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	

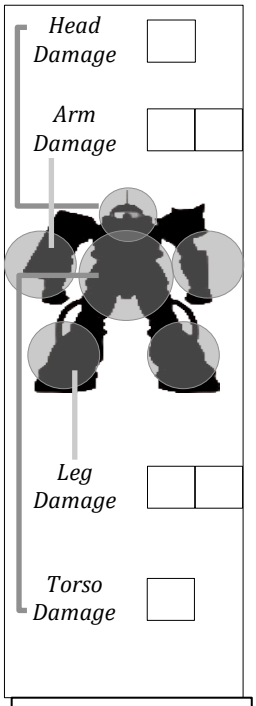
Thunderbolt Gundam Full Armor Type Space Use	Earth Federation Forces	Points Cost: Base: 220	
Movement	**Boost**		
7"	14"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
10	(5 Defend Die) <3+>	Medium (40 pts)	(2 Defend Die) <5+>

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Two-Barrel Hand Beam Gun (70 pts)	Beam	C	<P>	2	3+	5+	24" - 48"	3
Beam Cannon (70 pts)	Beam	M	<RS> <P>	1	3+	5+	12" - 36"	4
Missile Launchers (50 pts)	Explosive	M	<RQ> <B>	3	5+	6	6" - 24"	2
6-Tube Missile Launcher (80 pts)	Explosive	M	<RS> <MT> <B>	5	5+	6	6" - 24"	2
5-Tube Rocket Launcher (70 pts)	Explosive	C	<RQ> <P> <B>	2	4+	5+	12" - 36"	3

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

Ability	Description
Core Block System [(Thunderbolt) GM Escape Pod] <Passive> (10 pts) Solid Defence <Passive> (10 pts) Spacecraft <Passive> (0 pts)	See Rulebook, page 71. See Rulebook page 73.
Armour Purge <Active> (0 pts) ~~Extra Tank <Passive> (1x 10 pts)~~	When this Ability is Activated this Unit: decreases its Armour to 4 Defend Die <3+>; increases its Movement to 9" and its Boost to 18"; loses the Subarm, Extra Shield, and Extra Tank Abilities; and loses all Weapons except the Close Combat Weapon, which may be equipped as a Free Action. This Ability may only be used once per battle. ~~See Rulebook, page 72.~~
Subarm [Reload, Switch, Shields(3)] <Passive> (1x [20+20] + 3x [15] pts) ~~Extra Shield <Passive> (3x 20 pts)~~	Once per turn, this Unit may perform as a Free Action a Switch Weapon action or a Quick Reload action on an equipped Weapon, or perform a Slow Reload using a Fast Action on an equipped Weapon. While this Unit has more than one Shield (ie can perform at least 2x standard Shield Breaks), it has +1 Shield Bonus Defend Die per additional Shield (ie 3 Shields = +2 Shield Bonus Defend Die) and ignores Damage from Dangerous Terrain. ~~See "Mighty Shield", Rulebook page 72.~~



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