

*	<b>(4)</b>		U	<b>(3)</b>	ं	Pts
Melee	+1	User	-1	1	Melee - Poisoned (4+) - Anti-Infantry	5
6"	1	8	-3	<b>D</b> 3	Pistol - Lance	6
24"	2	3	-1	3	Heavy - Devastating Wounds - Haywire - Anti-Vehicles	8
18"	1	14	-4	<b>D</b> 6	Assault - Heavy - Melta	13
18"	3	2	0	1	Assault - Anti-Infantry - Poisoned (4+)	8
Melee	User	User	0	1	Melee	0
	6" 24" 18" 18"	Melee +1 6" 1 24" 2 18" 1 18" 3	Melee +1 User 6" 1 8 24" 2 3 18" 1 14 18" 3 2	Melee +1 User -1 6" 1 8 -3 24" 2 3 -1 18" 1 14 -4 18" 3 2 0	Melee       +1       User       -1       1         6"       1       8       -3       D3         24"       2       3       -1       3         18"       1       14       -4       D6         18"       3       2       0       1	Melee         +1         User         -1         1         Melee - Poisoned (4+) - Anti-Infantry           6"         1         8         -3         D3         Pistol - Lance           24"         2         3         -1         3         Heavy - Devastating Wounds - Haywire - Anti-Vehicles           18"         1         14         -4         D6         Assault - Heavy - Melta           18"         3         2         0         1         Assault - Anti-Infantry - Poisoned (4+)