ETITNG NOTES.

FIELD RESEARCH S197, S174 10/12/3132

THOUGHT CONTROL C228, C291 CERTIFIED

IMAGE ACQUISITION G399, G300, G154 11/15/3132

CORRECTION ENFORCEMENT APPROVED

FILING 11/21/3132

Record No DF-140-PE



Record No DF-140-01 Glass clearly learned how to pilot a 'Mech expressly for the adrenaline rush of combat - amotive 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.

NAME: FLOYD GLASS

LANCE ROSTER: PRINCE'S MEN

Panther

Ryoken II

Legionnaire

Floyd Glass

Capt. Ben Gerringer, Cmdr.

Lt. Diane Jameson

Jaqueline Tadaka

Provisional Lance

Record No

DA-141-PE

Record No

DA-144-PE

Record No

DA-111-PE

Record No

DF-140-PE

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

HAIR: Brown EYES: Brown

DOB: 07/14/3103

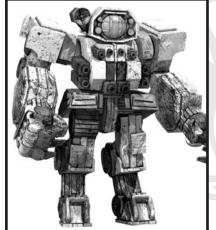
Born to nobility on Alcor, Floyd Glass enjoyed a privileged life, but it was one that very quickly grew boring. Craving excitement, he ran away at a young age, hitching rides on DropShips to see more of The Republic and the Inner Sphere. Today, with his carefree lifestyle, an endless string of romantic 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,



Record No DF-140-02

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.



MECH: SPHINX Serial Number: NC319-13A

Mass: 75 tons

Chassis: Bergan Version

6.2 Endo Steel Power Plant: 375 XL Cruising Speed: 54 kph Maximum Speed: 86 kph

(108 w/MASC) Jump Jets: None Armor: Compound 12A2

Armament: 8 Series 1g ER-Small Lasers

2 Series 7K Extended-Range Large Lasers