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	

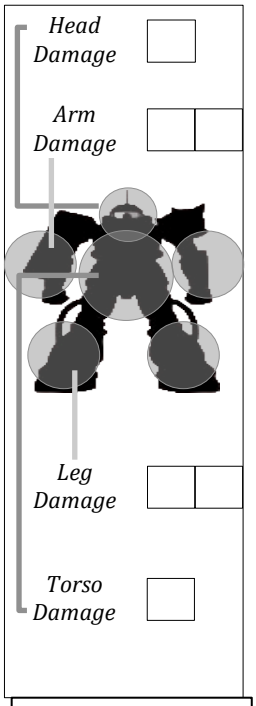
V2 Assault Gundam	League Militaire	Points Cost: Base: 300	
Movement	**Boost**		
14"	28"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
12	4 | (4 Defend Die) <3+>	Super Heavy (80 pts)	4 Defend Die (3+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (60 pts)	Beam	C	<P> <Sn>	1	3+	5+	12" - 36"	3
Underslung Grenade Launcher (25 pts)	Explosive	/	<RQ> <LA> <P>	1	3+	6	6" - 24"	2
Mega Beam Rifle (60 pts)	Beam	C	<RS> <Sn> <P>	1	2+	4+	24" - 48"	4
Variable Speed Beam Rifles (70 pts)	Beam	M	<P>	2	3+	5+	12" - 36"	3
Vulcans (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*
Beam Shield <Passive> (40 pts) I-Field <Passive> (30 pts) Anti-Beam Coating <Passive> (10 pts)	This unit is equipped with a "Super Heavy" Type "Beam Shield." (See information on I/GN Fields/ Beam Shields for more information.) This unit is equipped with a "Heavy" Type "I-Field." (See information on I/GN Fields/ Beam Shields for more information.) See Rulebook page 71.
Module Mobile Suit <Passive> (10 pts) Wings of Light <Active> (100 pts)	This unit, upon reaching zero (0) integrity or less, first rolls a D6. On a result of 4+ the pilot is placed within a "V2 Core Fighter" unit within a 6" radius of this unit. Do not make a roll on the "Destruction Table." On a result of 3 or less, the unit is destroyed as normal. Make a roll on the "Destruction Table." When activated, until this unit's next turn it either has a "Super Heavy" Shield and "Beam Shield" or has the following "Close Combat Weapon": [Gigantic Beam Sabre <PS> | +2 | 2 | 3+ | 4+ | 8]. This ability may only be used once per battle for each effect.
Minovsky Drive System <Active> (100 pts) Mid-battle Module Replacement <Active> (2x10 pts)	When this ability is active, this unit is now subject to the "Air Unit" special rule when not fighting in "Space", has the "VTOL" ability, and has the "Magnetic Coating" Modification. -- Once per battle, this unit may remove all "Arm Damage". Once per battle, this unit may remove all "Leg 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