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	

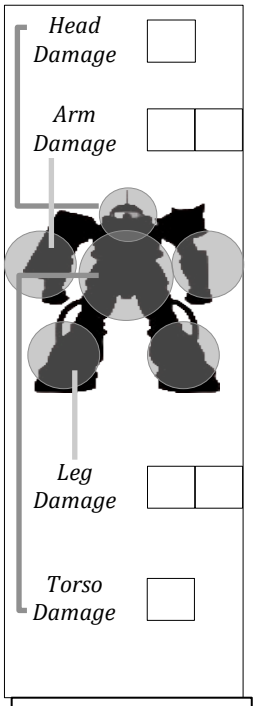
Impulse Gundam	ZAFT	Points Cost: Base: 220 Standard: 310	
Movement	**Boost**		
8"	16"	**Shield**	
Integrity	**Armour**	Type	Shield Bonus
10	4 | (4 Defend Die) <3+>	Medium (40 pts)	2 Defend Die (5+)

WEAPONS

Name	Class	Equip	Tags	Shots	ACC	CRIT	Range	DAM
High-energy Beam Rifle (50 pts)	Beam	C	<P>	1	3+	5+	12" - 36"	3
20mm CIWS (10 pts)	Low Calibre	M	<PB>	3	5+	/	0" - 12"	1

Close Combat Weapon	DEX	Attack	Accuracy	CRIT	DAM
"Folding Razor" Anti-armor Knife <P> (30 pts)	+3	2	4+	6	3

Ability	Description
Anti-Beam Coating (Shield) <Passive> (10 pts) Module Mobile Suit <Passive> (10 pts)	This unit takes one (1) less total damage from "Beam" class weapons used in "Shoot" attacks against it. This unit, upon reaching zero (0) integrity or less, first rolls a D6. On a result of 4+ the pilot is placed within a "Core Splendor" unit within a 6" radius of this unit. Do not make a roll on the "Destruction Table." On a result of 3 or less, the unit is destroyed as normal. Make a roll on the "Destruction Table."
Silhouette Pack <Passive> (+10 pts)	This unit may enter the battle equipped with a unit with the <Silhouette Packs> tag in its name. Any listed increases/decreases in "Movement", "Boost", "Integrity", and/or "Armour" are applied to this unit. Any listed "Shield" and/or "Close Combat Weapon" replaces what this unit has unless otherwise specified by the <Silhouette Pack> unit. Any listed weapons and/or abilities are available to this unit.
Silhouette Pack Switch <Active> (+40 pts) Mid-battle Module Replacement <Active> (2x10 pts)	When this ability is used, this unit may equip a different <Silhouette Pack> unit. The total "Points Cost" of this unit and its equipment should reflect which <Silhouette Pack> units this unit may switch to. Once per battle, this unit may remove all "Arm Damage". Once per battle, this unit may remove all "Leg Damage".



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