

**FIGURE 2**



This Games Workshop figure wears Assault Armor and carries a two barrel hand gun, a sword and a small shield (sorry for the angle, you can just see the edge of the shield beside his right hand).

Name / Ttype: Assault Armor, 3Ass		Cost: 288			
Actions: 2		Level: 8		Move: 4	
Weapon 1	# 1526	Range	Prim	Second	Tertiary
Sword: CC (40)		0		2Pow, 3Ass, 4Lit	
Special: Blade, Subtract 10 from incoming CC attacks. Front and weapon side only.					
Weapon 2	# 1504	Range	Prim	Second	Tertiary
Shield (10)		0		Shield	
Special: Incoming hits will miss if player can roll 11 or more on d20					
Weapon 3	# 1716	Range	Prim	Second	Tertiary
1 H Weapon (147)		22	0Non, 1Bod	2Pow	3Ass
Special: Following Fire 2" Radius.					
Weapon 4	# 1622	Range	Prim	Second	Tertiary
Grenades (67)		12		Smoke	
Special: Auto Grenade Launcher, 3 to the front, 2 inch radius template					

Basic Model Cost

- 2 (actions)
- \* 2
- \* 4 (Speed)
- \* 1 (Maneuverability)
- + 8 (Level)
- =24
- \* 1 (number of models)
- =24 (Basic Cost of Squad) Model Cost With Weapons

Cost with Weapons

- 24 (Basic Squad Cost)
- + 40 Weapon- Sword
- + 10 Weapon- Shield
- + 147 Weapon- 1 Handed
- + 67 Weapon- Auto Smoke Grenade Launcher
- =288 (Total Cost With Weapons)

This model is very tough to kill once it gets into close combat. Its biggest problem is getting into close combat