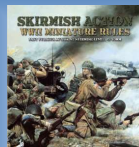


Points	<input type="text"/>	Assault	<input type="text"/>
Year	<input type="text"/>	Def F/SR/T	<input type="text"/>
Type	<input type="text"/>	Movement	<input type="text"/>
Qtest Pass	<input type="text"/>	See Notes	<input type="text"/>

Weapon	HE (Temp)	AP	Mod (ROF)	Range	Note

Notes:



Points	<input type="text"/>	Assault	<input type="text"/>
Year	<input type="text"/>	Def F/SR/T	<input type="text"/>
Type	<input type="text"/>	Movement	<input type="text"/>
Qtest Pass	<input type="text"/>	See Notes	<input type="text"/>

Weapon	HE (Temp)	AP	Mod (ROF)	Range	Note

Notes:



Points	<input type="text"/>	Assault	<input type="text"/>
Year	<input type="text"/>	Def F/SR/T	<input type="text"/>
Type	<input type="text"/>	Movement	<input type="text"/>
Qtest Pass	<input type="text"/>	See Notes	<input type="text"/>

Weapon	HE (Temp)	AP	Mod (ROF)	Range	Note

Notes:



Points	<input type="text"/>	Assault	<input type="text"/>
Year	<input type="text"/>	Def F/SR/T	<input type="text"/>
Type	<input type="text"/>	Movement	<input type="text"/>
Qtest Pass	<input type="text"/>	See Notes	<input type="text"/>

Weapon	HE (Temp)	AP	Mod (ROF)	Range	Note

Notes:



Points	<input type="text"/>	Assault	<input type="text"/>
Year	<input type="text"/>	Def F/SR/T	<input type="text"/>
Type	<input type="text"/>	Movement	<input type="text"/>
Qtest Pass	<input type="text"/>	See Notes	<input type="text"/>

Weapon	HE (Temp)	AP	Mod (ROF)	Range	Note

Notes:



Points	<input type="text"/>	Assault	<input type="text"/>
Year	<input type="text"/>	Def F/SR/T	<input type="text"/>
Type	<input type="text"/>	Movement	<input type="text"/>
Qtest Pass	<input type="text"/>	See Notes	<input type="text"/>

Weapon	HE (Temp)	AP	Mod (ROF)	Range	Note

Notes: