UNIT #	POINTS:	UNIT #	POINTS:	UNIT #	POINTS:	UNIT #	POINTS:
TYPE:		TYPE:		TYPE:		TYPE:	
DISTANCE:		DISTANCE:		DISTANCE:		DISTANCE:	
DEXTERITY:		DEXTERITY:		DEXTERITY:		DEXTERITY:	
TOUGHNESS:		TOUGHNESS:		TOUGHNESS:		TOUGHNESS:	
ATTACKS:		ATTACKS:		ATTACKS:		ATTACKS:	
WOUNDS:		WOUNDS:		WOUNDS:		WOUNDS:	
WEAPONS:		WEAPONS:		WEAPONS:		WEAPONS:	
UPGRADES:		UPGRADES:		UPGRADES:		UPGRADES:	

UNIT #	POINTS:	UNIT #	POINTS:	UNIT #	POINTS:	UNIT #	POINTS:
TYPE:		TYPE:		TYPE:		TYPE:	
DISTANCE:		DISTANCE:		DISTANCE:		DISTANCE:	
DEXTERITY:		DEXTERITY:		DEXTERITY:		DEXTERITY:	
TOUGHNESS:		TOUGHNESS:		TOUGHNESS:		TOUGHNESS:	
ATTACKS:		ATTACKS:		ATTACKS:		ATTACKS:	
WOUNDS:		WOUNDS:		WOUNDS:		WOUNDS:	
WEAPONS:		WEAPONS:		WEAPONS:		WEAPONS:	
UPGRADES:		UPGRADES:		UPGRADES:		UPGRADES:	

UNIT #	POINTS:	UNIT #	POINTS:	UNIT #	POINTS:	UNIT #	POINTS:
TYPE:		TYPE:		TYPE:		TYPE:	
DISTANCE:		DISTANCE:		DISTANCE:		DISTANCE:	
DEXTERITY:		DEXTERITY:		DEXTERITY:		DEXTERITY:	
TOUGHNESS:		TOUGHNESS:		TOUGHNESS:		TOUGHNESS:	
ATTACKS:		ATTACKS:		ATTACKS:		ATTACKS:	
WOUNDS:		WOUNDS:		WOUNDS:		WOUNDS:	
WEAPONS:		WEAPONS:		WEAPONS:		WEAPONS:	
UPGRADES:		UPGRADES:		UPGRADES:		UPGRADES:	

COMMAND POINTS: