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	

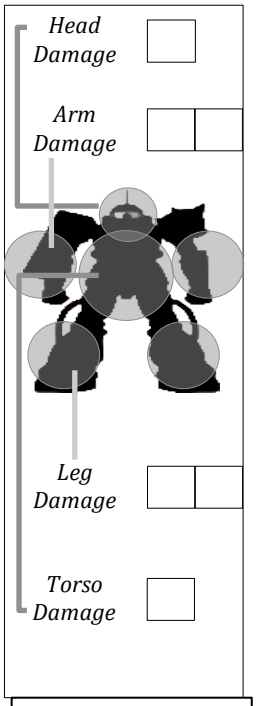
Turn A Gundam	Inglesia Militia / Moonrace	Points Cost: Base: 260 Standard: 540	
Movement	**Boost**		
9"	18"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
12	5 (5 Defend Die) <3+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
Beam Cannons (70 pts)	Beam	M	<RS> <P>	1	3+	5+	12" - 42"	5
Multi-Purpose Silo (Nuclear Payload) (?x 100 pts)	Explosive	C	<D> <P> <2xB>	1	2+	3+	12" - 24"	8

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

Ability	Description
Core Block System <Passive> (10 pts) Solid Defence <Passive> (10 pts)	This unit, upon reaching zero (0) integrity or less, first rolls a D6. On a result of 4+ the pilot is placed within a "Turn A Core Fighter" unit within a 6" radius of this unit. Do not make a roll on the "Destruction Table." On a result of 3 or less, the unit is destroyed as normal. Make a roll on the "Destruction Table." This unit may choose to reroll the die in their "Shield Bonus" if they consider the result unfavourable. This can only be done once per "Shield Bonus."
I-Field <Passive> (40 pts) Limited Flight <Passive> (10 pts)	This unit is equipped with a "I-Field" of Grade "Super Heavy." (See information on I/GN Fields/ Beam Shields on page 18.) When this unit performs a "Move" action, it may move through/on terrain that is at most 150% of its height.
Moonlight Butterfly <Active> (100 pts)	When this ability is used, all units/bits/funnels within 36" of this unit roll a d6. On a result of 6, the unit takes takes 1 DAM to Integrity. On result of 4 or 5, the unit takes takes 3 DAM to Integrity. On result of 2 or 3, the unit takes takes 6 DAM to Integrity. On a result of 1, the unit takes takes 9 DAM to Integrity. This unit cannot perform any actions during its next turn. In addition, if an affected unit also has this ability, this unit and the other unit instead both take damage equal to the lowest "Integrity" between the these two units. This ability may 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