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	

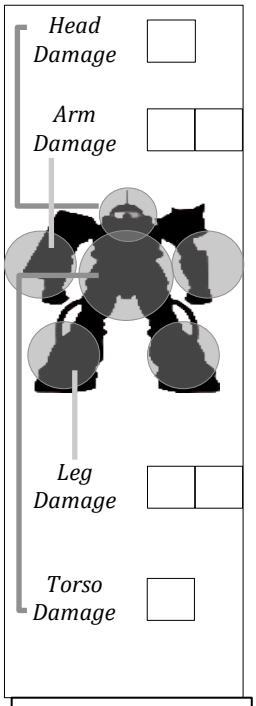
(Thunderbolt) Acguy Manuever Type B <S>	Principality of Zeon	Points Cost: Base: 90	
Movement	**Boost**		
4"	8"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
3	2 | (2 Defend Die) <5+>	Medium (40 pts)	2 Defend Die <5+>

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Arm Vulcans (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1
10-Tube Missile Launcher (50 pts)	Explosive	M	<RQ> <B>	3	5+	6	6" - 24"	2

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
MS Fist (0 pts)	+0	1	4+	6	2

Ability	Description
Amphibious <Passive> (10 pts) Frizzy Yard [Medium] <Passive> (20 pts)	See Rulebook, page 71. See "I-Field", Rulebook page 72. This affects "Explosive" Class Weapons instead of "Beam" Class Weapons.
Ammo Carrier[120mm Zaku MG or 120mm Short/Desert Zaku MG] <Passive> (2x 10pts)	When a friendly Unit performs a Shoot action with the Designated Weapon(s), you may elect to temporarily increases the "Shots" value of the Weapon by 1. This Ability may be used on up to one Unit per Turn.
Smoke Launcher <Active> (20 pts) Solid Defense <Passive> (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