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

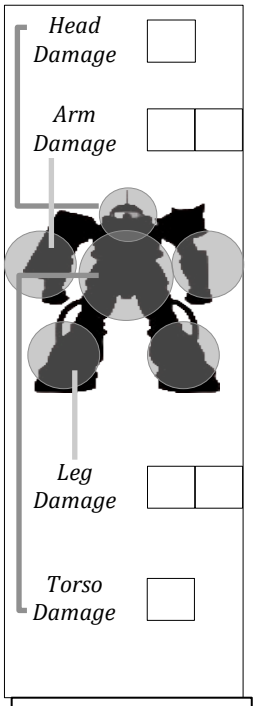
Jicco-Class	Principality of Zeon	Points Cost: Base: 90 Total: 140	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
2	1 | (1 Defend Die) <6>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
7-Tube Missile Launcher (50 pts)	Explosive	M	<RQ> <B>	3	5+	6	6" - 24"	2

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Unarmed	+0	1	4+	/	/

Ability	*Description*
Spacecraft <Passive> (0 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