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	

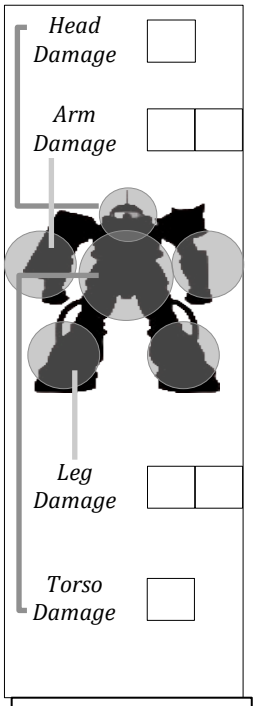
Maganac Rifle Type	Maganac Corps	Points Cost: Base: 100	
Movement	**Boost**		
4"	8"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
4	2 (2 Defend Die) <5+>	Heavy (60 pts)	3 Defend Die (4+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Shell-firing Rifle (50 pts)	High Calibre	M	<RQ> <P>	1	3+	5+	24" - 48"	3
Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Heat Tomahawk <P> (30 pts)	+3	2	4+	6	3

Ability	*Description*
Massed Fire (Beam Rifle) <Passive> (10 pts)	See Rulebook page 72.
Sand Proofing <Passive> (10 pts)	This unit may elect to "Ambush" from sandy terrain 6" in diameter or higher.
Hovercraft Propulsion System <Active> (50 pts)	This ability may be chosen to activate at the start of a game. If chosen, this unit now has a base Integrity of 5, and the Movement becomes 8" and Boost becomes 16". It also now has the Ability "Unwieldy." This unit may deactivate this ability as an Action. Upon doing so, the Base Integrity, Movement, and Boost of this unit return to normal (maintain any Damage taken, however, and apply it.)



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