

Bishop, Tara

11/28/3132

FILING NOTES:

FIELD RESEARCH  
S128, S051

THOUGHT CONTROL  
C051, C012

IMAGE ACQUISITION  
G202, G122, G114

CORRECTION ENFORCEMENT  
L314, L145

FILING  
D327

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Record No  
DA-135-PE



NAME: TARA BISHOP

Record No  
DA-135-01



FACTION: Highlanders  
REGIMENT: Northwind  
Fusiliers  
MECH: Pack Hunter

DOB: 01/29/3106  
HAIR: Blonde  
EYES: 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 descendant of 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.

Record No  
DA-135-01



MECH: PACK HUNTER

Record No  
DA-135-02



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

Commentary:

Record No  
DA-135-02



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.