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	

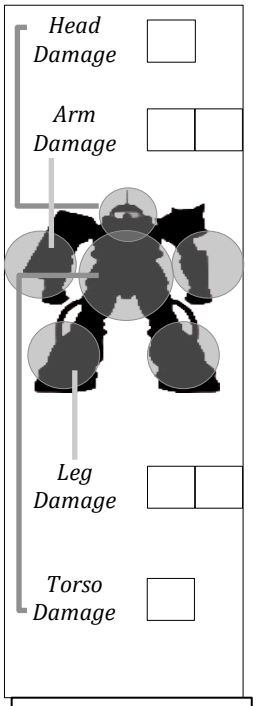
Ram Z'Gok (S)	Principality of Zeon	Points Cost: Base: 130 Standard/Total: 290	
Movement	**Boost**		
6"	12"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
5	2 | (2 Defend Die) <5+>	Light (20 pts)	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Mega Particle Gun (70 pts)	Beam	<M>	<RS> <P>	1	3+	5+	12" - 42"	5

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Claw Shields <PS> (20 pts)	+1	1	3+	4+	4

Ability	Description
Amphibious <Passive> (10 pts)	This unit does not undergo movement penalties from moving in water. They may also enter "Deep Water." This unit may elect to "Ambush" from a source of water 6" in diameter or higher.
Heat Ram <Passive> (20 pts)	If this unit "Charged" into Close Combat, for the duration of that Close Combat its Close Combat Weapon's "Attack" is temporarily increased by 1.
Extra Shield <Passive> (20 pts)	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.



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