HUMAN ARMY RECORD SHEET

Player Name:_____ **Nation:**_____

Qty	Unit	Attack	Evade	Toughness	Morale	Move	Powers	Cost
____	Armored Pers. Carrier	3	13	6	3	6	Firepower (1d6), Transport	2
____	Attack Helicopter	5	11/15	5	4	0	Firepower (3d6), Flying (12"), Targeting	7
____	Bombing Raid	2	—	—	—	—	Bombardment (5d6)	3
____	Infantry	4	14	1	3	3	Close Assault, Crowd-Control, Firepower (1d6; 2d6 in close assault), Personnel	2
____	Infantry Fighting Veh.	3	13	8	4	6	Firepower (2d6), Transport	3
____	Main Battle Tank	4	13	13	4	6	Firepower (3d6)	6
____	Medium Tank	3	13	11	4	5	Firepower (2d6)	4
____	Missile Strike	5	—	—	—	—	Bombardment (4d6)	4
____	Mobile Artillery	3	12	9	3	5	Bombardment (3d6)	
____	Patrol Boat	3	11	8	4	0	Firepower (2d6), Swimming (4"), Transport	5
____	Special Forces	6	15	2	5	3	Close Assault, Crowd-Control, Firepower (1d6; 2d6 in close assault), Personnel, Targeting	3
____	Towed Artillery	3	10	2	3	0	Bombardment (3d6), Personnel	4
____	Transport Helicopter	—	14	3	2	0	Flying (12"), Transport	3
____	Truck	—	12	1	2	7	Transport	1
____	Flying Tank	5	14	10 (Life 10)	5	10	Firepower (4d6), Flying (12")	16
____	Laser Cannon	5	12	10	4	4	Blast (5d6), Long Range, Recharge	8
____	Jetpack Troopers	4	15	3	5	2	Close Assault, Crowd-Control, Firepower (2d6; 3d6 in close assault), Flying (8"), Personnel	6
____	Scientist	4	14	0	5	3	Invention, Personnel	6
____	Crowd	—	10	0	2	3	Personnel	0
____	Firefighters	—	11	2	3	6	Extinguish	0
____	Idol	—	13	0	3	3	Distraction (see p. 27), Personnel	0
____	Police	—	12	1	3	7	Crowd-Control, Firepower (1d6), Personnel	0