

FIGURE 4



This Games Workshop figure wears Assault Armor and carries a two-barrel weapon and a great fist weapon. The fist provides it protection close in. The hand weapon is a great anti infantry weapon.

Name / Ttype: Assault Armor, 3Ass					Cost: 288
Actions: 2		Level: 8		Move: 4	
Weapon 1	# 1716	Range	Prim	Second	Tertiary
1 H Weapon (147)		22	0Non, 1Bod	2Pow	3Ass
Special: Following Fire 2" Radius.					
Weapon 2	# 1510	Range	Prim	Second	Tertiary
Glove, CC (50)		0	0Non, 1Bod	2Pow, 3Ass	
Special:					
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)
- + 147 Weapon- 1 Handed weapon
- + 50 Weapon- CC Glove
- + 67 Weapon- Smoke Grenade, Auto Launcher
- =288 (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.