



UNIT CARD

Name:

Movement:		Morale:	
Defense:		Shield:	
Endurance:		Maneuver:	
		Resistance:	

Weapon: **Attack:** **Damage:** **Range:**

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Formation: **Melee:** **Missile:** **Morale:**

	<i>Att.</i>	<i>Def.</i>	<i>Att.</i>	<i>Def.</i>	<i>Mod.</i>

Note: **Race:** **Base:** **TPC:**

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Weapon: **Attack:** **Damage:** **Range:**

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Formation: **Melee:** **Missile:** **Morale:**

	<i>Att.</i>	<i>Def.</i>	<i>Att.</i>	<i>Def.</i>	<i>Mod.</i>

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		Resistance:	

Weapon: Attack: Damage: Range:

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Formation: Melee: Missile: Morale:

	<i>Att.</i>	<i>Def.</i>	<i>Att.</i>	<i>Def.</i>	<i>Mod.</i>

Note: Race: Base: TPC:

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Weapon: **Attack:** **Damage:** **Range:**

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Formation: **Melee:** **Missile:** **Morale:**

	<i>Att.</i>	<i>Def.</i>	<i>Att.</i>	<i>Def.</i>	<i>Mod.</i>

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