

**Conventional Infantry Squad** ID: \_\_\_\_\_

1		Support Team	Weapons:	Dmg	Min	Sht	Med	Lng	Ext	
2		Rifle	Sup- _____							
3		Rifle	Rifle	1(ai)		1	3	6	14	
4		Rifle	Armor: Heavy	Fatigue						
5		Rifle	MP: (Foot) _____	Level	1	2	3	4	5	6
6		Rifle	Gunnery: _____	Roll	3	5	7	10	11	A
			Specialty: _____							
			Ammo (Sup): _____							

Ammo:

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**- Support Weapon Options -**

Weapon	Damage	Range: S	M	L	Ex	Ammo	
Machine Gun	2	1	2	3	4	10	
Flamer	2	1	2	3	4	6	
Laser	3	1	2	3	4	20	
SRM	2	3	6	9	12	12	
SRM 2	2per	3	6	9	12	6	
LRM	1	Min:6	7	14	21	28	12
Rifle (Recoilless)	3	2	4	6	8	12	
Rifle (Light Recoilless)	2	2	4	6	8	18	
Rifle (Heavy Recoilless)	3	3	5	7	10	6	
Rocket Launcher	1	3	7	12	14	OS	
Grenade Launcher	Ord	1	2	3	4	20	

Note; Support Weapon ranges are for anti-armor attacks. Anti-Infantry Attacks get a x3 modifier to all ranges.

Notes:

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### **Support Weapon Attacks - Standard**

The Support weapon will function the same as its counterpart found on tanks, BA, and BattleMechs when targeting armored targets like tanks, BA, or BattleMechs. Extreme Range is included as an option.

### **Support Weapon Attacks - Anti-Infantry**

If it is directed in an anti-infantry capacity, it'll get a x3 range boost against conventional infantry squad targets. Weapons that are listed in the Total Warfare Burst Fire Weapons list get to apply their damage as indicated, but applied as per the Anti-Infantry Attack resolution below.

All other weapons will apply their damage per the Anti-Armor Weapons Targeting Infantry Squads below.

### **Rifle Attacks**

Rifle Attacks shown in gray are Anti-Infantry only and cannot expect to harm armored units.

Each of the free Rifles in the squad gets an attack roll. Each successful hit from a rifle scores one point of anti-infantry damage.

For simplification, the whole squad is given one gunnery value to work with.

The Support Team and the Rifles can engage different targets with no penalty. All Rifles in a squad must target one enemy unit, like an enemy squad, however.

### **Anti-Infantry Damage**

Each point of AnInf damage is applied to the target squad with a random d6 roll, consulting the trooper number to see which one got hit. Anti-Infantry damage will be applied to any armor boxes first, before the trooper is hit and is eliminated as a mission-kill. If a trooper is eliminated in an anti-infantry attack while damage is still being resolved, any further damage to that trooper does not get rerolled. If you're tracking trooper survival, the extra damage will count against that.

If the support team is hit with AnInf damage, and it wasn't enough to eliminate the whole team, roll 2d6. On an 8 or better the Support Weapon itself has been damaged and no longer functions and the team can no longer make any attacks for the rest of the game or until the weapon is replaced. Otherwise the support team will function until both troopers have been eliminated. *(I may work in a roll to see if a Rifleman needs to be sacrificed to keep the team functioning.)*

### **Anti-Armor Weapons Targeting Infantry Squads**

Anti-Armor weapons fired against a squad will hit one trooper or team for sure.

However, there is a chance to catch a couple more. Roll on the determining critical hits table, and the number of crits indicated is the additional number of troopers damaged. Use the terrain's MP cost in the hex the target occupies as a negative modifier to the roll. In the case of Buildings, use the CF damage reduction granted to armored units as a negative modifier, instead.

Divide the weapons damage value by the number of troopers hit, or the number of remaining troopers/teams, (whichever is smaller) with any remainder lost to indicate the travel of the beam or bullet stream, or dispersion in the blast. *(Note: the double-damage applied to infantry squads out in the open still applies in this instance.)*

Randomly determine one trooper as per anti-infantry attacks. Then apply the damage as determined above to that trooper, then to each subsequent active trooper in the list going in sequential number order. If you reach the bottom of the list with damage remaining, start at the top of the list and continue down.

### **Targeting the Support Weapons Team**

When a squad is targeted the attacker can declare whether they are targeting the support weapon team or making a general anti-infantry attack.

If the support weapon team is directly targeted, no roll on the squad is required, and no check to see if extra troops were damaged is made. You were going for the weapon. This means any cluster damage would all get tallied onto that team. (The one exception would be LB-X cluster munitions, which always get resolved as an Anti-Infantry Attack.)

### **Fatigue**

Whenever a squad spends MP on a fatiguing action, like running, their fatigue level goes up by one. During the Heat or End Phases of a turn, they make a 2d6 roll with the roll number associated with the corresponding fatigue level as the target value. If the roll meets or exceeds the value, they overcome their fatigue and can spend MP normally during the next Movement Phase. If they fail, they can only expend MP to Recover during the next Movement Phase.

Actions that are fatiguing:

- Running (*Spending MP to move 1 or more hexes*)
- Doubling the squad's rate of fire. (*MP spent to make an attack is not normally fatiguing. However, a squad may undertake a fatigue to double the rate of fire for their Rifles. They may only do this once per MP spent for an attack. Because Support weapons will have to spend MP to reload, they do not benefit from this, only getting to fire once a turn, nominally.*)

### **MP Expenditure**

Movement Points will determine what a squad does in its turn. MP is spent during the movement phase as normal, but what it is spent on will determine what is done during the movement and following phases.

MP Actions List:

2 MP - Enter an adjacent Hex (Whole squad moves.)

1 MP - Make a Support Weapon attack. (Note: Support weapons cannot use this unless they first spend an MP to Set-up/Load. This MP can be combined with another action.)

1 MP - Set-up/Load (Support Weapon Team action. This MP can be combined with another action.)

1 MP - Make a Free Rifle Attack. (The rifles make an anti-infantry attack. This Action can be combined with the Set-up/Load Action or Make a Support Weapon attack.)

1 MP - Recover (Reduce the squad's Fatigue Level by one. This action can be combined with the Set-up/Load or Make a Support Weapon attack.)

### **Pinning (Optional)**

Any unit deciding to make an anti-infantry attack has two modes to choose from: *Standard* or *Suppression Fire*.

Standard is working to actually hit and wound troopers in a squad, which has already been detailed above.

*(Suppression Fire is a bit more casual in its fire expenditure, as the goal is to pin any infantry in a hex in place, slowing them down, and reducing any return fire. For armored units like Mechs and Tanks, it's a special mode triggered by the gunner and carried out by the machine during a full 10 seconds compared to the hard bursts the guns would normally use for damaging armor. For squads, it's a matter of a couple troopers popping up to lay down some shots while others duck and/or reload keeping up a steady rain of attacks.)*

*Suppression Fire* is only available to weapons listed in the Anti-Infantry Burst Weapons list in Total Warfare] when coming from non-Conventional Infantry units.

Target a hex within Line of Sight which is occupied by one or more target squads. No to-hit roll is necessary. Any Conventional Infantry units in the hex get the pinned result at the end of the Weapons Fire Phase.

There is a chance for some damage to a squad. If there is more than one squad in a hex, declare the squad targeted for general damage. Then roll on the Determining Critical Hits Table. Apply range modifiers and any cover modifiers (as described in Applying Anti-Armor Damage) as negative modifiers to the result. The number of crits scored is the amount of Anti-Infantry damage scored against the targeted squad, and is applied as normal.

If the attack is targeting a hex beyond Long or Extreme Range (depending on whether the unit is using the Extreme Range rules), then no damage is scored at all, but the Pinning Effect still happens.