

Combat sheet extension for extra guns

Character:

Notes:

Ranged combat weapons:

5.)				
AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
Ammunition:	Used:		Available:	
6.)				
AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
Ammunition:	Used:		Available:	
7.)				
AP Costs:	single shot: Reloading:	Burst/Aimed Repeating:	Damage:	
Range Single shot/Burst	CQC: close range: middle range: far range: extreme range:		CQC: close range: middle range: far range: extreme range:	
Ammunition:	Used:		Available:	