

## SQUAD 2



The squad has a total of 6 models, 1 with shoulder mount weapon (#5), three with a glove weapon (#4), two with swords and 6 with 1 handed weapons. Of the one handed weapons, the weapons in #5's Left hand and the weapon in #3's right hand are very different from the remaining weapons. All the one handed weapons have two barrels.

Name / Ttype: 6 model Assault Armor Squad, 3Ass					Cost: 1865
Actions: 2			Level: 8	Move: 4	
6 Man Assault Armor Squad					
Weapon 1	# 1510	Range	Prim	Second	Tertiary
Glove, CC (3 * 50)		0	0Non, 1Bod	2Pow, 3Ass	
Special:					
Weapon 2	# 1526	Range	Prim	Second	Tertiary
Sword: CC (2*40)		0		2Pow, 3Ass, 4Lit	
Special: Blade, Subtract 10 from incoming CC attacks. Front and weapon side only.					
Weapon 3	# 1509	Range	Prim	Second	Tertiary
1 H TearD Weap (1*130)		0	0Non	1Bod, 2Pow	3Ass
Special: Teardrop Template- Large. Right hand weapon of #3.					
Weapon 4	# 1701	Range	Prim	Second	Tertiary
1 H Weapon (1*41)		16		4Lit	
Special: 1 Roll to hit, 2 Rolls to wound. Left hand weapon for #5					
Weapon 5	# 1716	Range	Prim	Second	Tertiary
1 H Weapon (5*147)		22	0Non, 1Bod	2Pow	3Ass
Special: Following Fire 2" Radius. Left hand weapon of #2, 4 and 5.					
Weapon 6	# 1920	Range	Prim	Second	Tertiary
SM Weapon (1*183)		28	4Lit	3Ass, 5Med	
Special: Circular Template, 2 inch radius					
Weapon 7	# 1622	Range	Prim	Second	Tertiary
Grenades (6*67)		12		Smoke	
Special: Auto Grenade Launcher, 3 to the front, 2 inch radius template					

### Basic Model Cost

2 (actions)  
 \* 2  
 \* 4 (Speed)  
 \* 1 (Maneuverability)  
 + 8 (Level)  
 =24  
 \* 6 (number of models)  
 =144 (Basic Cost of Squad) Model Cost With Weapons

### Cost with Weapons

144 (Basic Squad Cost)  
 + 150 Weapon- Glove: CC (3 times 50)  
 + 80 Weapon- Sword: CC (2 times 40)  
 + 130 Weapon- 1Hand with teardrop template (1 times 130)  
 + 41 Weapon- 1 Handed Gun (1 times 41)  
 + 735 Weapon- 1 Handed Gun (5 times 147)  
 + 183 Shoulder Mount Weapon (1 times 183)  
 + 402 Auto Grenade Launcher (6 times 67)  
 = 1865 (Total Cost With Weapons)

This is one of the more complicated squads due to the number of different types of weapons it has. The better you know a models weapons and what they are called in the original system, the easier it is once you have converted them to this system (since you can call them by the name you are used to).