



Foot Platoon (MG)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: Catherine Morlock

Gunnery Skill: 4

Anti-Mech Skill: 8

Role: Ambusher

Max Weapon Damage*

Notes:

+1DG damage vs. conventional infantry.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	16	15	14	14	13	13	12	12	11	11	10	9	9	8	8	7	7	6	6	5	4	4	3	3	2	2	1	1

* Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)																						
Range:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier:	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

BV: 84

Transport Wt: 2.5 tons

Movement MP: 0*

Type: Ground

Field Gunners (LBX5)

Armor Type: Generic Infantry Kit

Damage Divisor: 1.0

Commander: Kezia Kazaz

Gunnery Skill: 4

Anti-Mech Skill: N/A

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	15	14	14	13	12	12	11	11	10	10	9	9	8	8	7	7	6	6	5	5	4	4	3	3	2	2	1	1

* Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)																						
Range:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier:	-2	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

BV: 266

Transport Wt: 55.0 tons

Movement MP: 3

Type: Mechanized Tracked

Heavy Jump Infantry DEST Heavy Response Platoon

Armor Type: DEST Infiltration Suit

Damage Divisor: 1.0

Commander: Jaypearl Anderson

Gunnery Skill: 4

Anti-Mech Skill: 8

Role: Ambusher

Max Weapon Damage*

Notes:

None

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	
—	—	—	—	—	—	—	—	—	8	8	8	7	7	6	6	6	5	5	4	4	4	4	3	3	2	2	2	1	1	0

* Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)																						
Range:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier:	-2	0	0	+2	+2	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

+1 to-hit modifier to attackers if unit does not move.

BV: 108

Transport Wt: 3.5 tons

Movement MP: 3

Type: Jump

Movement MP: 1

Type: Ground

Submersible Mechanized Infantry Kraken Unleashed - The Mermen

Armor Type: Environment Suit, Marine

Damage Divisor: 2.0

Commander: Jay Fortey

Gunnery Skill: 4

Anti-Mech Skill: N/A

Role: Ambusher

Max Weapon Damage*

Notes:

Can operate in vacuum.

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1
—	—	—	—	—	—	—	—	—	—	13	13	12	11	11	10	9	9	8	7	7	6	5	5	4	3	3	2	1	1

* Damage is always applied in 2-point Damage Value groupings

RANGE IN HEXES (TO-HIT MODIFIER)																						
Range:	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21
Range Modifier:	-1	0	0	+2	+2	+4	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—
Underwater:	-1	0	+2	+4	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

BV: 73

Transport Wt: 18.0 tons

Movement MP: 3

Type: Mechanized SCUBA



Clan Jump Point (SRM)

Commander: Onel Muthemba

Gunnery Skill: 5

Anti-Mech Skill: 6

Role: Ambusher

Max Weapon Damage*

Notes:

None

Armor Type: Clan Armor Kit (All)

Damage Divisor: 2.0

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1									
-	-	-	-	-	-	-	-	-	-	11	10	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	1	1									
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																												
Range:										0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier:										-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

BV: 104

Transport Wt: 3.5 tons

Movement MP: 2

Type: Jump

Movement MP: 1

Type: Ground

Motorized XCT Infantry Explorer Corps Hostile Environment

Commander: Asiannique Dodgson

Gunnery Skill: 4

Anti-Mech Skill: 8

Role: Scout

Max Weapon Damage*

Notes:

Can operate in vacuum.

Armor Type: Environment Suit, Hostile

Damage Divisor: 2.0E

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1									
-	-	-	-	-	-	-	-	-	-	-	-	16	15	14	13	12	11	11	10	9	8	7	6	5	4	4	3	2	1									
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																												
Range:										0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier:										-1	0	0	+2	+2	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-

BV: 127

Transport Wt: 3.5 tons

Movement MP: 2

Type: Motorized

Manei Domini Attack Squad 'Tau Zombie'

Commander: Corina Vargo

Gunnery Skill: 4

Anti-Mech Skill: 5

Role: Ambusher

Max Weapon Damage*

Notes:

Cybernetically enhanced: Artificial Pain Shunt, Myomer Implants (Triple Strength), Sensory Implants (Laser/Telescopic Eyes), Myomer Implants (Dermal Armor), Sensory Implants (Enhanced Audio)

Armor Type: Word of Blake Infantry Kit

Damage Divisor: 2.0

30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1									
-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	8	7	5	4	3	1									
*Damage is always applied in 2-point Damage Value groupings										RANGE IN HEXES (TO-HIT MODIFIER)																												
Range:										0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21							
Range Modifier:										-1	0	0	0	0	0	+1	+1	+2	+2	+2	+3	+3	+4	+4	+4	-	-	-	-	-	-	-	-	-	-	-	-	-

BV: 131

Transport Wt: 0.5 tons

Movement MP: 1

Type: Ground

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

*MECHS, PROTOMECHS AND VEHICLES

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
AP Gauss Rifle	206
Light Machine Gun	106
Machine Gun	206
Heavy Machine Gun	306
Small/Micro Pulse Laser	206
Flamer	406

BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	106/2 (round up)
Machine Gun	106
Heavy Machine Gun	206
Flamer	306
Light Recoilless Rifle	106
Medium Recoilless Rifle	206
Heavy Recoilless Rifle	206
Light Mortar	106
Heavy Mortar	106
Automatic Grenade Launcher	106/2 (round up)
Heavy Grenade Launcher	106

NON-INFANTRY WEAPON AGAINST INFANTRY

WEAPON TYPE*	NUMBER OF CONVENTIONAL TROOPERS HIT†
Direct Fire (Energy or Ballistic)	Damage Value / 10
Cluster (Ballistic)	Damage Value / 10 + 1
Pulse**	Damage Value / 10 + 2
Cluster (Missile)	Damage Value / 5
Area Effect (AE)	Damage Value / 5
Burst-Fire	See Burst-Fire Weapons Table
Heat Effect Weapons	See Heat-Effect Weapons‡

*See Combat, p. 113 in *Total Warfare*, for weapon terminology.

**Except for Small and Micro Pulse Lasers, which are treated as Burst-Fire Weapons.

†This equals the number of conventional infantry troopers hit and eliminated, regardless of armor protection. Attacks by non-infantry weapons against mechanized infantry double the number of troopers eliminated; round fractions up.

‡Each Heat-Effect Weapon has specific damage against conventional infantry, as noted on either the appropriate Weapon and Equipment Tables or in *Other Combat Weapons and Equipment* (see p. 129 in *Total Warfare*).

