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	

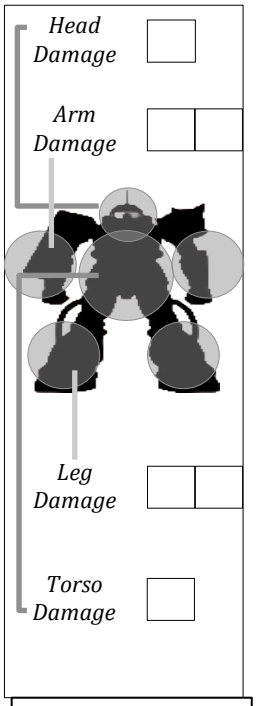
Efreet Nacht <S> <C>	Principality of Zeon / Invisible Knights	Points Cost: Base: 140	
Movement	**Boost**		
6"	12"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	2 | (2 Defend Die) <5+>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Cold Kunai (25 pts)	High Calibre	C	<LA> <PB>	2	4+	6	0"-12"	2
MPP-80 90mm MG (20 pts)	Low Calibre	C	/	3	4+	/	6" - 24"	1
192mm Shotgun (20 pts)	Medium Calibre	C	<Sp> <LA>	2	4+	6	0" - 18"	2
3-Barrel Gatling Guns (20 pts)	Low Calibre	M	/	3	4+	/	6" - 24"	1

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Cold Blade <P> (30 pts)	+3	2	4+	6	3

Ability	*Description*
Jamming System <Active> (40 pts)	When this ability is used, the unit is immediately removed from the battlefield. This unit may now be held in reserve to be deployed again onto the battlefield, following the "Ambush" rules. This unit may not perform this ability on the same turn that it successfully performed the resulting "Ambush." In addition, the this ability may not be used if its user is the sole (or single remaining) unit for that player on the battlefield. It may also not be used during a game with multiple teams, or in Battle Royale.
Cold Touch(Cold Kunai) <Passive> (1x 20 pts)	Whenever this unit makes a successful hit with the Designated Weapon, roll a D6. On a Result of 5+, may not use any Carried Weapons during their next turn.
Cold Steel(Cold Blade) <Passive> (1x 20 pts)	Whenever this unit makes a successful hit with the Designated Weapon, roll a D6. On a Result of 4+, the enemy unit takes 1 damage and may not counter attack.



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