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	

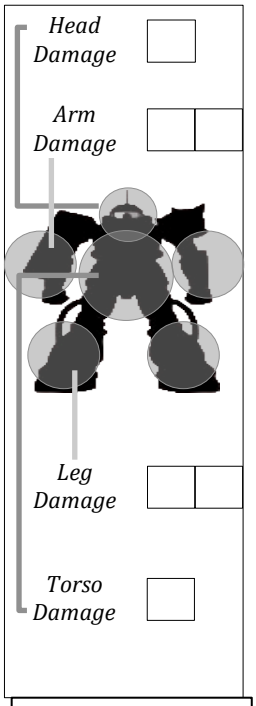
[Ext(raordinary)] Ex-S Gundam	Earth Federation Forces	Points Cost: Base: 260	
Movement	**Boost**		
9"	18"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
12	5 (5 Defend Die) <3+>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Backpack Beam Cannons (90 pts)	Beam	M	<RS> <P>	2	3+	5+	12" - 36"	4
Thigh Beam Cannons (70 pts)	Beam	M	<RS> <P>	1	3+	5+	12" - 36"	4
Beam Smart Gun (60 pts)	Beam	C	<RS> <Sn> <P>	1	2+	4+	24" - 48"	4
(Beam Smart Gun) High Output Mode (130 pts)	/	Variable Fire	<RS> <P> <B>	1	2+	4+	18" - 48"	8
Quad 60mm Vulcans (360 arc) (30 pts)	Low Calibre	M	<PB>	4	5+	/	0" - 12"	1

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

Ability	*Description*
G-Cruiser Mode <Active> (30 pts)	When this ability is active, increase the base "Movement" of this unit to 18" and base "Boost" of this unit to 36". This unit is now subject to the "Air Unit" special rule when not fighting in "Space." In addition, this unit cannot use the "Reflector Incoms" ability and may only perform "Shoot" or "Aimed Shot" actions. This Ability must be re-activated each turn that the Unit is in G-Cruiser Mode.
Core Block System <Passive> (10 pts)	Up to three pilots may be present within the S Gundam. This unit, upon reaching zero (0) integrity or less, first rolls a D6. On a result of 3+ the pilot(s) is placed within a "G-Core" unit within a 6" radius of this unit. Do not make a roll on the "Destruction Table." On a result of 2 or less, the unit is destroyed as normal. Make a roll on the "Destruction Table."
ALICE <Passive> (100 pts) Reflector Incoms <Passive> (30 pts) Emergency I-Field [Super Heavy] <Passive> (4x 5pts)	Unit may remove a Carried Weapon without the <D> Tag to perform a Shield Break. Pilot temporarily gains Heroic Trait "Impenetrable" while this unit is at 50% of its base "Integrity" or below. If this unit targets an opposing unit with an ability effect "Attackers targeting this unit do not gain a "Flanking" bonus" ignore that effect for the duration of this unit's attack. In addition, once per turn, this unit may treat one of its "Beam" class weapon as if it has the <V> "Volley" Tag. Once per turn, this unit may elect to roll Defense Dice as if it had the designated level of "I-Field" or ignore an "Aimed Shot" from a "Beam" class weapon.



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