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	

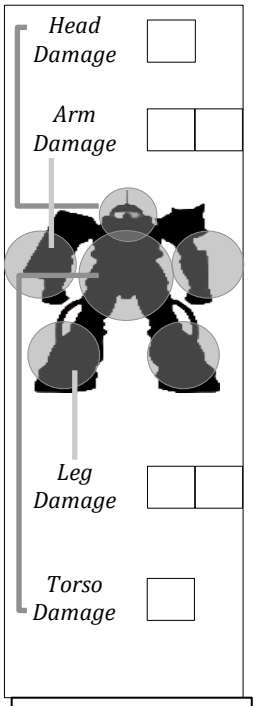
Rig Contio <C>	Zanscare Empire	Points Cost: Base: 250	
Movement	**Boost**		
13"	26"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
9	3 | (3 Defend Die) <4+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
Chest Beam Guns (70 pts)	Beam	M	<RS> <P> <B>	1	3+	5+	12" - 36"	4
Variable Beam Launcher (50 pts)	Beam	M	<RS> <P>	1	2+	4+	24" - 48"	4

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

Ability	Description
Beam Shield <Passive> (20 pts) Extra Shield <Passive> (20 pts)	This unit is equipped with a "Medium" Type "Beam Shield." (See information on I/GN Fields/ Beam Shields on page 20.) 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.
Shot Claw Deploy <Passive> (10+215[Funnels] pts) Deployable Shot Claw <Passive> (50 pts)	This Shot Claw Deploy has the following stats: [Capacity = 1 | Range = 24" | Control = 1]. This Launcher follows all the rules on page 38. While the "Rig Contio Shot Claw" Unit is not deployed, this unit may use any Weapon, Close Combat Weapon, or <Active> Ability the "Rig Contio Shot Claw" Unit has equipped; it also temporarily gains the "Beam Flayer" Ability (See Rulebook, page 71). The effects of this Ability are lost if the "Rig Contio Shot Claw" Unit is destroyed.
Panoramic Cockpit <Passive> (20 pts)	Attackers targeting this unit do not gain a "Flanking" bonus ("Attack Die" reroll.)



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