

Generic Power Armour		Generic Power Armour		Generic Power Armour	
Power Armour		Power Armour		Heavy Power Armour	
Type	Trained: 5+ C/As'lt: 3	Type	Veteran: 4+ C/As'lt: 4	Type	Elite: 4+ C/As'lt: 6
Move	Infantry: 10cm	Move	Infantry: 10cm	Move	Infantry: 8cm
Defence	8 , Light cov' +1 , Heavy +2	Defence	8 , Light cov' +1 , Heavy +2	Defence	9 , Light cov' +1 , Heavy +2
Weapons	1cm Assault rifle coil-guns, Sh 2, FP 1/3 & Buzzbomb Sh 1, FP 1/6 (short range only) all F and S Arc	Weapons	2cm Assault Rifle powerguns: Sh 2, FP 2/2 & Buzzbomb Sh 1, FP 1/6 (short range only) all F and S Arc	Weapons	2cm tribarrel Sh 3, FP 3/3 , 2cm Assault Rifle powerguns: Sh 2, FP 2/2 , Buzzbomb Sh 1, FP 1/6 (short range only) , all F and S Arc
Suppress +1	remove suppression marker (UP TO 4) on 5+	Suppress +1	remove suppression marker (UP TO 5) on 4+	Suppress +2	remove suppression marker (UP TO 7) on 3+
VARIANTS Support 1cm Assault rifle coil-guns, Sh 2, FP 1/3 & Grenade Launcher: Sh 1, FP 3/1 (no short range) ; all F and S Arc		VARIANTS Assault 2cm Assault Rifle powerguns: Sh 2, FP 2/2 & 1cm SMG powergun, Sh 3, FP 1/1 (short/medium range only) ; all F and S Arc		VARIANTS Tank Hunter 2cm tribarrel Sh 3, FP 3/3 , 2 x Buzzbomb Sh 2, FP 1/6 (short range only) Support 2cm tribarrel Sh 3, FP 3/3 , & 2 Grenade Launcher: Sh 2, FP 3/1 (no short range) ; all F and S Arc	
Generic Mech Walker		Generic Mech Walker		Generic Mech Walker	
Small Mech		Medium Mech		Large Mech	
Type	Trained: 5+ C/As'lt: 3	Type	Veteran: 4+ C/As'lt: 5	Type	Elite: 4+ C/As'lt: 5
Move	Infantry: 10cm	Move	Infantry: 15cm	Move	Infantry: 10cm
Defence	8	Defence	9	Defence	9
Weapons	2 x 2cm tribarrel Sh 3, FP 3/3 , Buzzbomb Sh 1, FP 1/6 (short range only) , all F and S Arc	Weapons	3 x 2cm tribarrel Sh 3, FP 3/3 , all F and S Arc	Weapons	Calliope: 3cm 8 x powergun: Sh 8, FP 3/4 , 2cm tribarrel Sh 3, FP 3/3 , hypersonic missile Sh 3, FP 0/4 , Buzzbomb Sh 1, FP 1/6 (short range only) , all F and S Arc
VARIANTS Support 2 x 2cm tribarrel Sh 3, FP 3/3 , Grenade Launcher: Sh 1, FP 3/1 (no short range) ; all F and S Arc Assault Fire Mech 1cm railgun Sh 3, FP 1/3 , Vehicle Flamethrower Sh 1, FP 3/3 (short range) , plus Infantry Flamethrower (+1 Close Assault - so C/As'lt: 4) All F and S Arc		VARIANTS Tank Hunter 2cm tribarrel Sh 3, FP 3/3 , 2 x Buzzbomb Sh 1, FP 1/6 (short range only) , all F and S Arc Assault Mech 1cm railgun Sh 3, FP 1/3 , 2 x hypersonic missile Sh 3, FP 0/4 , all F and S Arc		VARIANTS Tank Hunter 2 x 2cm tribarrel Sh 3, FP 3/3 , Buzzbomb Sh 1, FP 1/6 (short range only) , Manta Light ATGW Sh 1, FP 0/5 (no short range) , all F and S Arc	