

# VEHICLE RECORD SHEET

**NAME:**

6	
5	
4	
3	
2	
1	
0	

**ARMOR DAMAGE**

10

10							
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20

20							
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30

30							
----	--	--	--	--	--	--	--

40

40							
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50

50							
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**SYSTEMS DATA**

**VEHICLE SPECIFICATIONS**

- SIZE:
- CREW:
- BONUS ACTIONS:

**CREW SKILLS**

- PILOT (LVL/ATTR):
- GUNNERY (LVL/ATTR):

**MOVEMENT**

- PRIMARY COMBAT SPD:
- PRIMARY TOP SPD:
- SECONDARY COMBAT SPD:
- SECONDARY TOP SPD:
- MANEUVER:

**ELECTRONICS**

- SENSORS:
- COMMUNICATION:
- FIRE CONTROL:

**ARMOR**

- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

**SYSTEMS DAMAGE**

**VEHICLE**

- CREW:
- BONUS ACTIONS:

**MOVEMENT**

- COMBAT SPD:
- TOP SPD:
- COMBAT SPD:
- TOP SPD:
- MANEUVER:

**ELECTRONICS**

- SENSORS:
- COMM:
- FIRE CONTROL:

**ARMOR**

- LIGHT DAMAGE:
- HEAVY DAMAGE:
- OVERKILL:

**WEAPONS**

NAME	CODE	FIRE ARC	S	M	L	EX	Acc	Dam	Qty	Special

**AMMO**

FULL	LEFT

**WEAPONS**

- WEAPON 01 •
- WEAPON 02 •
- WEAPON 03 •
- WEAPON 04 •
- WEAPON 05 •
- WEAPON 06 •
- WEAPON 07 •
- WEAPON 08 •
- WEAPON 09 •
- WEAPON 10 •

**PERKS**

NAME	RATING	GAME EFFECT	AUX

**PERKS**

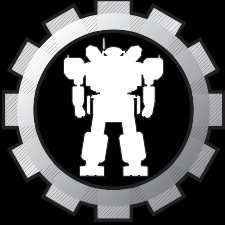
- PERK 01 •
- PERK 02 •
- PERK 03 •
- PERK 04 •
- PERK 05 •
- PERK 06 •
- PERK 07 •
- PERK 08 •
- PERK 09 •
- PERK 10 •
- PERK 11 •

**FLAWS**

NAME	RATING	GAME EFFECT

**DEFECTS**

NAME	RATING	GAME EFFECT



**HEAVY GEAR**