

FIGURE 8



This Games Workshop figure is the unit's heavy hitter. With two types of missiles, the figure can dish out major hurt onto a wide variety of target types.

Name / Type: Power, 2Pow		Cost: 315			
Actions: 2		Level: 8		Move: 5	
Weapon 1	# 1123	Range	Prim	Second	Tertiary
1 Handed Gun (44)		24		2Pow	0Non, 1Bod
Special: The unit's main weapon.					
Weapon 2	# 1406	Range	Prim	Second	Tertiary
SM Miss. Launcher (47)		12	4Lit	3Ass, 5Med	
Special: Anti Armor Round					
Weapon 3	# 1434	Range	Prim	Second	Tertiary
SM Miss. Launch. (196)		36	0Non	1Bod, 2Pow	3Ass
Special: Circular Template – 2 inch radius					
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)
- + 44 Weapon- Large Hand Gun
- + 47 Weapon- Anti Armor Missile Round
- + 196 Weapon- Anti Personal Missile Round
- = 315 (Total Cost With Weapons)

This is a good heavy hitter, able to affect targets with up to medium armor. It needs to be supported or it will get crushed in hand to hand.