b>Armament</b>	1 Zeus Slingshot Gauss Rifle 2 Fusigon Model XI ER PPCs 2 Magna 400P Medium Pulse Lasers



#### Commentary:

Originally exclusive to the Wolf's Dragoons mercenaries, this 'Mech variation eventually sold to an open market after numerous technological upgrades. With the destruction of the Dragoons' production plant on Outreach in the opening months of the Jihad, however, the Free Worlds League purchased the design plans lock, stock, and barrel from the Dragoons. Irian BattleMechs Unlimited retooled the Awesome line on Irian in record time to produce the Marauder II.

In the late 3080s and early 3090s, orders from The Republic of the Sphere shut down many of IBU's lines, and the Marauder II was thought lost to history. Not until late 3133 was it revealed that limited production of the Marauder II line had secretly continued. One of the largest battles in the last generation exploded on the world of Irian in October 3133, with every faction desperate to control the line. The Dragon's Fury gifted this particular 'Mech to the Bounty Hunter for his service; the Hunter has painted part of it emerald green, and he calls it "Noketsuna."

### Filing Notes

<b>Record Number</b>	CA-151-PE	10/22/3133
<b>Field Research</b>	S145, S141	10/17/3133
<b>Thought Control</b>	C162, C132	CERTIFIED
<b>Image Acquisition</b>	G126, G177, G182	10/18/3133
<b>Correction Enforcement</b>	L120, L159	APPROVED
<b>Filing</b>	D327	10/22/3133



## Cater Gao

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>LANCE</b>	Recon "Clown" Lance
<b>MECH</b>	Wasp
<b>DOB</b>	09/23/3102
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Short, portly, loud, and far too happy for a man who finds defeat in battle as often as he has, Cater Gao is perhaps another natural fit for the insane asylum that is the Wyld's Jokers. With a personality like that of a dark-skinned, dark-haired Santa Claus, there has yet to be a situation the Jokers have faced that seems to trouble this odd man. Little in Gao's background offers any explanation as to why this might be; his previous career was IndustrialMech driving on the backwater planet of David, where nothing traumatic or distinctive ever seemed to happen to him. He also has no known addictions to controlled or narcotic substances, unless one counts food in general, which explains little beyond his unhealthy bulk. Given his lackluster combat skills, however, the possibility exists that Gao's good humor is actually a defense mechanism for an otherwise fragile ego.

## Wasp

<b>Serial Number</b>	CF6170-45E
<b>Mass</b>	20 tons
<b>Chassis</b>	Hellespont Type W Endo Steel
<b>Power Plant</b>	Magna 140
<b>Cruising Speed</b>	75.7 kph
<b>Maximum Speed</b>	113.5 kph
<b>Jump Jets</b>	Hellespont Leapers
<b>Armor</b>	Durallex Special Heavy
<b>Armament</b>	1 Martell Medium Laser 1 Maximillian DeathShower Rocket Launcher 10-Rack

### Commentary:

Originally developed in the late 25th century for the Terran Hegemony, the Wasp is the oldest recon BattleMech ever produced; this venerable design is also the longest running in production. Countless variants have thus surfaced over the centuries, including this latter day version, which features a larger engine and a compact rocket launcher system for solid, if somewhat limited, damage potential.

CF6170-45E was originally built in the Circinus Federation, a Periphery realm destroyed at the end of the Jihad. The captured machine was claimed by forces loyal to Devlin Stone and incorporated into The Republic military upon its inception in 3081. However, after the HPG grid went dark, the machine somehow fell into Bannson's hands, and from there it was assigned to the Jokers. Gao has named this particular machine "Jolly Roger," apparently a play on its origins and his personal world view.



## Filing Notes

<b>Record Number</b>	CA-115-PE	06/06/3133
<b>Field Research</b>	S164, S428	05/04/3133
<b>Thought Control</b>	C268, C312	CERTIFIED
<b>Image Acquisition</b>	G001, G018, G131	05/20/3133
<b>Correction Enforcement</b>	L222, L388	APPROVED
<b>Filing</b>	R017	06/06/3133

## Cecile Wolf

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>STAR</b>	Alpha Battle Star
<b>MECH</b>	Ghost
<b>DOB</b>	06/07/3107
<b>HAIR</b>	Red
<b>EYES</b>	Gray



Quiet and unassuming on the surface, Cecile Wolf is actually one of the nine warriors from the late Kal Radick's sibko to pass their Trial of Position and earn a slot in the warrior caste. Unlike Radick, however, her battle capabilities were, at first, only adequate enough to earn her the rank of warrior. It thus took her much longer to ascend the ranks of The Republic's Wolf Clan enclaves, and she failed to even earn a slot in the Radick Bloodname Trials with her defeat in the Grand Melee. Despite these shortcomings, she continued to hone her skills, all the while living in Kal's proverbial shadow, and she often doubts her abilities. Her assignment to the Wolfkin Keshik proves that she has indeed come into her own as an elite warrior, but in the back of her mind she still wonders if the assignment came merely from being Kal's sibkin.

### Ghost

<b>Serial Number</b>	RS045-42N
<b>Mass</b>	50 tons
<b>Chassis</b>	GST-Lite Endo Steel
<b>Power Plant</b>	Defiance 300 Light Fusion
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Heavy with CASE
<b>Armament</b>	2 TharHes Thunderbolt 12 Large Pulse Lasers 1 Defiance E5L Extended-Range Small Laser



#### Commentary:

Appearing shortly before the end of the Word of Blake Jihad, the 50-ton Ghost BattleMech was conceived as a versatile raider, a complement to the popular Griffin. Excellent land speed and a formidable array of medium-range weaponry made this 'Mech ideal for hunter/killer missions and heavy raids, and Ghosts saw widespread use not only in the closing days of the Jihad, but also in the turbulent years after the formation of The Republic.

Serial number RS045-42N (nicknamed "Rabid Specter") was built for The Republic very soon after its founding, and was assigned to the newly formed Hastati Sentinels for nearly two decades. Later transferred to the Thorin planetary militia, its missile pack was replaced with a chainsaw to minimize logistical needs and potential collateral damage during woodland combat exercises. Soon after the HPG grid went dark, the Steel Wolves seized Thorin, easily overwhelming the garrison and capturing most of its machines.

### Filing Notes

<b>Record Number</b>	CA-143-PE	01/22/3133
<b>Field Research</b>	S255, S158	12/31/3132
<b>Thought Control</b>	C253, C067	CERTIFIED
<b>Image Acquisition</b>	G339, G072, G069	01/12/3132
<b>Correction Enforcement</b>	L359, L327	APPROVED
<b>Filing</b>	R017	01/22/3132

## Chee Yun

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Kamata Lance
<b>MECH</b>	Ti Ts'ang
<b>DOB</b>	03/30/3097
<b>HAIR</b>	Brown
<b>EYES</b>	Hazel



Chee Yun comes from a line of Warrior House MechWarriors, but not one native to his current Warrior House, Kamata. Yun's grandfather, Ashigo Yun, served a prominent role in the Warrior House Fujita, one of the four Capellan Warrior Houses destroyed during the Blakist Jihad. Inspired by the tales of his grandfather's heroic sacrifice for the state, Yun enrolled at the Sarna Martial Academy, where he stood out for his exceptional fanaticism and his outstanding skills as a MechWarrior. His devotion and abilities were so noteworthy that House Kamata recruited him despite his "advanced age" (Yun was 25 at the time, double the standard age of a Hiritsu aspirant.) Eagerly accepting the honor of serving in House Hiritsu, Yun has done well by his ancestors. On the battlefield, he demonstrates an almost rabid fearlessness that verges on suicidal recklessness and is particularly fearsome when acting in defense of his comrades.

## Ti Ts'ang

<b>Serial Number</b>	CC361-20B
<b>Mass</b>	60 tons
<b>Chassis</b>	SL Special
<b>Power Plant</b>	360 Hermes XL
<b>Cruising Speed</b>	65 kph, 76 kph w/ Triple-Strength Myomer
<b>Maximum Speed</b>	97 kph, 119 kph w/ Triple-Strength Myomer
<b>Jump Jets</b>	Chevron I
<b>Armor</b>	Durallex Heavy
<b>Armament</b>	5 Diverse Optics Extended-Range Medium Lasers 4 Diverse Optics Extended-Range Small Lasers

### Commentary:

The Ti Ts'ang debuted around 3060 as the Capellan Confederation's first homegrown heavyweight, melee combat BattleMech design. With its four-ton battle-axe, driven by a powerful triple-strength myomer muscles, and a battery of medium- and short-range lasers, this 'Mech is a master of close-range brawling, with the armor and speed to bring all its fearsome power to bear in a pitched firefight.

Chee Yun, the current pilot of serial number CC361-20B, has named his Ti Ts'ang "Kali" after a Hindu goddess of destruction. (The name choice is peculiar, since he is a follower of the Buddhist faith.) Yun inherited the machine after its previous pilot—and fellow Hiritsu warrior—was killed in a border clash. In battle, Yun demonstrates a fanatic devotion to his fellow warriors, to the point where he often closes with any enemy unit that threatens to overwhelm his comrades, regardless of his own damage.



## Filing Notes

<b>Record Number</b>	CA-118-PE	02/15/3133
<b>Field Research</b>	S076, S253	01/06/3133
<b>Thought Control</b>	C183, C402	CERTIFIED
<b>Image Acquisition</b>	G205, G238, G174	01/22/3133
<b>Correction Enforcement</b>	L064, L423	APPROVED
<b>Filing</b>	R017	02/15/3133

## Cita "Femme Fatale" Moreno

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Band of Five
<b>LANCE</b>	Savage Lance
<b>MECH</b>	Thunderbolt
<b>DOB</b>	07/01/3106
<b>HAIR</b>	Blond
<b>EYES</b>	Black



Tall and graceful, with long, luxuriant hair; a dazzling smile; a piercing, seductive gaze; and a voice that can melt men's hearts and chill women's blood, Cita Moreno easily lives up to her moniker "Femme Fatale" just by appearances alone. Yet beneath her beauty lies a heart as black and cold as space itself, and the only lust she ever falls victim to is a lust for bloodletting. Coming from a broken home, and victimized at an early age, Moreno grew to hate all men with an almost religious fanaticism. She has since dedicated her life to breaking the hearts (and necks) of all the adult males she encounters, using her stunning looks and husky voice as bait for each kill. Yet there appears to be some selectiveness in choosing her prey, for what few male friends and comrades Moreno has are those wise enough to resist her deadly charms.

### Thunderbolt

<b>Serial Number</b>	LC1603-14E
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks TDR II Endo Steel
<b>Power Plant</b>	Magna 260 Light Fusion
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Chilton 465
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Defiance 1001 Extended-Range PPC 1 Delta Dart Long-Range Missile 15-Rack 3 Diverse Optics Extended-Range Medium Lasers 1 Diverse Optics Extended-Range Large Laser



#### Commentary:

Weighing in at 65 tons, with thick armor, massive firepower, and the maneuverability of jump jets, the Thunderbolt heavy BattleMech piloted by Cita Moreno is an unmistakable threat. This Lyran variant—based upon the Word of Blake variant—served in several battles during the Jihad, including the liberation of Skye and the Poulso Massacre. Its pilot followed Devlin Stone into his Republic and surrendered the machine when it became clear his war wounds precluded a career as a Republic MechWarrior. The 'Mech was supposedly scrapped in 3100, but turned up in Bannson's Raiders soon after the HPG crash, though how this occurred remains a mystery.

Moreno has nicknamed this Thunderbolt "Scarlet." During battle, she routinely taunts her enemies on open communications frequencies, listening for the first male voice to answer her seductive challenges. She then takes great pleasure in singling out and gunning down these would-be heroes.

### Filing Notes

<b>Record Number</b>	CA-145-PE	08/01/3133
<b>Field Research</b>	S116, S240	07/05/3133
<b>Thought Control</b>	C099, C181	CERTIFIED
<b>Image Acquisition</b>	G175, G210, G006	07/23/3133
<b>Correction Enforcement</b>	L222, L312	APPROVED
<b>Filing</b>	R017	08/01/3133

## Dan Schiavello

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>VEHICLE</b>	Cavalry Attack Helicopter
<b>DOB</b>	10/21/3103
<b>HAIR</b>	None
<b>EYES</b>	Gray



Before the HPG network collapse, Dan Schiavello was a commercial cargo pilot for DiNapoli Industries, a major interstellar conglomerate that was absorbed by the massive corporate empire that is Bannson Universal, Unlimited. Though his own job was not endangered during the acquisition, Schiavello became increasingly concerned when several of his coworkers were "downsized." Eventually, he quit to protest his employer's recent policy changes and sudden shift toward military adventurism. While the latter reason would seem to make his decision to serve the Swordsworn an act of hypocrisy, our agents have learned it was more an act of revenge. Apparently, not soon after his departure, Bannson blacklisted Schiavello, and several "security agents" raided his home and tormented his family in an effort to teach an object lesson in "employee loyalty." Now, as a combat chopper pilot for the Prince's Men, Schiavello takes great delight in returning the favor, with interest.

### Cavalry Attack Helicopter

<b>Serial Number</b>	XX5169-78M
<b>Mass</b>	25 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	Michaelson 110 Internal Combustion
<b>Cruising Speed</b>	108 kph
<b>Flank Speed</b>	162 kph
<b>Armor</b>	Star Slab/3
<b>Armament</b>	1 Harpoon Short-Range Missile 6-Pack 3 Holly "Derringer" Short-Range Missile 2-Packs

#### Commentary:

Debuting in 3054, the Cavalry attack helicopter was part of a line of rapid relief/assault VTOL designs fielded by Michaelson Heavy Industries of Ruchbah. Though lightweight, this fast-moving chopper packs a heavy short-range punch and enough armor to weather a volley from some of the most powerful battlefield weapons commonly used today. Ideal for fast, hit-and-run strikes, the Cavalry became popular throughout the Inner Sphere, and is a familiar sight in The Republic Armed Forces today.

After a decade of solid sales to the Federated Suns military, Michaelson released the Cavalry for unlimited sale to all interested customers, including mercenaries and other private concerns. XX5169-78M is one such helicopter (albeit upgraded), and was initially built for use by DiNapoli Industries' corporate security forces, and was among some Bannson's Raiders units captured by the Swordsworn during a recent skirmish. Its current pilot, Dan Schiavello, nicknamed it "Stiletto."



### Filing Notes

<b>Record Number</b>	CA-133-PE	09/24/3132
<b>Field Research</b>	S488, S219	09/02/3132
<b>Thought Control</b>	C272, C157	CERTIFIED
<b>Image Acquisition</b>	G143, G053, G100	09/19/3132
<b>Correction Enforcement</b>	L020, L236	APPROVED
<b>Filing</b>	R017	09/24/3132

## Danai Liao-Centrella

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>LANCE</b>	Cavalry Command Lance
<b>MECH</b>	Centurion
<b>DOB</b>	06/06/3108
<b>HAIR</b>	Black
<b>EYES</b>	Green



Third daughter of Sun-Tzu Liao and sister to the Capellan Chancellor himself, Danai Liao-Centrella is an enigma to our own Order—not the least of which are irregularities found in her birth records, casting doubt upon her true age. Though originally raised in the traditions of her mother's realm, the Magistracy of Canopus, she trained in the MechWarrior academies of House Liao. For unknown reasons, she disappeared from public life in the late 3120s, only to emerge in the arenas of Solaris VII, under the very colors of Kai Allard-Liao's Cenotaph Stables. Though her abilities in the arena never quite measured up to those of the fabled Kai, who once opposed her father's rule, her presence on Solaris—until Daoshen himself recalled her "for the good of the state"—stunned anyone familiar with the deadly, backstabbing politics of House Liao. To many, this validation of friendly ties between Kai and Danai has hinted at dangerous events ahead for the Capellan leadership, yet Danai's loyalty to the state seems beyond question (though her reason for accepting a post with the Cavalry when Daoshen had prepared a place among the Warrior House Orders is interesting and bares close watching).

## Centurion

<b>Serial Number</b>	FS1010-031X
<b>Mass</b>	50 tons
<b>Chassis</b>	Corean Model K77 Endo Steel (Modified)
<b>Power Plant</b>	Vlar 300 XL
<b>Cruising Speed</b>	64.8 kph, 75.6 kph w/ Triple-Strength Myomer
<b>Maximum Speed</b>	97.2 kph, 113.4 kph w/ Triple-Strength Myomer
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard III with CASE
<b>Armament</b>	1 Series 4D-2 Heavy Large Laser 1 Type XX "Long Bow" Long-Range Missile 20 Launcher with Artemis



## Commentary:

For centuries, the Centurion has been a popular medium BattleMech throughout the Inner Sphere. Many variants on this versatile, all-aspect 'Mech exist today, but few have gained the notoriety of the one Danai Liao-Centrella first piloted on Solaris. That is because this very machine bears the serial number FS1010-031X, marking it as the one and only "Yen-lo-wang," once piloted by Danai's famous cousin, Kai Allard-Liao.

How Liao-Centrella came upon this BattleMech during the time when she dropped out of sight is unclear—as is the experimental Clan technology on the 'Mech—but her possession of it has even the elite ranks of House Liao talking. Though heavily refitted, with a shield-and-hatchet combination rarely seen outside the Solaris arenas, this 'Mech's origins hint at a deeper relationship between Danai and Kai than previously believed possible for the spawn of Sun-Tzu Liao. Some even suggest it could be a harbinger for interesting times ahead in the Capellan Confederation.

## Filing Notes

<b>Record Number</b>	CA-142-PE	10/11/3132
<b>Field Research</b>	S089, S053	09/18/3132
<b>Thought Control</b>	C371, C370	CERTIFIED
<b>Image Acquisition</b>	G318, G448, G261	09/25/3132
<b>Correction Enforcement</b>	L042, L124	APPROVED
<b>Filing</b>	R017	10/11/3132

## Dean Lanos

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Archon's Shield
<b>LANCE</b>	Archon Command Lance
<b>MECH</b>	Sphinx
<b>DOB</b>	08/11/3112
<b>HAIR</b>	None
<b>EYES</b>	Gray



Large, muscular, bald, and obnoxious, Dean Lanos loves nothing more than fighting, verbal or physical. While large egos and limited social discipline often go hand in hand with being a newly minted MechWarrior, what sets Lanos apart from others is the fact that he really is as good as he thinks he is. In truth, it is not raw machismo that drives this man into a seemingly endless stream of barroom brawls and visits to the stockade; it's the fact that he really and truly loves to start charged, emotional debates—with anyone, over anything. Psych reports from the Stormhammers' records appear to suggest that Lanos believes that strife is good for body and mind, a philosophy that almost parodies that of the Clans, a mindset he not-so-secretly admires and obviously struggles to emulate. How long his superiors plan to suffer these occasional "indulgences" is anybody's guess.

## Sphinx

<b>Serial Number</b>	SF156-06A
<b>Mass</b>	75 tons
<b>Chassis</b>	Bergan Version 6.2 Endo Steel
<b>Power Plant</b>	375XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound 12A2 Ferro-Fibrous
<b>Armament</b>	10 Series 2f Extended-Range Medium Lasers 2 Series 6b Extended-Range Large Lasers



### Commentary:

Clan Nova Cat produced the powerful Sphinx as a companion to the infamous Black Hawk BattleMech. It keeps the same movement profile (though lacking in jump capability), but its much heavier frame allows it to mount considerably more armor. However, as with its smaller cousin, the Sphinx suffers from overheating problems, as well as a lack of any real ranged weaponry.

The Sphinx piloted by Dean Lanos attempts to overcome its range issues by mounting a pair of extended-range large lasers; though significantly increasing its long-range punch, this Sphinx variant has massive overheating problems. SF156-06A was among a series of Sphinxes sold to The Republic by Clan Sea Fox shortly before the collapse of the HPG network, and it was immediately commandeered by Jasek Kelswa-Steiner's Stormhammers soon after their formation. Lanos has nicknamed this particular Mech "Score Settler," and constantly pushes its heat sinks past their limits when under fire.

## Filing Notes

<b>Record Number</b>	CA-120-PE	04/22/3133
<b>Field Research</b>	S158, S238	03/29/3133
<b>Thought Control</b>	C155, C204	CERTIFIED
<b>Image Acquisition</b>	G008, G179, G247	04/10/3133
<b>Correction Enforcement</b>	L266, L284	APPROVED
<b>Filing</b>	R017	04/22/3133

## Declan Devalis

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Omicron Galaxy
<b>STAR</b>	Charlie Trinary Command
<b>MECH</b>	Marauder II
<b>DOB</b>	11/01/3100
<b>HAIR</b>	Blond
<b>EYES</b>	Brown



Though he carries a Nova Cat Bloodname and possesses a gift for battlefield tactics and strategic thinking, Declan Devalis' battle record is remarkably void of personal glories, mainly because of his eagerness to assume a more defensive role in battlefield engagements, leaving most of his fellow Spirit Cats to strike out and engage. In the warrior society of the Clans, however, defensive habits and a mediocre codex often translate to scorn, and many of Devalis' subordinates habitually question his command decisions. As if to make matters worse, Devalis's demeanor and speech patterns are far less precise and rigid than is common among Clan warriors, even those of the deeply philosophical Spirit Cats. Speculation has abounded as to why this warrior appears so mismatched to his faction and yet is accepted into their command structure, with our prominent theory suggesting that perhaps Declan was not originally born into the warrior caste. However, if this is the case, what leverage he uses to maintain his position is unknown.

## Marauder II

<b>Serial Number</b>	LA1561-11F
<b>Mass</b>	100 tons
<b>Chassis</b>	GM Marauder
<b>Power Plant</b>	GM 300 Light
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	Chilton 850 Mk II
<b>Armor</b>	Valiant Lamellor
<b>Armament</b>	1 Blackwell Arms "Thunderfist" Heavy Gauss Rifle 2 Magna Firestar Extended- Range PPCs 2 Diverse Optics Extended- Range Medium Lasers



### Commentary:

Initially developed as an exclusive BattleMech for the mercenary Wolf's Dragoons, the assault upgrade of the classic Marauder design eventually became popular enough for export sale by the mid 3050s, when it could be spotted among mercenary and House forces. Its devastating—yet simple—mix of far-reaching ballistic and energy weaponry, allowed the Marauder II to easily cripple or destroy enemy units with just one or two volleys, while its super-thick armor and jumping capability enabled it to stay in the fight longer.

LA1561-11F was originally manufactured for the Lyran Alliance (an upgraded design that included both advanced weaponry, as well as a new silhouette thanks to advanced armor) shortly before the outbreak of the FedCom Civil War, but it was captured during that conflict by Davion forces. The 'Mech and its pilot went on to fight alongside Devlin Stone's coalition during the Jihad and joined with Stone's new Republic when it was over. Declan Devalis, its latest pilot, has nicknamed the machine "Iron Shepherd."

## Filing Notes

<b>Record Number</b>	CA-124-PE	05/21/3133
<b>Field Research</b>	S092, S233	04/28/3133
<b>Thought Control</b>	C372, C345	CERTIFIED
<b>Image Acquisition</b>	G218, G403, G188	05/11/3133
<b>Correction Enforcement</b>	L077, L155	APPROVED
<b>Filing</b>	R017	05/21/3133



## Evan Kurst

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Warrior House Orders
<b>LANCE</b>	Ijori Lance
<b>MECH</b>	Ti Ts'ang
<b>DOB</b>	01/22/3110
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



Born on Liao to Capellan descendants, Evan Kurst was orphaned at age 1 when his parents were killed in the crossfire during the infamous Massacre of Liao. Placed in foster care with another ethnic Capellan family, Kurst learned at an early age to distrust The Republic, viewing it as little more than a "benevolent oppressor" of its Capellan citizens. Seeking to help "his people" from within, Kurst turned to political activism to gain eventual access to military training denied him by a lack of endorsement. Though subjected to intense suspicion throughout his cadet career at Bulic's Academy and later the Liao Conservatory for the Martial Arts, he proved himself an able MechWarrior, drawing the attention of Mai Wa, a pro-Capellan resistance leader, who took Kurst under his wing. Working together behind the scenes, Wa and Kurst helped reclaim Liao for the Confederation, and they resurrected Wa's fallen Warrior House.

## Ti Ts'ang

<b>Serial Number</b>	CC403-14B
<b>Mass</b>	60 tons
<b>Chassis</b>	SL Special
<b>Power Plant</b>	360 Hermes XL
<b>Cruising Speed</b>	65 kph, 76 kph w/ Triple-Strength Myomer
<b>Maximum Speed</b>	65 kph, 119 kph w/ Triple-Strength Myomer
<b>Jump Jets</b>	Chevron I
<b>Armor</b>	Durallex Heavy
<b>Armament</b>	5 Diverse Optics Extended-Range Medium Lasers 4 Diverse Optics Extended-Range Small Lasers



### Commentary:

The Ti Ts'ang debuted around 3060 as the Capellan Confederation's first homegrown, heavyweight, melee BattleMech design. With its four-ton battle axe, driven by a powerful triple-strength myomer muscles, and a battery of medium- and short-range lasers, this 'Mech is a master of close-range brawling, with the armor and speed to bring all its fearsome power to bear in a pitched firefight.

CC403-14B was captured by Republic forces during one of many Capellan raids against The Republic during the years following the Massacre of Liao, and was among the units brought in by The Republic's Triarii Protectors when the Confederation invaded Liao. Its MechWarrior defected to Kurst's camp, and the young MechWarrior cadet managed to adopt it as his own during the final actions to "liberate" Liao from Republic control. Upon becoming a member of the reborn House Ijori, Evan Kurst was allowed to keep the Capellan 'Mech as his own.

## Filing Notes

<b>Record Number</b>	CA-144-PE	05/18/3133
<b>Field Research</b>	S127, S237	04/20/3133
<b>Thought Control</b>	C146, C038	CERTIFIED
<b>Image Acquisition</b>	G317, G216, G150	05/09/3133
<b>Correction Enforcement</b>	L401, L383	APPROVED
<b>Filing</b>	R017	05/18/3133

## Geoff Bekker

<b>FACTION</b>	Steel Wolves
<b>REGIMENT</b>	Wolfkin Keshik
<b>STAR</b>	Cluster Keshik Command
<b>MECH</b>	Kodiak
<b>DOB</b>	05/01/3102
<b>HAIR</b>	Blond
<b>EYES</b>	Gray



Geoff Bekker is a trueborn Clan warrior who was actually decanted and raised in a Ghost Bear enclave in the hinterlands of Tigress before the collapse of interstellar communications blacked out much of The Republic and the Inner Sphere at large. At the time, Geoff had only recently won his Bloodname and was among the more vocal supporters of then-Prefect Kal Radick's call for a stronger, more aggressive Republic military. It thus came as little surprise when, upon learning of the formation of the Steel Wolves, Geoff immediately demanded a position within the new faction, requesting a Trial of Position for a Wolfkin Keshik slot against Radick himself. Radick declined the challenge, but he eagerly accepted this new convert (Geoff defeated a Star captain Radick nominated in his place) into his elite force, promising that they would reap "glory like has never been known." Today, Geoff still clings to that promise, even though the man who made it is gone.

## Kodiak

<b>Serial Number</b>	RD450-65G
<b>Mass</b>	100 tons
<b>Chassis</b>	Alshain LXL Endo Steel
<b>Power Plant</b>	Fusion 400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Clan Standard Type A5
<b>Armor</b>	Forging AD56 Standard
<b>Armament</b>	2 Type XX "Great Bow" LRM-20 Launchers 1 Type X "Short Bow" LRM-10 Launcher 1 Clan Mk. XVII Extended-Range PPC 8 Series 1 Extended-Range Small Lasers



### Commentary:

Easily among the most devastating Clan BattleMechs ever conceived, the 100-ton Kodiak brings brutal firepower and good maneuverability to the battlefield in one high-indestructible package. Almost a totem 'Mech of the Ghost Bear Clan, the Kodiak has been the bane of Inner Sphere and Clan warriors alike since it first rolled off production lines.

However, the original design, though awesomely powerful, was viewed as lacking in several areas: it lacked sufficient long-range weaponry and did not come close to mounting its full compliment of armor. In 3095 saKhan Ragnar tasked the technician caste with developing a variant that would boast a staggering array of long-range weaponry; they succeeded, but the new design carries nothing of the original armaments.

RD450-65G ("Black Bear") was originally built for the Rasalhague Dominion at the turn of the century, but was acquired by the Sea Fox Clan during a Trial of Possession and sold to The Republic of the Sphere for use in its defense forces. Ironically, it found its way to Geoff Bekker, a Ghost Bear Clan descendant, just before the darkness fell, and it cinched his bid to join the Wolfkin Keshik.

## Filing Notes

<b>Record Number</b>	CA-123-PE	03/13/3133
<b>Field Research</b>	S112, S019	02/22/3133
<b>Thought Control</b>	C293, C314	CERTIFIED
<b>Image Acquisition</b>	G283, G305, G388	03/02/3133
<b>Correction Enforcement</b>	L174, L169	APPROVED
<b>Filing</b>	R017	03/13/3133

## Geoff Morgan

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Ronin
<b>LANCE</b>	Flames Lance
<b>MECH</b>	Longbow
<b>DOB</b>	10/01/3104
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



Geoff Morgan is the estranged younger brother of Mavis Morgan, a fellow MechWarrior who today serves with the Wyld's Jokers regiment of the Bannson's Raiders. Both descendants of other Ronin MechWarriors, the two had a falling out when, after a brief garrison tour in The Republic of the Sphere, Mavis accepted a rare offer of citizenship and a permanent post in the Triarii Protectors. Having never been comfortable with what he saw as The Republic's heavy-handed approach to cultural integration, Geoff grew disgusted that his sister would abandon their family heritage in favor of such gaijin ways. Disgust turned to rage when, just a few years later, Mavis was imprisoned and dishonorably discharged for selling illicit narcotics. Today, Geoff holds both The Republic and his sister's fellow Raiders to blame for this disgrace, and has personally vowed to destroy any member of either military force in order to erase the perceived stain upon his honor.

### Longbow

<b>Serial Number</b>	FS5103-21D
<b>Mass</b>	85 tons
<b>Chassis</b>	StarCorp 100
<b>Power Plant</b>	Strand-Martin 255 Extra-Light
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarSlab/12.5 with CASE
<b>Armament</b>	2 Shigunga Medium-Range Missile 20-Racks 2 Delta Dart LRM-5 Missile Racks 2 Sutel Precision Line Medium Pulse Lasers



#### Commentary:

The superheavy Longbow missile-support BattleMech never achieved the popularity of other assault designs, largely due to its specialized role on the battlefield. Yet enough of these venerable machines survived throughout the Succession Wars to be reborn in the technological renaissance of the 3050s, providing massive fire support that was both mobile and extremely difficult to kill.

FS5103-21D, however, is not one of the newer models, but a variant of the original design that walked off the StarCorps Industries plant in 2610. Originally featuring two heavy and two light LRM racks, and backed by two standard medium lasers, this Longbow was heavily modified from battlefield salvage since the Ronin mercenary command captured it during a raiding contract for the Capeallan Confederation around 3105. Now armed with a mix of medium- and long-range missiles, this machine can maintain a heavy rain of missiles even when suffering from critical battle damage. For that reason, Geoff Morgan, its current pilot, has nicknamed this 'Mech "Downpour."

### Filing Notes

<b>Record Number</b>	CA-147-PE	09/20/3133
<b>Field Research</b>	S305, S372	08/22/3133
<b>Thought Control</b>	C231, C264	CERTIFIED
<b>Image Acquisition</b>	G201, G185, G007	09/12/3133
<b>Correction Enforcement</b>	L112, L421	APPROVED
<b>Filing</b>	R017	09/20/3133

## Hendrene Michalik

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>VEHICLE</b>	Fulcrum Heavy Hovertank
<b>DOB</b>	05/13/3093
<b>HAIR</b>	Red
<b>EYES</b>	Gray



Hendrene Michalik is one of the Swordsworn's most faithful devotees. But while some rumors among her fellow warriors pin this dedication on a less than professional attachment to Davion Guards commander Justin Sortek, little evidence exists to support that theory. In fact, Michalik, a direct descendant of two FedSuns troopers who fought alongside Victor Steiner-Davion and Devlin Stone during the Jihad, has always been proud of her roots. Throughout her life, she maintained close ties with family still living in the Federated Suns, even while undergoing training to serve in a Republic militia, and has traveled to her ancestral homeland on many occasions. When the HPGs fell silent and Duke Sandoval announced the formation of his Swordsworn, the Davion in her demanded she take up his cause. Already honed by her militia training into a capable vehicle gunner, Michalik's inspired performance quickly earned her a tank command of her own.

## Fulcrum Heavy Hovertank

<b>Serial Number</b>	LC1156-106F
<b>Mass</b>	50 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	Strand 265 LX Fusion
<b>Cruising Speed</b>	108 kph
<b>Flank Speed</b>	162 kph
<b>Armor</b>	Star Slab/11.5 Type VHA
<b>Armament</b>	1 Sunglow Type 2 Large Laser 1 Diverse Optics Type 18 Medium Laser 1 Delta Dart Long-Range Missile 10-Pack



### Commentary:

The Fulcrum heavy hovertank was developed in the mid-3050s as a heavier, more resilient follow-up to the venerable J. Edgar, a fast, yet powerful scout manufactured originally by the Alphard Trading Corporation. Its increased mass and recently recovered technology enabled the Fulcrum to mount heavier, farther-reaching lasers and missiles than its older counterpart, more advanced electronics, and better than 50 percent more armor protection, at only a slight cost in overall maneuverability. Though much more costly, Fulcrums quickly became a favorite for their ability to serve in both strike and support roles with equal efficiency.

LC1156-106F ("Silent Seeker") was originally produced for the Lyran Commonwealth after the Jihad, but was sold to The Republic of the Sphere in the 3120s as part of an earlier arms and technology trade program. It served as part of the Achernar militia until the Swordsworn captured it soon after the HPG crash of 3132.

## Filing Notes

<b>Record Number</b>	CA-137-PE	08/17/3133
<b>Field Research</b>	S074, S194	07/27/3133
<b>Thought Control</b>	C366, C391	CERTIFIED
<b>Image Acquisition</b>	G045, G138, G183	08/07/3133
<b>Correction Enforcement</b>	L203, L270	APPROVED
<b>Filing</b>	R017	08/17/3133

## Jacob Senn

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>LANCE</b>	Ghost Command Lance
<b>MECH</b>	Blade
<b>DOB</b>	01/23/3104
<b>HAIR</b>	Red
<b>EYES</b>	Blue



Little is known about Jacob Senn's origins before he appeared in the Duchy of Tamarind-Abbey in 3125 at the helm of a battered Wasp bearing Circinian colors. For this reason alone, if no other, speculation abounds that Senn grew up in the ruined remains of the Circinus Federation, a Periphery realm that disintegrated as one of the last holdout bases for the Word of Blake zealots during the Jihad; our own Order continues its investigation to see whether there are bones in the closet that can be used against Senn, but to date, his past has eluded us. Selling his 'Mech to the Duchy for JumpShip fare to Galatea, Senn made it to the so-called Mercenary's Star just in time to be caught up in a Ghost Legion hiring spree. Though he no longer had his own 'Mech, he evidently impressed his potential employers enough with simulator scores and his grasp of battlefield tactics to earn a slot in the veteran mercenary command. Since then, he has demonstrated a definite flair for recon missions and short-range raid operations.

### Blade

<b>Serial Number</b>	XX301-02A
<b>Mass</b>	35 tons
<b>Chassis</b>	FITES-B7
<b>Power Plant</b>	245 Magna XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard Ferro-Fibrous
<b>Armament</b>	1 Myrdon Excel LB-10X Autocannon 1 Bright-Bloom Extended-Range Medium Laser 1 Exostar Elite Extended-Range Small Laser



#### Commentary:

Built for reconnaissance and raiding missions, the lightweight Blade is a fast, well-armed BattleMech with a potent mix of ballistic and laser weaponry. With a top speed well over 100 kilometers per hour, this 'Mech can quickly dart in, deliver a fearsome strike, and dart out before heavier units can often respond.

XX301-02A rolled off assembly lines especially with the modern mercenary command in mind. However, other commands (and leaders) have quickly come to realize the potential of this solid BattleMech, such as Aaron Sandoval's Swordsworn; this particular design was recently purchased by the Duke and joined the ranks of his Ghost Legion. Jacob Senn, its current pilot, has named this particular Blade "Unsung Hero." Senn shows a particular flair for precision gunnery using only his Myrdon autocannon during a run-by strike, while his skill with the 'Mech's lasers is only adequate, at best. When asked about this disparity, Senn claims that the sound and recoil of the heavy autocannon provide him a "reassuring feedback."

### Filing Notes

<b>Record Number</b>	CA-114-PE	01/03/3133
<b>Field Research</b>	S011, S176	12/02/3132
<b>Thought Control</b>	C366, C204	CERTIFIED
<b>Image Acquisition</b>	G389, G012, G199	12/13/3132
<b>Correction Enforcement</b>	L500, L367	APPROVED
<b>Filing</b>	R017	01/03/3133

## Jacyn Bell

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>LANCE</b>	Force Recon Lance
<b>MECH</b>	Yu Huang
<b>DOB</b>	01/24/3110
<b>HAIR</b>	Black
<b>EYES</b>	Green



Though he fights under the colors of the MAC and proclaims his loyalty to Daoshen Liao and his Capellan Confederation, our sources have confirmed that Jacyn Bell is not a Capellan national at all. In fact, this man—whose foreign nature is evident in his poor command of the Mandarin tongue—actually hails from the Magistracy of Canopus, a Periphery state that has been a nominal ally of House Liao since the late 3050s. Trained to pilot a BattleMech for the matriarchal Canopian military, Bell evidently concluded that his gender and his limited social standing in the Magistracy were a hindrance to his career, and he thus accepted a “goodwill transfer” to the CCAF at his earliest opportunity. The switch from the relative openness of the Magistracy to the culturally rigid Confederation has been something of a culture shock however, and Bell still appears quite uncomfortable around many of his comrades.

## Yu Huang

<b>Serial Number</b>	CC201-12A
<b>Mass</b>	90 tons
<b>Chassis</b>	Chariot Type II Endo Steel
<b>Power Plant</b>	360 Hermes XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Rodan-90s
<b>Armor</b>	Star Shell Standard
<b>Armament</b>	1 Victory Blaster LB-20X Autocannon 1 Magna Firestar Extended-Range PPC 1 Zeus Long-Range Missile 10-Rack 2 Martell Medium Lasers 1 Raker-IV Medium Pulse Laser

### Commentary:

The Capellan Confederation commissioned the Yu Huang assault 'Mech as part of its national revival program known as Xin Sheng (or “Rebirth”). Aided by the Word of Blake, several 'Mech manufacturing lines were restored or activated, bringing to life a series of new designs with a distinctly Capellan flavor. The Yu Huang, one of the heaviest of these, packed a massive and diverse arsenal of heavy weapons in a massively armored and highly mobile frame, becoming an instant favorite for heavy and assault commands throughout the Confederation.

Jacyn Bell has nicknamed his Yu Huang (serial number CC201-12A) “Thunderball.” The machine only recently walked off the production line, and it incorporates many new visual enhancements. In combat, Bell tends to use the Yu Huang’s jumping ability to obtain a good firing position, and relies on his lasers and PPCs more often, reserving the 'Mech’s devastating ballistic weapons for close-in combat. It is unknown why such an outside would be allowed the prestige of piloting such a ‘pure’ Capellan assault 'Mech, but we are working on that question.



## Filing Notes

<b>Record Number</b>	CA-122-PE	03/21/3133
<b>Field Research</b>	S166, S039	03/02/3133
<b>Thought Control</b>	C100, C204	CERTIFIED
<b>Image Acquisition</b>	G145, G005, G018	03/12/3133
<b>Correction Enforcement</b>	L403, L372	APPROVED
<b>Filing</b>	R017	03/21/3133

## Janina Lukic

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>LANCE</b>	Neophyte Pursuit Lance
<b>MECH</b>	Locust
<b>DOB</b>	11/11/3092
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



Janina Lukic is a prodigious fifth-generation adept in the Order of the Five Pillars, a descendant of one of the first O5P members who followed Duchess Tormark's father into The Republic sixty years ago. Humble, yet deeply proud of her Combine roots, Lukic devoted her entire life to the pursuit of her maximum potential in the name of the Order. Her martial skills and mental prowess, both honed since birth, are easily on par with some of our own Order's more accomplished illuminati. This, along with a powerfully focused chi, grants Lukic an indomitable force of will and amazing inner strength that she brings to all manner of armed and unarmed combat. Wisely, like most of the truly faithful in the Dragon's Fury Order, Lukic hides her true strength, even from her "mistress," behind a veneer of cool professionalism and silent humility, traits that come naturally to the most enlightened.

## Locust

<b>Serial Number</b>	OP311-21C
<b>Mass</b>	20 tons
<b>Chassis</b>	Corean-II Delux Endo Steel
<b>Power Plant</b>	DAV 220 XL
<b>Cruising Speed</b>	119.6 kph
<b>Maximum Speed</b>	184.4 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Kallon FWL Special Ferro-Fibrous
<b>Armament</b>	2 Tronel XII Medium Pulse Lasers 1 Magna Mk VI Extended-Range Medium Laser



### Commentary:

The Locust is a classic BattleMech that has been around since the time of the Star League. Always well known for its speed, this design is often deployed as a forward scout or as part of a raiding force, where entire formations of swarming Locusts can menace even awesomely powerful assault 'Mechs.

The rediscovery of lost technologies in the mid 31st century enabled the Inner Sphere powers to field even deadlier Locust designs, such as OP311-21C ("Gaijin" to its current pilot). This Oriente Protectorate model meshes the legendary speed of the Locust with unexpectedly potent medium-range firepower. Captured by The Republic during a skirmish with Marik forces, this machine happened to be among the militia reserves on Ozawa when Katana Tormark first formed her Dragon's Fury faction, and it was assigned to Lukic in recognition of her noteworthy aptitude for high-speed BattleMech combat.

## Filing Notes

<b>Record Number</b>	CA-113-PE	12/23/3132
<b>Field Research</b>	S164, S245	11/13/3132
<b>Thought Control</b>	C122, C350	CERTIFIED
<b>Image Acquisition</b>	G308, G167, G095	12/16/3132
<b>Correction Enforcement</b>	L213, L012	APPROVED
<b>Filing</b>	R017	12/23/3132

## Karl "Clan-Killer" Arias

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>VEHICLE</b>	Aesir Medium AA Vehicle
<b>DOB</b>	11/15/3101
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



As his nickname suggests, Karl Arias is a Spheroid supremacist whose hatred of all things Clan goes well beyond pathological. When he was discovered by Wyld's Jokers, shortly after the collapse of the HPG network, Arias was on the run from Republic authorities on Nopah, where he is accused of the murder of seven civilians from a predominantly Ghost Bear community. Before that, local police had a record on Arias that included numerous acts of anti-Clan violence, including five assault charges and 15 acts of major vandalism, all stretching back well into his teenage years. Though no evidence points to a cause for his hatred, Arias is a known member of the Born Free Brotherhood, an anti-Clan hate group that formed in the shadows of The Republic decades ago. As a Joker, Arias today wages his own private war against the children of Kerensky, and shows no sign of stopping any time soon.

### Aesir Medium AA Vehicle

<b>Serial Number</b>	WX0962-104B
<b>Mass</b>	55 tons
<b>Movement Type</b>	Tracked
<b>Power Plant</b>	Omni 165 Fusion
<b>Cruising Speed</b>	33 kph
<b>Flank Speed</b>	54 kph
<b>Armor</b>	Forging OTR20d with CASE
<b>Armament</b>	4 Type Sierra LB 2-X Autocannons



#### Commentary:

The Clan-made Aesir anti-aircraft vehicle first rolled off Clan Wolf's production lines in 3096 as part of a general upgrade of the second-line defense forces throughout the Clan's occupation zone. Intended solely to serve in a defensive role as a cheap answer to airborne raiders, this tank possesses limited maneuverability for a medium-weight vehicle. However, with thick armor, protection against internal ammunition explosions by a CASE system, and a quartet of long-reaching, ammo-efficient light flak cannons, the Aesir makes an impressive mobile gun emplacement in a pinch.

WX0962-104B was actually manufactured by Clan Wolf (in-Exile) on Arc-Royal, using plans obtained from Clan Wolf, but was sold to The Republic in the 3120s via the Sea Fox Clan. Karl Arias himself captured the machine for Bannson's Raiders during an engagement against the Spirit Cats, though at the cost of his own ride. He has nicknamed this Aesir "Deathcloud."

### Filing Notes

<b>Record Number</b>	CA-136-PE	06/17/3133
<b>Field Research</b>	S026, S019	05/26/3133
<b>Thought Control</b>	C059, C046	CERTIFIED
<b>Image Acquisition</b>	G138, G055, G063	06/10/3133
<b>Correction Enforcement</b>	L109, L223	APPROVED
<b>Filing</b>	R017	06/17/3133



## Bagin's Killer Clowns

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>COMMANDER</b>	Kiryra "Bombshell" Bagin
<b>TYPE</b>	Combat Engineers



The Killer Clowns of the Wyld's Jokers regiment are a loosely organized, poorly disciplined band of loners, criminals, and fallen mercenaries, much like the rest of Bannson's Raiders' lowest-ranked combat force. However, even among such undesirables, one may find brilliant and dangerous men and women at work, and nowhere is this more apparent than in the Clowns' engineering squad.

Commanded by "Sergeant" Kirya "Bombshell" Bagin, who originally trained and served in an engineering company for the elite Hastati Sentinels of The Republic Armed Forces, the combat engineering squads suffer the lowest attrition rate of all the Killer Clowns despite the hazardous nature of their work. Bagin, who was cashiered for mysterious reasons, professes no great love for the men and women in her command. Nevertheless, she takes great pains to ensure that her team can clear mines, blow bridges, and establish field works under fire—all as safely as possible, and she is often ready to charge into a firefight to extract a wounded comrade, if need be. It is this professionalism that makes these Clowns among the most effective troops in Wyld's Jokers.

## Filing Notes

<b>Record Number</b>	CA-127-01	10/29/3132
<b>Field Research</b>	S080, S128	10/02/3132
<b>Thought Control</b>	C250, C249	CERTIFIED
<b>Image Acquisition</b>	G183, G062, G197	10/18/3132
<b>Correction Enforcement</b>	L110, L292	APPROVED
<b>Filing</b>	R017	10/29/3132



## Burns' Killer Clowns

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>COMMANDER</b>	Herschel "Don Hearse" Burns
<b>TYPE</b>	Special Forces Team



If the Wyld's Jokers truly are the craziest warriors of the Bannson's Raiders, then the special forces teams of their Killer Clowns infantry attachment, under command of "Sergeant" Herschel "Don Hearse" Burns, are the craziest of the crazy. Like most of the Jokers, the Clowns are a thrown-together force, a mixed bag of skills with only a minimum of formal training, and their special forces teams are little more than a collection of criminals, bounty hunters, and failed mercenaries. They operate under a virtual letter of marque granted by Bannson, which enables them to indulge their most destructive talents in their loosely organized minigangs.

Surprisingly enough, despite a lack of command discipline, these "special forces" teams are remarkably effective in the field. Their tactics often defy logic, but because some of these men and women possess rudimentary training at piloting BattleMechs, and virtually all are skilled in a variety of firearms, explosives, stealth, and climbing, these Clowns are even known to capture and commandeer enemy 'Mechs in the thick of battle. Though these reckless roughnecks and renegades have a shockingly high rate of attrition and a habit for causing all kinds of trouble off the field, their abilities make them an invaluable asset in battle.

## Filing Notes

<b>Record Number</b>	CA-125-01	10/29/3132
<b>Field Research</b>	S080, S128	10/02/3132
<b>Thought Control</b>	C250, C249	CERTIFIED
<b>Image Acquisition</b>	G183, G062, G197	10/18/3132
<b>Correction Enforcement</b>	L110, L292	APPROVED
<b>Filing</b>	R017	10/29/3132



## Cutter's Killer Clowns

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>COMMANDER</b>	"Mad" Mathius Cutter
<b>TYPE</b>	Scout ATV Squad



It shouldn't surprise anyone that the Killer Clowns infantry force of Wyld's Jokers is a collection of criminals, hard-luck cases, and other dregs of society's fringes. But it is only when one considers the Clowns' scout squads that the true measure of the depths Jacob Bannson's recruiters sank to become clear. The Killer Clowns' scout ATV squads were once known as the Wheels of Fire vehicle gang on the streets of MacBeth, capital of Tybalt and of Bannson Universal, Unlimited. When the HPGs went dark, a daring Bannson's Raiders recruiter approached the leader, "Mad" Mathius Cutter, and the rest was history.

Now, Cutter's gangsters race their Bannson-provided ATVs across the battlefields just as they did along the urban battlegrounds they grew up in, all with a morbid sense of adventure and a reckless disregard for even their own safety. All of these young men and women are self-trained experts in small arms and born daredevil drivers who enjoy causing as much trouble off the field as on. Conventional infantry are often overwhelmed by the sheer spectacle of these rabid wheeled warriors.

## Filing Notes

<b>Record Number</b>	CA-128-01	10/29/3132
<b>Field Research</b>	S080, S128	10/02/3132
<b>Thought Control</b>	C250, C249	CERTIFIED
<b>Image Acquisition</b>	G183, G062, G197	10/18/3132
<b>Correction Enforcement</b>	L110, L292	APPROVED
<b>Filing</b>	R017	10/29/3132



## Killen's Killer Clowns

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>COMMANDER</b>	Richard "Ditch Digger" Killen
<b>TYPE</b>	Mortar Squad



The Killer Clowns' mortar squad is a frightening sight indeed. Staffed by a mixture of corporate security troopers, down-and-out mercenaries, and an assortment of nearly criminal thugs, the typical Clown mortar infantry squad is as dangerous—and sometimes as tragic—as children playing with guns. Currently commanded by "Sergeant" Richard "Ditch Digger" Killen, a man fired from a special effects job in the entertainment industry for his "excessive zeal," these troopers do their job with little concern for the consequences.

To keep squad attrition lower than it could be, the Raiders have learned to assign a weapons expert to the Clowns' mortar squads, typically as a communications officer. Theoretically, this allows the team to set up its volley and fire more effectively, but the relative lack of formal training and Killen's poor sense of coordination has led to many an inaccurate volley of fire. Fortunately for his team, however, to date all missed shots have fallen on the enemy's side of the battle lines, sometimes with unpredictably useful results.

## Filing Notes

<b>Record Number</b>	CA-126-01	10/29/3132
<b>Field Research</b>	S080, S128	10/02/3132
<b>Thought Control</b>	C250, C249	CERTIFIED
<b>Image Acquisition</b>	G183, G062, G197	10/18/3132
<b>Correction Enforcement</b>	L110, L292	APPROVED
<b>Filing</b>	R017	10/29/3132



## Kristin Crowley

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>VEHICLE</b>	Pegasus Light Hovertank
<b>DOB</b>	05/09/3088
<b>HAIR</b>	Red
<b>EYES</b>	Green



Before she became a mercenary, Kristin Crowley was a hovercraft racer whose victories included the 3112 and 3113 Pan-Solaris Opens, a marathon event all but eclipsed today by the Equatus 500. Even then, her obsession with speed was apparent, evidenced by numerous traffic violations in every major city where she has been in residence. An accident in the 3115 Open proved to be the downfall of Crowley's racing career. But on Solaris, those with talent rarely stay unemployed for long. Recognizing her high-speed driving skills and her gift for adapting on the fly, recruiters for the Hansen's Roughriders mercenary command offered her all the speed and excitement she could want as a scout hovercraft pilot. Following the collapse of the HPG, for reasons only she knows, Crowley left the Roughriders for the Ghost Legion of the Swordsworn Regards. Kristin—still driven by speed despite a premature onset of arthritis—has steadily risen through the ranks, becoming one of the Legion's most capable hovertank commanders and forward scouts.

## Pegasus Light Hovertank

<b>Serial Number</b>	DC3407-140B
<b>Mass</b>	35 tons
<b>Movement Type</b>	Hover
<b>Power Plant</b>	Scarborough 105 Fusion
<b>Cruising Speed</b>	86 kph
<b>Flank Speed</b>	130 kph
<b>Armor</b>	Protec 12 Ferro-Fibrous
<b>Armament</b>	1 Victory Heartbeat Medium Pulse Laser 2 Valiant Pilum Short-Range Missile 6-Racks



### Commentary:

A classic design first fielded during the First Succession War by the Exeter Organization, the Pegasus scout hovertank has been a favorite recon unit of the Successor States and Periphery powers for centuries.

Remodeled in the late 3050s, the new Pegasus became even more effective with the addition of recovered technology. Light and fast, yet amazingly resilient and well armed and possessing advanced sensors and electronic warfare systems, the Pegasus is as effective a scout as it is a fast-strike vehicle.

DC3407-140B ("Peeper") was originally fielded by the Draconis Combine just before the Word of Blake's Jihad, but was captured by Blakists early in the conflict, they made their own modifications. Devlin Stone's resistance commandeered the vehicle and it played a role in a variety of commando actions throughout the remainder of the fighting, and amazingly survived grievous damage on several missions, including the loss of three combat crews, to become part of The Republic's military a decade later.

## Filing Notes

<b>Record Number</b>	CA-134-PE	01/11/3133
<b>Field Research</b>	S183, S394	12/27/3132
<b>Thought Control</b>	C348, C127	CERTIFIED
<b>Image Acquisition</b>	G139, G225, G006	01/03/3133
<b>Correction Enforcement</b>	L220, L211	APPROVED
<b>Filing</b>	R017	01/11/3133

## Maclovia Saavedra



<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Wolf's Dragoons
<b>LANCE</b>	Alpha Command Lance
<b>MECH</b>	Centurion
<b>DOB</b>	03/28/3089
<b>HAIR</b>	Black
<b>EYES</b>	Black

A native of Arc-Royal's expatriate Rasalhaguian population, Maclovia Saavedra ("Mac" to her friends), was raised in the shadows of the legendary Kell Hounds. Tales of mercenary adventure and heroism were a part of her daily life, and she became—in her youth—a consummate MechWarrior "groupie." But Saavedra's passion for her idols led her to do more than simply watch or read about their exploits, and she enrolled in the Arc-Royal Combat Training Program to follow in their footsteps, seeking adventures of her own. One of her professors, a retired member of the famous Wolf's Dragoons, was so impressed with her demonstrated aptitudes for 'Mech combat that he quickly decided to recruit her fresh out of the program. Seasoned now by years of combat, Saavedra is perhaps one of the most skilled warriors in the Dragoons, but her youthful lust for adventure has given way to a cynical worldview.

### Centurion

<b>Serial Number</b>	TA6101-11J
<b>Mass</b>	50 tons
<b>Chassis</b>	Corean Model K77 Endo Steel
<b>Power Plant</b>	Magna 250 Fusion
<b>Cruising Speed</b>	54 kph, 65 khp w/Triple-Strength Myomer
<b>Maximum Speed</b>	86.4 kph, 112khp w/Triple-Strength Myomer
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard III
<b>Armament</b>	1 Defiance Model XXII Extended-Range Medium Laser 1 Federated 10-shot Long-Range Missile 10 Launcher

#### Commentary:

Though particularly abundant in the armies of House Davion as an ancient and popular medium-weight strike 'Mech, the Centurion has long been a favorite workhorse, employed by virtually all Successor States, Periphery realms, and mercenary commands. Still produced, many variants on this design exist.

Originally deployed by the Duchy of Tamarind-Abbey, one of the former Free Worlds member states, serial number TA6101-11J was captured by the Wolf's Dragoons during an objective raid in the early 3110s and heavily customized to mount a shield and hatchet, similar to a Centurion variant seen recently on Solaris. Saavedra, an accomplished close-in fighter, is particularly adept at using the shield and hatchet combo to great effect in battle, but she prefers to whittle an enemy's defenses down first with her ranged weapons.



### Filing Notes

<b>Record Number</b>	CA-116-PE	04/20/3133
<b>Field Research</b>	S333, S456	04/02/3133
<b>Thought Control</b>	C120, C005	CERTIFIED
<b>Image Acquisition</b>	G476, G311, G284	04/09/3133
<b>Correction Enforcement</b>	L467, L455	APPROVED
<b>Filing</b>	R017	04/20/3133

## Marek Zabielski

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>LANCE</b>	Swift Lance
<b>MECH</b>	Wasp
<b>DOB</b>	07/09/3096
<b>HAIR</b>	Brown
<b>EYES</b>	Black



Marek Zabielski is the only son of Grisha and Svetlana Zabielski, two Capellan factory workers who were executed in 3111 for opposing the Chancellor. This tragic personal event came at the height of a border crisis between the Confederation and The Republic of the Sphere, the year of the infamous Massacre of Liao, when protests were inspired by outrage over Sun-Tzu Liao's apparent death (or "ascension," depending on your point of view). Siding with those against fighting The Republic, both of Zabielski's parents were killed after Daoshen Liao's rise to power, ironically after Marek himself reported their "treasonous" activities to his superiors in the Cavalry. Though the act demonstrated a cold-hearted loyalty to the Confederation, Zabielski remained under close watch by the Capellan Maskirovka for a number of years, and in all that time never evinced an ounce of remorse for his actions.

## Wasp

<b>Serial Number</b>	DA4350-11L
<b>Mass</b>	20 tons
<b>Chassis</b>	Hellespont Type W Endo Steel
<b>Power Plant</b>	Hermes 120 Extralight
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Hellespont Leapers
<b>Armor</b>	Durallex Special Heavy with CASE
<b>Armament</b>	1 Series 6A Heavy Medium Laser 1 "Longbow" III LRM-10 Launcher



### Commentary:

As one of the oldest recon 'Mechs ever built, and still in service today, the Wasp may have been eclipsed in its intended role as a scout by faster and more advanced designs, but it is still widely known and prized as a cheap urban pacification or light garrison support unit. Marek Zabielski's model, DA4350-11L, was originally fielded by the Duchy of Andurien, one of the former Free Worlds member states, but was captured by House Liao in a border skirmish and repaired using captured Clan technology. The result was an even deadlier Wasp than most.

Zabielski has nicknamed his Wasp "Buzzsaw," and he is particularly fond of targeting IndustrialMechs and light BattleMechs in the field, where his weapons have their most telling effects. Against heavier 'Mechs and vehicles, however, he is much more reserved, preferring to engage only if he has heavier backup.

## Filing Notes

<b>Record Number</b>	CA-141-PE	01/07/3133
<b>Field Research</b>	S166, S004	12/10/3132
<b>Thought Control</b>	C137, C169	CERTIFIED
<b>Image Acquisition</b>	G048, G179, G160	12/29/3132
<b>Correction Enforcement</b>	L244, L403	APPROVED
<b>Filing</b>	R017	01/07/3133

## Margot Calumet

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>VEHICLE</b>	Garrot Superheavy Transport
<b>DOB</b>	01/24/3102
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Margot Calumet was a reservist for the militia on Achernar when darkness descended across The Republic. Calumet led an ordinary life as a married mother of three children, employed by day as an air traffic controller for the local heliport, but when the HPG grid fell silent and paranoia took hold across The Republic, life quickly turned ugly at home. Achernar became a battleground between the Swordsworn and the Steel Wolves factions, and Calumet's neighborhood was caught in the crossfire. Swordsworn troops eventually ejected the Wolves, but only after heavy collateral damage claimed the life of one of Calumet's sons. It was in the course of that action that a grieving Calumet, bitter at the militia's failure to keep her family secure, threw her lot in with the Swordsworn and accepted an offer to join the Prince's Men.

## Garrot Superheavy Transport

<b>Serial Number</b>	RS101-2029A
<b>Mass</b>	30 tons
<b>Movement Type</b>	VTOL
<b>Power Plant</b>	Bulldog EcoBust 10 ICE
<b>Cruising Speed</b>	54 kph
<b>Flank Speed</b>	81 kph
<b>Armor</b>	Bulldog Lite Plate
<b>Armament</b>	2 Bulldog Machine Guns

### Commentary:

Contrary to its antimilitary critics, Bulldog Enterprises of Proserpina did not develop the Garrot Superheavy Transport as a military complement to the venerable Planetlifter air transport. In fact, the lightly armed and armored Garrot is simply a military cargo conversion of the company's SkyStar freighter, an economical VTOL cargo carrier/freighter used on dozens of worlds throughout The Republic. Lighter than the Planetlifter, with over half its mass given over to cargo, the Garrot exchanges payload for protection, and is often fielded far away from any battle lines.

RS101-2029A ("Winged Chariot" to its current crew commander, Margot Calumet) is one of several hundred Garrots commissioned by The Republic of the Sphere to serve as the backbone of the aerial logistics chain of The Republic military. Despite its intended role, the craft has flown dozens of sorties as an infantry transport, ferrying infantry fighting vehicles (and their troops) to and from a battlefield, occasionally under fire.



## Filing Notes

<b>Record Number</b>	CA-135-PE	05/06/3133
<b>Field Research</b>	S320, S356	04/13/3133
<b>Thought Control</b>	C160, C260	CERTIFIED
<b>Image Acquisition</b>	G450, G208, G307	04/27/3133
<b>Correction Enforcement</b>	L217, L304	APPROVED
<b>Filing</b>	R017	05/06/3133



## Melicien Tetro

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>LANCE</b>	Force Assault Lance
<b>MECH</b>	Longbow
<b>DOB</b>	08/26/3112
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



Before the collapse of the HPG network, Melicien Tetro was a “weekend warrior” for the Northwind militia reserve, work she considered to be supplemental income for her “day job” as an AgroMech driver. Born on Almach, one of several nearby Davion worlds closely aligned and influenced by the Republic, and hailing from a military family, she considered such service as much a civic duty as part of a genuine effort to earn her citizenship. The HPG crash, however, activated Tetro full time, and her aptitude scores—particularly with missile and ballistic gunnery—were impressive enough to rate a full-fledged BattleMech in a Highlanders support lance. Despite her skills, however, it seems almost as though Tetro has yet to catch up with the whirlwind of events since the breakdown of interstellar communications, and she lacks initiative both on and off the battlefield, often relying on others to think for her.

## Longbow

<b>Serial Number</b>	LA5011-51C
<b>Mass</b>	85 tons
<b>Chassis</b>	StarCorp 100
<b>Power Plant</b>	Strand 255
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarSlab/9.5 Mk II
<b>Armament</b>	2 Holly LRM-20s 2 Delta Dart LRM-5 Missile Racks 2 Ceres Arms Medium Lasers



### Commentary:

The classic Longbow assault BattleMech was built with missile support in mind and has been a rare, yet effective, staple of every Great House army since the Star League era. This particular Longbow was a variant introduced in 2610, which was designed to correct some of the problems inherent in the original series produced by StarCorps Industries. Though still not a popular design, it did correct most of the fundamental flaws of the original, such as no close-in weaponry and a lack of sufficient heat sinks.

Tetro’s Longbow (serial number LA5011-51C) saw action during the closing years of the FedCom Civil War. The ‘Mech was among many piloted by Lyrans who followed Stone’s coalition to victory on Terra, and from there both warrior and machine joined in the creation of his Republic. Tetro has nicknamed the machine “Black Cloud.”

## Filing Notes

<b>Record Number</b>	CA-120-PE	08/01/3133
<b>Field Research</b>	S099, S146	07/02/3133
<b>Thought Control</b>	C003, C166	CERTIFIED
<b>Image Acquisition</b>	G044, G410, G252	07/11/3133
<b>Correction Enforcement</b>	L113, L268	APPROVED
<b>Filing</b>	R017	08/01/3133

## Miko's Blades Ichi



<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Ronin
<b>COMMANDER</b>	Jomei Miko
<b>TYPE</b>	Infiltrator Mk I Squad

Commanded by Jomei Miko, Miko's Blades are the fearless armored infantry squads of the Ronin mercenary regiment. Trained in both anti-personnel and anti-BattleMech operations, these battle-armored troops demonstrate the same sense of honor and iron will as their 'Mech-bound comrades. Each squad is a specialist in its own field, and each can operate independently, or in conjunction with the others, to execute almost any combat mission imaginable.

Miko's Blades Infiltrator squads use the older version of the Federated Commonwealth-built Infiltrator battle armor. These rudimentary stealth suits pack heavy anti-personnel firepower and armor thick enough to withstand most small-arms fire. Experts in covert operations, particularly stealth and assassination, these troops often work in conjunction with the Blades' Purifier squads to circumvent an enemy's defensive lines and eliminate command staff or disrupt supply lines. Though a poor choice for work against 'Mechs and vehicles, the Blades show no fear, even when given a suicide mission.

## Filing Notes

<b>Record Number</b>	CA-129-01	03/14/3133
<b>Field Research</b>	S297, S256	02/27/3133
<b>Thought Control</b>	C321, C152	CERTIFIED
<b>Image Acquisition</b>	G233, G409, G347	03/06/3133
<b>Correction Enforcement</b>	L019, L021	APPROVED
<b>Filing</b>	R017	03/14/3133



## Miko's Blades Ni

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Ronin
<b>TYPE</b>	Gray Death Squad



The Blades' Gray Death squad is an all-aspect infantry force that often acts in coordination with its standard battle armor complement. The squad uses standard Gray Death battle armor, the same design first fielded by the famous Gray Death Legion mercenary command in the 3050s. Designed to match the power of the Clan Elemental armor system, the Gray Death armor offers substantial firepower, excellent protection against small arms and 'Mech-grade weapons, and enhanced mobility that enables these Blades to engage infantry, vehicles, and even 'Mechs with lethal efficiency.

### Filing Notes

<b>Record Number</b>	CA-130-01	03/14/3133
<b>Field Research</b>	S297, S256	02/27/3133
<b>Thought Control</b>	C321, C152	CERTIFIED
<b>Image Acquisition</b>	G233, G409, G347	03/06/3133
<b>Correction Enforcement</b>	L019, L021	APPROVED
<b>Filing</b>	R017	03/14/3133



## Miko's Blades San

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Ronin
<b>TYPE</b>	Inner Sphere BA Squad



Like his Gray Death squad, Miko's standard battle armor troopers are among his most adaptable assets. Encased in the basic Inner Sphere battlesuit designs, these troopers are virtually on par with Clan Elementals in the field, and possess the same mobility, firepower, and even much of the armor resilience as their Clan counterparts. Whether infiltrating enemy lines to disrupt command and control or remaining in hiding to spot incoming missile fire, the Blades' standard battle armor squads are dedicated fighters, regardless of the opposition.

### Filing Notes

<b>Record Number</b>	CA-131-01	03/14/3133
<b>Field Research</b>	S297, S256	02/27/3133
<b>Thought Control</b>	C321, C152	CERTIFIED
<b>Image Acquisition</b>	G233, G409, G347	03/06/3133
<b>Correction Enforcement</b>	L019, L021	APPROVED
<b>Filing</b>	R017	03/14/3133



## Miko's Blades Yon

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Ronin
<b>TYPE</b>	Purifier Squad



The Blades' Purifier squad—so named because they employ the Purifier battle armor first fielded by the defunct Word of Blake—is the elite “hitman” unit of the Blades. Though their armor is comparatively light and lightly armed, it offers amazing flexibility, while also benefiting from the mimetic capabilities that make them the perfect infiltration and assassination team. Because of their heightened specialization, Miko rarely deploys these Blades with the rest, a tactic that worries anyone who knows of their existence and catches those who do not completely unprepared.

### Filing Notes

<b>Record Number</b>	CA-132-01	03/14/3133
<b>Field Research</b>	S297, S256	02/27/3133
<b>Thought Control</b>	C321, C152	CERTIFIED
<b>Image Acquisition</b>	G233, G409, G347	03/06/3133
<b>Correction Enforcement</b>	L019, L021	APPROVED
<b>Filing</b>	R017	03/14/3133



## Revekka Shteyssel

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Ghost Legion
<b>LANCE</b>	Charlie Trinary Command
<b>MECH</b>	Sphinx
<b>DOB</b>	11/24/3102
<b>HAIR</b>	Black
<b>EYES</b>	Green



Revekka Shteyssel is a curiosity in that she hails originally from the Rasalhague Dominion and was trained as a MechWarrior. But for reasons unknown (save perhaps the pursuit of fame, glory, and fortune over personal honor), she fled the hybrid state soon after completing her first Trial of Position. Records show that Shteyssel—a Spheroid-born warrior who resumed using her birth name after leaving the Dominion—managed to smuggle herself out of Rasalhague space on a merchant freighter passing through the Combine. Somewhere along the way, she must have hitched a ride to Galatea, for it was there, while working at a Galatea City dive bar, that she revealed her training to a passing hiring agent for the Swordsworn. Confirming her skills in simulators and even under live fire, Shteyssel won herself a position and has proven her worth ever since.

### Sphinx

<b>Serial Number</b>	NC101-54B
<b>Mass</b>	75 tons
<b>Chassis</b>	Bergan Version 6.2 Endo Steel
<b>Power Plant</b>	375 XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound 12A2 Ferro-Fibrous
<b>Armament</b>	10 General Systems Small Heavy Lasers 2 Kolibri Delta Series Large Pulse Lasers

#### Commentary:

With its laser-heavy weapons load and good land speed, the Nova Cat-produced Sphinx makes a deadly companion to the lighter Clan Black Hawk. Indeed, with superior armor and typically benefiting from an advanced targeting computer, this machine has often supplanted the lighter and older Hawks in many Clan formations. NC101-54B, however, is a radical variant, dropping the more advanced targeting system in favor of a slightly heavier payload that is particularly devastating at close range. Intending it for picket duty, the Ghost Legion captured this machine from a Nova Cat enclave soon after the formation of the Swordsworn.

Shteyssel has nicknamed her Sphinx "Smokey" for its array of heavy small lasers, which generates excessive heat for its size, yet packs a considerable punch closer in. An aggressive warrior, Shteyssel often closes quickly with enemy units to make use of these lasers, relying on the larger pulse weapons for cover fire only.



### Filing Notes

<b>Record Number</b>	CA-146-PE	03/10/3133
<b>Field Research</b>	S178, S127	02/12/3133
<b>Thought Control</b>	C068, C388	CERTIFIED
<b>Image Acquisition</b>	G284, G194, G259	03/02/3133
<b>Correction Enforcement</b>	L104, L215	APPROVED
<b>Filing</b>	R017	03/10/3133

## Rotem Fridberg

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>LANCE</b>	Assault Lance
<b>MECH</b>	Kodiak
<b>DOB</b>	06/29/3102
<b>HAIR</b>	None
<b>EYES</b>	Hazel



Rotem Fridberg is the product of the melding of cultures Devlin Stone aspired to create in his Republic of the Sphere. Born to parents of mixed Clan and Lyran heritage, Fridberg was blessed with the best of both worlds. His compact, muscular frame benefits from centuries of the selective breeding used by the Clans to produce their superior warriors, while a keen intellect and a sharp eye for detail—common Lyran traits—have made him difficult to outwit. But what made Fridberg a Highlander was the fact that, despite bloodlines, he has always known Northwind as his home. Driven by a sense of patriotism that came from being raised in the Highlanders' homelands, Fridberg pursued a career in the Northwind militia, and was serving as a part-time MechWarrior when darkness fell across The Republic. He was thus among the first to follow Countess Bishop's call to arms, where his piloting skills quickly earned him a slot in the Fusiliers.

## Kodiak

<b>Serial Number</b>	GB671-74L
<b>Mass</b>	100 tons
<b>Chassis</b>	Alshain LXL Endo Steel
<b>Power Plant</b>	Fusion 400 XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Clan Standard Type A5
<b>Armor</b>	Forging AD56 Standard
<b>Armament</b>	2 Type XX "Great Bow" LRM-20s 1 Type X "Short Bow" LRM-10 1 Clan Mk. XVII Extended-Range PPC 8 Series 1 Extended-Range Small Lasers

### Commentary:

The 100-ton Kodiak is easily among the most devastating Clan BattleMechs ever conceived, with brutal firepower and good maneuverability wrapped up in one virtually indestructible package. The totem 'Mech of the Ghost Bear Clan, this machine has terrorized Inner Sphere and Clan warriors alike ever since its introduction, and many have been known to win engagements single-handedly.

GB671-74L was produced initially for the Ghost Bear Clan well before the official formation of the Rasalhague Dominion, but was severely damaged and left for scrap after a hard-fought engagement on Cebalrai. Clan engineers in Devlin Stone's coalition managed to restore the machine later on, and added it to the newborn Republic's arsenal after the fall of the Blakist zealots. The weapons load thus differs from the standard Kodiak, but is no less deadly. Rotem Fridberg, current pilot for this 'Mech, has nicknamed it "Lost Cub" in honor of its Ghost Bear origins.



## Filing Notes

<b>Record Number</b>	CA-149-PE	10/16/3132
<b>Field Research</b>	S094, S053	09/19/3132
<b>Thought Control</b>	C277, C261	CERTIFIED
<b>Image Acquisition</b>	G432, G404, G182	10/09/3132
<b>Correction Enforcement</b>	L414, L148	APPROVED
<b>Filing</b>	R017	10/16/3132

## Sandra Sung

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>LANCE</b>	Cavalry Command Lance
<b>MECH</b>	Marauder II
<b>DOB</b>	08/15/3107
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Though it is against all tradition for the Capellan Warrior Houses to carry on a family line of distinguished warriors, such traditions do not apply to non-Warrior House Capellan units. It is thus that Sandra Sung came to be a member of McCarron's Armored Cavalry, the veteran former mercenary command loyal to House Liao. Sung is a proud descendant of Aris Sung, a decorated warrior who served in Warrior House Hiritsu in the years leading up to the Word of Blake Jihad. Knowing that she bears such a legacy of heroism, Sandra attempted to force her own admittance into the prestigious Warrior House, as her grandfather before her. But rather than turn her away outright, the House Masters recommended her instead to the ranks of the Armored Cavalry, citing that "one of such heart and such progeny must ever seek her destiny as a champion of the Chancellor."

## Marauder II

<b>Serial Number</b>	CC2032-80G
<b>Mass</b>	100 tons
<b>Chassis</b>	GM Marauder
<b>Power Plant</b>	GM 300 Light
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	Chilton 850 Mk II
<b>Armor</b>	Valiant Lamellor
<b>Armament</b>	2 MilDouglas "Emperor Bones" series Gauss Rifles 1 Magna Firestar Extended-Range PPC



### Commentary:

The upgraded, up-massed version of a classic heavy BattleMech, the Marauder II was initially developed as an exclusive design for the infamous Wolf's Dragoons mercenary command, but eventually became popular enough for export sale by the mid-3050s. With its devastating-yet-simple mix of far-reaching, hard-hitting ballistic and energy weapons, these machines could easily cripple or destroy enemy units with just one or two volleys, while their superthick armor and jumping mobility allowed them to weather tremendous punishment.

CC2032-80G—"Iron Lazarus" to Sandra Sung, its current MechWarrior—was manufactured for House Liao's Capellan Confederation shortly before the Word of Blake Jihad began, and was deployed in numerous engagements between Capellan and Blakist forces throughout that savage war. Amazingly, despite being blasted half way to scrap on several occasions (the numerous repairs resulted in the current incarnation, which mounts the Capellan's stealth armor), this Marauder was restored to pristine condition by the Jihad's end, when it was transferred to the rosters of McCarron's Armored Cavalry.

## Filing Notes

<b>Record Number</b>	CA-150-PE	05/17/3133
<b>Field Research</b>	S166, S183	04/19/3133
<b>Thought Control</b>	C401, C375	CERTIFIED
<b>Image Acquisition</b>	G111, G116, G205	05/09/3133
<b>Correction Enforcement</b>	L138, L282	APPROVED
<b>Filing</b>	R017	05/17/3133



## Shin Yoshida

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>LANCE</b>	Ryoujin Lance
<b>MECH</b>	Locust
<b>DOB</b>	09/05/3099
<b>HAIR</b>	Black
<b>EYES</b>	Green



Despite her excellent combat abilities, both inside and outside the cockpit, Shin Yoshida is something of a pariah in the Amaterasu regiment of the Dragon's Fury. Of almost all the officers in the unit, she is the only one known to be romantically linked to Samuru Hiyedshi, a warrior assigned to the Brotherhood. Though their relationship is hardly a case of Romeo and Juliet, the Amazon-like nature of the Amaterasu does discourage such romances as a sign of impurity in its warriors, who believe it effectively places heart before duty—a cardinal sin among true Combine warriors. Though this has stained Yoshida's personal honor, it has not impaired her martial abilities, and her refusal to end the relationship demonstrates a formidable strength of will. Indomitable will and remarkable abilities, however, have not spared Yoshida some humiliation from her peers, but she proudly bears the temporary scars from each effort to break her.

## Locust

<b>Serial Number</b>	RS1465-33D
<b>Mass</b>	20 tons
<b>Chassis</b>	Corean-II Delux Endo Steel
<b>Power Plant</b>	GM 180 XL
<b>Cruising Speed</b>	97.4 kph
<b>Maximum Speed</b>	151.7 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Kallon FWL Special Ferro-Fibrous
<b>Armament</b>	1 Hellion-X III Extended-Range Large Laser 2 Magna Mk VI Extended-Range Medium Lasers



### Commentary:

The classic Locust has been around since the time of the Star League, and though countless variants emerged over the centuries since, no BattleMech has been so synonymous with speed and maneuverability. Initially conceived as a fast scout, recovered technology allowed designers to develop more shockingly powerful versions, such as this variant, which includes a powerful extended-range large laser as its primary weapon. Still possessing the high speed for which the design is known, this Locust is an ideal raider or recon unit.

RS1465-33D bears the nickname "Sumuru's Promise," a reference to Yoshida's lover in the Brotherhood. Originally manufactured for The Republic Armed Forces, this BattleMech was "adopted" by the Dragon's Fury soon after the HPG network collapse. Sporting a powerful extended-range laser as its primary weapon, along with twin medium lasers, it delivers a punch every bit as crippling as the Mech's speed is blinding.

## Filing Notes

<b>Record Number</b>	CA-139-PE	11/25/3132
<b>Field Research</b>	S283, S213	10/29/3132
<b>Thought Control</b>	C039, C058	CERTIFIED
<b>Image Acquisition</b>	G130, G052, G183	11/17/3132
<b>Correction Enforcement</b>	L033, L175	APPROVED
<b>Filing</b>	R017	11/25/3132

## Sixo Nova Cat

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>STAR</b>	Alpha Striker Star
<b>MECH</b>	Blade
<b>DOB</b>	10/25/3103
<b>HAIR</b>	None
<b>EYES</b>	Gray



By rights, Sixo Nova Cat should have trained as an Elemental warrior, destined to fight encased in the armored shell of a battlesuit, rather than the cramped confines of a BattleMech cockpit. That much, at least, is evident to anyone who sees this two-meter-tall mass of hulking muscle, whose bald scalp is covered in ritual tattoos. His appearance is indeed the result of Elemental bloodlines, but Sixo, a freeborn descended from some of the original Delta Galaxy warriors who accompanied Devlin Stone to form The Republic of the Sphere, tested out as a MechWarrior candidate early in life. Despite his birth status, Sixo is fanatically devoted to the Nova Cat mysticism that dominates the Spirit Cats, and has even undertaken a vision quest in an effort to find his place among the quasi-Clan faction. But it is his skills in fast-paced, hard-hitting 'Mech-to-'Mech combat that make this "ristar" truly stand out.

### Blade

<b>Serial Number</b>	FS156-81C
<b>Mass</b>	35 tons
<b>Chassis</b>	FITES-B7
<b>Power Plant</b>	210 GM Extralight
<b>Cruising Speed</b>	64.8 kph
<b>Maximum Speed</b>	97.2 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StarGuard Ferro-Fibrous
<b>Armament</b>	1 Mydron Model B AutoCannon/10 2 Bright-Bloom Extended-Range Medium Lasers

#### Commentary:

Built as a combination scout and raider, the lightweight Blade is fast, well armored, and heavily armed for a 'Mech its size. This particular variant, FS156-81C, sports a heavy autocannon and two medium lasers for particularly hard-hitting potential, but trades some of its remarkable speed in the bargain. Thus, this machine, while an adept raider, is prone to more battle damage if left unsupported.

FS156-81C was originally manufactured for the Federated Suns just over 20 years ago, but was captured by the Capellan Confederation during a border dispute in 3121. The machine and its new MechWarrior defected to The Republic soon afterward, and became part of a Republic militia force heavily influenced by Nova Cat descendants. Sixo Nova Cat, then its assigned pilot, answered Kev Rosse's summons to the Spirit Cats banner after the HPG network collapse, bringing his Blade, nicknamed "Dawn Charger," along with him.



### Filing Notes

<b>Record Number</b>	CA-140-PE	03/10/3133
<b>Field Research</b>	S147, S128	02/25/3133
<b>Thought Control</b>	C402, C266	CERTIFIED
<b>Image Acquisition</b>	G187, G215, G230	03/04/3133
<b>Correction Enforcement</b>	L064, L08	APPROVED
<b>Filing</b>	R017	03/10/3133

## Suzie "Qutter" Falson

<b>FACTION</b>	Bannson's Raiders
<b>REGIMENT</b>	Wyld's Jokers
<b>LANCE</b>	Assault "Strong Man" Lance
<b>MECH</b>	Ghost
<b>DOB</b>	11/02/3102
<b>HAIR</b>	Black
<b>EYES</b>	Hazel



Suzie Falson (who goes by the moniker "Qutter," pronounced "Cutter") is, without a doubt, one of the most unstable MechWarriors in the Wyld's Jokers regiment. Apparently suffering from some form of childhood trauma, Falson is disturbingly obsessed with all manner of blades and cutting tools. This obsession has led her to amass a personal collection of some 5,000 distinct cutting devices, ranging from primitive hand axes and antique scissors to modern chainsaws and armor-slicing plasma torches, and she is proficient in all of them. When the HPGs went dark, Falson was a LoggerMech driver working Tybalt's woodlands under the auspices of Bannson Universal. What compelled her superiors to add more lethal weapons to her repertoire is anyone's guess, but today she is among the Raiders' most colorful—and dangerous—personalities, often seen wading into the thick of battle to cleave enemy 'Mechs, tanks, and even infantry, with her BattleMech's chainsaw. Though they have never actually met, a rivalry spawned by Raider rumors has sparked between Suzie and "Dagger Di" Jones, another flamboyant MechWarrior in the Raiders that employs bladed weapons with relish; this should be used when it suits our purpose.

### Ghost

<b>Serial Number</b>	BU145-23A
<b>Mass</b>	50 tons
<b>Chassis</b>	GST-Lite Endo Steel
<b>Power Plant</b>	Defiance 300 Light Fusion
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Durallex Heavy with CASE
<b>Armament</b>	2 TharHes Thunderbolt 12 Large Pulse Lasers 1 Defiance E5L Extended- Range Small Laser

### Commentary:

Introduced late in the Word of Blake's Holy War, the 50-ton Ghost was developed for raiding and hunter/killer missions. With excellent land speed and a formidable array of medium-range weaponry, made possible by the use of lightweight engine and internal structure design, more tonnage was devoted to armor and weaponry, creating a BattleMech as deadly as it is durable.



Serial number BU145-23A was actually built for use by Bannson Universal's own private security forces; however, it sports a chainsaw in addition to its laser array, to disguise it as a common IndustrialMech. Indeed, before the HPG blackout, this very 'Mech sported the flat yellow colors and warning stripes of a common Forestry model. Equipped with both a chainsaw and a trio of anti-armor lasers, this Ghost is particularly well suited to its current pilot, Suzie "Qutter" Falson, and her personal style of close-in combat. Falson has nicknamed this 'Mech "Meat Grinder."

### Filing Notes

<b>Record Number</b>	CA-117-PE	11/11/3132
<b>Field Research</b>	S111, S096	10/20/3132
<b>Thought Control</b>	C300, C238	CERTIFIED
<b>Image Acquisition</b>	G005, G022, G306	10/31/3132
<b>Correction Enforcement</b>	L400, L387	APPROVED
<b>Filing</b>	R017	11/11/3132

## Zabiha Nostra

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>LANCE</b>	Beta Trinary Command
<b>MECH</b>	Thunderbolt
<b>DOB</b>	11/29/3089
<b>HAIR</b>	White
<b>EYES</b>	Green



Though she already looks much older, with pure white hair and wrinkles marring an otherwise attractive face, at 44 years of age, Zabiha Nostra may be among the oldest active MechWarriors in the Spirit Cats faction. While most Clansmen disparage older warriors, the Spirit Cats' Nova Cat background seems much more tolerant, linking a kind of spiritual wisdom to more seasoned soldiers, especially those who have earned a Bloodname. Zabiha's premature aging is attributed to radiation exposure in her earlier career, when—as a member of a Republic militia unit—she pursued a band of raiders into the wastelands of Outreach. Zabiha claims that while recovering from exposure from a cockpit breach during that same mission, she received a strange vision in which the “ghosts of Outreach” beckoned to her. Ironically, she would be among the first Spirit Cats to reclaim Outreach, scarcely a year after the HPG blackout.

### Thunderbolt

<b>Serial Number</b>	FW1591-33D
<b>Mass</b>	65 tons
<b>Chassis</b>	Earthwerks TDR II Endo Steel
<b>Power Plant</b>	Magna 260
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Chilton 465 Jump Jets
<b>Armor</b>	Starshield A with CASE
<b>Armament</b>	1 Fusigon Model XI Extended-Range PPC w/ Capacitor 1 Delta Dart Long-Range Missile 15- Rack 3 Magna ER Small Lasers 1 Diverse Optics Sunbeam ER Large Laser



#### Commentary:

A venerable, massively armored heavyweight that was once the mainstay of the Free Worlds League Military, the 65-ton Thunderbolt has been in production since before the fall of the original Star League. A vast majority of these machines feature a powerful mix of lasers and missiles, including this model, which originally served as part of the FWLM during the Jihad. FW1591-33D, in fact, was among many League 'Mechs that found their way into the Word of Blake's ranks when the zealots suborned its unit. Under the Blakist's technological wizardry, the 'Mech underwent radical changes, including the installation of an experimental capacitor to boost a PPC's output, along with a paired extended-range large laser. Late in the war it was captured by Devlin Stone's coalition and served against its former masters with distinction.

Zabiha Nostra inherited this Thunderbolt (the same one she used on Outreach) from the local militia when some of its 'Mechs were absorbed into the Spirit Cats following the HPG breakdown, and has nicknamed it “Spirits Willing.”

### Filing Notes

<b>Record Number</b>	CA-119-PE	07/07/3133
<b>Field Research</b>	S010, S200	06/20/3133
<b>Thought Control</b>	C311, C291	CERTIFIED
<b>Image Acquisition</b>	G027, G155, G227	06/28/3133
<b>Correction Enforcement</b>	L309, L410	APPROVED
<b>Filing</b>	R017	07/07/3133

## Alissa Goldberg

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Lyran Rangers
<b>MECH</b>	Panther
<b>DOB</b>	02/19/3111
<b>HAIR</b>	Blond
<b>EYES</b>	Green



Like so many in the Lyran Rangers, Alissa Goldberg finds her loyalties challenged on a daily basis. A member of The Republic's Skye Militia and descended from officers from the original Fourth Skye Rangers, her first priority has always been to protect the people of Skye. But the collapse of the interstellar communications network and the inspired leadership of Jasek Kelswa-Steiner have made her realize that her home world's future may not be secure under The Republic's banner. Taking up Jasek's cause, however, has so far disappointed Goldberg, as she sees too many follow him for their own selfish gains—not out of love for Skye. Of particular annoyance to her is the throng of Stormhammers women enamored with Jasek, and she derisively dismisses them as "Jasek's harem girls."

## Panther

<b>Serial Number</b>	DC1333-31D
<b>Mass</b>	35 tons
<b>Chassis</b>	Alshain 560-Carrier Endo Steel
<b>Power Plant</b>	Leenex 140
<b>Cruising Speed</b>	43.2 kph
<b>Maximum Speed</b>	64.8 kph
<b>Jump Jets</b>	Lexington Ltd. Lifters (120 meters)
<b>Armor</b>	Maximilian 42 w/CASE
<b>Armament</b>	1 Lord's Light 2 ER PPC 2 Guided Technologies 2nd Gen Streak SRM 4s



### Commentary:

Though long associated with the Draconis Combine, the Panther was actually a Star League-era design first commissioned in 2739 as a fire-support vehicle for other light recon units. Limited by a relatively low overland speed for a light BattleMech, its failure to stand out throughout 300 years of Succession Wars nearly doomed the Panther to obsolescence. But Kurita engineers and factories kept the machine alive long enough to give it a second chance during the technological renaissance of the mid-31st century.

DC1333-31D, like most Panthers operating today, was a pre-Jihad refit that served in House Kurita's military force throughout the Blakists' holy war. This particular model, equipped with an extended-range particle cannon and twin missile launchers, was among several recovered from the former Combine world of Imbros III after a Devlin Stone-Clan Wolf coalition forced the Blakists off the planet.

## Filing Notes

<b>Record Number</b>	FP-139-PE	08/01/3134
<b>Field Research</b>	S008, S120	08/01/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/01/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/01/3134

## Aniceto Tuvida

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>MECH</b>	Stinger
<b>DOB</b>	05/01/3112
<b>HAIR</b>	Blond
<b>EYES</b>	Blue



Aniceto Tuvida is a veritable Capellan poster child—an utter conformist to the ideals and policies of House Liao. As a citizen of her people, she is everything a Capellan could ever hope to aspire to, but as a person she is mind-achingly dull. Lacking any sense of initiative or personality, it is quite amazing that Tuvida managed to complete her training as a MechWarrior, and she is almost guaranteed never to surpass her current station. Despite this, however, she seems perfectly content on her mediocre career path, as if oblivious that her own lack of inner drive seems to be the cause of her stagnation. Fortunately, it appears that her commanders appreciate this quality in her, as she is one of their most reliable warriors.

## Stinger

<b>Serial Number</b>	TC4699-131K
<b>Mass</b>	20 tons
<b>Chassis</b>	Earthwerks STG
<b>Power Plant</b>	Vox 120
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Rawlings 52
<b>Armor</b>	Durallex Light Ferro-Fibrous
<b>Armament</b>	1 Diverse Optics Extended-Range Medium Laser 2 Death Blossom 15 Pack Rocket Launchers



### Commentary:

The Stinger design was almost a century old when the original Star League collapsed, and over a quarter of a million of them had been produced by the time the Word of Blake launched their Jihad. Many of these machines, still in their original configurations, had long been eclipsed as recon elements, prompting legions of refits tailored for other duties, such as pacification and conventional support. The Taurian Concordat, one of the Periphery's most industrially developed realms, produced the model today piloted by Aniceto Tuvida.

Tuvida's Stinger, nicknamed "Hidden Shock," was captured by Capellan troops during the Victoria War against the Federated Suns, apparently after being captured before a disastrous raid against House Davion. Armed with heavy rocket launchers and a medium laser, this machine delivers a surprising punch that Tuvida is only too happy to direct against her Chancellor's enemies.

## Filing Notes

<b>Record Number</b>	FP-140-PE	08/15/3134
<b>Field Research</b>	S008, S120	08/13/3134
<b>Thought Control</b>	C234, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G602, G177	08/14/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/15/3134

## Benj Malthus

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Zeta Galaxy
<b>MECH</b>	Gyrfalcon
<b>DOB</b>	09/06/3101
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



With a large frame and booming voice, Benj Malthus looks and sounds more like an Elemental than a MechWarrior. He hails from the same blood heritage as Taman Malthus—an invasion-era Falcon hero who died during the liberation of Coventry from the Word of Blake. Indeed, Benj does boast some of the genes the Clans use for their battle-armored soldiers, but he was bred instead for the keen reflexes of a MechWarrior. Despite Taman's glory, Benj refuses to acknowledge him as a hero to the Clan. Instead, he is disgusted by Taman's storied friendship with the Spheroid hero, Kai Allard-Liao. A confirmed believer in the neo-Crusader philosophies taking root in his Clan, Benj fervently believes that any warrior, past or present, who respects the "filthy surats" of the Inner Sphere is beneath all respect and admiration.

## Gyrfalcon

<b>Serial Number</b>	JF188-14A
<b>Mass</b>	55 tons
<b>Chassis</b>	Olivetti Stage 3
<b>Power Plant</b>	276 XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph, 108 kph w/MASC
<b>Jump Jets</b>	Clan Standard Type A1
<b>Armor</b>	Raydient Advance Series 4
<b>Armament</b>	2 Series 6b ER Large Lasers 2 Type 25 Ultra Autocannon/2s



### Commentary:

The medium-weight Gyrfalcon BattleMech was developed by Clan Jade Falcon as part of a massive revitalization project launched in the early 3110s. Replacing several older designs whose parts were becoming increasingly scarce after the severing of home world ties, the fast and well-armed Gyrfalcon soon became a common sight in the Clan's battle Stars, its emphasis on ranged power a perfect match with Falcon battlefield philosophies.

JF188-14A first rolled off the Clan's production lines on Sudeten in 3130, and it had already seen its fair share of combat when the Falcon and its Wolf Clan neighbors staged a massive Trial of Possession for the world of Colmar in early 3131. Benj scored two BattleMech kills and destroyed two squads of infantry during that Trial with this particular Gyrfalcon, a performance that qualified him for a sponsor in his recently successful Trial of Bloodright.

## Filing Notes

<b>Record Number</b>	FP-148-PE	08/11/3134
<b>Field Research</b>	S008, S120	08/06/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/09/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/11/3134

## Cacey Duncan

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Hansen's Roughriders
<b>MECH</b>	Templar
<b>DOB</b>	10/30/3093
<b>HAIR</b>	Blond
<b>EYES</b>	Hazel



Cacey Duncan has flawless, deep-olive skin; shimmering blond hair; a dazzling white smile; and hypnotizing, almond-shaped eyes—all aspects one might attribute to an exotic dancer or holovid star. What most people cannot tell, however, is that Cacey's looks required years of painful reconstructive surgery. A career mercenary, Duncan was critically injured by a bomb set off by pro-FedSuns terrorists during a Roughriders garrison mission in The Republic years ago. Today, the worst of her terrible surface scars are gone, but the deeper psychological damage has defied healing. Thus, though she is beautiful to behold, Duncan is a bitter woman, driven by a revenge focused entirely on the people of House Davion. Trusting no one who claims FedSuns heritage, she is bottled rage waiting to be unleashed against ethnic Davionists—even those among her fellow Roughriders.

## Templar

<b>Serial Number</b>	FS261-16C
<b>Mass</b>	85 tons
<b>Chassis</b>	Kallon Type XIX Endo Steel
<b>Power Plant</b>	VOX 340 Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Starshield B
<b>Armament</b>	2 Defiance 1001 ER PPCs 2 BlazeFire Longshot ER Medium Lasers 2 Diverse Optics ER Small Lasers 1 TharHes 4 Pack SRM



### Commentary:

The Templar assault 'Mech was first commissioned and financed by the Hasek family of the then-Federated Commonwealth in the hopes of accelerating what they saw as the AFFC's ponderous military upgrade program. Heavily armed and armored and with good overland speed, Templars quickly escalated in popularity, and numerous variations soon became available to Davion field commanders everywhere.

FS261-16C ("Lancelot") was one of the first Templars produced. It saw action in several major clashes on the Davion side of the conflict near the Capellan border. During the Jihad, however, the Hansen's Roughriders salvaged it from a destroyed Davion company after a clash with Taurian Concordat troops on Bromhead. The Roughriders have since reconfigured this machine as an "energy boat," minimizing its dependence on ammunition and supplies while in the field.

## Filing Notes

<b>Record Number</b>	FP-156-PE	08/16/3134
<b>Field Research</b>	S008, S120	08/11/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/13/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/16/3134



## Caria Gordon

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Amaterasu
<b>MECH</b>	Storm Raider
<b>DOB</b>	07/25/3095
<b>HAIR</b>	Brown
<b>EYES</b>	Black



Ethnic Draconian Caria Gordon was a Bannson's Raider before she joined the Dragon's Fury's fearsome Amaterasu regiment. She got involved with the Raiders after her former employer, DiNapoli Enterprises, was bought out by the Raiders' megabillionaire namesake. With excellent skills that easily won her a slot in DiNapoli's small 'Mech force, Gordon's love for her job waned soon after the mid-3132 acquisition and the series of widespread cuts that followed. Not long after the breakdown of the HPG network, however, she learned of the Dragon's Fury, which espoused a pro-Kurita line even as her own employer adopted an increasingly militant stance. Gordon ultimately defected to the Fury during a pitched battle between the two factions, taking a set of former DiNapoli machines with her.

## Storm Raider

<b>Serial Number</b>	LC202-26E
<b>Mass</b>	35 tons
<b>Chassis</b>	MatherTech 750
<b>Power Plant</b>	210 GM XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Lexington Ltd. Medium Grade
<b>Armament</b>	1 Defiance Killer type T Autocannon 10

### Commentary:

Designed on Hesperus II and licensed to Coventry Metals, the Storm Raider is a lightweight Lyran design that first debuted in the late 3090s. Originally designed for light strike maneuvers or urban defense, this design first appeared in the arenas of Solaris VII, where its brutal heavy autocannon and armor-smashing mace forever linked it to the gladiator matches of the Game World.

LC202-26E ("Skull Crusher" to its current pilot) was part of a batch of Storm Raiders originally manufactured for House Steiner's military arm. Much of this batch was later sold to DiNapoli Industries' DiNapoli Stables on the Game World, and from there later appeared in the interstellar conglomerate's security forces. Duchess Katana Tormark's Dragon's Fury seized this 'Mech and at least one of its sister machines from the Bannson's Raiders soon after the darkness began in 3132.



## Filing Notes

<b>Record Number</b>	FP-115-PE	10/01/3134
<b>Field Research</b>	S228, S340	09/20/3134
<b>Thought Control</b>	C250, C418	CERTIFIED
<b>Image Acquisition</b>	G350, G005, G214	19/1/3134
<b>Correction Enforcement</b>	L279, L333	APPROVED
<b>Filing</b>	S079	10/01/3134

## Chas Kearns

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Northwind Fusiliers
<b>MECH</b>	Templar
<b>DOB</b>	01/07/3096
<b>HAIR</b>	Blond
<b>EYES</b>	Green



Unquestionably a descendant of the original Northwind Highlanders, with the thick Scottish brogue and defiant attitude to prove it, Chas Kearns is as dashing as he is daring. Originally trained as a reservist for the Northwind militia forces, his original specialty was armored fighting vehicles. Soon after the formation of Tara Campbell's Highlanders faction, Kearns drove a Bellona tank into battle. But it was his natural skill at the helm of a SalvageMech, and his courage under fire, that eventually led to him being assigned to an assault-class BattleMech. Some Highlanders, however, allege that Kearns' position and 'Mech assignment do not hail from pure talent alone, but from his close friendship with Rotem Fridberg, another MechWarrior in the Northwind Fusiliers regiment. Regardless of how he got the position, Kearns has proven his worth in several hard-fought battles, both for the Highlanders and The Republic.

## Templar

<b>Serial Number</b>	FS515-03C
<b>Mass</b>	85 tons
<b>Chassis</b>	Kallon Type XIX Endo Steel
<b>Power Plant</b>	VOX 340 Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Starshield B
<b>Armament</b>	2 Thunderbolt-12 Large Pulse Lasers 2 BlazeFire Longshot ER Medium Lasers 2 Diverse Optics ER Small Lasers 1 TharHes 4 Pack SRM



### Commentary:

An assault 'Mech first commissioned and financed by the Hasek family of the then-Federated Commonwealth, the Templar was primarily intended to further accelerate what they saw as the AFFC's slow military upgrade program in the Davion realm. Intended to replace older assault-class designs rather than merely complement extant machines, Templars made their way into several line regiments throughout the Federated Suns before and during the FedCom Civil War.

FS515-03C was one such machine, and it saw action in several major clashes on the Davion side of the conflict. During the Jihad, its MechWarrior, Captain Roger Callahan, went AWOL with the rest of his unit, moving to support Devlin Stone's rebellion on Kittery. The man and his machine became a part of Stone's Lament, the first regiment to unite under Stone's banner. To honor the courage of its original owner, Chas Kearns has nicknamed this 'Mech "Callahan's Lament."

## Filing Notes

<b>Record Number</b>	FP-124-PE	05/14/3134
<b>Field Research</b>	S008, S120	05/01/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	05/07/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	05/18/3134

## Chuck Stepp

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>MECH</b>	Griffin
<b>DOB</b>	01/03/3093
<b>HAIR</b>	None
<b>EYES</b>	Gray



A born practical joker and a one-time stand-up comedian in better days, Charles Stepp (who answers only to "Chuck") is a man who never seems to take anything in life too seriously—even himself. Indeed, Stepp's brief-but-doomed marriage to Tracy Lark (a famous actress on his home world of Tigress), his run-ins with the law in wilder days, his service in the Basalt Militia, and even the degeneration of The Republic after the collapse of the HPG grid have all been subjects of his improvised rants and humorous anecdotes. Known for making puns and flipping one liners even over tactical frequencies, he has earned many reprimands and has even lost a promotion or two because of his stream-of-consciousness sense of humor—even though his tone is rarely disrespectful toward his superiors and comrades. Despite the trouble he makes for himself, however, Chuck Stepp seems perfectly content with his current role.

## Griffin

<b>Serial Number</b>	LC7140-41G
<b>Mass</b>	55 tons
<b>Chassis</b>	Earthwerks GRF Endo Steel
<b>Power Plant</b>	Defiance 275 Light Fusion Engine
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	Rawlings 55
<b>Jump Capacity</b>	150 meters
<b>Armor</b>	Starshield A w/CASE
<b>Armament</b>	1 Cyclops XII ER Large Laser 2 RamTech 1500Z ER Medium Lasers 1 Coventry StarFire Long-Range Missile Pack 15 with Artemis



### Commentary:

A classic dating back to the original Star League, the Griffin has always been the defining workhorse of BattleMechs. Possessing excellent maneuverability, solid armor protection, and an effective mix of missile and energy weapons, Griffins have served in every conceivable role, equally at home as heavy scouts or support units for heavy and assault forces.

LC7140-41G ("Dancing Joker") is a light-engine retrofit of a Griffin that first rolled off assembly lines in the 3020s. Its history includes several battles in the War of 3039, the Clan Invasion, and even the FedCom Civil War. Upgraded during the Steiner-Davion conflict, this machine was among the defenders on Coventry when the Word of Blake launched its Jihad in 3067. Captured in that assault by the zealots, the machine was later reclaimed by Stone's coalition and absorbed into The Republic after the war's end.

## Filing Notes

<b>Record Number</b>	FP-144-PE	08/26/3134
<b>Field Research</b>	S008, S120	08/22/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/24/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/26/3134

## Cyril Schielka

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	Order of Five Pillars
<b>MECH</b>	Storm Raider
<b>DOB</b>	04/15/3097
<b>HAIR</b>	Blond
<b>EYES</b>	Black



Dashing, articulate, and hailing from an affluent background, Cyril Schielka is a self-professed "philosopher" MechWarrior, whose considerable combat skills—both inside the cockpit and out—and academic background are impressive indeed. Well read and skilled as he is, however, Schielka lacks the culture and discipline of a true Renaissance man. Egocentric and short on social graces, he is given to long-winded monologues that come across as pretentious rather than impressive. As a result, few tend to take him seriously, including those under his command. As if this were not bad enough, after joining the Dragon's Fury in the wake of the HPG blackout, Schielka began to proclaim himself a member of the Order of the Five Pillars in a blatant effort to enhance his own reputation and status. It is unclear if Duchess Tormark actually believes these claims.

## Storm Raider

<b>Serial Number</b>	LC202-31E
<b>Mass</b>	35 tons
<b>Chassis</b>	MatherTech 750
<b>Power Plant</b>	210 GM XL
<b>Cruising Speed</b>	65kph
<b>Maximum Speed</b>	97 kph, 130 kph w/MASC
<b>Jump Jets</b>	None
<b>Armor</b>	Lexington Ltd. Medium Grade
<b>Armament</b>	1 Defiance Disintegrator Ultra AC/5

### Commentary:

Designed by Defiance Industries of Hesperus II and produced by both Defiance and Coventry Metals, the Storm Raider is a light Lyran BattleMech that first appeared in the late 3090s. Originally built as a light striker/urban defense unit, the Storm Raider made its close-quarters debut in the arenas of Solaris VII, where its brutal arena-customized autocannon-and-mace configuration made it an instant favorite in the gladiatorial matches of the Game World.

LC202-31E (nicknamed "Driving Wind") was part of a batch of Storm Raiders originally manufactured for House Steiner's military and later sold to DiNapoli Stables on Solaris VII. Transferred to the interstellar conglomerate's security forces a few years later, it was claimed by Bannson Universal after the DiNapoli buyout in 3132. Soon after the collapse of the HPG network, Duchess Katana Tormark's Dragon's Fury seized this 'Mech in a raid against the newly formed Bannson's Raiders faction.



## Filing Notes

<b>Record Number</b>	FP-147-PE	08/03/3134
<b>Field Research</b>	S008, S120	08/01/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/02/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/03/3134

## Dock Steward

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	Republican Guards
<b>MECH</b>	Warhammer IIC
<b>DOB</b>	08/23/3097
<b>HAIR</b>	Black
<b>EYES</b>	Violet



Though his heart is in the right place, and he has the skills to back up his dedication to preserving the endangered Republic, Dock Steward is a growing liability to the Highlanders faction and their Republican Guards regiment. A victim of a chemical imbalance since birth, Steward demonstrates all the classic signs of bipolar behavior, a condition that has worsened since the breakdown of interstellar communications—despite extensive medications and therapy. As a result, Steward has grown increasingly unreliable and unpredictable, especially under fire. Desperate for qualified manpower, his superiors have kept him in command of the powerful Warhammer he has piloted since the blackout began. But if his condition continues to worsen, it may only be a matter of time before Steward is demoted, grounded, or relieved of duty entirely.

## Warhammer IIC

<b>Serial Number</b>	IH7180-13E
<b>Mass</b>	80 tons
<b>Chassis</b>	SFX-80 Endo
<b>Power Plant</b>	Type 10 320 Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging ZM15 Ferro-Fibrous
<b>Armament</b>	4 Series 7K Extended-Range Large Lasers 2 Pattern J7 SRM-6 Launchers 1 Series 1 Mk III Extended-Range Small Laser



### Commentary:

A leviathan of armor and firepower, the Warhammer IIC is the enhanced, Clan-made version of a powerful classic design from the pre-Succession Wars era. Commonly armed with powerful energy weapons and backed up by short-range missiles for devastating close-quarters combat, many variations have emerged over the centuries, including this Ice Hellions version that sports a quartet of extended-range lasers for hard-hitting, far-reaching punch.

IH7180-13E ("Lightshow"), captured during the Hellions' destruction in the last days of the Hell's Horses invasion, was among a token force of Horses that joined Stone's coalition against the Blakists. Its MechWarrior took part in the heavy fighting for Mars in the Terran system, and she brought this venerable machine with her when she opted to follow Stone into his Republic after the war's end.

## Filing Notes

<b>Record Number</b>	FP-153-PE	08/05/3134
<b>Field Research</b>	S008, S120	08/01/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/02/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/05/3134

## Eve Buhallin

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Zeta Galaxy
<b>MECH</b>	Eyrie
<b>DOB</b>	09/20/3092
<b>HAIR</b>	Brown
<b>EYES</b>	Violet



In many ways, Eve Buhallin is a textbook example of her Clan's warrior caste culture and biases. She is a trueborn MechWarrior whose life is wholly dedicated to the pursuit of her lethal art. She is arrogant, headstrong, and a consummate killer, but she is also tainted by her age: 41 is ancient by Clan warrior standards. Buhallin is even more paranoid and competitive with her fellow warriors than most, which constantly puts her at odds with commanders and comrades alike.

A self-described MechWarrior supremacist, Buhallin is also highly opposed to change, and she often decries the Jade Falcon's increasingly diverse pool of warrior subclasses, which now includes more conventional armored vehicles and VTOLs than ever before.

## Eyrie

<b>Serial Number</b>	JF106-04A
<b>Mass</b>	35 tons
<b>Chassis</b>	Olivetti S1 Endo Steel
<b>Power Plant</b>	245 Magna XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Clan Standard Type A2
<b>Armor</b>	Compound Alpha Ferro-Fibrous
<b>Armament</b>	2 Type 3 Series Advance Tactical Missile Systems 2 Series 6a ER Medium Lasers 4 General Systems Micro Pulse Lasers

### Commentary:

The Eyrie is a post-Jihad design that was first fielded by Clan Jade Falcon during a pitched battle on the Lyran world of Zhongshan in 3087. Built along lines similar to the Cougar, which emphasized firepower, the Eyrie was a more well-rounded combatant, boasting greater mobility, stronger armor, and solid close-in firepower. Though the Falcon failed to take Zhongshan, a pair of Eyries destroyed a full lance of Lyran armor and two light 'Mechs—demonstrating the design's amazing battle prowess. More have since appeared in several of the Clan's battle Clusters.

Eve Buhallin, current pilot of JF106-04A, has not bothered to name her Eyrie, despite piloting the machine ever since winning her Bloodname. She favors hunting and killing infantry and armor units during battle, where her close-in weapons can make quick work of these "offensive" battlefield elements.



## Filing Notes

<b>Record Number</b>	FP-114-PE	04/04/3134
<b>Field Research</b>	S012, S166	03/20/3134
<b>Thought Control</b>	C215, C418	CERTIFIED
<b>Image Acquisition</b>	G120, G500, G139	04/02/3134
<b>Correction Enforcement</b>	L230, L138	APPROVED
<b>Filing</b>	S079	04/20/3134

## Flavio Rodriguez

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	McCarron's Armored Cavalry
<b>MECH</b>	Koshi
<b>DOB</b>	01/28/3089
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Flavio Rodriguez may be one of the greediest, cruelest, and most cowardly men seen outside of Jacob Bannson's Band of Five. With an affluent background in the Capellan Confederation—one tied in some way to the once-mercenary McCarron's Armored Cavalry—Rodriguez's future was laid out well in advance for him. Cocky and spoiled, he developed a casual disregard for those around him, taking whatever he wanted and leaving his family to clean up the mess. Indulging in vices such as gambling, alcohol, and narcotics, he somehow maintained just enough tact and focus to join the ranks of the Cavalry without stepping on the wrong toes or getting himself cashiered. Still, as a result of his countless indiscretions, including the disappearances or untimely deaths of three women and one male servitor, the Maskirovka has a file on this man, though it has yet to take action against him.

## Koshi

<b>Serial Number</b>	SF2055-14B
<b>Mass</b>	25 tons
<b>Chassis</b>	Type 2 Standard Endo Steel
<b>Power Plant</b>	175 XL
<b>Cruising Speed</b>	75.6 kph
<b>Maximum Speed</b>	188.8 kph, 151 kph w/MASC
<b>Jump Jets</b>	Grandthrust Mk 1 (180 meters)
<b>Armor</b>	Forging ZM7 Ferro-Fibrous
<b>Armament</b>	6 Model II Heavy Small Lasers

### Commentary:

The immensely fast Koshi first stunned Inner Sphere warriors in the early 3050s when the Clans launched their assault against the Lyran, Draconian, and Rasalhaguan states in a relentless drive toward Terra. Lightweight, yet amazingly well armed, the Koshi (known to the Clans as the Mist Lynx) was a dual-purpose BattleMech capable of fast reconnaissance and interdicting enemy scouts, armor, and light 'Mechs.

SF2055-14B was a Sea Fox—produced Koshi sold to the Capellan Confederation as "scrap" via the Clan's enclave on Ingersoll. Though it was technically nonfunctional, the Foxes gave House Liao's technicians enough parts to restore it and several other "scrapped" Clan 'Mechs to full operation. Flavio Rodriguez has nicknamed his Koshi "Six Gun" in reference to the sextet of heavy small lasers he likes to use to devastating effect on enemy infantry, armor, and support vehicles.



## Filing Notes

<b>Record Number</b>	FP-142-PE	08/04/3134
<b>Field Research</b>	S008, S120	08/03/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/03/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/04/3134

## Ichiba Pryde

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Gyrfalcon Galaxy
<b>MECH</b>	Shrike
<b>DOB</b>	06/18/3102
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Loud and angry like so many of her fellow Falcons, Ichiba Pryde has devoted her life to forcing others to "see the light" about her Clan. She seeks out prisoners during battle, eager to claim a new convert with every victory, and she often taunts her enemies while extolling the virtues of being a Jade Falcon. Curiously, despite this missionary-warrior attitude, Pryde does not appear to buy into the "total war" mindset some Falcons have begun to embrace. She considers the philosophy ultimately self-defeating, as it would leave behind more refugees than converts. Instead, she believes that the Jade Falcon should focus on its fellow Clans in the Inner Sphere first—starting with the Sea Foxes, whose warped culture she apparently finds most tainted. Only then can a new Crusade begin, gloriously fought in the way the Clans' founding father intended.

### Shrike

<b>Serial Number</b>	JF397-44A
<b>Mass</b>	95 tons
<b>Chassis</b>	DSAM Endo 4
<b>Power Plant</b>	340 Olivetti XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Grandthrust Mk 5
<b>Armor</b>	Forging ZM15 Ferro-Fibrous
<b>Armament</b>	2 Type 9 Ultra-10 Autocannons 1 Type X "Long Bow" LRM 10-Rack 2 Series 2b ER Medium Lasers

#### Commentary:

The distinctive appearance of the ultraheavy Shrike makes its origins as a Jade Falcon engine of destruction quite clear. Developed in the 3110s to revitalize the Falcon's touman and to counter the likes of the Wolf Clan's Tundra Wolf, the Shrike quickly became a favorite for Falcon commanders because of its heavy and accurate—yet surprisingly heat-efficient—firepower. This great leap in heat efficiency is apparently tied to the wing-like structures that mark the newer Jade Falcon 'Mechs, which appear to dissipate heat almost as quickly as it builds.

Ichiba Pryde of the Gyrfalcon Galaxy pilots JF397-44A, which trades some of the model's standard reach for the solid punch of heavy autocannons (to keep with her preferred combat style). Pryde, who has nicknamed this machine "Shark Hunter," is a particularly reckless warrior in combat, and she is known for closing rapidly and relentlessly with her enemies.



### Filing Notes

<b>Record Number</b>	FP-154-PE	08/08/3134
<b>Field Research</b>	S008, S120	08/02/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/04/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/08/3134



## Jiyi Chistu

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Gyrfalcon Galaxy
<b>MECH</b>	Gyrfalcon
<b>DOB</b>	03/20/3111
<b>HAIR</b>	Black
<b>EYES</b>	Blue



For a trueborn warrior of Clan Jade Falcon, Jiyi Chistu is uncharacteristically humble and reserved. Though he speaks softly, however, this warrior is an accomplished marksman and personal weapons specialist whose actions speak far more loudly than words. Chistu is also a brilliant strategist, both in the martial arts and on the political landscape of the Jade Falcon. He is apparently so well versed in diplomacy that he has advanced his career without once committing himself to any unreliable, long-standing allies. Such political acumen has many of his comrades silently deriding him as a possible descendant of some manipulative Snow Raven Clan Bloodline—the Clan that completely subverted the Outworlds Alliance government during the Jihad. Even more puzzling is that Chistu has not spoken to these accusations, which would have any other Falcon immediately screaming for a Trial of Grievance.

## Gyrfalcon

<b>Serial Number</b>	JF199-16F
<b>Mass</b>	55 tons
<b>Chassis</b>	Olivetti Stage
<b>Power Plant</b>	275 Fusion XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph, 108 kph w/MASC
<b>Jump Jets</b>	Clan Standard Type A1
<b>Armor</b>	Raydient Advance Series 4
<b>Armament</b>	2 Series 6b ER Large Lasers 2 Type OVR-V LB 2-X Autocannons



### Commentary:

Clan Jade Falcon's medium-weight Gyrfalcon was developed as part of a Clan-wide revitalization project in the early 3110s. It replaced a number of older designs whose parts had become increasingly scarce since the loss of home world ties. Built for speed, firepower, and simplicity, the Gyrfalcon became a common sight in Falcon battle Stars (medium-heavy formations known as Beaks to the Falcon), in which its excellent reach made it a menace to most enemy units even as other designs had to close in.

JF199-16F ("Emerald" to its current pilot) has seen several engagements against Clans Wolf and Hell's Horses since rolling off its Sudeten assembly lines in 3126; it has even carried Jiyi Chistu through his last two Trials of Position. Chistu, an accomplished BattleMech "sniper," particularly favors its energy weapons when engaging hardened targets such as opposing 'Mechs and heavy vehicles, and he is adept at firing even while on the run.

## Filing Notes

<b>Record Number</b>	FP-116-PE	05/26/3134
<b>Field Research</b>	S015, S260	05/03/3134
<b>Thought Control</b>	C250, C318	CERTIFIED
<b>Image Acquisition</b>	G291, G005, G204	05/11/3134
<b>Correction Enforcement</b>	L255, L238	APPROVED
<b>Filing</b>	S079	05/20/3134

## Jon Roberson

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	21st Centauri Lancers
<b>MECH</b>	SalvageMech MOD
<b>DOB</b>	10/26/3091
<b>HAIR</b>	Brown
<b>EYES</b>	Brown



All his life, Jon Roberson yearned for adventure, completely taken in by holovid dramas of the mercenary MechWarriors roaming the Inner Sphere. But there was a problem: A childhood disease had ravaged his nervous system, and all his ambition could not overcome the fact that he lacked the motor skills and reflexes necessary to pilot a true BattleMech. Though medications and treatments were developed to counter the effects, random spasms continued to wrack Roberson well into adulthood, disqualifying him from BattleMech training. But his wealth of technical knowledge and skill for basic IndustrialMech piloting, where misplaced weapons fire is not an issue, earned him a spot in the 21st Centauri Lancers technical support section. Though halfway to his dream, Roberson remains dissatisfied, and he has gone so far as to modify his assigned SalvageMech with a light autocannon, allegedly for self defense.

### SalvageMech MOD

<b>Serial Number</b>	XX1165-14F
<b>Mass</b>	25 tons
<b>Chassis</b>	IM Heavy II
<b>Power Plant</b>	75 I.C.E.
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	None
<b>Armor</b>	StrongArm III
<b>Armament</b>	1 Mydron Light Autocannon Type 2

#### Commentary:

SalvageMechs were designed to retrieve damaged and crippled 'Mechs, identify their most critical system damages, and even effect minor repairs. Their powerful salvage arms, spot welders, and extensive remote diagnostic suites have made them a favorite of frugal industrialists and battlefield commanders alike, and scores of these machines may be found in virtually every army and faction in the Inner Sphere.

XX1165-14F ("Tooth Fairy") was produced and sold to the 21st Centauri Lancers by DiNapoli Industries some time before the company's buyout by Bannson Universal, but it was modified for combat duty at Roberson's suggestion in 3131. Though the addition of a light autocannon limits this unit's ability to grab, drag, and repair damaged 'Mechs in the field, Roberson has yet to complain, seeing himself at last as a true MechWarrior.



### Filing Notes

<b>Record Number</b>	FP-137-PE	08/05/3134
<b>Field Research</b>	S008, S120	08/03/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/04/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/05/3134

## Josem Hawker

<b>FACTION</b>	Clan Sea Fox
<b>REGIMENT</b>	Skate Khanate
<b>MECH</b>	Tiburon
<b>DOB</b>	06/10/3093
<b>HAIR</b>	White
<b>EYES</b>	Green



Sharp witted and a master of both BattleMech and unarmed combat styles—specifically in microgravity—Josem Hawker, like most of his Sea Fox kin, considers himself equal parts merchant and warrior. And those who take in his slight appearance, ready smile, and prematurely whitened hair have often underestimated his abilities in both areas. Hawker is also greedy and ruthless, and he views amassing wealth and power through a blend of wily mercantile exchange and battlefield prowess as an end to itself. He constantly rates his own personal value against that of his fellow Foxes—and against anyone else with whom he deals—disregarding out of hand anyone from whom he cannot profit. Hawker rarely shares his conquests with others, and he has even been known to lead erstwhile “partners” astray on the battlefield and at the bargaining table—a practice that has earned him his nickname, “The Snake.”

### Tiburon

<b>Serial Number</b>	SF312-50B
<b>Mass</b>	35 tons
<b>Chassis</b>	NCIA Endo Steel Type N
<b>Power Plant</b>	245 XL
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Alpha Compound Ferro-Fibrous Armor
<b>Armament</b>	4 General Systems Heavy Medium Lasers 2 Series 6a ER Small Lasers 2 Pattern Alpha SRM-2 Launchers



#### Commentary:

Named in honor of the Sea Fox Clan's former totem, the Diamond Shark, the fast, light, and surprisingly well-armed Tiburon is a lethal and relentless predator born amid the Clan's transformation into a roving society of warrior-merchants. Its unique, innocuous design serves both to reinforce the Sea Fox Clan's mercantile tendencies and to camouflage the machine's lethality: The Tiburon conceals most of its weaponry in a series of retractable panels. Should a deal go sour, its weaponry can be revealed faster than you can say “renegotiation.”

Josem Hawker won SF312-50B (aka “Silent Swimmer”) in a Trial of Possession against his Starmate in 3128. Though he did not earn his Bloodname at its helm, Hawker has racked up an impressive string of battlefield victories with this Tiburon, including the defeat of a Ghost Bear MechWarrior in a rare zero-G Trial high above the Rasalhague Dominion world of Dawn.

### Filing Notes

<b>Record Number</b>	FP-149-PE	08/10/3134
<b>Field Research</b>	S008, S120	08/03/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/09/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/10/3134

## K. Kitsman

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Davion Guards
<b>MECH</b>	Cyclops
<b>DOB</b>	03/04/3101
<b>HAIR</b>	Black
<b>EYES</b>	Gray



K. Kitsman (real first name unknown) truly is a mystery to our Order. After the breakdown of interstellar communications, he allied himself with the Swordsworn, but we don't know much beyond that—his confident-yet-reserved demeanor has yielded few clues relating to his origins or goals. Based on his obvious military training and his experience in handling his equally mysterious BattleMech, Kitsman is believed to be a veteran MechWarrior. His accent suggests an ethnic FedSuns upbringing, but his age remains undetermined. One theory suggests that he is one of The Republic's "Shadow Knights," the covert operations force whose existence we have continued to uncover evidence to support. If so, his role within the Swordsworn appears to be one of observation, as he has yet to take any overt actions against them.

## Cyclops

<b>Serial Number</b>	LA5012-91F
<b>Mass</b>	90 tons
<b>Chassis</b>	Stormvanger HV-14 Advanced
<b>Power Plant</b>	360 Hermes Special Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Starshield Special
<b>Armament</b>	1 Defiance Thunder Ultra AC/20 Autocannon 1 Delta Dart LRM-10 Missile Rack 1 Defiance 1001 ER PPC 2 Zippo Flamers



### Commentary:

A venerable assault-class BattleMech design favored as a command vehicle for its communications suite, weapons mix, and good overland mobility for its mass, the Cyclops was a familiar—if not terribly common—sight in many regimental headquarters units throughout the Succession Wars. A well-traveled design, the Cyclops has evolved, including this factory refit originally built for the Lyran Alliance, which was first fielded just prior to the start of the Jihad.

How this machine came to be part of the Davion Guards, however, is a mystery. According to records, LA5012-91F was destroyed during the disarmaments that followed the formation of The Republic, having been surrendered by a Jihad survivor eager to put the horrors of the past behind him. Yet this machine and its mysterious pilot appeared on the scene as if from nowhere after the darkness fell.

## Filing Notes

<b>Record Number</b>	FP-155-PE	08/07/3134
<b>Field Research</b>	S008, S120	08/02/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/06/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/07/3134

## Kava Graves

<b>FACTION</b>	Highlanders
<b>REGIMENT</b>	First Kearny
<b>MECH</b>	Thor
<b>DOB</b>	03/23/3099
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



A native of Sadalbari, where she served as a LoaderMech pilot for Sadalbari Solutions' distribution center in Delhirahn, Kava Graves was a talented but underrated "weekend warrior" in the planetary militia when darkness descended across The Republic. Called into active service immediately by a government paranoid of imminent invasion, Graves did her best to follow the scattered reports of fighting throughout Prefectures III and IV. Realizing how widespread the problem was, and seeing her own leaders jockeying to secure their own power base in the absence of Republican authority, she defected to the newly forming Highlanders faction, believing them to be the nearest organization dedicated to preserving the realm—not just the ambitions of warlords she thought too greedy to be trusted. Despite lacking Highlanders blood, Graves actually won a slot in the First Kearny when it became clear her home-grown skills rated her an elite MechWarrior.

## Thor

<b>Serial Number</b>	GB2798-54M
<b>Mass</b>	70 tons
<b>Chassis</b>	Olivetti T4 Endo Steel
<b>Power Plant</b>	350 Magna Extra-Light
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound Beta Ferro-Fibrous
<b>Armament</b>	3 Type XV "Long Bow" LRM-15 Launchers w/Artemis 2 Type V "Long Bow" LRM-5 Launchers w/Artemis 2 Series 1 ER Small Lasers



### Commentary:

The heavyweight Thor, a popular machine in the Clans' front-line forces during their invasion of the Inner Sphere, boasted excellent armor, mobility, and an array of heat-efficient weaponry that took its Inner Sphere opponents by surprise. A favorite of Jade Falcon, but also seen among the other invaders, Thors (such as this one) in "missile boat" configurations often appeared at the heart of assault formations or acted as mobile fire support during major Clan offensives.

GB2798-54M, employed by Clan Ghost Bear at the liberation of Cebalrai during the Jihad, was recovered by Stone's coalition after a Blakist neutron bomb killed its pilot, and it was among the militia forces stationed on Sadalbari when communications failed. Kava Graves, the militia MechWarrior then at its helm, took it with her when she joined up with the nascent Highlanders faction. She has nicknamed it "Snowstorm."

## Filing Notes

<b>Record Number</b>	FP-151-PE	08/16/3134
<b>Field Research</b>	S008, S120	08/12/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/13/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/16/3134

## Latonya Lyons

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Archon's Shield
<b>MECH</b>	Vulture
<b>DOB</b>	05/10/3102
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



People once took Latonya Lyons at face value: a fanatical Skye militia MechWarrior swayed to Jasek Kelswa-Steiner's banner. The high incidence of known Lyran intelligence operatives detected within the Archon's Shield, however, soon had our agents peering a little closer into the mystery that is Latonya Lyons. As expected, Lyons turned out to be an assumed identity, but not for the LIC at all. In fact, evidence we have gathered revealed that this elite MechWarrior—who speaks little but who professes undying loyalty to the Stormhammers' ideals—might actually be an agent for SAFE, the fragmented covert operations command of the equally splintered House Marik. Thanks to the convoluted nature of SAFE today, however, it remains unclear which former Free Worlds faction is behind this infiltration—and to what purpose.

### Vulture

<b>Serial Number</b>	SJ2056-19G
<b>Mass</b>	60 tons
<b>Chassis</b>	Bergan Version 8.3 Endo Steel
<b>Power Plant</b>	300 Vlar XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound 24B2 Ferro-Fibrous
<b>Armament</b>	2 General Systems Large Lasers 2 General Systems ER Micro Lasers 4 Type XX "Great Bow" LRM-20 Launchers

#### Commentary:

One of the first Clan 'Mechs to see action in the Inner Sphere, the Vulture brought devastating firepower to the field in a surprisingly agile package. Armed with a quartet of lasers that were backed up by heavy long-range missile launchers, the Vulture (known among Clan warriors as the Mad Dog) looked every bit the bird of prey.

Originally manufactured for Clan Smoke Jaguar, SJ2056-19G saw action on Luthien and Tukayyid during the early years of the Clan invasion. It was captured by Inner Sphere troops during Operation Bulldog, which preceded the ultimate destruction of the Jaguar Clan. Among the ragtag remains of the Com Guards who rallied to Devlin Stone's banner, this machine's pilot brought it with him into Stone's new Republic. Latonya Lyons has nicknamed this 'Mech "Raubvogel," a German word meaning "bird of prey."



### Filing Notes

<b>Record Number</b>	FP-118-PE	06/23/3134
<b>Field Research</b>	S178, S349	07/08/3134
<b>Thought Control</b>	C236, C287	CERTIFIED
<b>Image Acquisition</b>	G356, G036, G136	07/21/3134
<b>Correction Enforcement</b>	L212, L403	APPROVED
<b>Filing</b>	S079	06/04/3134

## Lenett Lossey

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Shiva Keshik
<b>MECH</b>	Spider
<b>DOB</b>	01/19/3102
<b>HAIR</b>	Blond
<b>EYES</b>	Brown



A product of a Nova Cats eugenics program, Lenett Lossey was born to a small Clan enclave located on Ozawa. Though bred for the rigors of BattleMech warfare and raised with the ideals of the mystical Nova Cats in his heart, there was always something more to him that went beyond the norm for a trueborn warrior. Indeed, even before he won his first Trial of Position for the warrior caste, Lenett demonstrated an innate ability to seduce and manipulate others. This ability has helped him advance his position over the years, including winning his Bloodname and a slot in the Shiva Keshik. Shrewd and politically astute, Lossey's methods have been limited mostly to benign deal making and effective speaking, talents he has raised to a veritable art form—for a Clan warrior.

## Spider

<b>Serial Number</b>	RS3045-11G
<b>Mass</b>	30 tons
<b>Chassis</b>	Crucis-II Deluxe Endo Steel
<b>Power Plant</b>	Pitban 240 Light Engine
<b>Cruising Speed</b>	86.4 kph
<b>Maximum Speed</b>	130 kph
<b>Jump Jets</b>	Rawlings 75
<b>Armor</b>	Kallon FWL Special Ferro-Fibrous
<b>Armament</b>	5 Diverse Optics Extended-Range Small Lasers

### Commentary:

The unmatched speed and nearly limitless endurance of the lightweight Spider helped it to become the BattleMech of choice for Star League commandos after its debut in 2650. The centuries of Succession Wars after the League's fall, however, reduced the Spider's numbers to a mere trickle from the Free Worlds League factories on Tematagi—until the destruction of those facilities during the Jihad all but eliminated the Spider line. Fortunately, the design was spared extinction when new production lines evolved in the decades afterward. These descendants mimicked the performance profile—if not the ultrasleek appearance—of the Star League-era Spider.

RS3045-11G is one such post-Jihad model. Originally built for the Republican military and nicknamed "Silver" by its current pilot, Lenett Lossey, it sports a quintet of small lasers. This payload often forces Lossey into close-quarters fighting, where he must rely on the 'Mech's speed to avoid counterfire among enemy formations.



## Filing Notes

<b>Record Number</b>	FP-141-PE	08/16/3134
<b>Field Research</b>	S008, S120	08/14/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/15/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/16/3134

## Leroy Rhoads

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Triarii Protectors
<b>MECH</b>	Cyclops
<b>DOB</b>	08/03/3088
<b>HAIR</b>	Black
<b>EYES</b>	Green



Born on Terra, at the very heart of the phoenix that was The Republic of the Sphere, Leroy Rhoads was, like so many Terrans of the day, inundated with propaganda that overtly vilified the Word of Blake and, to varying degrees, the rest of the Inner Sphere powers as well. Such rhetoric was well received by the cosmopolitan-yet-insular people of Terra, especially after the devastating nuclear assaults that had killed millions. It motivated Rhoads to enlist in the RAF where, as a defender of the new world order, he became the poster boy for Republican military recruiters. Despite his "fame," he never quite developed the commanding presence and strength of will to become a Knight. His devotion to the ideals of The Republic is virtually reflexive, so built on blind faith and righteousness that he often ignores any and all negative publicity The Republic might garner.

### Cyclops

<b>Serial Number</b>	LA5002-81F
<b>Mass</b>	90 tons
<b>Chassis</b>	Stormvanger HV-14 Advanced
<b>Power Plant</b>	360 Hermes Special Light
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Starshield Special
<b>Armament</b>	1 Defiance Thunder Ultra AC/20 Autocannon 1 Delta Dart LRM-10 Missile Rack 1 PartiKill Heavy Cannon PPC 2 Diverse Optics ER Medium Lasers



#### Commentary:

A classic assault BattleMech design favored by commanders for its communications suite, weapons mix, and good overland mobility, the 90-ton Cyclops was a mainstay of regimental command units but a rare sight on the battle lines. In its history, several variations of the Cyclops were developed, including LA5002-81F. This factory refit, first fielded during the FedCom Civil War by the Lyran Alliance (Commonwealth), sports a light engine that allowed its engineers to mount more weaponry and armor than is found on the standard design.

Captured by Skye forces during the war, the 'Mech was due to be transferred to a "more reliable" Lyran regiment, but the Jihad intervened. As part of the shattered Skye defense forces, it was claimed by Devlin Stone and his coalition before the end of the Blakists' holy war, and it eventually found its way into The Republic's elite line regiments.

### Filing Notes

<b>Record Number</b>	FP-123-PE	08/16/3134
<b>Field Research</b>	S008, S120	08/02/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/06/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/07/3134



## Lyza Helmer

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Turkina Keshik
<b>MECH</b>	Eyrie
<b>DOB</b>	01/28/3108
<b>HAIR</b>	None
<b>EYES</b>	Brown



Nothing makes Lyza Helmer happier than carnage, but what truly sets her apart from her fellow Jade Falcon warriors is her willingness to blood anyone for any reason, even if she has to make one up on the spot. Violent to the point of psychosis, Lyza, a confirmed believer in the new "total war" philosophy espoused by a growing minority of Falcons, has turned her aggression on friends and foes alike. Although this approach is technically admirable to the Jade Falcon way of thinking, which emphasizes personal glory strictly through martial superiority, her extremism worries even some of her more radical Falcons. This is because Lyza leaves nothing salvageable in her wake, not even bondsmen. This "take no prisoners" mentality runs counter to the Clans' ethics, which considers unnecessary death and destruction abhorrently wasteful and counterproductive.

## Eyrie

<b>Serial Number</b>	JF111-02A
<b>Mass</b>	35 tons
<b>Chassis</b>	Olivetti S1 Endo Steel
<b>Power Plant</b>	245 Magna XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Clan Standard Type A2
<b>Armor</b>	Compound Alpha Ferro-Fibrous
<b>Armament</b>	2 Type 3 Series Advance Tactical Missile Systems 2 Series 6a ER Medium Lasers 4 General Systems Micro Small Lasers



### Commentary:

A post-Jihad design first deployed by Clan Jade Falcon during a pitched battle for the Lyran world of Zhongshan in 3087, the Eyrie was apparently built to parallel the Cougar light BattleMech, but with slightly reduced firepower in favor of more well-rounded combat performance. With great mobility and armor and solid close-in firepower, this 'Mech demonstrates amazing battle prowess for its size, and many are deployed among the Clan's battle Clusters as fast support elements and light-'Mech hunters.

Lyza Helmer has nicknamed her Eyrie "Eagle's Claw." Since snatching it away from one of her Starmates in a Trial of Possession, she has piloted the 'Mech into battle against the Clan's enemies on many occasions, most notably a fierce Trial against Clan Wolf (in Exile) on Dustball in 3129, where she claimed two vehicle and two 'Mech kills.

## Filing Notes

<b>Record Number</b>	FP-146-PE	08/23/3133
<b>Field Research</b>	S008, S120	08/19/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/20/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/22/3134

## M. D. Tompkins

<b>FACTION</b>	Dragon's Fury
<b>REGIMENT</b>	The Brotherhood
<b>MECH</b>	Tundra Wolf
<b>DOB</b>	09/19/3100
<b>HAIR</b>	Black
<b>EYES</b>	Brown



Michael Dean Tompkins considers himself an expert on almost everything. He enjoys referring to himself by his initials, using the "M. D." as a play on words for "doctor." Though he lacks any credentials to back up such a claim, very few who know Tompkins have bothered to correct him during his wild monologues, finding the fountain of useless trivia he spouts at least entertaining during long and boring patrols. But while such habits are normally harmless, his insistence to direct and assist in repairs to Brotherhood 'Mechs has earned him the ire of the technical staff of this Dragon's Fury regiment. In fact, twice since joining the pro-Kurita faction (abandoning his original posting as a militia MechWarrior on Galatia III), his antics have landed him in hot water with his superiors. Yet Tompkins persists in "helping out" in the Fury's repair bays, to the techs' eternal dismay.

### Tundra Wolf

<b>Serial Number</b>	WC091-02A
<b>Mass</b>	75 tons
<b>Chassis</b>	Mark XX Type Heavy Endo-Steel
<b>Power Plant</b>	225 Consolidated XL
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	BMP Series XV
<b>Armor</b>	Beta Compound (Standard)
<b>Armament</b>	1 Type X "Long Bow" LRM 10-Rack 1 Series 7k ER Large Laser 1 SEP Class SRM-4 Launcher 4 Series 1 ER Small Lasers 2 Omega 12-Coil Gauss Rifle



#### Commentary:

Clan Wolf's first new BattleMech wholly designed and built in the Inner Sphere, the Tundra Wolf entered service in the waning years of the Word of Blake Jihad, but low production rates limited its impact on the outcome of the war. Nevertheless, the tremendous armor and firepower of this 'Mech did allow the Crusader Wolves to consolidate their grip on their new gains, helping them resist efforts by rival Clans to make inroads into their Occupation Zone.

WC091-02A ("Doctor T") was among the few Tundra Wolves to enter the fray near the end of the Jihad. In particular, it had an impact on the liberation of Rigil Kentares, a key world in the effort by Devlin Stone's coalition to shatter the Blakist command on Terra itself. Its warrior followed Stone to form his Republic, only to die soon afterward, battling House Marik raiders on Abadan.

### Filing Notes

<b>Record Number</b>	FP-152-PE	08/23/3134
<b>Field Research</b>	S008, S120	08/19/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/22/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/23/3134

## Maria Devalis

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>MECH</b>	Shadow Hawk IIC
<b>DOB</b>	09/12/3089
<b>HAIR</b>	Gray
<b>EYES</b>	Hazel



Maria Devalis, an accomplished MechWarrior in the RAF, was once in line for Knighthood, but critics to her nomination questioned her objectivity as a devout Nova Cats spiritualist. These challengers cited her decision to undergo a vision quest (before accepting the honor) as clear proof of her favoritism for her "superstitions" above over all other concerns. The uproar prompted the eventual withdrawal of the Knighthood offer in a Republic-wide media frenzy, but even though such an act was widely decried as a travesty—even by Devlin Stone himself—Devalis' reputation was tarnished except among her fellow ethnic Nova Cats. Publicly she accepted the outcome, and even refused a later offer without comment, but inwardly she felt the intense sting of humiliation. Still bitter over the affair, her allegiance switch to the Spirit Cats came easier for her than for most.

## Shadow Hawk IIC

<b>Serial Number</b>	NC3500-03C
<b>Mass</b>	45 tons
<b>Chassis</b>	NCIS Endo Steel Type M
<b>Power Plant</b>	Consolidated Fusion 270 Standard
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Northrup Starlifters M45s
<b>Armor</b>	Alpha Compound Ferro-Fibrous
<b>Armament</b>	2 Series 7Ja ER Medium Lasers 1 Type 6 Series Advanced Tactical Missile System 1 Series 6b ER Large Laser



### Commentary:

The Clan-made upgrade to the venerable Shadow Hawk medium BattleMech was 10 tons lighter, 20 percent more maneuverable, and many times more lethal than the original. Used mainly in second-line formations by every invading Clan, it served as an excellent all-aspect strike vehicle that employed an effective combination of lasers and missiles against light and medium enemy 'Mech forces.

NC3500-03C ("Luminosity") entered service with the Nova Cats soon after the start of the Word of Blake Jihad, built as part of an ongoing effort to recover from the damage done in the first Combine-Dominion War. Pressed instead into serving with Delta Galaxy to fight the Blakists, this 'Mech and its warrior fought in several campaigns to reclaim worlds overrun by the Jihad zealots, including the battle for Benjamin in 3069. Like the rest of Delta, both the machine and its pilot went on to join The Republic.

## Filing Notes

<b>Record Number</b>	FP-143-PE	08/01/3134
<b>Field Research</b>	S008, S120	07/29/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/01/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/01/3134

## Mikhail Thacker

<b>FACTION</b>	Stormhammers
<b>REGIMENT</b>	Tharkan Strikers
<b>MECH</b>	Uziel
<b>DOB</b>	02/16/3098
<b>HAIR</b>	Black
<b>EYES</b>	Violet



Large, muscular, and gruff to the point of rudeness, Mikhail Thacker is a man who finds pleasure in nothing, but who seems driven by an insatiable need to complete every mission given him as though it were all that ever mattered. Nicknamed "The Robot" by his comrades, Thacker makes a point to be as unfriendly and foreboding as possible to others. Although his origins are shrouded in mystery, even to his own lancemates, we believe he served as a scout in the Gladius militia roughly five years before the HPG blackout. Then known as Mikhail Theed, he was cashiered after accidentally firing live weapons during a field exercise while he was intoxicated, killing a four-man vehicle crew. Theed vanished soon afterward, but Thacker—a man who never touches alcohol but who matches Theed in every other regard—appeared just three months later on Skye.

## Uziel

<b>Serial Number</b>	LA417-36B
<b>Mass</b>	50 tons
<b>Chassis</b>	Foundation E50 Endo Steel
<b>Power Plant</b>	GM 300 XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Rawlings 50
<b>Armor</b>	Maximillian 100
<b>Armament</b>	2 Parti-Kill Heavy Cannon PPCs 2 ScatterGun Light Machine Guns 1 Harvester 20K SRM-6 Launcher



### Commentary:

Developed and deployed during the FedCom Civil War, the Uziel was touted by its Lyran manufacturers as a powerful new workhorse 'Mech on par with the venerable Griffin of Succession Wars fame. Fast, well-armored, and packing a mix of hard-hitting, long-range energy weapons and shorter-range missiles, the Uziel rose to instant popularity in the turbulent times of the Steiner-Davion conflict.

LA417-36B ("Mighty Force") was a fast-attack Uziel that entered service with the Lyran military near the end of the Civil War. It was later deployed during the Jihad as part of the defending forces on Hesperus II. Recovered by Stone's coalition after the final liberation of that world, the nearly scrapped 'Mech was given a new lease on life when it was absorbed into the Skye militia commands in Stone's new Republic.

## Filing Notes

<b>Record Number</b>	FP-145-PE	08/14/3134
<b>Field Research</b>	S008, S120	08/11/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/12/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/14/3134

## Monic Delaportas

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>MECH</b>	Warhammer IIC
<b>DOB</b>	08/23/3097
<b>HAIR</b>	Brown
<b>EYES</b>	Green



Anywhere else in the universe, Monic Delaportas would likely be classified as certifiably insane and then relieved of her BattleMech, but in the veteran Purifiers of the Spirit Cats faction, her erratic—almost manic—behavior is simply considered par for the course. Approaching 40 years old, when many Clanners are put out to pasture, Delaportas has had sophisticated and dangerous enhanced-imaging neural circuitry implanted in her body. The techno-tattoos, nearly invisible amid the chaotic mix of ritual markings she bears, are well known to enhance the effectiveness of Clan warriors while simultaneously degrading their mental health. In Delaportas' case, they have given her the distinct sense of godhood whenever she plugs into her 'Mech, which, whenever her temper flares up—an increasingly common occurrence since the implantation—drives her to wreak unbridled destruction.

## Warhammer IIC

<b>Serial Number</b>	SJ6302-29D
<b>Mass</b>	80 tons
<b>Chassis</b>	SFX-80 Endo
<b>Power Plant</b>	Type 10 320 Fusion
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Forging ZM15 Ferro-Fibrous
<b>Armament</b>	4 General Systems Heavy Large Lasers 2 Pattern J7 SRM-6 Launchers

### Commentary:

A titan of armor and firepower built for endurance and absolute battlefield superiority, the Warhammer IIC was the Clan upgrade to a design already feared by warriors throughout the Succession Wars. The machine was typically armed with massively powerful particle cannons backed up by short-range missiles and a host of lighter energy weapons; however, variations soon appeared that were even more lethal, including this quadruple-heavy laser model, first fielded by the Smoke Jaguars in their final days.

Captured by the Nova Cats who had sided with the Inner Sphere against the Jaguars, this particular Warhammer IIC (nicknamed "Dobutso" by Delaportas) saw action again during the first Combine-Dominion War in the early 3060s and again during the effort to liberate Luthien and Dieron during the Word of Blake Jihad. Like many other Nova Cats, its warrior followed Stone into his Republic after the war's end.



## Filing Notes

<b>Record Number</b>	FP-121-PE	07/10/3134
<b>Field Research</b>	S024, S356	06/11/3134
<b>Thought Control</b>	C277, C500	CERTIFIED
<b>Image Acquisition</b>	G216, G389, G286	06/28/3134
<b>Correction Enforcement</b>	L450, L199	APPROVED
<b>Filing</b>	S079	07/07/3134

## Najeh Hammond

<b>FACTION</b>	Clan Sea Fox
<b>REGIMENT</b>	ilKhanate
<b>MECH</b>	Tiburon
<b>DOB</b>	12/06/3107
<b>HAIR</b>	Red
<b>EYES</b>	Brown



Born and raised aboard one of the converted JumpShip colonies that form the core of Clan Sea Fox's spaceborne Khanates, Najeh Hammond is typical of appearance for his Clan. Gaunt and pale and adapted to a life spent in cramped quarters and microgravity, Hammond seems frail and closeted. Yet, like many of his fellow Foxes, this MechWarrior's appearance belies a cunning strength and a ruthless prowess honed by centuries of Clan martial tradition. More than a mere fighter, Hammond also possesses a keen analytical mind, cultivated for the fine art of profit-making as well as combat. This combination of elite martial talent and negotiating skill makes him a surprisingly resourceful and dangerous warrior, especially when facing opponents who cling to the outdated notion that the Sea Fox Clan has lost its edge.

### Tiburon

<b>Serial Number</b>	SF305-45A
<b>Mass</b>	35 tons
<b>Chassis</b>	NCIA Endo Steel Type N
<b>Power Plant</b>	245 XL Fusion
<b>Cruising Speed</b>	76 kph
<b>Maximum Speed</b>	119 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Alpha Compound Ferro-Fibrous Armor
<b>Armament</b>	4 Series 6b Medium Lasers 2 Series 6a ER Small Lasers 2 Pattern Alpha SRM-2 Launchers



#### Commentary:

With a name that harkens back to the Clan's one-time name—Diamond Shark—the Tiburon is every bit as lethal a predator as its namesake. Fast and well-armed for its light weight, this BattleMech debuted as Clan Sea Fox transformed from a decimated-yet-centralized military force into a mobile space-faring society of warrior-merchants. Since then, Tiburons have been spotted in scout and attack formations alike, where their accurate mix of close-in lasers makes them ideal for harassing slower assault units. Unlike many Sea Fox designs, however, the Tiburon has the distinction of being exclusive property of the Clan; to date, none have been produced for sale.

Najeh Hammond's Tiburon, "Shark Fang," became his after his successful Trial of Position in 3127. It has carried him to victory through no fewer than 17 Trials of various types—including his recent Trial of Bloodright.

### Filing Notes

<b>Record Number</b>	FP-117-PE	03/14/3134
<b>Field Research</b>	S010, S125	03/01/3134
<b>Thought Control</b>	C111, C467	CERTIFIED
<b>Image Acquisition</b>	G253, G420, G188	03/10/3134
<b>Correction Enforcement</b>	L168, L049	APPROVED
<b>Filing</b>	S079	03/25/3134

## Noel Hurtado

<b>FACTION</b>	House Liao
<b>REGIMENT</b>	Confederation Reserve Cavalry
<b>MECH</b>	Thor
<b>DOB</b>	08/28/3097
<b>HAIR</b>	Gray
<b>EYES</b>	Brown



Noel Hurtado is a classic example of a man whose heart is in the right place but whose abilities don't quite measure up to the drive. At age 13, he witnessed the events on Liao with the same sense of outrage that all Capellans felt, having been raised to see The Republic as an evil upstart dedicated to their destruction. Lying about his age, he signed up with the CCAF in 3112, earning his right to don a neurohelmet after a battery of intensive training that he only narrowly passed. Undaunted, his motto became a Capellan recruitment slogan: "As the Chancellor sacrificed, so should we." But for all his devotion, Hurtado never became anything more than a competent MechWarrior, an almost-unnoticed "lifer" in the Confederation Reserve Cavalry.

## Thor

<b>Serial Number</b>	JF3307-61K
<b>Mass</b>	70 tons
<b>Chassis</b>	Olivetti T4 Endo Steel
<b>Power Plant</b>	350 Magna Extra-Light
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound Beta Ferro-Fibrous
<b>Armament</b>	2 Type XV "Long Bow" LRM-15 Launchers 2 Type V "Long Bow" LRM-5 Launchers 1 General System Advanced Tactical Missile 6 1 General System Advanced Tactical Missile 9 2 Series 1 ER Small Lasers

### Commentary:

The heavy Thor BattleMech was a mainstay of Clan Jade Falcon's front-line forces during their invasion of the Inner Sphere in the 3050s. With excellent armor, mobility, and firepower—and the heat dissipation capacity to handle the load—the Thor personified the unwavering lethality that the Jade Falcon prized. Because of its significance to its touman, the Falcon made a point of adding production lines for the Thor to its Sudeten BattleMech factories, ensuring the continued deployment of this machine even after home world ties were severed.

Clan Sea Fox, however, captured this particular Thor during a Trial on the world of Twycross. They then sold it to the Capellans via their clearinghouse on Ingersoll. Noel Hurtado has nicknamed this machine "Blazing Hail," referring to his accomplished fire-support abilities. He particularly favors using this machine's missile racks to deliver devastating indirect fire.



## Filing Notes

<b>Record Number</b>	FP-119-PE	11/03/3134
<b>Field Research</b>	S012, S254	11/02/3134
<b>Thought Control</b>	C309, C367	CERTIFIED
<b>Image Acquisition</b>	G407, G004, G138	11/11/3134
<b>Correction Enforcement</b>	L229, L153	APPROVED
<b>Filing</b>	S079	11/21/3134

## Rob Hoge

<b>FACTION</b>	Spirit Cats
<b>REGIMENT</b>	Purifiers
<b>MECH</b>	Ocelot
<b>DOB</b>	09/01/3105
<b>HAIR</b>	Red
<b>EYES</b>	Violet



Born with a chip on his shoulder and a fiery temper to match, this cynical, brash young man is a rising star in the ranks of the Purifiers, intent on his "destiny" to claim personal fame and glory against any odds. When not found at the center of a "debate" with his peers, Rob Hoge spends his time in intensive physical training or honing his BattleMech skills in simulators—pursuits that underscore his devotion to his career but that distance him from his comrades. Renowned as a long-distance swimmer on his home world, Rob likes to decrease his oxygen mix before going into combat: By forcing himself to fight in an environment in which he must maintain absolute control of his respiration, he believes that he places himself into a hyperaware state, allowing him to fight with a degree of superhuman skill that no other warrior can hope to match.

### Ocelot

<b>Serial Number</b>	NC516-13E
<b>Mass</b>	35 tons
<b>Chassis</b>	CurtissFox Ocelot
<b>Power Plant</b>	210 General Systems XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	Leaper Model, L6
<b>Armor</b>	Forging FF01 Ferro-Fibrous
<b>Armament</b>	1 Model X Heavy Large Laser 2 Series 2d ER Medium Lasers



#### Commentary:

The Ocelot first emerged from Clan Nova Cat's factories a few years after their defection to the Inner Sphere. Lightweight and highly mobile, this 'Mech's typical load of lasers, heat sinks, and excellent armor protection for its size made it an ideal hunter-killer during the Jihad. NC516-13E, in fact, was configured as a medium-range brawler, with enough firepower to cripple other light 'Mechs in a single volley and a targeting computer for added accuracy. This 'Mech saw action on Buckminster and Vega (Combine worlds hit hardest by the Blakist zealots) before its warrior followed Stone into his Republic of the Sphere.

Rob Hoge, the latest MechWarrior to inherit this particular Ocelot, has nicknamed it "Hothead" for the quirky behavior of its Clan-made heavy large laser. Though he complains about the weapon's disruptive effects on his onboard systems in battle, Hoge's proficiency with it is nearly legendary.

### Filing Notes

<b>Record Number</b>	FP-138-PE	08/07/3134
<b>Field Research</b>	S008, S120	08/06/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/07/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/07/3134



## Shone Roshak

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Turkina Keshik
<b>MECH</b>	Shrike
<b>DOB</b>	08/06/3102
<b>HAIR</b>	Brown
<b>EYES</b>	Blue



By all accounts, Shone Roshak is remarkably chilling in person. His piercing blue eyes—sunken deep into sockets within an emaciated skull topped by strands of prematurely thinning brown hair—are the only signs of life that this pale, gangly warrior exhibits when not strapped into the command chair of his BattleMech. What makes Roshak look so desiccated is not readily clear, but our analysis suggests a quirk of the Jade Falcon breeding program or a rare illness from his native world of Alyina. Fortunately for him, the Falcon training program prizes combat ability over appearance, and Roshak earned his right to pilot a 'Mech with lethal efficiency. Decidedly apolitical, Roshak lives only to fight and kill, and he is well known for leaving no survivors in his wake. This attitude and his appearance have earned him the unofficial nickname of "Buzzard" among his comrades.

## Shrike

<b>Serial Number</b>	JF401-04A
<b>Mass</b>	95 tons
<b>Chassis</b>	DSAM Endo 4
<b>Power Plant</b>	340 Olivetti XL
<b>Cruising Speed</b>	43 kph
<b>Maximum Speed</b>	65 kph
<b>Jump Jets</b>	Grandthrust Mk 5 (120 m)
<b>Armor</b>	Forging ZM15 Ferro-Fibrous
<b>Armament</b>	2 Type 9 Ultra-5 Autocannons 1 Type X "Long Bow" LRM 10-Rack 2 Series 2b ER Large Lasers

### Commentary:

Another design developed during Clan Jade Falcon's military revitalization of the 3110s, the ultraheavy Shrike was apparently an attempt to balance the scales after decades of success by the Wolf Clan's Tundra Wolf heavy 'Mech. In keeping with the Clan's battle philosophy, this machine was fitted with a powerful targeting computer that allowed it to bring its power to bear with deadly accuracy. This allowed the 95-ton Shrike to stand toe to toe with not only the Tundra Wolf but also other superheavies such as the lethal Mad Cat II. In short order, the Shrike became the preferred vehicle for formation commanders, who enjoyed its mobility, heavy armor, reach, and accuracy.

Shone Roshak's Shrike was only recently assigned to him after his transfer into the Turkina Keshik. He has not nicknamed it yet, though his own battlefield call sign of "Buzzard" might stick.



## Filing Notes

<b>Record Number</b>	FP-122-PE	09/15/3134
<b>Field Research</b>	S101, S255	08/15/3134
<b>Thought Control</b>	C456, C418	CERTIFIED
<b>Image Acquisition</b>	G222, G268, G236	08/22/3134
<b>Correction Enforcement</b>	L265, L008	APPROVED
<b>Filing</b>	S079	09/02/3134

## Tammi Miller

<b>FACTION</b>	Republic of the Sphere
<b>REGIMENT</b>	Triarii Protectors
<b>MECH</b>	Vulture
<b>DOB</b>	06/26/3108
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



A profile in diversity, Tammi Miller hails from a blue-collar family of ethnic Lyrans who reside on the historically Capellan world of Shensi. Fluent in Chinese, German, and English, Miller is cultured but plain spoken, a beacon of hope to the often-overlooked middle classes. But while she and others like her have outwardly promoted the image that The Republic's military is one big, happy melting pot, the fact remains that Miller's career in the RAF stagnated upon her assignment to the Protectors. She attributes this fact to both her "unpatriotic" admiration for the Capellan culture and her lack of social standing and noble sponsorship.

## Vulture

<b>Serial Number</b>	WC3161-02G
<b>Mass</b>	60 tons
<b>Chassis</b>	Bergan Version 8.3 Endo Steel
<b>Power Plant</b>	300 Vlar XL
<b>Cruising Speed</b>	55 kph
<b>Maximum Speed</b>	86 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Compound 24B2 Ferro-Fibrous
<b>Armament</b>	2 Series 6b ER Large Lasers 2 General Systems ER Micro Lasers 4 Type XV "Great Bow" LRM-15 Launchers



### Commentary:

One of the first Clan BattleMechs seen in the Inner Sphere, the Vulture earned its Spheroid name not only for its physical profile, but also for its apparent role as fire support. Often standing aloof from the battlefield to rain waves of missiles upon its enemies, this 'Mech was like a great carrion bird, waiting for its victims' demise before sweeping into the fray. Vultures were a common sight among the invading Clans, particularly in the Ghost Bear and Smoke Jaguar armies, and remain so even today.

WC3161-02G ("Blue Ghost") was a Wolf Clan Vulture that served among the coalition forces responsible for the liberation of Skye during the Word of Blake Jihad. Though its warrior was killed in that battle, the battered machine found its way into Devlin Stone's personal command, and from there into his post-Jihad Republic.

## Filing Notes

<b>Record Number</b>	FP-150-PE	08/15/3134
<b>Field Research</b>	S008, S120	08/14/3134
<b>Thought Control</b>	C224, C418	CERTIFIED
<b>Image Acquisition</b>	G321, G502, G177	08/15/3134
<b>Correction Enforcement</b>	L230, L156	APPROVED
<b>Filing</b>	S079	08/15/3134

## Tina Matsu-Hrung

<b>FACTION</b>	Mercenary
<b>REGIMENT</b>	Ronin
<b>MECH</b>	Tundra Wolf
<b>DOB</b>	12/02/3093
<b>HAIR</b>	Gray
<b>EYES</b>	Blue



Like most in the Ronin mercenary command, Tina Matsu-Hrung is descended from members of the outcast Tenth Ghost Regiment of the Draconis Combine's Mustered Soldiery, a regiment that abandoned its post during the Word of Blake Jihad. Born to the same stained honor that has effectively divorced all of these vagabond warriors from their Combine roots, she has nonetheless continued to uphold the traditions and customs handed down to her by her parents, both skilled MechWarriors from the original Tenth. Matsu-Hrung views the Ronin as an exiled population of Combine warriors rather than a true mercenary command, and so she prizes battlefield prowess, personal honor, and duty before any paycheck. She has even taken on the same sense of xenophobia exhibited by native Draconians. Trusting few outside of the regiment, she refers to all non-Ronin as gaijin.

### Tundra Wolf

<b>Serial Number</b>	WC306-22D
<b>Mass</b>	75 tons
<b>Chassis</b>	Mark XX Type Heavy Endo-Steel
<b>Power Plant</b>	225 Consolidated XL
<b>Cruising Speed</b>	32 kph
<b>Maximum Speed</b>	54 kph
<b>Jump Jets</b>	BMP Series XV (90 m)
<b>Armor</b>	Beta Compound (Standard)
<b>Armament</b>	1 Type X "Long Bow" LRM 10-Rack 1 Series 7k ER Large Laser 1 SEP Class SRM-4 Launcher 4 Series 1 ER Small Lasers 2 Type 9 Ultra Autocannon/10s



#### Commentary:

The heavy Tundra Wolf was Clan Wolf's first BattleMech wholly designed and built in the Inner Sphere. Coming into full production just as the Blakist holy war began to wind down, the Tundra Wolf did not exist in sufficient numbers to assist in the outcome of that war, but its tremendous armor and firepower did help the Wolves solidify their hold over their territories against their fellow Clans in its aftermath.

Serial number WC306-22D was captured by the Ronin mercenary command in the 3110s during a mission for the Lyran Commonwealth against the Wolf Clan Occupation Zone colony world of Kerensky's Vision. Tina Matsu-Hrung has nicknamed this machine "Striking Snow." She prefers using her autocannons and missiles in battle, eschewing her high-heat laser weapons to manage her heat levels.

### Filing Notes

<b>Record Number</b>	FP-120-PE	08/11/3134
<b>Field Research</b>	S100, S106	07/22/3134
<b>Thought Control</b>	C374, C406	CERTIFIED
<b>Image Acquisition</b>	G002, G007, G285	08/04/3134
<b>Correction Enforcement</b>	L167, L189	APPROVED
<b>Filing</b>	S079	08/13/3134

## Tracy Crowder

<b>FACTION</b>	Swordsworn
<b>REGIMENT</b>	Prince's Men
<b>MECH</b>	Uziel
<b>DOB</b>	01/03/3093
<b>HAIR</b>	Blond
<b>EYES</b>	Gray



Tracy Crowder's story is, for all intents and purposes, that of The Republic in microcosm. Born of the union of an ethnic Draconian mother and a father descended from a Jihad-era FedSuns war hero, Crowder, now a 40-year-old former AgroMech pilot, is the mother of four children twice removed from their heritage. When the HPGs fell silent, her peaceful home world of Hoan instantly became a hotbed of conflict, and Crowder saw her family torn asunder when her husband declared support for the Dragon's Fury. Fearing for her safety, she fled to the Swordsworn, whose pro-Davion rhetoric played upon her father's distinguished heritage. Crowder became a reluctant soldier for the Swordsworn, turning skills once dedicated to tending the earth to defending her new friends against their enemies.

## Uziel

<b>Serial Number</b>	LA361-20B
<b>Mass</b>	50 tons
<b>Chassis</b>	Foundation E50 Endo Steel
<b>Power Plant</b>	GM 300 XL
<b>Cruising Speed</b>	65 kph
<b>Maximum Speed</b>	97 kph
<b>Jump Jets</b>	None
<b>Armor</b>	Maximillian 100
<b>Armament</b>	2 Defiance 1001 Particle Projector Cannons 2 ScatterGun Light Machine Guns 1 Harvester 20K SRM-6 Launcher



### Commentary:

Debuting during the FedCom Civil War, when Defiance Industries of Furillo sought to introduce a powerful new workhorse into their mix of advanced technology designs, the Uziel appeared among the regiments fighting on both sides of that terrible conflict. Fast, well armored, and relying on a combination of long-range energy weapons and close-in missiles and machine guns, this versatile machine was perfect for both harasser units and hunter-killer teams.

LA361-20B ("Mantis" to its current pilot) was a recon variation commissioned for the Lyran Armed Forces near the end of the Civil War. Pressed into service again during the Jihad, the 'Mech was captured by Blakist troops in battle, only to be "liberated" afterward by Devlin Stone's rebels. It was later assigned to a militia unit soon after The Republic was formed, but it fell into the Swordsworn's hands after the HPG grid fell silent.

## Filing Notes

<b>Record Number</b>	FP-113-PE	08/16/3134
<b>Field Research</b>	S006, S124	07/10/3134
<b>Thought Control</b>	C400, C402	CERTIFIED
<b>Image Acquisition</b>	G313, G004, G160	08/14/3134
<b>Correction Enforcement</b>	L235, L256	APPROVED
<b>Filing</b>	S079	08/20/3134

## Trovic Nilloba

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Turkina Keshik
<b>MECH</b>	Gyrfalcon
<b>DOB</b>	04/18/3101
<b>HAIR</b>	Brown
<b>EYES</b>	Gray



Though he hails from a minor Jade Falcon Bloodname House (at last check, the Nillobas had been Reaved to a mere eight holders), Trovic Nilloba is a lone wolf, an aggressive and unpredictable maverick in a Clan that prides itself on martial conformance. Even the ultimate victory of obtaining a Bloodname, accomplished when he was all of 23 years old, seems to have done little to satisfy his need for battle. Driven to reap as much personal glory as possible, Nilloba rarely goes into combat as part of a formation, hoping that by engaging the enemy alone, he will earn his House greater honor and a possible shot at increasing its size once again. More than that, however, Trovic Nilloba is also a firm believer in the new "total war" philosophy sweeping the Falcons' ranks these days. Thus, any target in his sights -- military or otherwise -- is fair game to this deadly MechWarrior.

### Gyrfalcon

<b>Serial Number</b>	JF203-11F
<b>Mass</b>	55 tons
<b>Chassis</b>	Olivetti Stage
<b>Power Plant</b>	275 Fusion XL
<b>Cruising Speed</b>	54 kph
<b>Maximum Speed</b>	86 kph, 108 kph w/MASC
<b>Jump Jets</b>	Clan Standard Type A1
<b>Armor</b>	Raydient Advance Series 4
<b>Armament</b>	2 Series 6b Extended-Range Large Lasers 2 Type OVR-V LB-2X Autocannons



#### Commentary:

The Jade Falcon Gyrfalcon BattleMech was born amid a Clan-wide revitalization project in the early 3110s, replacing a number of older designs that grew increasingly scarce with the loss of homeworld ties. Built for mobility and heavy firepower, the Gyrfalcon became a common element in Falcon battle formations, where the excellent reach of its long-range weapons enabled it to menace most enemy units well outside of their effective range.

Trovic Nilloba's Gyrfalcon, "QuickStrike", rolled off the Sudeten assembly lines in 3126. Nilloba won the right to pilot it after killing its previous MechWarrior in an honor duel, and has since made full use of its mobility and long-reaching weaponry. Though he often enters battle unsupported, Nilloba has yet to fail at the helm of this 'Mech, his success attributed to his willingness to push his heat sinks beyond their limits for a deadly alpha strike.

### Filing Notes

<b>Record Number</b>	S128, S051
<b>Field Research</b>	C051, C012
<b>Thought Control</b>	G202, G122, G114
<b>Image Acquisition</b>	L314, L145
<b>Correction Enforcement</b>	D327

## Vincent DeLeon

<b>FACTION</b>	Clan Jade Falcon
<b>REGIMENT</b>	Turkina Keshik
<b>MECH</b>	Eyrie
<b>DOB</b>	02/04/3092
<b>HAIR</b>	Black
<b>EYES</b>	Green



Vincent DeLeon has waited his entire life to wage war upon the Republic, and now the opportunity for glory has finally come. Having studied hundreds of historical Inner Sphere conflicts, he egotistically -- and frequently -- hypes himself as an amateur tactician and experienced gamesman. But despite being bent on intellectual mastery, Vincent's true strength lies in formidable talent for waging competent and fiery destruction with his Mech. Vincent's burning desire to reduce armored troops and support vehicles to piles of shredded metal is an obsession, because he knows that the best way to psychologically defeat an enemy is to provide crystal-clear examples of what will happen to them if they dare oppose you.

## Eyrie

<b>Serial Number</b>	KL104-01A
<b>Mass</b>	35 ton
<b>Chassis</b>	Olivetti S1 Endo Steel
<b>Power Plant</b>	245 Magna XL
<b>Cruising speed</b>	65 kph
<b>Max speed</b>	97 kph
<b>Jump Jets</b>	Clan Standard Type A2
<b>Armor</b>	Compound Alpha Ferro Fibrous
<b>Armament</b>	2 type 3 series ER Advance Tactical Missile Systems 2 Series 6a ER Med Lasers 4 General Systems Micro Small Lasers



### Commentary:

As an altered Mech developed by Jade Falcon scientist-caste, the Eyrie is a specialized design unique among its class. Although its wings provide standard levels of heat dissipation and its laser and missile assaults are consistent with a Mech of its class, the Eyrie's modified and reinforced "talon" claws provide its pilot a special advantage: Through the use of a specially-designed foot actuator, the talons are able to puncture a target and then use more than 5 tons of tearing strength to rip off whole sections of plating or infrastructure.

Initially dreaming of piloting a heavy Mech into battle against Jade Falcon's enemies, a young Vincent first witnessed this Mech in action during a training exercise in which the pilot deftly used the Eyrie to dismember a downed Vulture with ease. After winning his bloodname, DeLeon soon won KL104-01A in a carefully orchestrated Trial of Possession against an older and more experienced opponent.

## Filing Notes

<b>Record Number</b>	
<b>Field Research</b>	S128, S051
<b>Thought Control</b>	C051, C012
<b>Image Acquisition</b>	G202, G122, G114
<b>Correction Enforcement</b>	L314, L145
<b>Filing</b>	D327

## Duke Aaron Sandoval

*CRS-C1-M Cuirass ("Crusader")*

Duke Aaron Sandoval has patiently worked to return the Federated Suns to the position of power and honor it held before the rise of The Republic. Sandoval's opportunity to reclaim his bloodline's prestige is closer than ever now that The Republic is faltering, and the Federated Suns seems ready to recall the Swordsworn to service. His preference for a balanced, mobile, and melee-focused 'Mech makes the *Cuirass* "Crusader" his preferred ride when leading the Davion Guards into combat.



## Adam Stark

*RFL-7M-H Rifleman ("Big Bertha")*

Adam Stark sought employment with "The Green Machine" mercenary force after hearing that the formerly on-the-ropes outfit was close to getting back on its feet again. When that didn't happen, Stark went solo. A Davion sympathizer, Stark appreciates a challenge, and he would like nothing more than to take his Rifleman out with Clan Jade Falcon—just for the experience. That possibility is a long shot, but as Stark maintains, "You've gotta have goals." Stark is at his best when piloting "Big Bertha." "She's a touchy gal," Stark comments, "but you just have to know how to keep her distracted."





## Aiko Ryohara

*JHK-04-H Jade Hawk ("Phoenix")*

Aiko Ryohara and her Jade Hawk are members of the Ronin mercenary group's Flames Lance. Until recently, Ryohara's services have been reserved exclusively for the mercenary group, but the increase in hostilities has "encouraged" her to go solo. After acquiring "Phoenix," she extensively reviewed its tech, leading her to the enviable "down, but not out" position that she frequently takes up on the battlefield. It's well known that she won't work for the Dragon's Fury at her regular pay rate, and some speculate that her reticence may stem from some personal animosity toward the all-female elite Amaterasu regiment.



## Anastasia Kerensky

*MNL-VI-H Mangonel ("Alpha")*

Anastasia Kerensky has worked most of her life to escape the shadow of the Black Widow—Natasha Kerensky—her genetic mother. She traveled and fought incognito for some time before finding the fight she wanted on Achernar with Erik Sandoval-Groell. From there she left with the Steel Wolves, whom she sees as her best opportunity to make her own name. After she defeated former Steel Wolves Galaxy Commander, Kal Radick, members of Wolfkin Keshik began dubbing her Mangonel "Alpha."



## Celina Santos

*JHK-01-H Jade Hawk ("Milagro")*

Not much is known about Celina Santos, but as with most gunslingers, she tends to show up when it's most beneficial to her—and her potential employers. Santos is an expert at pushing her 'Mech to the limit of its speed, though whether this is due to luck or skill is up for debate. The paint scheme of her preferred 'Mech, "Milagro," or "Miracle," suggests that she may have recently belonged to the Avanti's Angels mercenary group. Milagro itself is clearly a Jade Falcon design; Santos seems to have "miraculously" liberated it from the aftermath of the fighting on Skye, lending some credence to the "luck over skill" school of thought.



## Dean Sohnle

*XNS-01-A Xanthos ("Chikako")*

Dean Sohnle's origins are unclear, but his background as merchant, smuggler, JumpShip pilot, and mechanic suggests he's a true jack-of-all-trades. Rumors indicate that when his personal business turned sour, he took up with Bannson's Raiders as a full-time (and quite skilled) 'Mech pilot. After a death in his family, Sohnle appears to have inherited the "family business"—a small group of versatile and eager mercenaries known as Reel's Roughriders. Along with his Xanthos, whose nickname means "son of wisdom," Sohnle is highly sought after for his uncanny ability to quickly predict the consequences of battle decisions.



## Earl Crowhurst

*TFX-C4-M Thunder Fox ("Twinkletoes")*

Earl Crowhurst has never known a 'Mech besides his Thunder Fox. His intimate knowledge of the four-legged machine has raised his skill to a level that most MechWarriors can only dream of. Armor companies are often warned of his abilities so that they are not startled by the 55-ton mass passing over their heads. Whether because of his piloting skills or a depressed job market in his current prefecture, Crowhurst is currently taking up a position with Hansen's Roughriders, where his sky-blue "Twinkletoes" fits right in.



## Enlil Searcy

*MNL-VI-H Mangonel ("Copperhead")*

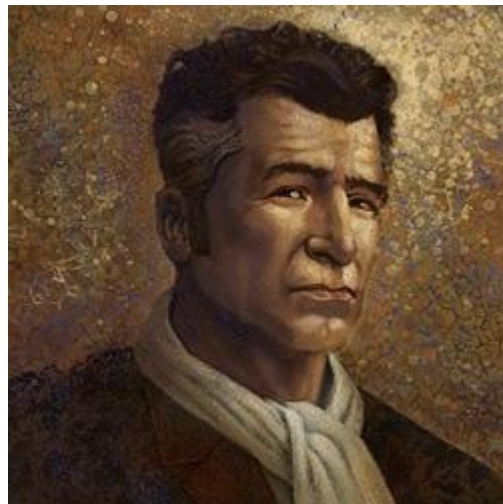
Enlil Searcy currently associates himself with the 21st-Centauri Lancers, where his cousin, XO Lt. Colonel Ryan "Blade" Searcy, once served. Enlil frequently hires himself out for solo freelance work, unwilling to rely solely on the mercenary unit for an income that will keep him in the style to which he is accustomed. He especially enjoys demonstrating his anti-aircraft prowess at the helm of "Copperhead," much to the dismay of opposing VTOL pilots. He lets his calculating style on the battlefield do most of his advertising for him.



## Enrico Fernali

*PHK-2C3-A Phoenix Hawk IIC ("Fu")*

With a name like Fernali, one might think that Enrico would be stronger with traditional vehicles than with 'Mechs. And they'd be partially correct. Fernali is more of a mechanic/armormaster than a 'Mech pilot, but since coming into possession of "Fu," he's decided to try his hand at it—with great success. Though he tends to be more aggressive when in the cockpit of the Phoenix Hawk IIC, he holds his own often enough that the Kell Hounds have agreed to take him on for some additional training.



## Major Franklin Kroger

*BLR-1S-A Battlemaster ("E.O.D.")*

Major Franklin Kroger commands the Eridani Light Horse's Bloody Half-Hundred. But unlike his predecessor, Major Simon T. Kroger, Franklin Kroger has been known to take on side jobs that don't involve the rest of his command. Some view this as the beginning of the probable end of the hereditary position. There is question as to whether Kroger's Battlemaster is the very one handed down from Teller Kroger some centuries ago, but the general consensus is that if it is indeed the same machine, Kroger has made some definite changes to "Eve of Destruction."

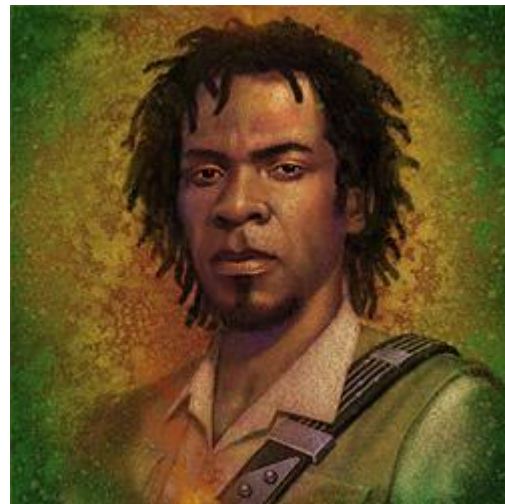




## Gabriel Smith

*XNS-11-A Xanthos ("Wooly")*

Proud owner of the assault Quad 'Mech "Wooly," Gabriel Smith oddly resembles his 'Mech's namesake. Smith is a stalwart fighter, well suited to escorting infantry and vehicles into the thick of battle. When not in a BattleMech, Smith often serves as a bodyguard for everyone from high-profile officials to those who have simply crossed the wrong people. Occupying a position with the Kell Hounds when not on other assignments, Smith has proven himself to be a great asset to the mercenary faction, shepherding many a wayward battle armor into combat.



## Jacob Bannson

*CYS-D1-A Cygnus ("Persuader")*

Jacob Bannson worked hard to come from nothing to something -- until he figured out he could get others to work hard for him. Bannson senses weakness like a predator, and he does whatever is necessary to gain and exploit advantages over rivals. With the collapse of the communications net and the weakening of The Republic, Bannson feels that the moment has arrived to stage hostile takeovers and consolidate gains. Most of his competition tends to disappear with extreme prejudice both on and off the battlefield, especially when he's at the helm of his Cygnus. Bannson prefers brutish 'Mechs, making his "Persuader" a favorite.



**J.P. Milhew**

*ABT-R3-L Arbalest ("Bolt")*

Milhew is one of many gunslingers just happy to be back in combat. Devlin Stone's initiative for peace decommissioned hundreds of BattleMechs; even as one of a relatively few pilots for hire, Millhew had a difficult time finding something profitable to do. Privately hoping that The Republic would fail, Millhew kept "Bolt" and took his skills on a tour of the prefectures. Now that aggressions are back in full swing, Millhew knows just where to go to pick up the most lucrative work.



## Duchess Katana Tormark

*NX-23-L Nyx ("Kolyu")*

Katana Tormark is a proud heir to the Draconis Combine's samurai tradition, and she excelled in the Way of the Warrior. Intent on working toward the reestablishment of the Combine's glory days, she declined an invitation to become a Knight of the Republic. Tormark prefers her 'Mechs fast and mobile, and though "Kolyu" is not quite heavy enough for her tastes, it's still a favorite choice when on missions with the Amaterasu. The Nyx also reflects Tormark's preferred weapons outside of a 'Mech: the twin blades she is allowed to wear by tradition.



## Kev Rosse

*CLN-C2-H Cave Lion ("Anima")*

Kev Rosse's frequent visions are balanced by his practicality, making him a valuable asset to the Spirit Cats. Recently, his visions revealed to him an imperative for the Spirit Cats to find the place that will allow them to achieve the next stage of their destiny, and he has begun sending teams to explore planets with the potential to fulfill this vision. More personal is his recent vision of a large predator stalking the Inner Sphere. He looks forward to defeating the fulfillment of this vision one on one. He generally prefers his 'Mechs light and fast, but he has a special spot for the Cave Lion he uses when in combat with Shiva Keshik; indeed, he seems to have embraced "Anima" as a totem 'Mech.



## Lill Turner

*FS9-S3-L Firestarter ("Cinders")*

Lill Turner likes her combat hot, and her 'Mech choice allows her to indulge this preference. She pilots defensively and uses lasers liberally, a fighting style that appeals to Star Captain Cox of the Spirit Cats. Though Turner was not included in the action on Wyatt, Cox uses her when he can, and Turner keeps her schedule as open as possible for those opportunities. Turner chooses to make her profit on employers other than the Spirit Cats—after all, a girl's gotta keep herself in fuel.



## Phuong Trahn

*URA-2A-H Ursa ("Prowler")*

Phuong Trahn and her Ursa have seen action on several planets since old rivalries flared in the darkness of the HPG blackout. Currently, she's taken up an open position with the 21st-Centauri Lancers for those times when she can't find work on her own. Some also speculate that she's taken up with the group as a nod to Ty Van Trahn, who served with the 3rd Battalion. More likely than not, Phuong is looking to acquire technology for herself and "Prowler" that will enhance her already quick reflexes with the Quad 'Mech.



## Sebastian Paschke

*JHK-01-H Jade Hawk ("Blitz")*

Almost nothing is known of Sebastian Paschke, though he is purportedly related to former Aide Lt. Col. Ed Paschke, of the mercenary group Wolf's Dragoons Alpha Command Company. Recent rumors speculate that Paschke (like many other MechWarriors) is concerned that the imminent fall of The Republic will throw the Inner Sphere into chaos. As a result, Paschke has begun taking jobs outside of the mercenary company's involvement in an effort to make a name for himself. His ferocity on the battlefield with "Blitz" already has several groups calling his number.





## Countess Tara Campbell

*BLR-4S-A Battlemaster ("Caber")*

When Katana Tormark declined a position with The Republic, Tara Campbell rose to power in her place. Now a media darling for her successful defense of Terra, and a seasoned leader following her hard-fought battle against Clan Jade Falcon on Skye, she finally believes that she is as capable and deserving as the public believes. Her 'Mech preferences run more toward medium machines that function well both close up and at range, but when in combat with the First Kearny, she enjoys placing her 5' 1" frame in the assault-class Battlemaster she has named "Caber."



## Trebor Ydek

*PHK-2C5-A Phoenix Hawk IIC ("Hellfire")*

Trebor Ydek's tanned appearance suggests that his roots lie on a sun-bathed planet, but in reality only reflects his favored vacation and working conditions. Trebor is quite convinced that he'll find his place in the sun . . . he just hasn't found the right faction with which to enjoy that place yet. Throughout his search, "Hellfire" has been his constant companion, and with a trained eye Trebor has rained ballistic mayhem from distances some MechWarriors can only dream of. Of particular interest to his opponents are Hellfire's subtle-but-clear Jade Falcon design touches.



## Albion Military Academy

The oldest and one of the most respected academies of House Davion, the Albion Military Academy virtually ensured successful careers for its graduates until its greatest competitor, the NAIS College of Military Sciences, was founded. Cadets of the Academy are often hazed, but those that are graduated usually go on to become decorated officers.



## NAIS College of Military Science

The NAIS (New Avalon Institute of Science) was overshadowed by the Albion Military Academy for several centuries, despite its near equality in terms of education. NAIS cadets are welcome to pursue both military and nonmilitary degrees, unlike those at Albion. Also unlike at Albion, a strict no-hazing policy is enforced at the NAIS, as the demands of its military and academic curriculums already place an inordinate amount of pressure on cadets.



## Robinson Battle Academy

Located in the heart of the Draconis March of the Federated Suns, the Robinson Battle Academy has been training men and women to fight against House Kurita for generations. Its facilities have been razed three times since its founding, yet it has been rebuilt each time. This battle-scarred institution is known for its undying loyalty to the Sandoval family, so Robinson regularly exports troops of all kinds to areas of the Republic where Duke Aaron Sandoval has significant holdings.



## University of Proserpina

Before the Draconis Combine ceded Proserpina to The Republic in 3081, this venerable military institution was well known for its combined-arms approach to military training. In its time under The Republic, both its reputation and capacity have been enhanced: It not only places its graduates in militias and mercenary groups throughout Republican space, but it also offers education in a wide range of nonmilitary applications.



## War College of Tamar

Hostilities with Jade Falcon led Clan Wolf to cooperate with House Steiner, resulting in a reconstruction of a new War College of Tamar on planet Arc Royal. The original War College still resides on Tamar, currently in Clan Wolf space. Though used primarily to produce ground troops, the War College's new incarnation was completed with great haste and has begun to produce MechWarriors comparable to those produced by the oldest academies in House Steiner space.



### **Bannson's Raiders: Master Sergeant**

Master sergeant is the highest enlisted rank in the Bannson's Raiders organization before the officer ranks begin. It is unknown exactly how much weight rank actually pulls in the Bannson's Raiders organization, but it is known that Jacob Bannson has done his best to duplicate the structure used by The Republic of the Sphere, perhaps in a bid to lend some legitimacy to his organization.



### **Dragon's Fury: Lance Corporal**

The ranks used by the Dragon's Fury mirror those used by House Kurita and are a reflection of those used by the United States Army and Marine Corps of the 20th and 21st centuries. Each rank insignia is a stylized katakana (or Japanese character) numeral. Some recruits join the military as lance corporals; these individuals receive more pay than a private, but the difference stops there. A lance corporal wears the symbol for the numeral "2," set in lavender.

### **Highlanders: Sergeant**

Sergeants in the Highlanders and The Republic of the Sphere factions serve an important function on and off the battlefield. Because they occupy a middle ground within the ranks of the enlisted, they often have their pulse on both the morale of the front-line fighters and the state of mind of the higher-ranking staff and master sergeants.



### **House Kurita: Chu-i**

The chu-i is the lowest of the DCMS (Draconis Combine Mustered Soldiery) commissioned officer ranks. Traditionally, officer-school graduates enter the DCMS at this rank, and lance and platoon commanders are awarded this rank. The chu-i insignia is a royal blue katakana "3." The equivalent of this rank in many other military organizations is Lieutenant.

### **Spirit Cats: Star Captain**

The rank of star captain in the Spirit Cats military is roughly equivalent to a rank of captain in other militaries throughout the Inner Sphere. As a Clan, the Spirit Cats follow many rituals, many of them far different from those of other Clans. For example, in the Ritual of Battle (held before a combat), Spirit Cat warriors meet around a bonfire and tell stories of past battles won and combat to come. This ritual is also performed by warriors of Clan Nova Cat, from which the Spirit Cats were born.





### **Steel Wolves: Star Captain**

Steel Wolves warriors participate in Trials of Position in order to determine military ranking. Many other rituals ordinarily performed by other Clans, however, have been discarded by the Wolves, as they seek to remove traces of the “warden” philosophy the Clan once followed. They do still perform the Rite of Maturity, in which the warrior receives his or her ceremonial garb after participating in a Trial of Position. The Clan requires no other test of loyalty—they trust the upbringing of their warriors.

### **Stormhammers: Hauptmann**

A hauptmann is also known as captain to the public; this person is usually charged with command of a company or with a significant noncombat element. Hauptmann is the last of the officer ranks to see combat on a regular (even day-to-day) basis. These officers are generally afforded the most respect by enlisted men, making them a valuable part of the LAAF (Lyran Alliance Armed Forces).



### **Swordsworn: Captain**

The current structure of the AFFC (Armed Forces of the Federated Commonwealth) differs very little from what was put into place during the mid-26th century. AFFC captains command companies of soldiers and, like sergeants in the enlisted ranks, are collectively considered the backbone of the AFFC officer corps. Each captain in the House Davion–Swordsworn ranks wears an epaulet with one narrow white band across the base.

## **Anthanassios Raptis**

### *SSP-PP-M "Audrey" Stalking Spider*

Formerly a member of Sword lance, Knight of the Sphere Anthanassios Raptis was hastily reassigned to the Knights Command lance. Some attribute the relocation to the continuing decline of The Republic, causing it to muster its forces and reassign Knights. Raptis will simply say he has a job to do. With his deadly aim at the controls of his Stalking Spider "Audrey," Raptis excels at protecting his fellow lance members when they enter melee range.



## Boris Vassilev

*MAL-XP-A "Blackout" Malice*

A man practically as big as his 'Mech, Boris Vassilev can handle himself on or off the battlefield, often inflicting his 'Mech's namesake on anyone unfortunate enough to get in his way. Though he's a bear of a man, Vassilev is curiously good-natured and even-tempered, making him almost a joy to work with according to his employers. Vassilev's *Malice*, nicknamed "Blackout," is a new design from industry upstart Eris Enterprises, which has convinced The Republic to test a few of their new models.



## The Bounty Hunter

*LK-V1-H "Kaze" Loki*

Little is known about the recondite "Bounty Hunter." Though he continues to sport at least an outward loyalty to the Dragon's Fury, many suspect that that loyalty is about to come to an abrupt end. Exactly where he may have lost (or left) his last 'Mech, a *Marauder II* he called "Noketsuna," is also unknown, as are the origins of his newly acquired *Loki*.

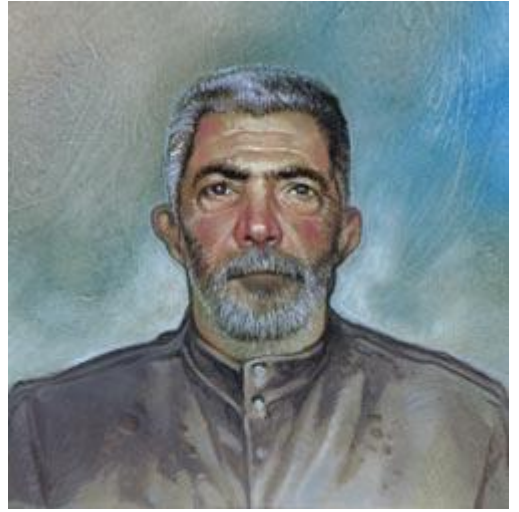




## Cecil Neumann

### *RTX-20-M "Rooster" Raptor II*

Some wonder why Cecil Neumann hasn't given up his MechWarrior life, but those who have seen him in action know why. Still possessed of reflexes and tactics that would put a younger commander to shame, Neumann and his beloved "Rooster" continue to travel the hotspots of combat, preferring to stop and help out those who are caught between a rock and a hard place rather than assist any grandiose House or Clan. Those closest to Neumann say that such benevolence is related to a specific episode in his past, near the time when he acquired his beloved *Raptor II*, which some say has been in his family since the Word of Blake Jihad.



## Charles Westerfield

### *SSP-PV-M "Kumo" Stalking Spider*

Charles Westerfield's *Stalking Spider* appears more like a dressed-up recreational vehicle than a BattleMech, but it gets the job done in real-enough fashion. "Kumo" (which means "demon spider") is pristinely maintained, mostly because Westerfield is obsessed with cleanliness in all aspects of his life. This preoccupation often causes him to watch his 'Mech's finish in battle rather than the movements of enemy units. Still, Kumo's ability to target infantry earns Westerfield his fair share of work.



## Consuela Dagmar

*LK-VIA-H "Esperanza" Loki*

Leader of the Knights Command lance, Consuela Dagmar may not at first appear to be one of The Republic's leading MechWarriors, but after seeing her in action any doubts are quickly dispelled. A slightly heavysset woman possessed of a strong voice, Dagmar knows The Republic has seen better days since Devlin Stone's departure, but she believes fervently that The Republic is key to peace in the Inner Sphere—and she will uphold that key with her dying breath. Even with the sudden transfer of two new Knights to her lance, Dagmar's command on the battlefield remains as steady as ever.



## Dave Rees

*RTX-1S-M Raptor II ("X-Axis")*

Quiet and unassuming, MechWarrior Dave Rees keeps his profile about as low as his 'Mech's—a necessity considering that "X-axis" is outfitted with some of the last-known void-signature technology. Popular during the Jihad, the availability of void-sig technology plummeted with the ascension of The Republic. Because Rees is on the run because of this "hot" tech, X-axis has somewhat fallen into disrepair. Rees takes safe jobs where he can find them, hoping to restore the tech to pre-Jihad levels. But until then he works in the heat of battle, where he can occasionally get void-sig to run like it did during the Jihad.



## Francesca "Frankie" Amir

*NC-ACT-H "9-ball" Nova Cat*

As skilled in combat as she is at the roulette table, "Frankie" Amir has mastered the "woman's touch." Although she was born Francesca Amir, Frankie hasn't used that name since she took up with her *Nova Cat*, nicknamed "9-ball," about a decade ago. Apparently finding mercenary contracts to be more of a sure thing than gambling, Amir has little trouble finding work in the competitive environment emerging in the Inner Sphere. Other gunslingers (branded "jealous" by Amir) chalk this up to the fact that Amir is both easy on the eyes and tough on the competition.



## Inese Lassonde

*NC-ACS-H "Duke" Nova Cat*

Inese Lassonde, like her lancemate Anthanassios Raptis, was transferred to the Knights Command lance in what seemed to be a definite hurry. It is suspected that her strong will and desire for order are what propelled her to her new position. Lassonde is at her best when under pressure of oncoming enemy battle armor units, and she exhibits an uncanny ability to take care of such small targets with her *Nova Cat*. In addition, Lassonde and "Duke" are often able to take command in emergency situations, bringing their specific brand of order to the battlefield.



## Katsuro Sutoku

*SH-P-H "Hashira" ("Pillar") Shiro*

Katsuro Sutoku has served faithfully in the Draconis Combine Mustered Soldiery (DCMS) for at least two decades, and he shows all the signs of serving easily for two more. Sutoku does not desire to advance beyond being a MechWarrior, convinced that he has found his place in the universe. Such dedication and devotion has put Sutoku into the cockpit of the Combine's latest achievement—the *Shiro*, a 'Mech named after Shiro Kurita, the driving force behind the Draconis Combine. Sutoku has aptly named his *Shiro* "Hashira," or "Pillar."



## Kenshin Tadashi

*Shiro* ("Yami")

Kenshin Tadashi is the fruition of the Combine's long-running desire to balance the bushido with adaptation and innovation—the only way they can hope to continue to advance in the Age of Destruction. Such was Tadashi's achievements on the battlefield that he was given command of the *Shiro* 'Mech he has named "Darkness." The newly designed and built *Shiro* (along with the *Rokurokubi*) is an example of the Combine's innovation: their effort to claim their place as a force to be reckoned with in the Inner Sphere.





## Malvina Hazen

### SHK-V2-A "Black Rose" Shrike

Jade Falcon Galaxy Commander Malvina Hazen's ferocity on the battlefield knows almost no equal. A firm believer in the "total war" philosophy, Hazen leaves few, if any, survivors from her conflicts. Though slight in appearance, size hardly matters at the controls of her *Shrike*, "Black Rose." Hazen's aggressive nature has inflicted a fair share of abuse onto Black Rose, which in the past suffered extensive damage at the business end of a Hatchetman's blade. Hazen recently replaced Black Rose's twin autocannons with twin extended-range particle projection cannons.



## Marcus Randall

*MAL-XV-A "Peacemaker" Malice*

Marcus Randall, through perseverance and hard work, was promoted from Knight-Errant to Knight in the short span of only four years. Now two years a Knight, Randall has been assigned to the Knights Command lance, providing both the muscle and cover for his lancemates, while also often directing other units in combat. With his *Malice* 'Mech "Peacemaker," Randall pushes himself and his machine to their limits, giving his all for The Republic by using the military knowledge and know-how that's seen him through to where he is now.



## Moriko Horiama

*SH-V-H "Kaminari" ("Thunder") Shiro*

Moriko Horiama once desired a position in the Dragon's Fury, having heard tales of the all-female Amaterasu regiment when she was entering the Sun Tzu School of Combat. As time passed and her education continued, Horiama decided that remaining with the Draconis Combine would best serve both her and her House. She excelled at her studies and easily mastered the concept of cooperation taught at the school, earning the right to pilot one of the Combine's new *Shiro* units, which was designed for long-range fire support. Horiama fondly calls her *Shiro* "Kaminari," or "Thunder."



## Stephan Dirks

*RK-T-L "Sei-gi" ("Justice") Rokurokubi*

Stephan Dirks' family has long resided within the boundaries of the Draconis Combine, managing to maintain their apparent Scottish ancestry alongside that of the Combine culture. Serving in the Combine's military has been a distinguished tradition in the Dirks family, with more than one family member being honorably retired from service. Stephan Dirks was able to earn control of a newer *Rokurokubi* he has named "Sei-gi," or "Justice." Dirks' uncanny maneuverability at the controls of Justice has led fellow MechWarriors to call him *gi-jin*, or "fighter for justice."



## Steven P. Frohnoefer

*NC-ACE-H "Grinder" Nova Cat*

Steven Frohnoefer is not only a crack shot, but also a bit of a slap shot when it comes to combat. When given a choice between using a perfectly good particle projection cannon (PPC) or brute force to get a job done, Frohnoefer often chooses brute force. This tendency makes him and his "Grinder" a tactician's bane: dangerous and unpredictable on the battlefield. When not in combat, Frohnoefer and Grinder can be found on Solaris VII searching for extra pay and putting their unorthodox techniques to profitable use.



## Wahab Fusilli

*RK-S-L "Okami" ("Wolf") Rokurokubi*

Still under careful surveillance by the Order of the Five Pillars, Wahab Fusilli has continued to hone his skills and improve his ki—pursuits that have taken him from a VTOL to the *Rokurokubi* light 'Mech he has aptly nicknamed "Wolf." Fusilli's fighting style remains aggressive, though now it seems to be tempered by considerations for the "greater good." Whether this is due to education or fear of being discovered as a possible agent of the Internal Security Force of the Draconis Combine remains to be seen.



## An Ting University

Now celebrating 80 years of operation after reopening in 3055, An Ting University (ATU) is once again turning out candidates whose skills rival that of the Sun Zhang MechWarrior Academy. An adversarial relationship with Sun Zhang had closed ATU in 3015 after students from the Academy raided ATU to protest losses suffered in the Kensai Kami—an elite sort of “master’s program” that employs live-fire exercises.



## Galedon Military Academy

Providing one of the more brutal curriculums to be found in the Draconis Combine, Galedon Military Academy (GMA) eventually modified its training programs to avoid unnecessary deaths, including phasing out its aerospace program. Most graduates are extremely loyal both to the Academy and to House Kurita, and their development seems to have been benefited from the alteration in training programs.



## Hero Training Institute

The Hero Training Institute (HTI) has made great improvements in both curriculum and equipment, coming a long way from advertising on matchbook covers for potential students. Still privately owned and run, the Institute has come under new management in an effort to cultivate a better reputation among training academies. Graduates of HTI who have made their way to the current conflicts have not been forthcoming about their educational background, raising both eyebrows and suspicion among their peers.



## Sakhara Academy

One of the few privately run academies in Davion space, Sakhara Academy turns out some of the best troops in the Inner Sphere. This success is likely due in part because only fairly wealthy families can afford to send members to Sakhara for training. Surprisingly, this does not create a sense of elitism in the school; rather, the atmosphere there is family oriented, with students and instructors working closely together in an unusually supportive environment.



## Sanglamore Academy

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Until the Hyperpulse Generator (HPG) network went dark, Sanglamore on Skye was suffering from a lack of appropriate training equipment. Now the purse strings that had been a barrier have become an enabler for the Academy. Though the naval program has yet to be restored, Sanglamore's aerospace training facilities are on track to once again begin graduating an appropriate amount of cadets.



## War College of Goshen

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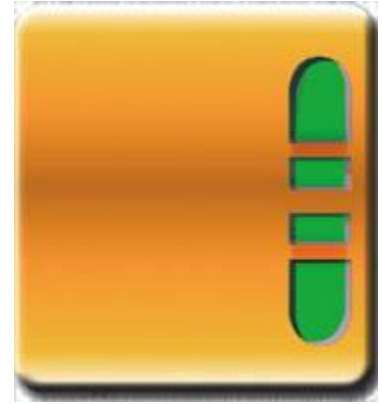
Once called Goshen BattleMech Academy, the War College of Goshen has continued to expand and refine its curriculum intending to produce soldiers who are also well-rounded thinkers. The College is known for its use of actual 'Mechs and vehicles on live-fire ranges, as opposed to simulators—a reality attributed to its success. After only a few mishaps on the range, cadets have quickly adjusted, and they generally are graduated with a strong sense of self-preservation.





### Clan Jade Falcon: Star Commander

In the Clan ranking system, a star commander has control of a single "star." For MechWarriors (as opposed to aerospace pilots or elementals), a star is a group of five 'Mechs. This differs from non-Clan military organizations, which use "lances"—a group of four 'Mechs. Above all other Clans, Jade Falcon warriors enter combat with an extreme sense of honor, though some have begun to suggest that the Clan is slowly adopting some Inner Sphere tactics and attitudes.



### Clan Nova Cat: Star Captain

A Nova Cats star captain often controls either a Binary (two stars [10 'Mechs]) or a Trinary (three stars [15 'Mechs]). Because Nova Cat Binaries and Trinaries are often composed of mixed forces, star captains must be experts in combined-arms fighting. Nova Cat warriors are more likely than warriors of other Clans to adopt tactics they encounter on the battlefield, whether or not such tactics support their Clan's tenets.



### House Davion: Sergeant Major

By far the most capable and experienced of armed forces personnel, sergeant majors can be found commanding anything from lances (groups of four 'Mechs) to staff sections. Because of their versatility, sergeant majors serve an important role in the House Davion military. It is also the highest rank that an academy graduate can achieve without additional education at an officer training school.



### House Kurita: Shujin

A *shujin* in the Draconis Combine Mustered Soldiery (DCMS) can be most closely compared to a master sergeant in terms of rank. Shujin is the highest noncommissioned officer rank in the DCMS. Theodore Kurita instituted the Japanese names in the enlisted ranks of the DCMS in a gesture of respect for those ranks. DCMS leaders previously thought little of noncommissioned officers, and they did not believe those ranks deserved the honor of Japanese names.



## **House Steiner: Sergeant Major**

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The highest noncommissioned officer rank found on the battlefield, sergeant majors can sometimes be found commanding 'Mech lances for the "mailed fist" of House Steiner. Their battle experience makes them ideal instructors at the Lyrn Alliance Armed Forces (LAAF) boot camps, and they often oversee the first few weeks of training at many academies.



## Abeni Zikhali

*GHK-S2B-M "Ingwe" ("Leopard") Goshawk*

The only traditional thing about MechWarrior Abeni Zikhali is that she pilots a 'Mech. Evidence suggests that Zikhali lives out of her Goshawk, leading some to speculate that she has ties to the nomadic Clan Sea Fox. Zikhali is so accustomed to being on her own that the thrill of single combat improves her abilities—a quality that doesn't go unnoticed by her employers. Locating Zikhali and "Ingwe" isn't easy, but the results are well worth the effort.



## Alberto DeJesus

*NTL-AG-H "El Diablo Rojo" Neanderthal*

Expanding his expertise and abilities beyond the arenas of Solaris 7, Alberto DeJesus still maintains his exaggerated flair on the battlefield. Opponents have likened DeJesus' style to that of the flamboyant wrestlers of long ago, and his Neanderthal reinforces that image. Even when DeJesus loses a match, he looks good doing it, winning him the adoration of innumerable fans. Ungracious opponents often venomously refer to "El Diablo Rojo" as "Chargemonkey."



## Arzu Shishekli

*WNO-VP-M "Rising Sun" Wendigo*

Arzu Shishekli was captured by Clan Nova Cat during recent aggressions. Because of her ferocity and battle skill, when she was made a bondsman one of the three strands of the bondcord around her wrist was immediately cut, representing her prowess. After being given the Wendigo of the Clan MechWarrior she killed in combat, Shishekli renamed it "Rising Sun," and she strives to claim her place as a full member of Clan Nova Cat. Muteki lance is her vehicle for this goal.



## Dot "Patches" Nostra

*SCT-VP-M "Lightfoot" Shadow Cat*

A complacent member of Clan Nova Cat, Dot Nostra has been known to allow her lancemates to call her "Patches." She shares command of Muteki lance with Kasumi Cho, the two deciding prior to battle who will lead. If one should falter, the other is quick to pick up the slack, making Muteki lance one of the most successful military exercises undertaken by the Combine and Clan Nova Cat.



## James Short

*KGC-10-A "Chief" King Crab*

James Short is anything but, as he's one of the tallest MechWarriors around. Some even say that his King Crab cockpit has been modified to accommodate his long frame. At the controls of "Chief," Short shows no mercy or quarter on the battlefield, and he is too seasoned to fall for the feints and maneuvers of lesser pilots—if there's anything Short hates, it's surprises.



## Julie "Julz" Kolchak

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*NSR-K1-M "Jack" Night Stalker*

The Night Stalker is a Victory Conditions Industries design, the first foray into reconnaissance 'Mechs by the upstart. Reports say that this Night Stalker was won in the arenas of Solaris 7 as part of a bet. Upon receiving payment, Kolchak immediately named it "Jack" and set about learning the finer points of mercenary work. The whereabouts of Kolchak's last 'Mech are unknown, but those in the know say that Kolchak is building up her own mercenary group.





## Kasumi Cho

*HK-F-M "Tekken" ("Iron Fist") Hitotsune Kozo*

Kasumi Cho shares command of the Muteki lance with Dot Nostra. Cho herself is sometimes known as "Iron Fist" on the battlefield, where she often shows no mercy for enemies unable to hold their own against her in battle. She often enters the heart of battle to finish targets weakened by her lancemates.



## Katana Tormark

*HK-P-M "Kuro Ha" ("Black Blade") Hitotsune Kozo*

Katana Tormark was formerly the leader of the Dragon's Fury. After House Kurita attacked her and her faction, Tormark was apparently taken back into Draconis Combine space. Reports on this "homecoming" are still emerging, but it seems clear that Tormark has taken a rank in the Combine, where she bestowed her little-used nickname, "Black Blade," upon her newly granted Hitotsune Kozo. Her former 'Mech, a Nyx known as "Kolyu," purportedly traveled with her, though its fate is currently unknown.



## Kisho Nova Cat

*WNO-VP-M "Nebula" Wendigo*

Within the ranks of Clan Nova Cat, Kisho Nova Cat is known simply as Kisho—a mark of his rank as mystic within the Clan. Kisho, as all mystics are, is a genetic descendant of Minoru Kurita, the youngest son of the previous Coordinator, Theodore Kurita. Minoru Kurita was given as a bondsman to the previous Khan of Clan Nova Cat as a symbol of good faith between the two factions. Kisho's unusual abilities at the controls of his Wendigo, "Nebula," could be a sign of things to come from the Clan's future MechWarriors.



## Lex Corpuz

*NTL-UG-H "Buford" Neanderthal*

Technician Lex Corpuz prefers to solve his problems directly, which explains his great affection for the new-line Neanderthal he fondly calls "Buford." Employers also hold great affection for Corpuz's no-nonsense approach to combat. Sources indicate the Neanderthal to be the creation of newly founded Tactical Advantage, LLC, which reportedly gifted one to Corpuz in order to start building interest. After seeing Corpuz and Buford in action on Solaris 7, Tactical Advantage reportedly received a surge in orders.



**Matt D. Lossey***SCT-VP-M "Sabertooth" Shadow Cat*

Like many of his Nova Cat brethren, Matt Lossey receives visions, especially when piloting his Shadow Cat, "Sabertooth." Indeed, these visions seem to cue Lossey to press his attacks. Once in the heat of battle, Lossey often "zones out," much to his enemy's dismay. Lossey's Shadow Cat is a far cry from the Shadow Cat II heavy design produced by Clan Jade Falcon, and some say it is because of the heavy design that Clan Nova Cat stepped up production of their original Shadow Cat.



## Maximillian Marius

*KGC-20-A "Verfinsterung" King Crab*

A graduate of the Nagelring Academy, Maximillian Marius comes from a humble background. His time in the Academy was fraught with conflict, as the non-noble butted heads with students of noble birth, resulting in a few scars and broken noses. He persevered and eventually graduated with high enough marks to become a MechWarrior of the assault-class King Crab, which he fondly calls "Verfinsterung" ("Eclipse").



## Reign O'Broin

*NSR-K3-M "Ryu" ("Dragon") Night Stalker*

When The Republic began to falter and the Combine began to take back worlds, O' Broin was one of the first pilots chosen to participate in a combined Nova Cat-House Kurita lance. The Muteki, or "Invincible," lance is another example of the combined military exercises between the two groups. O' Broin's role is to identify and mark targets for the other members of Mu-teki lance. Those who know her well are prone to add the word "Lady" to the end of her Night Stalker's nickname, "Dragon."



## Scott Graves

*HL-SS-L "Quantum" Hellion*

Although not the quintessential MechWarrior, Scott Graves never wants for work. Despite his slight frame, minor physical training has enabled him to endure the rigors of BattleMech piloting. In combat, his diminutive build is actually an advantage, making the cockpit of his Hellion, "Quantum," seem almost roomy. Graves' interest in conflict stems primarily from his intellectual desire to uncover the hidden caches of technology purportedly left behind by Devlin Stone.





## Selene Petros

*HVC-P9-L "Harpy" Havoc*

Created by Tactical Advantage, LLC, the Havoc suffered early on from heat difficulties brought on by too many extended-range medium lasers and too few heat sinks. "Harpy" does not suffer as much from such difficulties, improvements that mercenary Selene Petros certainly paid for. Petros is possessed of an uncannily steady hand, and she maintains her marksmanship whether taking shots on the run or at her leisure.



## Focht War College

Though originally funded by ComStar, the Focht War College (FWC) went on to be funded by The Republic and then by House Davion. Previous applicants were required to commit to five to 10 years of service in the now-defunct Star League Defense Force. These days, graduates of the FWC go on to serve in myriad militaries, though escalating aggressions suggest that House Davion may soon require graduates to serve in its own military.



## Frihet Training Facility

When Clan Ghost Bear made peace with the Rasalhague League, the Ghost Bears assumed most of the military responsibility between the two. The League, however, continued to operate its training schools so that its people would have adequate training before trying out for the Rasalhague Dominion military. Because of Clan Ghost Bear's emphasis on MechWarrior training, the Frihet Training Facility expanded its curriculum to encompass MechWarriors as well as infantry and armor.

## Gershwin Academy of Combat

Located on planet Zollikofen in Prefecture VIII, the private Gershwin Academy of Combat (GAC) was founded by the Gershwin Mining Collective, one of the three major local mining concerns on the planet. The GAC specializes in training MechWarriors and armored cavalry, and its graduates usually enter local militias, because the GAC is not yet recognized as an authority by most major factions.



## Lyons School of Combat Preparedness

The Lyons School of Combat Preparedness is a publicly funded training facility that does not require that its graduates enlist in Republican forces. This is primarily because of the diverse makeup of the planet's population, which boasts citizens from the Draconis Combine, the Free Worlds League, and several other powers. Some graduates choose to return to their original home worlds to enlist in the military of their origins.



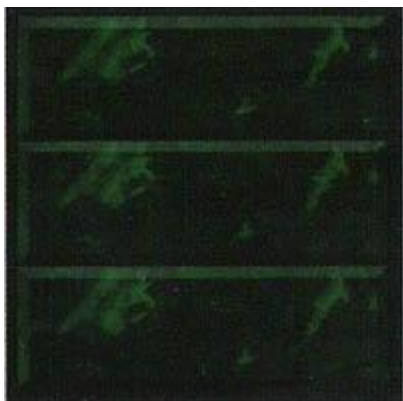
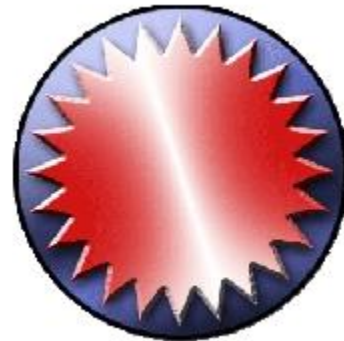
## Tyra Miraborg Memorial Academy

Tyra Miraborg Memorial Academy (TMM) lies in Rasalhague Dominion space, and it primarily serves the Rasalhaguians. Generally, those who attend TMM seek a military education in order to participate in a trial of position to enter the Rasalhague Dominion's military. After the Rasalhague Dominion was formed, TMM expanded its MechWarrior program, which had been eclipsed by its aerospace program.



### **Clan Nova Cat: Star Captain**

Many Clan Nova Cat Star captains find themselves again fighting alongside the Draconis Combine. Although their parent Clan has risen to aggressions, many members of the Spirit Cats are not returning to Clan Nova Cat space. Instead, they claim their visions have showed there is another place for them, though this "promised land" has not yet been fully revealed.



### **House Davion: Sergeant**

As in many other militaries, sergeants serving under House Davion act as the first line of management, and they bear most of the chain-of-command burden. Sergeants lead anything from entire squads to gunnery crews, and they are even responsible for staffs throughout the Davion military bureaucracy. The majority of graduates from military academies who enter the service enter as sergeants.

### **House Steiner: First Leutnant**

Typically MechWarriors or aerospace pilots, Steiner military leutnants generally have no command authority, though on occasion they are called upon to lead lances or platoons. Leutnants who demonstrate leadership and tactical ability can gain a full commission and promotion to the rank of first leutnant, through which command positions are more accessible.



### **Rasalhague Dominion: Fanjunkare**

Though Clan Ghost Bear assumed the military role when the Rasalhague Dominion was formed, people of the Free Rasalhague Republic were still welcomed to participate in trials of position to gain a place in the newly formed military. The rank of fanjunkare translates roughly to the Clan rank of point commander, though in the Dominion the Clan ranking system generally takes precedence over the one remaining from the days of the Rasalhague League.

### **Republic of the Sphere: Master Sergeant**

The rank of master sergeant in The Republic is comparable to the rank of sergeant-major in other militaries and the rank of point commander in many Clan hierarchies. Master sergeants can lead anything from infantry platoons to 'Mech lances, requiring them to be versatile in their skills and diverse in their military knowledge.



## Abasi Sadat

*ABS-3L-L "Hari'a" ("Fire") Anubis*

Abasi Sadat suffered from delusions of grandeur even when he was a child. When he became old enough to read, he became convinced that he was the reincarnation of an ancient Terran Egyptian god. No god works for free, though, and not long after he learned to read he started learning how to pilot a 'Mech. After earning enough through mundane grunt work as bodyguard, infantry, and tank crew, he invested in his first and only 'Mech, an Anubis he fondly dubbed "Hari'a." Hari'a has remained mostly unchanged through the years, though it has been given facelifts as Sadat has seen fit.



## Alexi Holt

*BKT-SG-H "Miss Direction" Black Knight*

Knight-Errant Alexi Holt and her Black Knight, 'Miss Direction,' were last spotted on planet Wyatt on official Republic business. While there, she admirably fulfilled her duty to protect Tucker Harwell, currently the only known person able to repair the fallen Hyperpulse Generator (HPG) grid. Holt purportedly had a run-in with former Knight-Errant Reo Jones while on Wyatt. She was reassigned after she completed her duties, and her current whereabouts are unknown.



## Anastasia Kerensky

*MCT-V4-H "Alpha" Mad Cat Mk IV*

After having disappeared with a contingent of Steel Wolves warriors, Kerensky seems to be back after severing ties with the splinter Clan group. Further, her new group appears to be mercenary, and rumor calls them Wolf Hunters. Whether Kerensky is embracing the lifestyle of her mother, Natasha, is unclear, especially because she's spent most of her life avoiding it. Equally unclear is the source of her new 'Mech, a Mad Cat variant tentatively being referred to as the Mk IV. Some say that her Mangonel has been scrapped, though this new 'Mech (and Kerensky herself) are still called "Alpha."



## **Drogo Miraborg**

*KHU-R1-H "Headhunter" Karhu*

A Rasalhague military man for years before Clan Ghost Bear set their sights on a unified Clan/Inner Sphere state, Drogo Miraborg was first in line to take a Trial of Position to enter the Ghost Bear's special Rasalhague regiment, the Rasalhague Galaxy. After an exceptional test, Miraborg gained not only a position, but also the respect of piloting a new 'Mech design from the Rasalhague Dominion: the Karhu. Upon receiving his commission, he promptly named the 'Mech "Headhunter."



## Dusan Bekker

*KHU-R2-H "Balder" Karhu*

A bloodnamed MechWarrior from the Rasalhague Dominion, Dusan Bekker completes the Rasalhague Battle Star with his Kahru named "Balder." Steeped in the ways of his Clan, Bekker embraces his fellow MechWarriors as family—as they all do. Because of this sense of friendship and family, military transfers are often done not on an individual basis, but rather in groups in order to offset the amount of work warriors put into forging friendships.





## Erkki Jorgensson

*URS-V2-M "Odin" Ursus*

Like the majority of current MechWarriors in the Rasalhague Dominion, Erkki Jorgensson has known no Clan except the one that integrated with the Free Rasalhague Republic so long ago to form the Dominion. Possessed of a bloodname, Jorgensson was raised to respect the importance of family. Having excelled at this task, Jorgensson serves as star commander of the Rasalhague Battle Star, one of many Stars that has as of late included both bloodnamed warriors and Rasalhague "freebirth" winners of Trials of Position.



## Fortuna Pannichello

*NX-33-L "Fortune" Nyx*

Fortuna Pannichello and her sister, Gloria, were raised into a mercenary lifestyle by virtue of their father, who ran a small mercenary group before peace broke out. He refused to buy into Devlin Stone's "Mechs into plowshares" program, and instead, when they came of age, he gave each of his girls a Nyx and began training them for the day when the drumbeat of war would once again drown out the peaceful silence. These days Fortuna and "Fortune" are usually not far from their siblings, Gloria and "Glory."



## Gloria Pannichello

*NX-33-L "Glory" Nyx*

Gloria Pannichello, more outspoken than her sister, Fortuna, took to her father's MechWarrior training like a Kyotan Armor Bear to New Kyoto's jungles. Because of her rougher demeanor, Gloria often relies on Fortuna's interpersonal acumen to acquire work. Based on the advice (or prejudices) of their father, neither MechWarrior will work for The Republic, but both will tell you they aren't missing a thing. In tandem, Gloria and Fortuna often succeed in confusing the enemy, usually with deadly results.



## Gregory Stiehl

*MGL-T2-M "Hod" Mongrel*

Though Gregory Stiehl's family did not originally settle Rasalhague space, they have still made contributions, primarily in agriculture with a line of farm equipment they developed. Not really of the engineering mindset, Stiehl decided to support the Dominion in another way by pursuing the path of the MechWarrior. He excelled at combat and succeeded well enough in his Trial to become part of the Rasalhague Battle Star.



## Julian Davion

### *ENF-6M-M 'Damocles' Enforcer III*

Prince Julian Davion has been known to lead a regiment of the Davion Brigade of Guards into battle. Unlike other princes before him, he does so in one of the latest versions of the Enforcer III, set aside for his use. This Enforcer III, which he has dubbed "Damocles," features the same pivoting arm that others of its kind have, which allows for either an energy attack with an extended-range large laser or a melee attack by bringing the fist portion of the arm to bear.



## Kelly Bonilla

*JLP-BD-L "Harvey" Jackalope*

Game Designer Kelly Bonilla is the current developer for the MechWarrior game line at WizKids, Inc. An employee since 2002, Bonilla started out as testing coordinator before inheriting the MechWarrior: Dark Age game, starting with the Falcon's Prey expansion. From there she went on to develop Age of Destruction, Firepower, Annihilation, and Domination (so far). Her dream is to one day create an expansion called "Full Frontal." When she isn't thinking about 40-foot-tall walking tanks and rummaging through technical readouts, she's shooting zombies, shaking her groove thing, or making various worlds better places to live, all courtesy of her PlayStation 2 (soon to be 3).



## Lars Magnusson

*URS-VP-M "Ull" Ursus*

MechWarrior Lars Magnusson serves the Rasalhague Dominion with as much fervor as any Clan warrior would serve his khan. Equally skilled at both politics and combat, Magnusson also possesses something that most Clan inhabitants lack: a sense of humor. Magnusson's abilities and devotion have earned him a prestigious assignment to a Ghost Bear-designed 'Mech, an Ursus that Magnusson has nicknamed "Ull."



## Lorccán Dillon

*JLP-KC-L "Thumper" Jackalope*

Not much is known about Lorccán Dillon; more is known about his 'Mech, the Jackalope known as "Thumper." A new design purportedly from Victory Conditions Industries, the Jackalope represents a leap forward in anti-missile and recon technology. The unique, compact design of this light 'Mech allows for an absurd number of them to be loaded into DropShips for deployment. Jump jets allow it to deploy rapidly and quickly get to wherever it needs to go on the battlefield.





## Margaret Yager

*TFX-B4-M "Bartleby" Thunder Fox*

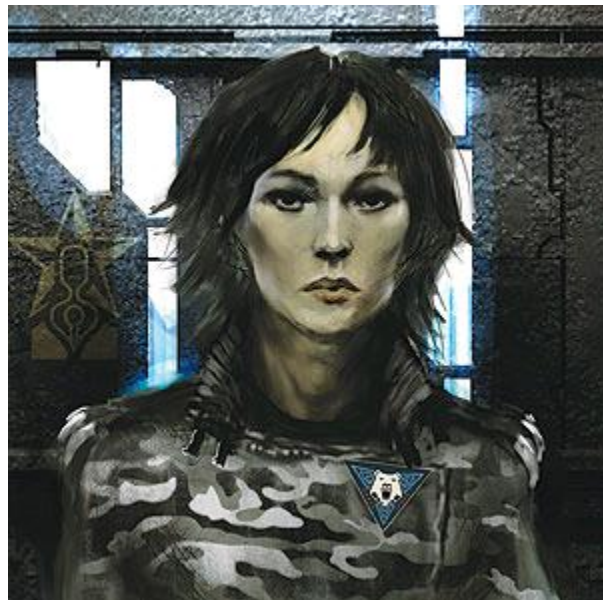
Margaret Yager always supported her husband and his choice to be a mercenary, and when that choice finally ended his life, she continued her support by picking up where he left off. Upon his death, the remaining mercenaries he had hooked up with returned his Thunder Fox, "Snowblind," to her. She then repaired it, repainted it, and rechristened it "Bartleby," to honor her husband's memory.



## Nuo Chien

*SLR-GV-L "Hermod" Solitaire*

Nuo Chien's family settled into Rasalhague space long before the Ghost Bears successfully merged with those peoples. With her ancestors among some of the first colonists who sought freedom from the Terran government, Chien continues a grand tradition of MechWarriors in her family. Chien attended Tyra Miraborg Memorial Academy, and when the time came she took her Trial of Position and won a spot in the Rasalhague Dominion military, where she was assigned to the Rasalhague Battle Star with her Solitaire, "Hermod."



## Phelan Ward

*SLR-AP-L "Vengeance" Solitaire*

It wasn't until late 3059 that Khan Ward was able to begin seriously rebuilding Clan Wolf (in exile). A freeborn Inner Sphere warrior who was made bondsman to Clan Wolf, at age 21 he was the youngest warrior to earn a bloodname and become khan. His unquestioned leadership was always a source of irritation for Khan Vlad Ward of Clan Wolf, who saw him as standing in the way of reconciliation between the two Clans. Khan Phelan Ward was a great warrior, and he is sorely missed in this dark age of destruction.



## Ragna Olsen

*TFX-B2-M "Frigga" Thunder Fox*

Though she's never seen combat, Ragna Olsen is as well prepared for it as she can be. A member of the Rasalhague Battle Star, Olsen and her Thunder Fox, "Frigga," generally provide cover fire for their fellow Star members, especially Star Commander Jorgennson. Once a troubled youth, Olsen enrolled in military school to avoid going down a path that would have dishonored both her family and the Dominion. Her redirected efforts toward combat and training brought about change in her life, and she often speaks to other youths who find themselves in similar situations.



## Reo Jones

*THR-V1-H "Tremor" Thor*

As far as most Knights of The Republic are concerned, Reo Jones is nothing more than a screw-up who was dismissed from the program some time ago. Having been dismissed, he turned to the seedier side of the Inner Sphere, and he has been known to show up on Republic radar now and again. Unknown to the Knights is Jones' true calling as a Ghost Knight. His current location is unknown, though he just left a recent assignment on planet Wyatt.



## Richard "Dickie" Wojciehowski

*MCT-V7-H "The Heat" Mad Cat Mk IV*

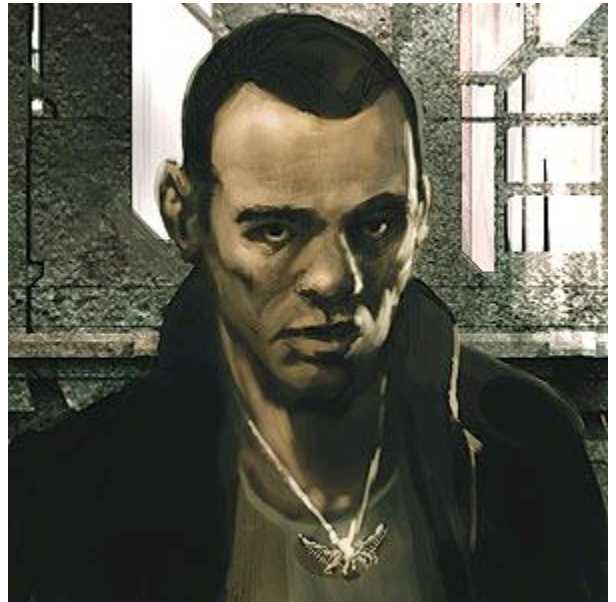
Wanting to go into law enforcement, Richard Wojciehowski instead turned to the military to learn the finer points of heavier firepower. Not finding the stringent rules of military life to his liking, Wojciehowski went AWOL and disappeared into the vast Inner Sphere. Odd jobs, determination, and a stint with a lucrative mercenary group recently allowed him to branch out on his own with a Madcat that currently has been spotted only in Anastasia's Kerensky's new mercenary group. Wojciehowski has named his 'Mech "The Heat."



## Sefu Torrenson

*ABS-1L-L "Spot" Anubis*

Sefu Torrenson, though an admirable MechWarrior, is known to take things too personally in combat. He often wheels his Anubis around to take a potshot at an offending combatant. His hot head on the battlefield doesn't translate into his private life, however, where those who know him describe him as a thoughtful and caring individual. It's even rumored that a previous love interest gave his Anubis its current nickname, "Spot."



## Toni Rivera

### *ZEU-5S-A "Mercy" Zeus*

A veritable dark-haired angel, Toni Rivera and her modified Zeus, "Mercy," have been spotted often lately. Bringing her merciful justice to the battlefield with an extended-range particle projection cannon and an LB 20-X autocannon, not many foes can stand up to Mercy's might—though many have tried. Some reports claim that there is a brother in the Rivera family, but she has been tight lipped: A mercenary's life is often a lonely one.





## Wiley Rollins

*SLR-AV-L "Diamond Jack" Solitaire*

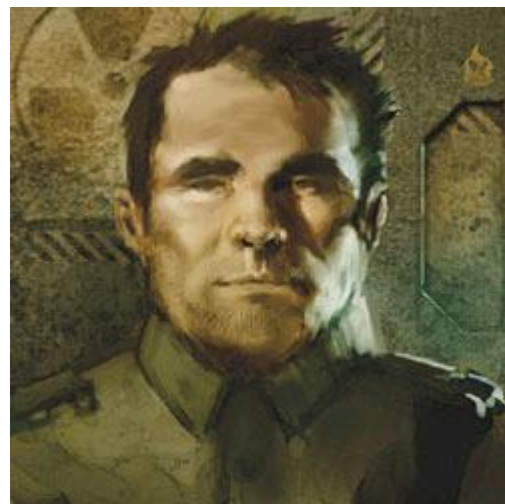
Not much of a gambler, Wiley Rollins only recently found his calling as a lone mercenary in the new age of combat. Though he isn't spectacularly good, Rollins is spectacularly lucky, which works just as well for him and his employers. His longtime companion, "Diamond Jack," received its name not because of a particularly exorbitant price tag, but rather for Rollins' bright and flawless efforts on the battlefield.



## Yulri Wolf

*MGL-T1-M "Fang" Mongrel*

Yulri Wolf was a member of the Steel Wolves who left when Anastasia Kerensky made her own exit, abandoning his previous 'Mech, a Black Hawk known as "Ulric." He now appears to have returned with Kerensky, apparently having embraced her new direction and drive, not unusual because Wolf still appears to be a bondsman to Kerensky. The origin of his Mongrel, "Fang," is unclear, but it appears to be an obvious salvage job of several 'Mechs, including a Tiburon and part of a Battlemaster torso.



## An Ting University

The Kensai Kami incident with rival Sun Zhang MechWarrior Academy now merely a memory, An Ting University has focused on turning out recruits capable of preventing any repeat of the incident. They continue to do so admirably, though these days more graduates go on to serve in the Draconis Combine military rather than take their education elsewhere. This number is large enough to prompt some to speculate about future large military movements by the Combine.



## Canopian Institute of War

Located in Magistracy of Canopus space in the Periphery, little is really known about the Canopian Institute of War. Once under control of a retired headmaster of the Sun Zhang MechWarrior Academy, the institute continued to thrive under a succession of equally skilled headmasters. With the fall of the HPG system, news from the Periphery has been scarce at best, and with paranoia running high, Inner Sphere inhabitants can think only the worst about numbers of them venturing so far into Inner Sphere space.

## Galedon Military Academy

Its aerospace program now completely phased out, Galedon Military Academy is now focused completely on MechWarriors and the soldiers required to support those MechWarriors. More and more of its graduates are finding their way into the ranks of the Draconis Combine, which is now fortifying its position after reclaiming some worlds once ceded to The Republic.



## Hero Training Institute

Despite its seedy past, the Hero Training Institute (HTI) continues to draw students looking for a life of combat. After they are graduated, many students seek combat experience wherever they can find it. Though most HTI graduates go on to seek gainful employment in the ranks of mercenary units, some take their education back to their home space to enroll in other, more reputable schools for proper military and officer training.

## Minoru Kurita University

Originally set up by Minoru Kurita to mass produce infantry, Minoru Kurita University has survived long after fulfilling its purpose. This was due in no small part to the great role that Minoru Kurita played in bringing together Clan Nova Cat and the Draconis Combine. In honor of bondsman Minoru Kurita, funding to the university was increased. This resulted in the addition of new programs, including one for MechWarriors.





### **Robinson Battle Academy**

Having endured decades without being razed to the ground (as has happened three times since its founding), Robinson Battle Academy is now more efficient than ever at producing the type of graduates House Davion has come to expect from it. Recently Duke Aaron Sandoval has made additional requests for troops, though no one is quite sure just what the duke plans to do with them.

### **Sakhara Academy**

This expensive, privately run academy in Davion space continues to turn out superior troops. Though House Davion continues to get the lion's share of graduates, some continue to peddle their acquired skills elsewhere. With the return of aggressions, many families are doing their best to find the money required to send family members to Sakhara Academy in hopes of helping them find a comfortable life in the military.



### **Sandhurst Military College**

Sandhurst Military College (formerly Sandhurst Royal Military College) is located on planet Terra. Once used for training ComStar and Word of Blake militaries, policy changed drastically after the Jihad and the rise of The Republic. Sandhurst still accepts students from across the Inner Sphere for combined-arms training, but Word of Blake courses are no longer taught. Rumors currently indicate that Sandhurst may be closing its doors to all outsiders in the very near future.

### **Tyra Miraborg Memorial Academy**

With its MechWarrior program operating at peak capacity, Tyra Miraborg Memorial Academy has been turning out a more-than-adequate number of pilots to help fill the ranks of the Rasalhague Dominion military—a must now that they have stepped in on behalf of The Republic. A majority of Rasalhaguians are placed in the military's Rasalhague Galaxy regiment, created specifically by members of the former Clan Ghost Bear to accommodate them.



### **War College of Tamar**

The new War College of Tamar on planet Arc Royal continues to produce capable MechWarriors, which are sorely needed during the apparent collapse of The Republic. With numerous worlds being thrown free, factions everywhere are scrambling to assemble appropriate forces to claim them. Though House Steiner has not heard from Clan Wolf in some time in regards to the original War College of Tamar, they know better than to believe that sleeping dogs ever truly lie.

### **Clan Jade Falcon: Star Captain**

Apparently resting on their laurels after their initial push toward Republic space, Clan Jade Falcon seems ready to move forward once again to get its share of former Republic worlds. Some reports indicate that there may be trouble brewing within the Clan, brought on in no small part by the exploits of leader Malvina Hazen herself. Some whisperings even hint at a possible civil war.



### **House Kurita: Kashira**

An equivalent to sergeant major in other militaries, a kashira in the Draconis Combine has most of the same duties, although 'Mech-less MechWarriors have also been given this rank. Since Katana Tormark returned to the Combine, rumors have abounded about a large-scale offensive led by her hand. Time will tell if the return of this daughter of the Dragon will herald a return to the Combine's glory days.

### **Rasalhague Dominion: Löjtnant**

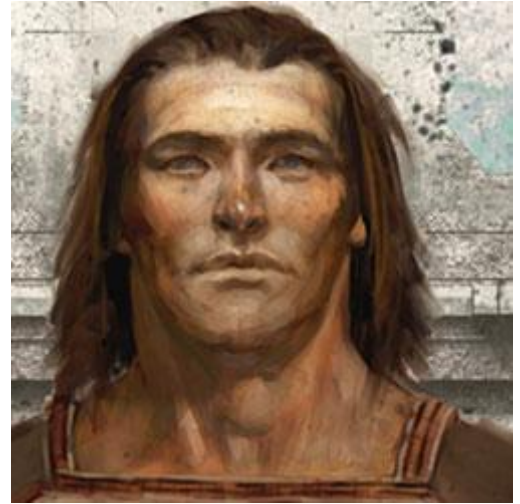
A star commander in other Clan militaries, a löjtnant of the Rasalhague Dominion holds many of the same duties thanks to the retainer of Clan military practices in the Dominion's ruling structure. What isn't so common in other Clans is the deep sense of family that often forms and is even encouraged in the Rasalhague military. Many attribute this to the fact that Clan Ghost Bear was originally formed under the guidance of husband and wife Hans Ole Jorgensson and Sandra Tseng.



## Alan Plisskin

*VTR-V1-H "Bringit" Vulture Mk IV*

Alan Plisskin has a habit of being late to his own funeral. On more than one occasion, an exceptionally close shot has been thought to be the end for Plisskin, only for the opponent to run into him later—alive and well. A bit of a daredevil, Plisskin has been known to feign being out of ammunition in the interest of getting in "the perfect shot." His 'Mech, a Vulture Mk IV known as "Bringit," seems to have been provided by the Wolf Hunters; whether Plisskin actually belongs to the organization is unknown.



## Chris Hart

*VTR-V2-H "Emperor" Vulture Mk IV*

Chris Hart has been head paint wrangler at WizKids for almost three years, with experience in the miniatures industry stretching back to 1994. Hart oversees all miniatures painting at WizKids, from in-house painters to contractors. When not helping develop paint schemes for MechWarrior or making superheroes look their stretch-pant-best, Hart immerses himself in military history and combat-simulation games, especially those pertaining to historical battles. This makes Hart the de facto military advisor around the office, where he happily serves as an invaluable subject matter expert.



## Cornelius Mendoza

*SCG-WF4-H "Preacher" Scourge*

A distinguished man who wanders with his Scourge, "Preacher," Mendoza works to save lives both in and out of the cockpit. Though known sometimes to dress in a way befitting his "Deacon" nickname, Mendoza has never provided any credentials, leaving many to speculate just what the man in black may be hiding. Though Mendoza is a master MechWarrior, employers often report no eliminated units directly attributable to him. An outwardly pious man, Mendoza appears not to keep most of his payment, perhaps preferring to give it to those who may need it more.





## Danai Centrella-Liao

*CTR-DC-M "Yen-lo-wang" Centurion*

Steadily continuing her fight for House Liao, Danai Liao-Centrella is once again unleashed now that The Republic has fallen back to Prefecture X. With myriad former Capellan worlds thrown free, Liao-Centrella and her constant 'Mech companion, "Yen-lo-wang," will have their hands full getting them back. Reports indicate that Liao-Centrella doesn't seem quite herself, and some say it is because Daoshen Liao has cleared up her previously murky birth records. Theories abound as to why she is upset, and some are much more disturbing than others.



## Felix Jarta

*CTR-DC-M "Ascension" Centurion*

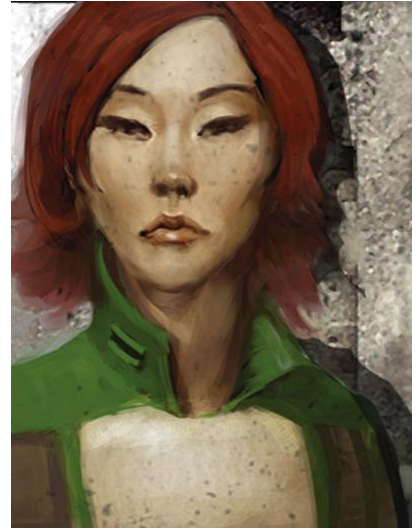
Commander of House Liao's Hiritsu Lance, Felix Jarta's intellectual bent consumes most of his time when not on duty, though his private studies have suffered as House Liao has begun reclaiming worlds now abandoned by The Republic during their pullback to Prefecture X. Jarta formerly piloted a Ghost named "Enlightened Spirit." After it was destroyed on planet Gan Singh, Jarta was issued this Centurion, which he eventually nicknamed "Ascension."



## Hyu-Youn Cho

*SHY-B1-H "Ji shí" ("Cornerstone") Shen Yi*

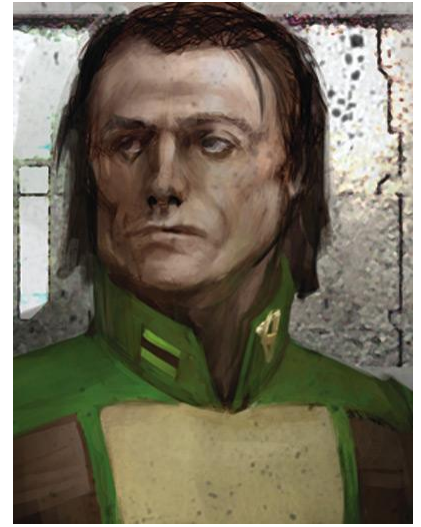
The youngest member of House Liao's Hiritsu Lance, Hyu-Youn Cho was present when Felix Jarta lost his 'Mech and nearly his life. Cho provided cover fire from her Shen Yi, "Cornerstone," until Jarta could be safely removed from combat. Hiritsu Lance is better for the experience, though such efforts on behalf of one man are relatively few and far between in the Capellan military. Cho doesn't share the passion for philosophy that Jarta has, or the penchant for playing the odds that Jas Keck has, but she has begun reading a wider variety of materials in hopes of understanding more.



## Jas Keck

*VTR-V1-H "Lè Yúan" ("Paradise") Vulture Mk IV*

A mathematics aficionado, Jas Keck plays the odds every time he suits up to head out with the Hiritsu Lance. His 'Mech, a Vulture Mk IV named "Paradise," is a speculator's dream, with four sets of short-range missile racks with six shots each. Keck's calculations are often unwelcome to his Lance mates, who prefer to remain in the dark about their usual brushes with death.



## Jasek Kelswa-Steiner

*EFT-5S-M "Scion" Eisenfaust*

With the return of his beloved House Steiner, Jasek Kelswa-Steiner has rejoined the Lyran Commonwealth, taking his faithful Stormhammers with him. Now operating with the full support of the Steiner fist, Kelswa-Steiner has all the resources he needs to reunite the world of Skye with the rest of House Steiner. At the helm of his Eisenfaust (Iron Fist), "Scion," he primarily leads the elite Royal Guards into combat. His purported love, Alexia Wolf, seems nowhere to be found upon their return to Lyran space; rumors indicate she has returned temporarily to the Clan Wolf-in-Exile enclave for reasons unknown.



## Jonah Levin

### *AS7-D-A "Solitude" Atlas*

A former Paladin now made Exarch of The Republic of the Sphere, Levin has drawn all forces back to Prefecture X and sealed the borders, creating Fortress Republic in an attempt to keep The Republic alive. In the process, most outside forces unfortunate enough to be in Prefecture X must be expelled or eliminated, something Levin plans on helping to do himself despite his new position. To the dismay of his advisors, he still takes to the cockpit of his Atlas, "Solitude." Despite the relative newness of his former Atlas, as Exarch, Levin was pressured to take possession of the AS7-D model, previously in development even as the more recent Atlas models were rolling off the assembly line.



## Judith Faber

*MAR-2C3-A "Vindication" Marauder IIC*

Judith Faber was a Comstar pilot who was taken as a bondsman by Star Colonel Trent of Clan Smoke Jaguar in combat on planet Tukayyid in 3052, during the initial invasion of the Clans. After convincing the Star captain to side with Comstar and the Inner Sphere's cause, he revealed the locations of the Clan home worlds, enabling Inner Sphere forces to finally drive back the Clan threat. Her Marauder IIC assignment may have been more ceremonial than anything else, but naming it "Vindication" paid homage to her instrumental role in routing the Clans.



**Mila Mazur**

*GBT-GL-L "Arachne" Gambit*

Mila Mazur enjoys working in a support role in any battleforce, but because she has yet to devote herself to a single ideal (other than her perception of right and wrong), she has doomed herself to a mercenary life. Mazur helps to right perceived wrongs from the cockpit of her Gambit, "Arachne," a new design from Adam Technologies. Built to serve as speedy support, the Gambit is usually outfitted with homing beacon ammunition to mark targets for more heavily armed units.

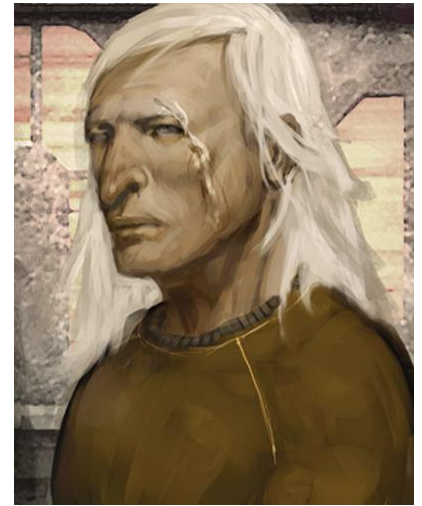




## Rob Juergens

*VTR-V1-H "Seka's Pride" Vulture Mk IV*

Juergens is known for his cool head and methodical and precise marksmanship under fire. He seldom responds in haste and is very deliberate in working toward objectives. Though most think him completely humorless because he seldom smiles, Juergens does have a sardonic wit and will occasionally indulge a fondness for convoluted puns, delivered in complete deadpan in the course of normal conversation. Some think this is out of place for a MechWarrior in Anastasia's organization, but no one is complaining.



## Robert "Skippy" Wilson

*JLP-KO-L "Sparky" Jackalope*

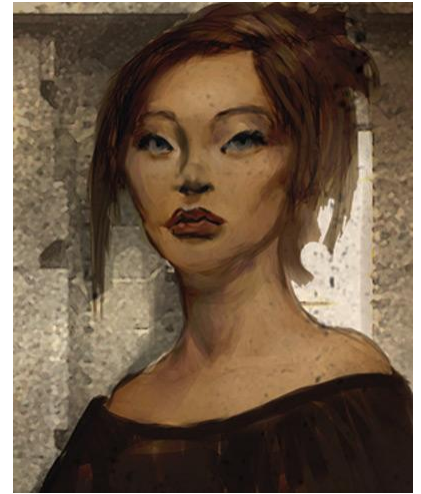
Excitable but loyal, Robert "Skippy" Wilson has lived the mercenary life for eight years. Something of a transporter, Wilson usually accompanies smaller units into combat to help them take up strategic positions while he makes use of his Jackalope's anti-missile system for defense. Wilson only recently acquired "Sparky" after the unfortunate demise of his former 'Mech, a Loki he had fondly named "Wreckage." Though the Jackalope is a much lighter machine, Wilson seems to have adapted to it, a facility some have attributed to the 'Mech's decreased maintenance cost.



## Shizuka Findlay

*MAR-2C3-A "Requiem" Marauder IIC*

For Shizuka Findlay, piloting 100 tons of hulking steel is more than a skill, it's an art form. Findlay brings a strange sense of ritual to almost everything she does. When not taking jobs, she prefers the trappings of a civilized and sophisticated lifestyle, often returning to the gladiatorial Solaris VII for her entertainment. Findlay is also suspected of traveling to the Periphery on more than one occasion to indulge herself in her what some would deem "questionable activities."



## Sian Dane

*OSR-3E-L "Thunder Thighs" Osiris*

Wanting more out of her life, Sian Dane became a MechWarrior in what seemed to be a desperate search for purpose in a universe where the peace she had known was sent whimpering into the night by the petty squabbling of men and women seeking power. Though Dane cannot fight a war all by herself, she knows she can participate in decisive battles to influence it, and she does so in an Osiris acquired through questionable means, using skills acquired through even more questionable means.



## Ty Sung

*SCG-WF4-H "Yíng Huo Chóng" ("Firefly") Scourge*

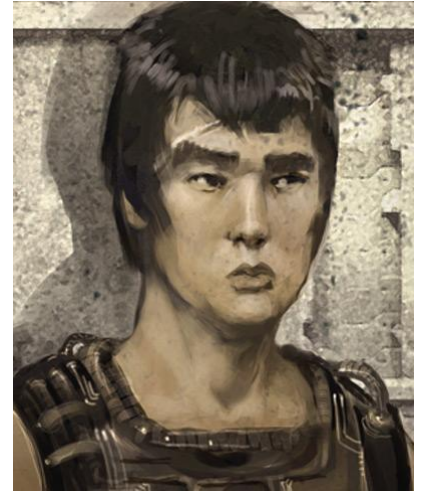
Ty Sung and his Scourge, "Firefly," are the muscle of Hiritsu Lance. Sung is a reliable multitasker, capable of responding to Lancemate's calls for support relatively quickly, though sometimes this is to his detriment. Those who know him blame this apparent lack of self-preservation sense for the premature white that streaks his dark hair. But in fulfilling the Capellan military's philosophy of going above and beyond, he considers his mindset an asset.



## Wan Lau

*SHY-B1-H "Breath of Fire" Shen Yi*

A trusted MechWarrior of the Capellan Confederation for many years, Wan Lau fights primarily because he must. The Lau family labors under great shame for a previous descendant, Huang Lau, whose failure at the controls of his Tian Zong resulted in the loss of Capellan life during an important military action, pre-Dark Age. Because of the time of peace, they were denied the opportunity to prove themselves. But now Wan Lau's opportunity has arrived, and he intends to use "Breath of Fire" to ensure that his fellow Capellans will not fall to their enemies again.



## Canopian Institute of War

New information suggests that the Magistracy of Canopus, location of the Canopian Institute of War, may have had a hand in House Liao's sudden rush into former Republic worlds. If this proves to be true, it might explain why graduates have entered the Inner Sphere seeking combat experience. Time will tell, and should these graduates disappear as quickly as they appeared, this rumor may be confirmed.



## Frihet Training Academy

The Frihet Training Facility continues to remain flexible in its curriculum, adapting and accommodating in order to produce the brand of warrior that will pass a Trial to enter the Rasalhague Dominion military. Since its decision to start training MechWarriors, former Ghost Bear warriors have come on as faculty members to help them get their program off the ground, increasing both the quality and difficulty of the curriculum.

## Lyons School of Combat Preparedness

Close to the border of Prefecture X (now Fortress Republic), planet Lyons seems to be relatively safe from any immediate threat of outside forces taking over now that The Republic has pulled back. If anything, the Lyons School of Combat Preparedness has stepped up to try to assist surrounding worlds by sending graduates their way.



## University of Proserpina

Proserpina in Prefecture III is expected to be claimed at any time by House Kurita. It continues to operate, however, ambivalent toward any impending regime change. Chances are the university will be allowed to continue to operate, though many more of its graduates will begin serving in the military of whichever House may come to them. More likely than not, this will be the Draconis Combine and House Kurita.

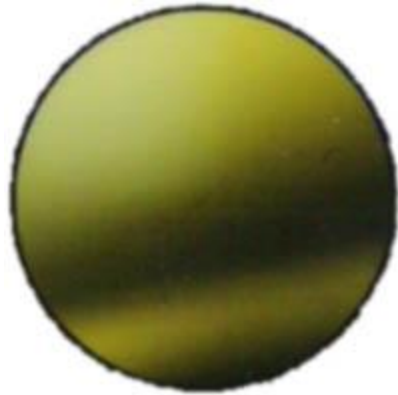
## War College of Goshen

The majority of Goshen grads have lately reported directly to duty within House Davion; only a few still seem to lack focus on their ultimate destination. Because of the unconventional techniques and focus on past military history, these graduates are better prepared for the realities of combat than are most of their counterparts. House Davion continues to take these graduates in hopes that such knowledge will give them an edge in the battles to come.



### Clan Jade Falcon: Star Commander

If Clan Jade Falcon is slipping into a civil war, there seems to be no evidence of it from the outside. Their forces remain as resolute as ever as they carve out their own territory. Even so, some captured intelligence points to dissatisfaction, and leaking of the plans for the Jade Falcon-designed Jade Hawk 'Mech has been tied to a deliberate act on the part of internal Jade Falcon elements.

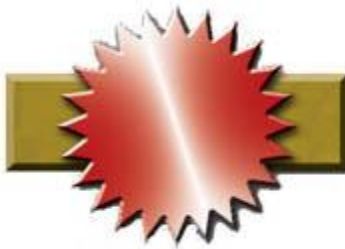


### Clan Nova Cat: Star Commander

Clan Nova Cat continues its longtime alliance with House Kurita, and together they may be the most powerful force yet to rise. There are still murmurings of a large mobilization on the horizon, which may result in a press of Kurita force into Prefecture II. If such a force comes to fruition, the chances of it being led by Tai-shu Katana Tormark are great.

### Clan Wolf: Star Captain

A Clan still divided, Clan Wolf and Clan Wolf-in-Exile have been relatively silent up until the arrival of the Wolf Hunters. Perhaps no longer content in their space, they may have been brought out by the opportunity to increase their holdings. Or perhaps the Wolf Hunters have driven them out. Whatever the reason, their presence outside their space raises several questions: Can Clan Wolf-in-Exile be far behind? Will the majority of the Steel Wolves join with Clan Wolf? Just who might be their target?

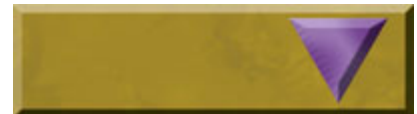


### House Liao: Sang-wei

A sang-wei is the equivalent of a captain in other military structures. In the Capellan Confederation (House Liao), a captain commands a lance, which is a group of four BattleMechs. Captains may also find themselves filling mid-level management roles. Experienced captains are still an oddity in the Age of Destruction, owing to the long stretch of peace brought by Devlin Stone when The Republic was formed.

### House Liao: Sao-wei

Equivalent to a lieutenant in other militaries, the sao-wei rank was formerly known as subcommander in the Liao military. A sao-wei is a MechWarrior in charge of an individual BattleMech. House Liao is finally exposing many sao-wei to actual combat as it presses forward to take planets seemingly abandoned by The Republic in Prefecture IV. Reports indicate that House Liao may be assisted in this endeavor by the Magistracy of Canopus, a faction from the Periphery—an area outside the Inner Sphere's borders.







### **Rasalhague Dominion: Kaptan**

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Also called a Star captain in the Clan ranking system, an individual of this rank will often command a Binary (two groups of five 'Mechs) or a Trinary (three groups of five 'Mechs). Within the Rasalhague Dominion, the prevalence of mixed forces is quite high. Still dogged by accusations of being conquerors rather than saviors after their move into Prefecture I to assist The Republic, the Rasalhague Dominion nonetheless continues to try to aid the beleaguered Republic in its time of need.

## Alyssa Johns

### *KGC-20-A "Gibraltar" King Crab*

While it is unclear how Alyssa Johns gained access to her King Crab "Gibraltar," many have postulated that she was originally part of a planetary militia that was overrun during the collapse of The Republic of the Sphere. This guess stems from the fact that Johns has shown a willingness to lower her prices when working with other planets seeking to defend themselves from roving marauders.



## Ava Ward

*VTR-U1-M "Cleaver" Violator*

Ava Wolf is the close-in muscle of Ravager Star, willing to get up close and personal to finish off enemies already battered by the rest of the unit. Although she shares the typical Clan disdain for physical attacks, she has recognized how useful it is to have a 'Mech with a melee weapon in the Star to fend off less-honorable Inner Sphere warriors who try to close with her packmates. She takes particular pleasure in locking up enemies with the claw of her Violator "Cleaver" and giving them a fiery kiss with the MRMs mounted around her cockpit.



## Barnum Drummond

*BLK-NT-H "Bailey" Black Knight*

Star Colonel Barnum Drummond has a long and glorious history of service with Clan Nova Cat. He is nearing the age at which most Clan warriors retire from front-line duty; however, instead of joining a solahma unit, he has continued to lead from the front under the guise of serving a military attaché to Katana Tormark in her attempt to recreate the Dieron military district. Those who stand against him on the battlefield soon learn that Barnum and "Bailey" are a fearsome pair.



## Colleen Sawyer

*AS7-D-A "Sugar Rush" Atlas*

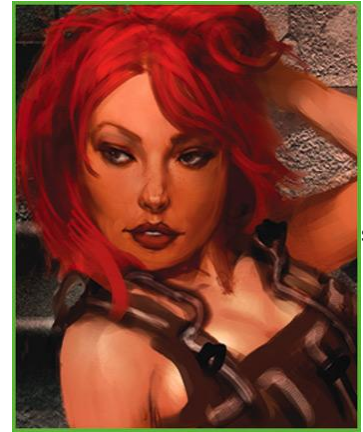
Colleen Sawyer graduated from the HERO Training Institute and is inordinately proud of the fact, given the Institute's checkered past. In battle, she talks a mile-a-minute, filling the communications channels with chatter. Her prowess and the firepower of her Atlas "Sugar Rush," however, more than make up for the communications difficulties. For some reason, she sees infantry as a prime target on the battlefield, gleefully wading into the midst of full platoons and scattering them before the winds.



## Cynthia Kelly

VTR-U1-M "The Beast" Violator

Called "Backstabber" by those who fight alongside her, Cynthia Kelly enjoys targeting soft targets such as infantry and transport vehicles. She has been known to pick out female warriors to attack, drawing their male companions out of position as they try to defend their partners. Kelly treats her 'Mechs like she does her men—using them until something better comes along. "The Beast" is the fifth 'Mech she has piloted, and there is little doubt that she would give it up in a heartbeat if a better BattleMech became available, no matter how much she enjoys putting the Violator's drill into her enemies.



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## Cyrus Wolf

*WUL-FN-L "Marrow" Wulfen*

Cyrus Wolf is a freeborn warrior and has fought ferociously for the right to join Ravager Star. He challenged the previous fifth member of the Star within a Circle of Equals, killing him with chilling efficiency in unaugmented combat. A rogue and a brute, Cyrus Wolf will do whatever it takes to win. His methods have drawn questions from his superiors, but his results are admirable, and so he remains on the front lines with Ravager Star.



## Gwin Fetladral

*WUL-FN-L "Gray Hunter" Wulfen*

When Galaxy Commander Kal Radick was killed, Gwin Fetladral seemed to lose her drive. She served Anastasia Kerensky through a few operations, and then she left the Steel Wolves and ruins of The Republic. When Clan Wolf struck into what was once The Republic, Gwin Fetladral at the forefront of their invasion, a Star captain honored with the opportunity to pilot one of new Wolf designs. Gwin leads her warriors with consummate skill, guiding their fire for maximum effectiveness.



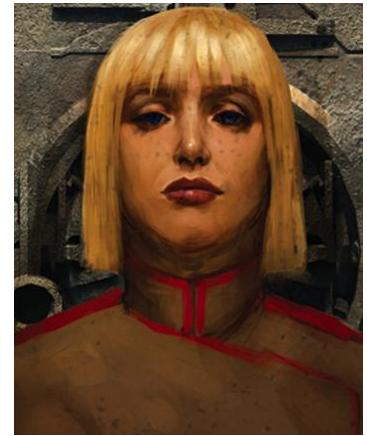
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## Honor Wittman

*CHK-B2-L "Stärke" ("Strength") Crimson Hawk*

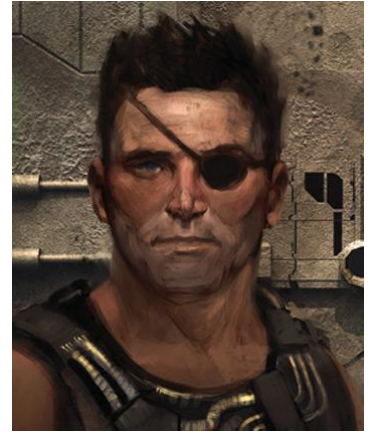
The first member of her family to graduate from college, let alone the prestigious Nagelring military academy, Honor Wittman is the pride and joy of her shopkeeper parents. Upon her graduation at the top of her class, she was assigned to a light strike lance of the elite Royal Guards. Her preference for small 'Mechs, a rarity in the Lyran Commonwealth, comes not from any sense of inferiority to her noble companions in the Guards, but rather from a love of freedom borne from years of hiking among the mountains of Tharkad.



## "One-Eyed" Jack Farrell

*As7-D-A "Hammerfall" Atlas*

Although "One Eyed" Jack Farrell lost his Jupiter "Godfist" in Jacob Bannson's attempt to tear the Raiders away from the House Liao, he has since reappeared on the battlefield piloting a brand-new Atlas. His acquisition of a second assault-class BattleMech after the loss of his first demonstrates that he has either the favor of Bannson himself or he has some other method of procuring such rare and expensive weapons of war. Farrell's new Atlas has special equipment installed to compensate for Jack's disfigurement, allowing him to function as well as any MechWarrior, and better than most, in its cockpit.



## James Carrott

*RVN-4N-L "Magister" Raven*

James Carrott's MechWarrior roots go back nearly two decades, and his loyalty lies with both House Liao and the 21st Centauri Lancers. Carrott left his career in 18th-century history to accept a WizKids Approved Play position in 2002, and he rose through the ranks to become director of Consumer Experience in 2003. Carrott also helped to establish the new face of MechWarrior Approved Play. When he's not zipping around the battlefield stabbing his buddies in the back (or chuckling at his reputation as a tyrant), he's lost in a stack of comic books or chasing various rug rats and canines around his own Inner Sphere. He still finds time to challenge worthy opponents on the field of battle.



## Katherine Steiner-Davion

*GRF-5M-M "Stiletto" Griffin*

Sister to Victor Steiner-Davion, Katherine Steiner-Davion was never content to live in her shorter brother's shadow. Her political machinations and attempts to grasp power sparked the FedCom Civil War in 3062. At the end of the Civil War, her triumphant brother exiled her to the Wolf Occupation Zone, where she was made a bondswoman by Khan Vladimir Ward. It was with Clan Wolf that the former Archon-Princess learned to pilot a BattleMech, although she was never especially good at it, with her true talents lying in the field of politics.



## Kris Carns

*CHK-2B-L "Forgiven" Crimson Hawk*

Kris Wolf served with the Steel Wolves from before the time they assaulted Northwind. Her move to join Anastasia Kerensky as a member of the Wolf Hunters was a blow to the remaining Steel Wolves, just as her departure from the Wolf Hunters was a blow to that group. Returning to Clan Wolf, she was able to prove that her father was a bearer of the Carns Bloodname and challenged for it. Although her challenge was only grudgingly accepted, her skill at the controls of the recently renamed "Forgiven" allowed her to defeat all comers. Now she stands with her Ravager Star packmates at the forefront of the Clan Wolf drive through the former Republic of the Sphere.



## Kurt Tanner

*RVN-4R-L "Shadow" Raven*

A freelance MechWarrior who specializes in reconnaissance and tracking, Kurt Tanner is the product of the Outreach Mercenary Training Command (OMTC). Kurt joined the Dragoons for a short time before going freelance, leaving the mercenary company on amicable terms. Now he is most often hired by groups wishing to determine the identity of their attackers, or to track them back to their home base where they can, in turn, be assaulted.



## Kyle Wolf

WRW-LF-H "Vindication" Warwolf

[No bio available; pilot card never released.]



## Kym Nostra

*WNO-VP-M "All Nine" Wendigo*

Kym Nova Cat's steady, consistent performance may not have made her a ristar, but by the time she returned to Clan Nova Cat, it had brought her to the attention of her superiors, and Kym was allowed to test for the Nostra Bloodname when a position became available. As on the battlefield, her competence showed through once again, and she was able to make her opponents overreach themselves and won the right to the Nostra name and one of the new Wendigo BattleMechs. The name she chose for the 'Mech references the fact that it is a brand-new 'Mech, not having lost any of its nine lives, unlike her previous Cougar.





## Lee Vickers

*BLK-NT-H "Hot Seat" Black Knight*

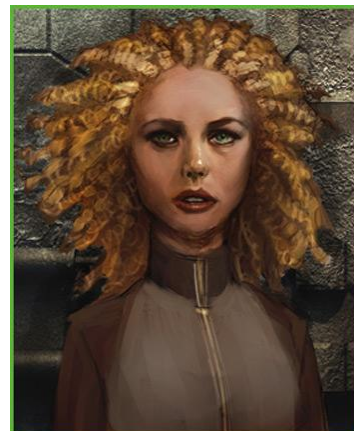
Lee Vickers has never met an energy weapon he didn't like. The faster and further they fire, the more he likes them. He became a member of Ravager Star to deal with enemy 'Mechs and to ensure that there is at least one member of the Star that never runs out of ammunition. His savagery on the battlefield is matched only by that off the battlefield. He has been involved in several trials within a Circle of Equals and has always come out the winner, leaving his opponent dead every time.



## Lena Brice

### *XNS-11-A "Kingslayer" Xanthos*

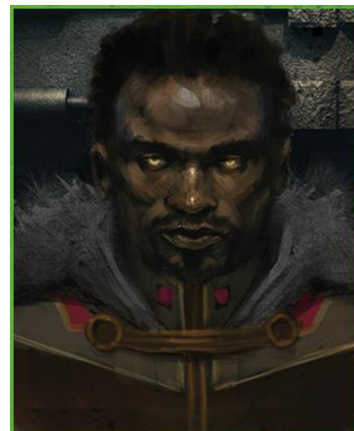
When you need an Assault 'Mech taken down, you call on Lena Brice and "Kingslayer." Specializing in dealing with big targets has been a lucrative trade for Lena, and she takes pleasure in hunting down her oversized quarry. With rumors spreading about even larger 'Mechs striking across the Inner Sphere, Lena has been getting more job offers than even she can handle, allowing her to pick and choose her targets.



## Markus Kerensky

*WRW-LF-H "Fell" Warwolf*

Markus Kerensky is the undisputed Alpha of Ravager Star. Even the freeborn Cyrus Wolf obeys his commands without question. Part of this instant obedience is due to Markus' tactical acumen, but part of it is due to his wicked accuracy with his Warwolf's gauss rifle. Markus has honed his skills to the point of being able to pinpoint the leg activators of an enemy 'Mech with a single shot, slowing or crippling them for his packmates to finish off.



## Nicodemus Niemeyer

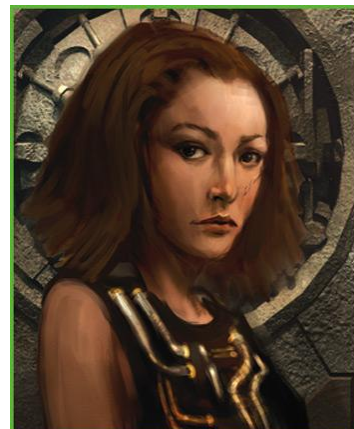
*MAR-2C3-A "Swan" Marauder IIC*

Sir Nicodemus Niemeyer was the Colonel of the Basalt Capital District Public Safety Department before he became a knight errant. Sent to Prefecture VIII to combat the Jade Falcon threat, Sir Nicodemus found himself on the opposite side of the Inner Sphere from everything he knew and loved when the exarch formed Fortress Republic. Gathering a group of soldiers from the unit of Principes Guards he was assigned to, he has decided to return with them to Basalt, no matter the dangers that stand in their way.



**Nikki Radick***WRW-LF-H "Reaver" Warwolf*

Nikki Radick may be a Warden Wolf, strong in her belief that the Clans should protect the Inner Sphere, but that does not keep her from believing that the best defense is a strong offense. Her rise from warrior to Bloodnamed Star captain has been meteoric, and she is considered one of the most prominent ristarars among the newly resurgent Clan Wolf. Part of the reason for her success is the unwavering dedication given to her by the warriors under her command, a dedication repaid by Nikki's willingness to defend them on the battlefield.



## Paul Udet

*VTR-V1-H "Schmutzvogel" ("Dirty Bird") Vulture Mk IV*

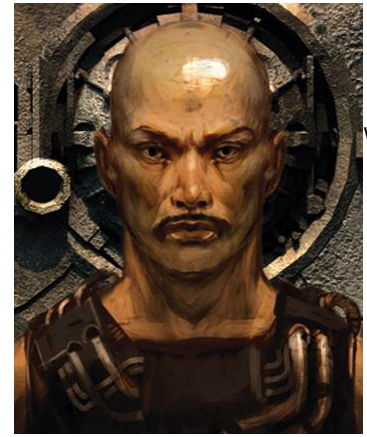
Paul Udet is a career military officer in the Lyran Alliance Armed Forces (LAAF), a graduate of the Nagelring, and is already being groomed for regimental command. The only thing holding Udet back from that command is his attachment to leading from the front. While Udet insists on striding across the battlefield in his Vulture Mk IV instead of staying back in a Command HQ, he'll never be promoted above kommandant.



## Raizo Mikawa

*OSR-4D-L "Matchstick" Osiris*

Raizo Mikawa is a product of the best military training available in the Draconis Combine. The scion of a family with a long history of service in the Draconis Combine Mustered Soldiery, it always assumed that Raizo would follow in the footsteps of his forefathers. The fact that Raizo wanted to become an engineer was never considered. His natural aptitude for mechanics has served him well, however, as he has learned the weak points of all enemy 'Mechs, focusing on their cooling systems after an unpleasant encounter in which the 'Mech he was piloting overheated in the midst of combat, nearly killing him.



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## Rodrigo Vasquez

*NTL-UG-H "Thug" Neanderthal*

Like all of Wyld's Jokers, Rodrigo Vasquez is something of a character. Formerly a Solaris VII MechWarrior, Rodrigo was lured to Bannson's Raiders by the offer of a greater salary and higher bonuses than he was getting on Game World. When he left Solaris, he brought with him his Neanderthal, "Thug," a machine that might as well have been designed with Rodrigo's extremely physical fighting style in mind.

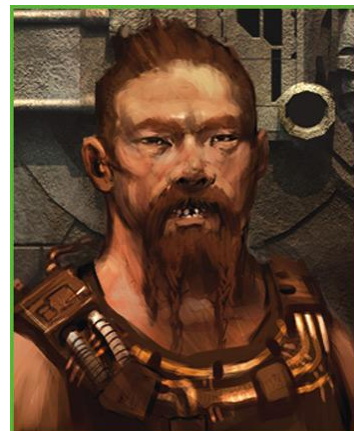




## Rudolph Tseng

AS7-D-A "Bjorn" Atlas

Although Rudolph Tseng is a trueborn Ghost Bear warrior, he has embraced the Nordic heritage of the portion of the Rasalhague Dominion that used to be the Free Rasalhague Republic. A modern-day berserker, he drives himself into a killing rage on the battlefield. This would be dangerous enough if he piloted a light 'Mech, but in the cockpit of "Bjorn," it is positively frightening.



## Ryan Cutter

VXN-7A-L "Deception" Vixen

[No bio available; pilot card never released.]



## Samuel Wolf

*WUL-FN-L "Fremont" Wulfen*

Although he only defeated a single enemy 'Mech in his Trial of Position, Samuel Wolf is a promising young warrior. His persistence, even in the face of superior enemy units, has been noted by his superiors, and it appears that he may be earmarked for early promotion. His 'Mech, "Fremont," is named for a famous ancestor from the Return to the Inner Sphere.



## Tung Cho

*SSP-PP-M "Huo de Xin" ("Fireheart") Stalking Spider*

Those who meet Tung Cho once often think him a scholar-warrior in the finest tradition of Sun but anyone who has seen him on the battlefield knows that this calm is only a façade that masks the fiery heart of a fanatic. Tung Cho believes in the divine right of Chancellor Daoshen to rule the Inner Sphere, and he will do whatever it takes to see that the chancellor gets what his by rights.



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## Vanessa Gurdel

*BLR-4S-A "Stormwind" Battlemaster*

The product of the Clan Ghost Bear iron wombs, Vanessa Gurdel is a trueborn warrior through and through. Proud of her heritage and her Bloodname, she is ferocious in battle and serene in council. Although she has played no part in the peacekeeping efforts throughout the remnants of The Republic of the Sphere, Vanessa is seen by many as one of the rising stars of the Rasalhague Dominion military.



## Vaughn Sender

*WRW-LF-H "Slayer" Warwolf*

A trueborn warrior of Clan Wolf, Vaughn Sender has proven himself time and again in combat and Trials. His codex is exceptional for one as young as he, and he has been granted the opportunity to pilot one of the new Warwolf 'Mechs. Vaughn shows an aptitude for ambushes and pursuits, both in command of small units and at the controls of his 'Mech, "Slayer."



## Victor Dresari

*AS7-D-A "Sunfire" Atlas*

Victor Dresari is the eldest son of Duke Aidan Dresari of Kentares IV and heir apparent to the duchy. He has been sent to the forefront of the House Davion advance to gain experience and to prepare himself to take up the reins of government when his father dies. The destruction caused by the young nobleman and his Atlas on the battlefield is surpassed by only the effectiveness of the propaganda machine that is constantly spreading his reputation as a warrior across the Inner Sphere.



## Yasu Akiyama

*KHU-R1-H "爪" ("Claw") Karhu*

Although her name means "tranquil," Yasu Akiyama is anything but. She has shown a marked interest in wild parties and direct confrontation. Such tendencies would normally make her a poor fit for the generally staid Rasalhague military, but luckily for her, she has the skills to back them up. Known on the battlefield for her ferocious charges and love of close-in combat, Yasu is a terror on and off the battlefield.





## Canopian Institute of War

Although it does not confirm the rumors that the Magistracy of Canopus is supporting the Capellan Confederation's drive into former Republic territory, the ever-increasing number of graduates of the Canopian Institute of War (CIW) who have been popping up in mercenary companies across the Inner Sphere certainly suggests that the Magistracy has grand plans for the future. Not only are graduates of the CIW skilled MechWarriors, but they also throw wild parties, a trademark of their homeland.



## Focht War College

With House Davion gearing up for all-out war, a large proportion of the graduates of the Focht War College are ending up in the Armed Forces of the Federated Suns (AFFS), but a significant proportion take service elsewhere. Considering the amount of pressure put

on students to join the AFFS upon graduation, this demonstrates an impressive strength of will among those graduates who take their skills to other factions.

## NAIS College of Military Sciences

The New Avalon Institute of Science (NAIS) College of Military Science continues to turn out some of the best MechWarriors and officers in the Federated Suns. Graduates are not required to pursue military careers, in the Federated Suns or elsewhere, so young hopefuls come from across the Inner Sphere to attend the NAIS. Many of these young men and women take what they have learned and join respected mercenary companies or return to their country of origin and join one of the Great House militaries. What the new First Prince of the Federated Suns will do about this practice and the resultant increase of military capability across the Inner Sphere remains to be seen.



## Sakhara Academy

Although it remains a private institution, House Davion's aggressive rearmament has induced Sakhara Academy to open its doors to a wider variety of students. Although this has disrupted the balance of the student body, taking away from the family feel of the school, it has also led to a richer experience for its students, which shows in the battlefield skills of the Academy's graduates.



## University of Proserpina

Now that Proserpina has fallen to the Draconis Combine, the Dragon's share of graduates goes immediately into service with the Draconis Combine Mustered Soldiery (DCMS), although some still slip out of Combine space to serve other masters. It is a tribute to the quality of officers produced at the University of Proserpina that House Kurita has allowed the University to keep its doors open despite this steady trickle of talent slipping between the Dragon's claws.



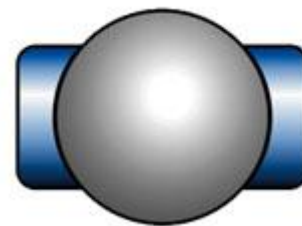
## War College of Tamar

Despite the onset of the Clan Wolf invasion, nothing has been heard from the original War College of Tamar; however, pilots with diplomas from the Arc Royal War College of Tamar continue to appear on battlefields across the remnants of The Republic of the Sphere. Only time will tell if graduates of the old War College of Tamar will take kindly to hearing that a new school has taken their name, or if the college on Tamar even exists anymore.



## Bannson's Raiders: Lieutenant

Many units of Bannson's Raiders have a somewhat "flexible" command structure that is based on who has garnered the most respect or fear from the soldiers, but others are true paramilitary organizations, using the rank structure of The Republic of the Sphere to keep order and discipline. These units are usually made up of either professional mercenaries who have signed long-term contracts with the Raiders or former members of Bannson's security forces. Either way, they are dangerous foes in battle.

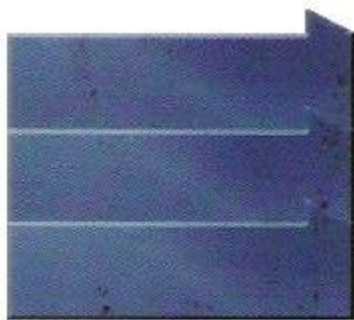


## Clan Wolf: Star Commander

Appropriately enough, Star commanders lead single Stars into battle, making them roughly equivalent in rank to most senior Inner Sphere lieutenants. This rank can be obtained either by a cadet defeating two opponents in his or her first Trial of Position or by a seasoned warrior proving his or her leadership skills upon the battlefield. As Clan Wolf tears into the Inner Sphere once again, skilled Star commanders form the backbone of their invasion force, keeping their Stars driving forward into the ruins of The Republic of the Sphere.

## House Davion: Captain

Despite the Armed Forces of the Federated Suns' (AFFS) emphasis on combined arms, BattleMechs are still the heart of their military might. Captains command companies of a dozen BattleMechs, giving them a fearsome weight of firepower at their disposal. Because most captains spend a great deal of time out in the field with their units, there are a low number of "political" officers among them, and they are usually exceptional warriors.



## House Kurita: Chu-i

The chu-i is the lowest of the Draconis Combine Mustered Soldiery (DCMS) commissioned officer ranks. Traditionally, officer-school graduates enter the DCMS at this rank, and lance and platoon commanders are awarded this rank. The chu-i insignia is a royal blue katakana "3." As the Draconis Combine pushes further into what used to be Prefectures II and III, many green chu-i have gained valuable battlefield experience and become very dangerous pilots.

## House Liao: Sao-shao

A sao-shao is the equivalent of a major in most Inner Sphere militaries, yet the rank commands only a company, whereas their Davion or Steiner counterparts would command a battalion. This allows a sao-shao to focus his or her attention on a smaller group of soldiers, ensuring that they meet the heavy demands of the Capellan Confederation's thrust into the former Prefecture V with the honor demanded by House Liao.



## **21st Centauri Armored Lancers**

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The vehicle pilots of the 21st Centauri Lancers are exceptionally experienced at night-fighting, combat in nonstandard gravity, and other battlefield oddities. Because of these hard-won skills, virtually nothing fazes them enough to keep their sights off-target.

## **2nd Wolf Guardians Cluster: Sradac's Rogues**

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Although Star Colonel Derak Sradac is long dead, the Cluster has kept his name as a testament to the esprit de corps he inspired in the unit. They continue his legacy of anti-Mech tactics and use a combination of armored personnel carriers and battle armor to cross the battlefield quickly and get to grips with their goliath foes.

## **Bannockburn's Bandits**

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Bannockburn's Bandits are famous for their use of fast-moving strike-and-fade tactics. They specialize in hitting an enemy flank at just the right moment to turn the battle and in infiltrating past enemy sentries to strike at rear areas, demoralizing the enemy before the battle even begins.

## **Caesar's Cohorts**

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Caesar's Cohorts specialize in moving in formation at speed, staying close to one another so that they can provide cover fire for their companions. This ability makes them fearsome when they level a barrage against an enemy force, shattering them with their well-coordinated fire.

## **Cyclops Company**

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A relatively new mercenary company, Cyclops Company is formed around an Atlas BattleMech commanded by none other than the infamous "One-Eyed" Jack Farrell. The true strength of Cyclops Company, and one of their puzzling qualities (considering their recent formation), is the astounding degree of familiarity that they have gained with their machines. This degree of knowledge allows them to assist one another in making quick field repairs, even in the midst of battle.

## **Echo Company, First Kyrkbacken Militia**

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Before becoming a knight of the Sphere, Exarch Jonah Levin commanded Echo Company of the First Kyrkbacken Militia. His actions in a poorly maintained Stinger BattleMech inspired his men to charge forward in the face of impossible odds.

## **The Firing Squad**

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A small mercenary company operating from Outreach, the Firing Squad are renowned across the Inner Sphere for their skill with C3i components and their ability to provide cover fire for one another. Watching the Firing Squad advance on the enemy in a broad firing line is a terrifying sight, as they move and fire as if directed by a single mind.

## **Ford's Falcon-Killers**

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When the Highlanders were absorbed into the armed forces of The Republic of the Sphere, some members left their units and returned to their mercenary roots. Master Sergeant William Eric Ford is one of those who returned to the old ways. He and his troops have gotten a great deal of experience fighting against Clan Jade Falcon and have learned to correct for their targets' high rate of speed.

## Amira MacDougal

*VTR-U8-M "Gold Digger" Violator*

With her rugged appearance and exotic features, Amira MacDougal looks as if she has just stepped out of an ancient Terran western. Her similarities to an Old West sheriff are not just cosmetic; she has won many duels by targeting her opponent's hip actuators with crippling accuracy. Underneath her gruff exterior, though, is a wide streak of femininity and thoughtfulness, making her an excellent after-action interview. Her increasing popularity has had the side affect of making Western-themed clothing fashionable on Solaris VII, and many of her fans show up at the arena in vests, boots, and ten-gallon hats.



## Annie Chu

*BLR-2M-A "Linebacker" Battlemaster*

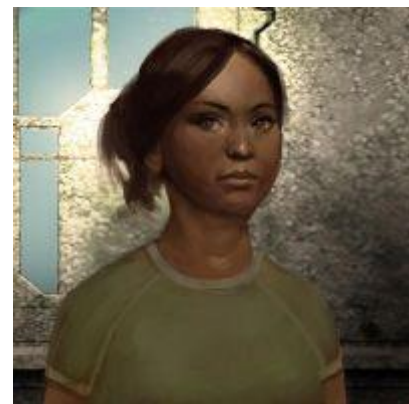
A young MechWarrior with a bubbly personality, Annie can talk for hours about the ancient sport of Terran football. Her 'Mech's cockpit is crammed with sports memorabilia, and when not in the arena she can be found playing pick-up games with whoever will join in. Her youth and playfulness have caused many of her opponents to underestimate her abilities: Annie is a talented pilot with calm inner strength that belies her seeming delicacy. Needless to say, Annie Chu and "Linebacker" are fast becoming media darlings.



## Avanishi Khalsa

*CLN-C2-H "Rosse's Revenge" Cave Lion*

Avanishi Khalsa has one goal: to become the best MechWarrior on Solaris VII. She puts her whole self into this endeavor, training up to 10 hours a day and carefully crafting a public image of indestructibility worthy of the clan she still associates herself with. She is so single-minded in the pursuit of her dream, however, that it is easy for her to alienate those around her. Time will tell if Avanishi and her *Cave Lion*, "Rosse's Revenge," will rise to the top, and if there will be anyone left to share her victory with.



## Burkhard Schlömer

*CLN-C2-H "Sturmgreif" Cave Lion*

Hauptmann Burkhard Schlömer's career with House Steiner's military intelligence came to an abrupt halt when his superiors learned about his family's past ties to ComStar. Although on the outside almost fanatically loyal to House Steiner, he was henceforth regarded a security risk, given the state of the Inner Sphere since the Blackout. Unwilling to let a valuable resource go, Schlömer was relegated to Solaris VII, where he fights under the Lynch Stables banner, waiting to be called to service once again where he might prove himself once more.



## Chiang Lành

*RK-W-L "Yojinbo" Rokurokubi*

For some, the Way of the Warrior is a code; for Lành Chiang, it is lifeblood. Even in the rough and tumble arenas of Solaris, Lành embodies excellence, honor, discipline, and civility. His strict adherence to bushido has earned him the respect of other MechWarriors and the adoration of Combine citizens. It is suspected that he is on Solaris under direct orders from the Coordinator himself, given that his 'Mech, "Yojinbo" is of a type rarely seen outside Kurita space.





## Chris Chapman

*SDR-5L-L "Lucky" Spider*

Born under a lucky star on Halstead Station in Prefecture II, Chapman made his way to the game planet of Solaris VII only after an exceptional showing during training at Robinson Battle Academy. With no real place to go to in a time of peace, Chapman took himself and his *Spider*, "Lucky," to the arena. Always the bearer of bad news for his opponents, Chapman and his luck continue to make a fair showing on Solaris, as he enjoys a modest but enthusiastic following.



## Del Pinnick

*NTL-AG-H "Silas" Neanderthal*

Del Pinnick is an older combatant, having served with distinction in House Steiner's air force for 25 years before retiring to Solaris VII five years ago. There are numerous gaps and sealed portions in his records, however, and Del is clearly burdened by his past deeds. He is an excellent MechWarrior and an intelligent and poignant conversationalist. His combination of world-weary cynicism and underlying hope has made him a constant favorite for interviews, and Del often acts as a guest commentator for high-level matches.



## Douglas Patris

*NX-33-L "Tick" Nyx*

In many ways, Douglas Patris is the typical Solaris VII 'Mech jock. He is brash, confident, photogenic, and talks a good game. In private, Douglas is also typical. He worries about having enough funds to make it to the next battle, if his skills are good enough, and deep down, he wonders if he's a fake. Douglas accepts this duality as being an inevitable part of the career he has chosen, however, and this gives him a great deal of serenity. He very much enjoys all aspects of being a duelist, and doesn't let the bad times get him down.



## Fearghal Dougal

*MTS-PV-H "Seraph" Mortis*

Haunting and mysterious, Dougal attracts female groupies like Solaris City attracts the triads, Mafia, and yakuza. Dougal, however, seems to have no outward interest in these MechBunnies, preferring to spend more time with his *Mortis*, "Seraph." Still, Dougal makes it a point to be spotted out on the town fairly regularly with a groupie on his arm, knowing full well that his popularity and continued rise depend on it. He's even been known to throw some infrequent parties for "Dougal's Dolls" to show his appreciation.



## Flavio Rodriguez

*DWF-VP-A "Corruptor" Daishi*

Time has not tempered the cowardly and cruel Flavio Rodriguez. He was recently cashiered out of McCarron's Armored Cavalry for "conduct unbecoming"; it's likely that only his family connections saved him from military prison or worse. How Flavio was able to acquire something as massive as a *Daishi* remains a mystery, but given his background, some sort of criminal involvement is likely. Now on Solaris VII, Flavio continues in his decadent way, hoping to win respect in the arena (before the Maskirovka catches up with him).



## Imad "Hal" Aglin

*MLX-VE-L "Six Gun" Koshi*

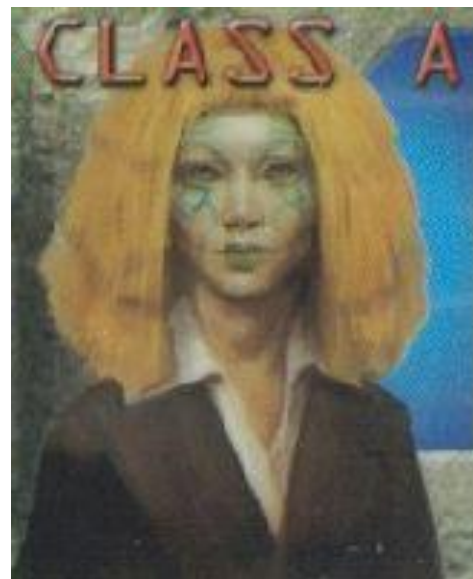
Despite his stoic, intimidating appearance, Imad has a pronounced sense of humor that many of his lancemates have fallen prey to. Imad can barely squeeze his bulky frame into the cockpit of his *Koshi*, and would probably be better suited to something larger. This 'Mech, however, was "given" to him by Flavio Rodriguez ("Somewhere in Liao space," admits Imad.), and he refuses to pilot anything else. "Six Gun" is an apt name, Imad can coax a withering amount of firepower out of such a small machine.



## Jennifer Braille

*SHK-VP-A "Celaeno" Shrike*

Jennifer Braille is a woman of mystery. She is never seen in public without a full-face mask and expensive, tasteful clothing. Some speculate that she was disfigured in combat; others think that she uses the mask as a marketing tool. She is also charming, affable, and media savvy - unusual qualities for a pilot associated with the taciturn Jade Falcons. Though her appearance may be unknown, her skills in the arena speak for themselves. She is particularly fond of DFA attacks, through which the mass of her assault-class Shrike, "Celaeno", can be put to deadly use.



## Joe Gaskill

*EXR-2X-M "Sweetness" Exhumer*

Joe Gaskill has a constant air of focused intensity about him. A kindly personality lurks just below the surface, however, and his ready laugh often breaks through. This gives Joe an aura of (well deserved) refinement, making him very popular among younger fans. Joe has recently been on a winning streak, adding to his already considerable reputation. When not dueling in the arenas, Joe runs a drum and percussion school in the International Zone, attracting students from across Steiner space.

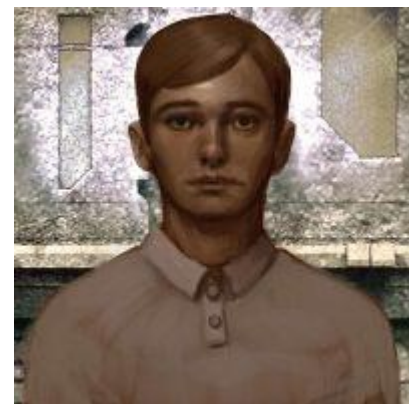




## John "Void" Doe

*CTR-DC-M "Maximus" Centurion*

Little is known about the man known only as "Void." He is known to have slowly worked his way up through the Solaris arenas, and that he might be from the Federated Suns. Numerous background checks and independent investigators, however, have failed to generate any more information about this silent, anonymous 'MechWarrior. He is an excellent shot, and his ability to make his 50-ton *Centurion* disappear from the line of fire is uncanny. Indeed, some of Void's opponents have claimed that his 'Mech has vanished from their electronic displays on more than one occasion.



## Jonas Saunders

CPLT-D1-H "Cynosure" Catapult

"Are you out of your mind? High-Octane Construction Orange paint job on a 'Mech?"

"With Wolf Hunters Metallic Red highlights, if you please."

"Flamin' 'Mech will be visible from a mile off . . ."

"That's the point. Look up Cynosure in a dictionary sometime."

—Exchange between MechWarrior Jonas Saunders and his Solaris tech.

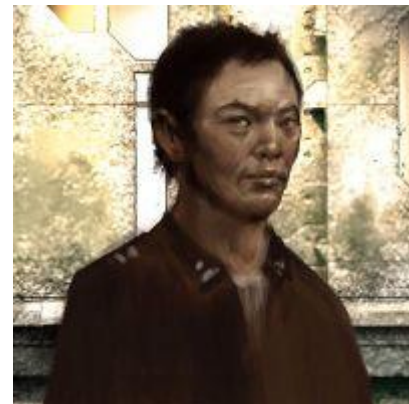
Though the paint on his *Catapult* doesn't suggest it, Saunders is a staunch Swordsworn supporter, forced to take his leave from the military when House Davion came calling to rally the troops. Unwilling to give up combat, Saunders migrated to Solaris VII, gave "Cynosure" a repaint, and continues to keep his skills in the cockpit honed just in case the Swordsworn ever need him again. Though Saunders often frequents all the right parties, media outlets report he's just as comfortable staying at home, assembling 'Mech models of previous Solaris champions.



## Kai Allard-Liao

*CTR-DC-M "Yen-lo-Wang" Centurion*

Perhaps the most famous of the Solaris VII champions, Kai Allard-Liao and his *Centurion*, "Yen-lo Wang," held the coveted title in a death grip from 3055–3056. Kai also founded Cenotaph Stables, the fighters of which follow his own style of combat: seeking to disable rather than kill. He likely would have continued his reign had he not left Solaris to attend to Capellan duties. Some thought his *Centurion* would never again be seen on Solaris VII, but it somehow found its way into the hands of Danai Liao-Centrella, who now pilots it with a skill to rival Kai's own.



## Kerensa Mayborne

VXN-7B-L "Valentine" Vixen

"Now taking to the arena floor is the lovely and talented Kerensa Mayborne, with her Vixen, 'Valentine.'"

"And you can bet she's not going to accept candy and flowers to back down from this fight, Sam."

"You said it, Max. And yet, Hell hath no fury..."

—Sam Gagnon and Max Hase, arena announcers, Solaris VII event

A mainstay on the Solaris VII stage for some time now, Kerensa built her initial career on being "the most beautiful MechWarrior around." A passable pilot, she made most of her personal fortune with side projects and public appearances. Her star is slowly beginning to set, and the years have made her sadder but wiser. She is still an attractive woman and does not want for money or additional recognition. Nonetheless, she wants to be remembered not as a pin-up girl, but as an accomplished warrior worthy of respect.



## Marcello Donnici

*RFL-5M-H "Crucible" Rifleman*

*"I thought that last shot took out his Gauss rifles!"*

*"Apparently, so did his opponent."*

*—Sam Gagnon and Max Hase, arena announcers, Solaris VII event*

Born to a minor noble house in the Federated Suns, Marcello Donnici saw his career as a 'Mech jock end almost before it began. Refusing to accept the marriage arranged by his father, he was disowned and cut off from his family. Fortunately, his potential did not go unnoticed, and his grandfather bequeathed his own *Rifleman* BattleMech to Marcello when he died. Christening the 'Mech "Crucible," Donnici uses it to reduce his opponents to slag, both as a mercenary and in the arenas of Solaris VII.



## Maricela Villa

*GDR-1D-M "Iceberg" Gravedigger*

For the past two years, MechWarriors have groaned when they have seen Maricela Villa's bone-white *Gravedigger*, "Iceberg," take the field. Maricela is often referred to as "the thinking person's duelist," having spent a number of years working as a military analyst prior to arriving on Solaris. She is an average pilot on the battlefield, but her intelligence and tactical brilliance set her apart. Her opponents often say that she's about six moves ahead of them—a proclamation that's rarely an exaggeration.



## Michael Miller

*KDK-VI-A "Ogre" Kodiak*

Quiet and unassuming, Michael Miller is a recent addition to Solaris VII, bringing with him a loyalty to House Davion and a reputation that allows him to fight primarily through Starlight Stables, a staunch Davion supporter. Exhibiting a speed usually found in lighter classes, Miller and his *Kodiak*, "Ogre," enjoy running roughshod over the competition, taking out both limbs and targets with relative ease. Though well-equipped for close combat, Miller prefers to save such maneuvers for the end of his matches, when he wants front-page coverage the next day.



## Mikhail Polnach

*NSR-K3-M "Rogue Wave" Night Stalker*

Mikhail looks every bit the outlaw, and he's not afraid to use that to his advantage. He is a violent and ruthless combatant, in and out of the arena. When not tearing into an opponent in his *Night Stalker*, "Rogue Wave," he can be found in taverns, betting houses, and less savory places around Solaris VII. He is rumored to be on the run from a previous employer (perhaps the Genyosha, some speculate, given his 'Mech's name), which makes his choice of the dueling planet as a hiding place a curious one.





## Morgaine Lathar

*EFT-5S-M "Avalon" Eisenfaust*

Proud of her Steiner heritage and affiliation, Morgaine pilots her *Eisenfaust* with almost catlike grace. She embraces Arthurian legends and lore as a part of her public persona. Morgaine is a practitioner of modern druidism, a worldview she takes very seriously. She also has a personal magnetism that makes her appear almost supernatural at times. Though her nature-based outlook on life seems out of place in the mechanical world of Solaris VII, even her opponents grudgingly admit that her passionate beliefs seem to help her in the arena.



## Natasha Kerensky

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DWF-VP-A "Widowmaker" Daishi

"Great Kerensky's ghost! The black Daishi has a red hourglass? I guess it's in the fan now!"

—Unknown lance commander, Isle of Skye

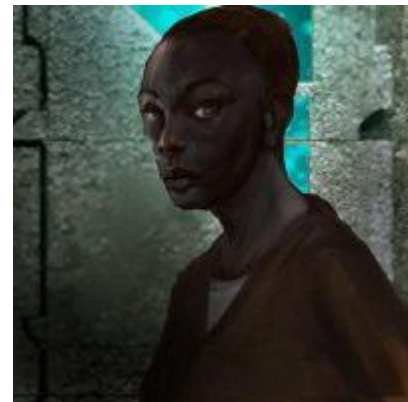
Arguably one of the most prominent MechWarriors of all time, Natasha Kerensky, "The Black Widow", and her *Daishi*, "Widowmaker", are the stuff from which legends are made. A descendent of the famous Kerensky bloodline, Natasha rose from humble beginnings to become a force to be reckoned with within Clan Wolf. Unfortunately, her political savvy did not match her combat skills, keeping her star from rising further. Natasha left Clan Wolf on a scouting mission due to inactivity and boredom, only to eventually return to the Clan and retest to regain her previous rank. Her Widowmaker is depicted in the colors of the 13th Wolf Guards and is factionless, reflecting Natasha's mercenary past.



## Paulina Ferrar

*HL-SP-L "Laser Bait" Hellion*

Paulina Ferrar is a relative newcomer to the arenas, having been planetside for less than a year. Unlike most Solaris VII 'Mech pilots, Paulina seems embarrassed by all the attention her success has garnered. She is usually self-effacing and uncomfortable when the media is around, despite her stunning beauty and unquestioned skills. Indeed, she would prefer to be working on her *Hellion* or reading holonovels rather than face the glare of another camera. She is slowly becoming more self-assured in the public eye, however, and as her confidence grows, so does her popularity.



## Randy Creighton

*CVR-A1-L "Possum" Cadaver*

Randy is, by any definition, a showboater. He does everything with flash and overblown style, even if it's something as simple as walking his *Cadaver* BattleMech to the starting line. Fortunately, he knows this, and laughingly shrugs off the occasional criticism that he's all hat and no cattle. Underneath his showy exterior Randy is a crack shot and expert tactician. He doesn't speak much about his past, preferring to talk about the next duel, but his Federated Suns military record indicates at least a hauptman-level military ranking.



## Sonja Bruneau

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*CVR-A1-L "Red Sonja" Cadaver*

Grim determination drives Bruneau and her *Cadaver*, "Red Sonja." A relative upstart on Solaris VII, Bruneau is just starting to make a name for herself, working more through personality than piloting skill. Even so, Bruneau pleases the crowds when she can, exhibiting an exceptional skill at striking fast-appearing targets of the arena. Though lacking MechBunnies of her own, Bruneau patiently reassures herself that every dog has his day. And as soon as she sends those dogs to the pound, she'll have her own.



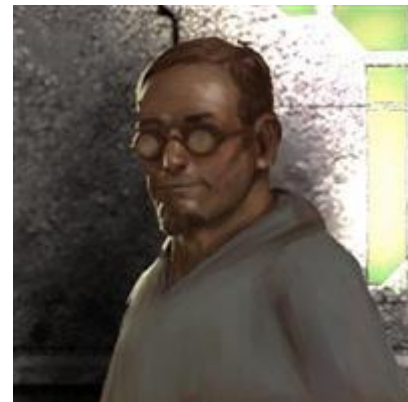
## Thomas Tabor

SLR-PV-L "MetaBlade" Solitaire

*"Thomas Tabor? Well, Max, he's a good chap, a gentleman through and through. With a little more effort on his part, he might even win more often. If nothing else, though, you have to admit that he's got style..."*

—D. Pinnick, guest announcer, Solaris VII event

Thomas Tabor has been a fixture on the Solaris VII scene for years. Although he is not affiliated with a major stable and has not won top championship matches, promoters know that having his name on the fight bill is a guaranteed profitable evening. Tabor is both a consummate pilot and showman, winning far more than he loses. Even in defeat, he is gracious and cordial, often complimenting the winner's skills. His genial attitude has earned him the nickname of "The Gentleman," and regardless of the outcome, he's always exciting to watch.



## Valerius Deodatus

*WRW-LF-H "Black Tooth" Warwolf*

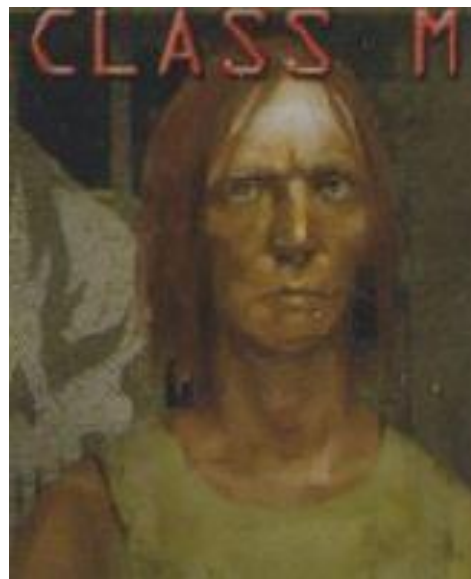
Valerius Deodatus is arrogance personified. Though a handsome and regal man, he is also haughty and dismissive. Valerius is also one of the more successful fighters on Solaris VII, personally bringing to the arenas his stable of prize money, endorsement deals, and prestige. This, of course, does nothing to dampen his ego. He is suspected to be from the Crusader faction of Clan Wolf, sent to keep an eye on things. To many, this would explain his Elemental-sized proportions, disdainful attitude, and factory-new *Warwolf*.



## Fetchin Casey

*GDR-1D-M "Pestilence" Gravedigger*

Outwardly quiet and unassuming, Fetchin Casey didn't fare exceptionally well during his confinement, but he did keep a low-enough profile to emerge mostly unscathed. Apparently convicted to black market ammunition, Casey was happy to pick up where he left off upon his unscheduled release. In battle, some claim he has eyes in the back of his head, such is his uncanny ability to decimate several targets at once. Casey finds nothing but glee in his new *Gravedigger* "Pestilence", which affords him all the opportunity he needs for havoc.

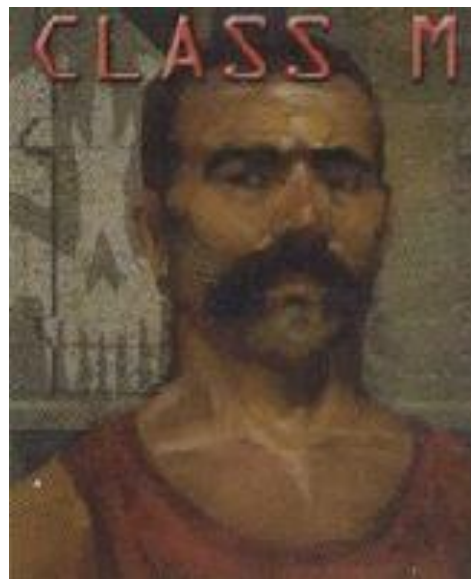




## Gonzalo Sanchez

*EXR-2X-M "War" Exhumer*

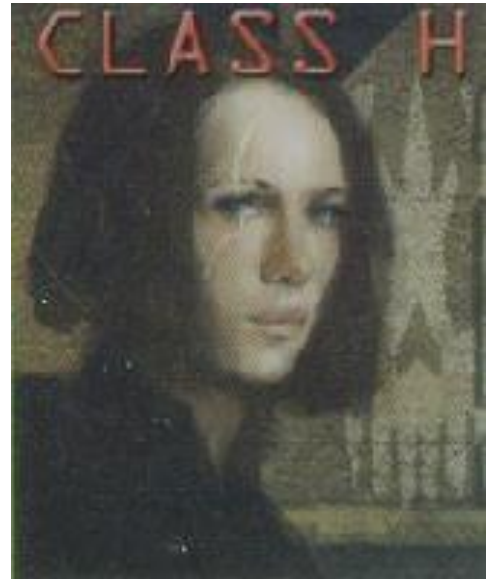
Rumoured to have no aversion to taking cockpit shots, Gonzalo Sanchez would be a considered a prolific killer of men were it not for the cover of war. An apparent altercation outside his BattleMech led to his incarceration and the apprehension of his lancemates, who apparently also had none-too-righteous reputations. Where Sanchez and the others acquired their their new BattleMechs is unknown, though rumors circulate that they are backed by an unknown benefactor. His *Exhumer*, "War", has allowed Sanchez to pick up where he left off in the conflicts of men.



## Morana Tichy

*MTS-PV-H "Death" Mortis*

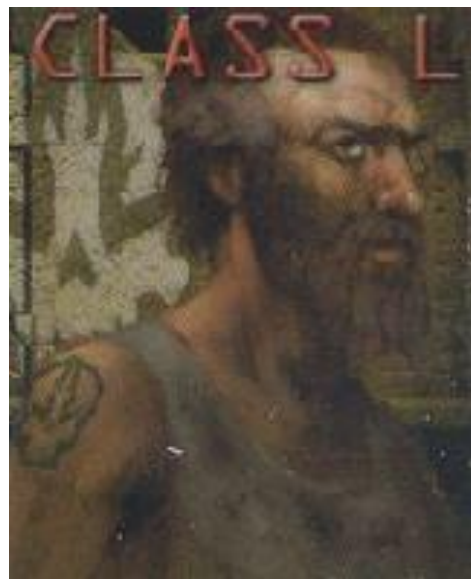
Morana Tichy's past remains sealed to outsiders, though most agree that her conviction is related to the scar that mars her otherwise beautiful visage. Ruthless in combat, she often pushes herself and her machine to the limit to be victorious. With her *Mortis*, "Death", she delivers just that to any unfortunate soul in her way. She often serves as the contact and de facto organizer for her mercenary group, currently going by the moniker of the Undead lance.



## Samad Abdul-Muhsi

*CVR-A1-L "Famine" Cadaver*

Abdul-Muhsi was one of many prisoners from Areseppi Correctional Facility on the planet of Menkent who escaped during the recent aggressions between the remains of the Republic of the Sphere and Clan Wolf. One from a lance of mercenaries "unjustly" jailed on the planet, his survival skills led him to the more hospitable continent of Terrasota and a predetermined meeting spot where the lancemates reunited. Abdul-Muhsi pilots his *Cadaver* "Famine" with a defensive ability usually only possessed by Assault-class BattleMechs.



## Major

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At their zenith, Wolf's Dragoons sported five regiments of combined-arms forces and two battalions. After their own civil war and the devastating Jihad, their numbers dwindled, with many thinking they had been wiped out for good. With the fall of the Hyperpulse Generator (HPG) communications system, any attempt to reunite or locate surviving Dragoons members was impossible. Still, Gamma Regiment continue to attempt to rebuild their numbers and keep an eye and ear out for other Wolf's Dragoons members.

## **Beta Regiment**

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Intent on recapturing the spirit of the Kneecappers infantry battalion, Beta Regiment is hard at work training to tie up and take down the big boys.

## **Heavy Armor Company (Gamma Regiment)**

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Gamma Regiment's heavy-armor vehicle regiment presents a rolling wall of firepower for the opposition to punch through. It might not be a very fast wall, but it's a painful one.

## **Hovertank Recon Company (Gamma Regiment)**

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Gamma Regiment's hovertank recon company might not have survived the Jihad entirely intact, but enough remained to ensure that trained drivers survived to educate future generations.

## **Battle Armor Company (Delta Regiment)**

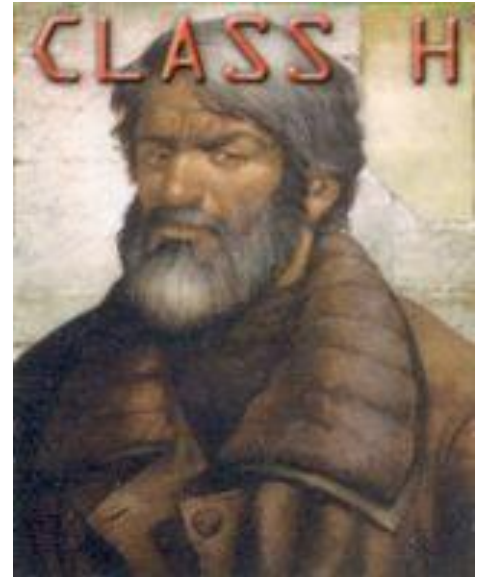
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Members working on reforming pockets of Delta Regiment have become adept at the art of salvage, often equipping battle armor units with jump capabilities that last much longer than usual-or that the battle armor might not have had at all.

## Colonel Jaime Wolf

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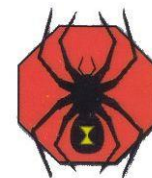
Jaime Wolf founded the Wolf's Dragoons mercenary unit along with his brother, Joshua Wolf, and appeared in the Inner Sphere in 3005. Though known to pilot an Archer, Jaime Wolf was adept in the cockpits of a variety of BattleMechs. He was an exceptional leader and tactician, always ensuring that his Dragoons were well-treated, from the greatest MechWarrior to the family members of the lowest-ranked technician. His fierce devotion to military ethics and his loyalty to his troops and their families earned him a reputation almost unequaled in Inner Sphere history, and contributed to the great success the Dragoons enjoyed under his leadership. Colonel Jaime Wolf met his death in combat on October 18, 3067.



## Sergeant

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As they have done in the past, the Wolf Spiders nurture and hone their insurgency tactics, making them adept at analyzing a battlefield and discerning where enemy forces might be concealed. Flushing out hidden opponents often falls instead to infantry and vehicle regiments, though under the watchful eye of a Wolf Spider mercenary, such operations are usually conducted with great success.



## Sergeant

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As from their humble roots, the Wolf Spiders have continued to stick with reliable OmniMechs like the *Loki*, *Mad Cat*, *Thor*, and *Vulture*. By using modular OmniMech technology, their technicians can often make hasty repairs and weapon swaps without the benefit of a repair bay. Though not every force they work with employs OmniMechs, they often have valuable information to share in regards to standard technology, allowing techs to get more from their available equipment.

## Major

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The Wolf Spiders have not forgotten their beginnings as a group of miscreants whipped into shape by the infamous Natasha Kerensky. Recruits for this mercenary force tend to have "better" backgrounds these days; however, it is still the strong will of their leaders that makes them such formidable warriors. Though the Wolf Spiders no longer specialize in any particular tactic, they do an exemplary job of quickly educating other warriors in any force they are assigned to work with.

## Major

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When all else fails, the Wolf Spiders turn aggressive like their namesake, chasing after their prey with fervor. Though they sacrifice their defensive positions to do so, more often than not the results gained offset the potential losses. With such a variety of tactics at their disposal, the Wolf Spiders are rarely wanting for work, and once an enemy spots the menacing black and blood red paint schemes of their units, they know right away the Wolf Spiders are on the hunt.

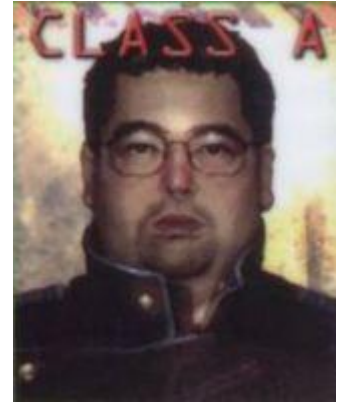
Thanks to JadeHellbringer for supplying me with this text.

## Garry Pedersen

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### *Jupiter "Overlord"*

Though his 'Mech bears the paint of a Wolf Hunter, it is not known if Pedersen is a member of that group. Clients report his pay rate to be similar to the often-hired mercenary group, and indicate that his piloting skills extend far beyond his assault-class *Jupiter*, "Overlord." A brilliant tactician, Pedersen can often guide a force through the intricacies of any terrain or foul weather, leading many to speculate about his upbringing and training. Pedersen remains tight-lipped about any possible affiliation, and the service he provides keeps many from pressing the matter.

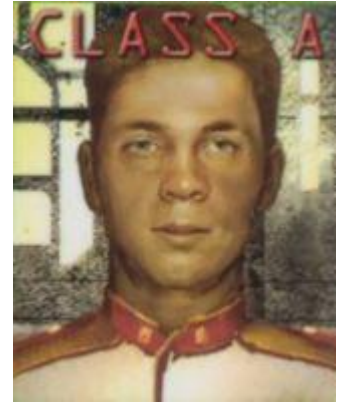




## Ian Pelgrim

*Warhammer IIC "Mist Wraith"*

Pelgrim has an intimate relationship with his *Warhammer IIC*, as evidenced by his ability to stand up to the blows of his enemies. Whether through intimidation or the uncanny knowledge of which side to show his enemy to absorb impact, "Mist Wraith" often remains standing long after the enemy expects it to fall. Pelgrim sports the paint scheme and piloting abilities of a Wolf Hunter, and is rumored to be functioning as a scout for the faction, cut loose to more effectively move on his own and report back to his leaders.

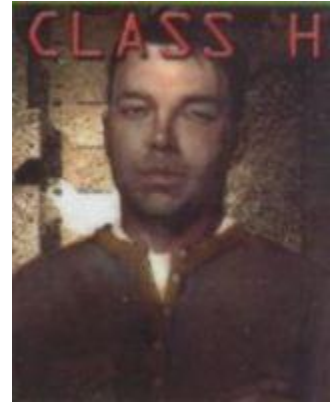


## Jeffrey "The Artist" Prescott

---

*Mortis "The Messenger"*

Introduced to the rigors and rewards of being a mercenary MechWarrior by his friend Joey, Prescott quickly saw it as a way to supplement being a starving artist. With the tools of both his chosen trades always close at hand, Prescott is rumored to be taking in a fair amount of income. Friends indicate that his life of warfare is only temporary, to help fulfill a grander scheme of assuming the mantle of missionary work. Whether Prescott will lay down the scythe or the brush afterwards is unknown.

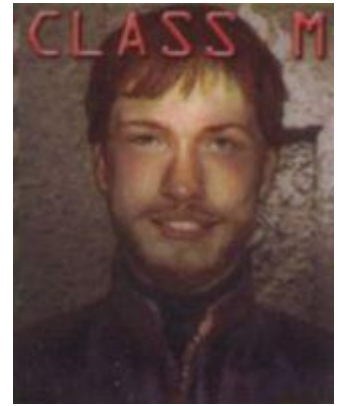


## Lowell Steiner

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*Ghost "Lolcat"*

Often seen puttering around House Steiner space, Lowell Steiner and his *Ghost*, "Lolcat," aren't easy to mistake for Steiner units. Wildly rumored to be anything from a Steiner sympathizer to an illegitimate offspring in line for a seat of power, Lowell Steiner shows no interest in setting facts straight, whatever they may be. Regardless, with his uncanny ability to avoid heat buildup in Lolcat, he's certainly an asset to House Steiner when he's on hire.

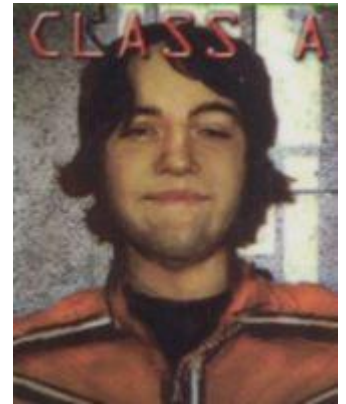


## Marc-André 'Marquo' Leblanc

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*DWF-VP-A "Refuge" Daishi*

A man seemingly without a home, Leblanc is always on the move. Known to sleep in his Daishi, Leblanc has even been speculated to be a member of Clan Sea Fox. Others hint that a more tragic chain of events has brought Leblanc to his current state. He is often seen manipulating what appears to be an antique coin when drinking alone, and many say it's the only thing Leblanc has left of his past life. His Daishi's name, "Refuge," only seems to support their theory. Though Leblanc will declare the coin merely a lucky charm, the hint of sadness in his eyes suggests more.

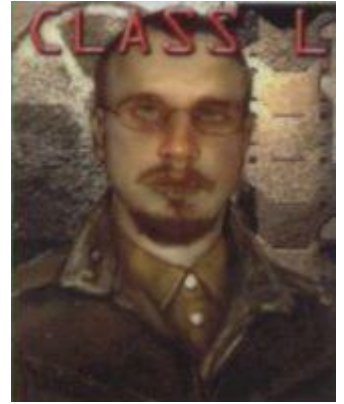


## Matt "ZXQUEB" Vanek

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*Locust "Scrub"*

A must-hire for forces who find themselves under the assault of enemies they can't see, Vanek and his Locust are experts at watching over a flock - especially in urban warfare, where he flourishes. Thanks to his *Locust's* low profile, Vanek is often discounted by those unfamiliar with him, leading to his 'Mech's dubious nickname of "Scrub." Though they seem to have a soft spot for the ballistically challenged Nova Cats, Vanek and Scrub will work for anyone for the right price.



## Mattia Valenti

*RVN-4R-L "Spettro [Specter]" Raven*

The red and black coloring of Valenti's "Spettro" leads many to speculate that Valenti's ability to remain unseen is due at least in part to a skill in maneuvering that's rare in the Inner Sphere. An opposing force underestimates this scout once – and only once – usually because they fail to survive after being tagged with homing beacon from the concealed Raven. Valenti has been known to appear on the game planet Solaris VII on occasion, exhibiting the same skills that he displays on the battlefield. When opponents are interviewed about their losses to the unassuming Valenti, many offer the same response, "You can't hit what you can't see."

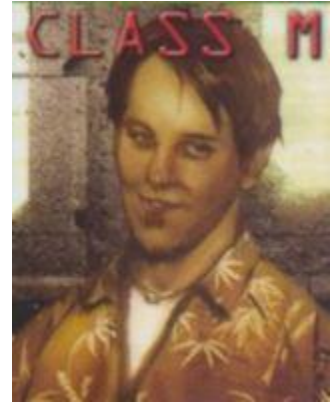


## Tillman Petersen

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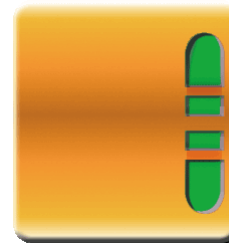
*GRF-6S-M "Harlequin" Griffin*

Tillmann Petersen is notorious not only for being an expert pilot, but also a masterful technician. Knowing his beloved "Harlequin" inside and out, he manages to tickle that little extra bit out of the machine, which can often change the tide of battle. He is proficient in field repairs as well, and uses every chance he gets to mend his mount's "injuries," even in the heat of combat. Rumors tell that Petersen regularly works for Bannson Enterprises...but not for cash. Instead, as payment he is granted access to rare equipment and technology to upgrade his 'Mech.



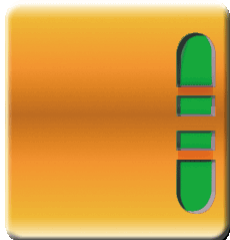
### Clan Jade Falcon: Star Commander (Green)

Given their martial bent, the Falcons have an unusually large mercantile network, second only to Clan Sea Fox. Both the merchant and scientist castes command considerable respect for their wide-ranging work on behalf of the Clan. This respect, however, does not translate into much personal freedom; the Falcons have always crushed rebellion without mercy. Current signs also point to Clan Jade Falcon returning to the "total war" philosophy, where rebellion is not only crushed, but all signs of it also eradicated.



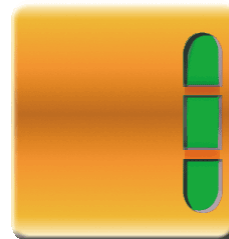
### Clan Jade Falcon: Star Commander (Veteran)

The veteran-rank regiment of Clan Jade Falcon is Gyr Falcon (Delta) Galaxy. In earlier years Delta Galaxy established a fearsome reputation in the Inner Sphere by taking on the toughest campaigns. The Gyr Falcons' success has been bought with sweat and blood—as much their own as their enemies'—but their combination of skill and tenacity make them a force that shouldn't be underestimated. Knowing that the success of the campaign against The Republic rests on their shoulders, the warriors of this Galaxy carry their responsibility with pride.



### Clan Jade Falcon: Star Captain

In 3136 it is Galaxy Commander Malvina Hazen who wields most of the power in Clan Jade Falcon, and though her "total war" philosophy (leave no enemy or prisoner alive) rings true with many members of the Clan, it does not sit well with others. After making a push toward Republic space, Clan Jade Falcon took some time to recover and build up forces. Now it would seem they're ready to move again, pressing toward every Clan's dream: taking the Inner Sphere world of Terra at The Republic's heart.



### Clan Jade Falcon: Warrior (Green)

The green-rank regiment of Clan Jade Falcon is Turkina's Beak (Zeta) Galaxy. Prior to 3136, they were the main force designated to defend Falcon possessions among the Clan home worlds. Zeta Galaxy, however, was forced to make a shameful withdrawal—with far-reaching ramifications for the Clan. Though they gained a measure of absolution when defending their Clan's Inner Sphere holdings, the stigma of their hegira (retreat) continues to haunt them. Because of the unit's poor reputation, most warriors assigned to Zeta Galaxy quickly seek reassignment to more prestigious units.



### Clan Jade Falcon: Warrior (Veteran)

The Falcons believe wholeheartedly in the right of the warrior caste to rule. Trueborn warriors look down on freeborns, and all warriors look down on the other castes. The Falcons, however, recognize the importance of the civilian castes to the war effort. Although often brusque in their dealings with civilians, Falcon warriors recognize that the Touman (their military) would suffer without their efforts.



### Clan Jade Falcon: Warrior (Elite)

The elite-rank regiment of Clan Jade Falcon is Turkina Keshik. They are the best that Clan Jade Falcon has to offer—the product of the Clan's genetics programs and decades of martial Trials. Though smaller than the other Falcon forces, Turkina Keshik more than makes up for it with the skill of its warriors and the quality of its equipment. Membership in the Keshik is by order of the khan only, and its members are unswervingly loyal to the Falcons. Keshik warriors are pragmatic in their outlook, and they know that it is victory, not history, that brings honor and glory.



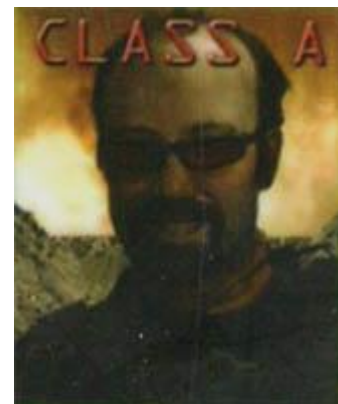


## Aaron "Pickle" Dill

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*Xanthos "Broadsides"*

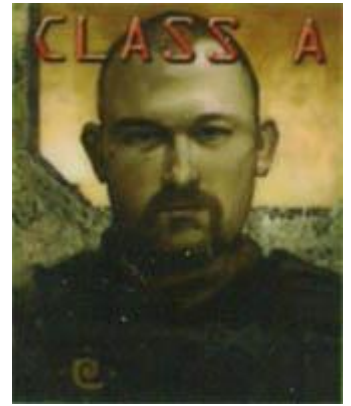
Known chiefly for specialization in difficult terrain, Gale Force 9 usually have no qualms about staging pre-emptive strikes, often approaching from unexpected directions. Aaron Dill and his *Xanthos*, "Broadsides," of the Tempest Assault lance are no exception. Though the 100-ton *Xanthos* isn't the most maneuverable 'Mech out there, Dill doesn't help matters by diving into concealing terrain as though it wasn't there, seemingly with no sense of self-preservation. Although this M.O. usually results in repairs for Broadsides after a mission, it does get Dill where he wants to be-in a hurry.



## Jason "Grim" Buyaki

*Battlemaster "Buzzkill"*

Jason Buyaki and "Buzzkill" can usually be found on the front lines where the Tempest Assault lance of Gale Force 9 (GF9) is in action. Although this alternatively configured *Battlemaster* is often distracting all on its own when it jumps into battle, more often than not Buyaki and Buzzkill are responsible for laying down cover fire for their GF9 lancemates.

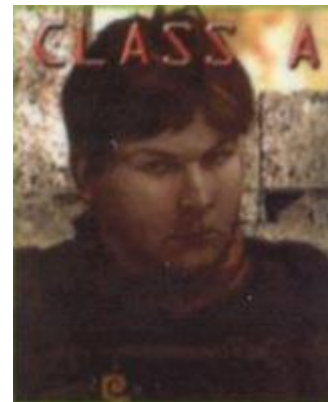


## Jon "Boss Man" Kovaleski

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*Atlas "Black Bart"*

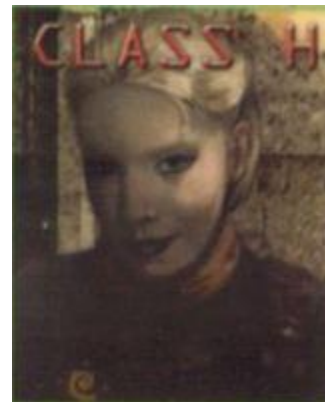
Often referred as Gale Force 9 (GF9) despite there being more than nine members, GF9 has only recently found notoriety through border skirmishes along former Prefectures II and III. The Tempest Assault lance of GF9, led by John Kovaleski in his *Atlas*, "Black Bart," has begun to see some heavier action, primarily on planets still clinging to The Republic ideal of thwarting all comers. Kovaleski assumes a leadership role on the battlefield, usually being able to elicit that extra 10 percent from his team and others.



## "Lizzie" Willick

*Mad Cat Mk IV "Onslaught"*

One of the heavy hitters on the Tempest Assault lance of Gale Force 9 (GF9), "Lizzie" Willick and "Onslaught" are responsible for just one thing: giving the enemy a hard time. The armored *MadCat Mk IV* is the best way for her to accomplish her task. Though Onslaught's short-range missiles require Willick to wade into the thick of combat, once there she is able to unleash her capacitor-enhanced PPC on the unwary. More than one enemy has fallen prey to Willick and Onslaught, sometimes lovingly referred to as "Lizzie's Axe" among her lancemates.



## Dante Fierus

*HBR-VP-H "Brimstone" Hellbringer*

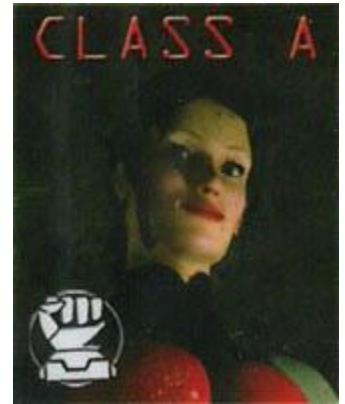
Dante Fierus is the acting commander of the Anodyne Cross Militia, which has been assigned to assist a Special Forces unit with the Lyran Commonwealth, of which Vallen Brice was one of three members. In addition, Fierus bargained for forces from Clan Hell's Horses, offering to help them capitalize on any success the Special Forces unit might have with its mission. Though Fierus is quick to lend his men to battle, he's quicker to be scarce when trouble arises, instead seeking to use the forces lent to him for his own personal gain.



## Vallen Brice

*AS7-D-A "Unsterblich" Atlas*

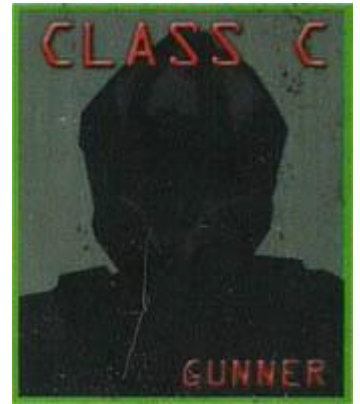
A self-taught 'Mech mechanic, Brice has spent countless hours 'tinkering' as a hobbyist, upgrading and tuning the civilian-owned Mechs of her home planet, Arluna. Her unconventional methods gained her immediate Lyran military Warrant status as a Mech tech, but her unwillingness to work 'by the book' makes her a potential liability in the field. An unusually insightful colonel noted, however, that her deep understanding of Mechs and her unconventional approach to problem solving would make her a tremendous asset as a MechWarrior. And given the right opportunity, she might prove to be even more.



## Apollyon

Ares "Zeus", Ares "Hera"  
Gunner

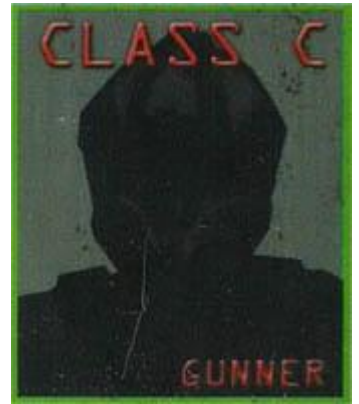
Not all Rhodes Project participants are proficient in the Ares BattleMech, but until appropriate tests can be developed to identify better potential candidates, they must rely on what they can get. Even so, "Apollyon" fills an important role in the project as an "average" pilot, giving researchers an ideal candidate to use as a model for developing better training regimens for future gunners.



## Atropos

Ares "Zeus", Ares "Hera"  
Gunner

Rumored to be a ComStar adept from the Periphery, "Atropos" was accepted into the Rhodes Project just as the prototype Ares was reaching completion. With minimal training, Atropos has focused entirely on gunnery matters, without straying to ponder movement and heat control. Unlearning previous ways of piloting and focusing on only one or two facets of BattleMech operation seem to be the toughest hurdles for potential Colossal-class BattleMech operators.

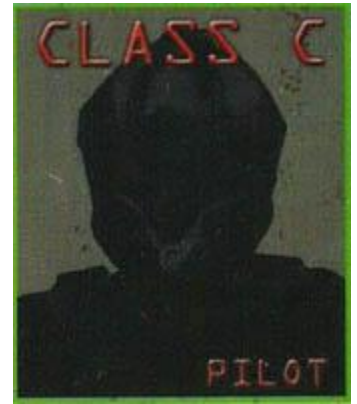




## Clotho

*Ares "Zeus", Ares "Hera"*  
*Pilot*

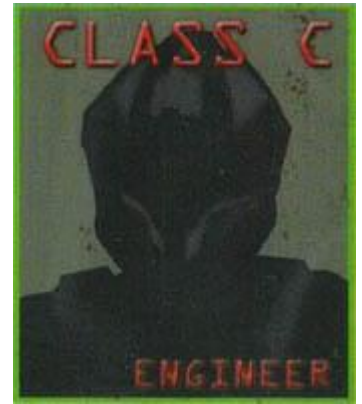
Added to the Rhodes Project not long after the *Ares* prototype was completed, "Clotho" has proved to have an aptitude for the demands of piloting the Colossal class. Because of the notoriously slow nature of the class, monitoring the immediate area around the Mech's legs is an important task at which Clotho has excelled. While the Rhodes Project seeks additional warriors who exhibit an aptitude for the new design, Clotho is forced to pick up the slack, as the researchers continue to send the *Ares* Mechs into combat to collect data.



## Daedalus

Ares "Zeus", Ares "Hera"  
Engineer

"Daedalus" has been with the Rhodes Project from the very beginning, developing and training in the Ares simulator long before any prototypes were developed. As a dual service researcher and engineer, Daedalus' focus is the cooling system of this colossal beast. Now that the Ares is being sent out into actual combat situations, Daedalus is beginning to discover even more quirks about the cooling system, which now seems as though it will forever be in development.

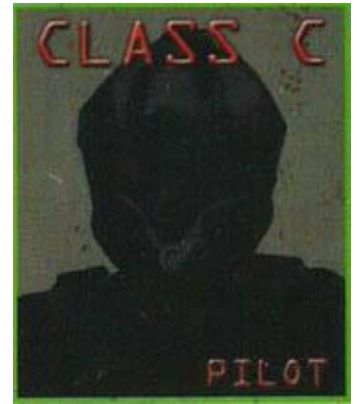


## Hermes

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Ares "Zeus", Ares "Hera"  
Pilot

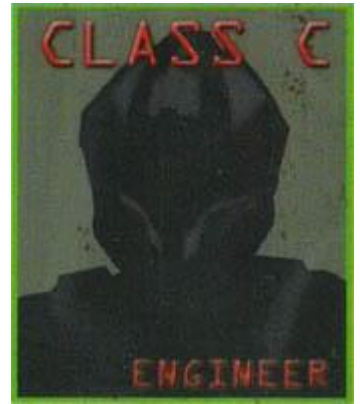
Having been in training for a decade on the Rhodes Project, "Hermes" has been instrumental in the performance development of the Colossal-class engine. Capable of finding and exploiting strengths, Hermes is often able to extract extra performance from an engine after spending a minimal amount of time working with it. Administrators of the Rhodes Project are already seeking a replacement for Hermes in the field in the hopes of adding Hermes to the permanent development team.



## Lachesis

*Ares "Zeus", Ares "Hera"*  
*Engineer*

Because of the complexity of the Colossal class, many *Ares* BattleMech engineers are from the pool of researchers themselves. "Lachesis" was welcomed into the Rhodes Project early on, and has made it a priority to develop on-the-fly repair techniques and overrides for the Colossal class. Now when out on data-gathering missions, Lachesis is adept at getting the *Ares* back to base in one piece-more or less.

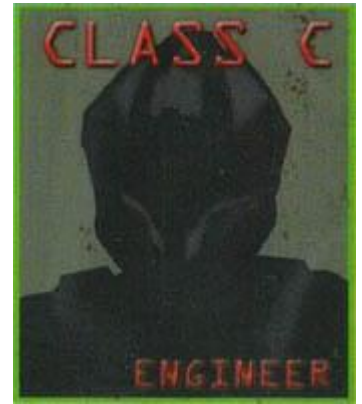


## Lethe

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Ares "Poseidon"  
Engineer

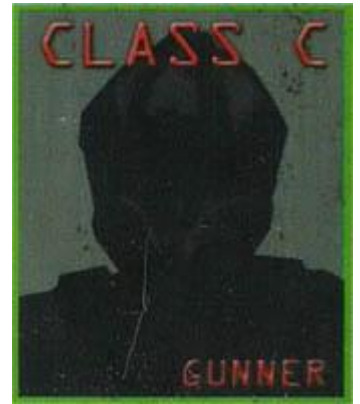
An engineer serving primarily with the "Poseidon" Ares BattleMech, "Lethe" has extensive experience with the onboard systems of the colossal-class unit. Able to reroute systems quickly and efficiently, Lethe often manages to lessen the potential overall damage from incoming fire. Researchers have taken a keen interest in Lethe's exotic ways of thinking, using the data brought back from Lethe's forays to locate, and in some cases, eliminate redundant systems.



## Moros

*Ares "Zeus", Ares "Hera"*  
*Gunner*

"Moros" is an important baseline for Rhodes Project developers. Steady and consistent performance by Moros has given developers a target by which to measure future candidates. Moros was the first gunner to set foot in an *Ares* prototype, and despite concern about potential dangers to neurological function, Moros came through with minimal issues, paving the way for additional gunners to be drafted.

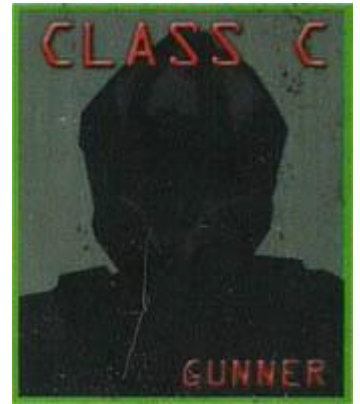


## Nemesis

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Ares "Poseidon"  
Gunner

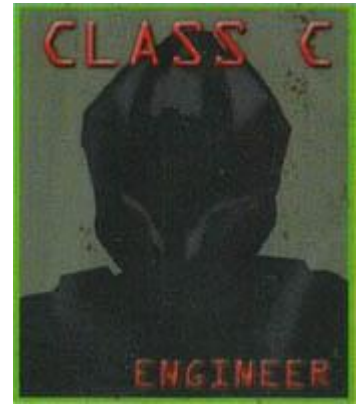
Like some of the other Ares crewmembers culled from the Rhodes Project ranks, "Nemesis" is the child of one of the researchers, conceived and born during the Colossal 'Mech's lengthy development process. Realizing the value of children born to Rhodes researchers, the parents of these children provided them as potential crew. Trained as a gunner, Nemesis hasn't exactly excelled, but has proved to be a reliable asset.



## Pandora

*Ares "Zeus", Ares "Hera"*  
*Engineer*

Engineer "Pandora" has been tasked with dealing with defense challenges facing the Colossal class. Through more efficient and effective systems management, Pandora enables more attention to be paid to the preservation of the Colossal-class BattleMech in combat situations. Pandora was only recently brought on to the Rhodes Project, but in a short amount of time has demonstrated a great aptitude for the design and become a valuable member of the design team.

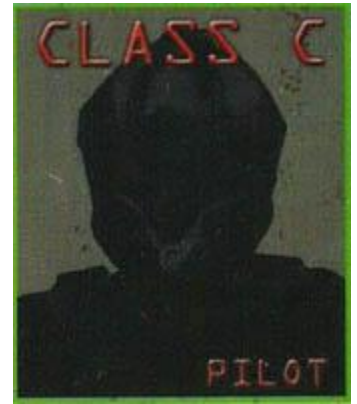




## Phobos

*Ares "Zeus", Ares "Hera"*  
*Pilot*

Another pilot with an apparent gift for handling the Colossal class, "Phobos" has been able to push the Colossal-class *Ares* into a shambling gait that could be constructed as a run (more or less), much to the dismay of any engineer on board. Researchers have outfitted Phobos' neurohelmet with additional recording devices in an attempt to ascertain the commands involved in achieving this feat in hopes of teaching it to additional Project Rhodes pilots.

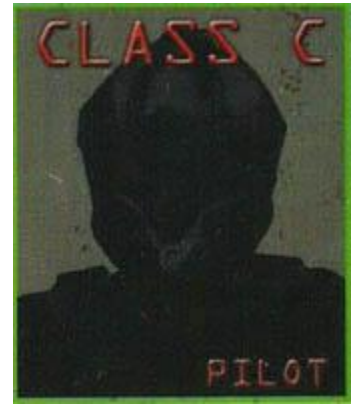


## Zephyrus

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Ares "Poseidon"  
Pilot

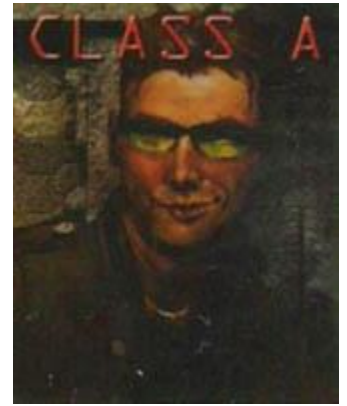
As the Rhodes Project continues to endure a paucity of recruits, more pilots are being scrounged from the ranks of researchers. "Zephyrus" was drafted into the pilot's seat to gather combat data when the improved Ares "Poseidon" was sent out into the field. Though not entirely happy with the arrangement, Zephyrus nevertheless is prepared to make whatever sacrifices are required to perfect the Colossal-class BattleMech - the ultimate triumph of Zephyrus' employers.



## Bruce Theron

*MAR-2C3-A "Echo 01" Marauder IIC*

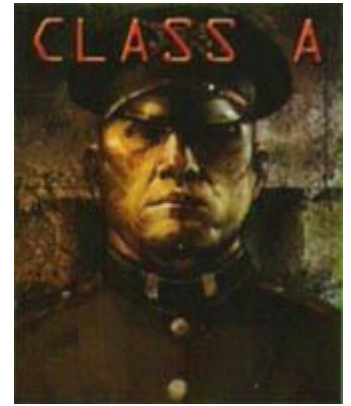
Not even quite 30 years old and already tired of traveling, Bruce Theron is considering settling down to a more predictable paycheck in a to-be-determined upstanding military organization. A veritable poster boy for young and brash MechWarriors everywhere, Theron nevertheless knows that unless he gets more formal training, the path to the military lifestyle will be a tough one. Though still considering his employment options, Theron is currently attending one of the more reputable academies to see just how difficult military life might be.



## Sgt. Stan Severo

*AS7-D-A "Headmaster" Atlas*

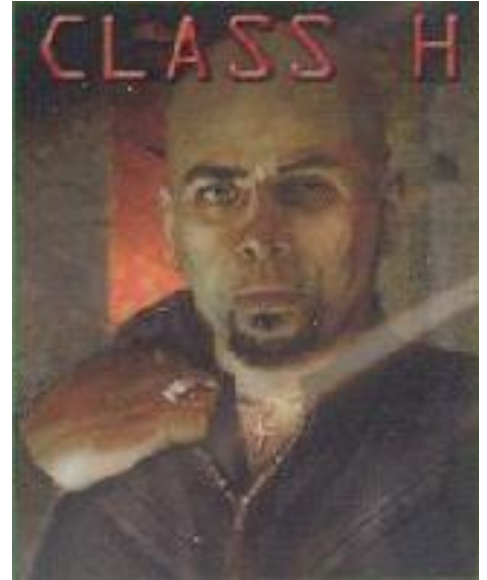
The product of a military family despite the lack of real combat over the past two decades, Sgt. Severo has found a calling educating wannabe MechWarriors while he waits to wrangle his way to the front lines. An export from the Free Worlds League (formerly known as House Marik), Severo left to seek greener pastures when it seemed the League would never regain its old power and glory. A man without a faction (so to speak), Severo is content showing potential MechWarriors that they don't know jack about piloting BattleMechs.



## Vic Bonilla

*MTS-AV-H "Eschaton" Mortis*

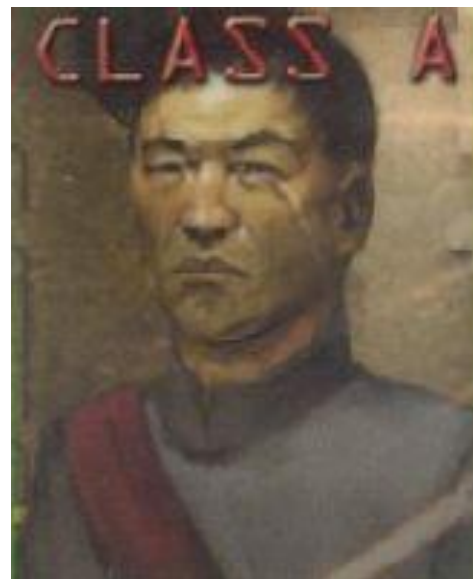
Vic Bonilla was the head of WizKid's Digital Studio Sculpting from January 2003 through June 2006. Bonilla's experience with the MechWarrior universe goes back to MechCommander, where he served as 3-D animator and headshot for the pilot character "Ronin". In addition to his animation skills, while at WizKids Bonilla conjured concept art, sculpted classic BattleMechs in 3-D, rendered BattleMechs, and assisted in concept and design when able. Some of Bonilla's designs include the *Ares*, *Mortis*, *Mad Cat MK IV*, *Shiro*, *Shrike*, and *Vulture MK IV*. Though no longer at WizKids, Bonilla's vision and superior execution have left their mark on the universe both in the present and for years to come.



## Yuudai Sasaki

*DWF-VP-A "Fuku-shû" Daishi*

His family slain in the resurgence of battle when the "coward-ridden" Republic shrank behind its iron curtain, Sasaki turned to combat to seek his revenge. Left nothing but the brightly colored family *Daishi* heirloom once fondly called "Ren-ge (Lotus)," he marked it with a reaping scythe, renamed it "Fuku-shû (Revenge)," and set upon the path of vengeance. Determined to exact a toll from the mercenaries responsible, Sasaki became the very thing he despises, hiring for nothing but a token fee. With nothing left to lose, he lives only to hunt down and slay those who would fight indiscriminately for money.



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