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	

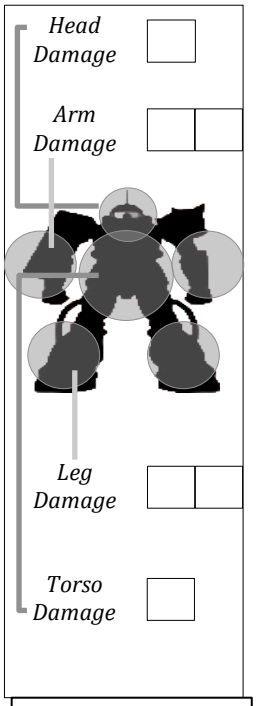
Tallgeese/Tallgeese II (C)	OZ	Points Cost: Base: 210	
Movement	**Boost**		
10"	20"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
8	3 (3 Defend Die) <4+>	Light (20 pts)	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Dober Gun (50 pts)	High Calibre	C	<RQ> <P>	1	3+	5+	24" - 48"	3
Missile Pod (60 pts)	Explosive	C	<RQ> <LA> <P> <B>	2	4+	5+	12" - 36"	3

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

Ability	Description
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.
Super Verniers <Passive> (100 pts)	See "Red Comet", Rulebook page 66.



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