

10/25/3132

Infantry Units:
Davion Guards

FILING NOTES:

FIELD RESEARCH
S128, S287

10/11/3132

THOUGHT CONTROL
C081, C192

CERTIFIED

IMAGE ACQUISITION
G202, G002, G314

10/22/3132

CORRECTION ENFORCEMENT
L184, L321

APPROVED

FILING 10/25/3132
D327Record No
FE-098-PE
FE-099-PE
FE-100-PE
FE-104-PE

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CLASSIFIED
TOP SECRET

EYES ONLY



CLASSIFIED



UNIT: STRIKE TEAM

FACTION: Swordsworn
REGIMENT: Davion Guards

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 grapplers, 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.

Record No
FE-098-01UNIT TYPE:
Shock Troopers

UNIT: HAZEN'S STRIKERS

FACTION: Swordsworn
REGIMENT: Davion Guards

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.

Record No
FE-099-01UNIT TYPE:
SRM Team

UNIT: TEAM 6

FACTION: Swordsworn
REGIMENT: Davion Guards

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.

Record No
FE-100-01UNIT TYPE:
Laser Team

UNIT: ODIN'S FURY

FACTION: Swordsworn
REGIMENT: Davion Guards

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.

Record No
FE-104-01UNIT TYPE: Fenrir
Battle Armor