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	

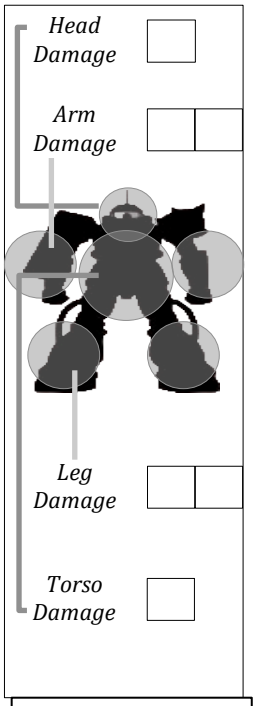
Gundam AGE-2 Normal (C)	Earth Federal Forces	Points Cost: Base: 230	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
9	4 | (4 Defend Die) <3+>	Light	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
{DODS} Hyper Rifle (60 pts)	Beam	C	<P> <B>	1	3+	5+	18" - 42"	3
Beam Vulcans (20 pts) (G-Strider only)	Beam	M	<P> <PB>	3	5+	/	0" - 12"	1

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

Ability	Description
G-Strider <Active> (30 pts)	When this ability is used, increase the base "Movement" of this unit to 20" and base "Boost" of this unit to 40". This unit is now subject to the "Air Unit" special rule when not fighting in "Space." In addition, this unit cannot gain a "Shield Bonus" or related shield modifiers and may only perform "Shoot" or "Aimed Shot" actions with the "{DODS} Hyper Rifle" weapon and Beam Vulcans. This Ability must be re-activated each turn that the Unit is in Flight Mode.
AGE System <Passive> (100 pts)	This unit has a sight radius of 360 degrees and the "Scout" Ability (See Rulebook page 73). Once per game, this Unit may reroll one failed die in their "Defend Pool" and one failed die in their "Attack Pool".
DODS Beam Weapon <Passive> (+10 pts x # weapons)	Any "Beam" class Weapon with the term {DODS} in their name ignore an Ability effect that reduces damage done by "Beam" Class weapons.



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