

FIGURE 1



The beautiful figure could be considered either powered infantry or assault infantry. I myself would make her assault infantry, complete with shoulder mount weapon, sword and shield. To even up her survivability even more, I would give her an auto grenade launcher. As an assault troop, I would up her movement to five (+1) to better reflect her look. If my opponent were to agree to it, I would even up her speed to 7.

Name / Ttype: Assault Armor Troop, 3Ass		Cost: 438			
Actions: 2		Level: 8		Move: 5	
Weapon 1	# 1505	Range	Prim	Second	Tertiary
Shield CC (1 * 15)		0	Shield		
Special: Hit misses if the character can roll 6+ on a d20. Front and Shield side only					
Weapon 2	# 907	Range	Prim	Second	Tertiary
Sword: CC (1*40)		0		2Pow, 3Ass, 4Lit	
Special: Blade, Subtract 10 from incoming CC attacks. Front and weapon side only.					
Weapon 3	# 1923	Range	Prim	Second	Tertiary
SM Weapon (1*198)		0	2Pow, 3Ass	0Non, 1Bod	
Special: Circular Template, 2 inch radius					
Weapon 4	# 1406	Range	Prim	Second	Tertiary
Grenade (1*157)		12		Smoke	
Special: Auto Grenade pattern, 3 to the front. 2 inch template – 1 use					

Basic Model Cost

- 2 (actions)
- * 2
- * 5 (Speed)
- * 1 (Maneuverability)
- + 8 (Level)
- =28
- * 1 (number of models)
- =28 (Basic Cost of Squad) Model Cost With Weapons

Cost with Weapons

- 28 (Basic Figure Cost)
- + 15 Weapon- Shield
- + 40 Weapon- Sword: CC
- + 198 Weapon- Shoulder Mount
- + 157 Weapon- Smoke Grenades (1 use)
- = 438 (Total Cost With Weapons)

This is a fast hard hitting anti infantry trooper. If she manages to get into hand to hand combat she will be very hard indeed to stop with the shield / sword combo.