

BATTLETECH™

DIG, DEFEND,
OR DIE

TOTAL WARFARE AND ALPHA STRIKE

WORLDWIDE EVENT

2018



BATTLETECH™

WORLDWIDE EVENT 2018

DIG, DEFEND, OR DIE

BattleTech and Alpha Strike Scenarios

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Special Thanks: As with last year, I would like to extend my deepest thanks to everyone who has contributed to this. Everyone who has contributed time, effort, ideas, support, and enthusiasm has been invaluable to seeing this project through to completion. Thank you to Brent for working with us to take this up to the next level. Thank you to Ray and Joshua for the previews and extra depth you've given Stotzing. Thank you to Iron Wind for making it more accessible to the Demo Team. Thank you to all the volunteers who have and/or will put your time and effort into making this a spectacular event.

2017 was a great event and I thought it would be hard to surpass it. That being said, I think this year *will* surpass it. I hope all the Agents and players enjoy what we have for you.

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E-CAT35WWE18



To the players, Agents, and fans of *BattleTech*,

As summer has come to an end so too has the 2018 Worldwide Event (WWE), "Dig, Defend, or Die" come to an end. I want to thank all the Agents who put their time and effort into running the event this year. Without you there's no event.

Last year went well. We succeeded at bringing WWEs back. That was great and I enjoyed all the enthusiasm from it. But bringing something back is only exciting the first time. We needed something very interesting this year. I hope the new maps were that interesting and exciting thing for all of you. They certainly were for me. When they were shown to me my jaw about hit the floor.

The document you're all going to get is the 2nd Edition. As the event went on some things became apparent that did not reveal themselves in the playtest phase. You all are going to see an updated document to fix some of those issues. The point is to have playable, fun, scenarios and that is what you, hopefully, had a chance to play in and now see the background of.

As for next year there's already discussions afoot. I'm excited for what we are discussing and the potential ideas we have. Again, I want to thank everybody from the players to the Agents to all the people at Catalyst who helped make this year's event something truly extraordinary.

See you all in 2019!

Alexander "GreyWolfActual" Kaempfen

Catalyst Game Labs Agent #314

2018 WORLDWIDE EVENT RESULTS

STATISTIC	REPORTED TOTAL
Reported Events	43
Total Players	254
Nightcrawlers (<i>Total Warfare</i>) Events	32
Green Ghost Victories	19
Free Worlds League Victories	13
Average Green Ghost Points	8.31
Average Free Worlds League Points	3.88
Most Used Notable Personality	Velena Andropolous (14)
Get to the Dropper! (<i>Alpha Strike</i>) Events	11
Green Ghost Victories	8
Free Worlds League Victories	3
Average Green Ghost Points	443.32
Average Free Worlds League Points	121.00
Most Used Notable Personality	Susan Cherlander (6)

NIGHTCRAWLERS

SITUATION

Ruins of Alt-Eisenstadt
Stotzing, former-Free Worlds League
8 April 3087

Stotzing was not an easy planet to settle. This was not a well established fact until after the first colony, Eisenstadt, was founded in 2598. It failed after less than a decade under the combined weight of repeated crop failures caused and exacerbated by a voracious bacterial ecosystem. Records from the failed settlement were sparse and while subsequent colonists were able to avoid the fate of the first, the location of Alt-Eisenstadt (a new one was subsequently settled) was lost to historians for almost five centuries until 3085. The final throes of The Jihad caused the announcement of the discovery to be relegated to the small number of archeologists and historians interested in lost colonies. But there was one other group that caught wind of this discovery.

The Green Ghosts landed just over a year after the discovery was announced. A full scale archeological expedition had begun a mere two months earlier and was only recently up to full speed. The possibility of this very thing happening had been considered and so the 1st Marik Protectors utilized the opportunity for a training exercise. As the Green Ghosts moved towards the archeological site the Marik Protectors and Stotzing Militia mobilized to protect it.

GAME SETUP

Maps can be found at store.catalystgamelabs.com. Lay out the maps as shown to the side.

NW: WWE2018-Map1-BattleTech
 NE: WWE2018-Map2-LargeLakes2
 SW: WWE2018-Map3-ScatteredWoods
 SE: WWE2018-Map4-DigSite

Deployment

The Green Ghost forces will deploy first onto the map edges of the northwest map (BattleTech) prior to the start of Turn 1.

After the Green Ghosts have deployed the FWL will deploy on the map edges of the southeast map (DigSite) also prior to the start of Turn 1.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in this game *cannot* be reused for the *Alpha Strike* scenario. That being said, there are a few general concepts which help:

- No player should run more than a single lance/star/Level II.
- Every player should have at least one unit.
- When a group reaches four people per side it is encouraged that lances/stars/Level IIs should be broken up amongst multiple players.

Attacker

The Attacker consists of the Green Ghosts. The Green Ghosts are noted for their composite forces and so must include at least one unit of non-'Mechs. The Green Ghost force should be drawn from the attached TO&E (see pp. 8-10). Individual units should not be mixed, instead whole lances/stars/Level IIs should be chosen to form the force. The Green Ghosts' paint scheme is green, commonly olive drab. The Attacker's forces should obey the following guidelines:

- No fewer than two and no more than four lances/stars/Level IIs.
- There must be at least one lance for each star/Level II.
- Only one clan star may be used.
- Only one WoB Level II may be used.



Defender

The Defender consists of a mixed force of the 1st Marik Protectors and the Stotzing Militia. The guidelines below should guide force selection for the FWL forces. Like the Green Ghosts, those forces should be drawn in complete lances from the attached TO&E (see pp. 11-13). The 1st Marik Protectors paint scheme is charcoal with steel highlights. The Stotzing Militia has no paint scheme. The Defender's forces should obey the following guidelines:

- Should be within 5% of the Green Ghosts force BV.
- At least one lance of vehicles must be used.
- At least one lance of the Stotzing Militia must be used.

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well. These personalities may be applied to any unit matching their personality (i.e. a Word of Blake personality must go to a Word of Blake unit) but do not change the assigned skills of that unit.

Neil Sagan (Green Ghosts): Austerlitz was a desolate, forsaken, planet. Where once it had been a member of the Rim Worlds Republic, by the mid-30th century it was a planet of a mere 65,000 people. Every person became a jack-of-all-hands. For Neil, that meant that in his town of Oudinot becoming not only the local mechanic but also one of its hunters. When the opportunity came to join the Green Ghosts Neil was all too happy to sign up. Using the skills he grew up with Neil became one of the most proficient trackers in all of the Green Ghosts.

In-game bonus: Neil's expertise at hunting makes him an excellent night-combat pilot. Neil ignores all night penalties. In addition, any unit using its searchlight receives a -2 for Neil to shoot at.

Velena Andropolous (Green Ghosts): Velena was born on the Terran island of Santorini to an archeologist and vulcanologist parents. Her youth was dominated by near perpetual talk of the famous Minoan Eruption. All that talk of death and destruction left her receptive to the Toyama recruiters who came to Santorini. By the middle of the Jihad Velena had become a skilled mech pilot with ROM. Her family background made her the perfect choice to lead the ROM team assigned to the Green Ghosts. After the fall of the Word of Blake Velena transferred her loyalty to the Green Ghosts and became one of their key archeological resources.

In-game bonus: Velena can expand the search radius for archeological sites to a three hex-radius bubble around herself.



Elsie Eubank (FWL): As a young mechwarrior Elsie suffered from the same wave of depression that hit most Marik mechwarriors. When Colonel Kawamura announced the creation of the Marik Protectors, however, Elsie quickly became one of its most fervent supporters. She applied to, and was quickly accepted by, the Protectors. Soon she earned a reputation for effective leadership. With that reputation, Elsie and her company were the first Marik Protectors deployed to Stotzing.

In-game bonus: At the end of movement Elsie can "bank" any unused walking movement points from all friendly units within three hexes of her. She can then reallocate those movement points at the start of the next movement phase to whatever units she chooses. Those units using the gained movement are considered to be walking for the purposes of Attacker Movement Modifier.

Owen Kamrada (FWL): Owen is a native to the otherwise unimpressive world of Stotzing. Despite being given the colorful nickname of "Joe Bob" for unknown reasons, Owen never stood out to his classmates or comrades. This attitude of blending in gave Owen the opportunity to learn from and observe people very closely. Since joining the Militia Owen has used those skills to become a valued, and definitely not bland, member of the Militia.

In-game bonus: At the start of a turn Owen selects a hex by secretly telling the GM. Owen then receives a -2 (like pulse lasers) to any target number against any unit ending its movement in that hex.

SPECIAL RULES

The Green Ghosts launched their attack at night. Consequently, the scenario calls for playing this scenario under the Full Moon Night rules. The Searchlight rules are optional, but strongly encouraged. At the same time, it is suggested that no more than half the units be equipped with searchlights. Which units are left to the discretion of the GM.

Full Moon Night (*Tactical Operations*, p. 58)

All Units: Apply a +2 to-hit modifier to all weapon attacks.

Heat: For every 20 points of heat on a target unit that tracks heat, apply a -1 to-hit modifier to any weapon attacks; conventional infantry ignore this modifier.

Searchlights: Units equipped with an active searchlight eliminate the +2 to-hit modifier within the arc and range of their searchlight; attacks against units equipped with an active searchlight eliminate this modifier as well.

Searchlights (*Tactical Operations*, p. 57)

Units equipped with searchlights may turn their searchlights on (or off) during the Movement Phase. A searchlight illuminates all units in a target hex in its LOS—in the arc where the searchlight is mounted—during any Weapon or Physical attack phase. A searchlight also illuminates all intervening hexes (and hence all units in those hexes) between the target hex illuminated and the searchlight-equipped attacker. Searchlights reach 30 hexes. The attacking unit also illuminates itself.

Each time such a designated, searchlight-equipped 'Mech takes a hit in any torso location (Front or Rear), or when a searchlight-equipped Combat Vehicle takes a hit to the Front or Side, the player must roll 2D6 to determine if the searchlight is destroyed. A result of 7+ means the searchlight is destroyed, in addition to the normal effects of the attack.

Finally, the controlling player can also turn the searchlight off or on during any End Phase of a turn; if it is on, he can turn it off, if off, he can turn it on.

Forced Withdrawal (*Total Warfare*, p. 258)

Forced Withdrawal is in effect for both sides.

Crippled units must retreat from the battlefield when damage has rendered them useless or they are in imminent danger of being destroyed (see *Crippling Damage*, below). A unit making a forced withdrawal must move toward its home map edge as designated by this scenario. However, a unit need not spend Running MP; it can also move backward if the controlling player wishes. Also, a unit equipped with MASC need not engage that system when forced to withdraw.

Withdrawing units may still attack an enemy unit that closes within range of a weapon or physical attack.

Crippling damage is defined as follows:

- A 'Mech is considered crippled when a side torso location is destroyed; the 'Mech takes two engine critical hits; one gyro and one engine critical hit; or loses the use of its sensors. Internal structure damage in either three or more limbs or two or more torso locations (the torso internal structure damage does not count towards crippling damage if that location still has front armor), or four or more pilot hits, also render a 'Mech crippled, as does the loss of all the 'Mech's weapons to damage or ammunition depletion. If all of a 'Mech's weapons are destroyed and it can no longer move, the 'Mech is considered destroyed.
- With the exception of infantry, all of a unit's weapons are considered destroyed if it loses all weapons with a range greater than five hexes and if it can no longer cause more than 5 points of combined weapons damage.
- A battle armor unit (Point or squad) is considered crippled if it loses half or more (round up) of its members.
- 'Mechs that are immobilized—usually through motive, leg or gyro damage—are shut down and typically abandoned (though abandonment places the crew at the mercy of the battlefield).

VICTORY CONDITIONS

Before the game starts, identify one of the buildings to be the archeological site. Announce it to the defender but not the attacker. The game has no official set length but GMs are encouraged to fix a length of time appropriate to the size of their game prior to the start of it.

Attacker

During the end phase of each turn, check to see if the Green Ghosts are adjacent to any of the buildings. If they are, check to see if the building is the archeological site. The goal of the Green Ghosts is to destroy the archeological site but no other buildings. Additionally, the Green Ghosts do not leave pilots to be identified. Any destroyed Green Ghost units must have their cockpit/crew destroyed as well. The Green Ghosts earn points in the following way:

- +15 for destroying the campsite (only if identified)
- +2 for each destroyed Marik Protectors unit
- +1 for each destroyed Stotzing Militia unit
- -3 for each destroyed non-campsite
- -3 for each destroyed unit whose cockpit/crew is not destroyed

Defender

The Marik Protectors and Stotzing Militia are concerned with stopping the Green Ghosts and minimizing casualties. They earn points in the following manner:

- +3 for each Green Ghost Clan/WoB mech destroyed
- +2 for each Green Ghost Rim Worlds/FedCom 'Mech or non-'Mech unit destroyed
- +1 for each Green Ghost unit destroyed whose cockpit/crew is destroyed by the FWL
- -2 for each Stotzing Militia unit destroyed
- -1 for each Marik Protectors unit destroyed

The winner is the team with the most points.



GET TO THE DROPPER

SITUATION

Ruins of Alt-Eisenstadt
Stotzing, former-Free Worlds League
8 April 3087

Stotzing was not an easy planet to settle. This was not a well established fact until after the first colony, Eisenstadt, was founded in 2598. It failed after less than a decade under the combined weight of repeated crop failures caused and exacerbated by a voracious bacterial ecosystem. Records from the failed settlement were sparse and while subsequent colonists were able to avoid the fate of the first, the location of Alt-Eisenstadt (a new one was subsequently settled) was lost to historians for almost five centuries until 3085. The final throes of The Jihad caused the announcement of the discovery to be relegated to the small number of archeologists and historians interested in lost colonies. But there was one other group that caught wind of this discovery.

The Green Ghosts landed just over a year after the discovery was announced. After raiding the archeological site the Green Ghosts began their retreat to their DropShip. The Marik forces were bound and determined to not allow them to successfully escape. Near the Green Ghost landing zone the forces came together for their final clash.

GAME SET-UP

As per standard *Alpha Strike* rules, the game should be played on a hexless terrain board. A minimum size would be 48" x 72" which, in *Alpha Strike* rules is equivalent to a 24" x 36" hex map. A more suitable size, if practical, would be 72" x 84" or a 36" x 42" hex map.

The GM should consult the provided map (see p. 7) to create terrain approximating what is shown. The hill line should be at least three levels of elevation across the entire board.

The GM should feel free to include other terrain features to obstruct line-of-sight. However, any additional terrain should not prevent any Green Ghost unit from moving across the board.

Deployment

The Green Ghosts will deploy half their forces on the "east" edge of the board on Turn 1. Each turn thereafter the Green Ghosts will deploy an additional Lance/Star/Level II until all their forces are deployed.

The Marik forces will deploy half of their forces on the "north" and "south" edges respectively of the board on Turn 1 as designated on the map.

FORCE CREATION

The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in the *Battletech* game cannot be reused for this scenario.

Unit cards for all the units can be found at www.masterunitlist.info.

Attacker

The Attacker consists of the Green Ghosts. The Green Ghosts are noted for their composite forces and so must include at least one unit of non-mechs. The Green Ghost force should be drawn from the attached TO&E. (see pp. 8-10) Individual units should not be mixed, instead whole lances/stars/Level IIs should be chosen to form the force. The Green Ghosts' paint scheme is green,

commonly olive drab. The Attacker's forces should obey the following guidelines:

- No fewer than six lances/stars/Level IIs.
- There must be at least one lance for each star/Level II.
- There must be at least one WoB Level II.
- There must be one Clan star. A second may be used only if there are at least seven lances/stars/Level IIs in play.

Additionally, the Green Ghosts do have a grounded *Colossus*-class DropShip that is fully armed. It is not counted toward the Green Ghost PV.

Defender

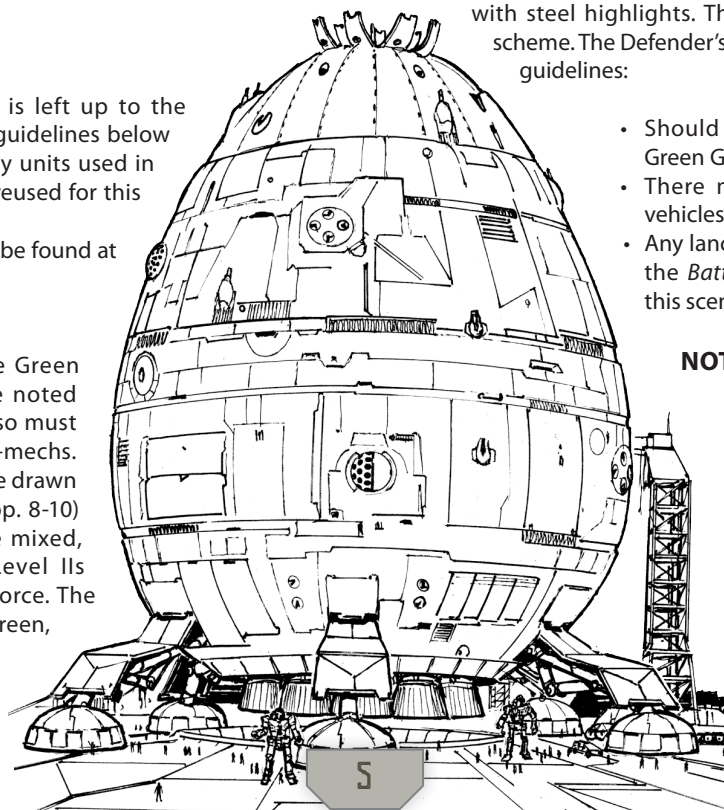
The Defender consists of a mixed force of the 1st Marik Protectors and the Stotzing Militia. The guidelines below should guide force selection for the FWL forces. Like the Green Ghosts, those forces should be drawn in complete lances from the attached TO&E (see pp. 11-13). The 1st Marik Protectors paint scheme is charcoal with steel highlights. The Stotzing Militia has no paint scheme. The Defender's forces should obey the following guidelines:

- Should be approximately 70% of the Green Ghosts force PV.
- There must be at least one lance of vehicles for every three lances of mechs.
- Any lances of Stotzing Militia not used in the *Battletech* scenario must appear in this scenario.

NOTABLE PERSONALITIES

Note: If a notable personality is used for one side, it is recommended that the other side receive one as well.

Susan Cherlander (Green Ghosts): Susan is an old hand at raids with the Green Ghosts. She participated in her first one at



the start of the Jihad and now, nineteen years later, is the principle organizer of the Green Ghosts. Her skill at packing units and plunder onto any DropShip have become something of a legend and her presence on a mission has become a sign that the mission is going after something valuable.

In-game bonus: If Susan is adjacent to the DropShip then any units attempting to load the DropShip that turn may do so for free (i.e. they do not have to expend any extra MP to board the DropShip).

Trapezius "Ted" Konow (Green Ghosts): Ted hated his life on Blantleff. He remembers with absolute clarity, the day that the Green Ghosts landed to raid the planet. For Ted the DropShip that landed was the most beautiful thing he had ever seen. He quickly volunteered with the Green Ghosts and has now come to be one of their most reliable members.

In-game bonus: Whichever unit Ted is assigned to has a zeal for defending their DropShip. Should the FWL begin to shoot at the DropShip, Ted's entire unit will receive an extra 4" movement towards and a -2 bonus to any TN against any unit shooting at the DropShip.

Abdul Woodcreek (FWL): Abdul grew up on a small farming community on an obscure planet. From there he carried a chip on his shoulder. The Jihad interrupted his plans to return home so he channeled his frustration into training. Within a few months Abdul had quickly mastered the quirks of his 'Mech and had come to understand each weapon's unique heat profile. The first time Abdul saw combat he shocked both friends and foes with his ability to maximize his weapon output. Now Abdul tries to teach the others in his unit how to run the heat curve as masterfully as he does.

In-game bonus: Abdul ignores the first overheat penalty. Any subsequent overheat penalties start at the first overheat marker.

Ramsee Jimenez (FWL): Ramsee is a fan of twentieth-century "Kung-Fu" movies. Although the 'Mechs he trained on were hardly designed for anything close to their fluidity of movement, Ramsee spent years mastering whatever skills he could to improve his piloting abilities. With those years of practice, and years of boredom on Stotzing, Ramsee became something of a guru in how to maximize a 'Mech's mobility, even in the heat of battle.

In-game bonus: His versatility allows Ramsee to both shoot and make a physical attack in any turn.

SPECIAL RULES

Transporting Non-Infantry Units (*Alpha Strike*, p. 63)

Ground Unit Transport: Embarking and disembarking must be performed during the Ground movement Phase.

Embarking: Units may only embark from base-to-base contact with a transport unit. It costs the embarking unit 2" to enter the transport unit.

Electromagnetic Interference (*Alpha Strike*, p. 93)

The Green Ghosts landed their DropShip in a remote area of Stotzing known for its strong mineral deposits. As a result of these mineral deposits, all weapon attacks made in or through 6" of the hill line suffer a +2 to-hit modifier, all probe special abilities (including BH, LPRB, and PRB) are deactivated, and all ECM special abilities (including AECM, ECM, and LECM) double their effective range in inches.

Forced Withdrawal (*Alpha Strike*, p. 27)

Forced Withdrawal is in effect for the FWL. The Green Ghosts will get to their DropShip or die trying.

Under the Forced Withdrawal rule, crippled units must retreat from the battlefield once they have sustained enough damage to render them useless or in imminent danger of being destroyed (see *Crippling Damage*, below). A unit making a forced withdrawal must move toward its home map edge at its best possible speed. Once it reaches the home map edge, the unit retreats from battle and is removed from the game. If the withdrawing unit is immobilized before it can reach the map edge, its crew will abandon the unit, and it is considered destroyed for game purposes. Withdrawing units may still attack an enemy unit that is within range of a weapon or physical attack.

Crippling Damage:

For the purposes of the Forced Withdrawal rule, a unit that meets any of the following conditions is considered crippled and will be forced to withdraw:

- The unit has no Armor remaining and been reduced to half its original Structure (round up). If the unit only possessed 1 Structure to start with, it is crippled as soon as it loses all its armor.
- The unit has been reduced to 0 for all medium and Long range damage values. This condition does not apply to unit whose initial damage values at medium and Long started at 0.
- The unit has been immobilized through Critical Hit effects.

VICTORY CONDITIONS

The Green Ghost DropShip will not be engaged voluntarily by the FWL. It may only be shot at if the Green Ghosts decide to use it offensively. If it does choose to engage the FWL it is considered to have a gunner of 1.

Attacker

The Green Ghosts want nothing more than to leave the planet. They are close to their DropShip and will stop at nothing to escape. Additionally, the Green Ghosts do not leave pilots to be identified. Any destroyed Green Ghost units must have their cockpit/ crew destroyed as well. This is accomplished by having a Green Ghost unit put 2 points of damage into a destroyed unit, unless that unit was specifically destroyed by a crew killed or ammo hit critical. The Green Ghosts earn points in the following way:

- + PV of each unit that makes it onto the DropShip.
- +1/2 PV of each FWL unit destroyed or crippled.
- - Twice the PV of any attacking unit that is destroyed but whose pilot can be identified.

Defender

On the other hand, the Free Worlds League forces want vengeance for the raid on their planet. The brutal attack has raised their anger.

- + Twice the PV of any units they kill.
- - 1/2 PV of any defending units destroyed.

The winner is the team with the most points.

GET TO THE DROPPER BATTLEFIELD LAYOUT



GREEN GHOSTS FORCES TABLE

Unit #	Unit	Base BV	Base PV	G	P	Modifier	Final BV	Armor	Structure	Tons	Sub-Unit Name	IWM #
1	Thorn THE-N	546	16	4	5	1	546	69	43	25	Rim Worlds 1-1	20-361
	Hermes HER-1S	716	18	4	5	1	716	89	51	30	Rim Worlds 1-1	20-292
	Sentinel STN-3L	717	21	4	5	1	717	88	67	40	Rim Worlds 1-1	20-788
	Galahad GLH-1D	1307	29	3	4	1.38	1804	160	83	50	Rim Worlds 1-1	20-495
		3,286					3,783	406	244	145		
2	Warhammer WHM-6rb	1431	38	4	5	1	1431	179	107	70	Rim Worlds 1-2	20-304
	Black Knight BL-6-KNT	1551	39	4	4	1.15	1784	208	114	75	Rim Worlds 1-2	20-774
	Awesome AWS-8Q	1605	39	3	4	1.38	2215	240	122	80	Rim Worlds 1-2	20-847
	Striker STC-2C	1488	36	4	5	1	1488	216	122	80	Rim Worlds 1-2	AR20-276
		6,075					6,918	843	465	305		
3	Marauder MAD-1R	1420	37	4	5	1	1420	197	114	75	Rim Worlds 1-3	20-264
	Battlemaster BLR-1G	1519	40	4	5	1	1519	232	130	85	Rim Worlds 1-3	20-210
	Crockett CRK-5003-1	1923	48	3	4	1.38	2654	263	130	85	Rim Worlds 1-3	20-778
	Highlander HGN-732	2227	50	4	4	1.15	2561	277	138	90	Rim Worlds 1-3	20-5128
		7,089					8,154	969	512	335		
		16,450					18,854	2,218	1,221	785		
4	Hornet HNT-151	488	14	4	5	1	488	64	33	20	Rim Worlds 2-1	20-372
	Hornet HNT-151	488	14	4	5	1	488	64	33	20	Rim Worlds 2-1	20-372
	Shadow Hawk SHD-2H	1064	30	3	4	1.38	1468	152	91	55	Rim Worlds 2-1	20-5141
	Shadow Hawk SHD-2H	1064	30	4	5	1	1064	152	91	55	Rim Worlds 2-1	20-5141
		3,104					3,508	432	248	150		
5	Talon TLN-5V	1075	23	4	5	1	1075	119	58	35	Rim Worlds 2-2	AR20-767
	Clint CLNT-2-3T	770	19	4	5	1	770	72	67	40	Rim Worlds 2-2	20-879
	Sentinel STN-3L	717	21	4	5	1	717	88	67	40	Rim Worlds 2-2	20-788
	Crab CRB-27b	1308	30	3	4	1.38	1805	161	83	50	Rim Worlds 2-2	20-804
		3,870					4,367	440	275	165		
6	Champion CHP-1N	1233	31	3	4	1.38	1702	143	99	60	Rim Worlds 2-3	20-334
	Champion CHP-1N2	1233	32	4	5	1	1233	143	99	60	Rim Worlds 2-3	20-334
	Black Knight BL-6-KNT	1551	39	4	5	1	1551	208	114	75	Rim Worlds 2-3	20-774
	Battlemaster BLR-1G	1519	40	4	4	1.15	1747	232	130	85	Rim Worlds 2-3	20-210
		5,536					6,232	726	442	280		
		12,510					14,108	1,598	965	595		
7	Packrat LPRV PKR-T5	344	10	3	4	1.38	475	64	8	20	Rim Worlds 3-1	AR20-782
	J. Edgar Hovertank	544	16	4	5	1	544	104	15	25	Rim Worlds 3-1	20-783
	Nightshade ECM VTOL	342	14	4	5	1	342	32	15	25	Rim Worlds 3-1	n/a
	Cyrano Gunship	459	15	4	5	1	459	17	15	30	Rim Worlds 3-1	n/a
		1,689					1,820	217	53	100		
8	Chevalier Tank	668	17	4	5	1	668	104	58	35	Rim Worlds 3-2	AR20-945
	Turhan UCV	640	18	4	5	1	640	120	25	50	Rim Worlds 3-2	20-5007
	Demon Tank	1094	28	4	5	1	1094	160	30	60	Rim Worlds 3-2	AR20-295
	Rhino Fire Support Tank	1463	39	3	4	1.38	2019	272	40	80	Rim Worlds 3-2	AR20-380
		3,865					4,421	656	153	225		
9	Gabriel Recon Hovercraft	198	10	4	4	1.15	228	17	5	5	Rim Worlds 3-3	BT-364
	Beagle Hovertank	335	15	4	5	1	335	53	10	15	Rim Worlds 3-3	BT-131
	Condor Hovertank	653	20	4	5	1	653	96	25	50	Rim Worlds 3-3	AR20-817
	Condor Hovertank	653	20	3	4	1.38	901	96	25	50	Rim Worlds 3-3	AR20-817
		1,839					2,117	262	65	120		
		7,393					8,358	1,135	271	445		
		36,353					41319	4,951	2,457	1,825		

GREEN GHOSTS FORCES TABLE (CONTINUED)

Unit #	Unit	Base BV	Base PV	G	P	Modifier	Final BV	Armor	Structure	Tons	Sub-Unit Name	IWM #
10	Garm GRM-01B	934	22	3	4	1.38	1289	80	58	35	FedCom 1-1	AR20-244
	Night Hawk NTK-2Q	997	24	4	5	1	997	112	58	35	FedCom 1-1	AR20-271
	Owens OW-1C	964	27	4	5	1	964	112	58	35	FedCom 1-1	20-690
	Stealth STH-1D	1231	33	4	4	1.15	1416	144	75	45	FedCom 1-1	AR20-890
		4,126					4,666	448	249	150		
11	Penetrator PTR-4D	1687	41	4	5	1	1687	208	114	75	FedCom 1-2	20-219
	Salamander PPR-5S	1769	46	3	4	1.38	2441	247	122	80	FedCom 1-2	AR20-790
	Gunslinger GUN-1ERD	2286	50	4	5	1	2286	248	130	85	FedCom 1-2	AR20-620
	Highlander HGN-732	2227	50	4	5	1	2227	277	138	90	FedCom 1-2	20-5128
		7,969					8,641	980	504	330		
12	Commando COM-5S	557	15	4	5	1	557	53	43	25	FedCom 1-3	20-865
	Firestarter FS9-OB	1070	30	4	5	1	1070	136	75	45	FedCom 1-3	AR20-257
	Blackjack BJ2-OD	1375	31	4	5	1	1375	152	83	50	FedCom 1-3	20-905
	Blitzkrieg BTZ-3F	1273	25	3	4	1.38	1757	116	83	50	FedCom 1-3	AR20-946
		4275					4,759	457	284	170		
		16,370					18,066	1,885	1,037	650		
13	Cestus CTS-6X	1424	31	4	5	1	1424	211	104	65	FedCom 2-1	AR200-977
	Caesar CES-3R	1578	34	3	4	1.38	2178	168	107	70	FedCom 2-1	20-772
	Maelstrom MTR-5K	1694	40	4	5	1	1694	231	114	75	FedCom 2-1	AR20-763
	Zeus ZEU-9T	1832	42	4	5	1	1832	240	122	80	FedCom 2-1	20-814
		6,528					7,128	850	447	290		
14	Firestarter FS9-0	1144	29	4	5	1	1144	136	75	45	FedCom 2-2	AR20-257
	Firestarter FS9-OB	1070	30	4	5	1	1070	136	75	45	FedCom 2-2	AR20-257
	Falconer FLC-8R	2231	38	4	5	1	2231	184	114	75	FedCom 2-2	20-674
	Falconer FLC-8R	2231	38	3	4	1.38	3079	184	114	75	FedCom 2-2	20-674
		6,676					7,524	640	378	240		
15	Blackjack BJ2-OF	1405	30	4	4	1.15	1616	152	83	50	FedCom 2-3	20-905
	Enforcer III ENF-6M	1460	30	4	5	1	1460	160	83	50	FedCom 2-3	20-867
	Lynx LNX-9Q	1725	35	4	5	1	1725	185	91	55	FedCom 2-3	AR20-766
	Helios HEL-3D	1618	35	3	4	1.38	2233	144	99	60	FedCom 2-3	AR20-949
		6,208					7,034	641	356	215		
		19,412					21,685	2,131	1,181	745		
16	Cavalry Attack Helicopter	503	16	4	5	1	503	56	15	25	FedCom 3-1	AR20-725
	Cavalry Attack Helicopter	503	16	4	5	1	503	56	15	25	FedCom 3-1	AR20-725
	Cavalry Attack Helicopter	503	16	4	5	1	503	56	15	25	FedCom 3-1	AR20-725
	Yellow Jacket Gunship	782	16	3	4	1.38	1079	56	15	30	FedCom 3-1	AR20-726
		2,291					2,588	224	60	105		
17	Hunter Light Support Tank	648	18	4	5	1	648	96	16	35	FedCom 3-2	20-806
	Striker Light Tank	564	18	3	4	1.38	778	104	20	35	FedCom 3-2	AR20-807
	Myrmidon Medium Tank	815	21	4	5	1	815	144	20	40	FedCom 3-2	20-784
	Condor Hovortank (Davion)	577	17	4	5	1	577	128	25	50	FedCom 3-2	AR20-817
		2,604					2,818	472	81	160		
18	Patton Tank	961	28	4	5	1	961	232	35	65	FedCom 3-3	20-750
	Partisan Air Defense Tank	923	25	3	4	1.38	1274	143	40	80	FedCom 3-3	20-235
	Schrek PPC Carrier	935	25	4	5	1	935	112	40	80	FedCom 3-3	20-753
	SturmFeur Heavy Tank	1400	36	4	5	1	1400	312	45	85	FedCom 3-3	20-272
		4,219					4,570	799	160	310		
		9,114					9,976	1,495	301	575		
		44,896					49,727	5,511	2,519	1,970		

GREEN GHOSTS FORCES TABLE (CONTINUED)

Unit #	Unit	Base BV	Base PV	G	P	Modifier	Final BV	Armor	Structure	Tons	Sub-Unit Name	IWM #
19	Mercury MCY-99	586	16	3	4	1.38	809	53	33	20	Goliath Scorpion 1	20-811
	Mongoose MON-66b	934	23	3	4	1.38	1289	89	43	25	Goliath Scorpion 1	20-802
	Peregrine (Horned Owl)	1434	25	4	5	1	1434	96	58	35	Goliath Scorpion 1	AR20-378
	Jenner IIC	1047	21	4	5	1	1047	67	58	35	Goliath Scorpion 1	AR20-348
	Goshawk (Vapor Eagle)	2368	39	4	4	1.15	2723	172	91	55	Goliath Scorpion 1	AR20-365
		6,369					7,302	477	283	170		
20	Goshawk (Vapor Eagle)	2368	39	3	4	1.38	3268	172	91	55	Goliath Scorpion 2	AR20-365
	Viper (Black Python)	2813	43	4	5	1	2813	211	114	75	Goliath Scorpion 2	AR20-368
	Stone Rhino 2	3107	54	4	5	1	3107	304	152	100	Goliath Scorpion 2	20-332
	Kodiak	2927	53	3	4	1.38	4039	280	152	100	Goliath Scorpion 2	20-660
	King Crab KGC-000b	2039	54	4	4	1.15	2345	286	152	100	Goliath Scorpion 2	20-899
		13,254					15,572	1,253	661	430		
21	Hunchback IIC	1679	27	4	5	1	1679	96	83	50	Goliath Scorpion 3	20-654
	Kingfisher A	2261	49	4	5	1	2261	278	138	90	Goliath Scorpion 3	AR20-912
	Masakari (Warhawk) B	2320	52	3	4	1.38	3202	259	130	85	Goliath Scorpion 3	20-605RE
	Dire Wolf A	2855	59	3	4	1.38	3940	304	152	100	Goliath Scorpion 3	20-607RE
	Dire Wolf S	2985	60	4	4	1.15	3433	304	152	100	Goliath Scorpion 3	20-607RE
		12,100					14,514	1,241	655	425		
		31,723					37,388	2,971	1,599	1,025		
22	Beagle Hovortank	335	15	4	5	1	335	53	10	15	Word of Blake 1	BT-131
	Mercury MCY-102	510	17	4	5	1	510	53	33	20	Word of Blake 1	20-811
	Hussar HSR-950-D	1131	20	3	4	1.38	1561	105	51	30	Word of Blake 1	20-780
	Locust LCT-5M	719	17	4	5	1	719	69	33	20	Word of Blake 1	20-987
	Gurkha GUR-2G	1101	29	4	5	1	1101	119	58	35	Word of Blake 1	20-997
	Condor Hovortank	653	20	4	4	1.15	751	96	25	50	Word of Blake 1	AR20-817
		4,449					4,977	495	210	170		
23	Galleon Light Tank	345	11	4	5	1	345	72	15	30	Word of Blake 2	AR20-426
	Demon Tank	1094	28	4	4	1.15	1258	160	30	60	Word of Blake 2	AR20-295
	Lancelot LNC25-04	1640	33	4	5	1	1640	179	99	60	Word of Blake 2	20-812
	Bandersnatch BNDR-01B	1630	40	4	5	1	1630	208	114	75	Word of Blake 2	BT-171
	Black Knight BL-9-KNT	1678	37	3	4	1.38	2316	216	114	75	Word of Blake 2	20-774
	Ontos Heavy Tank	1242	32	4	5	1	1242	170	50	95	Word of Blake 2	20-739
		7,629					8,431	1,005	422	395		
		12,078					13,407	1,500	632	565		
24	Infiltrator Mk. II	253	14	4	5	1	253	24	4	4	BA Support	BT-031
	Purifier	466	15	4	5	1	466	36	6	6	BA Support	BT-389
	Purifier	466	15	4	5	1	466	36	6	6	BA Support	BT-389
	IS Standard BA	231	8	4	5	1	231	36	4	4	BA Support	BT-381
		1,416					1,416	132	20	20		
		45,217					52,211	4,603	2,251	1,610		
		126,466					143,257	15,065	7,227	5,405		

FREE WORLDS LEAGUE

Unit #	Unit	Base BV	Base PV	G	P	Modifier	Final BV	Armor	Structure	Tons	Sub-Unit Name	IWM #
25	Hercules HRC-LS-9000	1561	35	2	3	1.82	2841	197	107	70	1st Company Alpha	AR20-692
	Battlemaster BLR-5M	1766	43	4	5	1	1766	232	130	85	1st Company Alpha	20-210
	Battlemaster BLR-5M	1766	43	3	4	1.38	2437	232	130	85	1st Company Alpha	20-210
	Sirocco SRC-3C	2154	52	3	4	1.38	2973	309	153	95	1st Company Alpha	AR20-647
		7,247					10,017	970	520	335		
26	Eagle EGL-2M	800	20	4	5	1	800	80	43	25	1st Company Beta	AR20-246
	Orion ON1-M	1414	36	2	3	1.82	2573	224	114	75	1st Company Beta	20-397
	Stalker STK-6M	2029	51	3	4	1.38	2800	263	130	85	1st Company Beta	20-383
	Grand Titan T-IT-N10M	1817	48	3	4	1.38	2507	288	152	100	1st Company Beta	AR20-616
		6,060					8,681	855	439	285		
27	Shadow Hawk SHD-5M	1430	33	2	3	1.82	2603	168	91	55	1st Company Delta	20-301
	Shadow Hawk SHD-7M	1447	33	4	5	1	1447	168	91	55	1st Company Delta	20-301
	Wraith TR1	1287	30	3	4	1.38	1776	152	91	55	1st Company Delta	20-621
	Wraith TR1	1287	30	3	4	1.38	1776	152	91	55	1st Company Delta	20-621
		5,451					7,602	640	364	220		
		18,758					26,299	2,465	1,323	840		
28	Hermes HER-4S	1012	21	4	5	1	1012	98	51	30	2nd Company Alpha	20-292
	Hermes II HER-5Sr	1242	28	3	4	1.38	1714	120	67	40	2nd Company Alpha	20-885
	Vulcan VT-5M	811	22	3	4	1.38	1119	80	67	40	2nd Company Alpha	20-886
	Sirocco SRC-6C	2202	53	2	3	1.82	4008	309	153	95	2nd Company Alpha	AR20-647
		5,267					7,853	607	338	205		
29	Hunchback HBK-6N	1130	28	3	4	1.38	1559	160	83	50	2nd Company Beta	20-854
	Awesome AWS-10KM	1961	46	4	5	1	1961	247	122	80	2nd Company Beta	20-847
	Longbow LGB-7V	1816	50	2	3	1.82	3305	256	130	85	2nd Company Beta	20-220
	Longbow LGB-12C	1686	52	3	4	1.38	2327	200	130	85	2nd Company Beta	20-220
		6,593					9,152	863	465	300		
30	Griffin GRF-3M	1521	32	3	4	1.38	2099	160	91	55	2nd Company Delta	20-200
	Shadow Hawk SHD-5M	1430	33	4	5	1	1430	168	91	55	2nd Company Delta	20-301
	Hercules HRC-LS-9000	1561	35	2	3	1.82	2841	197	107	70	2nd Company Delta	AR20-692
	Marauder II MAD-6S	2546	53	3	4	1.38	3513	304	152	100	2nd Company Delta	20-264
		7,058					9,883	829	441	280		
		18,918					26,888	2,299	1,244	785		
31	Locust LCT-3M	522	16	3	4	1.38	720	53	33	20	3rd Company Alpha	20-987
	Vulcan VT-5M	811	22	4	5	1	811	80	67	40	3rd Company Alpha	20-886
	Hermes HER-4S	1012	21	3	4	1.38	1397	98	51	30	3rd Company Alpha	20-292
	Shockwave SKW-2F	1453	31	2	3	1.82	2644	160	83	50	3rd Company Alpha	20-5109
		3,798					5,572	391	234	140		
32	Hercules HRC-LS-9000	1561	35	3	4	1.38	2154	197	107	70	3rd Company Beta	AR20-692
	Orion ON1-M	1414	36	2	3	1.82	2573	224	114	75	3rd Company Beta	20-397
	Goliath GOL-3M	1537	37	4	5	1	1537	240	130	80	3rd Company Beta	20-202
	Grand Titan T-IT-N10M	1817	48	3	4	1.38	2507	288	152	100	3rd Company Beta	AR20-616
		6,329					8,772	949	503	325		
33	Bloodhound B1-HND	1248	30	3	4	1.38	1722	152	75	45	3rd Company Delta	AR20-214
	Patriot PKM-2D	1739	35	3	4	1.38	2400	208	104	65	3rd Company Delta	20-498
	Marauder MAD-9W2	1868	41	4	5	1	1868	200	114	75	3rd Company Delta	20-264
	Orion ON1-M	1414	36	2	3	1.82	2573	224	114	75	3rd Company Delta	20-397
		6,269					8,564	784	407	260		
		16,396					22,908	2,124	1,144	725		
		54,072					76096	6,888	3,711	2,350		

FREE WORLDS LEAGUE (CONTINUED)

Unit #	Unit	Base BV	Base PV	G	P	Modifier	Final BV	Armor	Structure	Tons	Sub-Unit Name	IWM #
34	Harasser (Standard)	413	14	3	4	1.38	570	24	15	25	Armor Brigade 1st Company Alpha	20-285
	Hawk Moth Gunship (Standard)	492	11	3	4	1.38	679	26	15	25	Armor Brigade 1st Company Alpha	AR20-286
	Pegasus Scout (Missile)	678	20	4	5	1	678	104	20	35	Armor Brigade 1st Company Alpha	20-460
	Saladin Hover Tank (LB-X)	760	13	2	3	1.82	1383	35	16	35	Armor Brigade 1st Company Alpha	20-223
		2,343					3,310	189	66	120		
35	Galleon Light Tank GAL-100	309	12	3	4	1.38	426	56	15	30	Armor Brigade 1st Company Beta	AR20-426
	Galleon Light Tank GAL-100	309	12	4	5	1	309	56	15	30	Armor Brigade 1st Company Beta	AR20-426
	Main Gauche (Standard)	464	13	2	3	1.82	844	80	12	30	Armor Brigade 1st Company Beta	AR20-427
	Po Heavy Tank (LB-X)	778	21	3	4	1.38	1074	168	30	60	Armor Brigade 1st Company Beta	AR20-356
		1,860					2,654	360	72	150		
36	J. Edgar Hovortank (Kurita)	885	23	3	3	1.56	1381	107	15	25	Armor Brigade 1st Company Delta	20-783
	Zhukov (Liao)	1210	29	4	5	1	1210	176	40	75	Armor Brigade 1st Company Delta	20-747
	Demolisher Heavy Tank (MRM)	1431	38	3	5	1.2	1717	188	40	80	Armor Brigade 1st Company Delta	20-822
	Partisan (Lance Command)	1025	30	3	4	1.38	1415	206	40	80	Armor Brigade 1st Company Delta	20-235
		4,551					5,722	677	135	260		
		8,754					11,686	1,226	273	530		
37	Galleon Light Tank GAL-100	309	12	3	4	1.38	426	56	15	30	Armor Brigade 2nd Company Alpha	AR20-426
	Galleon Light Tank GAL-100	309	12	4	5	1	309	56	15	30	Armor Brigade 2nd Company Alpha	AR20-426
	Main Gauche (Standard)	464	13	3	4	1.38	640	80	12	30	Armor Brigade 2nd Company Alpha	AR20-427
	Main Gauche (Standard)	464	13	2	3	1.82	844	80	12	30	Armor Brigade 2nd Company Alpha	AR20-427
		1,546					2,220	272	54	120		
38	Myrmidon Medium Tank	815	21	3	4	1.38	1125	144	20	40	Armor Brigade 2nd Company Beta	20-784
	Maxim Transport (Fire Support)	869	25	4	5	1	869	107	25	50	Armor Brigade 2nd Company Beta	BT-276
	Vedette Tank (Light Gauss)	478	13	3	4	1.38	660	53	25	50	Armor Brigade 2nd Company Beta	AR20-816
	Condor Hovortank (Upgrade)	965	24	2	3	1.82	1756	107	25	50	Armor Brigade 2nd Company Beta	AR20-817
		3,127					4,410	411	95	190		
39	Prowler MTV (Succession Wars)	703	20	4	5	1	703	112	30	55	Armor Brigade 2nd Company Delta	BT-172
	AC/2 Carrier (LB-X)	536	15	3	4	1.38	740	88	24	60	Armor Brigade 2nd Company Delta	AR20-826
	Heavy LRM Carrier	948	31	2	3	1.82	1725	64	40	80	Armor Brigade 2nd Company Delta	20-382
	Rhino Fire Support Tank	1463	39	3	4	1.38	2019	272	40	80	Armor Brigade 2nd Company Delta	AR20-380
		3,650					5,187	536	134	275		
		8,323					11,817	1,219	283	585		
40	Galleon Light Tank GAL-100	309	12	3	4	1.38	426	56	15	30	Armor Brigade 3rd Company Alpha	AR20-426
	Main Gauche (Standard)	464	13	3	4	1.38	640	80	12	30	Armor Brigade 3rd Company Alpha	AR20-427
	Main Gauche (XL)	585	15	2	3	1.82	1065	88	12	30	Armor Brigade 3rd Company Alpha	AR20-427
	Drillson Hovortank (Streak)	899	24	4	5	1	899	112	25	50	Armor Brigade 3rd Company Alpha	AR20-818
		2,257					3,030	336	64	140		
41	Condor Hovortank (Upgrade)	965	24	3	4	1.38	1332	107	25	50	Armor Brigade 3rd Company Beta	AR20-817
	Fulcrum Heavy Hovortank	1167	29	4	5	1	1167	160	25	50	Armor Brigade 3rd Company Beta	AR20-242
	Fulcrum Heavy Hovortank	1167	29	2	3	1.82	2124	160	25	50	Armor Brigade 3rd Company Beta	AR20-242
	Fulcrum Heavy Hovortank II	1248	32	3	4	1.38	1722	160	25	50	Armor Brigade 3rd Company Beta	AR20-242
		4,547					6,345	587	100	200		
42	Merkava Mk. IX	1038	28	3	4	1.38	1432	160	40	75	Armor Brigade 3rd Company Delta	20-5027
	Schrek PPC Carrier	935	25	3	4	1.38	1290	112	40	80	Armor Brigade 3rd Company Delta	20-753
	Schrek PPC Carrier	935	25	2	3	1.82	1702	112	40	80	Armor Brigade 3rd Company Delta	20-753
	Schrek (Armor)	1005	28	4	5	1	1005	138	40	80	Armor Brigade 3rd Company Delta	20-753
		3,913					5,429	522	160	315		
		10,717					14,805	1,445	324	655		
		27,794					38,308	3,890	880	1,770		

FREE WORLDS LEAGUE (CONTINUED)

Unit #	Unit	Base BV	Base PV	G	P	Modifier	Final BV	Armor	Structure	Tons	Sub-Unit Name	IWM #
43	Quickdraw QKD-5M	1237	31	4	5	1	1237	143	99	60	Stotzing Militia Command	AR20-872
	Awesome AWS-8Q	1605	39	4	5	1	1605	240	122	80	Stotzing Militia Command	20-847
	Tempest TMP-3M	1786	41	3	4	1.38	2465	200	104	65	Stotzing Militia Command	AR20-617
	Stalker STK-6M	2029	51	3	4	1.38	2800	263	130	85	Stotzing Militia Command	20-383
		6,657					8,107	846	455	290		
44	Tarantula ZPH-2A	744	16	3	4	1.38	1027	72	47	25	Stotzing Militia Recon	AR20-789
	Hammer HMR-3M	787	24	4	5	1	787	96	51	30	Stotzing Militia Recon	20-798
	Spider SDR-8M	621	19	3	4	1.38	857	53	51	30	Stotzing Militia Recon	20-873
	Hermes II HER-5Sr	1242	28	4	5	1	1242	120	67	40	Stotzing Militia Recon	20-885
		3,394					3,913	341	216	125		
45	Hunter Light Support Tank	648	18	4	5	1	648	96	16	35	Stotzing Militia Support	20-806
	LRM Carrier (Standard)	833	22	4	5	1	833	48	24	60	Stotzing Militia Support	20-627
	LRM Carrier (Standard)	833	22	3	4	1.38	1150	48	24	60	Stotzing Militia Support	20-627
	SRM Carrier	816	26	3	4	1.38	1126	48	24	60	Stotzing Militia Support	20-623
		3,130					3,757	240	88	215		
		13,181					15,776	1,427	759	630		
Regiment		95,047					130,179	12,205	5,350	4,750		

