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	

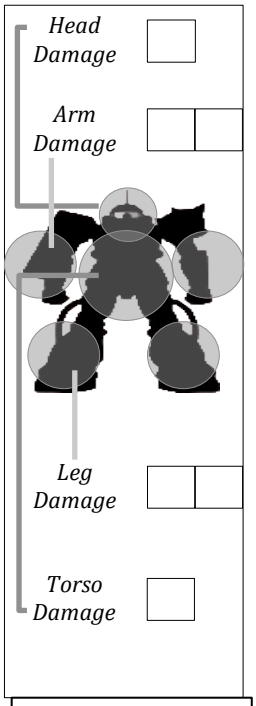
(Thunderbolt) Gouf <S>	South Seas Alliance	Points Cost: Base: 110	
Movement	**Boost**		
4"	8"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
5	2 | (2 Defend Die) <5+>	Medium (40 pts)	2 Defend Die <5+>

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Triple Barrel Machine Gun (20 pts)	Low Calibre	M	/	3	4+	/	6" - 24"	1
120mm Zaku MG (30 pts)	Medium Calibre	C	/	2	4+	6	6" - 24"	2
Giant Bazooka (90 pts)	Explosive	C	<RS> <P> <B>	1	2+	4+	12" - 36"	5

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Heat Sabre <P> (40 pts)	+2	2	3+	5+	3

Ability	*Description*
Heat Wire <Active> (20 pts)	See Rulebook, page 72.
Optional HiMAT Mode <Active> (40 pts)	When this ability is active, this unit is now subject to the "Air Unit" special rule when not fighting in "Space" and has the "VTOL" ability. This Ability must be re-activated each turn that the Unit is in HiMAT Mode.
Optional Troop Carrier <Active> (1x 10 pts)	See Rulebook, page 73.



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