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	

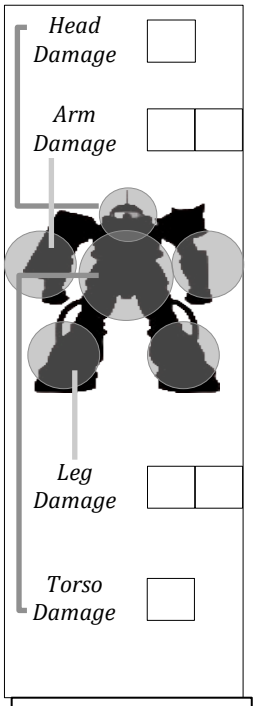
Justice Gundam	Clyne Faction / Three Ships Alliance	Points Cost: Base: 190 Standard: 570	
Movement	**Boost**		
11"	22"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
6	2 | (2 Defend Die) <5+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
"Cervus" Turret Machine Gun {Fatum} (rear firing arc) (20 pts)	Low Calibre	M	/	3	4+	/	6" - 24"	1
"Sagittus" 20mm CIWS (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1
"Lupus" Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
"Fortis" Beam Cannons {Fatum} (90 pts)	Beam	M	<RQ> <P>	1	3+	5+	12" - 42"	5
"Bassel" Beam Boomerangs (40 pts)	Beam	M	<RQ> <P>	2	4+	5+	0" - 12"	3

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

Ability	Description
Anti-Beam Coating (Shield) <Passive> (10 pts) N-Jammer Canceller <Passive> (100 pts)	This unit takes one (1) less total damage from "Beam" class weapons used in "Shoot" attacks against it. Increase this unit's "Movement" by 1" and "Boost" by 2". In addition this unit is modified in one of two ways: 1} If this unit has any version of Phase Shift Armor (Armor 2+), increase this unit's "Armor" by 2 (up to a maximum of 5) and Integrity by 4 (up to a maximum of 12). 2} Otherwise, replace all listed <RS> tags with <RQ>, remove all listed <RQ> tags, and any ability with a turn limit losses the turn limit and becomes <Passive>.
Fatum-00 Docking/Undocking <Active> (20 pts)	When this ability is used, deploy the "Fatum-00" within 6" of this unit. Additionally, this unit loses access to abilities and weapons marked with the words {Fatum} and decreases its "Movement" and "Boost" by 3" and 6", respectively. This ability can be activated again when the "Fatum-00" is within 6" of this unit, in which case the "Fatum-00" is removed from the field and the effects of this ability are deactivated. The "Fatum-00" retains any damage to "Integrity" and the "Damage Chart" from previous deployments.
HiMAT Mode {Fatum} <Active> (40 pts) -- Beam Flayer <Passive> (10 pts) --	When this ability is active, this unit is now subject to the "Air Unit" special rule when not fighting in "Space" and has the "VTOL" ability. This Ability must be re-activated each turn that the Unit is in HiMAT Mode. -- 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." --



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