

# 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](http://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

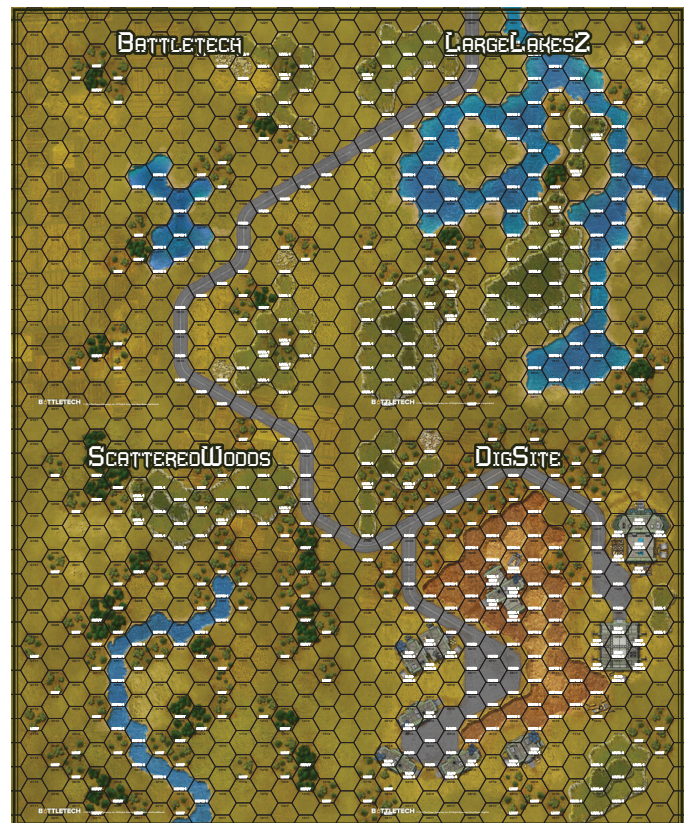
The exact size of the game is left up to the individual GM's discretion. The guidelines below should guide force creation. Any units used in this game *cannot* be reused for the *Alpha Strike* scenario. That being said, there are a few general concepts which help:

- 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](http://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

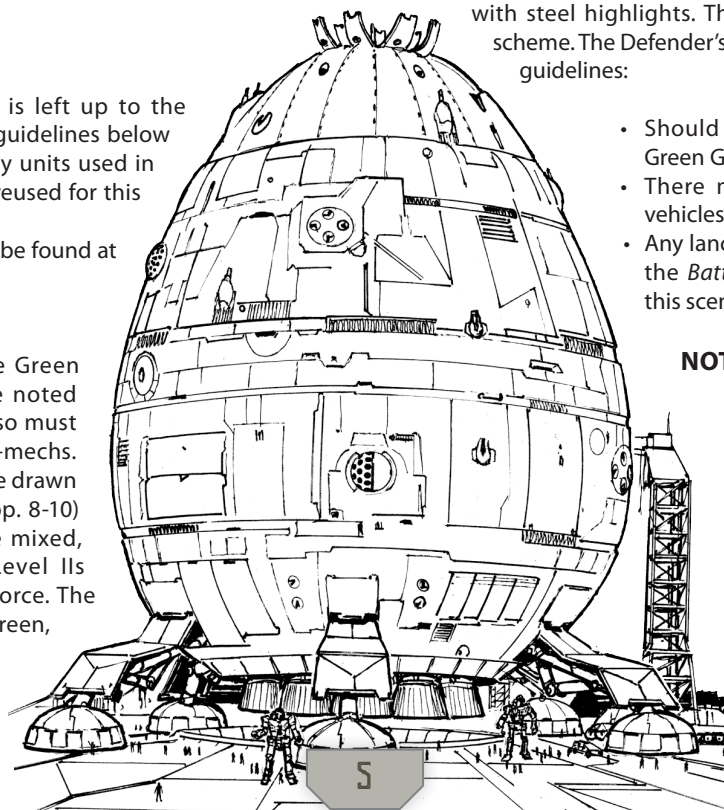
The Defender consists of a mixed force of the 1st Marik Protectors and the Stotzing Militia. The guidelines below should guide force selection for the FWL forces. Like the Green Ghosts, those forces should be drawn in complete lances from the attached TO&E (see pp. 11-13). The 1st Marik Protectors paint 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   |
|        |                          | <b>3,286</b>  |         |   |   |          | <b>3,783</b>  | <b>406</b>   | <b>244</b>   | <b>145</b>   |                |          |
| 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 |
|        |                          | <b>6,075</b>  |         |   |   |          | <b>6,918</b>  | <b>843</b>   | <b>465</b>   | <b>305</b>   |                |          |
| 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  |
|        |                          | <b>7,089</b>  |         |   |   |          | <b>8,154</b>  | <b>969</b>   | <b>512</b>   | <b>335</b>   |                |          |
|        |                          | <b>16,450</b> |         |   |   |          | <b>18,854</b> | <b>2,218</b> | <b>1,221</b> | <b>785</b>   |                |          |
| 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  |
|        |                          | <b>3,104</b>  |         |   |   |          | <b>3,508</b>  | <b>432</b>   | <b>248</b>   | <b>150</b>   |                |          |
| 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   |
|        |                          | <b>3,870</b>  |         |   |   |          | <b>4,367</b>  | <b>440</b>   | <b>275</b>   | <b>165</b>   |                |          |
| 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   |
|        |                          | <b>5,536</b>  |         |   |   |          | <b>6,232</b>  | <b>726</b>   | <b>442</b>   | <b>280</b>   |                |          |
|        |                          | <b>12,510</b> |         |   |   |          | <b>14,108</b> | <b>1,598</b> | <b>965</b>   | <b>595</b>   |                |          |
| 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      |
|        |                          | <b>1,689</b>  |         |   |   |          | <b>1,820</b>  | <b>217</b>   | <b>53</b>    | <b>100</b>   |                |          |
| 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 |
|        |                          | <b>3,865</b>  |         |   |   |          | <b>4,421</b>  | <b>656</b>   | <b>153</b>   | <b>225</b>   |                |          |
| 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 |
|        |                          | <b>1,839</b>  |         |   |   |          | <b>2,117</b>  | <b>262</b>   | <b>65</b>    | <b>120</b>   |                |          |
|        |                          | <b>7,393</b>  |         |   |   |          | <b>8,358</b>  | <b>1,135</b> | <b>271</b>   | <b>445</b>   |                |          |
|        |                          | <b>36,353</b> |         |   |   |          | <b>41319</b>  | <b>4,951</b> | <b>2,457</b> | <b>1,825</b> |                |          |



## 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  |
|        |                           | <b>4,126</b>  |         |   |   |          | <b>4,666</b>  | <b>448</b>   | <b>249</b>   | <b>150</b>   |               |           |
| 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   |
|        |                           | <b>7,969</b>  |         |   |   |          | <b>8,641</b>  | <b>980</b>   | <b>504</b>   | <b>330</b>   |               |           |
| 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  |
|        |                           | <b>4275</b>   |         |   |   |          | <b>4,759</b>  | <b>457</b>   | <b>284</b>   | <b>170</b>   |               |           |
|        |                           | <b>16,370</b> |         |   |   |          | <b>18,066</b> | <b>1,885</b> | <b>1,037</b> | <b>650</b>   |               |           |
| 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    |
|        |                           | <b>6,528</b>  |         |   |   |          | <b>7,128</b>  | <b>850</b>   | <b>447</b>   | <b>290</b>   |               |           |
| 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    |
|        |                           | <b>6,676</b>  |         |   |   |          | <b>7,524</b>  | <b>640</b>   | <b>378</b>   | <b>240</b>   |               |           |
| 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  |
|        |                           | <b>6,208</b>  |         |   |   |          | <b>7,034</b>  | <b>641</b>   | <b>356</b>   | <b>215</b>   |               |           |
|        |                           | <b>19,412</b> |         |   |   |          | <b>21,685</b> | <b>2,131</b> | <b>1,181</b> | <b>745</b>   |               |           |
| 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  |
|        |                           | <b>2,291</b>  |         |   |   |          | <b>2,588</b>  | <b>224</b>   | <b>60</b>    | <b>105</b>   |               |           |
| 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  |
|        |                           | <b>2,604</b>  |         |   |   |          | <b>2,818</b>  | <b>472</b>   | <b>81</b>    | <b>160</b>   |               |           |
| 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    |
|        |                           | <b>4,219</b>  |         |   |   |          | <b>4,570</b>  | <b>799</b>   | <b>160</b>   | <b>310</b>   |               |           |
|        |                           | <b>9,114</b>  |         |   |   |          | <b>9,976</b>  | <b>1,495</b> | <b>301</b>   | <b>575</b>   |               |           |
|        |                           | <b>44,896</b> |         |   |   |          | <b>49,727</b> | <b>5,511</b> | <b>2,519</b> | <b>1,970</b> |               |           |



## 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 |
|        |                        | <b>6,369</b>   |         |   |   |          | <b>7,302</b>   | <b>477</b>    | <b>283</b>   | <b>170</b>   |                    |          |
| 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   |
|        |                        | <b>13,254</b>  |         |   |   |          | <b>15,572</b>  | <b>1,253</b>  | <b>661</b>   | <b>430</b>   |                    |          |
| 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 |
|        |                        | <b>12,100</b>  |         |   |   |          | <b>14,514</b>  | <b>1,241</b>  | <b>655</b>   | <b>425</b>   |                    |          |
|        |                        | <b>31,723</b>  |         |   |   |          | <b>37,388</b>  | <b>2,971</b>  | <b>1,599</b> | <b>1,025</b> |                    |          |
| 22     | Beagle Hovertank       | 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 Hovertank       | 653            | 20      | 4 | 4 | 1.15     | 751            | 96            | 25           | 50           | Word of Blake 1    | AR20-817 |
|        |                        | <b>4,449</b>   |         |   |   |          | <b>4,977</b>   | <b>495</b>    | <b>210</b>   | <b>170</b>   |                    |          |
| 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   |
|        |                        | <b>7,629</b>   |         |   |   |          | <b>8,431</b>   | <b>1,005</b>  | <b>422</b>   | <b>395</b>   |                    |          |
|        |                        | <b>12,078</b>  |         |   |   |          | <b>13,407</b>  | <b>1,500</b>  | <b>632</b>   | <b>565</b>   |                    |          |
| 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   |
|        |                        | <b>1,416</b>   |         |   |   |          | <b>1,416</b>   | <b>132</b>    | <b>20</b>    | <b>20</b>    |                    |          |
|        |                        | <b>45,217</b>  |         |   |   |          | <b>52,211</b>  | <b>4,603</b>  | <b>2,251</b> | <b>1,610</b> |                    |          |
|        |                        | <b>126,466</b> |         |   |   |          | <b>143,257</b> | <b>15,065</b> | <b>7,227</b> | <b>5,405</b> |                    |          |

# 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 |
|        |                       | <b>7,247</b>  |         |   |   |          | <b>10,017</b> | <b>970</b>   | <b>520</b>   | <b>335</b>   |                   |          |
| 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 |
|        |                       | <b>6,060</b>  |         |   |   |          | <b>8,681</b>  | <b>855</b>   | <b>439</b>   | <b>285</b>   |                   |          |
| 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   |
|        |                       | <b>5,451</b>  |         |   |   |          | <b>7,602</b>  | <b>640</b>   | <b>364</b>   | <b>220</b>   |                   |          |
|        |                       | <b>18,758</b> |         |   |   |          | <b>26,299</b> | <b>2,465</b> | <b>1,323</b> | <b>840</b>   |                   |          |
| 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 |
|        |                       | <b>5,267</b>  |         |   |   |          | <b>7,853</b>  | <b>607</b>   | <b>338</b>   | <b>205</b>   |                   |          |
| 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   |
|        |                       | <b>6,593</b>  |         |   |   |          | <b>9,152</b>  | <b>863</b>   | <b>465</b>   | <b>300</b>   |                   |          |
| 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   |
|        |                       | <b>7,058</b>  |         |   |   |          | <b>9,883</b>  | <b>829</b>   | <b>441</b>   | <b>280</b>   |                   |          |
|        |                       | <b>18,918</b> |         |   |   |          | <b>26,888</b> | <b>2,299</b> | <b>1,244</b> | <b>785</b>   |                   |          |
| 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  |
|        |                       | <b>3,798</b>  |         |   |   |          | <b>5,572</b>  | <b>391</b>   | <b>234</b>   | <b>140</b>   |                   |          |
| 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 |
|        |                       | <b>6,329</b>  |         |   |   |          | <b>8,772</b>  | <b>949</b>   | <b>503</b>   | <b>325</b>   |                   |          |
| 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   |
|        |                       | <b>6,269</b>  |         |   |   |          | <b>8,564</b>  | <b>784</b>   | <b>407</b>   | <b>260</b>   |                   |          |
|        |                       | <b>16,396</b> |         |   |   |          | <b>22,908</b> | <b>2,124</b> | <b>1,144</b> | <b>725</b>   |                   |          |
|        |                       | <b>54,072</b> |         |   |   |          | <b>76096</b>  | <b>6,888</b> | <b>3,711</b> | <b>2,350</b> |                   |          |



## 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   |
|        |                                | <b>2,343</b>  |         |   |   |          | <b>3,310</b>  | <b>189</b>   | <b>66</b>  | <b>120</b>   |                                 |          |
| 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 |
|        |                                | <b>1,860</b>  |         |   |   |          | <b>2,654</b>  | <b>360</b>   | <b>72</b>  | <b>150</b>   |                                 |          |
| 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   |
|        |                                | <b>4,551</b>  |         |   |   |          | <b>5,722</b>  | <b>677</b>   | <b>135</b> | <b>260</b>   |                                 |          |
|        |                                | <b>8,754</b>  |         |   |   |          | <b>11,686</b> | <b>1,226</b> | <b>273</b> | <b>530</b>   |                                 |          |
| 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 |
|        |                                | <b>1,546</b>  |         |   |   |          | <b>2,220</b>  | <b>272</b>   | <b>54</b>  | <b>120</b>   |                                 |          |
| 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 |
|        |                                | <b>3,127</b>  |         |   |   |          | <b>4,410</b>  | <b>411</b>   | <b>95</b>  | <b>190</b>   |                                 |          |
| 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 |
|        |                                | <b>3,650</b>  |         |   |   |          | <b>5,187</b>  | <b>536</b>   | <b>134</b> | <b>275</b>   |                                 |          |
|        |                                | <b>8,323</b>  |         |   |   |          | <b>11,817</b> | <b>1,219</b> | <b>283</b> | <b>585</b>   |                                 |          |
| 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 |
|        |                                | <b>2,257</b>  |         |   |   |          | <b>3,030</b>  | <b>336</b>   | <b>64</b>  | <b>140</b>   |                                 |          |
| 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 |
|        |                                | <b>4,547</b>  |         |   |   |          | <b>6,345</b>  | <b>587</b>   | <b>100</b> | <b>200</b>   |                                 |          |
| 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   |
|        |                                | <b>3,913</b>  |         |   |   |          | <b>5,429</b>  | <b>522</b>   | <b>160</b> | <b>315</b>   |                                 |          |
|        |                                | <b>10,717</b> |         |   |   |          | <b>14,805</b> | <b>1,445</b> | <b>324</b> | <b>655</b>   |                                 |          |
|        |                                | <b>27,794</b> |         |   |   |          | <b>38,308</b> | <b>3,890</b> | <b>880</b> | <b>1,770</b> |                                 |          |

## 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   |
|                 |                           | <b>6,657</b>  |         |   |   |          | <b>8,107</b>   | <b>846</b>    | <b>455</b>   | <b>290</b>   |                          |          |
| 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   |
|                 |                           | <b>3,394</b>  |         |   |   |          | <b>3,913</b>   | <b>341</b>    | <b>216</b>   | <b>125</b>   |                          |          |
| 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   |
|                 |                           | <b>3,130</b>  |         |   |   |          | <b>3,757</b>   | <b>240</b>    | <b>88</b>    | <b>215</b>   |                          |          |
|                 |                           | <b>13,181</b> |         |   |   |          | <b>15,776</b>  | <b>1,427</b>  | <b>759</b>   | <b>630</b>   |                          |          |
| <b>Regiment</b> |                           | <b>95,047</b> |         |   |   |          | <b>130,179</b> | <b>12,205</b> | <b>5,350</b> | <b>4,750</b> |                          |          |

