

BATTLETECH®

LEVEL 3 INFANTRY RECORD SHEET

Infantry Unit _____ Type: _____ Movement Points: Primary: _____ Secondary: _____

Experience: _____

Gunnery Skill: _____

Morale: _____

Armor Type: _____

Cost: _____

Battle Value: _____ Damage

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
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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Weapon Type: _____ To-Hit Modifier (Range in Hexes) 0 1 2 3 4 5 6 7 Extended Ranges (x1.5) (x2) (x2.5) (x3) Notes: _____

NARC: Field Guns: Type: _____ # _____ Ammo: _____ Disposable Weapon: _____

Infantry Unit _____ Type: _____ Movement Points: Primary: _____ Secondary: _____

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Armor Type: _____

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Battle Value: _____ Damage

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NARC: Field Guns: Type: _____ # _____ Ammo: _____ Disposable Weapon: _____

Swarm Attacks Table

Men in Platoon	Base To-Hit Number
30-22	7
21-16	10
15-1	No attack possible

Swarm Hit Location Table

Die Roll (2 D6)	Location
2	Head
3	Rear Center Torso
4	Rear Right Torso
5	Front Right Torso
6	Right Arm
7	Front Center Torso
8	Left Arm
9	Front Left Torso
10	Rear Left Torso
11	Rear Center Torso
12	Head

Morale Table

Experience Level	Morale Target
Green	9
Regular	6
Veteran	4
Elite	2
Attack Source	Modifier
BattleMech in LOS	+1
Artillery	+2
Flamer or Fire	+3
Other Modifiers	Modifier
Broken Morale	+1
Cumulative Modifiers	
Battle Armor Unit	-1
Unit in Building	-2

Attack Table

Multiple Target	Single Target
Artillery	ER Lasers
ATMs	Gauss Rifles
Autocannon	Lasers
Flamers	PPCs
LRMs	Club/Hatchet/Sword
Machine Guns	Kick
MRMs	Punch
Pulse Lasers	
Rocket Launchers	
SRMs	
Streak Missiles	
Death From Above	
Thrashing Attack	

Leg Attacks Table

Men in Platoon	Base To-Hit Number
30-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible