

LEVEL 3 BATTLETECH® INFANTRY RECORD SHEET

▼ Jump Platoons Start Here

Platoon I.D. _____

Experience: _____

Heavy Armor _____

LRM or Rifle Platoon _____

Machine Gun or Flamer Platoon _____

Laser or SRM Platoon _____

	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
Heavy Armor																												
LRM or Rifle Platoon	7	7	7	7	6	6	6	6	5	5	5	5	4	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1
Machine Gun or Flamer Platoon	10	9	9	8	8	8	8	7	7	7	6	6	6	5	5	4	4	4	3	3	3	2	2	2	1	1	1	1
Laser or SRM Platoon	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

Narc Pods: Type _____ # _____ Ammo: _____

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Laser or SRM Platoon	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

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Narc Pods: Type _____ # _____ Ammo: _____

Leg Attacks Table

Men in Platoon	Base To-Hit Number
28-22	4
21-16	7
15-10	10
9-5	12
4-1	No attack possible

Swarm Attacks Table

Men in Platoon	Base To-Hit Number
28-22	7
21-16	10
15-1	No attack possible

Swarm Hit Location Table

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

Base To-Hit Number Table

Weapon Type	Range in Hexes												
	0	1	2	3	4	5	6	7	8	9	10	11	12
Rifle	-2	0	+2	-	-	-	-	-	-	-	-	-	-
Machine Gun	-2	0	+2	+4	-	-	-	-	-	-	-	-	-
Flamer	-1	0	+2	-	-	-	-	-	-	-	-	-	-
Portable Laser/TAG	-2	0	+2	+4	-	-	-	-	-	-	-	-	-
SRM or NARC	-1	0	0	+2	+2	+4	+5	-	-	-	-	-	-
LRM	+8	+6	+4	+2	0	0	0	+2	+2	+2	+4	+4	+5

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