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	

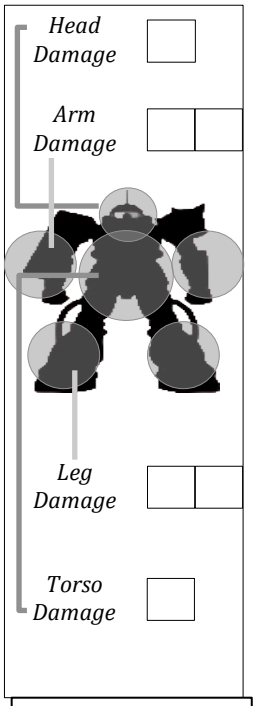
GN-X	Earth Sphere Federation	Points Cost: Base: 170	
Movement	**Boost**		
8"	16"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	3 (3 Defend Die) <4+>	Light (20 pts)	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
GN Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
GN Long Barrel Beam Rifle (50 pts)	Beam	C	<RS> <P>	1	2+	4+	24" - 48"	4
GN Vulcan (20 pts)	Beam	M	<PB> <P>	3	5+	/	0" - 12"	1

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
GN Beam Sabre <P> (50 pts)	+2	2	3+	4+	4

Ability	*Description*
GN Shield [Light] <Passive> (1x 10pts)	This unit is equipped with a "Light" Type "Beam Shield." (See information on I/GN Fields/ Beam Shields for more information.)
GN Claw <Passive> (20 pts)	If this unit enters "Close Combat" without its "Close Combat Weapon" equipped, it may elect to act as if equipped with the following: [GN Claw <PS> | +1 | 1 | 3+ | 4+ | 4]
GN Flight / HiMAT Mode <Active> (40 pts)	When this ability is active, this unit is now subject to the "Air Unit" special rule when not fighting in "Space" and has the "VTOL" ability. This Ability must be re-activated each turn that the Unit is in GN Flight Mode.



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