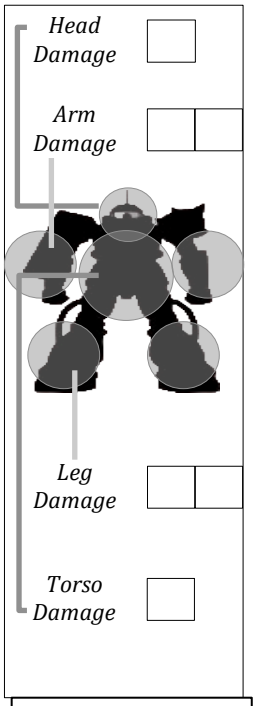
MOBILE SUIT GUNDAM SKIRMISH

Character Sheet

Name: _____ Faction: _____

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

Neo Zeong <C> ["Space Craft", Rulebook page 73] ["Mobile Armour", Rulebook page 37]	Sleeves	Points Cost: Base: 320	
Movement	**Boost**		
7"	14"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
3(H)/10(B)/4(A)/3(L)	5 | (5 Defend Die) <3+> [Super Heavy I-Field (40 pts)]	None	None



Shield Integrity

0 | 1 | 2 | 3 | 4 |

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Shoulder Mega Particle Cannons (90 pts)	Beam	M	<RQ> <P>	1	3+	5+	12" - 36"	4
Large Calibre Mega Particle Cannon [Scatter Beam Mode] (75 pts) / [High Output Mode] (130 pts)	Beam	M	<RS> <B> <P> / <RS> <B> <P>	3 / 1	3+ / 2+	5+ / 4+	12" - 36" / 18" - 48"	2 / 8
High Beam Rifle (60 pts)	Beam	C	<Sn> <P>	1	3+	5+	18" - 42"	3
Hyper Bazooka (90 pts)	Explosive	C	<RS> <P> <B>	1	2+	4+	12" - 36"	5
Wired Large Funnel Bits (200 pts)	Beam	M	<RS> <MT> <P>	1d6	3+	5+	18" - 48"	4

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
[M] Giant Fists (20 pts)	0	2	4+	6	4

Ability	*Description*
Psycommu System <Passive> (10 pts) Psychoframe Cockpit <Passive> (40 pts) Core Mobile Suit (Sinanju) <Passive> (30 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.) In addition, this unit has a sight and attack radius of 360 degrees. If this Unit is reduced to zero integrity roll a D6: On a 4+ the pilot transfers to the designated Core Mobile Suit Unit, which may be placed anywhere 6" from this Unit; it also retains any Carried Weapons and DAM and Damage to this Unit's Torso. (Do not roll on the Destruction Table.) On a result of 1-3, the Unit is destroyed as normal. (Roll on the Destruction Table.)
Wired Funnel Bit / Drill Wires <Active> (100 pts)	This Unit must have the "Wired Large Funnel Bits" Weapon. This ability may Target up to two enemy Units within 12" of this Unit. Choose one of the two functions to use for this activation: 1. Roll one D6 against each Target. On a result of 5+ that Target may not perform any actions during their next turn. 2. Roll one D6 against each Target. On a result of 6 that Target is under your control during that Unit's Activation next turn. This can only be done if the "Wired Large Funnel Bits" weapon does not require a reload. The "Wired Large Funnel Bits" weapon now requires a reload.
PsycoShard Generator <Active> (100 pts) ---------- Spare Arms <Passive> (2x10 pts)	When this ability is used, all units/bits/funnels within 36" of this unit unequip their weapon (including applicable "Close Combat Weapons") and roll a d6. On a result of 6, nothing happens. On result of 4 or 5, the unit takes takes 2 DAM to Integrity. On result of 2 or 3, the unit takes takes 4 DAM to Integrity. On a result of 1, the unit takes takes 6 DAM to Integrity. This ability may only be used once per battle. ----------This unit may negate received "Arm Damage" 2 times per battle.----------

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