

VEHICLE RECORD SHEET

Vehicle Type _____
 Weight _____
 Internal Load _____
 External Load _____
 Passengers _____
 Crew D C G L L L

Maintenance

Maintenance # _____
Wear Value _____
Breakdowns _____

Travel

Fuel Capacity _____
Fuel Consumption _____
Fuel Types _____
Travel Speed _____ / _____
Amphibious? Y N

Armament: Main _____	ROF _____
Gunner's MG _____	ROF _____
Missile Lnchr _____	ROF _____
Commander's MG _____	ROF _____
Other _____	ROF _____
Other _____	ROF _____
RF: + _____	
Ammo: _____	

Combat Speed _____ / _____	

Component Damage

Component	Percent

VEHICLE DAMAGE LOCATION

R: LH(),G(),HB()..... _____
 L: LH(),G(),HB()..... _____
 R: TF(),TB()..... _____
 C: TF(),TB()..... _____
 L: TF(),TB()..... _____
 TS: ()..... _____
 F: HS()..... _____
 C: HS()..... _____
 R: HS()..... _____
 FD ()..... _____
 TD ()..... _____
 BD ()..... _____

Cargo

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CHARACTER GENERATION WORKSHEET

1. **Basic Attributes** [= 4D6 - 4; roll 0 over; may favor or slight attributes in pairs before rolling]

Attribute	F/S	Roll	Adjusted
Fitness FIT			
Agility AGL			
Constitution CON			
Stature STA			
Intelligence INT			
Education EDU			

2. **Total TOT**

3. **Strength STR** [= (FIT + STA)/2]

4. **Hit Capacity**

Head [= CON]

Chest [= STR + CON + STA]

All others [= CON + STA]

5. **Throw range** [= 2 × STR]

6. **Weight** [= (4 × STA) + 40]

7. **Load** [= (2 × STR) + CON]

8. **Military Experience Base MEB** [= (120 - TOT)/7]

9. **Time (Months) in Combat TIME** [= (MEB)D6]

10. **Rads** [= (MEB)D6]

11. **Coolness under Fire** [= 10 - 1D6 - (TIME/10)]

12. **Age** [= (TIME/12) + EDU + 8 + (N)D6; N depends on TIME indicated in table 1 below]

13. **Army and Nationality** [player choice]

14. **Native Language(s)** [consult nationality & languages table]

15. **Officer** (yes or no) [Yes if INT + EDU ≥ 2D6 + 16]

16. **Rank Number** [= (TIME/10) + N; to find N roll 1D6 and consult Table 2]

17. **Rank** [consult Table 2]

18. **Specialty** [consult specialty table and roll 2D6]

19. **Service Branch** [depends on specialty]

20. **Benefits of Specialty** [see specialty table]

21. **Skill Points:**

Military [= MEB × 40]

Education [= EDU × 20]

Background 300

22. **Skills Level**

CRM 20 _____

MC 20 _____

BC 20 _____

WVD 40 _____

TW 20 _____

SWM 20 _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

LNG(_____) _____

23. **Body Combat Damage**

[= (STR + STA) × BC/200]

24. **Base Hit Numbers**

Skill Close [= × .6] Med. [= × .3] Long [= × .1]

CRM _____

PST _____

HW _____

LCG _____

HB _____

25. **Equipment Purchase Allowance**

[= 500 × TIME; × 2 if officer]

26. **Equipment**

List equipment on a separate sheet

TABLE 1

TIME	N
70	4
60	3
50	2
49	1

TABLE 2

Roll	N
1 or 2	-1
3 or 4	0
5 or 6	+1