



CASE FILES OF OPERATION SIM TROOPERS

Bios and images of those involved



JULY 15, 255

REDACTED
REDACTED

Breaker Squad

Name: {user defined}

Physiology

1. Gender: {user defined}
2. Age: **REDACTED**
3. Height: 6'9''
4. Color of hair: white
5. Visor Color: white
- 6a. Appearance: White
- 6b. Armor classification: Varies
- 6c. Armor Mod: Varies
7. Biological Issues: None
8. Distinguishing Marks: A yellow and red flower on the shoulder

Sociology

1. Class: lower, middle, upper: middle
2. Proficiencies: JACK OF ALL TRADES
3. Amusements, hobbies: JACK OF ALL TRADES

Psychology

1. Personal premise, ambition: VARIES
2. Frustrations, chief disappointments: VARIES
3. Temperament: VARIES
4. Attitude toward life: VARIES
5. Complexes: VARIES
6. Abilities: VARIES
7. Qualities: VARIES

Summary of past work and notes compiled from REDACTED

Despite being the leader of Breaker Squad, a lot of the mission debriefings seem to contradict themselves. Some of the files mention them as being a marksman, a ninja, an assassin, and a heavy weapons person. It seems to point to a theory that the name seems to be passed down from person to person. Like the mantle of Arbiter. A responsibility to carry out special tasks .

Name: South "Phenix" Palmer

Physiology

1. Gender: female
2. Age: REDACTED
3. Height: 6'9"
4. Color of hair: REDACTED
5. Visor Color: brown
- 6a. Appearance: REDACTED
- 6b. Armor classification: FlyBoy
- 6c. Armor Mod: jetpack
7. Biological Issues: REDACTED
8. Distinguishing Marks: REDACTED

Sociology

1. Class: REDACTED
2. Proficiencies: extraordinary pilot and wheelman. Often seen using standard issue equipment and weapons
3. Amusements, hobbies: working out and fixing up the rides

Psychology

1. Personal premise, ambition: REDACTED
2. Frustrations, chief disappointments: REDACTED
3. Temperament: REDACTED
4. Attitude toward life: REDACTED
5. Complexes: REDACTED
6. Abilities: REDACTED
7. Qualities: REDACTED

Summary of past work and notes compiled from REDACTED

All of her files seem to point to classified information on a discontinued R&D experiment called FlyTime. According to the files it was supposed to allow for endless flight using emp like devices that ripped energy from the air around it. The reason why it closed is unclear, but it sounds like zero-point energy. Perhaps that is why she was named Phoenix.

Name:Dexter "Snorlax" Ramsey

Physiology

1. Gender: Male
2. Age: 40
3. Height: 6'9"
4. Color of hair: black
5. Visor Color:
- 6a. Appearance: Helmet with a narwhal
- 6b. Armor classification: Heavy
- 6c. Armor Mod: Deployable sentry
7. Biological Issues: Overweight
8. Distinguishing Marks: A tattoo of Icarus on his back, a sleeve of Nordic runes and images on his left arm, and a formation of Greek letters on the back of his head.

Sociology

1. Class: High on devil weed
2. Proficiencies: explosives and heavy guns
3. Amusements, hobbies: blowing things up

Psychology

1. Personal premise, ambition: Loves clean weapons/ heavy ones too
2. Frustrations, chief disappointments: not blowing things up
3. Temperament: mild to spicy
4. Attitude toward life: love it
5. Complexes: uhhhhhhhhhhhhhhhh pass
6. Abilities: strong
7. Qualities: perfect

Summary of past work and notes compiled from REDACTED

To most he is seen as a loving father. He is the heavy weapons expert of the team and on his off time he is most notably cleaning the equipment and teaching others about the importance of maintaining the state of the equipment. He also likes to sleep and eat junk food. I wish more could be said about him, but the interview files are hours long and ramble on about nonsense and rants with the interviewer about recordings and how he hates not being told that he is being recorded. THB. I think he was told but he was talking over the guy at the start about his past and life outside the force.

Name: Zane "Lone Wolf" West

Physiology

1. Gender: Male
2. Age: 30
3. Height: 6'9"
4. Color of hair: Black
5. Visor Color: Red
- 6a. Appearance: Wears
- 6b. Armor classification: MarxMan
- 6c. Armor Mod: Active Camo
7. Biological Issues: None
8. ~~Distinguishing Marks:~~

Sociology

1. ~~Class: lower, middle, upper:~~
2. ~~Proficiencies:~~
3. ~~Amusements, hobbies:~~

Psychology

1. ~~Personal premise, ambition:~~
2. ~~Frustrations, chief disappointments:~~
3. ~~Temperament:~~
4. ~~Attitude toward life:~~
5. ~~Complexes:~~
6. ~~Abilities:~~
7. ~~Qualities:~~

Summary of past work and notes compiled from REDACTED

Zane has gone on almost 20 recon assignments and almost every time he has gone AWOL for a month. However, the reason why he hasn't been discharged yet is because he always brings back huge amounts of intel. Once, he even returned with a hard drive containing plans and codes to the compound and several others. He has been a remarkable source of intel but for going AWOL he received the title of Lone Wolf.

During his training days he showed perfect marksmanship and even placed a bet with 5 commanding officers and the captain that he could hit target from across the entire facility. They all doubted him except the captain. The captain knew his abilities. The next day he set up at the end of the property line on top of a hill and the target was placed 3000 meters across from him in the courtyard. One officer stood next to him at a distance and the rest along with the captain stood by the target. The next moment 8 shots were fired and when the target was examined the officers found that Zane not only hit the target but made a smiley-face.

Crimson Squad

Corrupt files unrecoverable.

Commanding officer and crew
affiliated with transport. ***

*** Unfortunately the manifest of the
carrier was corrupted and thus only
the captain, the right hand man, and a
pilot by the name of “gate” were
visible.