



THE FACE OF BATTLE

Vehicle Reference Sheet

Player Information			
Player		Nationality	
Force			

Leaders										
Crew	Unit ID	Rank	Type	Leadership	ZC	LA	LQ	RA	IM	Authority

Morale										
1	2	3	4	5	6	7	8	9	10	

Deck	
Soldier	
Crew	
Mass Move	
CO - LC	
NCO - LC	
Vehicle	
Event	
Special	
Buffer	
Total	

Initiative	
Crew	

Crew:													
Card #	Unit ID	Rank	Name	Position	Type	CI	CV	MV	Injuries	Grenades	Weapon	Notes	
1													
2													
3													
4													
5													
6													
7													
8													
9													
10													

Weapons																									
Name	Type	S	S	F	P	Q	Normal			3/4			2/3			1/2			1/3			1/4			Notes
							S	E	L	S	E	L	S	E	L	S	E	L	S	E	L	S	E	L	

Vehicle Data					
Vehicle		Main Gun		Turret Front	
Type		Type		Turret Side	
Weight (SV)		AP PF		Turret Rear	
Size		# of Rounds		Mantelet	
Maximum Speed		AP+ PF		Hull Front	
Crew		# of Rounds		Hull Side	
CH		HE PF		Hull Rear	
Turret Speed		# of Rounds		Top	
Turret Modifier		HE+ PF		Bottom	
Stabilizer		# of Rounds		Skirt	
Close Defense		Co-Ax			
Breakdown		Bow			
Ground Pressure		A/A			

Damage	
Cupola	<input type="checkbox"/>
Drive Train	<input type="checkbox"/>
Engine	<input type="checkbox"/>
MG (AA)	<input type="checkbox"/>
MG (Bow)	<input type="checkbox"/>
MG (Coaxial)	<input type="checkbox"/>
Main Armament	<input type="checkbox"/>
Radio	<input type="checkbox"/>
Road Wheels	<input type="checkbox"/>
Sighting	<input type="checkbox"/>
Steering	<input type="checkbox"/>
Suspension	<input type="checkbox"/>
Throttle	<input type="checkbox"/>
Tracks	<input type="checkbox"/>
Traverse	<input type="checkbox"/>
Vision	<input type="checkbox"/>
Wheels	<input type="checkbox"/>
Structure	<input type="checkbox"/>

Maximum Speed							
1	2	3	4	5	6	7	8
9	10	11	12	13	14	15	16

Main Armament	