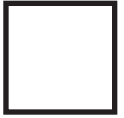


# THE FACE OF BATTLE

## Vehicle Reference Sheet



| Player Data       |  |
|-------------------|--|
| Name              |  |
| Nationality       |  |
| Force             |  |
| Company / Platoon |  |

| Leader Data |      |      |        |    |    |    |           |
|-------------|------|------|--------|----|----|----|-----------|
| Unit Id     | Rank | Type | Rating | ZC | LA | LQ | Authority |
|             |      |      |        |    |    |    |           |
|             |      |      |        |    |    |    |           |

| Crew Data |         |      |      |      |    |    |    |    |        |          |       |
|-----------|---------|------|------|------|----|----|----|----|--------|----------|-------|
| #         | Unit ID | Rank | Name | Type | CI | CV | TV | MV | Weapon | Grenades | Notes |
| 1         |         |      |      |      |    |    |    |    |        |          |       |
| 2         |         |      |      |      |    |    |    |    |        |          |       |
| 3         |         |      |      |      |    |    |    |    |        |          |       |
| 4         |         |      |      |      |    |    |    |    |        |          |       |
| 5         |         |      |      |      |    |    |    |    |        |          |       |
| 6         |         |      |      |      |    |    |    |    |        |          |       |
| 7         |         |      |      |      |    |    |    |    |        |          |       |
| 8         |         |      |      |      |    |    |    |    |        |          |       |

| Firearm Data |    |     |     |    |    |    |    |   |   |   |  |
|--------------|----|-----|-----|----|----|----|----|---|---|---|--|
| Name         | FM | SpA | TpS | HM | DM | MN | PF | S | E | L |  |
|              |    |     |     |    |    |    |    |   |   |   |  |
|              |    |     |     |    |    |    |    |   |   |   |  |
|              |    |     |     |    |    |    |    |   |   |   |  |

| Operational Data |      |    |      |       |      |       |    |      |           |
|------------------|------|----|------|-------|------|-------|----|------|-----------|
| Name             | Type | SV | Size | Speed | Crew | Radio | GP | Year | Last Used |
|                  |      |    |      |       |      |       |    |      |           |
|                  |      |    |      |       |      |       |    |      |           |

| Combat Data |    |    |       |     |     |
|-------------|----|----|-------|-----|-----|
| TS          | TM | CD | Co-Ax | Bow | A/A |
|             |    |    |       |     |     |
|             |    |    |       |     |     |

| Gun Data |      |    |     |    |     |      |     |     |
|----------|------|----|-----|----|-----|------|-----|-----|
| Main Gun | Type | AP | AP+ | HE | HE+ | Size | Pri | Sec |
|          |      |    |     |    |     |      |     |     |
|          |      |    |     |    |     |      |     |     |

| Armour Data  |             |             |     |            |           |           |     |     |
|--------------|-------------|-------------|-----|------------|-----------|-----------|-----|-----|
| Turret Front | Turret Side | Turret Rear | Man | Hull Front | Hull Side | Hull Rear | Top | Btm |
|              |             |             |     |            |           |           |     |     |
|              |             |             |     |            |           |           |     |     |

| Component Damage                       |                                             |
|----------------------------------------|---------------------------------------------|
| Close Defence <input type="checkbox"/> | MG (AA) <input type="checkbox"/>            |
| Cupola <input type="checkbox"/>        | MG (Bow) <input type="checkbox"/>           |
| Optics <input type="checkbox"/>        | MG (Co-Axial) #1 <input type="checkbox"/>   |
| Radio #1 <input type="checkbox"/>      | MG (Co-Axial) #2 <input type="checkbox"/>   |
| Radio #2 <input type="checkbox"/>      | Main Armament <input type="checkbox"/>      |
| Traverse <input type="checkbox"/>      | Secondary Armament <input type="checkbox"/> |
| Vision <input type="checkbox"/>        |                                             |
|                                        | Structure Value <input type="checkbox"/>    |
| Drive Train <input type="checkbox"/>   | <input type="checkbox"/>                    |
| Engine <input type="checkbox"/>        | <input type="checkbox"/>                    |
| Road Wheels <input type="checkbox"/>   | <input type="checkbox"/>                    |
| Steering <input type="checkbox"/>      | <input type="checkbox"/>                    |
| Suspension <input type="checkbox"/>    | <input type="checkbox"/>                    |
| Throttle <input type="checkbox"/>      | <input type="checkbox"/>                    |
| Tracks <input type="checkbox"/>        | <input type="checkbox"/>                    |
| Wheels <input type="checkbox"/>        | <input type="checkbox"/>                    |

Notes: \_\_\_\_\_

\_\_\_\_\_