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| **Name** |  **Basis: Punkte.** | *Aktuell: \_\_\_ Punkte* |
| **Zahl** | **Modell** | **KG** | **BF** | **S** | **W** | **LP** | **I** | **A** | **MW** | **RW** | **PKT** |
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| **Ausrüstung** | **Effekt** | **PKT** | **** |
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| **Sonderregel** | **Effekt** |
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**Charaktermodelle und normale Einheiten**

**Einheiten mit unterschiedlichen Modellen**

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| **Name** |  **Basis: Punkte.** | *Aktuell: \_\_\_ Punkte* |
| **Zahl** | **Modell** | **KG** | **BF** | **S** | **W** | **LP** | **I** | **A** | **MW** | **RW** | **á** | **PKT** |
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**Normale Einheiten mit versch. Optionen**

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| **Name** |  **Basis: Punkte.** | *Aktuell: \_\_\_ Punkte* |
| **Zahl** | **Modell** | **KG** | **BF** | **S** | **W** | **LP** | **I** | **A** | **MW** | **RW** | **PKT** |
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| **Sonderregel** | **Effekt** |
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**Fahrzeuge**

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| **Name** |  **Basis: Punkte.** | *Aktuell: \_\_\_ Punkte* |
| **Modell** | **BF** | **Panzerung** | **Typ** | **PKT** |
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| **Ausrüstung** | **Effekt** | **PKT** | **** |
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**Läufer**

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| **Name** |  **Basis: Punkte.** | *Aktuell: \_\_\_ Punkte* |
| **Modell** | **Typ** | **Panzerung** | **KG** | **BF** | **S** | **I** | **A** | **#** | **á** | **PKT** |
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