BATTLETECH™

CONVENTIONAL INFANTRY RECORD SHEET

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 or grounded DropShip	-1

Foot Platoon (MG)

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Role: Ambusher
Max Weapon Damage* _____
Notes: +1D6 damage vs. conventional infantry.

Armor Type: Generic Infantry Kit   **Damage Divisor:** 1.0

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
—	—	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

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Field Gunners (LBX5)

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Max Weapon Damage* _____
Notes: None

Armor Type: Generic Infantry Kit   **Damage Divisor:** 1.0

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
—	—	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	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—	—

Qty	Field Gun Type	Dmg	Min	S	M	L	Ammo	Crew
3	LB 5-X AC	5 [DB,C/F]	3	7	14	21	60	8

BV: 266   **Transport Wt:** 55.0 tons   **Movement MP:** 3   **Type:** Mechanized Tracked

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MOVEMENT COSTS

Move	Cost Prohibited
Cost to Enter Any Hex:	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	
Nonmechanized	+0
Mechanized	+1
Level Change (Up or Down)	
1 level	+2
2+ levels	Prohibited

Heavy Jump Infantry DEST Heavy Response Platoon

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Role: Ambusher
Max Weapon Damage* _____
Notes: None

Armor Type: DEST Infiltration Suit   **Damage Divisor:** 1.0

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	8	8	7	7	6	6	6	5	5	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

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BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	2D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

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*).

ANTI-'MECH ATTACK 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

SWARM ATTACKS HIT LOCATION

2D6 Roll	Bipedal Location	Four-Legged Location
2	H	H
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	H	H

CLUSTER HITS TABLE

Die Roll (2D6)	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
2	1	1	1	1	2	2	2	3	3	4	4	4	5	5	5	6	6	6	7	7	7	8	8	9	9	9
3	1	1	2	2	2	3	3	3	4	4	5	5	5	6	6	7	7	8	8	9	9
4	1	1	2	3	3	3	4	4	5	5	6	7	7	8	8	9	9	10	10	10	11	11	11
5	1	2	2	3	3	4	5	6	7	8	8	9	9	10	10	11	11	12	13	14	15	16	16	17	17	17
6	1	2	3	3	4	4	5	6	7	8	9	9	10	11	12	13	13	14	15	16	16	17	17	17
7	1	2	3	4	4	5	6	7	8	9	10	11	12	13	14	15	15	16	17	17	17
8	2	3	3	4	5	6	7	8	8	9	10	11	12	13	14	15	16	16	17	17	17
9	3	3	4	5	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	21	22	23
10	2	3	3	4	5	6	7	8	9	10	11	12	13	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	23	24	25	26	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

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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 or grounded DropShip	-1

Submersible Mechanized Infantry Kraken Unleashed - The Mermen

Armor Type: Environment Suit, Marine **Damage Divisor:** 2.0

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Role: Ambusher
Max Weapon Damage* _____
Notes:
Can operate in vacuum.

Troop track: 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

Max Weapon Damage row: — — — — — — — — — — 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)

Armor Type: Clan Armor Kit (All) **Damage Divisor:** 2.0

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Role: Ambusher
Max Weapon Damage* _____
Notes:
None

Troop track: 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

Max Weapon Damage row: — — — — — — — — — — 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: 121 **Transport Wt:** 3.5 tons **Movement MP:** 2 **Type:** Jump
  Movement MP: 1 **Type:** Ground

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+ (UMU)	+0
Rubble	+1
Building	
Nonmechanized	+0
Level Change (Up or Down)	
1 level	+2
2+ levels	Prohibited
UMU	+1/level

Motorized XCT Infantry Explorer Corps Hostile Environment

Armor Type: Environment Suit, Hostile **Damage Divisor:** 2.0E

Commander: _____
Gunnery Skill: _____
Anti-'Mech Skill: _____
Role: Ambusher
Max Weapon Damage* _____
Notes:
Can operate in vacuum.

Troop track: 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

Max Weapon Damage row: — — — — — — — — — — — — 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

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ANTI-'MECH ATTACK 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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	1D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

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*).

SWARM ATTACKS HIT LOCATION

2D6 Roll	Bipedal Location	Four-Legged Location
2	H	H
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	H	H

CLUSTER HITS TABLE

Die Roll (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	5	6	7	8	9	10	10	10	11	11	12
7	1	2	3	3	4	4	5	6	7	8	9	9	10	10	11	11	12
8	2	2	3	3	4	4	5	6	7	8	10	10	11	11	11
9	2	3	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	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

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CONVENTIONAL INFANTRY RECORD SHEET

Manei Domini Attack Squad 'Tau Zombie'

Armor Type: Word of Blake Infantry Kit   **Damage Divisor:** 3.0

Commander: _____

Gunnery Skill: _____

Anti-'Mech Skill: _____

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)

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: 113   **Transport Wt:** 0.5 tons   **Movement MP:** 1   **Type:** Ground

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 or grounded DropShip	-1

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-'MECH ATTACK 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

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY

'MECHS, PROTOMECHS AND VEHICLES

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

BATTLE ARMOR

WEAPON	DAMAGE VS. CONVENTIONAL INFANTRY
Light Machine Gun	1D6/2 (round up)
Machine Gun	2D6
Heavy Machine Gun	2D6
Flamer	3D6
Light Recoilless Rifle	1D6
Medium Recoilless Rifle	2D6
Heavy Recoilless Rifle	2D6
Light Mortar	1D6
Heavy Mortar	1D6
Automatic Grenade Launcher	1D6/2 (round up)
Heavy Grenade Launcher	1D6

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).

SWARM ATTACKS HIT LOCATION

2D6 Roll	Bipedal Location	Four-Legged Location
2	H	H
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	H	H

MOVEMENT RECORD

Turn #	1	2	3	4	5	6	7	8	9	10
Hex										
Move Mode										

Turn #	11	12	13	14	15	16	17	18	19	20
Hex										
Move Mode										

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