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	

Public Class	Earth Federation / AEUG	Points Cost: Base: 90 Total: 140	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
2	1 (1 Defend Die) <5+>	None	None

WEAPONS

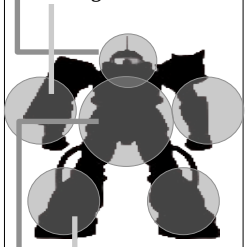
Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Capital Ship-Grade Missile (2x 25 pts)	Explosive	C	<D> <P> <B>	1	3+	4+	36" - 48"	5

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Unarmed (0 pts)	+0	1	4+	/	/

Ability	*Description*
Spacecraft <Passive> (0 pts) Unwieldy <Passive> (-10 pts)	See Rulebook, page 73.
Beam Dispersion Smoke Missile <Active> (2x 25 pts)	Place a marker or 12" radius circle template within the Firing Arc of this Unit up to a distance of 18". While any Unit is within 12" of the marker or in the template, it cannot be targeted with Beam Class Weapons from farther than 12" and has the maximum range of its Beam Class Weapons temporarily reduced by 50%.
Hit & Run <Passive> (20 pts) Limited Armament [Only up to 2 "Missile"] <Passive> (-10 pts)	See Rulebook, page 72.

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