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	

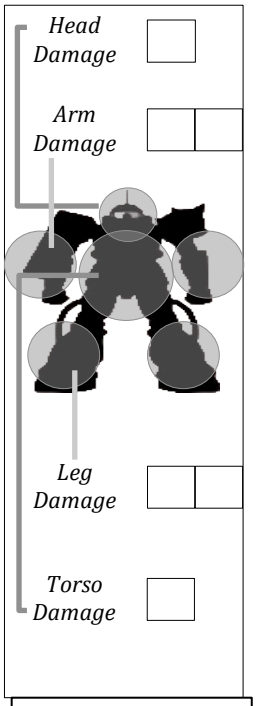
Z'GOK E (C) (S)	Principality of Zeon	Points Cost: Base: 160 Standard/Total: 350	
Movement	**Boost**		
7"	14"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	3 | (3 Defend Die) <4+>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Arm Beam Cannons (40 pts)	Beam	<M>	<P>	1	3+	5+	0"-12"	3
Torpedo Launcher (70 pts)	Explosive	<M>	<RQ> <P> <B>	2	4+	5+	12"-36"	3

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Vise Claw <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.
Hydrojets <Passive> (20 pts)	"Ambush" attempts made by this unit require no die roll. They are always successful.
Rapid Fire E-Cap Burst <Active> (20 pts)	This Ability may only be Activated/deactivated once per turn. If this Unit performs a "Shoot" Action with its "Arm Beam Cannons" while this Ability is Activated, roll a D6 to determine how many "Shots" are taken: 3 shots if result is 3 or 4, 4 shots if result is 5+, or 2 shots otherwise. After the "Shoot" Action, this Ability is automatically deactivated.



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