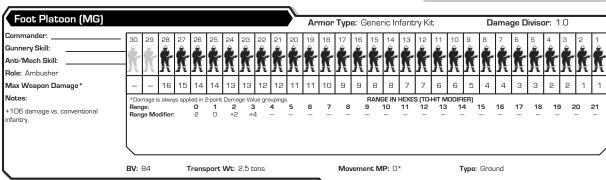


CONVENTIONAL **INFANTRY RECORD** SHEET



Field Gunners (LBX5)											1	Λr	mor	Typ	o. (-	one	ric In	fanti	ry Kit				D:	ama	по Г	livier	or: 1	n		
Commander: Gunnery Skill: Anti-Mech Skill:	30	29	28	27 Ř	26 Ř	25 Ř	24	23 Ř	22 Ř	21	20	19	18	17	16	15	14	13	12	11 K	10	9	*	7	6	5	4	3 Ř	²	1
Max Weapon Damage* Notes:	_ *Do	_								11 oupings	_	10	9	9	8	8	7	7	6 S (TO-I	6	5	5	4	4	3	3	2	2	1	1
None	Ran	ge:	odifier		0 -2	1 0	2 +2	3	1	оцріпда 4 —	5	6	7 -	8			10	11 -	12	13			15 -	16 -	17 -	18 _	19	2	D 2	21 –
	Oty 3		ld Gur 5-X A				Omg 5 DB,C/		Vlin 3	S N 7 1	4 2		imo iO	Crew 8	ı															,
	BV:	266		1	rans	port	Wt:	55.0	tons					Mo	veme	nt M	P : 3				Т	ype:	Mec	haniz	ed Tr	acke	d			_

Heavy Jump Infantr	y DES	П	eav	y Re	spo	JIIS.	e P	ato	on		7	Ar	mor	Тур	e: D	EST)	Infilt	ratio	on Su	uit			Da	ama	ge C)ivis	or: 1	0.1		
Commander:	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
Gunnery Skill:		8.	2	2	2	Æ.	£.	2	£.	£	£	£	æ	£	£	£	£	£	£	£	£	£	£	£	£	æ	£	£	£	£
Anti-'Mech Skill:			177		W	W	T	W	W	K	K	K	K	K	K	K	K	K	K	K	K	K	T	K	K	K	K	K	K	Ñ
Role: Ambusher	3%	3%	3%	2%	2%	3%	N	3%	Νī	Jì	Jì	Jì	Jĩ	п	Jί	Jί	Jί	Jì	Jì	Jì	Лì	Jù	Jί	Jì.	п	Jί	п	Ĵί	п	ĴÌ
Max Weapon Damage*	-	-	-	-	-	_	_	_	–	8	8	8	7	7	6	6	6	5	5	4	4	4	3	3	2	2	2	1	1	0
Notes:	*Da	mage	is alwa	ays app	lied in	2-point	Dama	ige Val	ue gro	upings	<u> </u>					RANG	GE IN	HEXE	S (TO-	HIT IV	IODIFI	IER)								_
None	Rar Rar		odifie	r:	0 -2	1	0	+2	} ⊇ -	4 +2	5 +4	6 +4	7	8		9	10 -	11 -	12 -	13	14	4 ′	15 -	16 -	17 –	18 -	15	9 2	0	21 -
		nge Modifier: -2 0 0 +2 +2																odifier not m		acker	S									
	\																													_
	BV:	108 Transport Wt: 3.5 tons								Mo	veme	nt M	IP : 3				Т	уре:	Jum	р										

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

WEAPON
AP Gauss Rifle
Light Machine Gun
Machine Gun
Heavy Machine Gun
Small/Micro Pulse Laser
Flamer

BATTLE ARMOR

WEAPON Light Machine Gun Machine Gun Heavy Machine Gun Flamer Flamér Light Recoilless Rifle Medium Recoilless Rifle Heavy Recoilless Rifle Light Mortar Heavy Mortar Automatic Grenade Launcher Heavy Grenade Launcher DAMAGE VS. CONVENTIONAL INFANTRY
2D6
1D6
2D6
3D6
3D6
2D6
4D6

DAMAGE VS. CONVENTIONAL INFANTRY

S. CONVENTIONAL

1D6/2 (round up)

1D6
2D6
3D6
1D6
2D6
2D6
2D6
1D6
1D6
1D6
1D6
1D6/2 (round up) 1D6/2 (rou 1D6

NON-INFANTRY WEAPON AGAINST INFANTRY NUMBER OF CONVENTIONAL TROOPERS HIT† Damage Value / 10 + 1 Damage Value / 10 + 2 Damage Value / 5 Damage Value / 5 See Burst-Fire Weapons Table

Type: Ground

Direct Fire (Energy or Ballistic) Cluster (Ballistic) Pulse * * Cluster (Missile) Area Effect (AE) Burst-Fire Heat Effect Weapons

Movement MP: 1

*See Combat, p. 113 inTotal 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 inOther Combat Weapons and Equipment (see p. 129 inTotal Warfare).



See Heat-Effect Weapons‡

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											C	LUST	ER H	ITS T	ABLE												
Die Roll (2D6)		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
2	1	1	1	1	2	2	2	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	9	9	9
3	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	7	7	7	8	8	9	9	9
4	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9	9	10	10	10	11	11	11
5	1	2	2	3	3	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	20	21	21	22	23
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16	17	18	19	20	21	21	22	23
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

Light Woods +1/hex Heavy Woods +2/hex Partial Cover +1 Target Prone (adjacent hex) -2 Prone (other hex) +1 Immobile -4 -2 Moved 0-2 hexes +0 Moved 3-4 hexes Moved 5-6 hexes +2 Moved 7-9 hexes +3 Moved 10-17 hexes +4

+5

+6 +1

Moved 18-24 hexes

Large support vehicle or grounded DropShip

Moved 25+ hexes

TO-HIT MODIFIERS

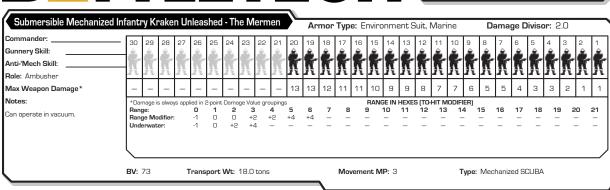
MOVEME	NT COSTS
Move	Cost Prohibited
Cost to Enter Any He	ex: 1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	+1
Light woods	+0
Mechanized	+1
Heavy woods	+1 Tracked
Water	
Depth 1+	Prohibited
Rubble	+1
Building	
Nonmechanize	d +0
Mechanized	+1
Level Change (Up or	Down)
1 level	+2
2+ levels	Prohibited

ANTI-'M	ECH ATTACI	K TABLE
Active troopers	Leg Attack	Swarm Attack
22+	0	+2
16-21	+2	+5
10-15	+5	Not possible
5-9	+7	Not possible
1-4	Not possible	Not possible

SWAR	VI ATTACKS HI	T LOCATION
2D6 Roll	Bipedal Location	Four-Legged Location
2	Н	Н
3	CT(R)	RT
4	RT(R)	CT(R)
5	RT	RT(R)
6	RA	RT
7	CT	CT
8	LA	LT
9	LT	LT(R)
10	LT(R)	CT(R)
11	CT(R)	LT
12	Н	Н



CONVENTIONAL **INFANTRY RECORD** SHEET



Clan Jump Point (SRI	/I J											Ar	mor	Тур	e: C	lan A	۱rma	or Kit	t (All]			D	ama	ge D)ivisc	or: 2	2.0		
Commander:	- 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	Ī1
Gunnery Skill:	8	8.	â.	à.	â.	à.	à.	à.	â.	â.	£	£	£.	£	£	â.	£	£.	£	ŝ	ŝ.	£	£	£	â	£	Ŷ.	œ.	ŝ	1
Anti-'Mech Skill:		W	W	W	W	W	1	1	W	W	K	K	K	K	K	K	K	ĸ	K	K	K	K	K	K	K	K	K	T	ĸ	1
Role: Ambusher	11	3%	21	2%	2%	3%	N	3%	2%	21	Jì	Jì	Jί	п	Jί	Ĵί	п	Ĵί	Jï	п	Ĵί	Jì	Ĵί	IL.	Лì	Ĵί	п	Jί	n	Ž,
Max Weapon Damage*	-	-	-	-	_	_	_	_	-	-	11	10	10	9	9	8	8	7	6	6	5	5	4	4	3	3	2	2	1	′
Notes:	*Da	mage i	is alwa	ys appi	lied in a	2-point	Dama	ge Val	ue gra	upings	5		_	_	_	RANG	E IN	HEXES	(TO-	HIT IV	10DIF	ER)	_							_
None	Ran	ge:			0	1	2	3	1	4	5	6	7	8	: !	9	10	11	12	13	1	4 ′	15	16	17	18	19	2	0	21
	Han	ge Mo	oairier	:	-1	U	0	+2	2 1	-2	+4	+4	_			-	_	_	_	_		-	_	_	_	_		_	-	_

Motorized XCT Infantry	Expl	orer	· Co	rps	HOS	cile	Ξnν	iror	ıme	ու	7	Ar	mor	Тур	e: E	nviro	nme	ent S	luit, l	Host	ile		D	ama	ge C)ivis	or: 2	2.OE		
Commander:	- 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
Gunnery Skill:	<u> </u>	â.	8	2	2	8	8	8	8	à.	8	8	æ	â	£	Ŷ.	â	æ	â.	â	Ŷ.	Ŷ.	Ŷ.	£	â.	æ	£.	£	â	ŝ
Anti-'Mech Skill:		W	T	T	1	T	W	W	W	W	W	W	K	ĸ	K	K	ĸ	T	ĸ	ĸ	K	K	T	T	K	K	K	K	K	K
Role: Ambusher	2%	21	12	n	n	п	N	N	N	N	N	N	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί	Ĵί
Max Weapon Damage*	-	-	-	_	_	_	-	–	-	_	_	_	16	15	14	13	12	11	11	10	9	8	7	6	5	4	4	3	2	1
Notes:	*Da	mage	is alwa	ys app	lied in a	2-point	Dama	ige Val	ue gro	upings	-	•				RANG	E IN	HEXES	S (TO-	HIT M	ODIFI	IER)								
Can operate in vacuum.	Ran Ran		odifie	•:	0 -1	0	0	+;	2 +	4 -2	5 +4	6 +4	7 -	8	-	- 1	10	11 -	12 _	13	14	4 ′	15 -	16 _	17 –	18 -	19	9 2	.0	21 _
		V: 127 Transport Wt: 3.5 tons									/eme									orized										

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

WEAPON
AP Gauss Rifle
Light Machine Gun
Machine Gun
Heavy Machine Gun
Small/Micro Pulse Laser
Flamer

BATTLE ARMOR

WEAPON Light Machine Gun Machine Gun Heavy Machine Gun Flamer Flamér Light Recoilless Rifle Medium Recoilless Rifle Heavy Recoilless Rifle Light Mortar Heavy Mortar Automatic Grenade Launcher Heavy Grenade Launcher DAMAGE VS. CONVENTIONAL INFANTRY
2D6
1D6
2D6
3D6
3D6
2D6
4D6

DAMAGE VS. CONVENTIONAL INFANTRY

S. CONVENT 1D6/2 (rou 1D6 2D6 3D6 1D6 2D6 2D6 1D6 1D6 1D6/2 (rou 1D6/2 (rou 1D6

NON-INFANTRY WEAPON AGAINST INFANTRY

Type: Ground

Direct Fire (Energy or Ballistic) Cluster (Ballistic) Pulse * * Cluster (Missile) Area Effect (AE) Burst-Fire Heat Effect Weapons

Movement MP: 1

NUMBER OF CONVENTIONAL
TROOPERS HIT†
Damage Value / 10 + 1
Damage Value / 10 + 2
Damage Value / 5
Damage Value / 5
See Burst-Fire Weapons Table See Heat-Effect Weapons‡

*See Combat, p. 113 inTotal 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 inOther Combat Weapons and Equipment (see p. 129 inTotal Warfare).



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								CLU	STER H	IITS TA	BLE								
Die Rol (2D6)	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
2	1	1	1	1	2	2	2	3	3	4	4	4	5	5	5	5	6	6	6
3	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6
4	1	1	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9
5	1	2	2	3	3	4	4	5	6	7	8	8	9	9	10	10	11	11	12
6	1	2	2	3	4	4	4	5	6	7	8	8	9	9	10	10	11	11	12
7	1	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12
8	2	2	3	3	4	4	5	5	6	7	8	8	9	9	10	10	11	11	12
9	2	2	3	4	5	6	6	7	8	9	10	11	11	12	13	14	14	15	16
10	2	3	3	4	5	6	7	7	8	9	10	11	11	12	13	14	14	15	16
11	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
12	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

TO-HIT MODIFIERS Light Woods +1/hex Heavy Woods +2/hex Partial Cover +1 Target Prone (adjacent hex) 2-Prone (other hex) Immobile ۔2 Skiddina Moved 0-2 hexes +0 Moved 3-4 hexes +1 Moved 5-6 hexes +2 Moved 7-9 hexes +3 Moved 10-17 hexes +4 Moved 18-24 hexes +5 Moved 25+ hexes +6 +1 Jumped Large support vehicle or arounded DropShip

MOVEMENT C	OSTS
Move	Cost
Cost to Enter Any Hex:	1
Terrain Cost:	
Clear	+0
Paved/Bridge	+0
Road	+0
Rough	+1
Light woods	+0
Heavy woods	+1
Water	
Depth 1+ (UMU)	+0
Rubble	+1
Building	
Nonmechanized	+0
Level Change (Up or Dowr	1]
1 level	+2
2+ levels	Prohibited
UMU	+1/level

ANTI-'ME	CH ATTACI	K TABLE
Active troopers	Leg Attack	Swarm Attack
22+	0	+2
16-21	+2	+5
10-15	+5	Not possible
5-9	+7	Not possible
1-4	Not possible	Not possible

SWAR	VI ATTACKS HIT	LOCATION
2D6 Roll	Bipedal Location	Four-Legged Location
2	Н	Н
3	CT(R)	RT
4	RT(R)	CT(R)
5	RT	RT(R)
6	RA	RT
7	CT	CT
8	LA	LT
9	LT	LT(R)
10	LT(R)	CT(R)
11	CT(R)	LT
12	Н	Н

ATTLETECH (1)



CONVENTIONAL **INFANTRY RECORD** SHEET

Manei Domini Attack S	qua	ad '	Tau	Zo	mbi	e'						Ar	mor	Тур	e: V	Vord	l of E	Blake	Infa	ntry	Kit		Da	ama	ge D	Diviso	or: 3	3.0		$\overline{}$
Commander:	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
Gunnery Skill:	£.	£.	â.	â.	â.	2	à.	â.	â.	â.	â.	â.	8	£.	â.	â.	â.	â.	â.	à.	â.	à.	â.	â.	æ	æ	À	£	æ	à.
Anti-'Mech Skill:	W	T	T	W	W	W	W	W	W	W	W	W	T.	W	W	W	W	W	W	T		W	T	W	K	T	T	T	T	T
Role: Ambusher	3%	3%	3%	3%	3%	3%	N	21	N	N	21	3%	3%	3%	2%	N	N	3%	21	3%	37	3%	2%	3%	Jì	Jί	п	Лì	Jί	Jί
Max Weapon Damage*	-	-	-	_	-	_	_	–	_	–	_	_	_	_	-	_	_	_	–	_	_	_	-	_	8	7	5	4	3	1
Notes:	*Damage is always applied in 2-point Damage Value groupings						RANGE IN HEXES (TO-HIT MODIFIER)						_																	
Cybernetically enhanced: Artificial Pain Shunt, Myomer Implants (Triple Strength), Sensory Implants (Laser/Telescopic Eyes), Myomer Implants (Dermal Armor), Sensory Implants (Enhanced Audio)	Ran Ran	ige: ige Mo	odifier		0 -1	1	0	3	3	4	5	6 +1	7 +1	+2			10 +2	11 +3	12 +3	13 +4	14 +4		15 +4	16 -	17 -	18 -	19	9 2	-	21
	BV: 113 Transport Wt: 0.5 tons						Mov	veme	nt M	P : 1				т	уре:	Grou	ınd						_/							

TO-HIT MODIFIERS									
Terrain									
Light Woods	+1/hex								
Heavy Woods	+2/hex								
Partial Cover	+1								
Target									
Prone (adjacent hex)	-2								
Prone (other hex)	+1								
Immobile	-4								
Skidding	-2								
Moved 0-2 hexes	+0								
Moved 3-4 hexes	+1								
Moved 5-6 hexes	+2								
Moved 7-9 hexes	+3								
Moved 10-17 hexes	+4								
Moved 18-24 hexes	+5								
Moved 25+ hexes	+6								
Jumped	+1								
Large support vehicle	-1								
or arounded DropShip									

MOVEMENT COSTS										
Move	Cost									
Cost to Enter Any Hex:	1									
Terrain Cost:										
Clear	+0									
Paved/Bridge	+0									
Road	+0									
Rough	+1									
Light woods	+0									
Heavy woods	+1									
Water										
Depth 1+	Prohibited									
Rubble	+1									
Building										
Nonmechanized	+0									
Level Change (Up or Down)										
1 level	+2									
2+ levels	Prohibited									

ANTI-'ME	CH ATTAC	K TABLE
Active troopers	Leg Attack	Swarm Attack
22+	0	+2
16-21	+2	+5
10-15	+5	Not possible
5-9	+7	Not possible
1-4	Not possible	Not possible

SWAR	M ATTACKS HI	T LOCATION
2D6 Roll	Bipedal Location	Four-Legged Location
2	Н	Н
3	CT(R)	RT
4	RT(R)	CT(R)
5	RT	RT(R)
6	RA	RT
7	CT	CT
8	LA	LT
9	LT	LT(R)
10	LT(R)	CT(R)
11	CT(R)	LT
12	Н	Н

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

WEAPON
AP Gauss Rifle
Light Machine Gun
Machine Gun
Heavy Machine Gun
Small/Micro Pulse Laser
Flamer DAMAGE VS. CONVENTIONAL INFANTRY
2D6
1D6
2D6
3D6
3D6
2D6
4D6

BATTLE ARMOR

WEAPON DAMAGE VS. CONVENTIONAL INFANTRY WEAPON Light Machine Gun Machine Gun Heavy Machine Gun Flamer Light Recoilless Riffe Medium Recoilless Riffe Heavy Merculless Riffe Heavy Mortar Heavy Mortar Heavy Mortar Heavy Mortande Launcher Heavy Grande Launcher S. CONVENTIONAL 1D6/2 (round up) 1D6 2D6 3D6 3D6 1D6 2D6 2D6 1D6 2D6 1D6 1D6 1D6 1D6/2 (round up) 1D6

NON-INFANTRY WEAPON AGAINST INFANTRY

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

*See Combat, p. 113 inTotal 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 inOther Combat Weapons and Equipment (see p. 129 inTotal Warfare).



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MOVEMENT RECORD												
Turn #	1	2	3	4	5	6	7	8	9	10		
Нех												
Move Mode												
Turn #	11	12	13	14	15	16	17	18	19	20		
Hex												
Move Mode												
\		1	1	ı	1	ı	1	ı	1	I.		

CLUSTER HITS TABLE											
Die Roll											
(2D6)	2	3	4	5	6						
2	1	1	1	1	2						
3	1	1	2	2	2						
4	1	1	2	2	3						
5	1	2	2	3	3						
6	1	2	2	3	4						
7	1	2	3	3	4						
8	2	2	3	3	4						
9	2	2	3	4	5						
10	2	3	3	4	5						
11	2	3	4	5	6						
12	2	3	4	5	6						