





Shoot straight forward. Hit the closest enemy.











Attack all adjacent spaces. Hit up to 8 enemies at once.









Step one space forward.

- ☐ Blocked by enemy
- Pushes enemy

PUSH DAMAGE:



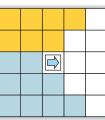




90° clockwise or counterclockwise. towards target.



Rotate 90° counterclockwise if target is in this zone.



No rotation if target is in this zone.



Rotate 90° clockwise if target is in this zone.

| - | _ | |
|--------------|--------------|---|
| !ODGCT | PRIORITIES: | • |
| INKUCI | I KIUKIIICD. | |

| 1 | |
|---|--|
| 2 | |
| 3 | |
| 4 | |

| Custom Action | |
|---------------|--|

| Detrils: | | |
|----------|--|--|
| | | |

Us vs. It GDC, Feb. 2008 Copyright © 2008 Stonetronix Designs, Inc.