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	

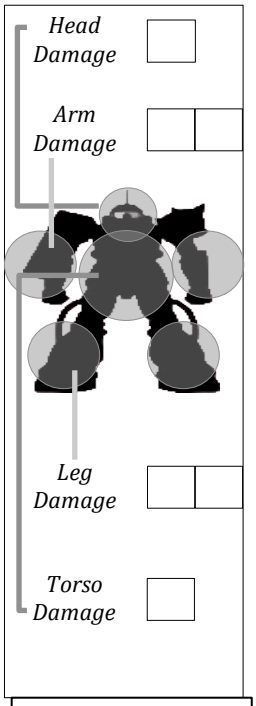
Raider Gundam	Earth Alliance	Points Cost: Base: 180 Standard: 470	
Movement	**Boost**		
8"	16"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
7	3 | (3 Defend Die) <4+>	Small (20 pts)	1 Defend Die (6)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
"Zorn" 100mm Energy Cannon (40 pts)	Beam	M	<P>	1	3+	5+	0" - 12"	3
76mm Machine Guns {MA Mode} (20 pts)	Low Calibre	M	/	3	4+	/	6" - 24"	1
2-barrel 52mm Hyper Velocity Shield Cannon (30 pts)	Medium Calibre	M	/	2	4+	6+	6" - 24"	2
80mm Machine Gun {MA Mode} (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1
"Ahura Mazda" Short-range Plasma Cannons {MA Mode} (60 pts)	Beam	M	<P>	2	3+	5+	0" - 12"	3

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
"Mjolnir" Spherical Breaker <PS> (20 pts)	+0	1	3+	5+	3

Ability	*Description*
Claws {MA Mode} <Active> (20 pts)	This ability is usable on an enemy single target within 12" of this unit. Roll a D6. On a result of 5+ the target may not perform any actions during their next turn.
Mobile Armor Mode <Active> (30 pts)	When this ability is Active, increase the base "Movement" of this unit to 16" and base "Boost" of this unit to 32". This unit is now subject to the "Air Unit" special rule when not fighting in "Space." In addition, this unit cannot gain a "Shield Bonus" or related shield modifiers. Further, this unit gains access to abilities and weapons marked with the words {MA Mode}. This Ability must be re-activated each turn that the Unit is in Mobile Armor Mode.
Aerial Brawler <Passive> (50 pts) Agile <Passive> (10 pts)	While in "Mobile Armor Mode" this unit uses the following weapon in "Close Combat": [[M] Beam Sabre <P> | +2 | 2 | 3+ | 4+ | 4]. This unit's rotation penalty is halved (to 1" and 2" respectively) in comparison to other units. In addition, when in "Mobile Armor Mode", this unit may turn within a 180 degree arc.



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