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	

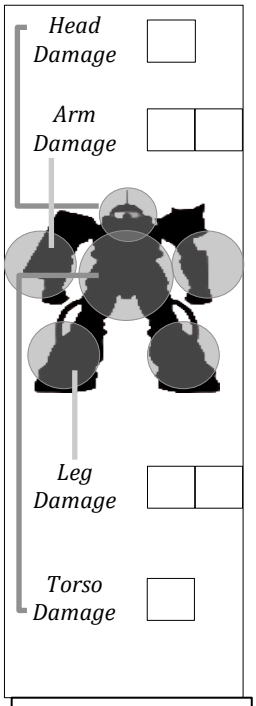
MP Type Qubeley	Glemy Faction (Axis Zeon)	Points Cost: Base: 220	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
8	4 | (4 Defend Die) <3+>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Sabres/Guns (+110 pts)	Beam	M	<P>	1	3+	5+	12" - 36"	3
Active Cannons (360 degree arc) (80 pts)	Beam	M	<RS> <P>	1	3+	5+	12" - 36"	4

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Beam Sabres/Guns <P>	+2	2	3+	4+	4

Ability	Description
Psycommu System <Passive> (10 pts) Panoramic Cockpit <Passive> (20 pts)	If this unit targets an opposing unit with an ability effect "Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.)" ignore that effect for the duration of this unit's attack. Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.)
Funnel Launcher <Active> (30+1200[Funnels] pts)	This Funnel Launcher has the following stats: [Capacity = 6 | Range = 36" | Control = 3]. This Launcher follows all the rules on page 38.
Dual Purpose Weapon <Passive> (-10 pts) Beam Flayer <Passive> (10 pts)	The "Beam Guns" weapon cannot be used in "Shoot" or "Aimed Shot" actions while the "Beam Sabre" is currently equipped. For each 6 this Unit rolls in their Close Combat Attack Pool, roll an extra die (to a maximum of 2 dice) and add it to the Attack Pool.



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