

of firepower to their squads. They are cumbersome but are preferable to going without such support.

Micro-support weapons are usually mounted on tripods, often carried by one member of the team while a second carries the weapon itself, and offer the choice of Spitball rocket launchers, Derringer rotary cannon or Scythe laser cannon. The weapons may lack the devastating punch of those found on the Reliant but they do nonetheless add considerable weight to a single squad's armament, with the added advantage that they can be used in virtually any situation, increasing the squad's flexibility considerably.

## SICON Military Intelligence Agent

Easily distinguished on the battlefield by their long, flowing coats and jackboots, these agents are the Military Intelligence personnel most commonly encountered by troopers. Though usually found giving high-level briefings for critical missions, these agents can also be found on the battlefield, taking a personal interest in operations they have crafted themselves. This is often a comfort to the troopers they fight alongside, for while Military Intelligence has not garnered a good reputation for accuracy among the Mobile Infantry, few seriously believe that these agents will willingly put themselves in harm's way if another platoon of Mobile Infantry can be sent along instead.

## Stalwart Bug Field Generators

Bug Field Generators are a defensive measure, designed to protect Mobile Infantry positions and emplacements. They consist of a relay of field emitters, portable metal pillars approximately twice the height of a man. These generate a powerful electrical charge covering the area between each pillar and so can be used to form a perimeter or defensive line. The Arachnids' sensitive antennae can detect the field and find its frequency particularly unpleasant and so generally stay away. However, in a frenzy the Arachnids will still attack the fields. Contact with the field converts its charge to an explosive shock, incinerating bugs as they hurl themselves at the line. Notable weaknesses of the Stalwart include the lack of protection underground, leaving positions vulnerable to tunnelling attacks, but particularly strong tanker sub-species have also been known to pass through the field unharmed.

## TAC UAV

Placed under the control of a senior trooper, a TAC UAV grants a squad a longer punch and better eyes. Circling above the battlefield, this craft is capable of reconnoitering an area and then lending support when the squad moves in. Twin Fifty autocannon and two scatter bombs give the TAC UAV a punch that cannot be underestimated and its ability to stay on station for hours before retiring to the rear lines to rearm and refuel enables a force to remain under its cover for entire missions.

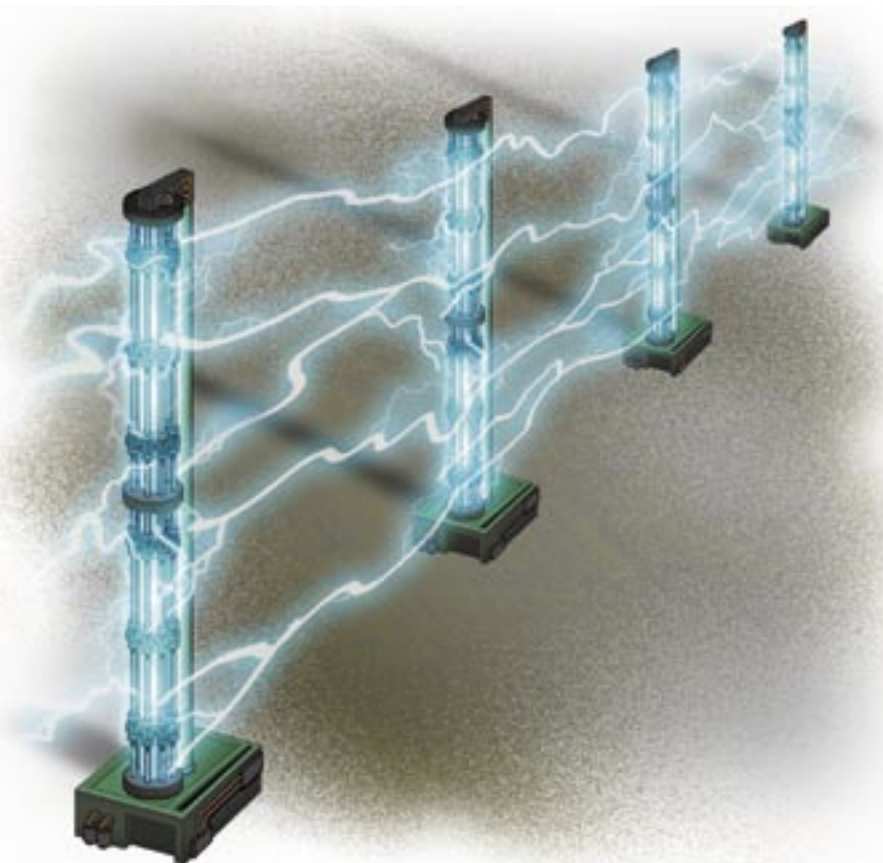
## THE FLEET

### Flamberge Heavy Ground Attack Missile

The standard attack missile, launched by large gunships, the Flamberge can accept scatter or firestorm warheads, allowing it to be tailored for specific missions or enemies. It is often used to support Mobile Infantry advances, with craft staying on station miles away as they wait for an officer on the ground to call in an air strike.

### Fleet Landing Party

While it is often said that the 'Fleet does the flying, MI does the dying', there are numerous fighting men and women within the Fleet itself. All Fleet officers are combat trained and a few even specialise in it, forming boarding and landing parties. Such missions often involve making first contact with colonies feared to be under attack. Fleet assets can arrive





RELIANT GUN  
PLATFORMS ARE  
ASSAULTED FROM  
ALL SIDES

THE REMAINS OF A  
MOBILE INFANTRY  
SQUAD ATTEMPT TO  
RETAIN THE HIGH  
GROUND



A CRACK SQUAD IS  
ASSIGNED TO TAKE  
OUT A PLASMA BUG  
BATTERY



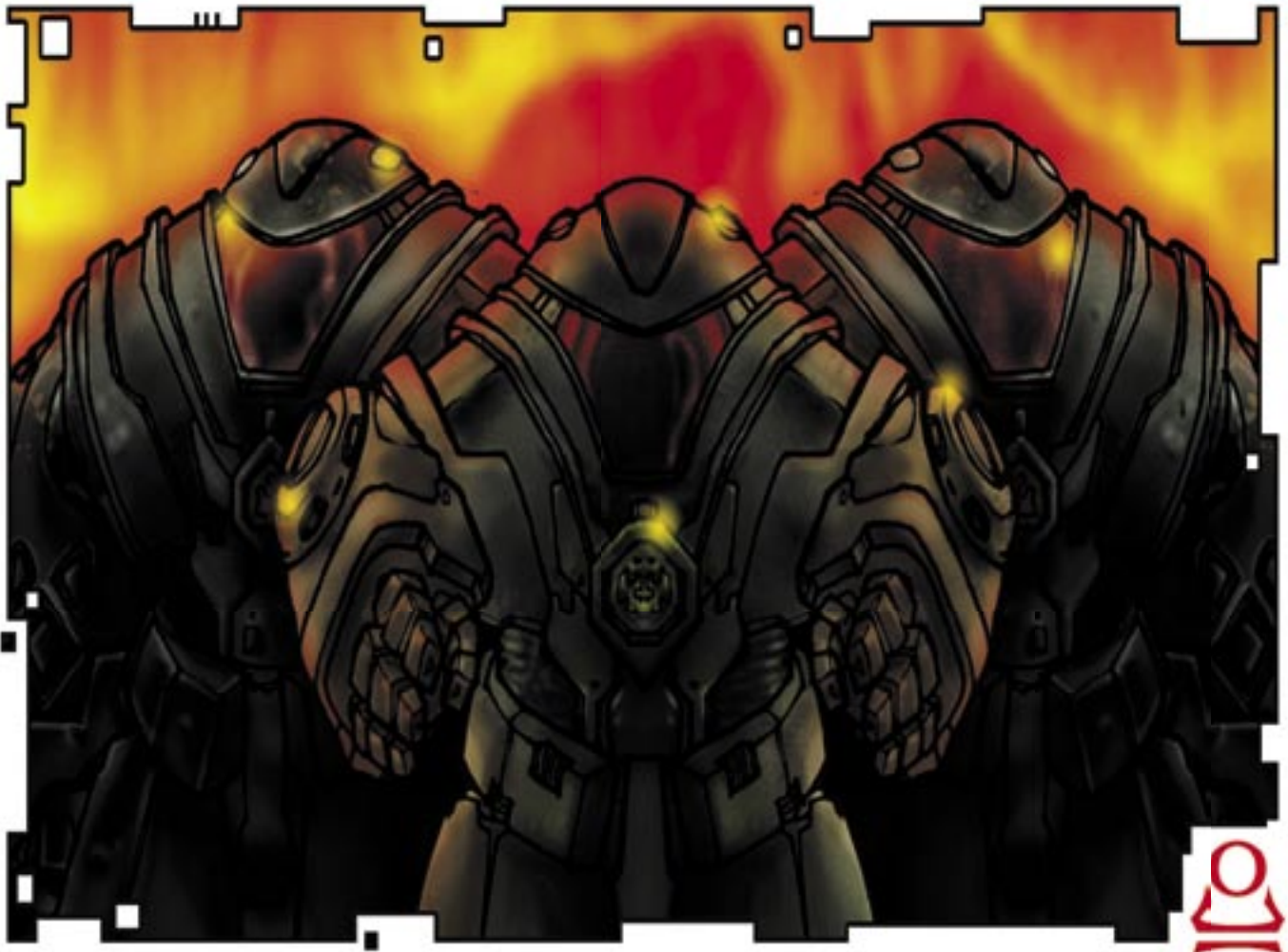
A THORNY TANKER  
ADVANCES IN  
THE FACE OF THE  
MOBILE INFANTRY'S  
TREMENDOUS  
FIREPOWER

# EXOSUIT PLATOONS

**ONE OF THE MOST** specialised platoons found in the Mobile Infantry, with a training regime that rivals that of the Pathfinders, Exosuit troopers have access to the very latest technologies from Earthside R&D. Their Exosuits are the most heavily armed and armoured machines for their size, possessing awesome potential on the battlefield. If you are looking for a small, elite force that closely resembles the

Mobile Infantry of Heinlein's original novel, then there is no better choice.

An Exosuit platoon in the Starship Troopers miniatures game contains one or more Exosuit Squads and a commanding Exosuit Lieutenant, though they can swell to include two NCOs, and an additional five units.



## Exosuit Squad

0-2 per Officer

325 points

Your Exosuit platoon may include up to two Exosuit squads for each officer in the platoon. You must include a minimum of one squad in the platoon.

**Unit Size:** The unit consists of one Exosuit Sergeant and two Exosuit Troopers. These may be any combination of Cougar or Grizzly Exosuits. The weapons, equipment, special rules and options depend on the type of Exosuit chosen, as shown below.

### Options

An Exosuit Squad may purchase the following options. Some Exosuits have additional options available, which may be purchased in addition to those listed here.

**Go Career:** The squad sergeant may be bought heroic traits up to a total value of +25 points.

**Unit Options:** Up to three extra troopers may be added to the squad at a cost of +100 points per model. These may be either Cougar or Grizzly troopers, or any combination of the two.

One Exosuit trooper may be promoted to corporal for +10 points. A model promoted in this way becomes the appropriate Exosuit corporal, so a Cougar Trooper becomes a Cougar Corporal and so on.

The entire squad may be given Drop Capsules for +10 points per model.

### COUGAR EXOSUIT

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Cougar Trooper	100	2	6"	D10	5+	3+/6+	8+	Hits/2, Jump/15", Piercing /2
Cougar Corporal	110	2	6"	D10	5+	3+/6+	8+	Hits/2, Jump/15", Piercing /2
Cougar Sergeant	125	2	6"	D10	5+	3+/6+	8+	Hits/2, Jump/15", Piercing /2

**Weapons/Equipment:** Cougar Exosuits are equipped with a Sixgun rotary cannon, a Hellseed Y-rack, and a Lizard Line.

### Special Rules

Cougar squads are subject to the following special rules.

**Git the Hell Out!:** A Cougar trooper may re-roll any failed dodge saves. Each save may only be re-rolled once.

### Options

Cougar Exosuits may choose from the following options, in addition to those available to Exosuit squads.

**Weapon Options:** Any number of Cougar Exosuits may replace their Sixgun rotary cannon with a Firestorm missile system at a cost of +25 points.

### GRIZZLY EXOSUIT

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Grizzly Trooper	100	2	6"	D10	5+	2+	8+	Hits/2, Jump/15"
Grizzly Corporal	110	2	6"	D10	5+	2+	8+	Hits/2, Jump/15"
Grizzly Sergeant	125	2	6"	D10	5+	2+	8+	Hits/2, Jump/15"

**Weapons/Equipment:** Grizzlies are equipped with two Sixgun rotary cannon, a Hellseed Y-rack, and a Lizard Line.

### Options

Grizzly Exosuits may choose from the following options, in addition to those available to Exosuit squads.

**Weapon Options:** Any number of Grizzly Exosuits may replace one or both of their Sixgun rotary cannon with the following.

- ⊕ A Firestorm missile system at a cost of +25 points per model for each weapon replaced.
- ⊕ A Thermic Lance at a cost of +30 points per model for each weapon replaced.

# EMPLACEMENT ASSETS

**THOUGH NOT AS** expensive or rare as Command assets, nor as directly effective as Fleet resources, Emplacement assets are nonetheless a tremendous advantage for those forces willing to commit part of their combat budget to them.

## USING EMPLACEMENT ASSETS

Emplacements are universally available to Mobile Infantry forces—they do not fluctuate according to Priority Level. With the many benefits troops gain by occupying an emplacement, structures can become a valuable or even indispensable asset for the Mobile Infantry, especially during Hold engagements.

If a Mobile Infantry force chooses Emplacement assets it may only deploy them if using defend tactics for the engagement.

## Emplacement Assets List

0-4 Ammo Dumps per platoon, for 50 points each.

0-2 Bunkers per platoon, for 100 points each.

0-6 Outpost Wall Sections for 30 points each.

0-4 Outpost Platforms for 50 points each.

0-4 Reliant Emplacements per platoon, armed with a Twin Fifty autocannon for 60 points each.

- ⊕ Replace Twin Fifty autocannon with Inferno support flamer at no extra cost.
- ⊕ Replace Twin Fifty autocannon with Javelin missile launcher at +30 points.
- ⊕ Replace Twin Fifty autocannon with Rapier AA missile launcher at +30 points.
- ⊕ Replace Twin Fifty autocannon with Bugbroom support laser at +80 points.
- ⊕ Replace Twin Fifty autocannon with Scythe laser cannon at +80 points.

0-8 Stalwart Bug Field Generators for 25 points each.

Note that Light Armour platoons can double the number of assets they take. See page 17 of the Klendathu Invasion supplement for details. Pathfinder platoons may never purchase Emplacement assets.

## MI Emplacement Assets

### AMMO DUMP

Forward supply has become a serious challenge in the fast-moving battles on Arachnid and Federation worlds. The troopers on the ground are usually fighting far from what might remotely be called civilisation, or any form of infrastructure, so they frequently rely on drops of stores at pre-designated

