

| Generic Power Armour Power Armour | | Generic Power Armour Power Armour | | Generic 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: 7cm | Move | Infantry: 7cm | Move | Infantry: 5cm |
| 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 Small Mech | | Generic Mech Walker Medium Mech | | Generic Mech Walker 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: 7cm | Move | Infantry: 10cm | Move | Infantry: 7cm |
| 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 | |