

POWER ARMOUR STATS

Troops	Nationality	Arm	Move	Attacks	Assault	Hits	Save	Cost	Limit	Notes
Mk.16 Armoured Suit (Personal)	British (ONESS)	Infantry	10 F	5/30	4	5	5	75	-/ [12]	-
Mk.17 Support Suit (Personal)	British (ONESS)	Infantry	10 F	4/60#	3	5	5	70	-/ [4]	-
M.778 Combat Environment Suit	AmRep	Infantry	15 F	4/30	4	5	5	65	-/ [10]	-
SturmPanzerGrenadier	German (ONESS)	Infantry	10 F	5/30	4	5	5	75	-/ [12]	-
Missile Upgrade	German (ONESS)	Infantry	-	3/80#	-	-	-	+45	-/ [12]	-
Chasseur Blindé	EuroFed	Infantry	15 F	4/30	3	4	5	50	-/ [8]	-
Shan Wen Kia	CDSU	Infantry	10 F	4/30	4	5	5	60	-/ [16]	-
Shan Wen Kia Missile Team	CDSU	Infantry	10 F	4/60#	3	5	5	80	-/ [6]	-
Ashanti Armoured Suit	SAC	Infantry	15 F	4/30	4	4	5	55	-/ [10]	-
Missile Upgrade	SAC	Infantry	-	5/60#	-	-	-	+45	-/3	-
CES-2a 'Joey' Suit	PacFed	Infantry	20 F	4/40	3	4	5	65	-/ [10]	-
"Stalin" Assault Suit	Neo-Soviet	Infantry	5 F	4/20	5	5	4	90	-/ [12]	-
"Krushchev" Weapons Suit	Neo-Soviet	Infantry	10 F	5/40	4	5	5	85	-/ [4]	-

NOTE : Power armour units can be regular or elite. Points values above are for regular units, add 5 points to upgrade to elite.