

FIGURE 7



This Games Workshop figure is the unit's wimp commander! Looks impressive but someone forget to tell him that he needs a fully charged glove.

Name / Ttype: Power, 2Pow						Cost: 87
Actions: 2		Level: 8		Move: 5		
Weapon 1	# 903	Range	Prim	Second	Tertiary	
Glove, CC (15)		0			2Pow, 3Ass, 4Lit	
Special: The glove gives the units leader a small chance to take out a small vehicle						
Weapon 2	# 1123	Range	Prim	Second	Tertiary	
1 Handed Gun (44)		24		2Pow	0Non, 1Bod	
Special:						
Weapon 3	#	Range	Prim	Second	Tertiary	
Special:						
Weapon 4	#	Range	Prim	Second	Tertiary	
Special:						
Weapon 5	#	Range	Prim	Second	Tertiary	
Special:						

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 Model Cost)
- + 15 Weapon- Glove
- + 44 Weapon- Large Hand Gun
- = 87 (Total Cost With Weapons)

By itself this model is very weak. It does give a squad the chance to damage a lightly armored vehicle if conditions are right.