

CLASSIC BATTLETECH



GENERIC CONVENTIONAL INFANTRY RECORD SHEET

CONVENTIONAL INFANTRY: PLATOON/POINT 1

Gunnery Skill: _____
 Anti-'Mech Skill: _____

Movement MP: _____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 2

Gunnery Skill: _____
 Anti-'Mech Skill: _____

Movement MP: _____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 3

Gunnery Skill: _____
 Anti-'Mech Skill: _____

Movement MP: _____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 4

Gunnery Skill: _____
 Anti-'Mech Skill: _____

Movement MP: _____ Type: _____

CONVENTIONAL INFANTRY: PLATOON/POINT 5

Gunnery Skill: _____
 Anti-'Mech Skill: _____

Movement MP: _____ Type: _____

CONVENTIONAL INFANTRY DAMAGE TABLE

| MAX WEAPON DAMAGE PER PLATOON/POINT TYPE* | NUMBER OF TROOPERS | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|--|--------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|
| | 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 |
| Rifle, Ballistic | 16 | 15 | 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 |
| Rifle, Energy | 8 | 8 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 6 | 5 | 5 | 5 | 4 | 4 | 4 | 4 | 3 | 3 | 3 | 3 | 2 | 2 | 2 | 1 | 1 | 1 | 1 | 0 | |
| Machine Gun | 17 | 16 | 16 | 15 | 15 | 14 | 13 | 13 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 |
| SRM | 15 | 14 | 14 | 13 | 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 | 0 |
| LRM | 13 | 12 | 12 | 11 | 11 | 11 | 10 | 10 | 9 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |
| Flamer | 14 | 14 | 14 | 13 | 12 | 12 | 12 | 11 | 11 | 10 | 10 | 9 | 9 | 8 | 8 | 7 | 7 | 6 | 6 | 5 | 5 | 4 | 4 | 3 | 3 | 2 | 2 | 1 | 1 | 0 |

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

CONVENTIONAL INFANTRY RANGE MODIFIER TABLE

| WEAPON TYPE | RANGE IN HEXES (TO-HIT MODIFIER) | | | | | | | | | |
|------------------|----------------------------------|---|----|----|----|----|----|----|----|----|
| | 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| Rifle, Ballistic | -2 | 0 | +2 | +4 | — | — | — | — | — | — |
| Rifle, Energy | -2 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — |
| Machine Guns | -2 | 0 | +2 | +4 | — | — | — | — | — | — |
| SRM | -1 | 0 | 0 | +2 | +2 | +4 | +4 | — | — | — |
| LRM | -1 | 0 | 0 | 0 | +2 | +2 | +2 | +4 | +4 | +4 |
| Flamer | -1 | 0 | +2 | +4 | — | — | — | — | — | — |

BURST-FIRE WEAPON DAMAGE VS. CONVENTIONAL INFANTRY TABLE

'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 DAMAGE AGAINST INFANTRY TABLE

| WEAPON TYPE* | NUMBER OF CONVENTIONAL TROOPERS HIT† |
|-----------------------------------|--------------------------------------|
| Direct Fire (Ballistic or Energy) | 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 all 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*).

