

AMBUSH!

SQUAD RECORD

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Squad Points _____ Weapons Points _____

A _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

C _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

E _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

G _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

B _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

D _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

F _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

H _____ Cmdr ☐ Cost _____

IN:	PC:	WS:	DS:	MPA:
Port				
Ammo				
CP's				

SIGHTINGS

0	1	2	3	4	5	6	7	8	9
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CONDITION

1	2	3	4	5	6
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VICTORY POINTS

Gained	Lost
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NOTES

ACTIVATION

C.1:
C.2:
C.3:
C.4:
C.5:
C.6:

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.