

Unit: Type: Thrust: Gunnery Skill: Marine Points:	Notes: Velocity Record			Left Armor ▼ Nose Armor A Aft Armor ▼ Right Armor ▲									Advanced Movement Vectors								
Weapons and Equipment Inventory Type: Damage	Turn# Thrust Velocity Effective Velocity	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Ammo:	Altitude Level																				
Unit: Type: Thrust: Gunnery Skill: Marine Points:	Notes: Velocity Record							$ \begin{array}{c c c c c c c c c c c c c c c c c c c $													ectors
Weapons and Equipment Inventory Type: Damage	Turn# Thrust Velocity Effective Velocity	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Ammo:	Altitude Level																				
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Weapons and Equipment Inventory Type: Damage	Turn# Thrust Velocity Effective Velocity Altitude Level	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Ammo:	Fuel	-	Left Armor													ectors					
Thrust: Gunnery Skill: Marine Points: Weapons and Equipment Inventory	$\begin{array}{c c c c c c c c c c c c c c c c c c c $													-							
Type: Damage	Turn# Thrust Velocity Effective Velocity Altitude Level Fuel	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
Unit: Type:	Notes:	-	Left Armor													ectors					
Thrust: Gunnery Skill: Marine Points: Weapons and Equipment Inventory Type: Damage	Velocity Record Turn# Thrust Velocity Effective Velocity Altitude Level	1	2	3	4	5	6		Armor 8		10	11		13		15	F_	E 17	18)B C 19	20
Ammo:	Fuel																				

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