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	

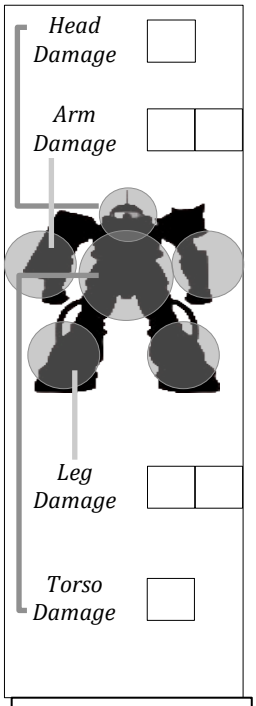
"Super Hyperion" Gundam	Independent	Points Cost: Base: 110 Standard: 420	
Movement	**Boost**		
8"	16"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
4	1 | (1 Defend Die) <6>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
Beam Sub-machine Gun (60 pts)	Beam	C	<P>	3	4+	5+	6"-24"	2
Multi-barrel CIWS (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1
"Forfanterie" Beam Cannon (70 pts)	Beam	M	<RS> <P> <B>	1	3+	5+	12" - 42"	5

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

Ability	Description
Extra Shield <Passive> (20 pts) Beam Shield <Passive> (20 pts)	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. This unit is equipped with a "Medium" Type "Beam Shield." (See information on I/GN Fields/ Beam Shields for more information.)
N-Jammer Canceller <Passive> (100 pts)	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>.
"Armure Lumiere" Mono-phase Lightwave Shield <Active> (50 pts)	When activated, for the next 3 turns this unit takes one (1) less total damage from "Beam", "Explosive", "Low Calibre", "Medium Calibre" and "High Calibre" class weapons used in "Shoot" attacks against it. In addition, this unit is treated as having a "Super Heavy" type "I-Field" while under the effects of this ability. This ability may only be used once per turn.



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