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	

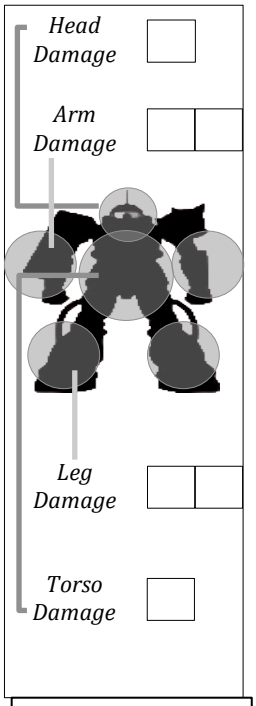
(Thunderbolt) Atlas Gundam <S>	Earth Federation Forces	Points Cost: Base: 190	
Movement	**Boost**		
7"	14"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
8	(4 Defend Die) <3+>	Heavy (60 pts)	3 Defend Die (4+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Prototype Railgun (105 pts)	High Calibre	C	<RQ> <Sn> <P>	1	3+	4+	24" - 48"	5
Assault Rifle (20 pts)	Low Calibre	C	/	3	4+	/	6" - 24"	1
Underslung Grenade Launcher (25 pts)	Explosive	^ Attached	<RQ> <LA> <P>	1	3+	6	6" - 24"	2

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

Ability	Description
Amphibious <Passive> (10 pts) Mighty Shield <Passive> (20 pts) Panoramic Cockpit <Passive> (20 pts)	See Rulebook, page 71. See Rulebook, page 72. See Rulebook, page 73.
High Jump <Passive> (10 pts)	When this unit performs a "Move" action, it may move through/on terrain that is at most 150% of its height.
Submarine Mode <Active> (30 pts)	When this ability is active, temporarily double the base "Movement" and base "Boost" of this Unit. This Unit may only end its turn in water when not fighting in "Space." In addition, this unit cannot gain a "Shield Bonus". This Ability must be re-activated each turn that the Unit is in Submarine Mode.



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

Write-up Credits:
- Candle Moth
- Hoath
- dinosaurbee