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	

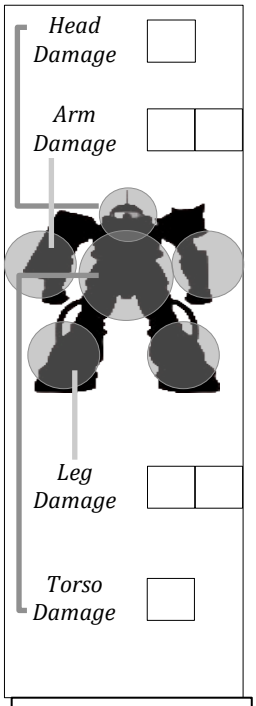
Hazel	Titans	Points Cost: Base: 180	
Movement	**Boost**		
9"	18"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	3 | (3 Defend Die) <4+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
60mm Vulcans (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1

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

Ability	Description
Solid Defence <Passive> (10 pts) Extra Shield <Passive> (20 pts)	This unit may choose to reroll the die in their "Shield Bonus" if they consider the result unfavourable. This can only be done once per "Shield Bonus." When this unit performs a "Shield Break" to prevent a "Damage Chart" roll from a critical hit, do not remove this unit's shield (the changing the "Shield Type" and "Shield Bonus" to None and removing of appropriate modifiers.) This ability can only be used once per battle.
High Performance Sensors <Passive> (10 pts)	Attackers targeting this unit that would gain a "Flanking" bonus ("Attack Die" reroll.) must roll a D6 first. On a result of 4+, the attacker does not gain a "Flanking" bonus.
Improved Arm Unit Construction <Passive> (10 pts) ---------- Shield Booster <Passive> (2x10 pts)	If this unit would receive a "Critical Hit" to the arms, roll a D6. On a result of 5+, the level of "Arm Damage" remains unchanged. When this ability is used, this unit may perform an additional "Boost" Action at the end of the next "Boost" action they use. This ability can only be used once per currently equipped shield per battle. (ie. lose a shield, lose a usage)



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