

NAME: CORA NOVA CAT

MECH: AgroMech Mk II MOD

FACTION: Spirit Cats DOB: 08/17/3113 REGIMENT: Omicron HAIR: Blond

EYES: Violet

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

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

MECH: AGROMECH MK II MOD

Record No FE-118-02



Serial Number: IMC-02037/8

Mass: 30 tons

Chassis: IM Medium Deluxe

Power Plant: GM 120

Classic ICE

Cruising Speed: 43.2 kph

Maximum Speed: 64.8 kph Jump Jets: None

Armor: StarSlab/3

Armament:

1 Olympian Flamer

1 DiNapoli ST4 Heavy-Duty

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.

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.