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	

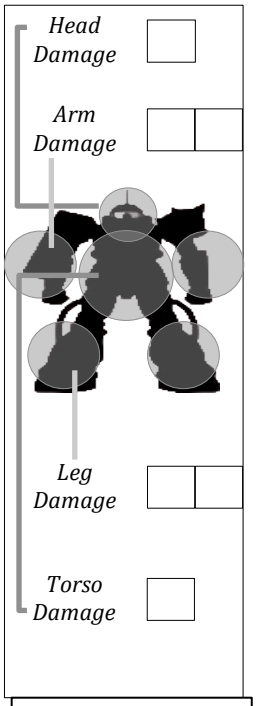
Pale Rider (Ground Use) <S>	Earth Federation Forces	Points Cost: Base: 220	
Movement	**Boost**		
9"	18"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
9	4 | 4 (4 Defend Die) <3+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Hyper Bazooka (90 pts)	Explosive	C	<RS> <P> <B>	1	2+	4+	12" - 36"	5
180mm Cannon (50 pts)	Explosive	C	<RQ> <P> <B>	1	3+	5+	24" - 48"	3
100mm MG (30 pts) / 90mm Bullpup MG (20 pts)	Medium Calibre / Low Calibre	C	-	2 / 3	4+	6 / -	6" - 24"	2 / 1
3-Tube Missile Launchers (50 pts) / Vulcan Guns (10 pts)	Explosive / Low Calibre	M	<RQ> <B> / <PB>	3	5+	6 / -	6" - 24" / 0" - 12"	2 / 1
Forearm Beam Guns (40 pts)	Beam	M	<P>	1	3+	5+	0"-12"	3

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

Ability	*Description*
Solid Defence <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."
Magnetic Coating <Passive> (30 pts)	See Rulebook, page 64.
HADES <Passive> (100 pts)	See "EXAM System" on page 67, in 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