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

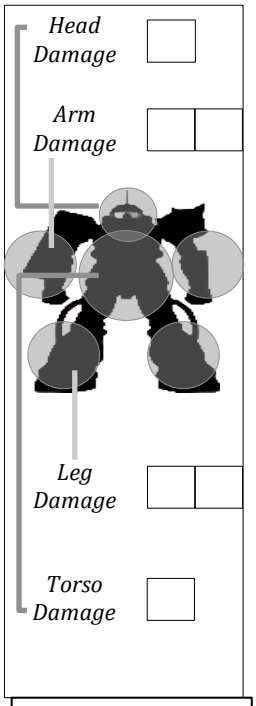
Leo Space Type	OZ	Points Cost: Base: 85	
Movement	**Boost**		
5"	10"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
3	2 (2 Defend Die) <5+>	Light (20 pts)	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Early 105mm Rifle (20 pts)	Medium Calibre	C	/	3	4+	/	6" - 24"	1
Bazooka (70 pts)	Explosive	C	<RQ> <LA> <B> <P>	1	3+	5+	12" - 36"	4
Beam Rifle (50 pts) / Shorty Type (40 pts)	Beam	C	<P>	1	3+	5+	12"-36" / 0"-12"	3
Dober Gun (50 pts)	High Calibre	C	<RQ> <P>	1	3+	5+	24" - 48"	3
Beam Bazooka (110 pts)	Beam	M	<RS> <B> <P>	1	2+	4+	18" - 48"	6

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

Ability	*Description*
Massed Fire (Early 105mm Rifle) <Passive> (10 pts)	See Rulebook page 72.



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