



Foot Platoon (SRM)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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
—	—	—	—	—	—	13	12	12	11	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: 79 Transport Wt: 2.0 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (SRM)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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
—	—	—	—	—	—	13	12	12	11	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: 79 Transport Wt: 2.0 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (SRM)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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
—	—	—	—	—	—	13	12	12	11	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: 79 Transport Wt: 2.0 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (SRM)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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
—	—	—	—	—	—	13	12	12	11	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: 79 Transport Wt: 2.0 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A



Foot Platoon (Flamer)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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	13	12	12	11	11	10	10	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														RANGE IN HEXES (TO HIT MODIFIER)															
Range																													
Range Modifier																													

BV: 74 Transport Wt: 2.5 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (Flamer)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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	13	12	12	11	11	10	10	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														RANGE IN HEXES (TO HIT MODIFIER)															
Range																													
Range Modifier																													

BV: 74 Transport Wt: 2.5 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (Rifle)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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														RANGE IN HEXES (TO HIT MODIFIER)															
Range																													
Range Modifier																													

BV: 90 Transport Wt: 2.5 tons Movement MP: 1 Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (Rifle)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Armor Type: Generic Infantry Kit

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														RANGE IN HEXES (TO HIT MODIFIER)															
Range																													
Range Modifier																													

BV: 90 Transport Wt: 2.5 tons Movement MP: 1 Type: Ground
 Movement MP: N/A Type: N/A



Foot Platoon (SRM)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Notes:
 None

Armor Type: Generic Infantry Kit

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
—	—	—	—	—	—	13	12	12	11	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: 79 Transport Wt: 2.0 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

Foot Platoon (SRM)

Experience: _____
 Gunnery Skill: _____
 Anti-Mech Skill: _____
 Max Weapon Damage* _____

Notes:
 None

Armor Type: Generic Infantry Kit

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
—	—	—	—	—	—	13	12	12	11	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: 79 Transport Wt: 2.0 tons Movement MP: 0* Type: Ground
 Movement MP: N/A Type: N/A

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. At tacks by non-infantry weapons against non-infantry troopers the number of troopers eliminated is rounded 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*).

