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	

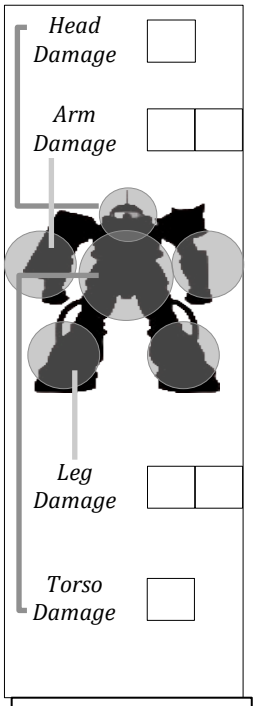
Gustav Karl	Earth Federation Forces	Points Cost: Base: 190	
Movement	**Boost**		
9"	18"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
7	3 (3 Defend Die) <4+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Repeater Rifle (45 pts)	Beam	C	<P>	1	3+	5+	6" - 24"	3
90mm "Short" MG (20 pts)	Low Calibre	C	/	3	4+	/	6" - 24"	1
Grenade Rack (25 pts)	Explosive	M	<RQ> <P> <LA>	1	3+	6	6" - 24"	2
Vulcan Gun(s) (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Beam Sabre <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.)
Flexible Shield <Passive> (10 pts)	If available, this Unit may roll its "Shield Bonus" regardless of the direction it is attacked from.
Rapid Fire Beams [Beam Repeater Rifle] <Passive> (1x 20pts)	See "Fire Support" on page 72 of Rulebook.



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