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	

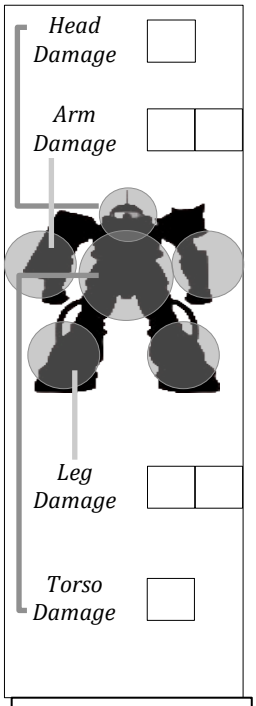
Zogok (S)	Principality of Zeon	Points Cost: Base: 140 Standard/Total: 200	
Movement	**Boost**		
6"	12"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	2 | (2 Defend Die) <5+>	None	None

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Boomerang Cutters (20 pts)	High Calibre	M	<LA>	2	4+	6	0"-12"	2

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
[M] Rocket Punch <PS> (20 pts)	+0	1	3+	5+	3

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.
Extendable Hand <Active> (10 pts)	This ability is usable on an enemy single target within 12" of this unit. Roll a D6. On a result of 5+ the target has been disarmed and may not use their "Carried Weapons" during their next turn.



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