



MOVEMENT	MISSILES	GUNS/LASERS	ASSAULT	HIT LOC
clear 1	TO HIT +4	TO HIT +4	contested roll	2 torso
forest 2	+4	FOREST +1/hex	+ab	3-5 rt arm
ruins 2		+1 trgt in forest	-3/lost limb	6 rt leg
elevation 2	LOS blocked +2	RANGE +1/hex>10	dm = ab	7 torso
scrud 3			[repeat]	8 lf leg
water 3				9-11 lf arm
				12 head
LOS			HEAT	
>4 forest			running 2	
>2 ruins			lasers h	
any rise			assault 1	
inside crater			save=4+(h>ht)	
all spires			std/wlk -2	
			in wtr -4	

GIANT

GIANT

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