AMBUSH!

SQUAD RECORD

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| CP's | | | | | | | | | | | | | | CP | 's | | | | | | | |
| Cmdr 🗆 | | | | | | | | | | Cost | | | D | | | | | | _ Cm | Cmdr □ Cost | | |
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| IGHTIN | IGS | | | | | <u> </u> | | | | CON | NDIT | ION | _ | | | VICTO | RY P | OINT | 3 | | | |
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| 0.750 | | | | | | | | | _ | | -11.7.4 | | | 1 | | | | | | | | |
| OTES | <u> </u> | | | | | | | | 1 | C.1: C.2: C.3: C.4: C.5: | | | | | | Cmdr: Commander. Cost: Squad Point cost. IN: Initiative Rating. PC: Perceprion Rating. WS: Weapon Skill. DS: Driving Skill. MPA: Movement Point Allowance. CP's: Combat Points. C.1 (.2, etc): Condition number. | | | | | | |
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| | | | | | | | | | | | | | | | | Games, Inc., New York, NY 1000 on by Bernd Dicke,www.splunge.c | | | | | | |

Squad Points_____

Weapons Points_____