

<b>ID:</b>	<b>Formation Name:</b> _____	<b>Type:</b> _____	<b>Size:</b> _____	<b>Move:</b> _____	<b>Tactics:</b> _____	<b>Morale:</b> _____			
<b>Skill:</b> _____	<b>Loyalty:</b> _____	<b>Reconnaissance / Detection</b>		<b>Maneuver for Range</b>					
<b>Specials:</b> _____		Base: _____	Morale: _____	Final: _____	Base: _____	Combat Role: _____	Engagement: _____	Morale: _____	Final: _____
		<b>Combat Role</b>		<b>Combat Tactics</b>		<b>Engagement Control</b>			
		<input type="radio"/> Combat / Recon <input type="radio"/> _____		Off / Std / Def <input type="radio"/> _____ <input type="radio"/> _____ <input type="radio"/> _____		Base: _____ Combat Role: _____ Engagement: _____ Morale: _____ Final: _____			

<b>COMBAT UNIT 1</b>	<b>Type:</b> _____	<b>Size:</b> _____	<b>Move:</b> _____	<b>Tactics:</b> _____	<b>Morale:</b> _____	<b>S</b>	<b>M</b>	<b>L</b>	
<b>Skill:</b> _____	<b>Loyalty:</b> _____	<b>Combat</b>			<b>Target Morale:</b>		<b>Range:</b>		<b>Final:</b> _____
<b>Specials:</b> _____		Base: _____	Combat Role: _____	Range: _____	TMM: _____	Morale: _____	_____	_____	_____
<b>ARM</b>	<b>Damage</b>		<b>Target Role:</b>		<b>Engage:</b>		<b>Target Engage:</b>		<b>Final:</b> _____
	Base: _____	Combat Role: _____	Target Role: _____	Engage: _____	Target Engage: _____	Morale: _____	Tactics: _____	_____	_____
	<b>Morale</b>					<b>Criticals</b>			
	<input type="radio"/> Normal <input type="radio"/> Shaken <input type="radio"/> Unsteady <input type="radio"/> Broken <input type="radio"/> Routed					2-4 No Effect 5-7 +1 To-Hit 8-9 -1 Damage 10-11 -1 MP 12 Mission Kill			

<b>COMBAT UNIT 2</b>	<b>Type:</b> _____	<b>Size:</b> _____	<b>Move:</b> _____	<b>Tactics:</b> _____	<b>Morale:</b> _____	<b>S</b>	<b>M</b>	<b>L</b>	
<b>Skill:</b> _____	<b>Loyalty:</b> _____	<b>Combat</b>			<b>Target Morale:</b>		<b>Range:</b>		<b>Final:</b> _____
<b>Specials:</b> _____		Base: _____	Combat Role: _____	Range: _____	TMM: _____	Morale: _____	_____	_____	_____
<b>ARM</b>	<b>Damage</b>		<b>Target Role:</b>		<b>Engage:</b>		<b>Target Engage:</b>		<b>Final:</b> _____
	Base: _____	Combat Role: _____	Target Role: _____	Engage: _____	Target Engage: _____	Morale: _____	Tactics: _____	_____	_____
	<b>Morale</b>					<b>Criticals</b>			
	<input type="radio"/> Normal <input type="radio"/> Shaken <input type="radio"/> Unsteady <input type="radio"/> Broken <input type="radio"/> Routed					2-4 No Effect 5-7 +1 To-Hit 8-9 -1 Damage 10-11 -1 MP 12 Mission Kill			

<b>COMBAT UNIT 3</b>	<b>Type:</b> _____	<b>Size:</b> _____	<b>Move:</b> _____	<b>Tactics:</b> _____	<b>Morale:</b> _____	<b>S</b>	<b>M</b>	<b>L</b>	
<b>Skill:</b> _____	<b>Loyalty:</b> _____	<b>Combat</b>			<b>Target Morale:</b>		<b>Range:</b>		<b>Final:</b> _____
<b>Specials:</b> _____		Base: _____	Combat Role: _____	Range: _____	TMM: _____	Morale: _____	_____	_____	_____
<b>ARM</b>	<b>Damage</b>		<b>Target Role:</b>		<b>Engage:</b>		<b>Target Engage:</b>		<b>Final:</b> _____
	Base: _____	Combat Role: _____	Target Role: _____	Engage: _____	Target Engage: _____	Morale: _____	Tactics: _____	_____	_____
	<b>Morale</b>					<b>Criticals</b>			
	<input type="radio"/> Normal <input type="radio"/> Shaken <input type="radio"/> Unsteady <input type="radio"/> Broken <input type="radio"/> Routed					2-4 No Effect 5-7 +1 To-Hit 8-9 -1 Damage 10-11 -1 MP 12 Mission Kill			