

FIGURE 10



This Global Games figure is a great all round weapon. Its twin cannons give it a huge Punch against, assault troops as well as light and medium vehicles. Its Missile Launcher is great air defense. It has a very effective close in defensive weapon that (unfortunately) can only be used once.

Name / Type: Walker, 4Lit					Cost: 566	
Total # of Crew	1	Crew	8		Move: 7	
Total # of Actions	2	Level			Maneuverability: 3	
Weapon 1	#2118	Range	Prim	Second	Tertiary	
Side Cannons	(112 * 2)	32	4Lit	3Ass, 5Med		
Special: 1d4 shots, 1 target or squad.						
Weapon 2	#2004	Range	Prim	Second	Tertiary	
Globe	(200)	0	0non, 1Bod	3Pow, 3Ass		
Special: Auto Pattern, 1 to each side. 2" radius template. One Use						
Weapon 3	#2113	Range	Prim	Second	Tertiary	
Rocket Pod	(50)	20	Anti Air			
Special: Anti Air						
Weapon 4	#	Range	Prim	Second	Tertiary	
Special:						

Basic Model Cost

- 2 (actions)
- * 2
- * 7 (Speed)
- * 3 (Maneuverability)
- + 8 (Level)
- =92

Cost with Weapons

- 92 (Basic Model Cost)
- + 224 Side Cannons
- + 200 Globe (top right)
- + 50 Rocket Pod
- = **566** (Total Cost With Weapons)

This walker is good at dealing with low flyers as well as with vehicles with light or medium armor. It is not able to fight close in although it has a very effective anti infantry weapon should it need it.