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	

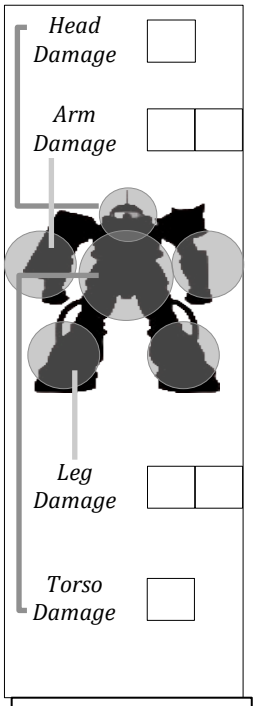
GM Guard Custom	Earth Federation Forces	Points Cost: Base: 150	
Movement	**Boost**		
5"	10"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
7	3 (3 Defend Die) <4+>	Heavy (60 pts)	3 Defend Die (4+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Head & Shield Vulcan Guns (20 pts)	Low Calibre	M	<PB>	4	5+	/	0" - 12"	1
Beam Spray Gun (40 pts)	Beam	C	<P>	1	3+	5+	0" - 12"	3

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

Ability	Description
Solid Defence <Passive> (10 pts) Anti-Beam Coating (Shield) <Passive> (10 pts)	This unit may choose to reroll the die in their "Shield Bonus" if they consider the result unfavourable. This can only be done once per "Shield Bonus." This unit takes one (1) less total damage from "Beam" class weapons used in "Shoot" attacks against it.
Mighty Shield <Passive> (20 pts)	When this unit performs a "Shield Break" to prevent a "Damage Chart" roll from a critical hit, do not remove this unit's shield (the changing the "Shield Type" and "Shield Bonus" to None and removing of appropriate modifiers.) This ability can only be used once per battle.
Spacecraft <Passive> (0 pts)	See Rulebook page 73.



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