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	

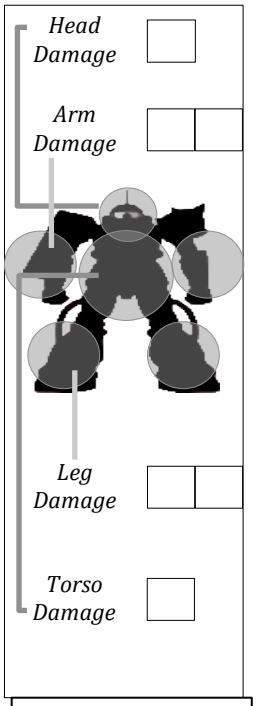
Gundam Nataku	Gundam Pilots / Mariemaia Army	Points Cost: Base: 240 Standard: 440	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
10	4 (4 Defend Die) <3+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Dragon Fang (30 pts)	High Calibre	M	<RQ> <P>	1	3+	6	6" - 24"	4
Dragon Fang (30 pts)	High Calibre	M	<RQ> <P>	1	3+	6	6" - 24"	4
Vulcan Guns (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1

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

Ability	*Description*
Dragon Fang <Active> (2x10 pts)	This ability is usable on an enemy single target within 12" of this unit. Roll two D6. On a result of 5+ on either die, the target has been disarmed and may not use their "Carried Weapons" during their next turn.
Gundanium Alloy <Passive> (10 pts) Beam Flayer <Passive> (+10 pts) Extra Shield <Passive> (20 pts)	This unit ignores the effects of the "Scout" ability and any abilities with the word "Sensor" in it. For each "Hit" of "6" this unit has in their "Attack Pool" in Close Combat, roll an extra die (to a maximum of 2 die) and add it to their "Attack Pool." When this unit performs a "Shield Break" to prevent a "Damage Chart" roll from a critical hit, do not remove this unit's shield (the changing the "Shield Type" and "Shield Bonus" to None and removing of appropriate modifiers.) This ability can only be used once per battle.
Self-Destruct System <Active> (40 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.



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