

Ongoing Mercenary Campaign

Here are the details needed for the Ongoing Mercenary Campaign that will begin January 1, 2016.

- 1) We will be using the rules from the Alpha Strike, 2nd printing rulebook. This will be the only book you need as it contains the rules, Warchest system, repair system and more. NOTE: if you have the first printing of Alpha Strike, not much has changed except for the to hit modifiers (they nerfed jumping units a bit). So please use the sheet in **Appendix A**. If there are any problems, then 2nd printing trumps first printing.
- 2) We will be using all the Advanced Options of the rules in the Alpha Strike book. So everything will be in the games that are in the rulebook EXCEPT for Dropships, Jumpships, Warships and Capital scale weapons. We will add those later, but for now we will start simple. We will NOT be using the rules from the Alpha Strike Companion (i.e. Formation skills, individuals skills, etc) at the start. They will be added in later as your units mature.
- 3) This campaign will be set in the game year of 3085 (aka the end of the Jihad era, beginning of the Dark Age era). Your force will represent a newly formed mercenary unit that is looking for work.
- 4) Each player will build a force using 800 Point Value (PV) and must meet this force structure:
 - a. 12 BattleMechs (1 Company)
 - b. 12 Combat Vehicles (1 Company)
 - c. 6 Aerospace and/or Conventional Fighters (1 Squadron)
 - d. 4 Platoons and/or Squads of Conventional infantry or Battle Armor (1 Company)
- 5) All units that the players may select for their unit must be made from the list in APPENDIX B. These represent units that are regularly available to mercenaries in 3085. Any units on any of these lists are acceptable for use as long as you meet the force structure restrictions above. For OmniMechs, you must select a configuration for points value calculations. You are mercs and you may have Clan tech, but you may not have all the parts to change at whim.
- 6) You will find the Point Value for each unit on the webpage Master Unit List (www.masterunitlist.info). You will find the point value for each unit and variant as well as the cards you will need to have to play the game. These cards are free, but you will have to print them off for gameplay. I recommend making the cards similar in size to baseball/Magic cards, that way they will easily fit into a card holder. The cards that came with the miniatures packs (if you have any) are also valid.

- 7) We will track the progress of the campaign via the Warchest system as found in the Alpha Strike rulebook. Each players will start with 1000 Warchest points. These points will be used to purchase the contracts your units accept, how you will pay for repairs, and how you will pay for new units. When a unit reaches 0 Warchest points and cannot sell equipment to gain points to continue playing, the player must deactivate their unit and build a new one with the rules here.
- 8) Once you have your unit, your cards and your Warchest points, then you will need to find a contract. Contracts will be listed at the website Louisville Hiring Hall at (www.louisvillehiringhall.com) under the contracts tab. Each contract will list a Warchest cost, employer, the assignment and a brief description. It will not tell you who are what your opposition will be like.
 - a. For example: A raid on a faction may have you encounter other mercenaries, local militia, a faction force or something else. A garrison contract may have you fighting insurgents, a rogue faction unit, or pirates.
 - b. Contracts will also not tell you the type of the opponents you be facing. You may face an all vehicle force or all aircraft force or all infantry.

Once you have selected your contract, you will contact CungrVanck (aka me). Contracts are awarded on a first come, first serve basis. Some employers may have multiple contracts available, other times they may have nothing. It will change as the game progresses. You will only be allowed to have one contract at a time. You cannot proceed in the game until you have completed the contract you have.

- 9) Once you have selected a contract, you will receive a packet that fully details the task. The contract will let you know the limits of the forces you can deploy (aka you may only field 300 PV worth of forces or certain unit types may be restricted) and weather or terrain features that will be in play. You will also learn the details of who you are facing and the units they will be fielding. The cards and details for each unit will be in the packet. It is up to the player to find another player to take on the role of the opposition. Each player has their "Hero" unit, but can take the role of the opposition force for another other player. Players units will not face each other during the campaign, but may work together later.
- 10) Once you have your contract and opponent, you will play your game. This is the easy part. If you win the scenario, you receive the stated Warchest points and any potential salvage as your reward. If you lose, then you will receive nothing unless the contract states otherwise. Please add or subtract the appropriate number from your Warchest point total. Remember, if you run out of Warchest points, then your unit is disbanded.

- 11) Once you have played your game, recorded your results, then you may repair and purchase new units as stated in the Warchest rule system. You will convert Warchest points to Support Points to do this. All repairs are considered to occur with no rolls. Remember, you will need to hire pilots and crew separate from the units. So it takes two purchases to get one unit. All new unit purchases will be made from APPENDIX B unless you have access to another factions list.
- 12) You will then report the results of your game (units lost, victory or loss) and then what units you repaired or purchased to Cungr Vanck who will then record this information on the website Louisville Hiring Hall. The game master will also then award faction points to your unit. Basically, if you do well for an employer and continue to do well, you will be given access to their equipment and supply chain.
- a. For example: If while working on a Garrison contract for Federated Suns, you successfully defeat a Draconis Combine raiding force, then you will earn +1 faction points with the Federated Suns. Once you have three faction points with the Federated Suns, you will then be able to purchase units from the Federated Suns equipment list in addition to the mercenary list in APPENDIX B.
 - b. However, if you gain a faction point with one faction, you may lose one with another faction. In the example above, the player earned one faction point with the Federated Suns, but would have lost one faction point with the Draconis Combine.
 - c. You will also lose faction points if you fail to successfully complete your mission. So in the example above, if you failed to defeat the Draconis Combine force, you would not lose a point with the Draconis Combine, but with the Federated Suns.
 - d. If you receive a -3 faction point rating with a faction, your unit will have gained an ENEMY. Between each contract your unit accepts, there is a chance that an enemy faction will attack your unit in retribution for past slights. The game master will roll to see if this happens and then will receive a packet (just like a contract packet) that details what your enemy has thrown at you. You will not be able to accept a new contract until you deal with the enemy assault on your unit.
 - e. An Enemy attack packet will cost Warchest points like a contract and will have rewards for successfully winning the assault.
- 13) Once all information has been recorded, your unit will repeat the process with acquiring a new contract. This process will continue until you are exhausted your Warchest points. Then you will need to build a new unit.

Appendix A

QUICK REFERENCE TABLES

MOVEMENT COST TABLE

Terrain Type	Movement Cost
Clear	1"
Rough/Rubble	+1"
Woods	+1"
Water	+1"
Level Changes (up or down) Per 1" elevation	+2" (max 2" per 1" traveled)

ALPHA STRIKE RANGE TABLE

Distance	Range
Up to 6"	Short
Over 6" and up to 24"	Medium
Over 24" and up to 42"	Long

DETERMINING CRITICAL HITS TABLE

2d6 Roll	Effect
2	Ammo Hit
3	Engine Hit
4	Fire Control Hit
5	No Critical Hit
6	Weapon Hit
7	MP Hit
8	Weapon Hit
9	No Critical Hit
10	Fire Control Hit
11	Engine Hit
12	Unit Destroyed

CHARGE DAMAGE FORMULAS

Charge Damage* = Inches Charged x Unit Size ÷ 8
Death from Above = Charge Damage + 1

*Round all fractions normally

TO-HIT MODIFIERS TABLE

RANGE MODIFIERS		
Range	Distance	Modifier
Short	Up to 6"	+0
Medium	>6" to 24"	+2
Long	>24" to 42"	+4

TARGET MOVEMENT MODIFIERS ¹	
Target	Modifier
Immobile	-4
<i>Available Move:</i>	
0-4"	+0
5"-8"	+1
9"-12"	+2
13"-18"	+3
19"-34"	+4
35"+	+5
Jumped	+1

ATTACK MOVEMENT MODIFIERS	
Movement Mode	Modifier
Standstill	-1
Ground Move	0
Jumping	+2

TERRAIN MODIFIERS	
Terrain	Modifier
Woods	+2 ²
Partial Cover	+2

PHYSICAL ATTACKS MODIFIERS	
Physical Attack Type	Modifier
Charge	+1
Death From Above	+3
Melee	+0
Standard	+0

MISCELLANEOUS MODIFIERS	
Attacker	Modifier
Fire Control Hit	+2 ³
Overheated	+ Heat Level [1-3] ⁴

¹Movement Modifier is based on the unit's available movement, modified by heat levels and critical hits (if applicable). For units with multiple movement modes, apply the modifier from the mode that has the highest modifier. Inches actually moved by the unit are irrelevant.

²Modifier applies if terrain is intervening or occupied by target.

³This modifier may apply multiple times, but does not apply to physical attacks.

⁴Heat modifiers do not apply to physical attacks.

APPENDIX B

When creating your unit or buying new/replacement units, all players will use the following lists to select the units. If a player has a high enough faction standing with one particular faction, then they will be able to select units from that faction list. Those lists will be provided when needed.

MERCENARY 'MECHS

Roll	Light BattleMechs	Medium BattleMechs	Heavy BattleMechs	Assault BattleMechs
2	HNT-151 Hornet [20] (3039)	VL-2T Vulcan [40] (3039)	RFL-3N Rifleman [60] (3039)	CGR-5B Charger [80] (3039)
3	STG-3G Stinger [20] (3039)	HCT-3F Hatchetman [45] (3039)	QKD-4H Quickdraw [60] (3050U-I)	VTR-9B Victor [80] (3039)
4	LCT-1V Locust [20] (3039)	HBK-4P Hunchback [50] (3039)	CRS-X Crossbow [60] (3075)	BNC-3E Banshee [95] (3039)
5	WSP-1A Wasp [20] (3039)	GLD-1R Gladiator [55] (3075)	MLN-1B Merlin [60] (3058U-I)	LGB-0W Longbow [85] (3039)
6	COM-2Dr Commando [25] (3085-ONN)	WTH-2 Whitworth [40] (3050U-I)	AXM-1N Axman [65] (3050U-I)	BNC-3Mr Banshee [95] (3085-ONN)
7	VLK-QA Valkyrie [30] (3039)	CN9-A Centurion [50] (3039)	ARC-2R Archer [70] (3039)	STK-3F Stalker [85] (3039)
8	FS9-H Firestarter [35] (3039)	PXH-1 Phoenix Hawk [45] (3039)	ON1-K Orion [75] (3039)	LGB-7Q Longbow [85] (3058U-I)
9	PNT-9R Panther [35] (3039)	NH-1A Rook [55] (3085)	DRG-1G Grand Dragon [60] (3039)	BWP-X1 Ymir [90] (3075)
10	JR7-D Jenner [35] (3039)	TBT-5N Trebuchet [50] (3039)	OWR-2M Ostwar [65] (XTRPrim1)	ZEU-6T Zeus [80] (3039)
11	WSP-3M Wasp [20] (3085-PP)	CLNT-3-U Clint [40] (3050U-I)	JM6-DD JagerMech [65] (3050U-I)	VTR-9K Victor [80] (3050U-I)
12	TR-1-A Toro [35] (3075)	ENF-4R Enforcer [50] (3039)	BKX-1K Battleaxe [70] (3075)	AWS-8Q Awesome [80] (3039)
13	WSP-1S Wasp [20] (3085-PP)	PXH-3D Phoenix Hawk [45] (3085-PP)	OTL-9R Ostsol [60] (3085-PP)	AWS-9Q Awesome [80] (3050U-I)
14	FRB-1E Firebee [35] (3075)	KTO-18 Kintaro [55] (3039)	TDR-5S Thunderbolt [65] (3039)	BLR-1G BattleMaster [85] (3039)
15	LCT-3S Locust [20] (3085-PP)	STN-04 Sentry [40] (3060)	YMN-6Y Yeoman [60] (3060)	ZEU-9S Zeus [80] (3050U-I)
16	FLE-19 Flea [20] (3050U-I)	PXH-3S Phoenix Hawk [45] (3085-PP)	JM6-DG JagerMech [65] (3050U-I)	STK-5S Stalker [85] (3050U-I)
17	SDR-5V Spider [30] (3039)	WVR-6R Wolverine [55] (3039)	CDR-3R Crusader [65] (3039)	THG-10E Thug [80] (3039)
18	COM-5S Commando [25] (3050U-I)	CN9-D Centurion [50] (3050U-I)	CES-3R Caesar [70] (3050U-I)	BLR-3M BattleMaster [85] (3085-PP)
19	STG-5M Stinger [20] (3085-PP)	DV-6Mr Dervish [55] (3085-ONN)	HRC-LS-9001 Hercules [70] (3055U)	LGB-13C Longbow [85] (3085-PP)
20	EGL-2M Eagle [25] (3060)	HCT-5S Hatchetman [45] (3050U-I)	RFL-8D Rifleman [60] (3085-PP)	BNC-5S Banshee [95] (3050U-I)
21	OTT-7J Ostscout [35] (3085-ONN)	SHD-2K Shadow Hawk [55] (3039)	WHM-6R Warhammer [70] (3039)	HGN-733 Highlander [90] (3039)
22	DRT-6S Dart [25] (3055U)	NGS-5S Nightsky [50] (3055U)	ON1-M Orion [75] (3050U-I)	PPR-5S Salamander [80] (3055U)
23	PNT-10K Panther [35] (3050U-I)	SHD-5D Shadow Hawk [55] (3085-PP)	GHR-5J Grasshopper [70] (3050U-I)	STK-5M Stalker [85] (3050U-I)
24	WLF-1 Wolfhound [35] (3039)	GRF-1N Griffin [55] (3039)	GLT-4L Guillotine [70] (3039)	AS7-D Atlas [100] (3039)
25	VLK-QD Valkyrie [30] (3085-PP)	HBK-5N Hunchback [50] (3050U-I)	TMP-3M Tempest [65] (3055U)	ALB-3U Albatross [95] (3055U)
26	FLC-5P Falcon [30] (3050U-I)	DV-7D Dervish [55] (3050U-I)	BRM-5A Brahma [60] (3085)	EMP-6A Emperor [90] (3058U-C)
27	JVN-10F Javelin [30] (3039)	KW1-LH2 Lineholder [55] (3058U-I)	MAD-3R Marauder [75] (3039)	BNC-3S Banshee [95] (3039)
28	BH-K30S Battle Hawk [30] (3055U)	STH-1D Stealth [45] (3055U)	TNS-4S Thanatos [75] (TR3067)	AS7-S Atlas [100] (3050U-I)
29	V4-LNT-K7 Valiant [30] (3075)	APL-1M Apollo [55] (3055U)	BNDR-01Ar Bandersnatch [75] (3085-ONN)	HGN-732 Highlander [90] (3050U-C)
30	SCB-9A Scarabus [30] (3055U)	TR2 Wraith [55] (3055U)	WR-DG-02FC War Dog [75] (3055U)	PPR-5T Salamander [80] (3055U)
31	WLF-2 Wolfhound [35] (3050U-I)	CBR-02 Cobra [45] (3060)	GAL-2GLS Gallowglas [70] (3055U)	LGB-7V Longbow [85] (3058U-I)
32	HMR-3C Hammer [30] (3055U)	CLN-7W Chameleon [50] (3058U-I)	CTS-6Y Cestus [65] (3058U-C)	MR-V3 Cerberus [85] (3055U)
33	NTK-2Q Night Hawk [35] (3058U-C)	CMA-1S Chimera [40] (TR3067)	ARC-9M Archer [70] (3085-PP)	AS7-K Atlas [100] (3050U-I)
34	BZK-F3 Hollander [35] (3055U)	LNK-9C Lynx [55] (3058U-C)	KOS-5I Koschei [65] (3075)	GUN-1ERD Gunslinger [85] (3055U)
35	GRM-01B Garm [30] (3060)	STY-3D Starslayer [50] (3058U-C)	BHKU-0 Black Hawk-Ku [60] (3058U-I)*	SRC-3C Sirocco [95] (3060)
36	FNHK-9K1A Falcon Hawk [35] (3058U-C)	SR1-O Strider [40] (3058U-I)*	EXC-82 Excalibur [70] (3058U-C)	DVS-2 Devastator [100] (3058U-I)
37	AF1 Arctic Fox [30] (3060)*	GLD-5R Gladiator [55] (3075)	Rifleman IIC 2 [65] (3085-PP)	PLG-3Z Pillager [100] (3058U-C)
38	JVN-11A Javelin [30] (3050U-I)	CNS-5M Cronus [55] (TR3067)	GLT-7-0 Gallant [70] (3085)	SD1-O Sunder [90] (3058U-I)*
39	TLN-5W Talon [35] (3058U-C)	SKW-2F Shockwave [50] (3085)	MTR-5K Maelstrom [75] (3058U-C)	NSR-9J Nightstar [95] (3058U-C)
40	JA-KL-1532 Jackal [30] (3055U)	BJ2-O Blackjack [50] (3058U-I)*	DFN-3T Defiance [75] (3075)	Warhammer IIC 8 [80] (3085-PP)
41	WLF-2H Wolfhound [35] (Prototypes)	FS9-O Firestarter [45] (3058U-I)*	Vulture [60] (3050U-C)*	Masakari [85] (3050U-C)*
42	Uller [30] (3050U-C)*	Shadow Hawk IIC [45] (3085-PP)	Mad Cat [75] (3050U-C)*	Daishi [100] (3050U-I)*
43	WLF-5 Wolfhound [35] (3085)	Ryoken [55] (3050U-C)*	AV1-O Avatar [70] (3058U-I)*	XNT-5O Xanthos [100] (3075)
44	Puma [35] (3050U-C)*	Shadow Cat [45] (3058U-C)*	HEP-4H Helepolis [75] (3075)	BRZ-A3 Berserker [100] (3055U)

MERCENARY VEHICLES

Roll	Light Vehicles	Medium Vehicles	Heavy Vehicles	Assault Vehicles
2	Lightning [35] (3050U-C)	Myrmidon [40] (3039)	LB-2X Carrier [60] (3058U-I)	Heavy LRM Carrier [80] (3060)
3	Warrior H-7 [21] (3039)	Zephyr [40] (3050U-C)	Brutus [75] (3058U-I)	Sturmfeur [85] (3039)
4	Striker [35] (3039)	Vedette [50] (3039)	Patton [65] (3039)	Rhino [80] (3050-C)
5	Galleon GAL-100 [30] (3058U-I)	Maxim [50] (3039)	Rommel [65] (3039)	Schrek [80] (3039)
6	Savannah Master [5] (3039)	Hetzer [40] (3039)	Po [60] (3058U-I)	Ontos [95] (3039)
7	Scorpion [25] (3039)	Vedette [50] (3039)	Bulldog [60] (3039)	Demolisher [80] (3039)
8	Pegasus [35] (3039)	Condor [50] (3039)	SRM Carrier [60] (3039)	Partisan [80] (3039)
9	J. Edgar [25] (3039)	Drillson [50] (3039)	Zhukov [75] (3058U-I)	Behemoth [100] (3039)
10	Crow (Export) [15] (3075)	Myrmidon [40] (3060)	LRM Carrier [60] (3039)	Devastator [80] (3039)
11	Pegasus [35] (3058U-C)	Vedette (NETC) [50] (3058U-I)	Po (LB-X) [60] (3058U-I)	Schrek (Armor) [80] (3085-ONN)
12	Warrior H-8 [20] (3058U-I)	Fulcrum [50] (3058U-I)	Pilum [70] (3058U-I)	Behemoth (Kurita) [100] (3058U-I)
13	Hunter (3054) [35] (3058U-I)	J.E.S. I [50] (3075)	Manticore (3055) (3058U-I)	Ontos (3053) [95] (3058U-I)
14	Blizzard [25] (3058U-I)	Hetzer (LB-X) [40] (3058U-I)	Kinnol [70] (3085)	Demolisher (Gauss) [80] (3058U-I)
15	Cavalry [25] (3058U-I)	Condor (Upgrade) [50] (3075)	Typhoon (LB-X) (3058U-I)	Partisan (Cell) (3085-ONN)
16	Lightning (ERML) [35] (3050U-C)	Vedette (Cell) [50] (3085-ONN)	Pike (RAC) [60] (3058U-I)	Puma PAT-005b [95] (3075)
17	Mantis [15] (3060)	Drillson (Streak) [50] (3058U-I)	Zhukov (Liao) [75] (3085-ONN)	Fury [80] (3050-C)
18	Minion [20] (TR3067)	Condor (Upgrade Laser) [50] (3075)	Brutus (HPPC) [75] (3085-ONN)	Demolisher II [100] (3060)
19	Yasha [30] (3085)	Fulcrum III [50] (3085-ONN)	Moltke M1 [75] (3085)	Schiltron [80] (3060)*
20	Warrior S-9 [21] (Prototypes)	Bandit Mk. II [50] (Prototypes)	Manticore (HPPC) [60] (3085-ONN)	DI Morgan [100] (3075)

The entire Heavy APC line is also available

MERCENARY AEROSPACE

Roll	Light Fighters	Medium Fighters	Heavy Fighters
2	SL-21 Sholagar [35] (3039)	HCT-213 Hellcat [60] (3075)	STU-K5 Stuka [100] (3039)
3	CNT-1D Centurion [30] (3075)	LTN-G15 Lightning [50] (3075)	CHP-W5 Chippewa [90] (3039)
4	SPR-H5 Sparrowhawk [30] (3039)	LTN-G15 Lightning [50] (3075)	F-100 Riever [100] (3039)
5	SB-27 Sabre [25] (3075)	LCF-R15 Lucifer [65] (3039)	EGL-R6 Eagle [75] (3075)
6	TR-7 Thrush [25] (3039)	SL-17 Shilone [65] (3039)	CHP-W5 Chippewa [90] (3039)
7	SYD-Z1 Seydlitz [20] (3039)	F-90 Stingray [60] (3039)	SL-15 Slayer [80] (3039)
8	F-10 Cheetah [25] (3039)	CSR-V12 Corsair [50] (3039)	TRB-D36 Thunderbird [100] (3075)
9	TR-7p Thrush [25] (3039)	F-92 Stingray [60] (3039)	SL-15R Slayer [80] (3039)
10	F-12-S Cheetah [25] (3039)	LCR-R16KR Lucifer II [65] (3039)	F-700 Riever [100] (3039)
11	F-11 Cheetah [25] (3039)	SL-17R Shilone [65] (3039)	CHP-W7 Chippewa [90] (3039)
12	SYD-Z4 Seydlitz [20] (3039)	F-92 Stingray [60] (3039)	TRB-D46 Thunderbird [100] (3075)
13	F-11 Cheetah [25] (3039)	CSR-V14 Corsair [50] (3039)	CHP-W7 Chippewa [90] (3039)
14	SPR-6D Sparrowhawk [30] (3039)	LT-G16L Lightning [50] (3075)	F-700a Riever [100] (3039)
15	SYD-Z2A Seydlitz [20] (3039)	LX-2 Lancer [50] (TR3067)	STU-D6 Stuka [100] (3039)
16	SB-29 Sabre [25] (3075)	LTN-G16S Lightning [50] (3075)	EGL-R11 Eagle [75] (3075)
17	SPR-7D Sparrowhawk [30] (3039)	LX-2A Lancer [50] (TR3067)	F-700b Riever [100] (3039)
18	F-13 Cheetah [25] (3039)	CSR-V18 Corsair [50] (3039)	VLC-8N Vulcan [80] (3075)
19	SB-27b Sabre [25] (Klondike)	LT-G16D Lightning [50] (3075)	HSCL-1-O Huscarl [75] (TR3067)*
20	PGD-Y3 Poignard [35] (3085)	F-95 Stingray [60] (3039)	EST-O Eisensturm [95] (TR3067)*

BATTLE ARMOR

Mercenary
Infiltrator Mk. I (3058U-C)
Tunnel Rat IV (Vehicle)*
Raiden (3058U-C)*
Inner Sphere Standard (3058U-C)*
Sloth (3058U-C)
Gray Death Scout (3058U-C)
Nighthawk Mk. XXI (3075)
Tornado G13 (3075)*
Gray Death Standard (3058U-C)*
Gladiator-S (Prototypes)
Inner Sphere Standard (3058U-C)*
Longinus (Magnetic) (3085-ONN)
Gray Death Standard (3058U-C)*
Gray Death Heavy (3085-ONN)
Ravager (3085)
Raiden (Anti-Infantry) (3085-ONN)
Ravager (3085)

Artillery Units

Chaparral
Thor
Marksman
Mobile Long Tom

Conventional Fighters

Boomerang Spotter Plane
Planetlifter Air Transport
Karnov UR Transport
Guardian Fighter
Meteor
Mechbuster Fighter
Angel
Boeing Jump Bomber
Defender

INFANTRY

Unit Type	Role	TP	SZ	MV	TMM	S/M/L	OV	A/S	Availability	PV	Specals
Foot Platoon (Flamer)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM, CAR3, HT1/-/-
Foot Platoon (Laser)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM, CAR3
Foot Platoon (LRM)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM, CAR3
Foot Platoon (MG)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM, CAR3
Foot Platoon (Rifle)	Ambusher	CI	1	2"f	0	1/0/0	0	2/1	General	4	AM, CAR3
Foot Platoon (SRM)	Ambusher	CI	1	2"f	0	1/1/0	0	2/1	General	7	AM, CAR3
Hover Platoon (Ballistic)	Ambusher	CI	1	10"h	2	1/0/0	0	1/1	General	5	CAR20
Hover Platoon (Flamer)	Ambusher	CI	1	8"h	1	1/0/0	0	1/1	General	6	CAR20, HT1/-/-
Hover Platoon (Laser)	Ambusher	CI	1	10"h	2	1/1/0	0	1/1	General	9	CAR20
Hover Platoon (LRM)	Ambusher	CI	1	8"h	1	1/1/0	0	1/1	General	9	CAR20
Hover Platoon (MG)	Ambusher	CI	1	8"h	1	1/0/0	0	1/1	General	5	CAR20
Hover Platoon (SRM)	Ambusher	CI	1	8"h	1	1/1/0	0	1/1	General	9	CAR20
Jump Platoon (Ballistic)	Ambusher	CI	1	6"j	1	1/0/0	0	2/1	General	7	AM, CAR4
Jump Platoon (Flamer)	Ambusher	CI	1	4"j	0	1/0/0	0	2/1	General	5	AM, CAR4, HT1/-/-
Jump Platoon (Laser)	Ambusher	CI	1	6"j	1	1/1/0	0	2/1	General	11	AM, CAR4
Jump Platoon (LRM)	Ambusher	CI	1	4"j	0	1/1/0	0	2/1	General	8	AM, CAR4
Jump Platoon (MG)	Ambusher	CI	1	4"j	0	1/0/0	0	2/1	General	4	AM, CAR4
Jump Platoon (SRM)	Ambusher	CI	1	4"j	0	1/1/0	0	2/1	General	8	AM, CAR4
Mechanized Field Artillery (Thumper)	Missile Boat	CI	1	2"w	0	1/0/0	0	1/1	General	13	ARTT-1, CAR40
Motorized Platoon (Ballistic)	Ambusher	CI	1	6"m	1	1/0/0	0	2/1	General	6	AM, CAR6
Motorized Artillery Platoon (Sniper)	Missile Boat	CI	1	2"m	0	1/0/0	0	2/1	General	19	ARTS-1, CAR23
Motorized Platoon (Flamer)	Ambusher	CI	1	4"m	0	1/0/0	0	2/1	General	4	AM, CAR6, HT1/-/-
Motorized Platoon (Laser)	Ambusher	CI	1	6"m	1	1/1/0	0	2/1	General	10	AM, CAR6
Motorized Platoon (LRM)	Ambusher	CI	1	4"m	0	1/1/0	0	2/1	General	7	AM, CAR6
Motorized Platoon (MG)	Ambusher	CI	1	4"m	0	1/0/0	0	2/1	General	4	AM, CAR6
Motorized Platoon (SRM)	Ambusher	CI	1	4"m	0	1/1/0	0	2/1	General	7	AM, CAR6
Tracked Platoon (Ballistic)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28
Tracked Platoon (Flamer)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28, HT1/-/-
Tracked Platoon (Laser)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Tracked Platoon (LRM)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Tracked Platoon (MG)	Ambusher	CI	1	6"t	1	1/0/0	0	1/1	General	5	CAR28
Tracked Platoon (SRM)	Ambusher	CI	1	6"t	1	1/1/0	0	1/1	General	8	CAR28
Wheeled Platoon (Ballistic)	Ambusher	CI	1	8"w	1	1/0/0	0	1/1	General	5	CAR24
Wheeled Platoon (Flamer)	Ambusher	CI	1	6"w	1	1/0/0	0	1/1	General	5	CAR24, HT1/-/-
Wheeled Platoon (Laser)	Ambusher	CI	1	8"w	1	1/1/0	0	1/1	General	9	CAR24
Wheeled Platoon (LRM)	Ambusher	CI	1	6"w	1	1/1/0	0	1/1	General	8	CAR24
Wheeled Platoon (MG)	Ambusher	CI	1	6"w	1	1/0/0	0	1/1	General	5	CAR24
Wheeled Platoon (SRM)	Ambusher	CI	1	6"w	1	1/1/0	0	1/1	General	8	CAR24