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	

ReGelgu	Sleeves	Points Cost: Base: 170	
Movement	**Boost**		
9"	18"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	2 (2 Defend Die) <5+>	None	None

WEAPONS

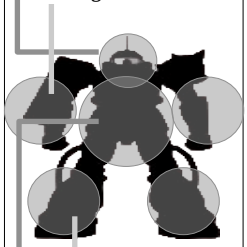
Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
Attached Grenade Launcher (25 pts)	Explosive	Attached	<RQ> <LA> <P>	1	3+	6	6" - 24"	2
8-Tube Missle Launcher (50 pts)	Explosive	M	<RQ> <B>	3	5+	6	6" - 24"	2
Grenade Launchers (25 pts)	Explosive	M	<RQ> <LA> <P>	1	3+	6	6" - 24"	2
Beam Machine Gun (60 pts)	Beam	C	<P>	3	4+	5+	6" - 24"	2

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

Ability	*Description*
Panoramic Cockpit <Passive> (20 pts)	Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.)
Extra Tank <Active> (10 pts)	When this ability is used, this unit may perform an additional "Boost" Action at the end of the next "Boost" action they use. This ability can only be used once per battle.
Beam Flayer <Passive> (10 pts)	For each "Hit" of "6" this unit has in their "Attack Pool" in Close Combat, roll an extra die (to a maximum of 2 die) and add it to their "Attack Pool."

Head Damage ☐

Arm Damage ☐ ☐



Leg Damage ☐ ☐

Torso Damage ☐

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