

**FIGURE 11**



This Global Games figure is another version of a very brutal war machine. This version is a long distance terror to infantry as it has taken out its ability to deal with air units and replaced with two sets of anti infantry rocket packs (one set per side).

Name / Type: Walker, 4Lit		Cost: 808			
Total # of Crew	1	Crew	8		Move: 7
Total # of Actions	2	Level	Maneuverability: 3		
Weapon 1	#2118	Range	Prim	Second	Tertiary
<b>Cannons</b>	(112)	32	4Lit	3Ass, 5Med	
Special: 1d4 shots, 1 target or squad.					
Weapon 2	#2004	Range	Prim	Second	Tertiary
<b>Globe</b>	(200)	0	0non, 1Bod	3Pow, 3Ass	
Special: Auto Pattern, 1 to each side. 2" radius template. One Use					
Weapon 3	#2122	Range	Prim	Second	Tertiary
<b>Rocket Packs</b>	(202*2)	32	0Non, 1Bod	2Pow, 3Ass	
Special: Template, 2 inch radius					
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)  
 + 112 Side Cannons  
 + 200 Globe (top right)  
 + 404 Rocket Packs  
 = **808** (Total Cost With Weapons)

This is a very effective anti infantry weapon. Its cannon also gives it enough punch to take out light and medium vehicles.