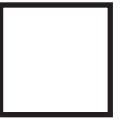


THE FACE OF BATTLE

Vehicle Reference Sheet



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

Notes: _____

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"/>

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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"/>
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Drive Train	<input type="checkbox"/>		<input type="checkbox"/>
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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"/>