MOBILE SUIT GUNDAM SKIRMISH

Character Sheet

Name: _____ Faction: _____

EXP																				
Rank	1		2 +trait		3		4 +trait		5 +mod		6 +trait		7+mod		8+trait		9+mod		10+trait	

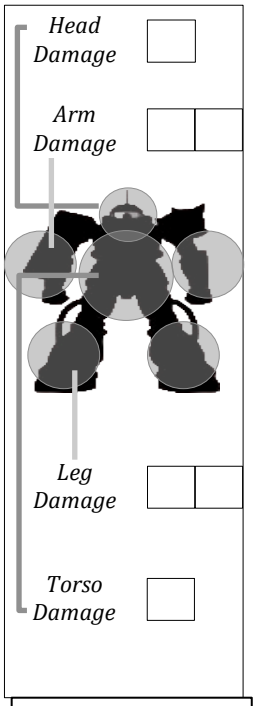
Super Gundam (C)	Anti Earth Union Group	Points Cost: Base: 220	
Movement	**Boost**		
12"	24"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
7	3 (3 Defend Die) <4+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
Long Beam Rifle (110 pts)	Beam	M	<RS> <P>	1	2+	4+	18" - 48"	6
Missile Pods (50 pts)	Explosive	M	<RQ> <B>	3	5+	6	6" - 24"	2
380mm Hyper Bazooka (90 pts)	Explosive	C	<RS> <P> <B>	1	2+	4+	12" - 36"	5
Vulcan Pods (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Beam Sabre <P> (50 pts)	2+	2	3+	4+	4

Ability	*Description*
Movable Frame <Passive> (20 pts)	When this unit is subject to a final Attack Pool that would do 3 or more Damage total to this unit, roll a D6. On a result of 4+ negate 2 Damage from that attack. On any other result, negate 1 Damage.
Panoramic Cockpit <Passive> (20 pts)	Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.)
Undock <Active> (20 pts)	If this unit is within 6" of the "G-Defender (cockpit)", you may replace these units with the "Gundam Mk. II" and "G-Defender" units placed within 6" of this unit. Any damage done to the "Integrity" of the Super Gundam and "G-Defender (cockpit)" is separated amongst the "Gundam Mk. II" and "G-Defender" at the player's discretion. Any pre-existing effects of the "Damage Chart" for the Super Gundam are only applied to the "Gundam Mk. II" (although if the "G-Defender" and/or "G-Defender (cockpit) has any pre-existing Damage Chart effects from a previous transformation these are reapplied to it.)



Shield Integrity

0 | 1 | 2 | 3 | 4 |

Morale	
Steady	
Wavering	
Routed	

Unit Integrity	0	1	2	3	4	5	6	7	8	9	10	11	12

Pilot Health	-4	-3	-2	-1	0	1	2	3	4	5	6	7
	Dead	*Fading*		*Sickly*		*Frail*		*Worn-out*		*Healthy*		

Pilot Mind	-4	-3	-2	-1	0	1	2	3	4	5	6	7
	Gone	*Breaking*		*Rattled*		*Nervous*		*On-Edge*		*Fine*		

Traits	Modifications	Current EXP