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	

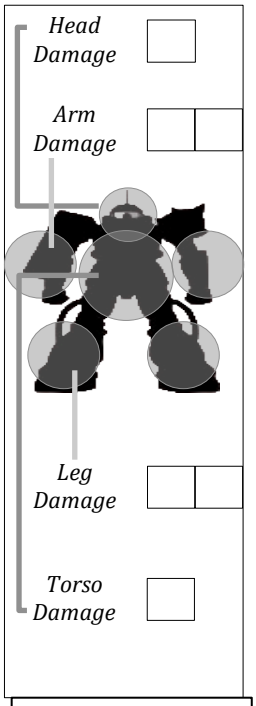
Zolo <S> <C>	Zanscare Empire	Points Cost: Base: 170	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
5	2 | (2 Defend Die) <5+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
Gatling Gun (60 pts)	Low Calibre	C	<RQ>	1D6	4+	6	12" - 36"	1
Beam Bazooka (110 pts)	Beam	C	<RS> <P> <B>	1	2+	4+	18" - 48"	6
Multi-Bazooka (90 pts)	Explosive	C	<RS> <P> <B>	1	2+	4+	12" - 36"	5

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)	This unit is equipped with a "Medium" Type "Beam Shield." (See information on I/GN Fields/ Beam Shields on page 20.)
Terminal Mode <Active> (20 pts)	When this ability is used, separate this unit into two smaller units, the "Zolo Top Terminal" and "Zolo Bottom Terminal" and place them within 6" of this unit and temporarily remove this unit, the "Zolo" from play. Any damage done to the "Integrity" of the Zolo is separated amongst the "Zolo Top Terminal" and "Zolo Bottom Terminal" at the player's discretion. Any pre-existing effects of the "Damage Chart" for the Zolo are not applied to the Zolo Top Terminal and Zolo Bottom Terminal (although, if either of these units has any pre-existing Damage Chart effects from a previous transformation these are reapplied to it.)
Beam Rotor Flight <Active> (40 pts) Bomber <Active> ([10x 1 payloads] 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 Beam Rotor Flight. See Rulebook pages 33 and 71.



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