

FILING NOTES:

FIELD RESEARCH
S197, S174

10/12/3132

THOUGHT CONTROL
C228, C291

CERTIFIED

IMAGE ACQUISITION
G399, G300, G154

11/15/3132

CORRECTION ENFORCEMENT
L254, L150

APPROVED

FILING
D327 11/21/3132Record No
DF-140-PELANCE ROSTER: PRINCE'S MEN
Provisional Lance

Record No DA-141-PE	Capt. Ben Gerringer, Cmdr. Panther
Record No DA-144-PE	Lt. Diane Jameson Ryoken II
Record No DA-111-PE	Jaqueline Tadaka Legionnaire
Record No DF-140-PE	Floyd Glass Sphinx

©2003 WizKids, LLC. All rights reserved. MechWarrior, BattleMech, 'Mech, and WizKids are trademarks and/or registered trademarks of WizKids, LLC in the United States and/or other countries.

CLASSIFIED
057

EYES ONLY

CLASSIFIED



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.

Record No
DF-140-01

NAME: FLOYD GLASS

Record No
DF-140-01

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

DOB: 07/14/3103
HAIR: Brown
EYES: Brown

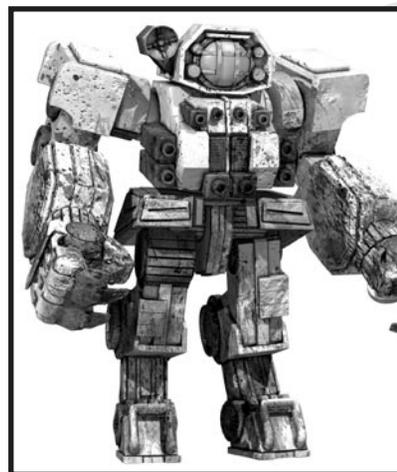
Born to nobility on Alcor, Floyd Glass enjoyed a privileged life, but it was one that very quickly grew boring. Craving excitement, he ran away at a young age, hitching rides on DropShips to see more of The Republic and the Inner Sphere. Today, with his carefree lifestyle, an endless string of romantic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

Commentary

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

Record No
DF-140-02

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