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	

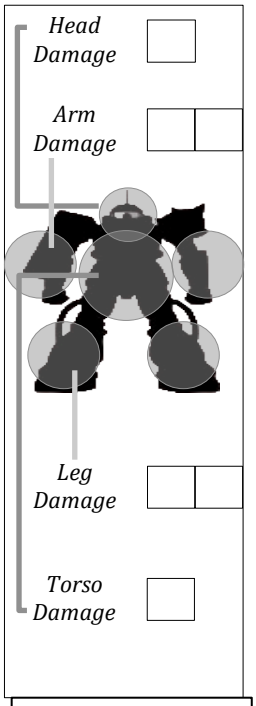
Gundam Deathscythe Hell	Gundam Pilots	Points Cost: Base: 240 Standard: 430	
Movement	**Boost**		
11"	22"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
9	4 (4 Defend Die) <3+>	Small (20 pts)	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Buster Shield (30 pts)	Beam	M	<RQ> <P>	1	3+	4+	0" - 12"	4
Vulcan Guns (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
Twin Beam Scythe <PS> (20 pts)	+2	1	3+	4+	4

Ability	Description
Hyper Jammer <Active> (40 pts)	When this ability is used, the unit is immediately removed from the battlefield. This unit may now be held in reserve to be deployed again onto the battlefield, following the "Ambush" rules. This unit may not perform this ability on the same turn that it successfully performed the resulting "Ambush." In addition, the this ability may not be used if its user is the sole (or single remaining) unit for that player on the battlefield. It may also not be used during a game with multiple teams, or in Battle Royale.
Active Cloak <Active> (40 pts)	When this ability is used, decrease the base "Movement" of this unit to 7", base "Boost" of this unit to 14", and base "DEX" to +0. This unit takes one (1) less total damage from "Beam" class weapons used in "Shoot" attacks against it and is considered to have a "Super Heavy" type shield. In addition, this unit cannot use the "Buster Shield" weapon and may not perform a "Shield Break." The next time the "Activate Ability" Action is used the effects of this ability are deactivated until the next activation.
Self-Destruct System <Active> (40 pts) ---- Beam Flayer <Passive> (+10 pts) ---- -- Gundanium Alloy <Passive> (10 pts) --	When this ability is used, this unit's "Integrity" is reduced to "0" and makes a roll on the "Destruction Chart." Any units within 12" of this unit must roll one d6. On a result of 6 the unit receives no damage to "Integrity"; on a result of 4 or 5 the unit takes 2 damage; on a result of 2 or 3 the unit takes 4 damage; and on a result of 1 the unit takes 6 damage. ---- For each 6 this Unit rolls in their Close Combat Attack Pool, roll an extra die (to a maximum of 2 dice) and add it to the Attack Pool. ---- -- This unit ignores the effects of the "Scout" ability and any abilities with the word "Sensor" in 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