

TRO Infantry

Tau Zombie (WOB)

Notable Unit: Manei Domini “tau Zombie” Attack Squad

Tech Base (Rating): Inner Sphere (F/X-X-F)

Transport Weight: 0.5

Equipment:

Primary Weapon: 2 Mauser 1200 ISS Small Standard (E)

Secondary Weapon: 4 Heavy Support Laser Medium Support (E)

Number per Squad: 4

Crew: 1

Field Gun/Artillery:

Tons/Crew Per Gun:

Ammo Per Gun:

Armor: Word of Blake Standard Infantry Kit

XCT Training: N

AntiMech Kit: Y

Paramedics: 0

Battle Value: Base 125 BV (Regular Gunnery 4/AntiMech 5 - 125 BV)

Notes: None

Beast Mount: None

Platoon Type (Specialty): Foot (None)

Ground MP: 1

Jump/VTOL MP: 0

Prohibited Terrain: Water (any)

Platoon Size (Troopers per Squad/Squads per Platoon): 6 (6/1)

Armor Divisor: 3

To-Hit Modifier:

0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	
-1	0	0	0	0	0	1	1	2	2	2	3	3	4	4	4	X	X	X	X	X	X	X

Maximum Weapon Damage: (vs Conventional Infantry)

1	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	29	30
1	3	4	5	6	8	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X

Damage: Primary (Max 0.6 per trooper) - 1.2/Secondary - 5.88

Battle Value Calculations for Tau Zombie (WOB)

Defensive Battle Rating Calculation:

Base Target Movement Modifier:		1

Target Movement Modifier:		1
Damage Divisor:		3
Cybernetics Implants Defensive Battle Rating:		
Number of troopers x 1.5 x TMM x DD + Implants		
	$6 \times 1.5 \times 1 \times 3 =$	27

Offensive Battle Rating Calculations:

Primary Weapon Battle Rating:		
Mauser 1200 ISS		
	$2 \times 5.32 =$	10.64
Secondary Weapon Battle Rating:		
Heavy Support Laser		
	$4 \times 17.35 =$	69.4
Field Guns/Artillery: Battle Rating		
	x	0
Cybernetic Implant Weapon Battle Rating:		0.48

Anti-Mech BV:		96.048

Weapon Battle Rating:		177.768
Speed Factor:		0.54
Weapon Battle Rating x Speed Factor:	$177.768 \times 0.54 =$	
95.99		
Defensive BR + Offensive BR:	$27 + 95.99 =$	122.99
Cybernetic Implant Battle Value:		1.68
Base Unit Type Modifier:		1

Total Unit Type Modifier:		1
Final BV:		125