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	

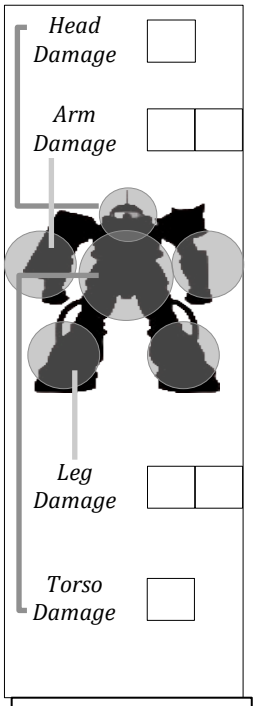
Waff	Principality of Zeon	Points Cost: Base: 50	
Movement	**Boost**		
3"	6"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
2	2 (2 Defend Die) <5+>	Light (20 pts)	1 Defend Die <6>

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Prototype Bazooka (80 pts)	Explosive	C	<RQ> <P> <B>	1	3+	5+	12" - 36"	4

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Heat Hawk <P> (30 pts)	+3	2	4+	6	3

Ability	*Description*
Obsolete <Passive> (-10 pts)	See Rulebook, page 73.
Experimental Mobile Worker Forearms <Pasive> (-5 pts)	This Unit may only take a combination of up to two Abilities and/or Weapons with the {{EMWF}} keyword in its name; whether listed on this Unit or another Unit. In addition this Unit can not take Carried Weapons and has "Unarmed" instead of "MS Fist" as its default Close Combat Weapon unless contradicted by another Ability/Weapon.
{{EMWF}} Hand Manipulator <Passive> (5 pts)	This Unit may take Carried Weapons. In addition, this Unit has "MS Fist" as its default Close Combat Weapon.



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