



GIANT MACHINE

Height: 7' 4"
Weight: 450 lbs.
Osaka, Japan

LEVEL 1 OFFENSE	LEVEL 1 DEFENSE
1. giant shove - 1 2. quick swat - 1 3. lumbering forearm smash - 2 (ag) 4. grab head and toss - 2 (pw) 5. armlock - 2 (ch B) 6. falling elbow drop - 3	1. dazed - 1 (tag) 2. GIANT MACHINE - 2 3. GIANT MACHINE - 1 4. GIANT MACHINE - 1 5. GIANT MACHINE - 1 6. hurt - 2
LEVEL 2 OFFENSE	LEVEL 2 DEFENSE
1. knife edge chop - 2 2. facelock and forearm to back - 2 3. into the ropes (c) 4. clubbing blow to the head - 3 5. head butt - 3 6. body slam - 3	1. GIANT MACHINE - 2 2. hurt - 2 3. GIANT MACHINE - 1 4. hurt - 2 5. GIANT MACHINE - 1 6. dazed - 1
LEVEL 3 OFFENSE	LEVEL 3 DEFENSE
1. bear hug - 3 (ch G) 2. out of the ring (c) 3. out of the ring 4. Giant Super Big Chop - 3 5. mudslide in corner - 3 6. GIANT CRUSH (+4) **	1. hurt - 2 2. down - 3 3. down - 3 4. PIN 5 (2) 5. hurt - 2 6. dazed - 1

Ropes - C*
Turnbuckle - B*
Ring - B*
Deathjump - B
Disqualification - 5

Agility +3
Power -4
Cage 3



* opponent's pw must be -2 or better to use these. Otherwise, Giant takes over on lvl 2 offense.
** roll two dice. Move misses on roll of 2-4 and opponent rolls on lvl 2 offense.

