

FIGURE 3



This Games Workshop figure wears Assault Armor and carries a two-barrel weapon and a sword. The sword is great for hand-to-hand combat and the two-barrel weapon can be given a template to make him a brutal close in fighter.

Name / Ttype: Assault Armor, 3Ass					Cost: 261
Actions: 2		Level: 8		Move: 4	
Weapon 1	# 1509	Range	Prim	Second	Tertiary
1 H TearD Weap (1*130)		0	0Non	1Bod, 2Pow	3Ass
Special: Teardrop Template- Large.					
Weapon 2	# 1526	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	# 1622	Range	Prim	Second	Tertiary
Grenades (67)		12		Smoke	
Special: Auto Grenade Launcher, 3 to the front, 2 inch radius template					
Weapon 4	#	Range	Prim	Second	Tertiary
Special:					
Weapon 5	#	Range	Prim	Second	Tertiary
Special:					

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 Model Cost)
- + 130 Weapon- Teardrop Weapon
- + 40 Weapon- CC Sword
- + 67 Weapon- Smoke Grenade, Auto Launcher
- =261 (Total Cost With Weapons)**

This is an anti infantry model. Its greatest weakness is its lack of distance fire. It must close to a point where it can use it template weapon.