

SQUAD 1



The squad of Game Workshop figures has a total of 9 models, 4 with shoulder mount weapons, one with a glove and the rest with either one or two one-handed weapons.

Name / Type: 9 model Power Armor Squad, 2Pow		Cost: 2085			
Actions: 2		Level: 8		Move: 5	
9 man power armor squad					
Weapon 1	# 903	Range	Prim	Second	Tertiary
Glove, CC (1*15)		0			2Pow, 3Ass, 4Lit
Special: The glove gives the units leader a small chance to take out a small vehicle					
Weapon 2	# 907	Range	Prim	Second	Tertiary
Hand Gun: CC (9*50)		0	0non, 1Bod	2Pow, 3Ass	
Special: a great Close combat Weapon					
Weapon 3	# 1123	Range	Prim	Second	Tertiary
1 Handed Gun (9*44)		24		2Pow	0Non, 1Bod
Special: The unit's main weapon.					
Weapon 4	# 1406	Range	Prim	Second	Tertiary
SM Miss. Launcher (4*47)		12	4Lit	3Ass, 5Med	
Special: Anti Armor Round					
Weapon 5	# 1434	Range	Prim	Second	Tertiary
SM Miss. Launch. (4*196)		36	0Non	1Bod, 2Pow	3Ass
Special: Circular Template – 2 inch radius					

Basic Model Cost

2 (actions)
 * 2
 * 5 (Speed)
 * 1 (Maneuverability)
 + 8 (Level)
 =28
 * 9 (number of models)
 =252 (Basic Cost of Squad) Model Cost With Weapons

Cost with Weapons

252 (Basic Squad Cost)
 + 15 Weapon- Glove
 + 450 Weapon- Hand Gun: CC (9 times 50)
 + 396 Weapon- 1 Handed Gun (9 times 44)
 + 188 Weapon- Shoulder Mount Missile Launcher: SMML (4 times 47)
 + 784 Weapon (SMML: anti personal round (4 times 196)
 =2085 (Total Cost With Weapons)

This is an expensive squad but capable of dealing with a wide variety of targets. It is especially effective against infantry targets. It is not a good squad for clearing buildings, but then I would not see it trying to perform such a role with its large shoulder mount weaponry.