

VEHICLE DATA


NAME								
AGILITY		SPEED		RANGE		CREW/ PASS		
ARMOUR		HULL/ STRUCTURE		MASS		CARGO		
SWIM?		NAV DM		ECM DM		FIRE CONTROL		
WEAPONRY:								
DEFENCES:								
DESCRIPTION:								
							MBT Light Tank Artillery Armoured Car APC/IFV Utility Civilian	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>




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FIREARM DATA

<i>NAME</i>																							
CALIBRE		AUTO		LENGTH (cm)		ROUNDS																	
DAMAGE		RANGE BAND		WEIGHT (kg)		MAG WGT (kg)																	
REQ.STR		BASE RANGE		UR		BIPOD?																	
DESCRIPTION:							<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>Revolver</td><td style="width: 20px; text-align: center;"><input type="checkbox"/></td></tr> <tr><td>Pistol</td><td style="text-align: center;"><input type="checkbox"/></td></tr> <tr><td>SMG</td><td style="text-align: center;"><input type="checkbox"/></td></tr> <tr><td>Assault Rifle</td><td style="text-align: center;"><input type="checkbox"/></td></tr> <tr><td>Sniper Rifle</td><td style="text-align: center;"><input type="checkbox"/></td></tr> <tr><td>Shotgun</td><td style="text-align: center;"><input type="checkbox"/></td></tr> <tr><td>Machinegun</td><td style="text-align: center;"><input type="checkbox"/></td></tr> <tr><td>Grenade Lchr.</td><td style="text-align: center;"><input type="checkbox"/></td></tr> </table>	Revolver	<input type="checkbox"/>	Pistol	<input type="checkbox"/>	SMG	<input type="checkbox"/>	Assault Rifle	<input type="checkbox"/>	Sniper Rifle	<input type="checkbox"/>	Shotgun	<input type="checkbox"/>	Machinegun	<input type="checkbox"/>	Grenade Lchr.	<input type="checkbox"/>
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AIRCRAFT DATA

<i>NAME</i>							
AGILITY		SPEED (kph)		RANGE (KM)		FIRE CONTROL	
ARMOUR		HULL/STRUCTURE		MASS (tonnes)		CARGO (tonnes)	
CREW		HARDPOINTS		ECM DM		NAV DM	
WEAPONRY:							
DEFENCES:							
DESCRIPTION:							
							<input type="checkbox"/> Fast Jet <input type="checkbox"/> Ground Attack <input type="checkbox"/> Bomber <input type="checkbox"/> ISTAR <input type="checkbox"/> Helicopter <input type="checkbox"/> Cargo <input type="checkbox"/> Passenger <input type="checkbox"/> Utility

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AGILITY		SPEED (kph)		RANGE (KM)		FIRE CONTROL	
ARMOUR		HULL/STRUCTURE		MASS (tonnes)		CARGO (tonnes)	
CREW		HARDPOINTS		ECM DM		NAV DM	
WEAPONRY:							
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