

Intel Team Infantry

Armor Type: Sneak Suit (Camo/IR/ECM) Damage Divisor: 1.0

Commander: _____

Gunnery Skill: _____

Anti-Mech Skill: _____

Role: Sniper

Max Weapon Damage* _____

Notes: _____

Invisible to standard/light active probes.

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
*Damage is always applied in 2-point Damage Value groupings																													
RANGE														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 0 0 0 +1 +1 +2 +2 +2 +3 +3 +4 +4 +4 +4 - - - - - - - - - -															
MPs Used: 0 1 2 3+														To-Hit Modifier: +3 +2 +1 0															
(All Attackers)																													

BV: 25 Transport Wt: 1.0 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

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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

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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

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	1D6
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	7
2	1	1	1	1	2	2
3	1	1	2	2	2	2
4	1	1	2	2	3	3
5	1	2	2	3	3	4
6	1	2	2	3	4	4
7	1	2	3	3	4	4
8	2	2	3	3	4	4
9	2	2	3	4	5	6
10	2	3	3	4	5	6
11	2	3	4	5	6	7
12	2	3	4	5	6	7