


01/29/3133

Stewart,
Aldwin

FILING NOTES:

FIELD RESEARCH
S316, S206
01/06/3133THOUGHT CONTROL
C035, C059
CERTIFIEDIMAGE ACQUISITION
G138, G049, G284
01/15/3133CORRECTION ENFORCEMENT
L037, L398
APPROVEDFILING
R122 01/29/3133Record No
LI-133-PE 

LANCE ROSTER: PRINCIPES GUARDS

Alae Strike Lance

Record No LI-133-PE	Aldwin Stewart, Cmdr. Wasp
NO RECORD AVAILABLE	Rob Hoge Unknown
NO RECORD AVAILABLE	Isabel Colky Unknown
NO RECORD AVAILABLE	Ayoka Racar Unknown

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to all MechWarriors has replaced it. Now supremely ^{Record No} confident in his abilities (and, admittedly, ^{LI-133-01} skilled enough to earn a posting and a BattleMech in the veteran Principes Guards with a minimum of string-pulling) Stewart is only slightly less obnoxious than he was as a mere spoiled scion. Whether this arrogance will last beyond his first true combat experience has yet to be tested.


NAME: ALDWIN STEWART

Record No
LI-133-01 

FACTION: Republic of the Sphere **DOB:** 04/19/3111
REGIMENT: Principes Guards **HAIR:** Blond
'MECH: Wasp **EYES:** Black

Before he joined the ranks of The Republic military, Aldwin Stewart was the spoiled-brat son of Allison Stewart, planetary Governor of Callison in Prefecture VIII. Growing up, he took full advantage of his noble birth, shielded from the repercussions of his actions until the elder Stewart finally tired of his antics and sent him off to military school, hoping to teach him discipline. The experiment, however, has been only partially successful. While Aldwin Stewart has indeed learned some degree of discipline and humility, the cocky self-assuredness common

Commentary


Record No
LI-133-02 

The oldest recon 'Mech ever produced, the *Wasp* was originally developed for the Terran Hegemony in the late 25th century. With production continuing even to the present, this 'Mech, though eclipsed in its intended role as a scout by faster and more advanced designs, is still widely known and used as an urban pacification unit, or for light garrison support. The model piloted by Aldwin Stewart comes from a variant line developed by the Draconis Combine, and carries a medium-range missile pack with a standard medium laser for excellent close-in firepower.

Curiously enough, records show that this particular *Wasp* (nicknamed "Golden Goose" for unknown reasons) was destroyed during the Jihad, but miraculously appeared again almost 40 years later, when it was captured during a failed raid against the Davion planet of Galtor III. The Federated Suns sold the 'Mech with a host of other "salvage" to The Republic in 3129.



MECH: WASP

Record No
LI-133-02 

Serial Number: DC5210-37G
Mass: 20 tons
Chassis: Hellespont Type W Endo Steel
Power Plant: Hermes 120 Extralight
Cruising Speed: 65 kph
Maximum Speed: 97 kph
Jump Jets: Hellespont Leapers
Armor: Durallex Special Heavy
Armament:
1 Diverse Optics Type 20 Medium Laser
1 Shigunga Medium-Range Missile 10-Pack