

FIGURE 5



This Games Workshop figure wears Assault Armor. Its main strength is its ability to deal with Lightly and Medium Armored Vehicles.

Name / Ttype: Assault Armor, 3Ass						Cost: 462
Actions: 2		Level: 8		Move: 4		
Weapon 1	# 1701	Range	Prim	Second	Tertiary	
1 H Weapon (41)		16		4Lit		
Special: 1 Roll to hit, 2 Rolls to wound. Left hand weapon						
Weapon 2	# 1716	Range	Prim	Second	Tertiary	
1 H Weapon (147)		22	0Non, 1Bod	2Pow	3Ass	
Special: Following Fire 2" Radius. Right hand weapon						
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	# 1920	Range	Prim	Second	Tertiary	
SM Weapon (183)		28	4Lit	3Ass, 5Med		
Special: Circular Template, 2 inch radius						
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)
- + 41 Weapon- Left Hand Weapon
- + 147 Weapon- Right Hand Weapon
- + 67 Weapon- Smoke Grenade, Auto Launcher
- + 183 Weapon- Shoulder Mount Weapon
- = 462 (Total Cost With Weapons)

This is a unit's heavy hitter. Its main weakness is its lack of close combat ability.