### Infantry:

**10cm Trained:**
- C/As’lt: 5
- Move: Infantry: 10cm
- Defence: 8, Light cov’/all, Heavy
- Weapons: 1cm Assault rifle coil-guns, 1cm Buzzbomb
- Suppress: +1, remove suppression marker (UP TO 4) on 5+

**10cm Veteran:**
- C/As’lt: 4
- Move: Infantry: 10cm
- Defence: 8, Light cov’/all, Heavy
- Weapons: 2cm Assault rifle coil-guns, 2cm Buzzbomb
- Suppress: +1, remove suppression marker (UP TO 5) on 4+

**10cm Elite:**
- C/As’lt: 4
- Move: Infantry: 10cm
- Defence: 9, Light cov’/all, Heavy
- Weapons: 2cm Assault rifle coil-guns, 2cm Buzzbomb
- Suppress: +2, remove suppression marker (UP TO 7) on 3+

**Power Armour:**

**Generic Power Armour**
- Type: Trained: 5+ / C/As’lt: 3
- Move: Infantry: 10cm
- Defence: 8, Light cov’/all, Heavy
- Weapons: 1cm Assault rifle coil-guns, 1cm Buzzbomb 1, 1cm FN/FP 1/6 (short range only); all F and S Arc
- Suppress: +1

**VARIANTS**
- Support:
  - 1cm Assault rifle coil-guns, 1cm Buzzbomb 1, 1cm FN/FP 1/6 (no short range); all F and S Arc

**Medium Mech**
- Type: Veteran: 4+ / C/As’lt: 4
- Move: Infantry: 15cm
- Defence: 9
- Weapons: 3 x 2cm tribarrel 3, 1cm SMG powergun
- Suppress: +1

**VARIANTS**
- Assault:
  - 2cm Assault Rifle coil-guns: Sh, FP & Buzzbomb Sh, FP 1/6 (short only); all F and S Arc
- Support:
  - 2cm tribarrel 3, 1cm SMG powergun:

**Large Mech**
- Type: Elite: 4+ / C/As’lt: 6
- Move: Infantry: 8cm
- Defence: 9, Light cov’/all, Heavy
- Weapons: 2cm tribarrel Sh 3, 1cm FN/FP 1/6 (short range only)
- Suppress: +2

**VARIANTS**
- Tank Hunter: 2cm tribarrel Sh 3, 1cm FN/FP 1/6 (short range only)
- Support: 2cm tribarrel Sh 3, 1cm FN/FP 1/6 (no short range); all F and S Arc

### Support:

**1cm Assault rifle coil-guns, 1cm Buzzbomb 1, 1cm FN/FP 1/6 (short range only) & Heavy:**
- all F and S Arc

**Power Armour**
- Type: Veteran: 4+ / C/As’lt: 4
- Move: Infantry: 10cm
- Defence: 8, Light cov’/all, Heavy
- Weapons: 2cm Assault rifle coil-guns, 2cm Buzzbomb Sh 1, 2cm FN/FP 1/6 (short range only); all F and S Arc
- Suppress: +1

**VARIANTS**
- Assault:
  - 2cm Assault Rifle coil-guns:
  - 1cm SMG powergun, 1cm Buzzbomb Sh, FN 1/6 (short/medium range only); all F and S Arc
- Support:
  - 2 x 1cm tribarrel Sh 3, 1cm SMG powergun:

**Medium Mech**
- Type: Veteran: 4+ / C/As’lt: 4
- Move: Infantry: 15cm
- Defence: 9
- Weapons: 3 x 2cm tribarrel Sh 3, 1cm SMG powergun
- Suppress: +1

**VARIANTS**
- Assault:
  - 2cm Assault Rifle coil-guns:
  - 1cm SMG powergun, 1cm Buzzbomb Sh, FN 1/6 (short/medium range only); all F and S Arc
- Support:
  - 2 x 1cm tribarrel Sh 3, 1cm SMG powergun:

**Large Mech**
- Type: Elite: 4+ / C/As’lt: 6
- Move: Infantry: 8cm
- Defence: 9, Light cov’/all, Heavy
- Weapons: 2cm tribarrel Sh 3, 1cm FN/FP 1/6 (short range only)
- Suppress: +2

**VARIANTS**
- Tank Hunter: 2cm tribarrel Sh 3, 1cm FN/FP 1/6 (short range only)
- Support: 2cm tribarrel Sh 3, 1cm FN/FP 1/6 (no short range); all F and S Arc