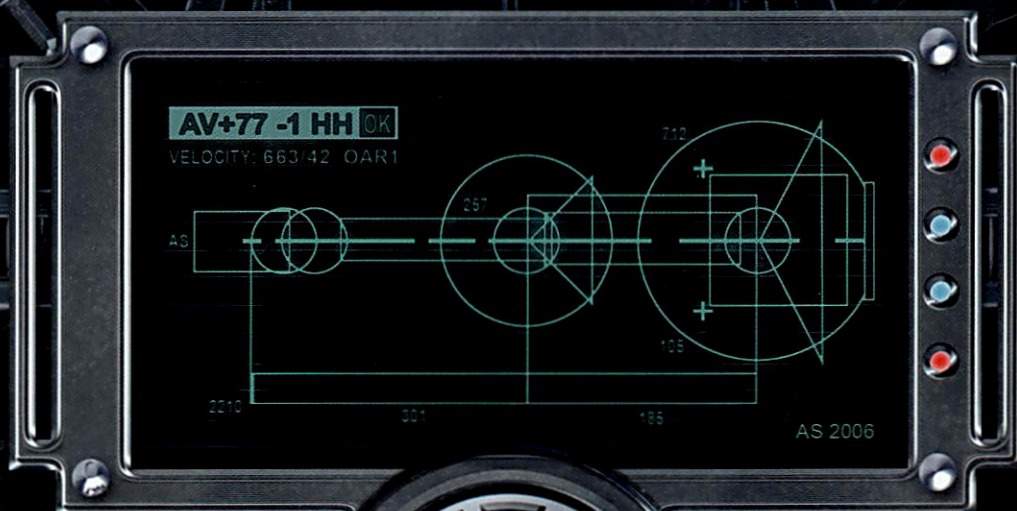


STARSHIP TROOPERS™

THE ROLEPLAYING GAME



ENTER CODE
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MOBILE INFANTRY FIELD MANUAL

STARSHIP TROOPERS™

THE ROLEPLAYING GAME

RETINAL SCAN: COMPLETE
IDENTIFICATION: CONFIRMED
PERMISSION TO PROCEED:
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MOBILE INFANTRY FIELD MANUAL

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INTRODUCTION

WELCOME, TROOPER. BY making the choice to put the safety of the body politic above that of your own, you have demonstrated the qualities necessary to becoming a citizen of the Federation. After your term of service, you will be granted many privileges due to a citizen and be permitted to wield political authority, shaping this great Federation as it reaches out to span the stars!

When you join the Mobile Infantry, you are no mere foot soldier. By putting your trust in the Federation, you also receive a guarantee that you will never be assigned to combat duty unless it is absolutely necessary. You can also be sure that the officer giving you orders, and thus risking your life, will be dropping into the combat zone with you.

You are now part of the greatest military machine ever developed. Your armour and weapons are the best the Federation has to offer and, unlike the militaries of old, has not been developed by the lowest bidder.

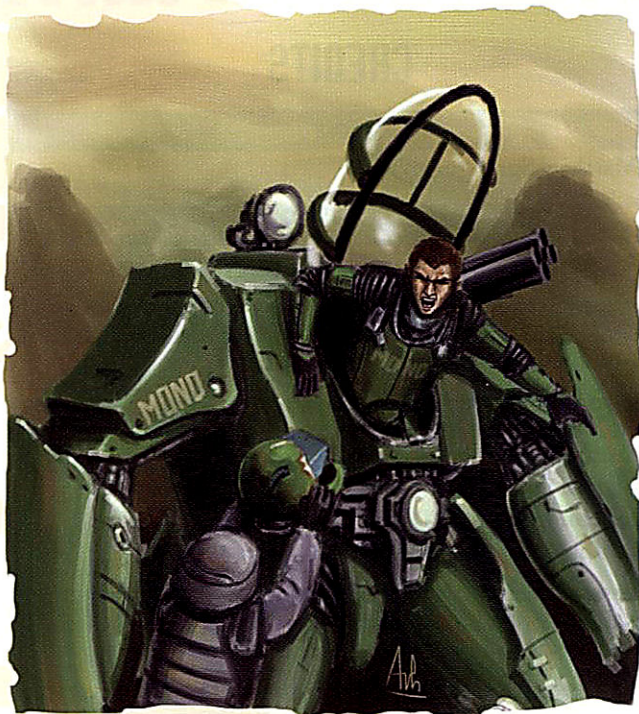
You have the tools. You have the training. Now go protect the Federation from our enemies!

THE MOBILE INFANTRY FIELD MANUAL

This Field Manual contains a summary of the combat lessons you studied during basic training. You will find summaries of weaponry, equipment and armour systems, as well as cross training opportunities. Keep this Field Manual with you at all times, for if you fail to prepare for your next mission, you will prepare to fail.

Take time to browse all the options available to you in the field. As well as your standard equipment, there are many other items of equipment for you to familiarise yourself with. From humble but important squad support weapons to the mighty atomics, you will find just the right tools you need in your fight to save the Federation from the Arachnid menace. If mere weaponry is not sufficient, then you may find vehicles are more to your specialised skills; whether you wish to requisition a Marauder suit for better squad support or a Pegasus Skimmer to ensure

If you have applied to go career then congratulations. A wide range of cross-training opportunities lay in store. Want to take care of your fellow troopers as a field medic? Or perhaps you have enjoyed your time in a Marauder suit and now wish to go on to a permanent Marauder Driver posting. If you think you have what it takes, postings are available as Officer Cadets – or if leadership does not appeal to you (leading men into battle is not for everyone) maybe, just maybe, you have the potential to become a Pathfinder.



The Mobile Infantry offers a bewildering array of opportunities for the Federation's best and brightest. All that remains is for you to be the best you can.

Citizenship awaits!

**THE MOBILE INFANTRY FIELD MANUAL IS AN UPDATE TO THE STARSHIP TROOPERS
ROLEPLAYING GAME, AND ALL RULES WITHIN SHOULD BE CONSIDERED TO
REPLACE THOSE IN THE MAIN RULEBOOK.**

THE **SICON** MILITARY SERVICE OATH

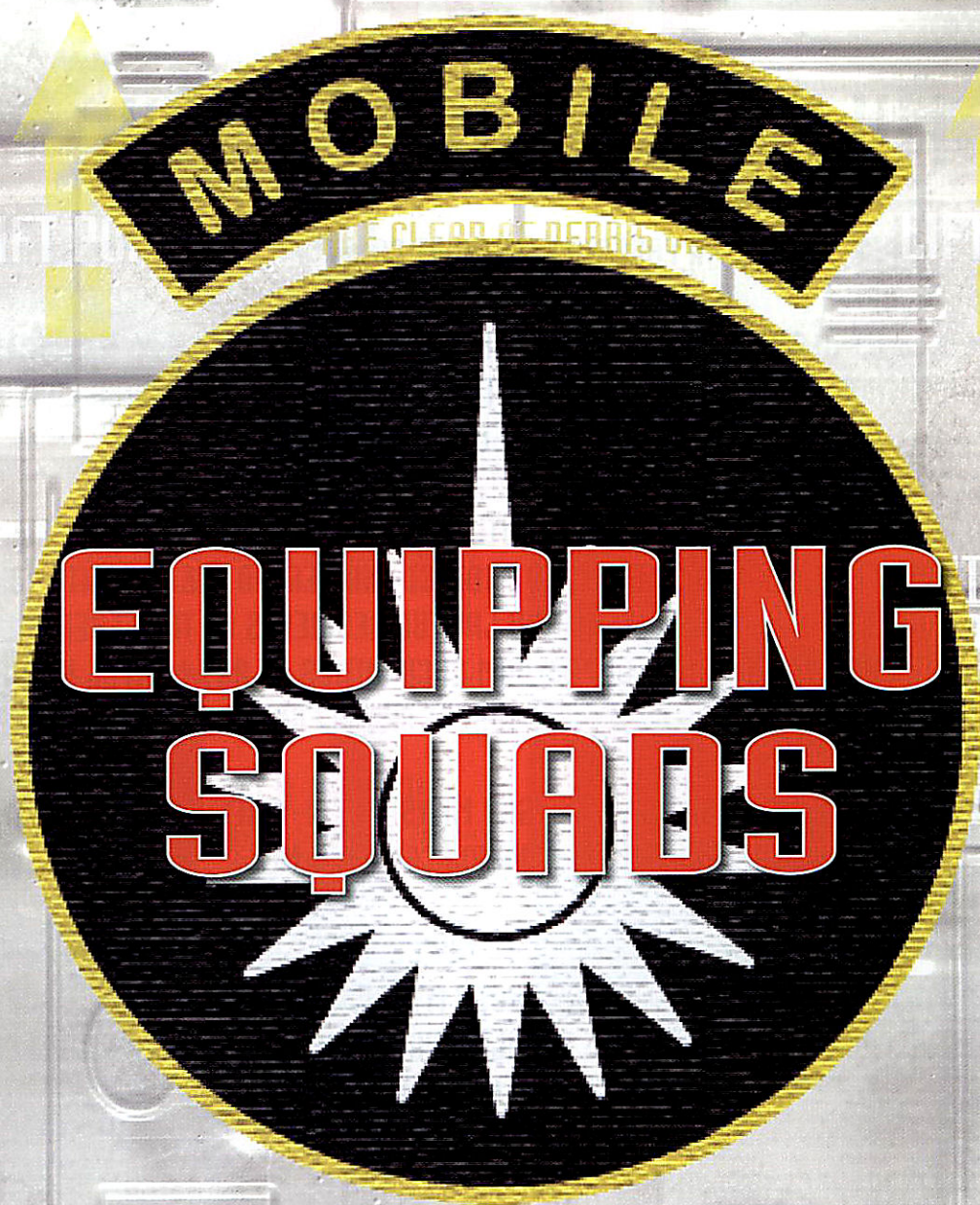
I, BEING OF LEGAL AGE, OF MY OWN FREE WILL, WITHOUT COERCION, PROMISE, OR INDUCEMENT OF ANY SORT, AFTER HAVING BEEN DULY ADVISED AND WARNED OF THE MEANING AND CONSEQUENCES OF THIS OATH, DO NOW ENROL IN THE FEDERAL SERVICE OF THE UNITED CITIZENS' FEDERATION FOR A TERM OF NOT LESS THAN TWO YEARS AND AS MUCH LONGER AS MAY BE REQUIRED BY THE NEEDS OF THE FEDERATION.

I SWEAR TO UPHOLD AND DEFEND THE CONSTITUTION OF THE FEDERATION AGAINST ALL ITS ENEMIES, BE THEY FOREIGN OR DOMESTIC, TO PROTECT AND DEFEND THE CONSTITUTIONAL LIBERTIES AND PRIVILEGES OF ALL CITIZENS AND LAWFUL RESIDENTS OF THE FEDERATION, ITS ASSOCIATE STATES AND TERRITORIES, TO PERFORM SUCH DUTIES OF ANY LAWFUL NATURE AS MAY BE ASSIGNED TO ME BY LAWFUL DIRECT OR DELEGATED AUTHORITY.

I SWEAR TO OBEY ALL LAWFUL ORDERS OF THE SKY MARSHAL-IN-CHIEF AND OF ALL OFFICERS OR DELEGATED PERSONS PLACED OVER ME.

I SWEAR TO REQUIRE SUCH OBEDIENCE FROM ALL MEMBERS OF THE SERVICE OR OTHER PERSONS OR NON-HUMAN BEINGS LAWFULLY PLACED UNDER MY ORDERS BY THE AUTHORITY OF MY COMMANDING OFFICERS AS DEFINED BY THE REGULATIONS OF THE STRATEGICALLY INTEGRATED COALITION OF NATIONS.

I, ON BEING HONOURABLY DISCHARGED AT THE COMPLETION OF MY FULL TERM OF ACTIVE SERVICE OR UPON BEING PLACED ON INACTIVE RETIRED STATUS AFTER HAVING COMPLETED SUCH FULL TERM, PROMISE TO CARRY OUT ALL DUTIES AND OBLIGATIONS AND TO ENJOY ALL PRIVILEGES OF FEDERATION CITIZENSHIP INCLUDING BUT NOT LIMITED TO THE DUTY, OBLIGATION AND PRIVILEGE OF EXERCISING SOVEREIGN FRANCHISE FOR THE REST OF MY NATURAL LIFE UNLESS STRIPPED OF HONOUR BY VERDICT, FINALLY SUSTAINED, BY A COURT OF MY SOVEREIGN PEERS.



MAX WT. 17,000LBS

THE MOBILE INFANTRY are superlatively trained to fight any kind of war, from police actions to full scale invasions of entire star systems. Central to their training is the equipment provided by the Federation. Every trooper knows how to use their power armour and Morita assault rifle with ease but further training is available for a variety of items that will enable squads to complete their missions.

This section lists the standard equipment for the Mobile Infantry and rules for requisitioning more exotic items. This section replaces that of the main rulebook.

STANDARD ISSUE

The following is issued to every trooper within the Mobile Infantry, depending on what type of platoon they belong to. These items are automatically replenished after every mission if they are expended or damaged, so long as stocks are available.

Power Suit Trooper

M-1A4 Power Suit (optionally M-1S7 Stryker suit)
Morita Assault Rifle
Peacemaker Pistol
Combat Knife (optionally a machete)
Search and Rescue kit
3 day's rations
2 canteens of water
8 spare Morita magazines (total of 270 rounds)

Light Armour Trooper

M-1F2 Raider Armour
Morita Assault Rifle
Combat Knife
2 day's rations
1 canteen of water
5 spare Morita magazines (total of 180 rounds)

Pathfinder Trooper

M-1A6 Power Suit
Morita Assault Rifle
Peacemaker Pistol
Combat Knife (optionally a machete)
Search and Rescue kit
5 day's rations
3 canteens of water
9 spare Morita magazines (total of 300 rounds)

STANDARD SQUAD FITS

As well as a trooper's standard issue, there is a variety of equipment that is commonly given to squads as a whole. These are regarded as standard squad fits that few units will go into

battle conditions without. They are freely available in most circumstances and do not require special requisitioning. All that is required is for the unit's sergeant or commanding officer to sign the appropriate forms at the armoury.

Special Weapons

It is usual for squads to undertake missions with one or more troopers replacing their Morita assault rifle with a special weapon. This grants the squad a great degree of flexibility and allows it to combat a variety of enemies. In all cases, the troopers having their Morita replaced must be trained to use the new weapon – this usually requires an Exotic Weapon Proficiency feat.

A squad from a power suit platoon may freely replace the Morita assault rifles of two troopers with Morita Long sniper rifles, Hel infantry flamers, Triple Thud grenade launchers, Javelin missile launchers or a mixture of these weapons. Javelin missile launchers come with Firecracker and Holepunch missiles as standard.

BATTLEFIELD SQUADS

The following eight trooper squads feature typical equipment loads for various mission roles.

Frontline

Sergeant
Corporal
3 Morita troopers
1 Morita trooper trained as field medic
1 Javelin trooper
1 Triple Thud GL trooper

Armed Reconnaissance

Sergeant
Corporal
3 Morita troopers
1 Morita trooper trained as field medic
2 Morita Long sniper troopers

Arachnid Colony Infiltration

Sergeant
Corporal
2 Morita troopers
1 Morita trooper trained as field medic
1 Morita trooper trained as engineer
2 Hel flamer troopers

A squad from a light armour platoon may freely replace the Morita assault rifles of two troopers with Morita Long sniper rifles, Longbow missile launchers or a mixture of these weapons. Longbow missile launchers come with Firecracker and Holepunch missiles as standard.

A squad from a pathfinder platoon may freely replace the Morita assault rifles of three troopers with Morita Long sniper rifles, Hel infantry flamers, Triple Thud grenade launchers, Shredder squad support cannons or a mixture of these weapons. One further trooper may replace his Morita with a Javelin missile launchers with Firecracker and Holepunch missiles.

Other Equipment

All squads may take one each of the following so long as it is given to a trooper trained in its use (requiring at least 5 ranks in the appropriate skill); communications set (light armour platoons use the comms pack), demolitions kit, electrical toolkit, mechanical toolkit, medical kit and multipurpose tool.

Up to two Marauders may be granted to a squad so long as the mission undertaken is presumed to take less than an hour from insertion to pick up. This also requires troopers to be fully trained in the use of Marauders.

REQUISITIONING EQUIPMENT

The Mobile Infantry is given a great deal of latitude when it comes to the assignment of equipment and even a basic private can ask his superiors for a new weapon or specialised piece of kit if he believes it will enable him to complete a mission. The assumption is that a trooper is sufficiently well trained to know his own abilities and what is being asked of him. There are, however, systems of checks and balances to stop any excessive requests and this is the process of requisitioning that the trooper must go through.

Equipment available for requisitioning is listed with a Requisition DC. In order to be successful in the requisition request, the trooper must roll;

1d20 + his Prestige bonus

The table below lists various modifiers that are applied to this test. Failure means that the company quartermaster is unable or unwilling to fulfil the request. If the trooper is successful in gaining the required equipment, it will be on loan only and must be returned at the end of the mission.

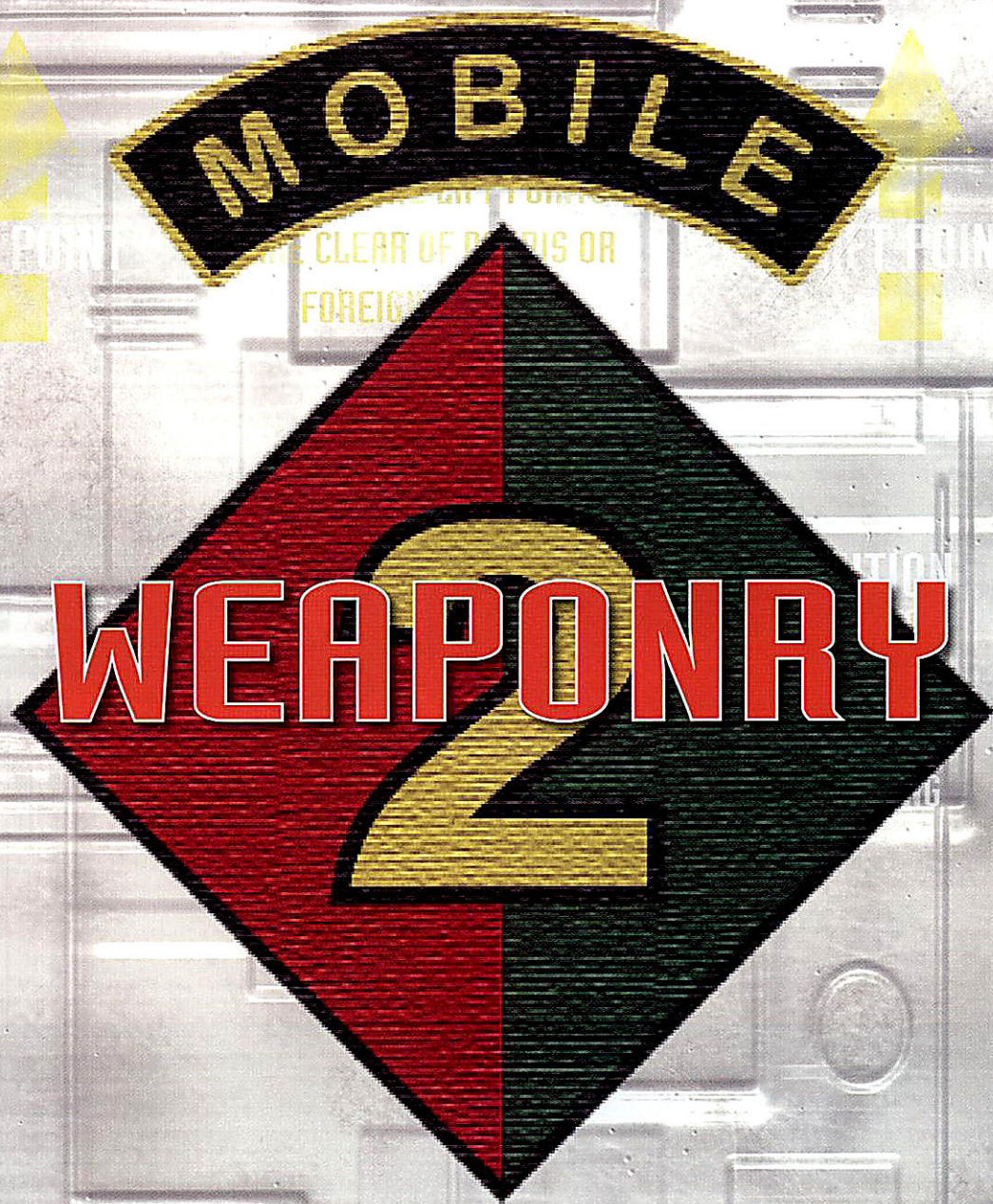
Situation	Modifier
Item has obvious application for the mission	+2
Item has peripheral application for the mission	-2
Item has no obvious application for the mission	-4
Trooper is skilled or proficient in the item	+1
Trooper returned last requisitioned item damaged	-2
Trooper did not return last requisitioned item	-6
Trooper is an NCO	+2
Trooper is an officer	+4
Trooper has requisition form undersigned by superior	+2

The Games Master is free to refuse any request for equipment, no matter what is rolled. For example, if SICON Military Intelligence is currently stockpiling atomics for a major strike on an Arachnid colony, there may simply be no nuclear weapons available.

ASSIGNED EQUIPMENT

Many missions will have equipment specially assigned to the squad, items deemed necessary for the mission's success. For example, if the terrain is expected to be mountainous, then lizard lines will be given to every trooper. If the target is a plasma bug battery, the use of atomics may well be permitted. If a great distance has to be crossed and the use of M2 drop capsules are not viable, then the squad may find itself with WASP packs or Sprite skimmers.

The Games Master is the final arbitrator as to what equipment is granted for use during a mission and should make notes when creating scenarios. If the players feel they need something extra, they can requisition it in the normal way.

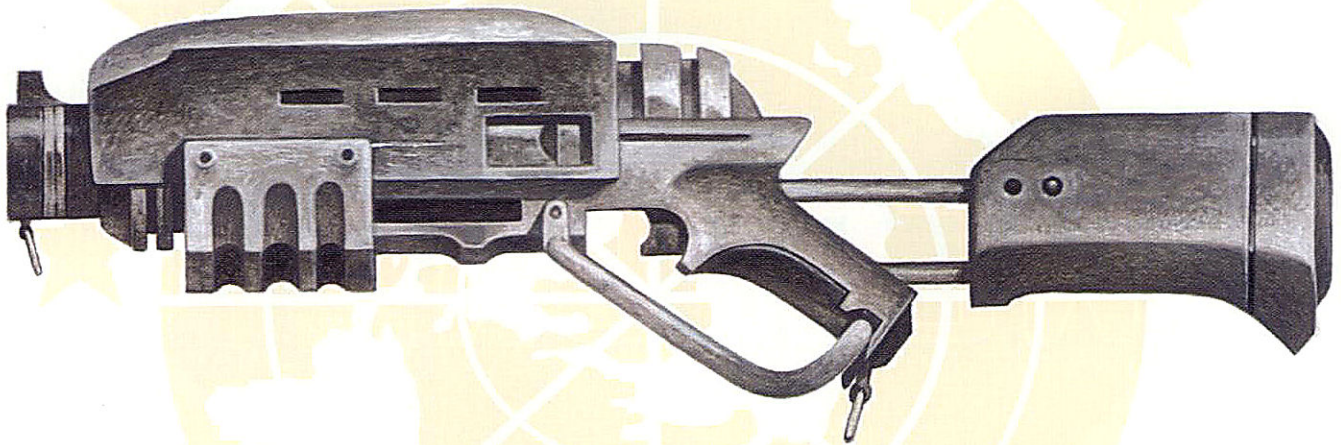


MAX WT: 17,000LBS

TW-99-S BELCHER SHOTGUN

RARELY SEEN IN FRONTLINE MOBILE INFANTRY UNITS, IT IS SOMETIMES REQUISITIONED BY ELITE SQUADS EXPECTING A CLOSE QUARTERS FIRE-FIGHT DURING A MISSION. EVEN SO, IT WILL ONLY BE CARRIED AS AN AUXILIARY WEAPON. THOUGH IT CANNOT COMPARE TO THE MORITA, THE BELCHER IS AN EFFICIENT SHOTGUN WITH A FULLY AUTOMATIC MODE THAT CAN LAY WASTE TO TARGETS IN A CONFINED AREA.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	3d6	—	10 ft./2	—	S, A	12	—	5 lb.	5



CAREER SERGEANT ZIM SAYS:

IF YOU ARE ASSIGNED THIS WEAPON, YOU OUGHT TO SERIOUSLY RECONSIDER YOUR POSITION IN THE MOBILE INFANTRY — SOMEONE, SOMEWHERE DOES NOT THINK YOU ARE WORTH A MORITA.

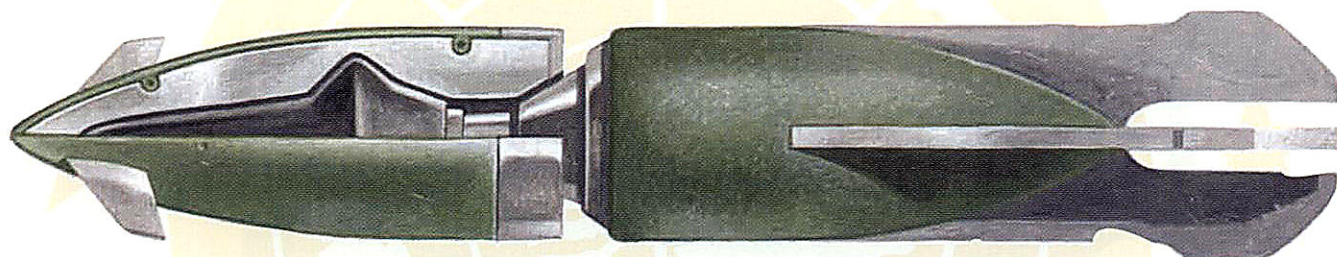
TACTICS

THERE ARE FEW CHOICES WITH THIS WEAPON — GET IN CLOSE AND MAKE SURE WHATEVER YOU BLAST DOES NOT GET UP OFF THE FLOOR. IF YOU ARE FACING FRONTLINE ARACHNIDS, YOU WILL NOT GET A SECOND CHANCE. AGAINST HUMANS AND SIMILAR ALIENS, THERE IS A FAR GREATER CHANCE OF SUCCESS WITH A SINGLE SHOT.

M-780A5 BIRDBOLT AA MISSILE

A HIGHLY ADVANCED ANTI-AIRCRAFT MISSILE DESIGNED TO BE USED WITH THE RAPIER LAUNCHING SYSTEM, THE BIRDBOLT HAS AN INCREDIBLY HIGH IN-FLIGHT SPEED, ALLOWING IT TO HUNT DOWN EVEN THE MOST EVASIVE AERIAL TARGET. ITS SHAPED WARHEAD ALLOWS IT TO PUNCH THROUGH THICK ARMOUR AND EVEN AGILE TARGETS WILL FALL FOUL OF ITS PROXIMITY FUSE. THE BIRDBOLT WILL IGNORE HALF OF A TARGET'S DAMAGE REDUCTION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	6d10	18-20	500 ft./100	20 ft.	—	—	Small	3 lb.	20



**CAREER SERGEANT
ZIM SAYS:**
PAY ATTENTION TO
YOUR TRAINING.
THOUGH THE
CONTROLS LOOK
SIMPLE, I WOULD
NEVER PLACE A GREEN
TROOPER ON AA DUTY
AS FAILURE ON HIS
PART COULD DOOM THE
ENTIRE SQUAD.

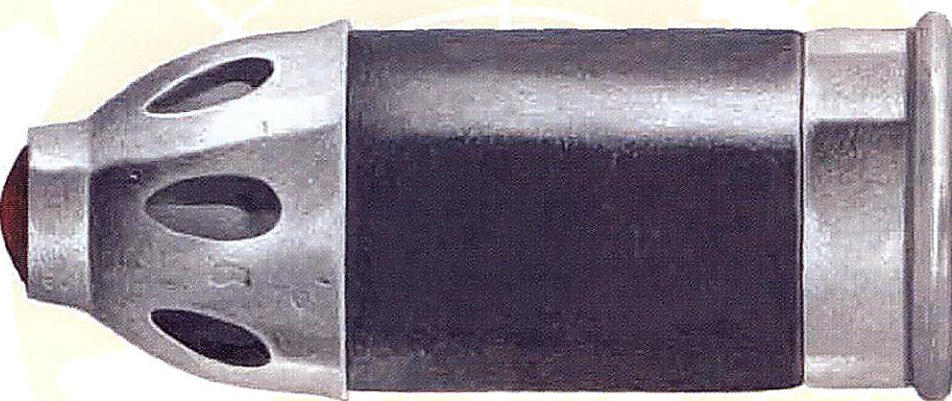
TACTICS

COMBINED WITH THE RAPIER, THIS IS AN INCREDIBLY ADVANCED WEAPON, CAPABLE OF DOWNING EVEN LARGE AERIAL UNITS. MAKE SURE YOU HAVE A CLEAR LINE OF SIGHT AND REMEMBER THAT IT TAKES TIME FOR THE MISSILE TO TRAVEL TO THE TARGET. IT IS NO GOOD FIRING WHEN IN DENSE TERRAIN AS THE TARGET IS LIKELY TO DISAPPEAR BEFORE THE MISSILE GAINS SUFFICIENT ALTITUDE TO BEGIN SUCCESSFUL TRACKING.

M-295 BUGSHOT LAUNCHED ROUND

DEVELOPED AFTER THE PLUTO CAMPAIGN, THE BUGSHOT IS AN IMPROVEMENT ON THE STANDARD FLECHETTE LAUNCHED ROUND. USING AN EXTENDED CARTRIDGE, THE BUGSHOT HAS A LARGER PROPELLANT LOAD AND A HEAVIER WEIGHT OF STEEL THAT ALLOWS IT TO LITERALLY BLAST THROUGH THE CARAPACE OF WARRIOR BUGS. HOWEVER, THE LARGER ROUNDS MEANS THAT EACH HAS TO BE CHAMBERED INDIVIDUALLY, REDUCING ITS EFFECTIVENESS AFTER THE FIRST SHOT HAS BEEN FIRED. IT IS GENERALLY USED AS A WEAPON OF LAST RESORT BUT IS CAPABLE OF PUTTING A WOUNDED WARRIOR BUG DOWN FOR GOOD.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	6d6	—	10 ft/2	—	Single	—	Diminutive	0.5 lb.	15



CAREER SERGEANT ZIM SAYS:

IT SOUNDS OBVIOUS BUT I HAVE SEEN TROOPERS DIE BECAUSE THEY FORGOT THEIR CHAMBERED ROUND HAD ALREADY BEEN FIRED. BUGSHOTS ONLY WORK WHEN THEY ARE INSIDE YOUR MORITA AND PRIMED TO FIRE.

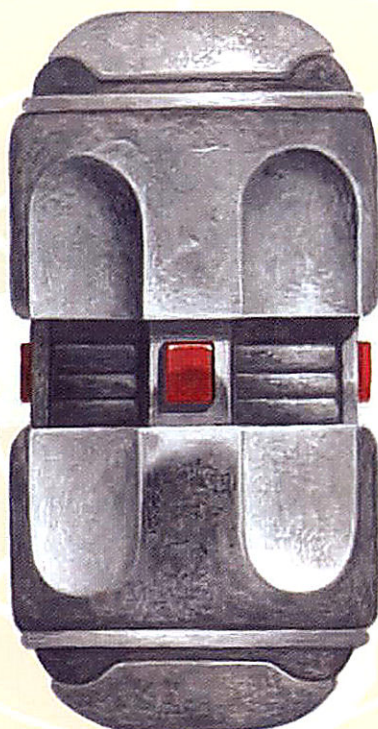
TACTICS

THE BUGSHOT IS WELL NAMED AS IT CAN LITERALLY HALT A WARRIOR IN ITS TRACKS, ESPECIALLY IF IT HAS BEEN WOUNDED BY PRELIMINARY FIRE. HOWEVER, YOU HAVE TO BE AWARE OF THE ARACHNID'S PRESENCE AS EACH ROUND MUST BE RELOADED INDIVIDUALLY. KEEP ONE CHAMBERED IN THE GUN AND RELOAD WHENEVER YOU GET A BREAK.

M-904C CHEM GRENADE

A CHEMICAL GRENADE SUPER-SATURATES THE AREA WITH ITS PAYLOAD. THEORETICALLY, ANY OFFENSIVE CHEMICAL COMPOUND CAN BE PLACED WITHIN THE CHEM GRENADE. THE CHARACTERISTICS GIVEN HERE ASSUME A POTENT ACIDIC COMPOUND CAPABLE OF BURNING THROUGH MOST MATERIALS, A WEAPON EMINENTLY SUITABLE FOR FIGHTING ARACHNIDS. IT IGNORES ALL FORMS OF DAMAGE REDUCTION AND HARDNESS. THE REFLEX SAVE FOR A CHEM GRENADE IS DC 20.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Splash	3d6	—	40 ft./8	10 ft.	—	—	Diminutive	1 lb.	12



CAREER SERGEANT ZIM SAYS:

MOST EFFECTIVE
WHEN USED IN
TEAMS. JUST
THROW THEM IN AND
WATCH THOSE BUGS
WRITHE!

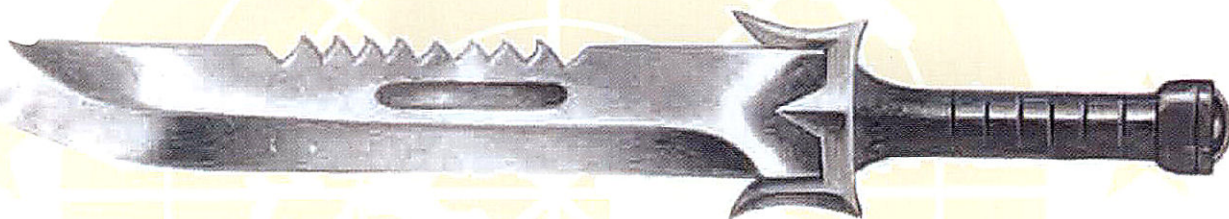
TACTICS

A SINGLE CHEM GRENADE WILL DO LITTLE AGAINST THE ARACHNIDS. HOWEVER, IF YOUR ENTIRE SQUAD THROWS THEM SIMULTANEOUSLY, THEN YOU CAN CREATE AN ACIDIC CLOUD SO DENSE THAT EVEN THE LARGEST WARRIOR BUG SWARM WILL HAVE TROUBLE PENETRATING IT. ALWAYS USE EN MASSE.

COMBAT KNIFE

THOUGH SPECIFIC DESIGNS CHANGE OVER THE YEARS, THE STANDARD ISSUE MOBILE INFANTRY COMBAT KNIFE HAS A POLY-CARBIDE BLADE WITH AN EDGE THAT NEVER NEEDS SHARPENING. IT IS SAID THE IMPACT RESISTANT DESIGN CAN WITHSTAND UNAIDED ATMOSPHERIC RE-ENTRY WITHOUT SIGNIFICANT DAMAGE. THE POMMEL UNSCREWS TO REVEAL A CAVITY WITHIN THE HANDLE, CONTAINING TWINE, A HOOK, SEWING KIT, MATCHES, MAGNETIC COMPASS AND A SINGLE CYANIDE CAPSULE (FOR USE IF CAPTURED).

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Close	1d4	19-20	20 ft./4	—	—	—	Small	1 lb.	—



CAREER SERGEANT ZIM SAYS:

DON'T UNDERESTIMATE THE COMBAT KNIFE AND DON'T SKIP ON YOUR TRAINING. IF A KNIFE IS ALL YOU HAVE, IT WILL MEAN A GREAT DEAL TO YOU. AND AS I ALWAYS SAY, EVEN IN A NUKE FIGHT, AN ENEMY CAN'T PUSH A BUTTON IF YOU DISABLE HIS HAND. . .

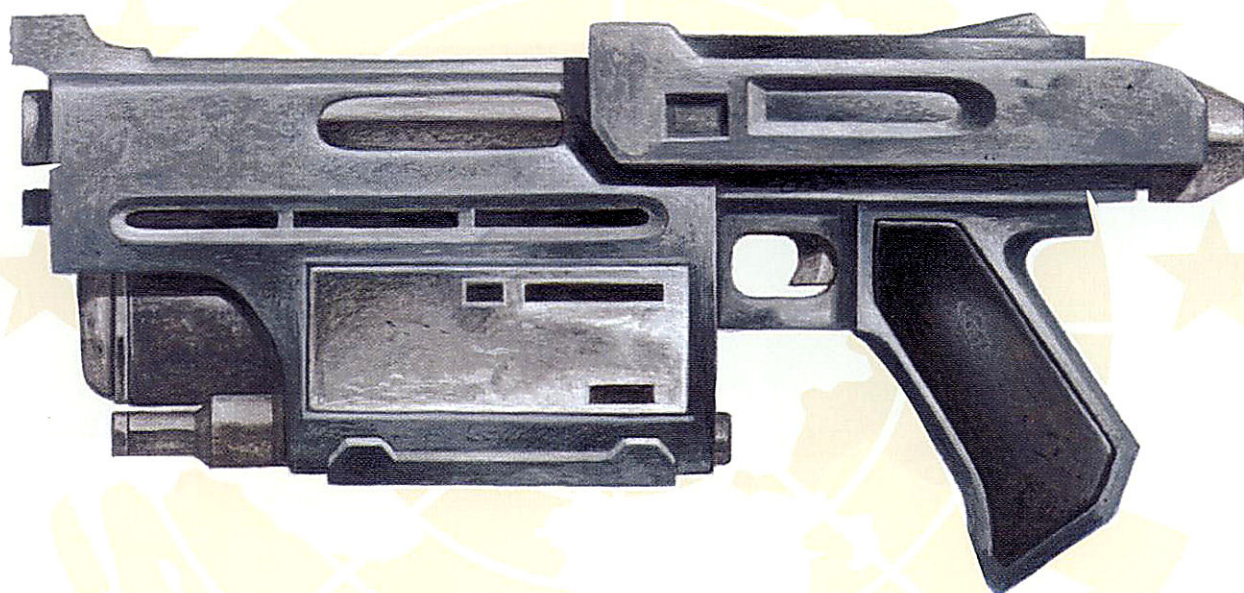
TACTICS

THOUGH, IN BATTLEFIELD CONDITIONS, THE COMBAT KNIFE IS CLEARLY A WEAPON OF LAST RESORT, IT IS A FOOLISH TROOPER WHO FORGETS TO PACK IT. PRACTICE YOUR CLOSE COMBAT DRILLS REGULARLY AND CONSIDER GETTING SOME SPECIALIST TRAINING. ON EXTENDED MISSIONS, AMMUNITION FOR MORITAS MAY RUN LOW BUT YOUR KNIFE WILL ALWAYS BE SERVICEABLE. JUST DON'T GO TRYING TO TAKE DOWN WARRIOR BUGS WITH ONE OF THESE.

TW-109-E EMANCIPATOR HEAVY PISTOL

A LARGER VERSION OF THE PEACEMAKER HANDGUN, THE EMANCIPATOR CHAMBERS THE SAME 7.62MM CARTRIDGE AS THE MORITA ASSAULT RIFLE. THE RECOIL OF THIS WEAPON HAS BEEN KNOWN TO SHATTER BONES AND ITS USE IS NOT RECOMMENDED FOR TROOPERS NOT WEARING A POWER SUIT. ATTACK ROLLS MADE WITH THE EMANCIPATOR SUFFER A -8 PENALTY IF THE USER IS NOT WEARING A POWER SUIT.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Pistol	2d8	x2	40 ft./8	—	S	9	Small	4 lb.	15



CAREER SERGEANT ZIM SAYS:

RESPECT THIS WEAPON. IT PACKS A GOOD PUNCH AND IS ONLY LET DOWN BY WEIGHT OF FIRE.

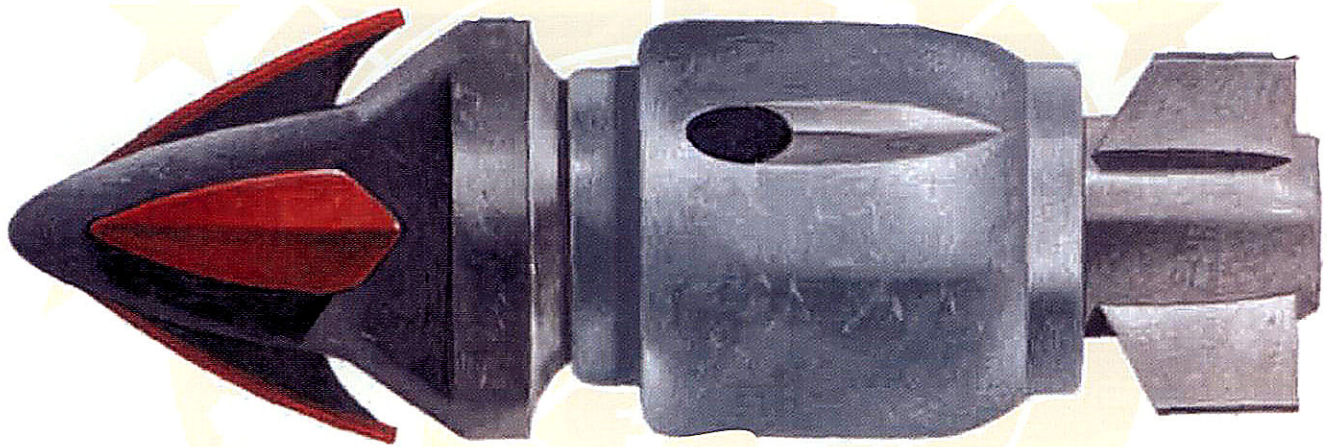
TACTICS

VETERAN TROOPERS WILL ALWAYS TRY TO REPLACE THEIR PEACEMAKERS WITH ONE OF THESE ON A PERMANENT BASIS. WHILE WEARING A POWER SUIT, THE EMANCIPATOR CAN EASILY BE USED IN ONE HAND, LEAVING THE OTHER FREE TO OPERATE CONTROLS, DETONATE EXPLOSIVES OR WIELD A SECOND WEAPON. IF THE REST OF THE SQUAD IS ARMED WITH MORITAS, IT CAN GRANT A SINGLE MEMBER SOME VERSATILITY FOR OTHER DUTIES.

M-781A1 FALCON AA MISSILE

DESIGNED TO GIVE THE JAVELIN AN ANTI-AIRCRAFT CAPABILITY, THE FALCON GRANTS MOBILE INFANTRY SQUADS A GREAT DEAL OF VERSATILITY AS THEY ARE NO LONGER REQUIRED TO CARRY RAPIER MISSILE LAUNCHERS TO COUNTER AERIAL THREATS. THOUGH IT IS NOT AS ACCURATE OR POWERFUL AS THE DEDICATED RAPIER, THE FALCON IS STILL A RESPECTABLE WEAPON AND MANY TROOPERS SWEAR BY IT.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	4d10	—	250 ft./50	10 ft.	—	—	Small	1 lb.	20



CAREER SERGEANT ZIM SAYS:

JAVELIN TROOPERS TEND TO BE SINGLE-MINDED, DRUNK ON THE FIREPOWER THEY COMMAND. WITH THE FALCON YOU NEED TO THINK IN THREE DIMENSIONS.

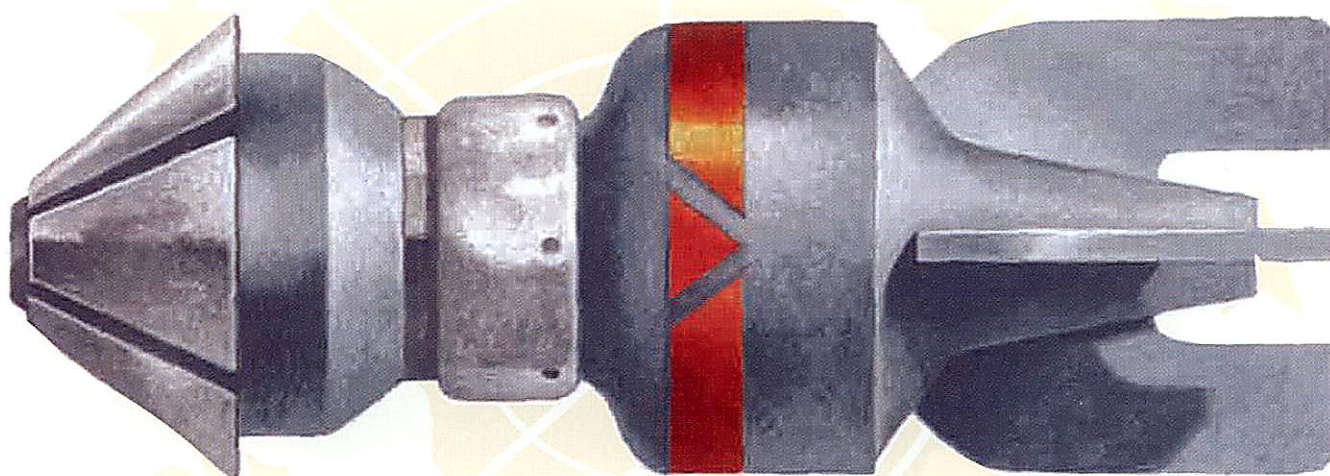
TACTICS

USE THE SAME TACTICS AS THE BIRDBOLT OF THE RAPIER. HOWEVER, THE FALCON DOES NOT HAVE THE ACCURACY OR PUNCH OF THE BIRDBOLT AND TROOPERS NEED TO COMPENSATE FOR THIS. USE THE FALCONS IN NUMBER, EITHER FIRING RAPIDLY IF THE TARGET PRESENTS ITSELF LONG ENOUGH OR BY ARMING TWO TROOPERS IN A SQUAD WITH JAVELINS.

M-714A2 FIRECRACKER HE MISSILE

THE STANDARD 'ANTI-ARACHNID' WARHEAD, THE FIRECRACKER WAS DESIGNED TO BLAST APART SWARMS OF WARRIOR BUGS, HALTING AN ATTACK IN ITS TRACKS. THOUGH SOME SUB-SPECIES OF BUGS HAVE HARDENED CARAPACES THAT CAN RESIST THE WORST EFFECTS OF THIS MISSILE, MULTIPLE SALVOES CAN DEAL A GREAT DEAL OF DAMAGE TO ENTIRE ARMIES. THE FIRECRACKER HAS ADVANCED GUIDANCE SYSTEMS, ALLOWING IT TO BE FIRED INDIRECTLY, IF REQUIRED.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	5d10	—	150 ft./30	30 ft.	—	—	Small	1 lb.	20



CAREER SERGEANT ZIM SAYS:
IF YOU WANT TO CREATE BIG EXPLOSIONS AND HAVE A VERY REAL CHANCE OF LOSING TRACK OF THE NUMBER OF BUGS YOU HAVE KILLED, TRAIN FOR THE JAVELIN. FIRECRACKERS HAVE KILLED MORE BUGS SINCE PLUTO THAN ORBITAL BOMBARDMENT, WHATEVER THOSE PRETTY BOYS IN FLEET SAY.

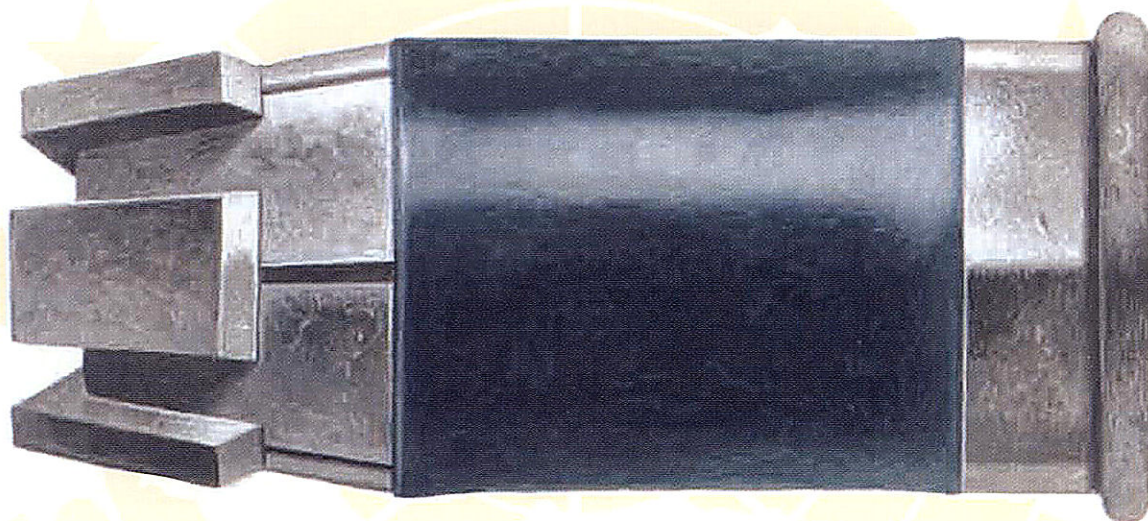
TACTICS

WHEN IN DOUBT, USE THE FIRECRACKER. IT DEALS A GREAT DEAL OF DAMAGE OVER A WIDE AREA AND CAN LEAVE ARACHNIDS FLAILING. WHEN SEVERAL JAVELINS ARE USED TOGETHER, ACROSS DIFFERENT SQUADS, IT IS POSSIBLE FOR A RELATIVELY SMALL MOBILE INFANTRY FORCE TO CARPET AN ENTIRE AREA, DENYING ACCESS TO THE BUGS FOR AS LONG AS THE AMMUNITION LASTS. DO NOT NEGLECT THE INDIRECT CAPABILITIES OF THE MISSILE, ALLOWING SWARMS TO BE TARGETED BEFORE LINE OF SIGHT IS ESTABLISHED.

M-290 FLECHETTE LAUNCHED ROUND

USED WITH THE XW-110-G1 UNDERSLUNG GRENADE LAUNCHER MOUNTED ON MORITA RIFLES, THE FLECHETTE ROUND CONTAINS NARROW SLIVERS OF HARDENED STEEL. WHEN FIRED, THE CASING IS DISCARDED WHILE THE STEEL SHARDS TRAVEL AT HIGH SPEED TOWARDS THE TARGET, IN EFFECT TURNING THE GRENADE LAUNCHER INTO A HIGH-POWERED SHOTGUN. THE REFLEX SAVE FOR A FLECHETTE ROUND IS DC 20.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	4d6	—	10 ft./2	—	—	—	Diminutive	0.5 lb.	—



CAREER SERGEANT ZIM SAYS:

AFTER THE MORITA ITSELF, THIS IS MY FAVOURITE. PRACTICE YOUR SQUAD DRILLS AND LEARN TO SPREAD YOUR FIRE AGAINST CHARGING ENEMIES.

TACTICS

ONE OF SEVERAL AUXILIARY WEAPONS THAT TROOPERS CARRY INTO BATTLE, THE FLECHETTE ROUND TENDS TO BE THE MOST COMMONLY SELECTED FOR THE UNDERSLUNG GRENADE LAUNCHER. WHEN THE MORITA RUNS OUT OF AMMUNITION, TWO OR THREE BLASTS OF THIS CAN PUT DOWN A WARRIOR BUG WHICH CAN PROVIDE A MEASURE OF PROTECTION FOR ANY TROOPER CAUGHT ON HIS OWN. WHEN USED BY AN ENTIRE SQUAD, FLECHETTE ROUNDS CAN CREATE A WALL OF BURNING STEEL THAT WILL STALL A BUG ASSAULT.

M-909S FOG GRENADE

A WEAPON USUALLY RESERVED FOR DEFENSIVE TACTICS, THE FOG GRENADE CREATES A CLOUD OF THICK SMOKE WHICH SERVES TO SCREEN ITS USER FROM ENEMY FIRE. THE SMOKE IS HARMLESS BUT BLOCKS ALL NORMAL VISION, INCLUDING LOW-LIGHT VISION. IT HAS LESS UTILITY AGAINST ARACHNIDS, WHO USUALLY HAVE BLINDSIGHT, AND TECHNOLOGICALLY ADVANCED RACES WHOSE BATTLEFIELD SENSORS CAN EASILY PENETRATE THE CLOUD.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Explosion	—	—	40 ft./8	30 ft.	—	—	Diminutive	2 lb.	10



CAREER SERGEANT ZIM SAYS:

HAVEN'T USED ONE OF THESE SINCE BOOT. THE BUGS CAN SEE RIGHT THROUGH THEM, DON'T FOOL YOURSELF.

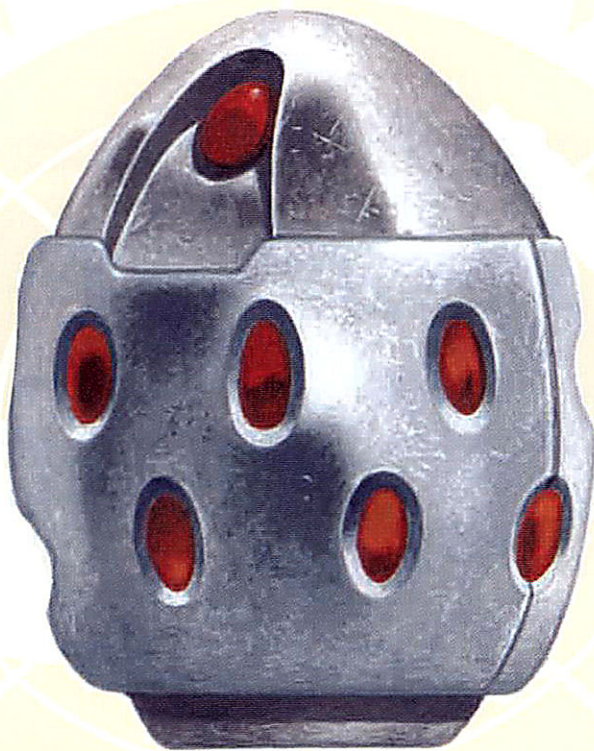
TACTICS

BEST EMPLOYED BY SQUADS PINNED DOWN BY ENEMIES USING RANGED FIREPOWER AT SOME DISTANCE. A SUDDEN CLOUD OF SMOKE WILL ALLOW THE SQUAD TO WITHDRAW UNDER RELATIVE SAFETY THOUGH IT SHOULD BE REMEMBERED THAT FOG GRENADES WORK BOTH WAYS. IF AN ENEMY CANNOT SEE A SQUAD, THE SQUAD WILL NOT BE ABLE TO SEE ITS ENEMIES, WHO MAY TAKE ADVANTAGE OF THE DISTRACTION TO RELOCATE THEMSELVES.

M-902F FRAGMENTATION GRENADE

THIS MUNITION EXPLODES IN A SHOWER OF EDGED METAL THAT SHREDS ORGANIC AND UNARMED TARGETS. IT IS USUALLY USED TO TARGET ENEMIES THAT ARE OUT OF DIRECT LINE OF SIGHT, OFTEN BY 'BOUNCING' IT OFF WALLS BEFORE DETONATION, OR AS PART OF A DEFENSIVE STRATEGY, WHERE SEVERAL FRAGMENTATION GRENADES WILL BE RELEASED TO COVER A SQUAD'S RETREAT. THE REFLEX SAVE FOR A FRAGMENTATION GRENADE IS DC 15.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Explosion	1d12	—	40 ft./8	20 ft.	—	—	Diminutive	2 lb.	15



CAREER SERGEANT ZIM SAYS:

LEARN TO BOUNCE
GRENADES OFF WALLS
— IT INCREASES
YOUR ARC OF FIRE,
ALLOWING YOU TO
TARGET ENEMIES WHO
ARE OUT OF SIGHT.

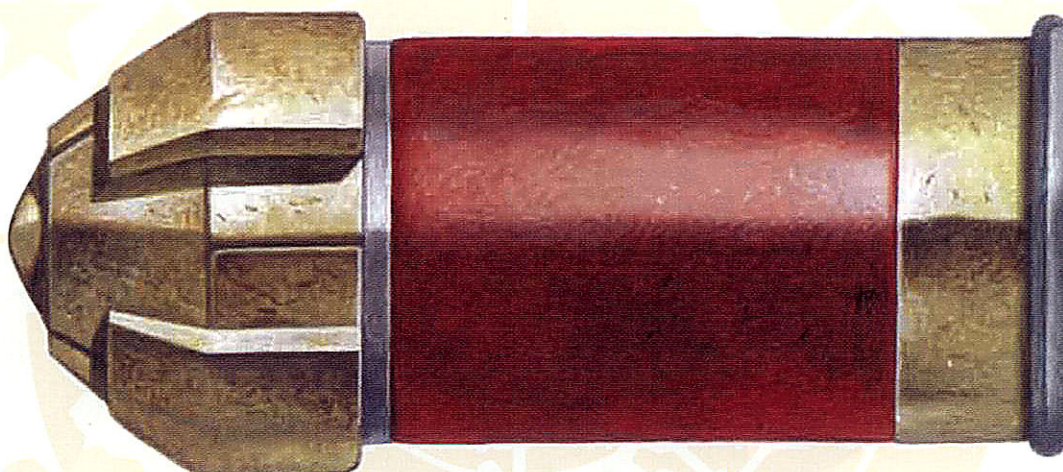
TACTICS

DESPITE THE RATHER IMPRESSIVE
NOISE AND AREA OF COVERAGE,
FEW ENEMIES WILL DIE FROM A
FRAGMENTATION GRENADE UNLESS
THEY WERE SERIOUSLY WOUNDED
BEFOREHAND. WHEN ATTACKING
AN ENEMY IN TIGHT QUARTERS,
GRENADES CAN BE USEFUL FOR
SOFTENING UP BUT NEVER RELY ON
THEM.

M-291 FRAGMENTATION LAUNCHED ROUND

USED WITH THE XW-110-G1 UNDERSLUNG GRENADE LAUNCHER MOUNTED ON MORITA RIFLES, THE FRAGMENTATION ROUND IS SIMILAR IN OPERATION TO THE FRAGMENTATION GRENADE AND IS USED FOR SIMILAR PURPOSES. USING THE POWER OF THE UNDERSLUNG GRENADE LAUNCHER, TROOPERS CAN USE THE LAUNCHED ROUND ACCURATELY ON TARGETS FURTHER AWAY THAN WHEN THEY USE THROWN GRENADES. THE REFLEX SAVE FOR A FRAGMENTATION LAUNCHED ROUND IS DC 15.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	1d12	—	80 ft./16	20 ft.	—	—	Diminutive	0.5 lb.	15



CAREER SERGEANT ZIM SAYS:

YOU CAN BOUNCE THESE OFF WALLS TOO BUT IT TAKES A GREAT DEAL OF PRACTICE AT RANGE.

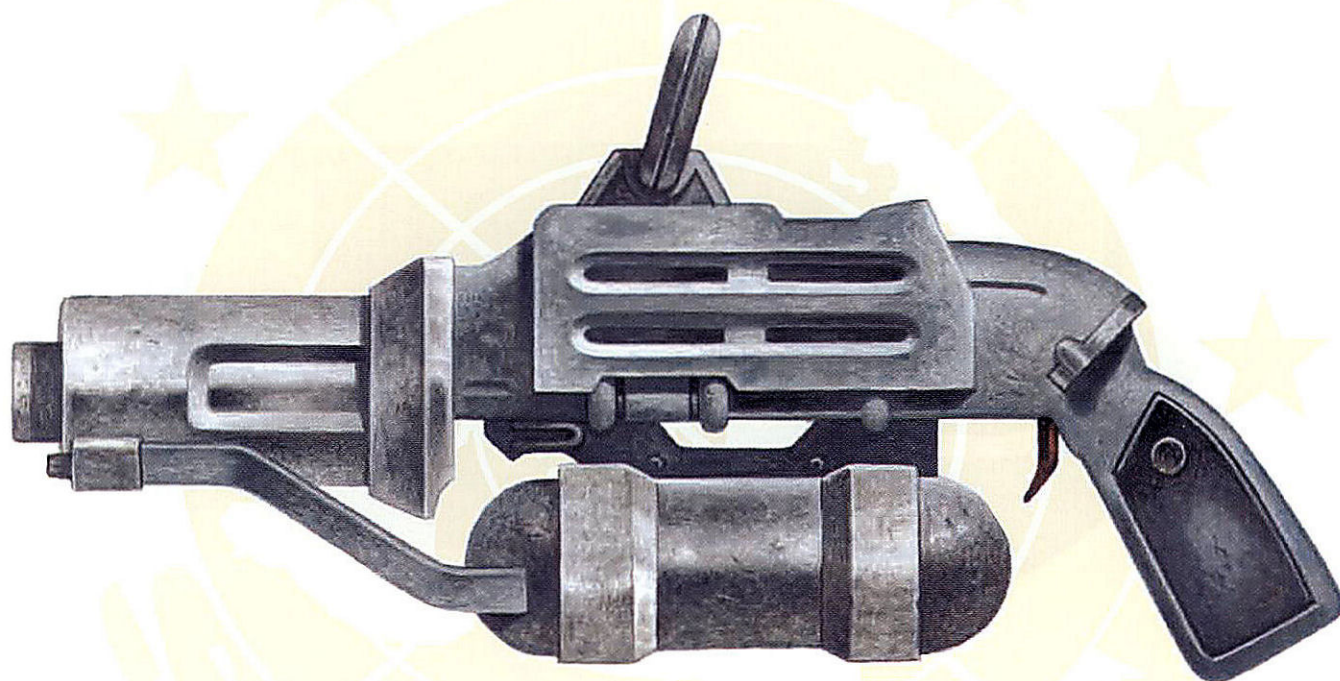
TACTICS

STANDARD DOCTRINE SAYS THAT THESE ROUNDS ARE ONLY USED WHEN EVERY CLIP OF THE MORITA HAS BEEN EXPENDED. THOUGH IT HAS A HEALTHY RANGE, ACCURACY CAN SUFFER AND THE ROUND SPREADS ITS EFFECT TOO WIDELY TO CAUSE EFFECTIVE DAMAGE AGAINST AN ARMoured OPPONENT (SUCH AS A WARRIOR BUG). IF POSSIBLE, SWAP FOR A DIFFERENT TYPE OF ROUND.

SW-226-F HEL INFANTRY FLAMER

A STANDARD SUPPORT WEAPON FOR MOBILE INFANTRY SQUADS, THE HEL FLAMER CREATES A 30 FOOT CONE OF FIRE. ALTERNATIVELY, IT CAN CREATE A WALL OF FLAME DIRECTLY IN FRONT OF THE USER, 10 FEET THICK AND 30 FEET WIDE. ANY TARGET WITHIN THIS AREA MUST MAKE A REFLEX SAVE (DC 20) OR SUFFER FIRE DAMAGE. ANY TARGET STRUCK BY THE HEL FLAMER WILL CONTINUE TO BURN FOR 1D4 ROUNDS. AN ENTIRE ROUND CAN BE SPENT PUTTING OUT THE FLAMES TO AVOID THIS ADDITIONAL DAMAGE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	3d12 fire	—	Special	—	S	15	Large	12 lb.	18



CAREER SERGEANT ZIM SAYS:

YOU CAN DO A LOT WORSE THAN CHOOSING A FLAMER FOR THE FIRST SPECIAL WEAPON YOU TRAIN ON. WHEN SUPPORTED BY A SQUAD OF MORITAS, THERE WILL BE LITTLE THAT CAN GET THROUGH TO YOUR COMRADES.

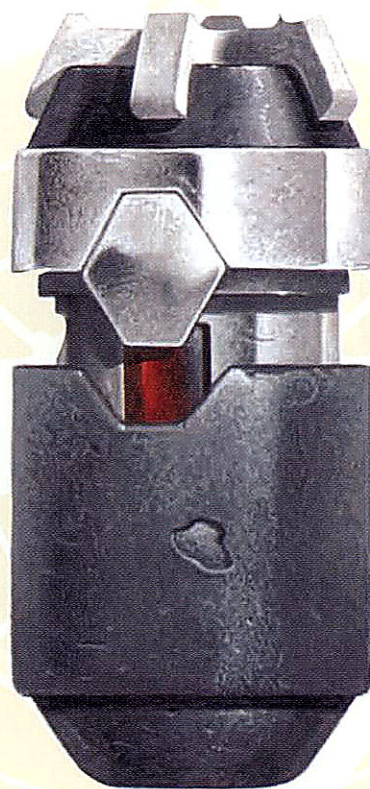
TACTICS

AN EXTREMELY POTENT WEAPON IN CLOSE QUARTERS OR WHEN THE ENEMY ASSAULTS A PREPARED POSITION. THE FUEL CELLS ARE LARGE ENOUGH TO CREATE A 'FIRE WALL' FOR AROUND 90 SECONDS WITHOUT RELOADING WHICH CAN BE USED TO STALL AN ENEMY ASSAULT OR GUARD A RETREAT FOR WHAT IS A CONSIDERABLE AMOUNT OF TIME WHEN UNDER FIRE.

M-901HE HI-EX GRENADE

USED IN A SIMILAR FASHION TO FRAGMENTATION GRENADES, THE HI-EX VERSION CONCENTRATES THE BLAST INTO A TIGHTER AREA, ALLOWING IT TO FOCUS MORE DAMAGE UPON A TARGET. IT IS COMMONLY USED TO BLAST APART ARACHNIDS WITH REINFORCED CARAPACES AND CAN EVEN CAUSE SERIOUS DAMAGE TO LIGHT VEHICLES. THE REFLEX SAVE FOR A HI-EX GRENADE IS DC 18.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Explosion	4d6	—	40 ft./8	15 ft.	—	—	Diminutive	1 lb.	17



CAREER SERGEANT ZIM SAYS:

MY FAVOURITE
GRENADE. JUST
MAKE SURE YOU
THROW THE GRENADE,
NOT THE PIN.

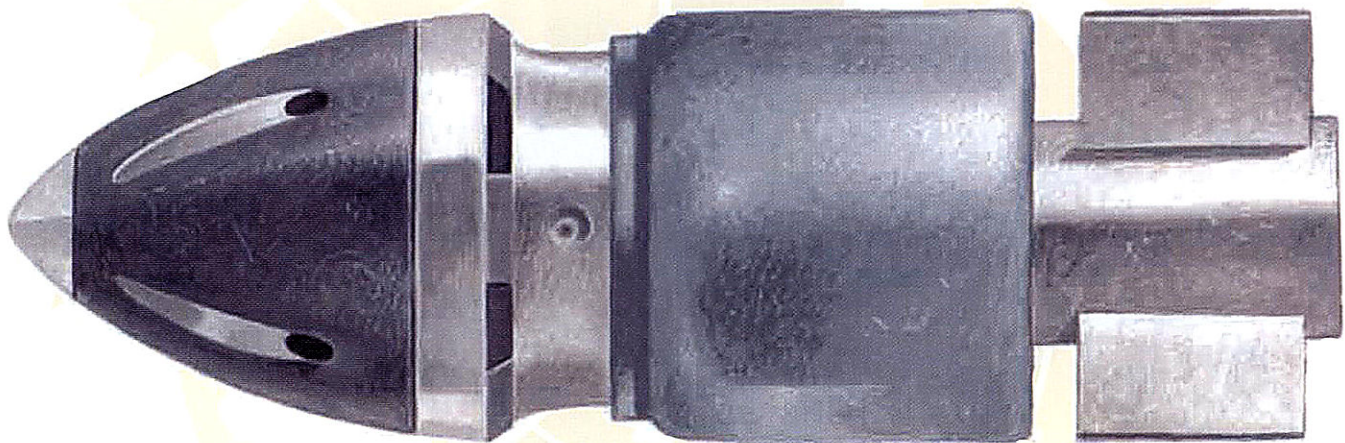
TACTICS

CAUSES A HEALTHY AMOUNT
OF DAMAGE BUT THE TIGHT
CONCENTRATION OF EFFECT
USUALLY MEANS YOU WILL ONLY
NAIL A SINGLE WARRIOR BUG AT A
TIME. SUPERB AGAINST SWARMS
TRAPPED IN A CONFINED SPACE
BUT USE WITH CARE ON AN OPEN
BATTLEFIELD - THESE GRENADES
CAN BLAST APART A TROOPER AS
EASILY AS AN ARACHNID.

M-766A1 HOLEPUNCH HEAP MISSILE

DESIGNED AS A TANK BUSTER, THE HOLEPUNCH WAS FOUND TO BE ADEPT AT DESTROYING LARGER ARACHNIDS, SUCH AS THE TANKER BUG AND ITS VARIOUS SUB-SPECIES. THE SHAPED WARHEAD TEARS OPEN ARMOUR, FORCING A BREACH WHICH ALLOWS THE SECONDARY CHARGE TO EXPLODE INSIDE THE TARGET FOR MAXIMUM EFFECT. THE HOLEPUNCH HAS ADVANCED GUIDANCE SYSTEMS, ALLOWING IT TO BE FIRED INDIRECTLY, IF REQUIRED. IT IGNORES ALL HARDNESS AND DAMAGE REDUCTION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	6d10	—	150 ft./30	10 ft.	—	—	Small	1 lb.	20



CAREER SERGEANT ZIM SAYS:

BE CREATIVE WITH THIS MISSILE. AS WELL AS BUGS, IT CAN BE USED TO BREACH BUNKERS, CAUSE ROCKSLIDES OR EVEN NAIL A HOVERING SHUTTLE IF YOU HAVE A STEADY HAND.



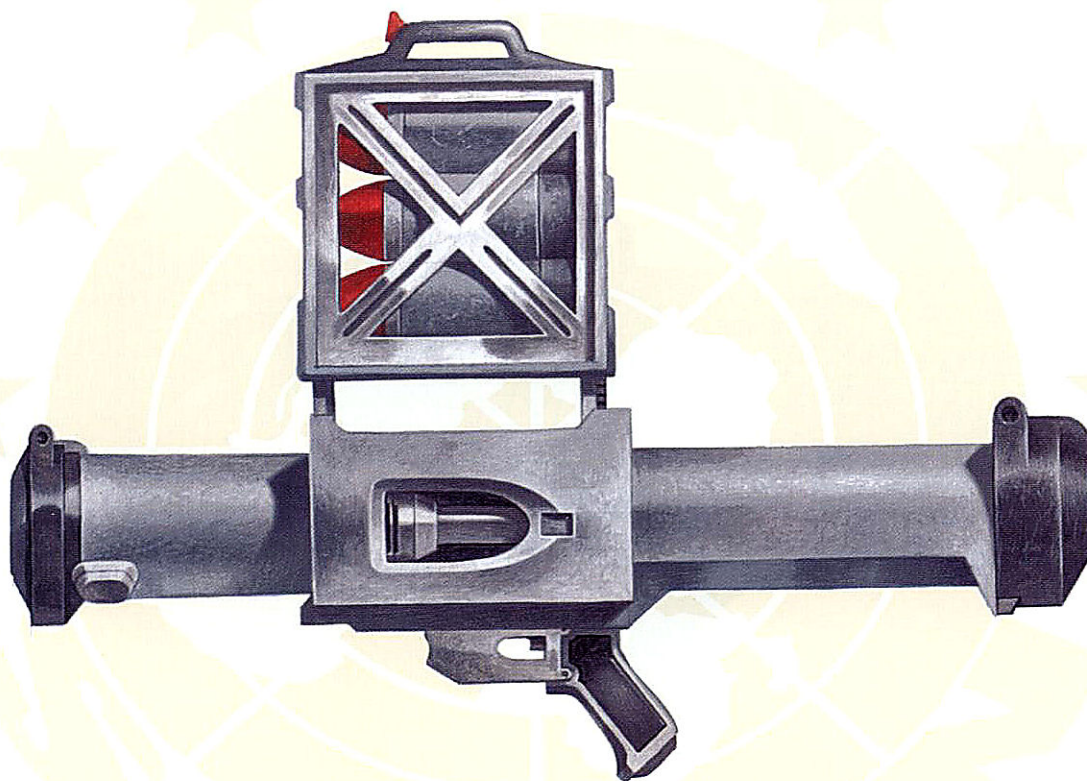
TACTICS

SHOULD NOT EVEN BE CONSIDERED FOR USE AGAINST WARRIOR BUGS - THAT IS WHAT FIRECRACKERS ARE FOR. RESERVE FOR THE REALLY BIG BUGS, SUCH AS TANKERS. EVEN IF A FEW SHOTS DO NOT BLAST A TANKER APART, ENOUGH DAMAGE WILL BE CAUSED TO MAKE IT THINK TWICE ABOUT PRESSING AN ASSAULT.

SW-404 JAVELIN MISSILE LAUNCHER

OFTEN GIVEN TO SQUADS TO PROVIDE TROOPERS WITH IMPROVED FIREPOWER, THE JAVELIN MISSILE LAUNCHER IS A VERSATILE WEAPON THAT CAN BE ADAPTED TO TACTICAL SITUATIONS SIMPLY BY SWITCHING WARHEADS. UP TO TWO DIFFERENT WARHEADS MAY BE PLACED IN THE SAME MAGAZINE, WITH THE USER SWITCHING BETWEEN THEM AS A FREE ACTION. THE JAVELIN MAY USE THE FALCON, FIRECRACKER, HOLEPUNCH, PEE-WEE AND REAVER MISSILES.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	—	—	—	—	S	8	Large	14 lb.	20



CAREER SERGEANT ZIM SAYS:

JAVELIN TROOPERS TEND TO THINK OF THEMSELVES AS BEING THE CENTRE OF THE SQUAD. DISABUSE THEM OF THIS - WHEN THE BUGS GET CLOSE, THEY WILL BE RUNNING FOR COVER BEHIND THE MORITA GUYS.

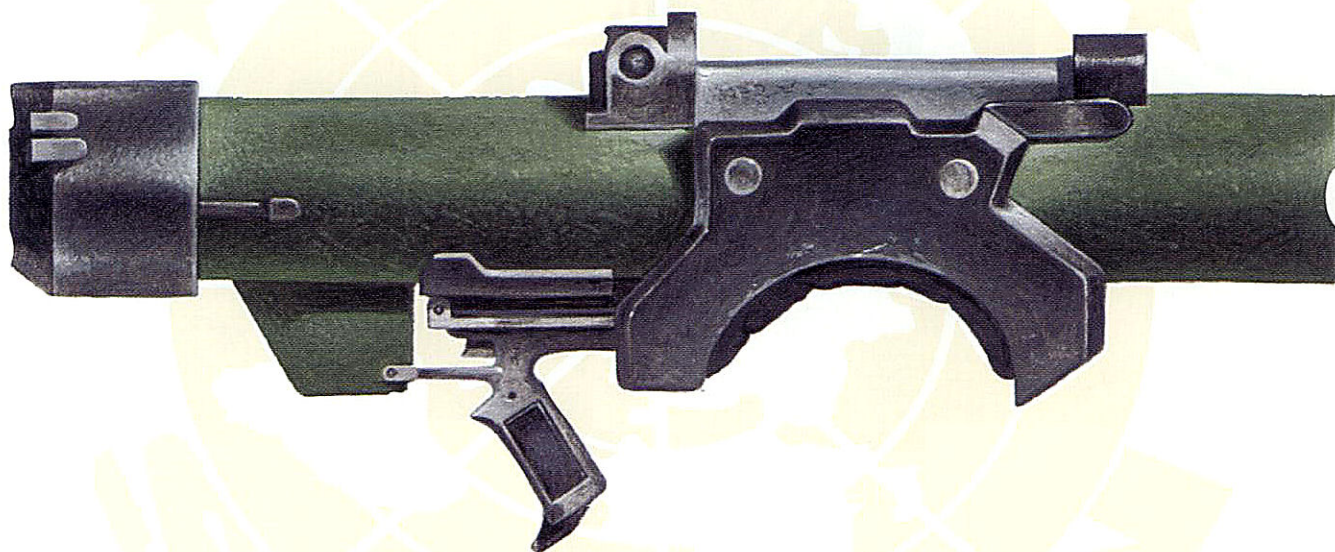
TACTICS

PROBABLY THE MOST VERSATILE WEAPON IN THE MOBILE INFANTRY ARSENAL. DUAL LOAD MAGAZINES MEAN A TROOPER CAN INSTANTLY SELECT THE RIGHT WARHEAD FOR THE SITUATION AND THE RANGE OF MISSILES AVAILABLE ALLOWS HIM TO TARGET SWARMS, HEAVY BUGS AND FLYING BUGS WITH EQUAL EFFECTIVENESS. OF COURSE, IF ALL ELSE FAILS, THERE IS VERY LITTLE THAT CANNOT BE SOLVED WITH A SINGLE PEE-WEE.

SW-401 LONGBOW MISSILE LAUNCHER

THE FORERUNNER OF THE MORE CAPABLE JAVELIN, THE LONGBOW WAS BROUGHT BACK INTO SERVICE FOR THE LIGHT ARMOUR INVASION COMPANIES AS ANY COLONY WORLD WITH A SUITABLE MANUFACTURING BASE COULD BUILD THEM IN THE HUGE NUMBERS REQUIRED FOR KLENDATHU. THE LONGBOW HAS THE ADDED ADVANTAGE OF USING THE SAME MISSILES AS THE JAVELIN, INCLUDING PEE-WEE ATOMICS AND THE RECENTLY DEVELOPED FALCON AA MISSILE BUT WITHOUT AN AUTOMATIC LOADING FACILITY, ITS RATE OF FIRE IS NOTICEABLY LOWER THAN THAT OF THE JAVELIN. THE LONGBOW MAY USE THE FALCON, FIRECRACKER, HOLEPUNCH AND PEE-WEE MISSILES. THE LONGBOW REQUIRES RELOADING AFTER EVERY SHOT.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	—	—	—	—	Single	—	Large	8 lb.	16



CAREER SERGEANT ZIM SAYS:

SUB-STANDARD. IF YOU GET ASSIGNED WITH THIS, CONSIDER APPLYING FOR TRAINING TO POWER SUIT OPERATIONS.

TACTICS

JUST AS VERSATILE AS THE JAVELIN, THE LONGBOW LACKS A LOT OF ITS BIG BROTHER'S SOPHISTICATED SYSTEMS AND QUICK RELOAD TIMES. HOWEVER, IT CAN BE MANUFACTURED CHEAPLY IN HUGE NUMBERS, MEANING MOBILE INFANTRY COMPANIES ARMED WITH THE LONGBOW OFTEN HAVE THEM IN EVERY SQUAD. THIS COMBINED FIREPOWER CAN CAUSE COLONY-LEVEL ARACHNID FORCES SERIOUS PROBLEMS.

MACHETE

A LARGER AND HEAVIER VERSION OF THE COMBAT KNIFE, THE MACHETE IS STANDARD ISSUE TO STRYKER UNITS BUT IS ALSO ISSUED TO SQUADS OPERATING IN JUNGLES OR SIMILAR THEATRES OF WAR. IT CARRIES THE SAME SURVIVAL KIT IN THE HANDLE AS THE COMBAT KNIFE, THOUGH THE MAGNETIC COMPASS IS ACTUALLY MOUNTED INTO THE POMMEL FOR EASE OF USE IN TIGHT QUARTERS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Close	1d6	19-20	10 ft./2	—	—	—	Medium	2 lb.	5



CAREER SERGEANT ZIM SAYS:

IF YOU LIKE THE KNIFE, YOU'LL LOVE THIS. IF IT HELPS ANY, THINK OF IT AS A SWORD. JUST DON'T GO THINKING YOU ARE THE EQUAL OF A WARRIOR BUG OR YOU'LL BE TORN APART.

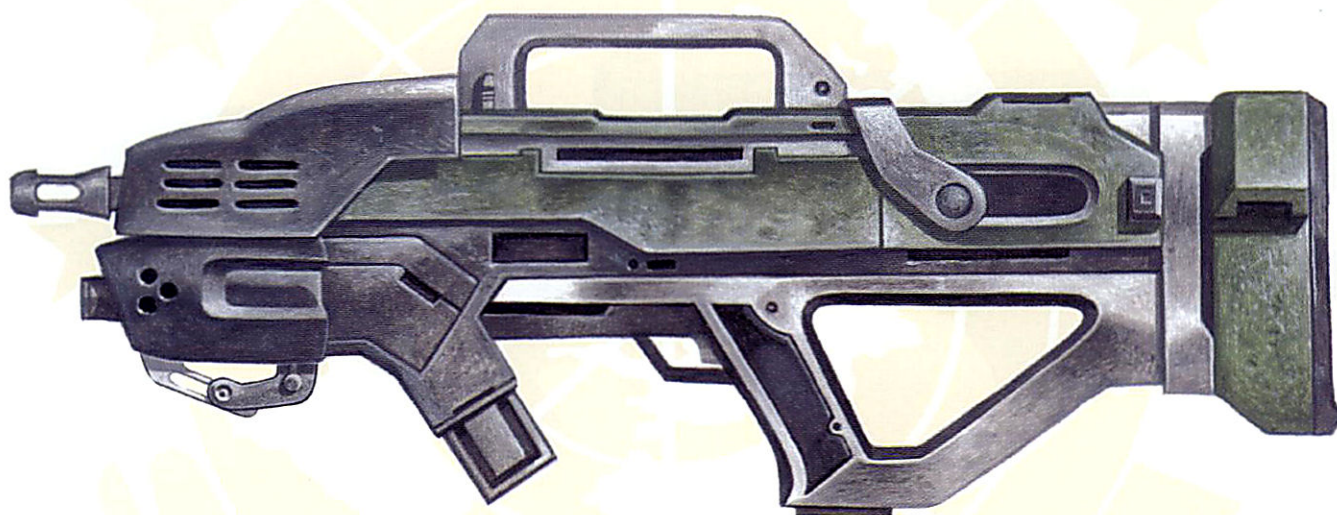
TACTICS

OFTEN USED IN COMBAT WHEN A SQUAD IS HACKING ITS WAY THROUGH A JUNGLE OR SIMILAR TERRAIN. WHEN THE TROOPERS ARE SURPRISED, THE MACHETE IS WHAT THEY HAVE IN THEIR HANDS AND SO IT USUALLY PAYS TO HAVE SOME EXPERIENCE WITH THE WEAPON AND LEARNING A FEW CLOSE COMBAT 'TRICKS' CAN MAKE ALL THE DIFFERENCE.

TW-203-A MORITA ASSAULT RIFLE

THE STANDARD ISSUE FOR ALL MOBILE INFANTRY TROOPERS, THE MORITA IS THE RESULT OF A CENTURIES LONG SEARCH FOR THE PERFECT ASSAULT RIFLE. EFFECTIVE AGAINST ANY ARACHNID SUB-SPECIES OF WARRIOR BUG SIZE OR SMALLER, THE MORITA IS A TRULY VERSATILE WEAPON THAT ENABLES THE MOBILE INFANTRY TO COMBAT ANY ALIEN THREAT THAT LOOMS OVER THE FEDERATION. MOST MORITAS COME EQUIPPED WITH THE XW-110-G1 AUXILIARY GRENADE LAUNCHER. THE MORITA HAS A THREE-ROUND BURST SETTING.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	2d8	x2	125 ft./25	—	S, A	30	Large	7 lb.	—



CAREER SERGEANT ZIM SAYS:

THERE IS NO BETTER
RIFLE AVAILABLE.
TREAT YOURS WITH
REVERENCE AND
PRIDE.

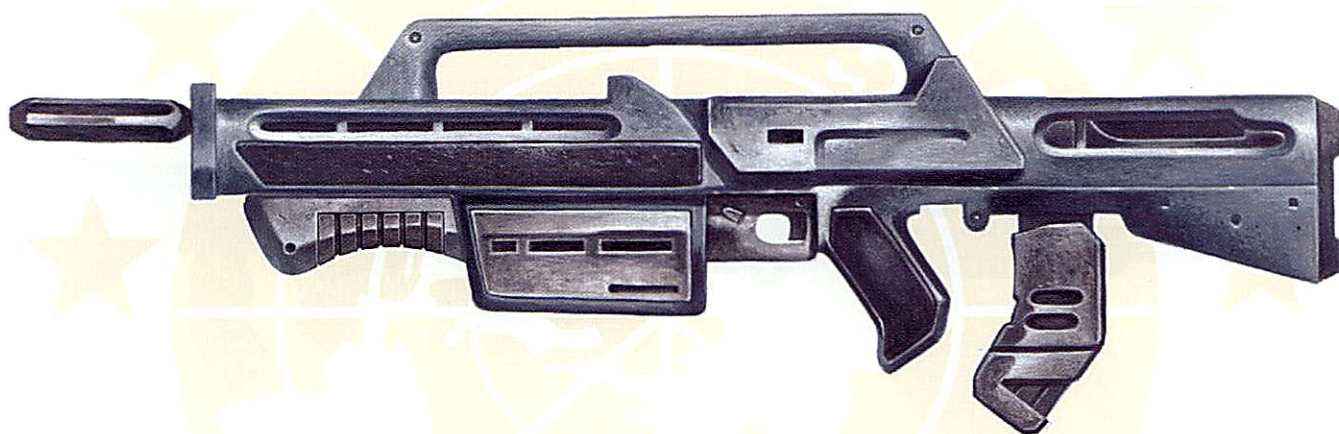
TACTICS

THE MORITA IS PART AND
PARCEL WITH MOBILE INFANTRY
OPERATIONS. ADAPTABLE TO
ALL SQUAD-LEVEL TACTICS,
UNIT LEADERS SHOULD BE
AWARE OF THE ENEMY THEY
FIGHT SO AS TO BEST ADVISE
WHAT UNDERSLUNG WEAPONRY
SHOULD BE EMPLOYED.

TW-201-S MORITA CARBINE

FAVOURERED BY SICON INTELLIGENCE AGENTS AND FLEET OFFICERS WHEN ON THE BATTLEFIELD, THE MORITA CARBINE IS SOMETIMES USED BY THE MOBILE INFANTRY IN REAR POSITIONS THAT DO NOT EXPECT TO SEE COMBAT. LIGHTER IN CONSTRUCTION THAN THE ASSAULT RIFLE THE MORITA CARBINE HAS A THREE-ROUND BURST SETTING.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	2d8	x2	125 ft./25	—	S	30	Large	5 lb.	15



CAREER SERGEANT ZIM SAYS:

IF YOU CANNOT CARRY THE EXTRA WEIGHT OF A FULL ASSAULT RIFLE, YOU DO NOT BELONG IN MY BELOVED MOBILE INFANTRY. TRY APPLYING FOR FLEET!

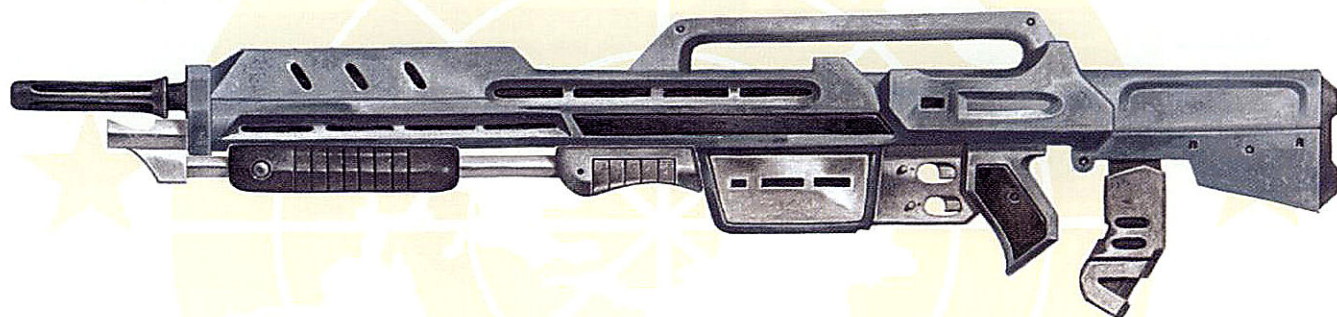
TACTICS

USE THE SAME TACTICS AS FOR THE MORITA. TROOPERS WILL RARELY GET A CHANCE TO USE THIS WEAPON, AS IT IS TYPICALLY RESERVED FOR FLEET OR MILITARY INTELLIGENCE USE. HOWEVER, IT IS NOT UNKNOWN FOR A SQUAD TO GET RE-SUPPLIED WITH CARBINES WHEN STOCK PILES GET LOW.

TW-201-L MORITA LONG SNIPER RIFLE

THE STANDARD MORITA ASSAULT RIFLE HAS OFTEN BEEN USED FOR SNIPER MISSIONS BY STANDARD SQUADS BUT THE MORITA LONG IS AN ADVANCED DEVELOPMENT THAT BUILDS UPON THE BASE MODEL'S OBVIOUS STRENGTHS. AN EXTENDED BARREL AND SNIPER'S SCOPE IS ADDED THAT ENABLES ACCURATE ATTACKS TO BE MADE AT GREAT RANGE. THE MORITA LONG MAY BE USED IN FIRE-FIGHTS AS A STANDARD MORITA ASSAULT RIFLE. IF THE SCOPE IS USED, THE STATISTICS BELOW ARE APPLIED INSTEAD. THE SCOPE MAY NOT BE USED AGAINST ANY TARGET WITHIN 100 FEET. THE MORITA LONG CAN ACCEPT ANY UNDERSLUNG AUXILIARY WEAPON THAT CAN BE FITTED TO THE ASSAULT RIFLE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	2d8	19-20	250 ft./50	—	Single	30	Large	8 lb.	20



CAREER SERGEANT ZIM SAYS:

DON'T EXPECT TO MAKE FRIENDS WITH SNIPERS, AS THEY ARE A WEIRD BUNCH. GOTTA ADMIRE THEIR SKILL THOUGH AND THE MORITA LONG DOES EVERYTHING IT CAN TO AID THEM.



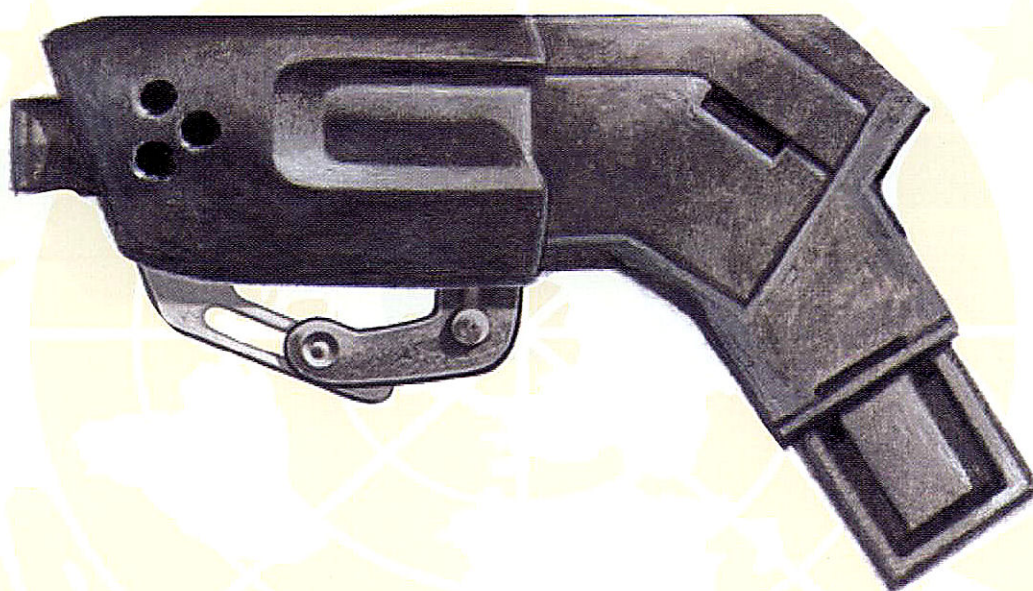
TACTICS

CAN BE USED AS A NORMAL MORITA, ALLOWING THE SNIPER TO ENGAGE THE ENEMY WITH THE REST OF HIS SQUAD. HOWEVER, THE SNIPER IS USUALLY BETTER OFF FAR ON A FLANK, OVER-LOOKING HIS COMRADES' POSITIONS. AS THEY ENGAGE THE ENEMY, THE SNIPER CAN PICK OFF APPROACHING ENEMIES, OFTEN BEFORE THE SQUAD IS FULLY AWARE OF THEM.

XW-110-G1 MORITA UNDERSLUNG GRENADE LAUNCHER

IT IS THIS AUXILIARY GRENADE LAUNCHER THAT GIVES THE MORITA ASSAULT RIFLE ITS TRUE VERSATILITY. THOUGH SHORT-RANGED, THE VARIETY OF AMMUNITION TYPES AVAILABLE ALLOW A SQUAD TO TAILOR THE WEAPON TO SPECIFIC MISSIONS. THIS GRENADE LAUNCHER CAN USE THE FLECHETTE, FRAGMENTATION AND BUGSHOT LAUNCHED ROUNDS. THIS GRENADE LAUNCHER MAY ONLY BE ARMED WITH ONE TYPE OF ROUND AT ANY ONE TIME.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	—	—	—	—	S	6	—	3 lb.	—



**CAREER
SERGEANT ZIM
SAYS:**
MADE THE MORITA
THE WEAPON SYSTEM
IT IS TODAY.

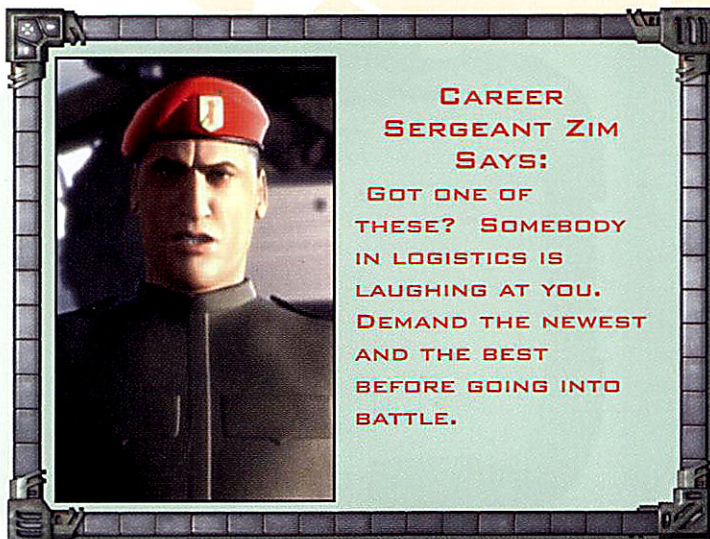
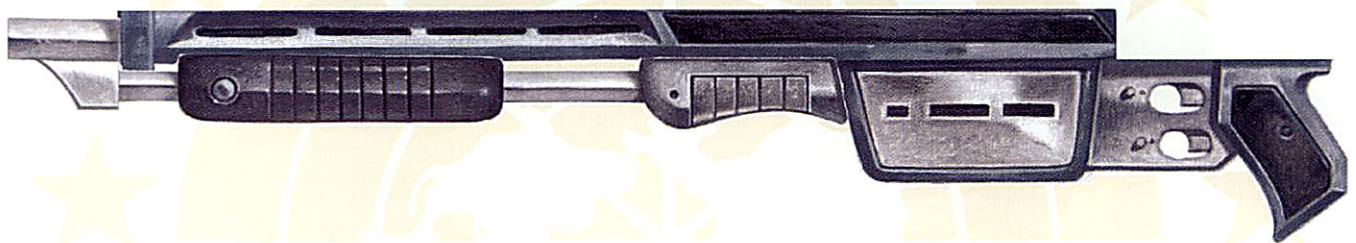
TACTICS

THE TACTICS USED WITH THIS WEAPON WILL BE DICTATED BY THE ROUNDS CARRIED WITHIN. A TROOPER MUST KNOW THE ENEMY HE IS EXPECTING TO FIGHT AND LOAD UP ACCORDINGLY.

XW-103-S7 MORITA UNDERSLUNG SHOTGUN

THOUGH RARELY SEEN IN FRONTLINE UNITS THESE DAYS, THE XW-103-S7 WAS THE STANDARD UNDERSLUNG AUXILIARY WEAPON FOR MORITA RIFLES DURING THE PLUTO CAMPAIGN. IT WAS SOON REPLACED BY THE MORE COMMON GRENADE LAUNCHER BUT SOME UNITS HAVE YET TO UPGRADE WHILE SOME VETERAN UNITS SAY THEY PREFER THE OLDER WEAPON. IT IS ALSO COMMONLY SEEN AMONG COLONY FORCES WHO HAVE MANAGED TO ACQUIRE OLDER MORITA RIFLES.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	3d6	—	10 ft./2	—	Single	10	—	2 lb.	—



CAREER SERGEANT ZIM SAYS:

GOT ONE OF
THESE? SOMEBODY
IN LOGISTICS IS
LAUGHING AT YOU.
DEMAND THE NEWEST
AND THE BEST
BEFORE GOING INTO
BATTLE.



TACTICS

HAS EXACTLY THE SAME FUNCTION
AS THE FLECHETTE ROUND OF THE
UNDERSLUNG GRENADE LAUNCHER
AND IS USED IN A SIMILAR WAY.
HOWEVER, IT LACKS THE SAME
PUNCH, SO TROOPERS MUST NOT
BE CAUGHT OUT WHEN AN ENEMY
GETS BACK OFF THE FLOOR, READY
TO FIGHT, INSTEAD OF DYING.

XW-137-A3 MORITA UNDERSLUNG TRENCH SWEEPER

THE TRENCH SWEEPER IS SAID TO BE THE WAVE OF THE FUTURE, THE AUXILIARY WEAPON THAT WILL BE UNDERSLUNG ON EVERY MORITA RIFLE. TROOPERS ARE DOUBTFUL AS THE GRENADE LAUNCHER IS MORE VERSATILE BUT THE TRENCH SWEEPER LASER SYSTEM PACKS A LOT OF SHORT-RANGED PUNCH IN A VERY SMALL CASE. IT WAS DESIGNED TO CLEAR DEFENSIVE POSITIONS OF ARMoured ALIENS BUT IS JUST AS CAPABLE OF SLICING WARRIOR BUGS IN HALF, THOUGH EFFECTIVE OPERATION REQUIRES A GREAT DEAL OF TRAINING. THE TRENCH SWEEPER HAS A MAXIMUM RANGE OF 30 FEET AND IGNORES ALL FORMS OF DAMAGE REDUCTION AND HARDNESS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Other	2d8	18-20	30 ft./6	—	S	30	—	1 lb.	20



CAREER SERGEANT ZIM SAYS:

SUPERIOR WEAPON AT
VERY CLOSE RANGES.
JUST MAKE SURE YOU
KNOW HOW TO USE IT.

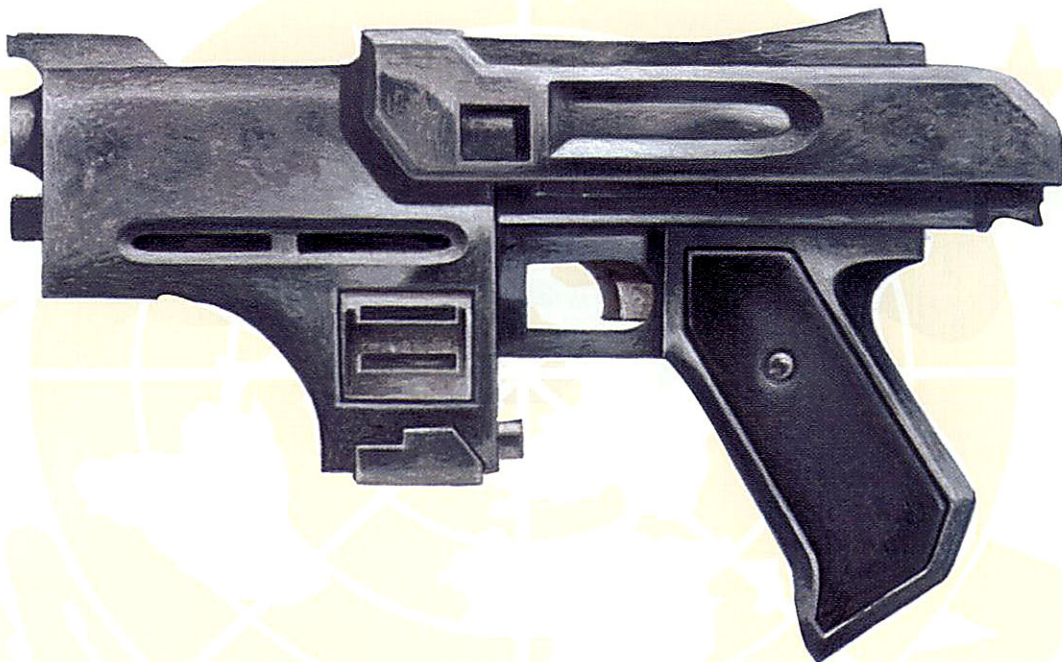
TACTICS

TRICKY IN USE AND REQUIRES SPECIAL TRAINING. THOUGH VERY SHORT-RANGED, THIS WEAPON CAN PIERCE AN ARACHNID WITH EASE AND THE ENERGY CELL CARRIES ENOUGH CHARGE TO CARRY A TROOPER THROUGH AN ENTIRE BATTLE. BEST USED WHEN ASSAULTING FORTIFIED POSITIONS, BE THEY TRENCHES, BUNKERS OR AN ARACHNID COLONY.

TW-102-S PEACEMAKER PISTOL

THOUGH NO FIELD MANUAL IS COMPLETE WITHOUT MENTIONING THAT USING A PISTOL AGAINST AN ARACHNID SWARM IS COURTING SUICIDE, THE PEACEMAKER HAS ENOUGH PUNCH TO HURT EVEN A WARRIOR BUG – THOUGH IT IS UNLIKELY TO STOP IT. COMMONLY USED AS A BACK UP WEAPON, THIS PISTOL IS EASY TO MAINTAIN IN THE FIELD AND IS REGARDED AS BEING ALMOST FAULT FREE, EVEN IN EXTENDED CAMPAIGNS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Pistol	2d6	x2	50 ft./10	—	S	15	Small	3 lb.	—



CAREER SERGEANT ZIM SAYS:

KEEP IT IN GOOD
CONDITION AND
ALWAYS AT YOUR BELT
AS YOU WILL NEED
THIS WEAPON TO
WORK FLAWLESSLY
WHEN EVERYTHING
ELSE HAS FAILED.

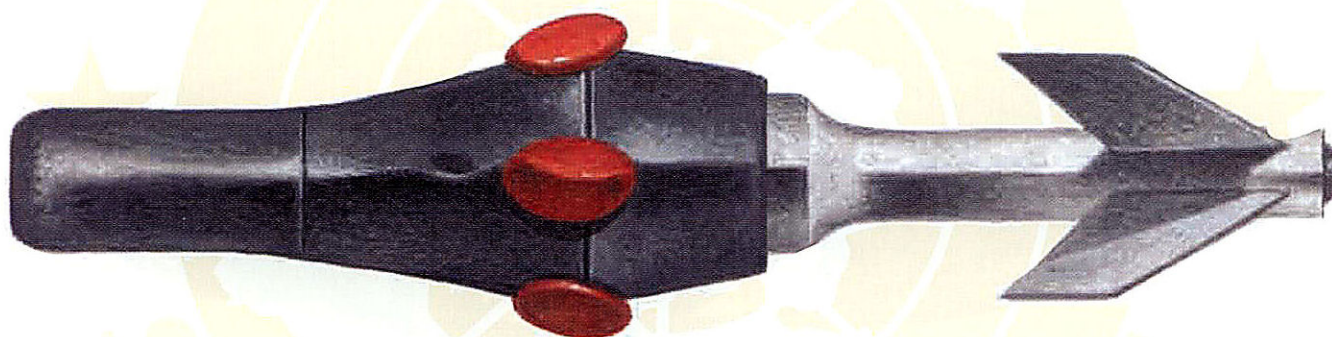
TACTICS

CONSULT THE TACTICS OF THE EMANCIPATOR HEAVY PISTOL. THE PEACEMAKER LACKS THE RAW PUNCH OF THAT HANDGUN BUT THIS NOT ONLY MAKES IT EASIER TO HANDLE BUT ALSO ALLOWS IT TO CARRY MORE AMMUNITION, A VITAL FACTOR IN BATTLE. ALSO USEFUL FOR INTIMIDATING UNCOOPERATIVE COLONISTS.

M-998A1 PEE-WEE ATOMIC MISSILE

MORE COMMONLY KNOWN AS A TAG-NUKE, THE PEE-WEE PACKS THE GREATEST PUNCH AVAILABLE TO A MOBILE INFANTRY SQUAD. TAILORED TO MASSIVE INITIAL DAMAGE BUT RELATIVELY FEW LONG TERM EFFECTS OR LINGERING RADIATION TRACES, THE PEE-WEE IS THE EPITOME OF 'SAFE' ATOMIC WEAPONRY. IF A TARGET CAUGHT WITHIN A PEE-WEE'S BLAST CAN MOVE TO THE EDGE OF THE AREA OF EFFECT WITH A DOUBLE MOVE ACTION, IT RECEIVES A REFLEX SAVE (DC 22). IF SUCCESSFUL, THE TARGET IS IMMEDIATELY PLACED AT THE EDGE OF THE BLAST AT -1 HIT POINTS. IF THIS SAVING THROW IS FAILED, OR THE MOVEMENT RATE CANNOT BEAT THE BLAST RADIUS, THE TARGET IS AUTOMATICALLY VAPORISED. THE PEE-WEE HAS ADVANCED GUIDANCE SYSTEMS, ALLOWING IT TO BE FIRED INDIRECTLY, IF REQUIRED. THEY ARE SUPPLIED SINGLY AND LOADED INTO A MISSILE LAUNCHER AS NEEDED, RATHER THAN BEING STORED IN THE MAGAZINE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	—	—	400 ft./80	120 ft.	—	—	Small	1 lb.	26



CAREER SERGEANT ZIM SAYS:

TOO MANY NUKES
MAKE A TROOPER
LAZY. ONLY USE
THIS WARHEAD WHEN
THERE IS NO OTHER
CHOICE AND KEEP
YOUR SENSES SHARP.

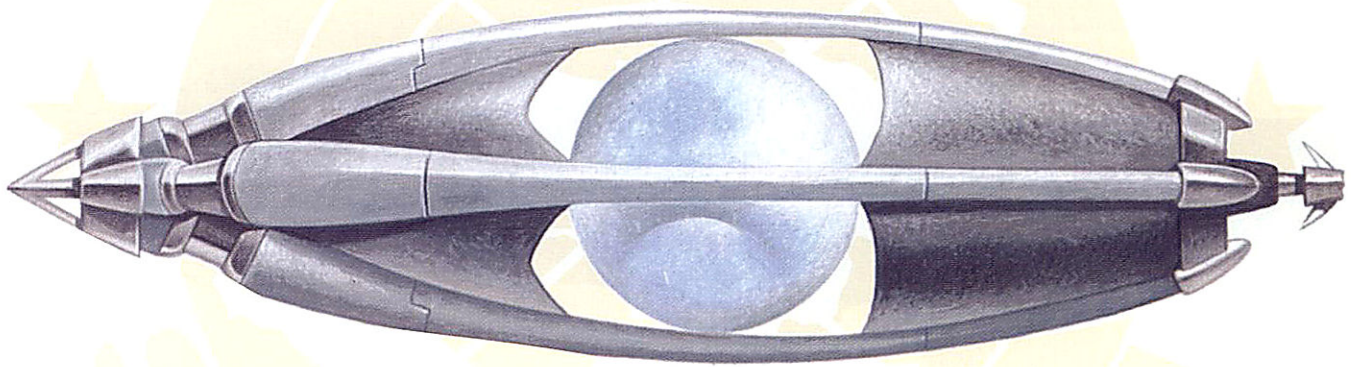
TACTICS

STANDARD DOCTRINE SAYS THAT THESE ROUNDS ARE ONLY USED WHEN EVERY CLIP OF THE MORITA HAS BEEN EXPENDED. THOUGH IT HAS A HEALTHY RANGE, ACCURACY CAN SUFFER AND THE ROUND SPREADS ITS EFFECT TOO WIDELY TO CAUSE EFFECTIVE DAMAGE AGAINST AN ARMoured OPPONENT (SUCH AS A WARRIOR BUG). IF POSSIBLE, SWAP FOR A DIFFERENT TYPE OF ROUND.

M-908P PLASMA MUNITION

USUALLY ISSUED ONLY TO OFFICERS ON SPECIFIC MISSIONS, THE PLASMA MUNITION IS A POWERFUL WEAPON WHEN USED CORRECTLY. THOUGH IT CAN BE THROWN AS A GRENADE, THE PLASMA MUNITION COMES WITH A REMOTE DETONATOR (RANGE 600 FEET), ALLOWING IT TO BE PLACED AND USED AS A REMOTELY DETONATED BOMB (ATTACK ACTION TO DETONATE). THE PLASMA MUNITION, WHEN IT EXPLODES, WILL CREATE A PLASMA FIELD THAT PERSISTS FOR 3D6 ROUNDS, DEALING DAMAGE TO EVERY TARGET INSIDE THE AREA OF EFFECT. THE PLASMA MUNITION IGNORES ALL DAMAGE REDUCTION AND HARDNESS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Other	5d10	—	20 ft./4	30 ft.	Single	—	Small	2 lb.	24



CAREER SERGEANT ZIM SAYS:

PLUGS A BUG HOLE
FOR ABOUT A MINUTE.
USE THIS TO BUY
TIME FOR AN AMBUSH
OR AN ESCAPE.

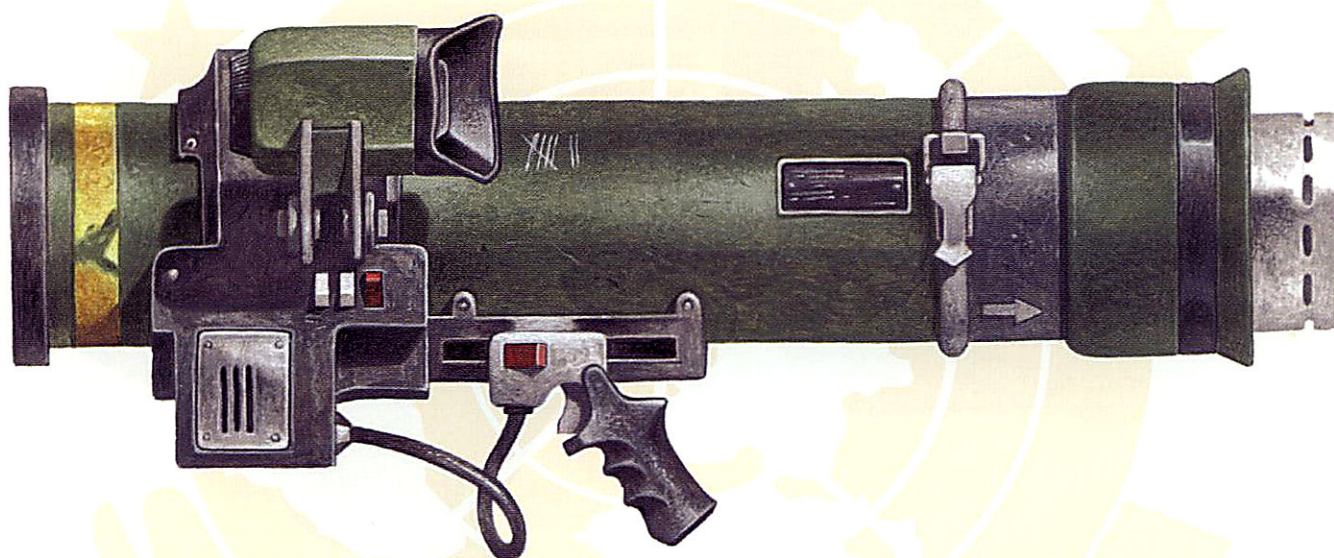
TACTICS

SPECIALIST TRAINING FOR THIS WEAPON IS ESSENTIAL BUT EXPERIENCE COUNTS FOR A LOT AS WELL. MOST USERS INITIALLY GET FIXATED ON THE RAW DAMAGE POTENTIAL OF THIS WEAPON. HOWEVER, ITS PERSISTENT EFFECTS ARE MORE IMPORTANT, AS THEY CAN BE USED TO EFFECTIVELY BLOCK A BUG HOLE DURING TACTICAL OPERATIONS, GIVING A SQUAD A DEGREE OF SAFETY EVEN WHEN DEEP IN ENEMY TERRITORY.

SW-414 RAPIER AA MISSILE LAUNCHER

A HIGHLY SPECIALISED WEAPON, THE RAPIER REQUIRES A GREAT DEAL OF TRAINING IN ORDER TO MAXIMISE ITS EFFECTIVENESS AGAINST FAST-MOVING AERIAL TARGETS. IN THE HANDS OF A SKILLED OPERATOR, THE RAPIER IS AN AIR ASSET'S WORST NIGHTMARE, AS THE BIRDBOLT MISSILE USED CAN BRING DOWN EVEN AN ARMoured DROP BOAT. THE RAPIER MAY USE THE BIRDBOLT MISSILE. IT IGNORES ALL PENALTIES FOR RANGE INCREMENTS WHEN USED AGAINST A TARGET AT GREATER THAN 500 FEET ALTITUDE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	—	—	—	—	S	6	Large	16 lb.	20



CAREER SERGEANT ZIM SAYS:

FORGET WHAT THE MANUFACTURERS SAY. FOR ALL ITS ADVANCED CAPABILITIES, MASSED MORITA FIRE CAN DO MORE GOOD AGAINST A HOPPER BUG ATTACK. SAVE THIS KIT FOR WHEN THE BUGS START BUILDING FIGHTERS OR GUNSHIPS.

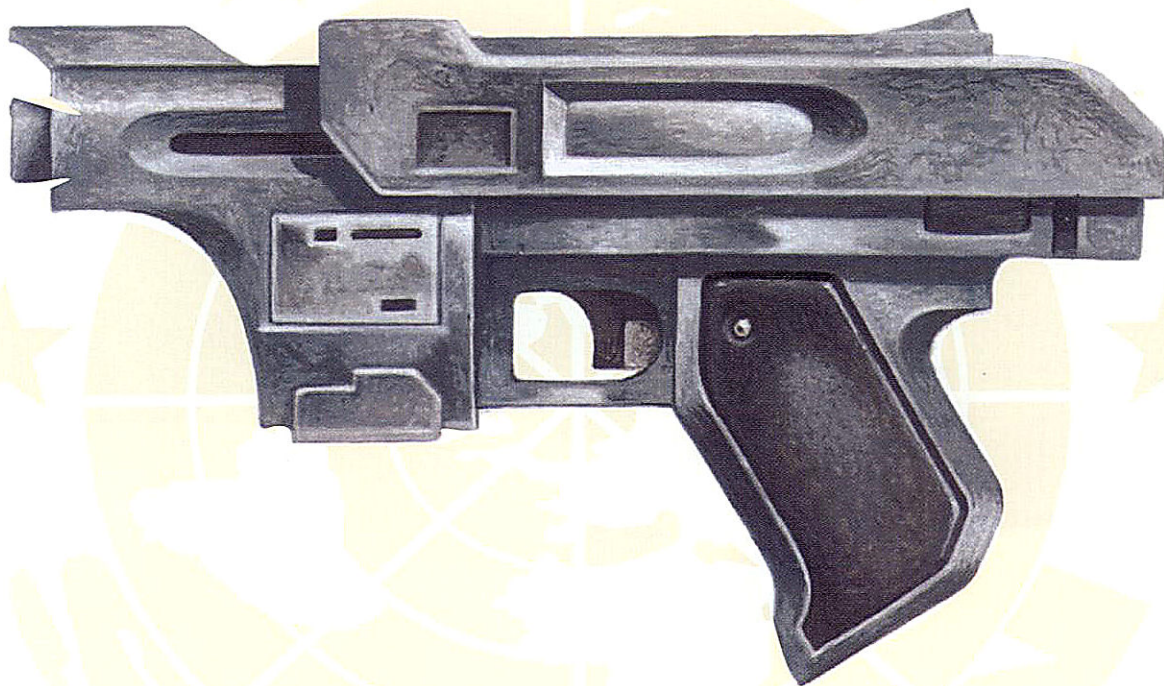
TACTICS

THERE IS NO BETTER WEAPON FOR USE AGAINST A FLYING ENEMY. ITS ADVANCED TARGETING SYSTEMS DO A LOT OF THE WORK, ALLOWING THE TROOPER TO PUT THE BIRDBOLT WHERE IT WILL DO THE MOST DAMAGE. HOWEVER, THE TRAINING REGIME FOR THE RAPIER IS QUITE EXTENSIVE AS IT REQUIRES KNOWLEDGE OF THE DYNAMICS OF AERIAL COMBAT AND ENGAGEMENT ENVELOPES.

TW-111-P REAPER PISTOL

USUALLY ISSUED ONLY TO SICON MILITARY INTELLIGENCE AGENTS, THE REAPER IS SOMETIMES ISSUED TO MOBILE INFANTRY OFFICERS ON COVERT MISSIONS. DESIGNED TO BE EASY TO CONCEAL, THE REAPER IS POWERFUL FOR ITS SIZE. THOUGH THE MAGAZINE HOLDS NINE ROUNDS, IT IS GENERALLY REFERRED TO AS AN EIGHT-SHOOTER, AS IT IS PRESUMED THE USER WILL USE THE LAST BULLET ON HIMSELF.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Pistol	1d10	x2	40 ft./8	—	S	9	Tiny	2 lb.	15



CAREER SERGEANT ZIM SAYS:

A WEAPON FOR MILITARY INTELLIGENCE OFFICERS AND VID-STARS. DECENT TROOPERS NEED NOT APPLY.

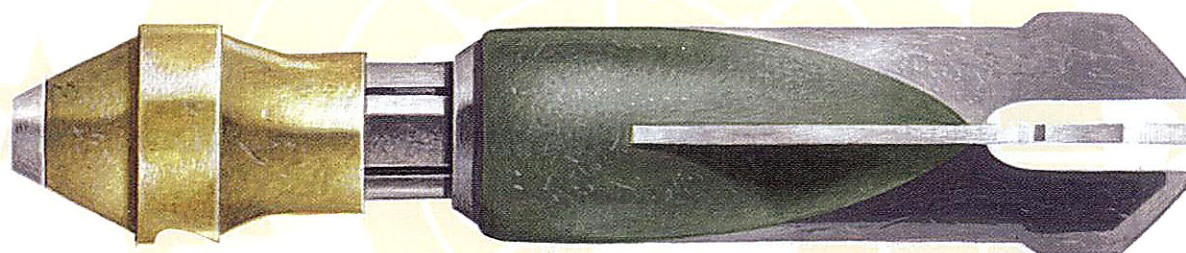
TACTICS

STANDARD TACTICS DO NOT APPLY TO THIS WEAPON, AS ANY TROOPER USING IT WILL LIKELY BE ON A COVERT OR INFILTRATION MISSION, DRESSED IN CIVILIAN CLOTHING AND A MILLION MILES FROM HIS POWER SUIT. ANY TROOPER IN THIS POSITION WILL HAVE BEEN GIVING EXTENSIVE TRAINING IN HIS ROLE WHICH WILL INSTILL WITHIN HIM THE FACT THAT IF HE HAS TO DRAW THE REAPER, HE WILL ALREADY HAVE FAILED IN HIS MISSION.

M-791A1 REAVER HEAT MISSILE

AN EXPERIMENTAL WARHEAD COMBINING A SHORT-BURN PLASMA CHARGE WITH A HARDENED PENETRATING CORE, THIS MISSILE IS CAPABLE OF PUNCHING THROUGH THE THICKEST ARMOUR BEFORE DETONATING INSIDE ITS TARGET. DUE TO THE GREAT EXPENSE INVOLVED IN ITS PRODUCTION, ONLY ELITE UNITS AMONG THE MOBILE INFANTRY HAVE BEEN GRANTED PERMISSION TO STOCK THE WARHEAD IN THEIR ARMOURIES. THE REAVER HAS ADVANCED GUIDANCE SYSTEMS, ALLOWING IT TO BE FIRED INDIRECTLY, IF REQUIRED. IT IGNORES ALL HARDNESS AND DAMAGE REDUCTION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	8d10	—	150 ft./30	10 ft.	—	—	Small	1 lb.	28



**CAREER
SERGEANT ZIM
SAYS:**
DREAM ON.
CHANCES ARE,
YOU'LL NEVER SEE
ONE. IMPRESSIVE
QUALITIES THOUGH.

TACTICS

TWO OF THESE CAN PUT A SERIOUS DENT IN A TANKER BUG AND CAN DO SO AT RANGE. REAVERS SHOULD BE USED SPARINGLY AS IT IS RARE FOR MORE THAN A FEW TO BE CARRIED BY A SQUAD. IT HELPS TO ASSUME THEY ARE MORE POWERFUL VERSIONS OF THE HOLEPUNCH FOR THE BLAST AREAS ARE SIMILAR AND ARE COMMONLY USED AGAINST THE SAME TARGETS. THE REAVER, HOWEVER, IS MUCH MORE POWERFUL.

CC-176-ER SHOCK STICK

OFFICIALLY KNOWN AS THE ELECTROKINETIC PROD, THE SHOCK STICK IS USED BY ASSAULT UNITS THAT EXPECT TO FACE CLOSE COMBAT. HOWEVER, THIS IS RARELY DONE AGAINST ARACHNID FORCES AND SO IS GENERALLY CONFINED TO OPERATIONS AGAINST REBELLIOUS COLONY MILITIA. THE SHOCK STICK HAS TWO SETTINGS - LETHAL AND STUN. WHEN SET TO STUN, THE SHOCK STICK DEALS NONLETHAL DAMAGE. IN ADDITION, THE VICTIM MUST MAKE A FORTITUDE SAVE (DC 10 + DAMAGE DEALT) OR BE RENDERED UNCONSCIOUS FOR 3D10 ROUNDS. THE SHOCK STICK HAS A REACH OF 10 FEET AND MAY ALSO BE USED AGAINST ADJACENT TARGETS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Close	1d8	x2	Reach 10 ft.	—	—	50	Large	5 lb.	5





**CAREER
SERGEANT ZIM
SAYS:**

TRAINING WITH
THESE IS ALMOST AS
GOOD AS UNARMED
PRACTICE. THINK YOU
HAVE WHAT IT TAKES
TO KNOCK ME DOWN?

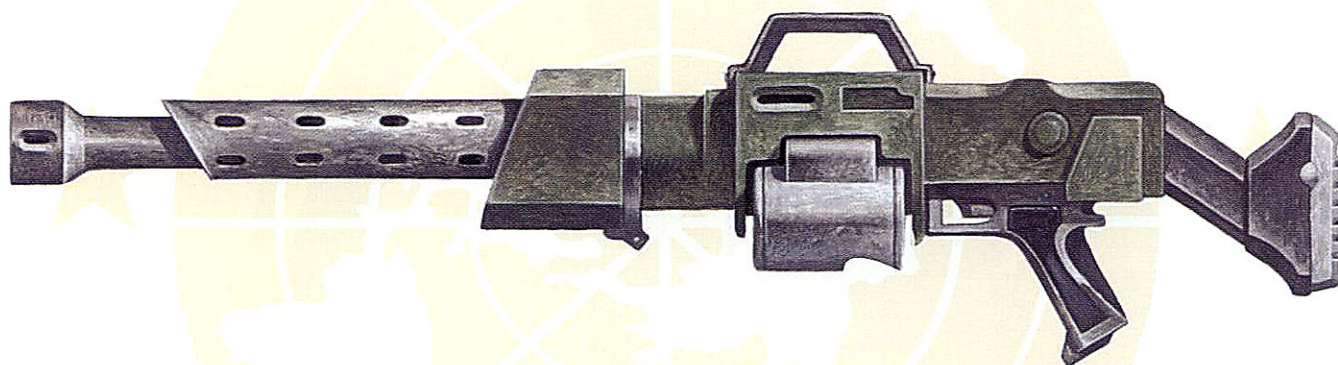
TACTICS

VIRTUALLY USELESS AGAINST ARACHNIDS, SHOCK STICKS COME INTO THEIR OWN WHEN USED AGAINST HUMANS OR HUMANOID ALIENS, SUCH AS SKINNIES. THE LATTER DO, IN FACT, HAVE THEIR OWN VERSION OF THIS WEAPON AND SKILLED USE IN THE SHOCK STICK SHOULD BE CONSIDERED ESSENTIAL WHEN FIGHTING AGAINST THEM. BEST EMPLOYED WHEN ENTRY HAS BEEN GAINED TO ENEMY BUNKERS OR FORTIFICATIONS AND LETHAL WHEN COMBINED WITH FLAMERS IN A SQUAD.

SW-408 SHREDDER SQUAD SUPPORT CANNON

TECHNICALLY CLASSIFIED AS AN EXPERIMENTAL WEAPON, THE SHREDDER HAS FOUND GREAT POPULARITY AMONG ELITE UNITS WHO OFTEN LACK THE HEAVIER EQUIPMENT TAKEN FOR GRANTED BY MOST OF THE MOBILE INFANTRY. A WATER-COOLED BARREL PERMITS AN INCREDIBLE FIRING RATE, AND THE SHREDDER IS BECOMING RENOWNED FOR THE HAIL OF FIRE IT CAN UNLEASH INTO AN ARACHNID SWARM. THOUGH MAGAZINES ARE CAPACIOUS BY ANY STANDARD, THE SHEER WEIGHT OF FIRE THIS WEAPON IS CAPABLE OF CAN PUT A STRAIN ON AMMUNITION RESERVES WITH THE SHREDDER FALLING SILENT JUST AS THE BUGS CLOSE IN. THE SHREDDER USES TWICE THE NORMAL AMOUNT OF AMMUNITION DURING EACH SHOT.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	8d6	—	75 ft./15	—	A	240	Large	60 lb.	22



CAREER SERGEANT ZIM SAYS:

FEARSOMELY IMPRESSIVE, THE BEST THING THAT HAS COME OUT OF SIDON R&D FOR A LONG TIME. WE CAN ONLY HOPE IT GETS CERTIFIED BY THE PATHFINDERS SOON SO THE REST OF US CAN USE ONE.

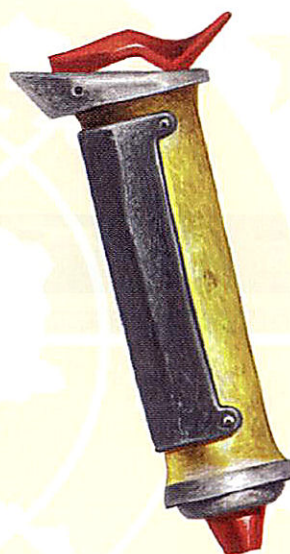
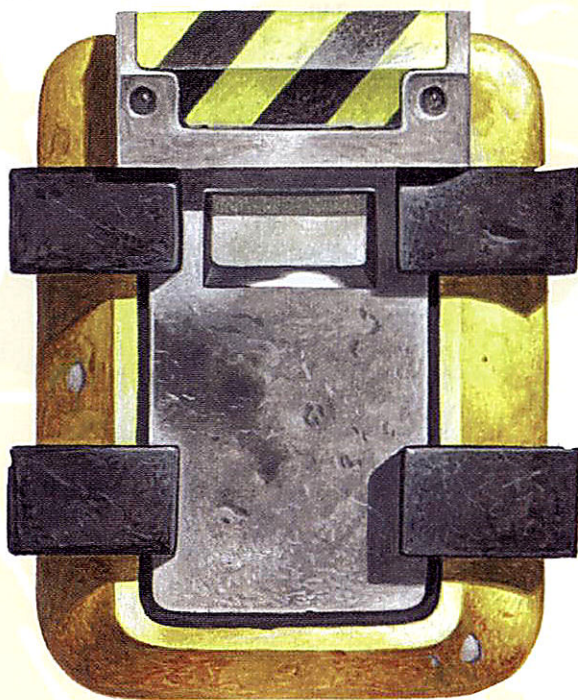
TACTICS

DESIGNED AS A SQUAD SUPPORT WEAPON, THE SHREDDER IS AT ITS BEST WHEN USED ALONGSIDE MORITAS. TWO OR THREE OF THESE IN A SQUAD CAN LAY DOWN AN IMPRESSIVE AMOUNT OF FIREPOWER, ENABLING TROOPERS TO HOLD GROUND AGAINST THE LARGEST ARACHNID SWARMS FOR AS LONG AS THEIR AMMUNITION CONTINUES TO FLOW.

M-905T THERMO CHARGE

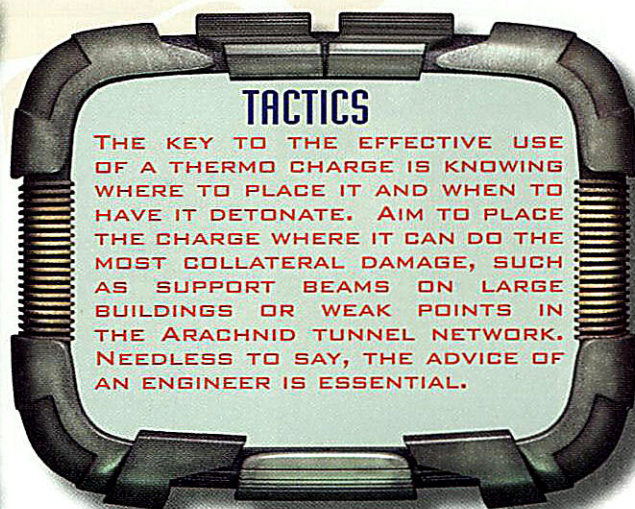
DESIGNED TO CONCENTRATE THE DESTRUCTIVE FORCE OF A MODIFIED THERMO-BASED CHARGE INTO A SMALL AREA, THE THERMO CHARGE IS TYPICAL OF THE EXPLOSIVE DEVICES CARRIED BY TROOPERS WHO ARE TASKED WITH DESTROYING KEY ENEMY FACILITIES AND POSITIONS. THE THERMO CHARGE COMES WITH A REMOTE DETONATOR (RANGE 1 MILE), ALLOWING IT TO BE PLACED AND USED AS A REMOTELY DETONATED BOMB (ATTACK ACTION TO DETONATE). IT IGNORES DAMAGE REDUCTION AND HARDNESS. THE REFLEX SAVE FOR A THERMO CHARGE IS DC 20.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Other	8d10	—	—	15 ft.	Single	—	Small	4 lb.	22



CAREER SERGEANT ZIM SAYS:

YOU CAN HAVE A LOT
OF FUN WITH THESE.
WEAPONS LIKE THESE
ARE WHY I JOINED. . .



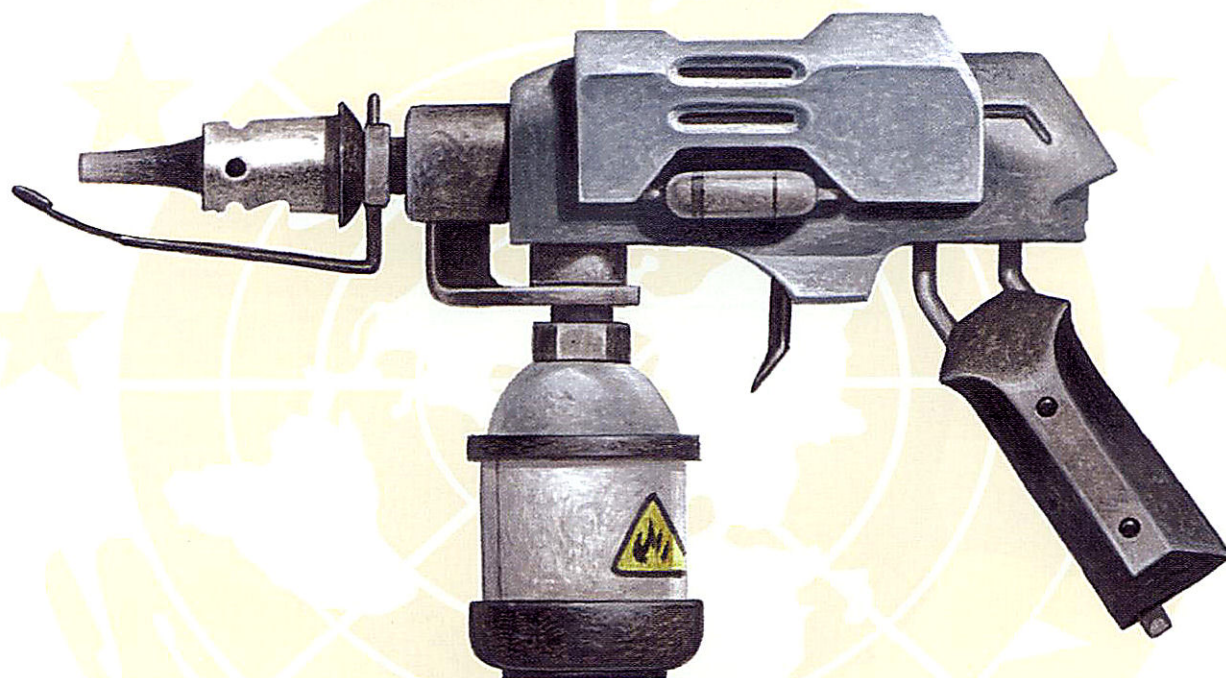
TACTICS

THE KEY TO THE EFFECTIVE USE
OF A THERMO CHARGE IS KNOWING
WHERE TO PLACE IT AND WHEN TO
HAVE IT DETONATE. AIM TO PLACE
THE CHARGE WHERE IT CAN DO THE
MOST COLLATERAL DAMAGE, SUCH
AS SUPPORT BEAMS ON LARGE
BUILDINGS OR WEAK POINTS IN
THE ARACHNID TUNNEL NETWORK.
NEEDLESS TO SAY, THE ADVICE OF
AN ENGINEER IS ESSENTIAL.

TW-121-F TINDERBOX FLAMER

THE FORERUNNER OF THE HEL FLAMER, THE SMALLER TINDERBOX CREATES A 15 FOOT CONE OF FIRE. ALTERNATIVELY, IT CAN CREATE A WALL OF FLAME DIRECTLY IN FRONT OF THE USER, 5 FEET THICK AND 20 FEET WIDE. ANY TARGET WITHIN THIS AREA MUST MAKE A REFLEX SAVE (DC 18) OR SUFFER FIRE DAMAGE. ANY TARGET STRUCK BY THE HEL FLAMER WILL CONTINUE TO BURN FOR 1D4 ROUNDS. AN ENTIRE ROUND CAN BE SPENT PUTTING OUT THE FLAMES TO AVOID THIS ADDITIONAL DAMAGE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Rifle	1d8 fire	—	Special	—	S	15	Large	12 lb.	18



CAREER SERGEANT ZIM SAYS:

LARGELY OUTMODDED
BY THE HEL, THE
TINDERBOX STILL
WORKS IN A PINCH.

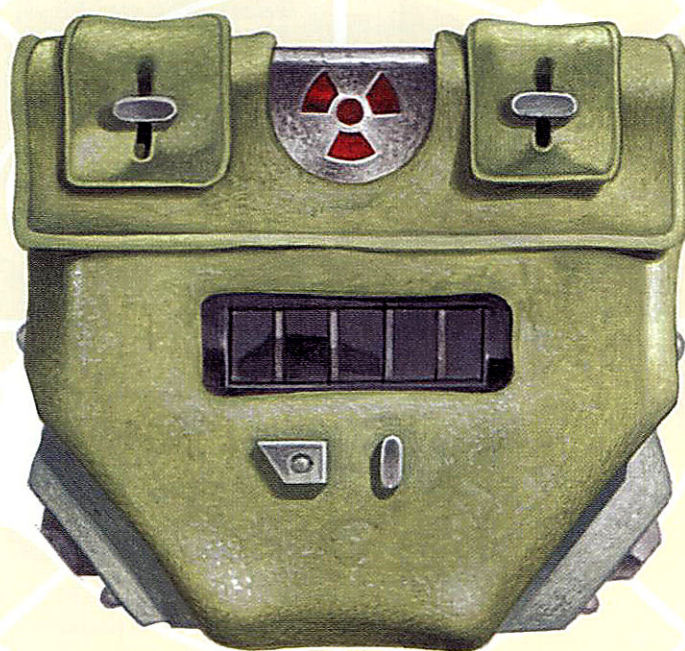
TACTICS

FOLLOW THE SAME TACTICAL
ADVICE AS FOR THE HEL INFANTRY
FLAMER, THOUGH BE AWARE OF THE
REDUCED RANGE AND COVERAGE
OF THIS WEAPON. IT WILL NOT
FORM THE SAME BARRIER AS THE
LARGER WEAPON AND SO IS EASIER
TO CIRCUMVENT BY A DETERMINED
OR CUNNING ENEMY. IN SPITE OF A
SMALLER FUEL CELL, IT WILL STILL
FUNCTION FOR ROUGHLY THE SAME
DURATION AS THE HEL.

TOAD CHARGE

THE TIMER OPERATED ATOMIC DEVICE PACKS THE SAME ATOMIC MUNITION AS THE PEE-WEE WARHEAD, MAKING IT A FEARSOME WEAPON WHEN PLACED IN A STRATEGIC LOCATION. IT IS TYPICALLY USED IN AMBUSHES, TIMED OR REMOTELY DETONATED TO EXPLODE TO CAUSE AS MUCH DAMAGE TO AN ENEMY ADVANCE AS POSSIBLE. THE TIMER IS CLEARLY LEGIBLE, DESIGNED TO INSTIL FEAR IN ANY ENEMY WHO SEES IT, AS THE CHARGE IS PRACTICALLY IMPOSSIBLE TO DEFUSE. SOME MOBILE INFANTRY UNITS HEIGHTEN THIS FEAR BY RIGGING THE TIMER TO A VOCAL WARNING. THE REMOTE DETONATOR HAS A ONE MILE RANGE AND REQUIRES AN ATTACK ACTION TO ACTIVATE. THE TOAD CHARGE EXPLODES WITH THE SAME EFFECTS AS THE PEE-WEE (SEE PAGE 33). THE REFLEX SAVE FOR A TOAD CHARGE IS DC 22.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Other	—	—	—	120 ft.	—	—	Small	3 lb.	26



CAREER SERGEANT ZIM SAYS:

PLAN AHEAD AND YOU CAN BRING DOWN THE HOUSE. MAKE A MISTAKE AND YOU'LL BE BUG BAIT AS YOU TRY TO SET THE AMBUSH.

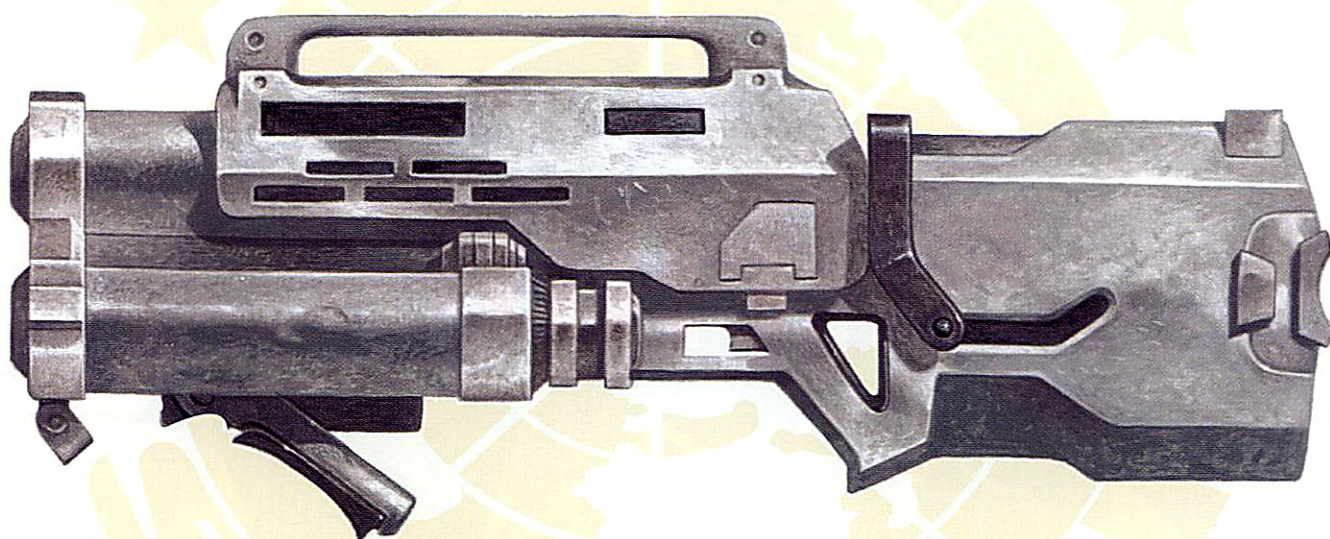
TACTICS

IT IS RECOMMENDED THAT WHEN USED DURING MISSIONS THAT REQUIRE THE PRESENCE OF SEVERAL SQUADS, THE TIMED FUSE IS USED, SO EVERY TEAM LEADER KNOWS EXACTLY WHEN THE WEAPON WILL DETONATE - YOU DON'T WANT TO CATCH ANY FRIENDLIES INSIDE A NUCLEAR BLAST. ON THE OTHER HAND, SQUADS OPERATING ALONE MAY PREFER THE REMOTE DETONATOR SO LONG AS THEY CAN REMAIN IN LINE OF SIGHT WITH THE FIRE ZONE, IN ORDER TO DESTROY AS MANY OF THE ENEMY AS POSSIBLE.

SW-402 TRIPLE THUD GRENADE LAUNCHER

THOUGH OFFICIALLY TERMED A GRENADE LAUNCHER, THE TRIPLE THUD ACTUALLY FIRES MINI-ROCKETS THAT HAVE FAR GREATER ARMOUR PENETRATION CAPABILITIES THAN MOST GRENADES. DESIGNED AS A TACTICAL WEAPON, THE TRIPLE THUD IS ONE OF THE MOST COMMON SUPPORT WEAPONS ASSIGNED TO SQUADS IN THE BATTLEFIELD AS, WHEN COMBINED WITH MORITA RIFLES, IT ALLOWS TROOPERS TO ENGAGE ALMOST ANY TARGET WITH A GOOD CHANCE OF VICTORY. THE TRIPLE THUD MAY FIRE EITHER A SINGLE ROUND OR A THREE-ROUND BURST. THIS MAY BE DONE WITHOUT THE BURST FIRE FEAT WITH NO PENALTY AS THE WEAPON IS SPECIFICALLY DESIGNED FOR THIS USE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Heavy	3d10	x2	50 ft./10	10 ft.	S	3	Large	10 lb.	15

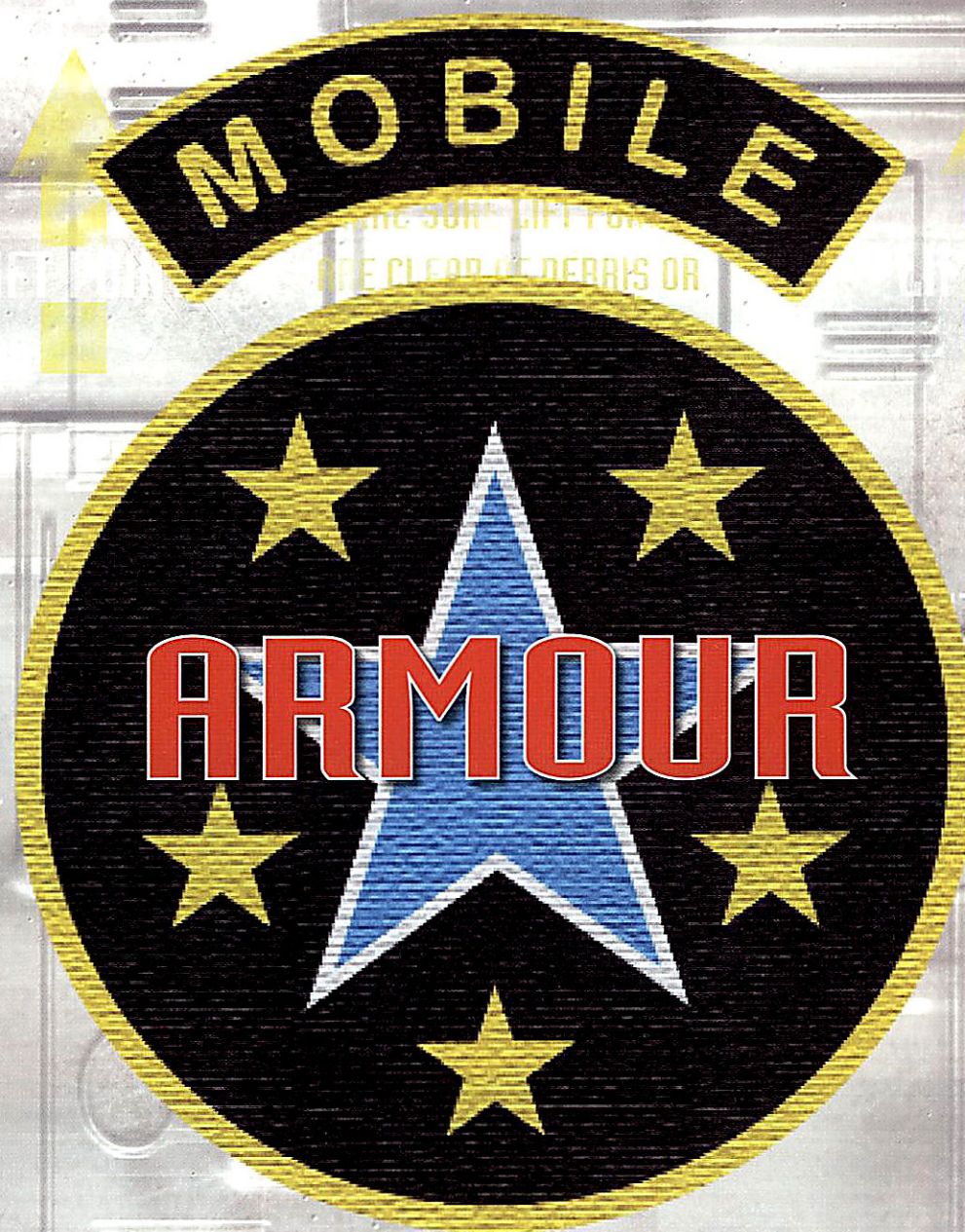


CAREER SERGEANT ZIM SAYS:

THE TRIPLE SHOT CAN SOMETIMES THROW OFF PRECISE AIMING WHEN YOU FIRST USE THIS WEAPON - BUT AS I ALWAYS SAY, PRACTICE MAKES PERFECT.

TACTICS

A SHORT RANGED SUPPORT WEAPON THAT REQUIRES RELOADING AFTER EVERY SALVO BUT EXTREMELY POWERFUL. NOT AS CLUMSY IN USE AS A JAVELIN AND MORE VERSATILE THAN A HEL FLAMER, THE TRIPLE THUD REMAINS AS ONE OF THE FAVOURITE CHOICES OF A TROOPER SEEKING TO REPLACE HIS MORITA IN THE BATTLE ZONE.



MAX WT. 17,000LBS

M-1A4 POWER SUIT

With a suite of servos, electronics and augmentation equipment as advanced as human science can create, a power suit turns its wearer into something inhuman. Tireless, protected from the elements and shielded against all but the most serious forms of harm, it is easy for a Mobile Infantry trooper to feel like a god among men when wearing a suit. It is only the sudden swipe of a bug mandible or the disorienting blast of a Skinny beamer that brings him crashing down to reality again.

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+9	4	+4	30 ft.	190 lb.

M-1A4 power suits and their command variants, M-1C8 suits, grant a +4 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +1 bonus to the wearer's Initiative checks. These suits also allow a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. Both suits have a battery life span and air supply for eight hours, as well as a reserve supply and back-up battery with a further hour's worth of power which allows the wearer to survive for

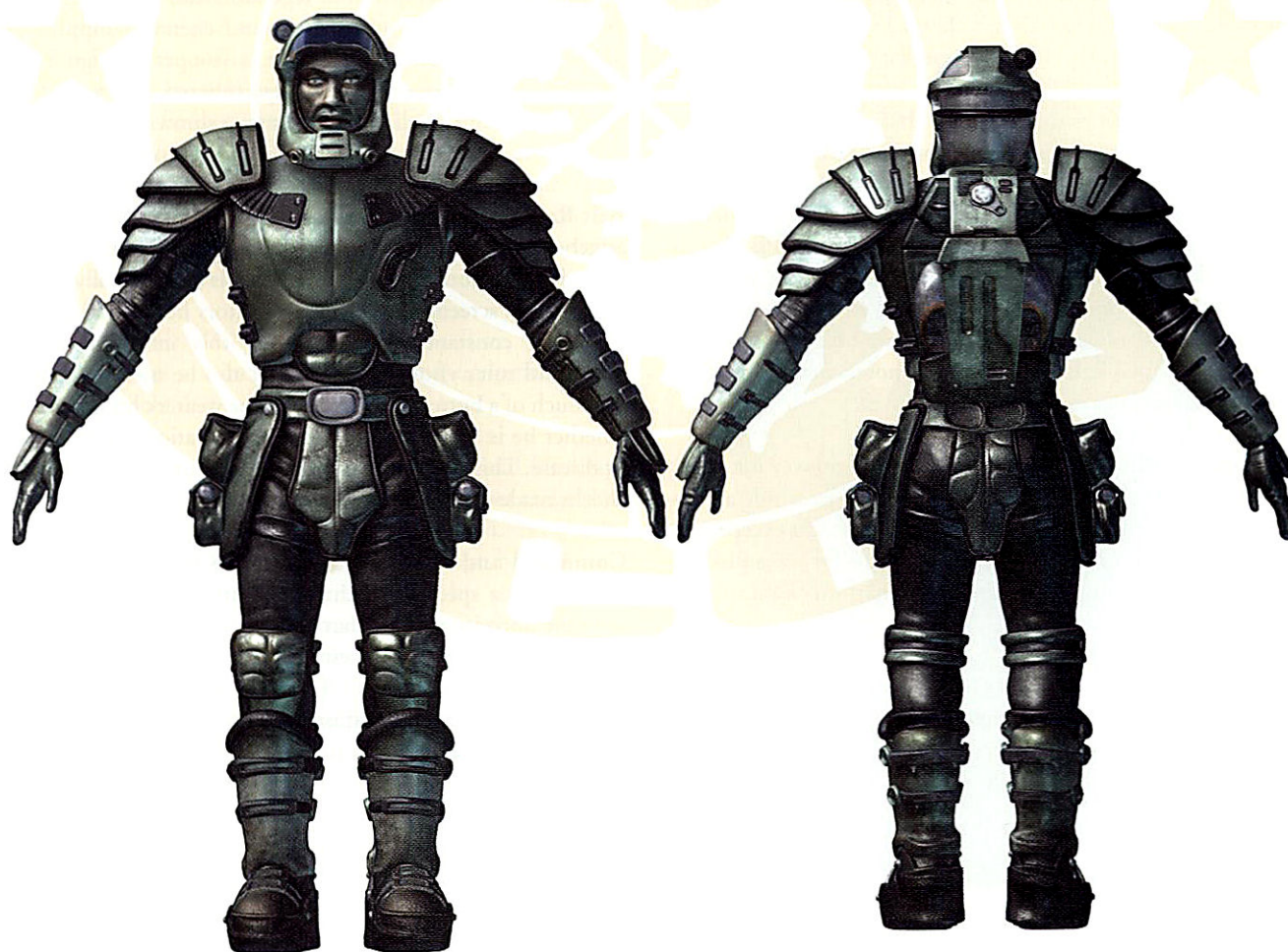
up to nine hours in hostile environments (space, underwater and so on). The special defence layers in an M-1A4 power suit allow their Damage Reduction to be counted against explosion damage, something that normally ignores Damage Reduction of any kind.

M-1A4 power suits cause the wearer to suffer a -8 penalty to Perception checks and a -3 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat only gain a +3 bonus to their Defence Value.

Integral Equipment

An M-1A4 power suit (including the M-1C8 command variant) includes the following equipment items as built-in devices that cannot be mislaid or lost:

Visor: Also called a snooper because of its various visual and aural enhancing modes, the visor is a wrap-around piece that can be raised or lowered with a shake of the wearer's head. Operated by staring at certain reticules and blinking, the visor is a standard part of the M3 tactical helmet and a vital part of



a trooper's combat kit. It grants infrared, ultraviolet, low-light vision and darkvision out to a range of 200 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty caused by wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the *Starship Troopers Roleplaying Game*).

Periscope: Attached over the left audio sensor of the M3 tactical helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.

Communicator: Built into the M3 tactical helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the ultraviolet mode of the suit's visor, this effectively allows a trooper to see at night without giving away his own position due to bright torchlight. It should be noted that many alien races have ultraviolet capabilities themselves.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside an M-1A4 power suit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the eight hour supply in the trooper's armour to nine hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours

if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment at a SICON outpost or aboard a Fleet vessel.

Jump Jets: The reason for the word 'bounce' in a trooper's terminology, jump jets are situated in both a trooper's boots and his armour as a collapsing backpack unit. Using jump jets, troopers can fly over a limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a trooper for 1,000 feet (200 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 90 feet per round, such as 20 jumps of 50 feet or whatever a trooper needs during a mission. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponents attack roll.

Temperature and Biological Regulator: Powered armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 5 points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: All forms of power suit have a small computer attached to the front of their main belts. This readout is intended for another's use as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

Command and Control Suite: M-1C8 command suits also incorporate a special five channel communication rig with a ten mile horizontal range that grants a +1 bonus when making Computer Use rolls for establishing communications and dealing with interference. This is a superior rig that adds weight to the suit (an additional 10 lb.), but its profile is part of the armour itself.

M-1A5 ENGINEER POWER SUIT

Used by the specialised Engineer platoons of the Mobile Infantry, the M-1A5 is heavier than the standard power suit used by other troopers and is designed to protect the expensively trained engineer inside from enemy fire he will inevitably be exposed to while performing his duties, as well as accidental explosions from the tools engineer's use in the field. Larger servos built into the armour assist the engineer with moving heavy loads with ease as he builds bridges, humps explosives and lays multiple mines on the battlefield.

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+9	5	+3	30 ft.	235 lb.

M-1A5 power suits grant a +5 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +1 bonus to the wearer's Initiative checks. These suits also allow a wearer to engage in hand-to-hand combat without granting a free attack to his opponent. The M-1A5 has a battery life span and air supply for eight hours, as well as a reserve supply and back-up battery with a further hour's worth of power which allows the wearer to survive for up to nine hours in hostile environments (space, underwater and so on). The special defence layers in an M-1A5 power suit allow their Damage Reduction to be counted against explosion damage, something that normally ignores Damage Reduction of any kind.

M-1A5 power suits cause the wearer to suffer a -8 penalty to Perception checks, and a -6 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat only gain a +3 bonus to their Defence Value.

Integral Equipment

An M-1A5 power suit includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: Operated by staring at certain reticules and blinking, the visor is a standard part of the M3 tactical helmet and a vital part of a trooper's combat kit. It grants infrared, ultraviolet, low-light vision and darkvision out to a range of 200 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty caused by wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the *Starship Troopers Roleplaying Game*).

Periscope: Attached over the left audio sensor of the M3 tactical helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.



Communicator: Built into the M3 tactical helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has five channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the ultraviolet mode of the suit's visor, this effectively allows a trooper to see at night without giving away his own position due to bright torchlight. It should be noted that many alien races have ultraviolet capabilities themselves.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside an M-1A5 power suit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the eight hour supply in the trooper's armour to nine hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment at a SICON outpost or aboard a Fleet vessel.

Jump Jets: The reason for the word 'bounce' in a trooper's terminology, jump jets are situated in both a trooper's boots and his armour as a collapsing backpack unit. Using jump jets, troopers can fly over a limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a trooper for 800 feet (160 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 75 feet per round. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponents attack roll.

Temperature and Biological Regulator: M-1A5 powered armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 8 points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: All forms of power suit have a small computer attached to the front of their main belts. This readout is intended for another's use as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

M-1A6 PATHFINDER POWER SUIT

The advanced systems of the Pathfinder's power suits give them many advantages in the field. Constantly updating battle data is filtered and displayed on the trooper's visor, giving him only the information he needs to know at any one time. More powerful sensors also alert him to incoming attacks seconds before they would register on standard M-1A4 power suits.

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+9	4	+4	30 ft.	215 lb.

M-1A6 power suits grant a +4 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +4 bonus to the wearer's Initiative checks. These suits also allow a wearer to

engage in hand-to-hand combat without granting a free attack to his opponent. The M-1A6 has a battery life span and air supply for ten hours, as well as a reserve supply and back-up battery with a further hour's worth of power which allows the wearer to survive for up to eleven hours in hostile environments (space, underwater and so on). The special defence layers in an M-1A6 power suit allow their Damage Reduction to be counted against explosion damage, something that normally ignores Damage Reduction of any kind.

M-1A4 power suits cause the wearer to suffer a -8 penalty to Perception checks, and a -3 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat only gains a +3 bonus to their Defence Value.



Integral Equipment

An M-1A6 power suit includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: The advanced snooper of the M-1A6 is the greatest difference between the armour of the Pathfinders and that of lesser troopers. Pathfinders are trained to use their snooper at all times, rather than for special circumstances during a mission. It constantly displays combat data across their field of vision, which they are taught to comprehend and interpret on a subconscious level. This is what grants the suit's special bonus to Initiative checks. The visor also grants infrared, ultraviolet, low-light vision and darkvision out to a range of 250 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty caused by wearing power armour; this makes a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the *Starship Troopers Roleplaying Game*).

Periscope: Attached over the left audio sensor of the M-1A6's helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.

Communicator: Built into the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of eight miles. This communications gear has five channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the ultraviolet mode of the suit's visor, this effectively allows a trooper to see at night without giving away his own position due to bright torchlight. It should be noted that many alien races have ultraviolet capabilities themselves.

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside an M-1A6 power suit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the ten hour supply in the trooper's armour to eleven hours before becoming exhausted. This reserve unit replenishes itself naturally over the course of 24 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment at a SICON outpost or aboard a Fleet vessel.

Jump Jets: Jump jets are situated in the M-1A6's boots and collapsing backpack unit. Using jump jets, troopers can fly over a limited area and reach elevations of up to 200 feet. Jump jets use fuel and can only carry a trooper for 1,000 feet (200 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 90 feet per round, such as 20 jumps of 50 feet or whatever a trooper needs during a mission. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponents attack roll.

Temperature and Biological Regulator: Power armour has a built-in climate and health control that handles many basic jobs, including the innocuous one of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. Temperature regulators can only operate for 24 hours before their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 5 points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: This readout is intended for another's use as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

M-1F2 RAIDER ARMOUR

To meet the mass production quotas required by the sudden surge in demand from the addition of the Light Armour troopers, SICON created the M-1F2 'Raider' suit. Unlike other armour used by the Mobile Infantry, the Raider suit is completely unpowered. It consists of a shell of armour around the torso, as well as armour plates for the upper arms, thighs and calves.

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+4	1	+6	30 ft.	24 lb.

The M-1F2 Raider suit provides the trooper with no bonuses to Strength, Initiative or ranged attack rolls, and does not allow him to engage in hand-to-hand combat without drawing an attack of opportunity from his opponent. Also, Raider suits are not environmentally sealed, leaving the Light Trooper exposed to the elements.

Integral Equipment

A suit of M-1F2 Raider armour includes the following equipment items as built-in devices that cannot be mislaid or lost.

M-2 Tactical Helmet: This helmet is a poor cousin of the M-3 helmet variations found on power suits. Reminiscent of combat helmets from earlier centuries, it protects the top and back of the head, leaving the face exposed, though there is a drop down

visor (which is notoriously prone to faults). It incorporates the following functions:

Communications: Short-range communication system for coordinating Light Troopers on the battlefield.

Light: Lamp that casts a circle of light in a 15 foot radius up to a distance of 120 feet. Unlike the lamps on powered armour helmets, this lamp is not multi-spectrum.

Eyepeece: Small one inch by one inch eyepiece that drops down from the helmet in front of the wearer's right eye. This eyepiece acts as an infrared filter, allowing the wearer to see infrared signatures out to a range of 30 feet.

M-2A Tactical Helmet: This is in the final stages of testing. It is almost identical to the M-2, except for an added function for the eyepiece. It is designed to work in tandem with the trooper's weapon, displaying a small red dot on the eyepiece to show the trooper exactly where his weapon is pointing. If this helmet variation is deemed suitable for action in the field, the enhancement will grant the user a +1 equipment bonus on his ranged attack rolls.

Combat Belt: A development on the webbing used by military forces of the past, this belt provides Light Armour troopers with the ability to access any of their standard issue items quickly and easily. From first aid kits to rations, a trooper may retrieve one item from his combat belt every round as a free action. See the Equipment chapter for more details.



M-1S7 STRYKER SUIT

The M-1S7 Stryker suit is essentially a cut down version of the M-1A4, used within low-priority theatres and on operations where greater physical freedom is an advantage, such as in jungle terrain. Most of the servo-assistance of the M-1A4 is removed to take out the majority of its power consumption and bulk, making the Stryker a lightweight armour intended for reconnaissance and light combat duty only.

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+5	2	+8	30 ft.	50 lb.

M-1S7 Stryker suits grant a +1 bonus to the wearer's Initiative checks and allow him to engage in hand-to-hand combat without granting a free attack to his opponent. The special defence layers in a M-1S7 suit allow its Damage Reduction to be counted against explosion damage, something that normally ignores Damage Reduction of any kind.

An M-1S7 Stryker suit causes its wearer to suffer a -4 penalty to Perception checks, a -1 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat only gain a +2 bonus to their Defence Value.

Integral Equipment

A suit of M-1S7 Stryker armour includes the following equipment items as built-in devices that cannot be mislaid or lost:

Visor: The visor is a standard part of the M3-O tactical helmet and a vital part of a trooper's combat kit and functions exactly as its close-faced variant. It grants infrared, ultraviolet, low-light vision and darkvision out to a range of 200 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates four points of the Perception penalty caused by wearing power armour; this makes a proficient user capable



of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the *Starship Troopers Roleplaying Game*).

Communicator: Built into the M3-O tactical helmet is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Light: Built into the M3-O tactical helmet, this casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum.

Rebreather: This tiny device can provide up to two hours of breathable air though the mouthpiece integrated into the cheek-pieces of the M3-O tactical helmet. Troopers typically use this device under water or if exposed to other hazardous environments. This unit is completely expended after one use and must be replaced from stores at any SICON outpost or aboard a Fleet vessel. It should be noted that the Stryker suit is not a sealed suit and a caustic atmosphere will still harm a trooper in a Stryker suit.

Jump Jets: Jump jets use fuel and can only carry a trooper for 3,000 feet (600 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 120 feet per round. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump is classed as flat-footed when determining an opponents attack roll.

Temperature Controlled Bodysuit: This skin-tight all-in-one body glove protects its wearer from the elements and hostile weather conditions by regulating their body temperature. Temperature regulators can only operate for 12 hours before their power cells are depleted but while they are active, a trooper can ignore the first 3 points of fire or cold damage suffered each round and gains a +2 bonus to all Fortitude saving throws brought on by temperature extremes.

Belt Readout: This readout is intended for another's use as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.



M-4A1/2 EXOSUIT

Designed to give a trooper the power of a Marauder suit with the manoeuvrability of the M-1A4, the Grizzly and Cougar Exosuits are a triumph of design and engineering. Packing enough weaponry to hold off an entire swarm of warrior bugs and yet providing the wearer with powerful jump jets that can boost him over a low building, there are few devices that can match an Exosuit for durability and devastation.

The M-4A2 is codenamed Cougar and is the all-purpose Exosuit, geared for tactical situations and frontline battle. The M-4A1 Grizzly was actually designed first but was later relegated to support duties. With its huge Atlas Rig, the Grizzly is capable of unloading huge amounts of firepower in a concentrated area making it, pound for pound, one of the most lethal weapons in the Mobile Infantry's arsenal.

Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
+10	6	+3	30 ft.	295 lb.

M-4A1/2 Exosuits grant a +8 bonus to the wearer's Strength score, a +1 bonus to all ranged attack rolls and a +2 bonus to the wearer's Initiative checks. These suits also allow the wearer to engage in hand-to-hand combat without granting a free attack to his opponent. Both suits have a battery life span and air supply for twelve hours, as well as a reserve supply and

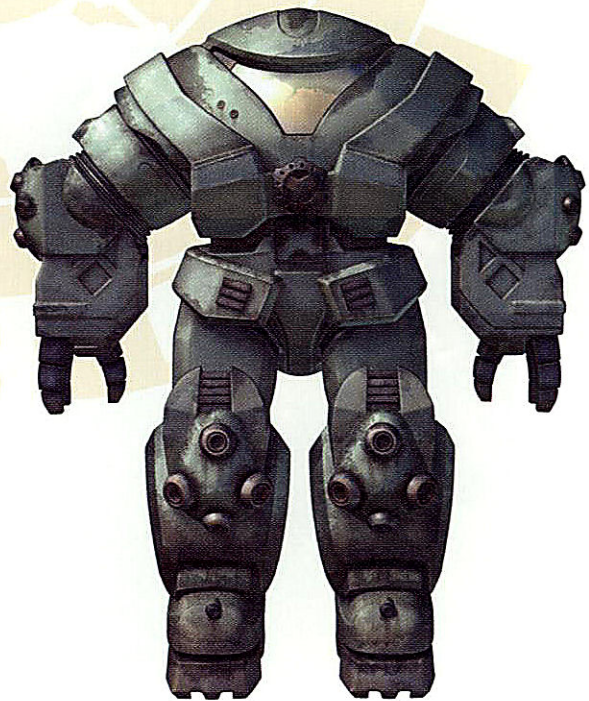
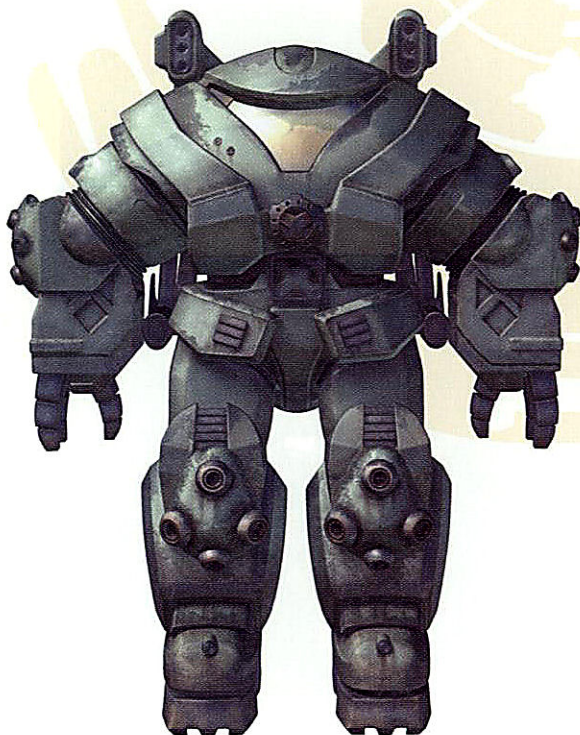
back-up battery with a further hour's worth of power which allows the wearer to survive for up to thirteen hours in hostile environments (space, underwater and so on). The special defence layers in an M-4A1/2 Exosuit allow their Damage Reduction to be counted against explosion damage, something that normally ignores Damage Reduction of any kind.

M-4A1/2 power suits cause its wearer to suffer a -8 penalty to Perception checks, and a -3 penalty to Acrobatics and Stealth checks. Users without the Power Suit Proficiency feat cannot use Exosuits at all.

Integral Equipment

An M-4A1/2 Exosuit includes the following equipment items as built-in devices that cannot be mislaid or lost.

Visor: Also called a snooper because of its various visual and aural enhancing modes, the visor is a wrap-around piece that can be raised or lowered with a shake of the wearer's head. Operated by staring at certain reticules and blinking, the visor is a vital part of a trooper's combat kit. It grants infrared, ultraviolet, low-light vision and darkvision out to a range of 300 feet. These modes allow a trooper to make out his surroundings despite any distractions and obstructions that may be present. A working visor also negates 4 points of the Perception penalty caused by wearing an Exosuit; this makes



a proficient user capable of applying his full normal bonus to Perception checks (see the Power Suit Proficiency feat on page 74 of the *Starship Troopers Roleplaying Game*).

Periscope: Attached over the left audio sensor of the Exosuit's helmet and activated by raising one's eyebrows in a quick, tight expression, this thin visual stalk raises to a height of two feet, allowing a trooper to see over the walls of a fortification. The periscope also allows a trooper, if he has a weapon capable of doing so, to make indirect fire attacks without having to count Medium-sized obstructions within five feet as cover for his target.

Communicator: Built into the helmet and the back plate of the suit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of ten miles. This communications gear has five channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Helmet Lamp: A powerful flashlight that casts a circle of light 15 feet in radius up to a distance of 120 feet. The helmet lamp has four coloured lenses in red, green, blue and amber, interchangeable by blinking rapidly, for use during different 'marking' missions. It also has an ultraviolet bulb that is only visible in the ultraviolet spectrum – combined with the ultraviolet mode of the suit's visor, this effectively allows a trooper to see at night without giving away his own position due to bright torchlight. It should be noted that many alien races have ultraviolet capabilities themselves.

Laser Knife: Built into a module on the forearm of exosuits, the laser knife is a close combat weapon with an extendable laser-based blade. This permits a trooper to cut through bulkheads and overcome most enemies at close quarters when longer ranged weaponry fails. However, troopers are not recommended to attack Arachnids in this manner.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Close	1d12	19-20	—	—	—	—	Medium	5 lb.	—

Environmentally Sealed Bodysuit: There is no way for gases, liquids or other contaminants to get at a trooper inside an M-4A1/2 Exosuit. This protects him from all attacks except acid and neural disruptors that use these mediums for transmission. Sealed suits also protect a wearer from harmful atmospheres and vacuum.

Air Supply: A reserve air supply is built into the chest plate of a power suit. This extends the twelve hour supply in the trooper's armour to thirteen hours before becoming exhausted. This reserve unit replenishes itself naturally over the course

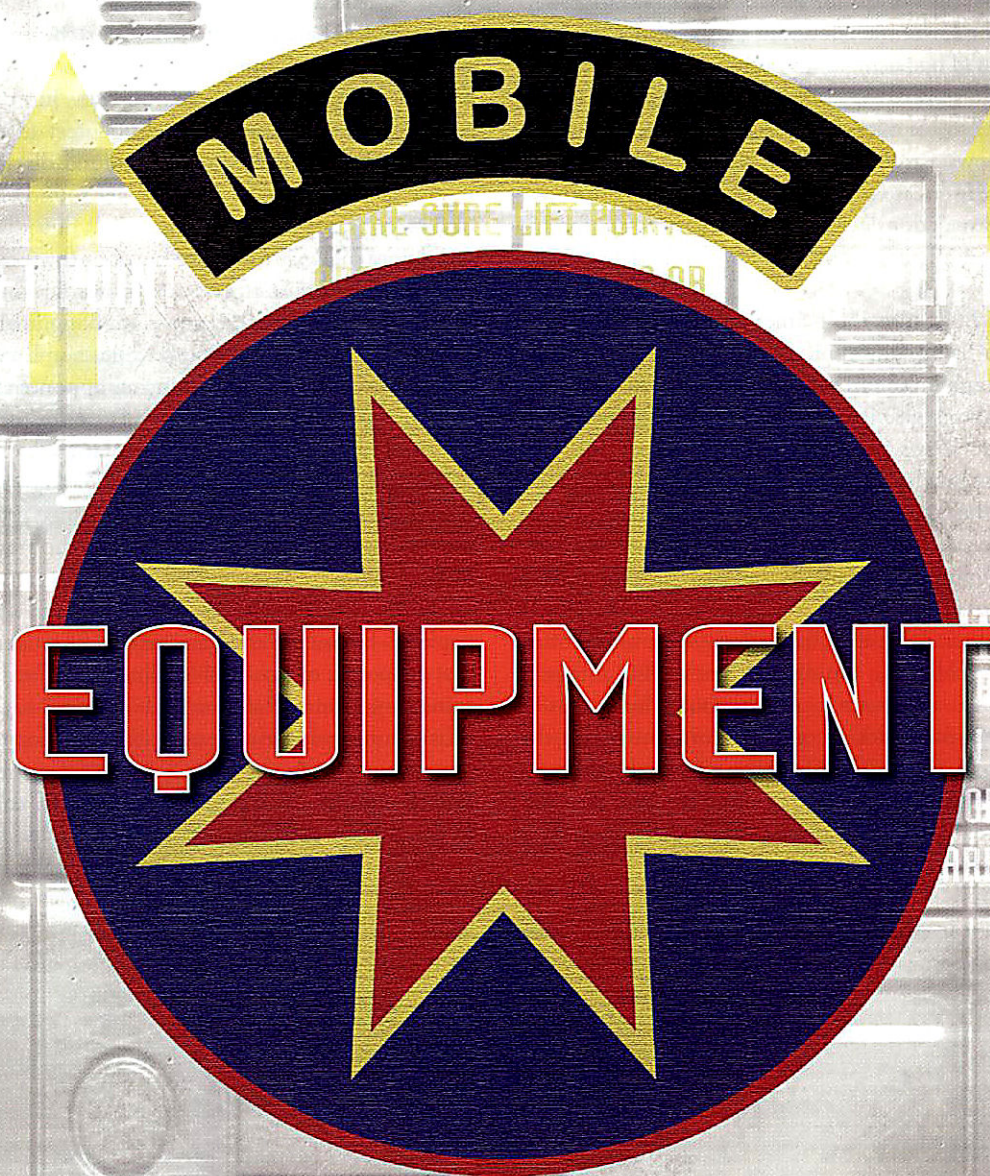
of 12 hours if exposed to a breathable atmosphere and can be instantly refreshed with the right equipment at a SICON outpost or aboard a Fleet vessel.

Jump Jets: These are situated across the Exosuit in strategic positions. Using jump jets, troopers can fly over a limited area and reach elevations of up to 300 feet. Jump jets use fuel and can only carry a trooper for 1,500 feet (300 spaces) before needing to be recharged. This allotted distance can be spent in any increment up to 180 feet per round, such as 20 jumps of 75 feet or whatever a trooper needs during a mission. Jump jets do not allow a trooper to hover or fly, they simply enhance the trooper's jumps. If a trooper is hit mid-jump the suit allows the trooper to land safely, thus not taking further damage from falling. A trooper in mid-jump while in an Exosuit is not classed as flat-footed when determining an opponent's attack roll.

Temperature and Biological Regulator: Exosuits have a built-in climate and health control that handles many basic jobs, including the innocuous task of making certain that exhaled carbon dioxide does not condense on the viewing surface of a tactical helmet. Temperature regulators can only operate for 48 hours before their power cells and chemical supplies are depleted but while they are active, a trooper can ignore the first 10 points of fire or cold damage suffered each round and gains a +4 bonus to all Fortitude saving throws brought on by exhaustion, temperature extremes, starvation or thirst.

Belt Readout: All Exosuits have a small computer attached to the front of their main belts. This readout is intended for another's use as the wearer is not generally capable of seeing its screen. This device monitors health and physical condition constantly and transmits this information to a command suit's visor display. It can also be used by hand; at the touch of a button, a user can tell the wearer's hit point total, whether he is suffering from fatigue, starvation, thirst, poison or disease. This grants a +2 equipment bonus to all Treat Injury checks made to heal the trooper.

Standard Weaponry: Cougar Exosuits are equipped with a single Sixgun rotary cannon, a Hellseed Y-Rack, laser knife and a Lizard Line. Grizzly Exosuits have the heavy Atlas Rig, enabling them to mount two Sixgun rotary cannon, along with the Hellseed Y-Rack, laser knife and Lizard Line. Both suits may swap their Sixguns for the Firestorm missile launcher, while Grizzly Exosuits also have the option to change their Sixguns to Thermic Lances.



MAX WT. 17,000LBS

Ammunition Bandoleer: This military grade mesh belt is similar to a standard issue combat belt, but is designed to be slung across the torso. The bandoleer comprises several pouches and compartments capable of storing up to twelve magazines. Like the combat belt, the key benefit to a bandoleer lies in its accessibility. Retrieving a magazine from a bandoleer is a free action. This can only be done once per round.

Size	Weight	Req. DC
Small	1 lb.	—



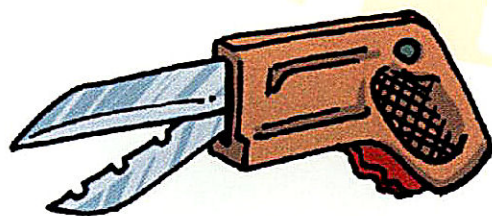
Canteen: A two pint container of water carried by troopers, these are always carried as standard issue even on short-term deployment. Canteens are typically made of antiseptic polymers or sanitised metal and a special lining keeps the water microbe-free. Used properly, they never have to be cleaned during their ten year operational life cycle.

Size	Weight	Req. DC
Diminutive	1 lb.	—



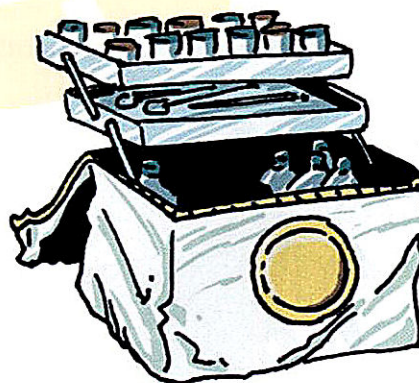
Bolt Cutter: An exceptionally heavy wire cutter, a bolt cutter can snip through padlocks, ferrite zip ties or chain-link fences. Using a bolt cutter requires a Strength check (usually DC 10, DC 12 for ferrite, higher for tougher materials).

Size	Weight	Req. DC
Small	3 lb.	6



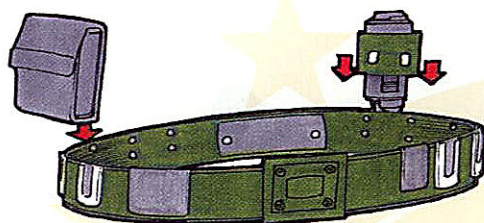
Chemical Kit: A portable laboratory for use with the Technical (chemical) skill, a chemical kit includes the tools and components necessary for mixing and analysing acids, bases, explosives, toxic gases and other chemical compounds.

Size	Weight	Req. DC
Small	3 lb.	16



Combat Belt: This is a military grade mesh belt with several pouches and compartments for critical gear such as ammunition magazines, power cells and other small items. Combat belts can hold any one toolkit in addition to up to eight one pound or lighter objects. The key benefit to a combat belt lies in its accessibility. Retrieving an item from a combat belt is a free action. This can only be done once per round.

Size	Weight	Req. DC
Small	1 lb.	—



Comms Pack: Worn as an upgrade to M-1F2 Raider armour, the comms pack is usually given to one trooper in every platoon who will work in close concert with the Lieutenant. This is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of ten miles. The comms pack has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC15, DC 20 during combat).

Size	Weight	Req. DC
Small	8 lb.	15

Communications Set: Also called a comms set for short, this is a heavy device with all the electronics and antennae needed to perform communication work over a land range of 500 miles and a full orbital range when used by a trained comms technician. The comms set grants a +1 equipment bonus to Code-Breaking checks because of its efficient and powerful design.

Size	Weight	Req. DC
Small	12 lb.	18



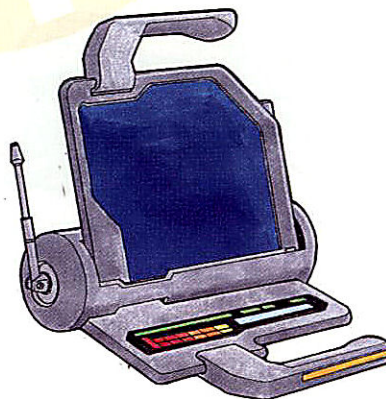
Company Standard: Every company within the Mobile Infantry has its own banner or standard, seen during parades and some drills. Few companies have a tradition of taking their standard onto the battlefield but there is a great deal of honour attached to the duty. Typically given to one of the sergeants of the company (who is often given the temporary title Colour Sergeant), it provides a focal point in combat, giving troopers an easy to recognise point to rally to. Any trooper who has a line of sight to his company's standard gains a +4 circumstance bonus against any Fear effects.

Size	Weight	Req. DC
Large	8 lb.	Specific assignment only



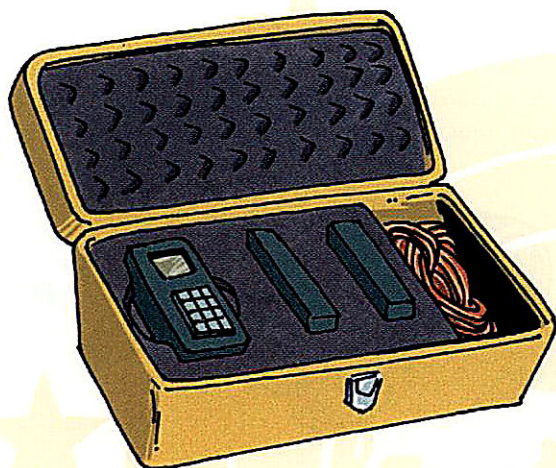
Databox: These small, handheld computers serve as notepads, diaries, calculators, books and sketchpads. In addition to performing personal computer functions, databoxes can interface and download information from larger computers and FedNet. Databoxes provide the user with a +2 bonus to Intelligence based skill checks relating to complex calculations, Computer Use checks involving downloads of information or all Knowledge checks.

Size	Weight	Req. DC
Diminutive	1 lb.	8



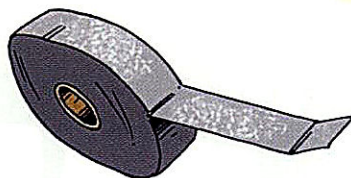
Demolitions Kit: This kit contains everything needed to use the Demolitions skill to set detonators, wire and disarm explosive devices. A demolition kit includes one remote detonator. Extra detonators and the actual explosives must be requisitioned separately.

Size	Weight	Req. DC
Small	4 lb.	16



Duct Tape: Even in the far future, the myriad uses of duct tape are limited only by a character's imagination. Duct tape can support up to 200 pounds indefinitely or up to 300 pounds for 1d6 rounds. Characters bound with duct tape must make a Strength or Escape Artist check (DC 20) to free themselves. Each roll provides 70 feet of tape, two inches wide.

Size	Weight	Req. DC
Diminutive	1 lb.	—

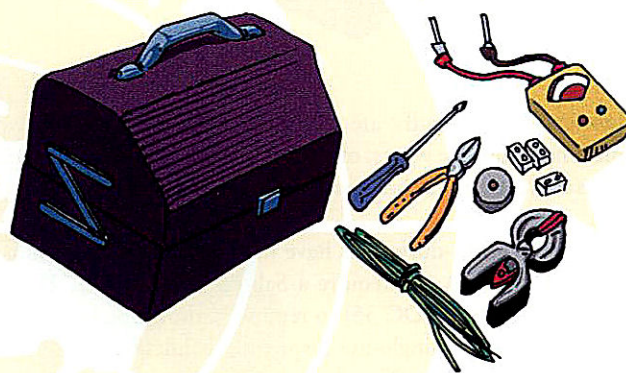


Electrical Toolkit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners, power tools and leads and wires.

Basic: This small kit allows a character to make Repair checks to electrical or electronic devices without penalty.

Deluxe: This kit consists of a number of specialised diagnostic and repair tools as well as thousands of spare parts. It grants a +2 bonus on Repair checks for electrical or electronic devices and allows a character to make Technical (electrical) checks without penalty. Deluxe toolkits can be gained by spending an hour raiding an electronic-equipped workshop or laboratory for choice pieces.

Size	Weight	Req. DC
Basic - Small	6 lb.	14
Deluxe - Small	10 lb.	21



Field Rations: Described by most troopers as one step better than starving to death, these packs contain all the vital calories, nutrients and minerals needed by an athletic man or woman to sustain them for a single day. Virtually flavourless and completely self-contained in the form of white, chalky bars, they are usually a trooper's last option for food if there is any other choice available. Each ration pack provides a trooper with enough basic nutrients to keep him alive for one day.

Size	Weight	Req. DC
Diminutive	1 lb.	—



First Aid Kit: This kit contains enough supplies (and simple instructions for their use) to treat an injury before transporting the injured person to a medical professional. A first aid kit can be used to aid a *dazed*, *unconscious* or *stunned* character by making a Treat Injury check (DC 15). A first aid kit can be used only once. Treat Injury checks made without a first aid or medical kit always incur a -4 penalty.

Size	Weight	Req. DC
Tiny	1 lb.	5



Handcuffs: Handcuffs are restraints designed to lock two limbs, normally the wrists, of a prisoner. They fit any Medium or Small creature that has an appropriate physiology.

Steel: These heavy-duty cuffs have hardness 10, 10 hit points, a break DC of 30 and require a Sabotage check (DC 25) or Escape Artist check (DC 35) to remove without the key.

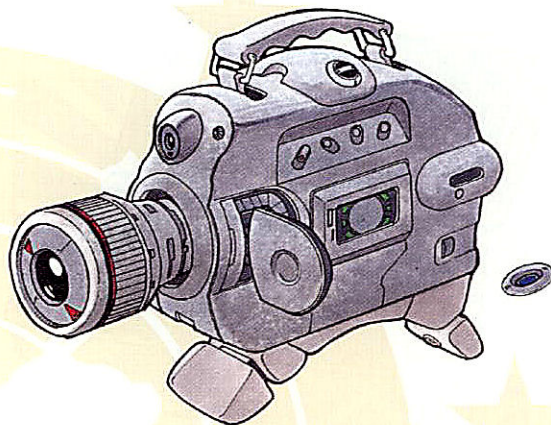
Zip-Tie: These are single-use disposable handcuffs, much like heavy-duty cable ties. They have hardness 0, 4 hit points and a break DC of 25. They can only be removed by cutting them off (Sabotage and Escape Artist checks automatically fail). There are flexible ferrite versions available, ferrite zip-ties have hardness 1, 9 hit points, and a break DC of 28.

Size	Weight	Req. DC
Steel - Diminutive	1 lb.	7
Zip-tie (25) - Fine	—	—
Ferrite Zip-tie (25) - Fine	—	12



Holovid Camera: A one-handed camera capable of both taking audio/visual input and broadcasting it to any communications or storage media within a 100 yard range, a holovid camera is typically used in the field to record fire-fights and important images for later broadcast over FedNet. Holovid cameras have four hours of internal recording memory and can be connected to computers for even more storage capacity.

Size	Weight	Req. DC
Small	2 lb.	24



Lizard Line: A cable dispenser with a built in launcher that allows troopers to extend the line anywhere within its maximum length (150 feet), these items are used for climbing, rappelling and other uses that only seem to occur to troopers in the heat of battle. The grapple tip on the end of a lizard line does not deal appreciable damage and the line dispenser cannot be used as an effective weapon, but it will go effectively where a trooper points it and the automatic rewind is strong enough to pull him up a sheer surface with his full gear at a rate of 20 feet per round. Lizard lines cannot anchor in surfaces harder than stone.

Size	Weight	Req. DC
Small	3 lb.	—



M2 Drop Capsule: The Drop Capsule is the standard device for deploying power suited troopers into hot combat zones that preclude the use of shuttles or drop boats. Appearing as a larger and bulkier exosuit, the M2 incorporates deceleration jets and an advanced evasion pack that allows the trooper inside a better than even chance of making it to the ground safely.

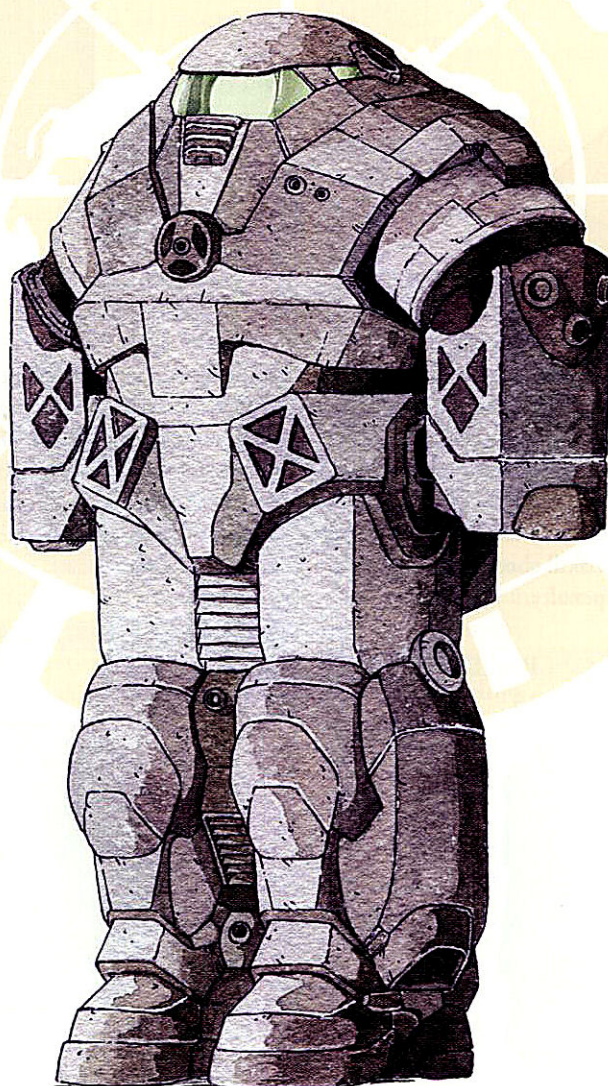
Fired from orbiting capital ships or high altitude Slingshot drop boats, drop capsules plummet to the surface of the target world at a tremendous rate, braking only in the last mile to reduce the chance of planetary defences intercepting the deployment. While the drop capsule effectively forms a second layer of very thick armour, rendering the trooper inside immune to almost anything but a direct hit from a plasma bug, there is a far greater risk of incoming fire knocking the capsule off course with fatal consequences. Evasion, rather than thick armour, is therefore the key to successful drop capsule use.

At the slightest hint of incoming fire, the trooper inside will find himself flung all over the sky as the capsule constantly changes

direction. At around a mile from the ground, the capsule blasts itself apart, allowing the trooper to settle to the ground using his own power suit's jump jets. The capsule itself continues to fall, with each piece generating an electromagnetic signature comparable to that of a whole capsule, thus scrambling or overloading any ground-based detection network. Even under heavy fire, the success rate of drop capsule delivery remains at over 98%, though failure in a system such as this inevitably ends in death for the trooper.

Only power suit-equipped troopers may use drop capsules. Those using Stryker or Raider suits do not have the suitable interfaces built into their armour for integration to the M2 systems. Marauder suits can also drop alongside M2 drop capsules but are designed to do so without any additional devices or augmentation.

Size	Weight	Req. DC
Large	650 lb.	18

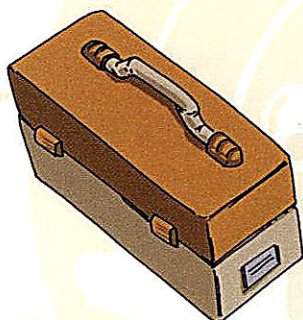


Mechanical Toolkit: This collection of hand tools and small parts typically includes a variety of pliers, drivers, cutting devices, fasteners and power tools.

Basic: This kit, which fits in a portable toolbox, allows a character to make Repair checks to fix mechanical devices without penalty. A basic toolkit can also be distributed evenly around a tool belt, allowing its weight to be carried without applying to a character's overall encumbrance.

Deluxe: This kit fills a good-sized shop cabinet. It includes a broad variety of specialised hand tools and a selection of high-quality power tools. It grants a +2 bonus to Repair and Technical (mechanical) checks for mechanical devices and allows a character to make Technical (mechanical) or Technical (structural) checks without penalty. A deluxe mechanical toolkit can be gained by spending an hour raiding a fully equipped workshop or garage for choice pieces.

Size	Weight	Req. DC
Basic - Small	7 lb.	13
Deluxe - Medium	12 lb.	20



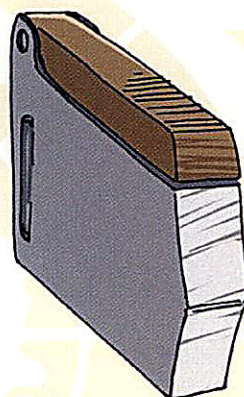
Medical Kit: About the size of a large tackle box or storage case, this is the sort of kit commonly carried by military field medics. It contains a wide variety of medical supplies and equipment. A medical kit can be used to treat a *dazed*, *unconscious* or *stunned* character, to provide long-term care, to restore hit points, to treat a diseased or poisoned character, or to stabilise a *dying* character (see the Treat Injury skill). Skill checks made without a first aid or medical kit incur a -4 penalty.

Size	Weight	Req. DC
Small	5 lb.	15



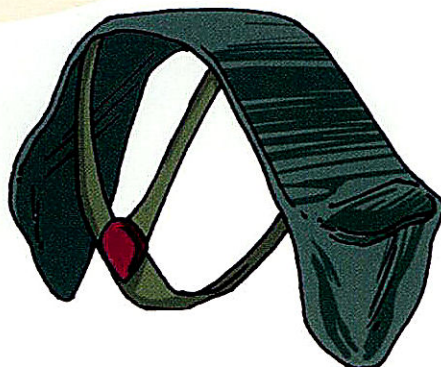
Multipurpose Tool: This device contains several different screwdrivers, a knife blade or two, can opener, bottle opener, file, short ruler, scissors, tweezers and wire cutters. The whole thing unfolds into a pair of pliers. A well-made multipurpose tool can lessen the penalty for making Technical (mechanical), Technical (electrical) or Technical (structural) checks without appropriate tools to -2 instead of the normal -4. The tool is useful for certain tasks, as determined by the Games Master, but may not be useful in all situations. Very few mechanically inclined civilians or citizens step outside without one of these tucked into a pocket somewhere.

Size	Weight	Req. DC
Diminutive	1 lb.	9



Neodog Pannier Bags: These pairs of containers are constructed of a lightweight polymer and mounted on a webbing harness. Each container is capable of holding ten pounds worth of gear. Often used to make the neodog self-sufficient by carrying water and food, there is also enough room in these bags for additional ammunition and other incidentals as desired by the animal's handler.

Size	Weight	Req. DC
Medium	5 lb.	10



NEODOG [MK I]

MEDIUM AUGMENTED ANIMAL

HIT POINTS: 15

INITIATIVE: +4

SPEED: 50 FT. (10 SQUARES)

DEFENCE VALUE: 20, FLAT-FOOTED 12

BASE ATTACK/GRAPPLE: +4/+4

ATTACK: BITE +7 MELEE (1D6+4)

FULL ATTACK: BITE +7 MELEE (1D6+4)

SPACE/REACH: 5 FT. (1)/5 FT. (1)

SPECIAL ATTACKS: CORE BOMB (5D6, 20 FT.)

SPECIAL QUALITIES: DAMAGE REDUCTION 2, DARKVISION 60 FT., INTUITION, LOW-LIGHT VISION, SCENT 120 FT.

SAVES: FORT +6, REF +8, WILL +5

ABILITIES: STR 17, DEX 18, CON 15, INT 8, WIS 14, CHA 10

SKILLS: PERCEPTION +6, STEALTH +6, SURVIVAL +5

FEATS: IRON WILL, TRACK

ORGANISATION: SOLITARY (BONDED TO A SINGLE HANDLER)

ADVANCEMENT: AS ABOVE; STATISTICS CHANGE AS HANDLER INCREASES IN LEVELS

Lean and powerfully built, the first neodogs were descended from Alsatian/wolf hybrids generically purified and enhanced in a Federation lab. They were created for the primary purpose of acting as trackers and sensory outposts more mobile than any electronic equipment could ever be. Neodogs require a handler to remain focused and functional. They are not mentally stable otherwise and must be put down if they reach three years of age without a handler or if they survive their handler's death.

These highly trained creatures, also called calebs, are equipped with a small explosive device that it will use to prevent capture or in the event of its master's demise. These dogs also have sensory enhancements and personal radar that works with their natural gifts to provide flawless tracking of any motion within 120 feet of them regardless of obstructions or interference. Within 60 feet a caleb can identify the source of any motion if it has encountered such a source before.

Core Bomb: This is a control device to ensure calebs never fall into enemy hands. They also take care of any problems that might occur if a neodog's conditioning breaks and it becomes a threat to others. Core bombs can be activated either by the caleb itself in case of capture or the handler if there is no other recourse. Core bombs are explosive weapons and should be treated as such. If detonated, it instantly kills the creature carrying it.

Damage Reduction: A neodog ignores two points of damage from all physical, natural and melee weapon attacks. Wounds either heal immediately or the attack bounces off harmlessly. The neodog takes normal damage from energy and psychic attacks.

Darkvision: A neodog can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight and the creature can function just fine with no light at all.

Intuition: Calebs have the ability to simply 'feel' their surroundings and get a sense of danger – it can use this to its handler's benefit as well as its own through the bond they share. Whenever a neodog, or its handler, is about to be attacked by surprise or subjected to a dangerous situation, the Games Master rolls a hidden psychic action check (DC 20). If the check succeeds, the neodog and its handler can act normally during the surprise round (if any) and receive a +1 to their Defence Value and any saving throw they have to make during that round. This ability does not function if the neodog or its handler are not attacked from surprise or are aware of the danger. So long as a caleb is conscious, it automatically uses this ability constantly and can pass this to its handler as long as its bonded master is within ten feet at the time of danger. There is no hit point cost for this power; it is a natural part of the neodog's psyche.

Low-Light Vision: A neodog can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish colour and detail under these conditions.

Scent: This special quality allows the neodog to detect approaching enemies, sniff out hidden foes and track by sense of smell. The neodog can identify familiar odours just as humans do familiar sights. The neodog can detect opponents within 120 feet by sense of smell. If the opponent is upwind,

the range increases to 240 feet; if downwind, it drops to 60 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. When a neodog detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. The neodog can take a move action to note the direction of the scent. Whenever the neodog comes within ten feet of the source, it instantly pinpoints the source's location.

Fight as One: Neodogs have the capacity to fight with cybernetically enhanced teeth and jaws. They are most effective when fighting the same target as their handlers as they are trained from birth to flank and take advantage of openings that their handlers provide during combat. So long as a neodog is fighting the same opponent as its handler, both receive a +1 bonus to attack rolls in addition to any bonus they might get from flanking. If they are flanking the same opponent, they may both add +1d6 bonus damage when they hit successfully in melee combat. This damage only applies to melee damage and can be nonlethal if the handler wishes it. The neodog will always be able to injure an opponent nonlethally if its handler requests it to do so.

Neodogs always enjoy their handler's base saving throw bonuses, Initiative bonuses derived from feats and class features, base attack bonus and bonus hit points gained from this speciality class and half his total defence bonus even if its handler is not conscious or not within the normal 250 foot command range. Neodogs become frightened if this occurs, however, and cannot often make use of these bonuses effectively without their bonded handler nearby to keep it under control.

Mind, Body and Soul: Neodog handlers and their animals develop so closely together over time that after mastering the basic commands and operations in tandem combat, they act the same, talk the same and tend to focus on exactly the same tasks in exactly the same way. While many in the Mobile Infantry find this disconcerting, there is no denying the benefits such a deep fusion between man and animal can provide. In a neodog/handler team where the handler possesses this feature, the neodog can always assist him with the aid another action even if it does not possess any ranks in the skill in question or could not attempt a check because the skill is Trained Only. Furthermore, when one is assisting the other, the bonus for a successful skill check to aid another is +3 instead of +2 and can be gained even if one of the two is just advising from within the bond's 250 foot radius and not actually involved in the task.



NEODOG (MK II)

MEDIUM AUGMENTED ANIMAL

HIT POINTS: 18

INITIATIVE: +6

SPEED: 50 FT. (10 SQUARES)

DEFENCE VALUE: 20, FLAT-FOOTED 12

BASE ATTACK/GRAPPLE: +6/+6

ATTACK: BITE +9 MELEE (1D8+4) OR TRENCH SWEEPER +9 RANGED (2D8)

FULL ATTACK: BITE +9 MELEE (1D8+4) OR TRENCH SWEEPER +9 RANGED (2D8)

SPACE/REACH: 5 FT. (1)/5 FT. (1)

SPECIAL ATTACKS: CORE BOMB (5D6, 20 FT.)

SPECIAL QUALITIES: DAMAGE REDUCTION 5, DARKVISION 90 FT., INTUITION, LOW-LIGHT VISION, SCENT 180 FT.

SAVES: FORT +7, REF +9, WILL +6

ABILITIES: STR 19, DEX 18, CON 15, INT 10, WIS 14, CHA 10

SKILLS: PERCEPTION +8, STEALTH +8, SURVIVAL +6

FEATS: IRON WILL, TRACK

ORGANISATION: SOLITARY (BONDED TO A SINGLE HANDLER)

ADVANCEMENT: STATISTICS CHANGE AS HANDLER INCREASES IN LEVELS

Building upon the advancements of the Pathfinder neodogs, the Mk II neodog is a natural scientific progression though it is only now beginning to find its way into active Mobile Infantry units. Demand from the frontline still outstrips supply and only veteran troopers or those handlers who have managed to escape the worst effects of losing a previous Caleb are granted the chance to bond with a Mk II. As well as the advanced sensory suite carried over from the Pathfinder program, the most distinctive advantage of the Mk II neodog is the ranged capability granted by the integrated skull-mounted laser weapon system, adapted from the Trench Sweeper used by troopers on their Moritas.

Core Bomb: This is a control device to ensure Calebs never fall into enemy hands. They also take care of any problems that might occur if a neodog's conditioning breaks and it becomes a threat to others. Core bombs can be activated either by the neodog itself in case of capture or the handler if there is no other recourse. Core bombs are explosive weapons and should be treated as such. If detonated, it instantly kills the creature carrying it.

Damage Reduction: A neodog ignores five points of damage from all physical, natural and melee weapon attacks. Wounds either heal immediately or the attack bounces off harmlessly. The neodog takes normal damage from energy and psychic attacks.

Darkvision: A neodog can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight and the creature can function just fine with no light at all.

Intuition: Mark II neodogs have the ability to simply 'feel' their surroundings and get a sense of danger – it can use this to its handler's benefit as well as its own through the bond they share. Whenever a neodog, or its handler, is about to be attacked by surprise or subjected to a dangerous situation, the Games Master rolls a hidden psychic action check (DC 20). If the check succeeds, the neodog and its handler can act normally during the surprise round (if any) and receive a +1 to their Defence Value and any saving throw they have to make during that round. This ability does not function if the neodog or its handler are not attacked from surprise or are aware of the danger. So long as a neodog is conscious, it automatically uses this ability constantly and can pass this to its handler as long as its bonded master is within ten feet at the time of danger. There is no hit point cost for this power; it is a natural part of the neodog's psyche.

Low-Light Vision: A neodog can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish colour and detail under these conditions.

Scent: This special quality allows the neodog to detect approaching enemies, sniff out hidden foes and track by sense of smell. The neodog can identify familiar odours just as humans can with familiar sights. The neodog can detect opponents within 180 feet by sense of smell. If the opponent is upwind, the range increases to 360 feet; if downwind, it drops to 90 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. When a neodog detects a scent, the exact location of

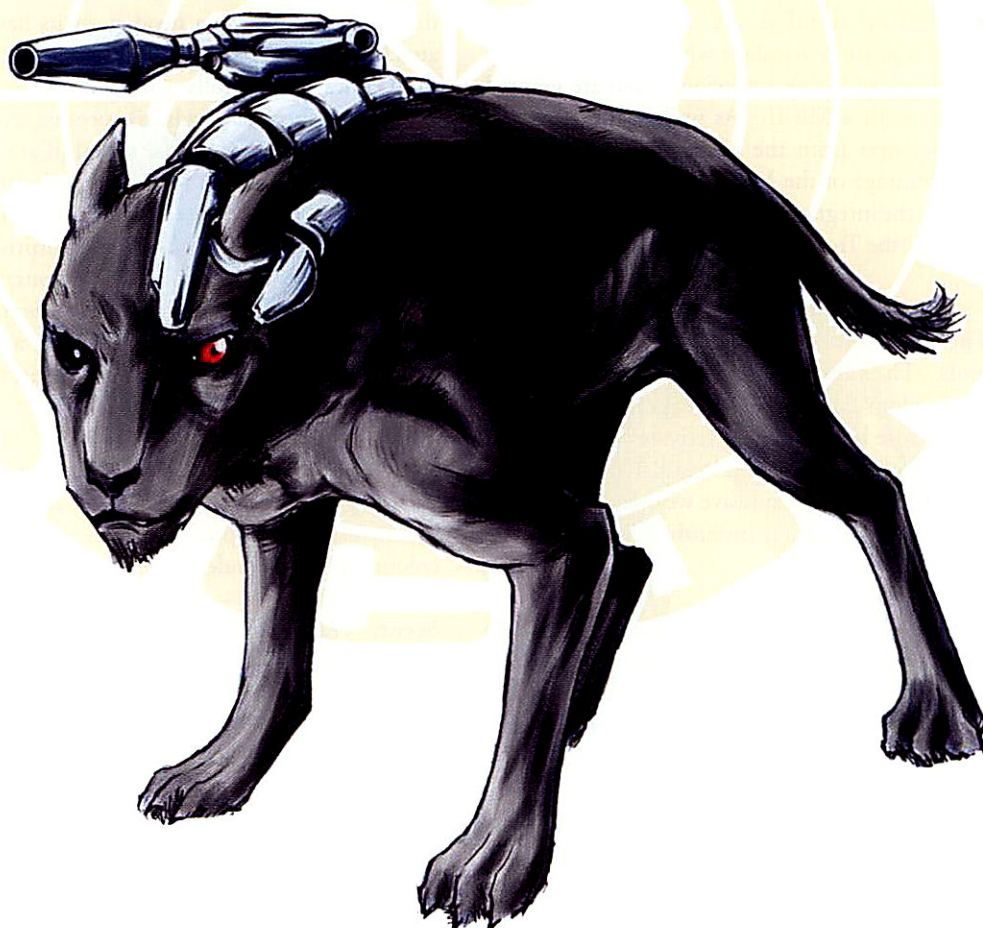
the source is not revealed – only its presence somewhere within range. The neodog can take a move action to note the direction of the scent. Whenever the neodog comes within ten feet of the source, it instantly pinpoints the source's location.

Fight as One: Neodogs have the capacity to fight with cybernetically enhanced teeth and jaws. They are most effective when fighting the same target as their handlers as they are trained from birth to flank and take advantage of openings that their handlers provide during combat. So long as a neodog is fighting the same opponent as its handler, both receive a +1 bonus to attack rolls in addition to any bonus they might get from flanking. If they are flanking the same opponent, they may both add +1d6 bonus damage when they hit successfully in melee combat. This damage only applies to melee damage and can be nonlethal if the handler wishes it. The neodog will always be able injure an opponent nonlethally if its handler requests it to do so.

Neodogs always enjoy their handler's base saving throw bonuses, Initiative bonuses derived from feats and class features, base attack bonus and bonus hit points gained from this speciality

class and half his total defence bonus even if its handler is not conscious or not within the normal 250 foot command range. Neodogs become frightened if this occurs, however, and cannot often make use of these bonuses effectively without their bonded handler nearby to keep it under control.

Mind, Body and Soul: Neodog handlers and their animals develop so closely together over time that after mastering the basic commands and operations in tandem combat, they act the same, talk the same and tend to focus on exactly the same tasks in exactly the same way. While many in the Mobile Infantry find this disconcerting, there is no denying the benefits such a deep fusion between man and animal can provide. In a neodog/handler team where the handler possesses this feature, the neodog can always assist him with the aid another action even if it does not possess any ranks in the skill in question or could not attempt a check because the skill is Trained Only. Furthermore, when one is assisting the other, the bonus for a successful skill check to aid another is +3 instead of +2 and can be gained even if one of the two is just advising from within the bond's 250 foot radius and not actually involved in the task.



NEODOG [PATHFINDER]

MEDIUM AUGMENTED ANIMAL

HIT POINTS: 18

INITIATIVE: +6

SPEED: 50 FT. (10 SQUARES)

DEFENCE VALUE: 20, FLAT-FOOTED 12

BASE ATTACK/GRAPPLE: +6/+6

ATTACK: BITE +9 MELEE (1D8+4)

FULL ATTACK: BITE +9 MELEE (1D8+4)

SPACE/REACH: 5 FT. (1)/5 FT. (1)

SPECIAL ATTACKS: CORE BOMB (6D6, 20 FT.)

SPECIAL QUALITIES: DAMAGE REDUCTION 4, DARKVISION 90 FT., INTUITION, LOW-LIGHT VISION, SCENT 180 FT.

SAVES: FORT +7, REF +9, WILL +6

ABILITIES: STR 19, DEX 18, CON 15, INT 10, WIS 14, CHA 10

SKILLS: PERCEPTION +8, STEALTH +8, SURVIVAL +6

FEATS: IRON WILL, TRACK

ORGANISATION: SOLITARY (BONDED TO A SINGLE HANDLER)

ADVANCEMENT: STATISTICS CHANGE AS HANDLER INCREASES IN LEVELS

In common with much of the other equipment used by the Pathfinders, the Neodogs of these platoons are fitted with experimental modules and are genetically enhanced through specialised breeding programmes to be stronger, quicker and tougher – vital for the missions they often face alongside their Pathfinder masters. Pathfinder neodogs were the forerunners of the Mk II Neodog, now available throughout the Mobile Infantry and were the first to use potentially any breed of dog as the basis of genetic reconstruction, rather than the Alsatian/wolf hybrids of the first calebbs. Each Pathfinder Neodog carries a powerful explosive charge, ensuring that it has a good chance of a final strike against any enemies and also that it does not suffer greatly if mortally wounded.

Core Bomb: This is a control device to ensure neodogs never fall into enemy hands. They also take care of any problems that might occur if a neodog's conditioning breaks and it becomes a threat to others. Core bombs can be activated either by the neodog itself in case of capture or the handler if there is no other recourse. Core bombs are explosive weapons and should be treated as such. If detonated, it instantly kills the creature carrying it.

Damage Reduction: A neodog ignores four points of damage from all physical, natural and melee weapon attacks. Wounds either heal immediately or the attack bounces off harmlessly. The neodog takes normal damage from energy and psychic attacks.

Darkvision: A neodog can see in the dark up to 90 feet. Darkvision is black and white only, but it is otherwise like normal sight and the creature can function just fine with no light at all.

Intuition: Pathfinder neodogs have the ability to simply 'feel' their surroundings and get a sense of danger – it can use this to its handler's benefit as well as its own through the bond they share. Whenever a neodog, or its handler, is about to be attacked by surprise or subjected to a dangerous situation, the Games Master rolls a hidden psychic action check (DC 20). If the check succeeds, the neodog and its handler can act normally during the surprise round (if any) and receive a +1 to their Defence Value and any saving throw they have to make during that round. This ability does not function if the neodog or its handler are not attacked from surprise or are aware of the danger. So long as a neodog is conscious, it automatically uses this ability constantly and can pass this to its handler as long as its bonded master is within ten feet at the time of danger. There is no hit point cost for this power; it is a natural part of the neodog's psyche.

Low-Light Vision: A neodog can see twice as far as a human in starlight, moonlight, torchlight and similar conditions of shadowy illumination. It retains the ability to distinguish colour and detail under these conditions.

Scent: This special quality allows the neodog to detect approaching enemies, sniff out hidden foes and track by sense of smell. The neodog can identify familiar odours just as humans can with familiar sights. The neodog can detect opponents within 180 feet by sense of smell. If the opponent is upwind, the range increases to 360 feet; if downwind, it drops to 90 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. When a neodog detects a scent, the exact location of the source is not revealed – only its presence somewhere within

range. The neodog can take a move action to note the direction of the scent. Whenever the neodog comes within ten feet of the source, it instantly pinpoints the source's location.

Fight as One: Neodogs have the capacity to fight with cybernetically enhanced teeth and jaws. They are most effective when fighting the same target as their handlers as they are trained from birth to flank and take advantage of openings that their handlers provide during combat. So long as a neodog is fighting the same opponent as its handler, both receive a +1 bonus to attack rolls in addition to any bonus they might get from flanking. If they are flanking the same opponent, they may both add +1d6 bonus damage when they hit successfully in melee combat. This damage only applies to melee damage and can be nonlethal if the handler wishes it. The neodog will always be able injure an opponent nonlethally if its handler requests it to do so.

Neodogs always enjoy their handler's base saving throw bonuses, Initiative bonuses derived from feats and class features, base attack bonus and bonus hit points gained from this speciality

class and half his total defence bonus even if its handler is not conscious or not within the normal 250 foot command range. Neodogs become frightened if this occurs, however, and cannot often make use of these bonuses effectively without their bonded handler nearby to keep it under control.

Mind, Body and Soul: Neodog handlers and their animals develop so closely together over time that after mastering the basic commands and operations in tandem combat, they act the same, talk the same and tend to focus on exactly the same tasks in exactly the same way. While many in the Mobile Infantry find this disconcerting, there is no denying the benefits such a deep fusion between man and animal can provide. In a neodog/handler team where the handler possesses this feature, the neodog can always assist him with the aid another action even if it does not possess any ranks in the skill in question or could not attempt a check because the skill is Trained Only. Furthermore, when one is assisting the other, the bonus for a successful skill check to aid another is +3 instead of +2 and can be gained even if one of the two is just advising from within the bond's 250 foot radius and not actually involved in the task.



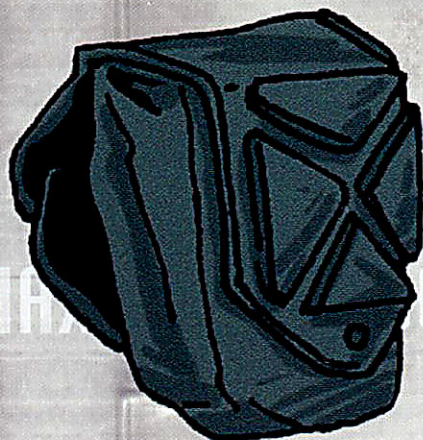
Pharmacist Kit: A portable pharmacy for use with the Technical (chemical) skill, a pharmacist kit includes everything needed to prepare, preserve, compound, analyse and dispense medicinal drugs. A pharmacy kit includes a number of consumable items and must be replaced at full cost after six uses.

Size	Weight	Req. DC
Small	4 lb.	17



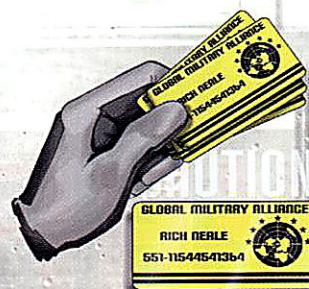
Search-and-Rescue Kit: This waist pack contains a first aid kit, a compass, waterproof matches, a lightweight space-saving blanket, a standard flashlight, 50 feet of durable nylon rope, two smoke grenades and one signal flare. In the Mobile Infantry, troopers usually wear their life-saving search-and-rescue kit on their belt right next to their sidearm.

Size	Weight	Req. DC
Small	5 lb.	12



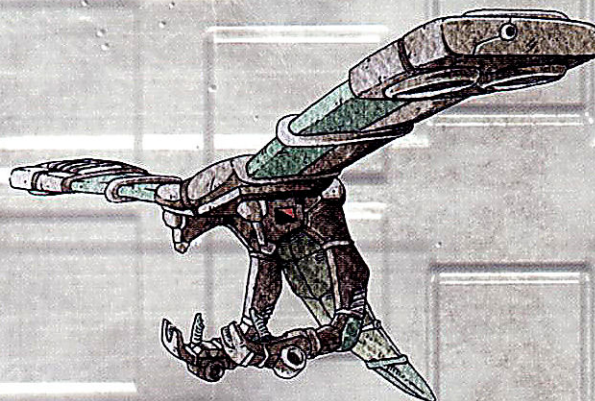
Unicard: This item is ubiquitous in the Federation. Everyone has one from Mobile Infantry troopers all the way down to criminals awaiting execution (not that they wait very long). This card is issued as soon as a live birth is registered, a process that takes less than three minutes and can only be performed at licensed Federal Birth Centres – but then, legal infant deliveries can only be performed at these centres in any case. A unicard contains a civilian or citizen's name, his Federal Identification Code, family information, education and work experience and biometric description complete with gene scan. Those carried by members of the Mobile Infantry, Fleet or Military Intelligence will also contain details of all their tours of duty, so long as they have not been classified. Unicards must be updated through a kiosk in any major town or city once every five years.

Size	Weight	Req. DC
Fine	—	—



WASP Pack: This large device attaches to power suits and contains extra jump jets and turbofans, along with an expanded fuel reservoir. Flip-out stabilisation wings allow a WASP-equipped trooper to extend his jumps, keeping him on the bounce for a greater duration. In standard gravities, this effectively grants him flight. WASP Packs are usually used on long-ranged reconnaissance missions and assaults that require access to terrain or enemy positions that would be difficult or impossible with standard jump packs. A WASP pack grants a trooper a flying speed of 150 ft.

Size	Weight	Req. DC
Large	60 lb.	20



MOBILE

ARE CLEAR OF DEBRIS OR
FOREIGN OBJECTS

CYBERNETICS



CAUTION
WEAPONS ON
BOARDING

MAX WT. 17,000LBS

ADVANCED BIONIC EYE

An artificial ocular implant which fully replaces a defective or destroyed organ and which mirrors the benefits of a power suit's 'snooper'.

Benefit: The bionic eye duplicates the functions of the visor fitted to the M3 tactical helmet (see page 45).

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: 20

ADVANCED BIONIC EYE — COMBAT MODEL

An artificial ocular implant which fully replaces a defective or destroyed organ and which mirrors the benefits of a power suit's 'snooper'. This version also includes an advanced combat processor that provides a direct link to the user's weapon systems, allowing him to make attacks with greater accuracy.

Benefit: The bionic eye duplicates the functions of the visor fitted to the M3 tactical helmet (see page 45). This version also grants a +2 equipment bonus made to all ranged attack rolls.

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: 26

ADVANCED BIONIC LUNGS

These advanced models provide a trooper with an internal air supply that can be combined with that of his power suit, along with toxic filters that render him immune to airborne poisons.

Benefit: The artificial organ duplicates the function of its biological counterpart. It also provides the user with an internal two hour air supply and grants an immunity to any airborne poisons or toxins.

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: 18

ARTIFICIAL DIGESTIVE SYSTEM

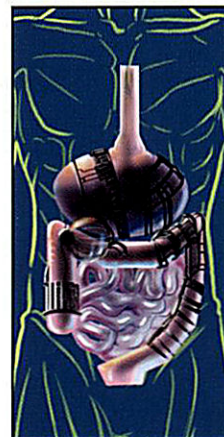
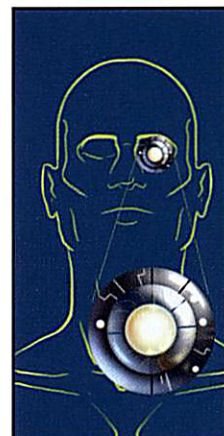
Sometimes fitted to troopers who have suffered extensive internal injuries, this digestive system is hyper efficient, allowing the trooper to survive on the minimum of nourishment.

Benefit: The user can go a full week without food or water, without suffering any ill effects. He can also survive on half the normal required daily food intake with no ill effects for extended periods of time.

Type: Internal

Hardness/Hit Points: -/3

Requisition DC: 20



ARTIFICIAL ORGAN

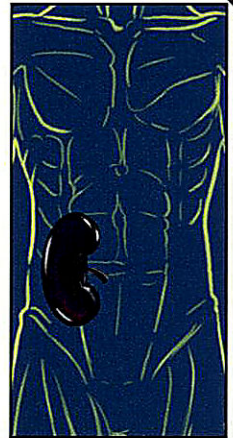
An artificial organ fully replaces a defective or destroyed biological organ, such as a heart, lung, eye or ear. This is a straight replacement with no additional augmentation beyond the capabilities of the original biological model.

Benefit: The artificial organ duplicates the function of its biological counterpart. It provides no special game benefits.

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: —



ADVANCED PROSTHETIC LEG

A prosthetic leg fully replaces a lost or destroyed biological leg. This prosthetic replaces the whole leg and is advertised as being better than the original.

Benefit: The prosthetic leg duplicates the function of its biological counterpart. This version does not decrease the speed of its user if both legs are replaced. Instead, having both legs replaced will increase the user's speed by +10 ft. and grant a +4 equipment bonus to Acrobatics and Athletics checks.

Type: External

Hardness/Hit Points: 3/8

Requisition DC: 22



CORE BOMB

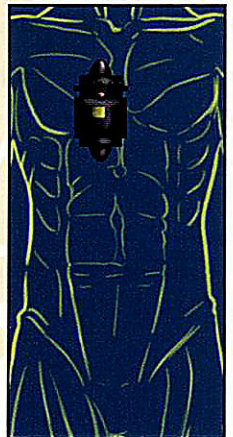
Rarely fitted to anyone not serving under the most classified of Military Intelligence operations, the core bomb works in a similar way to that of neodogs, ensuring that the recipient can never be captured by the enemy. It is rumoured that the fitting of core bombs is to be made standard to all ranks of General and higher.

Benefit: The user may detonate the core bomb at any time (again, rumours persist that it can also be detonated by high-ranking officials within Military Intelligence), automatically killing him. 4d6 points of explosive damage is dealt to all targets within 20 ft.

Type: Internal

Hardness/Hit Points: 2/4

Requisition DC: By assignment only



CYBERARMOUR

Sometimes fitted to wounded troopers who have suffered extensive body and organ damage, this flexible synthetic armour is used to strengthen the fittings of replaced internal organs but has the additional benefit of making the user more resistant to bodily harm.

Benefit: Cyberarmour grants the user natural Damage Reduction 2. This stacks with any additional Damage Reduction gained from external armour.

Type: External

Hardness/Hit Points: 2/4

Requisition DC: 24



FEAR SUPPRESSER

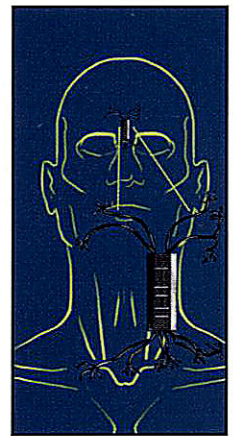
Fitted only with the trooper's express permission, and then only if he is judged to be mentally competent to understand the ramifications of this experimental module, this processor is sometimes inserted into a trooper's skull during operations that require extensive reconstructive surgery. It blocks the trooper's fear centres, making him literally fearless.

Benefit: The user automatically ignores all fear effects.

Type: Internal

Hardness/Hit Points: -/1

Requisition DC: 26



INTEGRATED GYRO SYSTEM

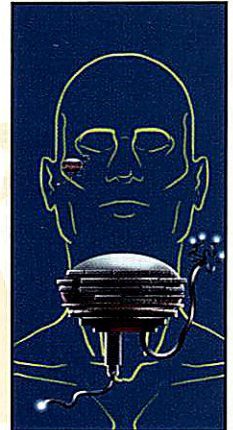
Sometimes added to a trooper who has suffered serious internal injuries, the integrated gyro system grants him incredible balance and unprecedented agility while using jump jets.

Benefit: This grants the user grants a +2 equipment bonus to Acrobatics checks. In addition, the user will not be considered flat-footed if attacked during a leap made with jump jets.

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: 24



INTEGRATED WEAPON MOUNT

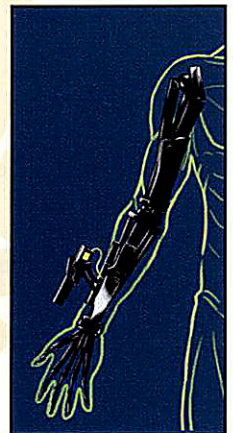
The recipient has a weapon integrated into their prosthetic limb. The weapon extends from the prosthesis and is visible when in use.

Benefit: The recipient has a combat knife (1d4+Str damage) or small but advanced laser (1d4+Dex damage) integrated into a prosthetic arm. Extending or retracting the weapon is a free action. Spotting an integrated weapon mount requires a successful Perception check (DC 25). Special ports are usually incorporated into the trooper's power suit to allow the use of the weapons mount while fully armoured.

Type: Internal

Hardness/Hit Points: 10/5

Requisition DC: 18



INTERNAL COMM SYSTEM

Guarantees a trooper need never be out of contact with the rest of his unit, no matter what damage his power suit sustains.

Benefit: A high-band communications rig with an effective vertical range of high orbit and a horizontal range of three miles. This communications set has just a single channel, which can only be pre-programmed before a mission.

Type: Internal

Hardness/Hit Points: -/1

Requisition DC: 19



POWER ARM

A prosthetic arm fully replaces a lost or destroyed biological arm. This is a complete arm replacement with over-sized servo motors that can deliver a crushing grip.

Benefit: The power arm duplicates the function of its biological counterpart. It grants the user an unarmed damage of 1d8 and grants a +4 equipment bonus to grappling checks.

Type: External

Hardness/Hit Points: 4/8

Requisition DC: 22



PROSTHETIC ARM

A prosthetic arm fully replaces a lost or destroyed biological arm. The prosthetic arm may begin at the shoulder, elbow or wrist.

Benefit: The prosthetic arm duplicates the function of its biological counterpart. It provides no special game benefits.

Type: External

Hardness/Hit Points: 3/5

Requisition DC: —



PROSTHETIC LEG

A prosthetic leg fully replaces a lost or destroyed biological leg. The prosthetic leg may begin at the thigh, knee or ankle.

Benefit: The prosthetic leg duplicates the function of its biological counterpart. It provides no special game benefits and, if both legs are replaced, decreases the speed of its user to 20 ft.

Type: External

Hardness/Hit Points: 3/7

Requisition DC: —



RANGE FINDING BIONIC EYE

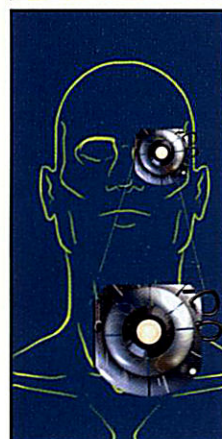
Usually used to replace a lost eye of a trooper specialised in the use of heavy weapons, this system relays accurate range finding information directly to his brain, fully integrated with the tactical systems of a power suit.

Benefit: The bionic eye duplicates the functions of the visor fitted to the M3 tactical helmet (see page 45). This version also allows the user to ignore the penalties of the first two range increments of the weapon he uses.

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: 25



REDUNDANT BIOSYSTEMS

If a trooper requires an extensive reworking of his internal organs following injury, he may be fitted with small backup systems that allow him to continue fighting even if replacement cybernetics are damaged.

Benefit: If the user suffers a Pierced Organ permanent injury, he has a 50% chance to ignore the effects for the rest of the combat. The backup systems are not as efficient as the originals and so he will still require normal medical help after the combat has finished.

Type: Internal

Hardness/Hit Points: -/3

Requisition DC: 19



REFLEX ENHANCEMENT

Damage to the spinal column is often repaired with a number of processors installed at key locations along the nervous system that enhance the trooper's reflexes.

Benefit: At the Games Master's option, a Pierced Organ result on the permanent injuries table may result in spinal damage. If this cybernetic system is fitted, the user gains a +4 equipment bonus to Reflex saves and Initiative checks.

Type: Internal

Hardness/Hit Points: -/2

Requisition DC: 24



SCENT ANALYSER

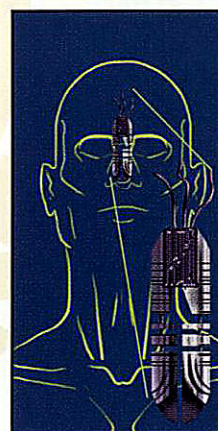
Valued troopers may have a destroyed olfactory system replaced with this advanced model, derived from the units fitted to neodogs.

Benefit: The user can detect opponents within 120 feet by sense of smell. If the opponent is upwind, the range increases to 240 feet; if downwind, it drops to 60 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at triple normal range. When the user detects a scent, the exact location of the source is not revealed – only its presence somewhere within range. The user can take a full round action to note the direction of the scent. Whenever the user comes within ten feet of the source, it instantly pinpoints the source's location. Note that these benefits do not apply if the user is wearing a sealed suit.

Type: Internal

Hardness/Hit Points: 1/2

Requisition DC: 24



SYSTEM LINK

A common modification for Military Intelligence agents, this cybernetic device is unusual in that it is not usually fitted in response to injuries. Enabling the user to link directly into computer systems via a wire from the back of the neck, it is not usually found in the Mobile Infantry unless the trooper has been seconded to Military Intelligence for an extended period.

Benefit: Grants a +4 equipment bonus to Computer Use checks and any other checks that primarily involve the use of a computer system.

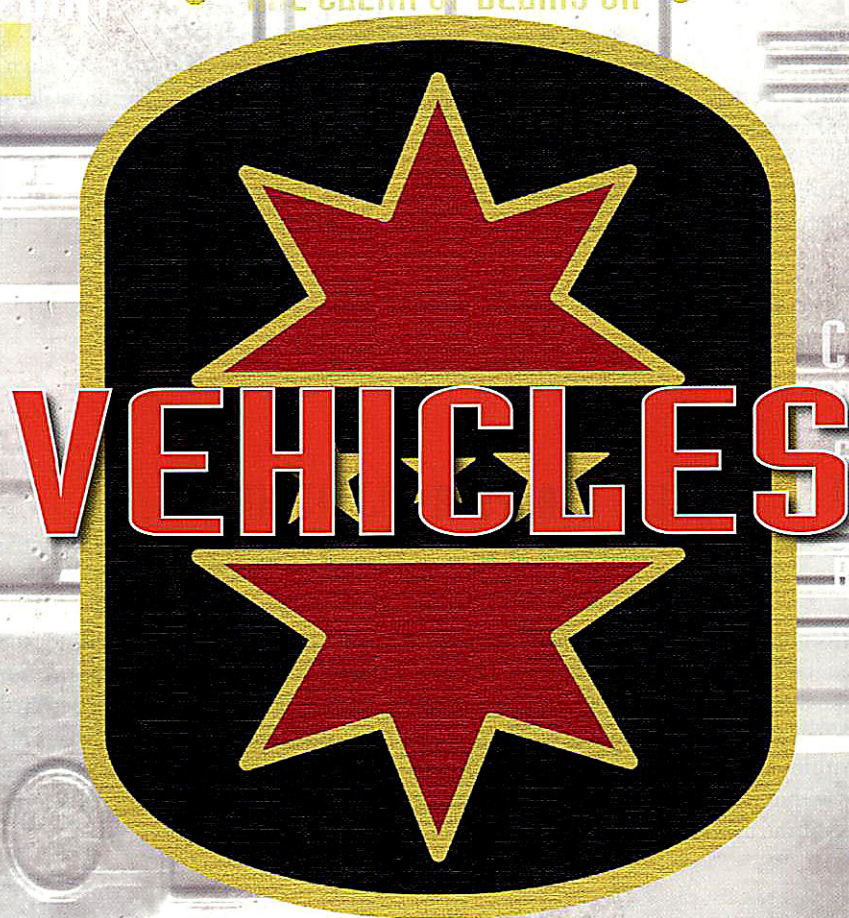
Type: Internal

Hardness/Hit Points: -/1

Requisition DC: 28



MOBILE



VEHICLES

MAX WT. 17,000LBS

VEHICLE EQUIPMENT

THE FOLLOWING ITEMS are commonly fitted to vehicles of the Mobile Infantry. Consult each vehicle's equipment list to determine what is fitted as standard.

Communications Suite

This is a large and static high-band communications rig with an effective vertical range of high orbit and a horizontal range of two hundred miles. This communications gear has ten channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use check (DC 15, DC 20 during combat).

Geosynchronous Location Sensor

Tied into a three-dimensional display on the driver's main screen, the location sensor is a common feature on most vehicles of the Mobile Infantry. By accessing reconnaissance data on the surrounding terrain and cross-referencing it with the vehicle's precise position gleaned from satellites or orbiting ships, the driver is able to choose the best route through difficult ground, to high precision. This system grants a +1 equipment bonus to all Drive or Pilot checks.

Homing Sensor

Integrated into an advanced autopilot system, this vehicle is capable of travelling without a driver at half its maximum speed. It will follow any coded homing signal within ten miles which may be transmitted by any Mobile Infantry communications unit with the vehicle's password. The autopilot can be overridden by the driver, if present, and cannot operate the weapon systems.

Integrated Lizard Line

Similar to the lizard lines used by power suited Mobile Infantry, this system requires an external crew to use (the driver cannot operate it while in command of the vehicle) and utilises two or more cable points to lift the vehicle's mass. The lines are typically 500 ft. in length.

Jump Jets

Similar in function to the jump jets used by power suited troopers, the total distance that can be jumped, along with the length of individual jumps, will be listed in the vehicle's description.

Medical Suite

Usually seen within mobile hospitals, this suite combines high-spec diagnosis equipment with plentiful stores of basic medical supplies. Capable of administering long-term care if needed, the medical suite is usually used for temporary care, sustaining patients long enough for them to reach a well-staffed hospital.

All Treat Injury checks made within a medical suite gain a +2 equipment bonus.

Periscope

A simple and age-old tool added to aquatic vehicles capable of submerging beneath the surface, a standard periscope can be raised up to 50 ft. above the highest point of the vehicle and allows normal Perception checks above water while submerged. Most periscopes have multiple vision modes similar to the snoopers found on Mobile Infantry power suits.

Power Suit Integration

The vehicle's systems link directly into the driver's power suit, if he wears one. This allows him to use all the power suit's functions (such as snoopers and comms sets) as if they were part of the vehicle.

Salvo Switch

Usually seen on Marauder suits, the salvo switch is actually an integrated targeting system that allows the driver to slave two weapon systems together, enabling him to hammer a target with both. Drivers are trained to use weapons that are compatible with one another but, in theory, any two weapon systems of the vehicle can be slaved in this fashion. Slaved weapons can be fired together at a single target as a single attack.

Sealed Environment

The vehicle is completely sealed from the outside world, protecting the crew from all gas, liquid and poison attacks, including harmful atmospheres and vacuum.

Surface Surveillance Radar

Often slaved to the location sensor display of the vehicle, the surveillance radar uses a high resolution sensor array to measure and track all vehicles, terrain features and creatures of huge size or larger within one mile. This information is then projected onto the driver's main screen, allowing him to make tactical decisions on the fly.

Surface/Air Surveillance Radar

Similar to surface surveillance radar, this system incorporates an omni-directional air radar with a range of twenty miles, allowing the driver to spot incoming aerial threats.

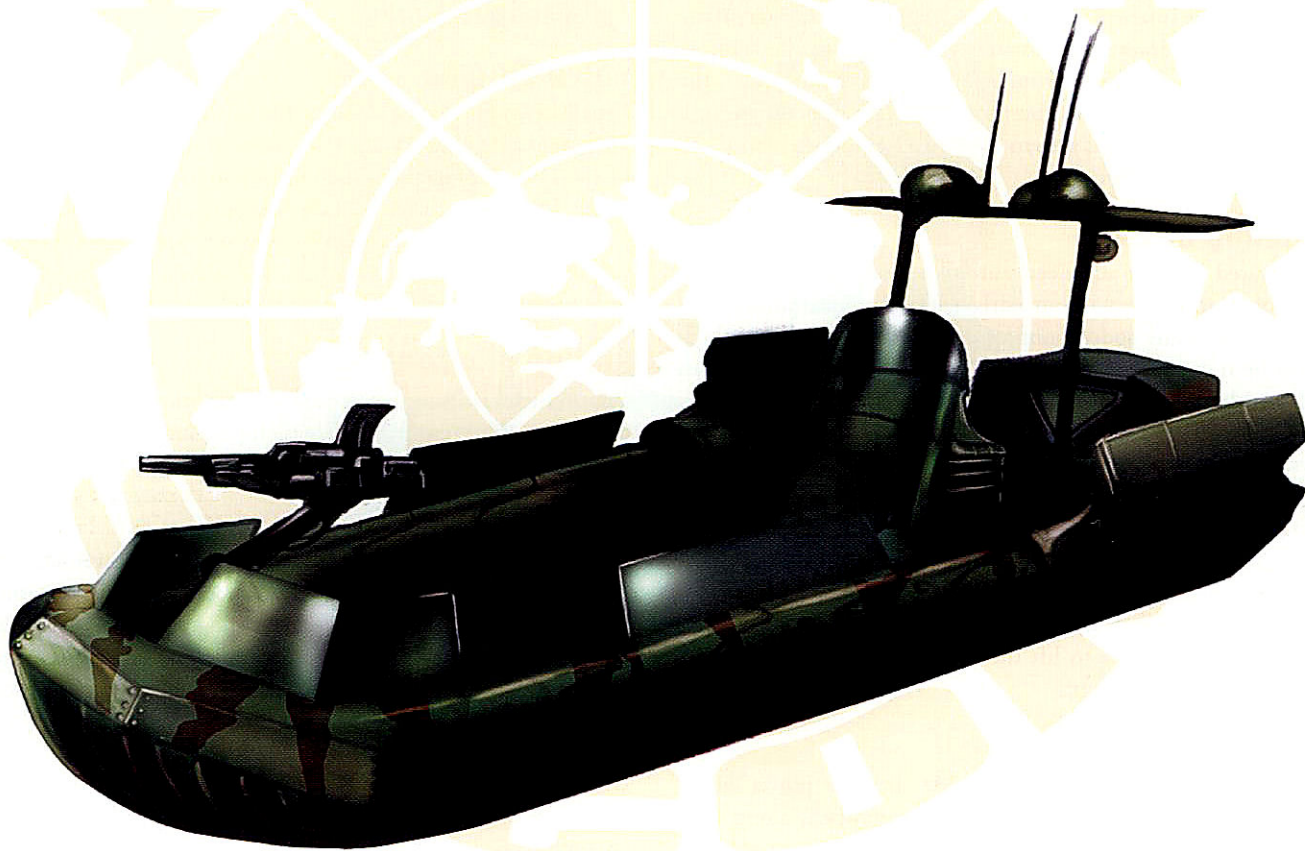
Surveillance Sonar

A support system to surveillance radar on aquatic vehicles, this sonar uses a high resolution active ultrasound array to measure and track all vehicles, terrain features and creatures of huge size or larger within 500 ft. underwater. This information is then projected onto the driver's main screen.

BULLFROG MK II COMBAT DINGHY

THE BULLFROG IS A SMALL INFLATABLE RAFT USED FOR A VARIETY OF FUNCTIONS IN BATTLEFIELD CONDITIONS. FROM EMERGENCY ESCAPE ACROSS AQUATIC WORLDS TO RESCUING DOWNED PILOTS OR INSERTING PATHFINDERS ON COVERT MISSIONS. THOUGH THE BULLFROG IS UNARMoured, IT IS RESPONSIBLE FOR SAVING THE LIVES OF MANY TROOPERS AND IS A COMMON SIGHT IN THE STORES OF MANY FORWARD BASES. THE MK II BULLFROG MOUNTS A BUGBROOM LASER IN A PINTLE MOUNT AT THE PROW OF THE BOAT, GRANTING IT A MUCH NEEDED SUPPRESSION CAPABILITY DURING HOSTILE BEACH LANDINGS.

Medium Soft-armoured Surface Vehicle; DV: 12; CC: 1 driver, 1 gunner, 4 passengers; Chassis: 20 hp; Inflatable Skirts: 5 hp; Crew (open) 0 hp; DR: Chassis 5, crew 0, inflatable skirts 2; Spd: 200; Acc/Dec: 20/20; Han: +3; Cargo: 500 lb.; Weapons: Bugbroom laser (turret, 200 ft., 3d8/18-20); Equipment: None; Weight: 0.5 tons



XM-550 CHAS UNIT

IN THE LONG history of human warfare, no soldier has ever been as well trained or as well equipped as the Mobile Infantry trooper. Armed with the most sophisticated weaponry ever developed and encased in the bulwark of power armour, Mobile Infantry troopers are intended to stride like gods across the battlefield. Still, at their core, these troopers are only humans. For all its qualities, the human race is a physically frail form of life – at least when compared to the bugs. Despite the best equipment and training SICON can provide, there are some places troopers cannot go, not without absorbing immense casualties. For these situations, SICON has created the CHAS unit.

The CHAS (Cybernetic Humanoid Assault System) stands nine feet tall and weighs in at half a ton. Its titanium reinforced superstructure houses enough weaponry to equal the firepower of a squad of troopers, controlled by a bio-enhanced logic matrix, the most sophisticated computer processor SICON has ever produced and boasting human-like cognitive abilities. Though the CHAS is humanoid, it is clearly not human – a mere glance is enough to determine that it is not a man in any kind of power suit, it is a robot. However, it is capable of approximately 95% of the full range of human motion; it can walk, run, gesture or climb a cliff face. Its hands are fully articulated, meaning the CHAS unit can easily pick up a dropped weapon and continue fighting even when its own ammunition reserves are exhausted.

A fusion power plant within the CHAS unit's heavily armoured abdomen supplies the unit with all the power it requires (except for jump jets, which have independent fuel tanks). This tiny reactor essentially allows the CHAS to function indefinitely, and provides the destructive power for the last act of a CHAS unit, the deathwish. The technology of the CHAS unit's primary processing core is one of SICON's most closely guarded secrets and the subject of much discussion among troopers in contact with a CHAS, some of whom believe it contains cloned organic material, and some who believe it is simply an unimaginably complex set of computer subroutines. Performing any kind of work on a CHAS unit (other than field repair) without an approved requisition from SICON (which are seldom granted for anything other than replacing or adding weaponry), is strictly forbidden and is coming to be known in the Mobile Infantry as the '32nd Crash Landing'. No matter what the nature of the processor is, the result is clear – the CHAS is a fully self-aware intelligence, able to learn and adapt to its surroundings. However, even the CHAS does not know any details about its own construction methods.

A CHAS unit is an incredibly effective fighting machine, but it is just that – a machine. The CHAS holds no rank within the Mobile Infantry; theoretically, even a private could give it

a command, though in truth it answers only to the ranking officer of whatever squad with which it is serving. Though the CHAS may take levels in the Mobile Infantry Trooper class and may even request cross training, it may never assume a position of command. A CHAS unit receives no medals for service and will never gain a rank in the military.

The above represents the legal standing of the CHAS within SICON. It is entirely possible an experienced CHAS *could* be a good officer, but it will never be given the chance. There is one area of the service that the CHAS cannot enter simply because it is physically impossible for it to do so – Military Intelligence. A CHAS unit, sophisticated and self aware though it may be, can never be psychic.

Personalities

A new CHAS unit is essentially a *tabula rasa*, a blank slate. Though it comes equipped with numerous weapons and the knowledge of how to use them, as well as a great deal of 'hard' knowledge, including tactical theory, bug physiology and elementary physics, the CHAS is in many ways as innocent as a newborn. A newly activated CHAS has no personality whatsoever, it is little more than a walking tank with access to a wide range of technical information. All CHAS units are identical upon initial activation. They are machines of war and they are programmed to prosecute that war as efficiently and effectively as they can. All the knowledge incorporated into their processors at the time of activation is selected to enable the CHAS to be the best and most effective soldier it can be. Noticeably absent from the CHAS' programming is any example of 'soft' knowledge, such as the manifestly human values of honour, loyalty and friendship. The CHAS sees everything through the prism of its primary directive – to fight and kill the enemy and advance the goals of SICON in the war. The world is viewed as a series of gain-and-loss calculations; the CHAS always chooses the path that offers the shortest and surest route to victory. If that involves leaving one of two troopers wounded on the battlefield while it pursues an enemy, then so be it.

The CHAS is intended to function as part of a combat team and as such is programmed to sacrifice itself for the good of a squad if called on to do so. However, it is also programmed to protect itself from all perceived threats, something that caused a few unfortunate incidents within rough and tumble Mobile Infantry squads before the last quirks were worked out of the programming.

However, the CHAS is a learning computer and, as mentioned above, is essentially a blank slate when first activated. The CHAS tends to 'imprint' upon the troopers to whom it is assigned, picking up everything from their habits to their turns

of phrase to their very values and incorporating them all into its core programming. Eventually, the CHAS will learn and grow to the point that it is truly its own individual.

Relations With Troopers

Despite the many benefits having a CHAS unit on their side offers a squad of troopers, this marriage of man and machine is rarely harmonious, at least at first. The disharmony comes from the human half of the equation, as a new CHAS has no personality with which to instigate such conflict. Troopers tend to see the introduction of a CHAS to their squad in two separate ways that seem mutually exclusive to the outside observer.

First, the trained troopers distrust the CHAS unit's abilities in combat, writing it off as an expensive toy, a bundle of wires and computer code that cannot ever truly understand war. This suspicion may even be borne out in the troopers' minds over the first few missions with the CHAS, as it adheres flawlessly to its tactical programming and ignores or even endangers wounded or imperilled troopers in pursuit of a larger goal. Second, it is hardly uncommon for troopers, after watching the CHAS in action against a horde of bugs, to believe this robot is the first step in a SICON plan to replace all the flesh and blood, on the bounce troopers with an army of machines.

Eventually, the evolution of the CHAS unit's personality and the familiarity that comes with time are usually enough to alleviate these problems. This is not always the case, however. On more than one occasion, the friction between troopers and CHAS has been so great that SICON has had to remove the robot from the squad and wipe its memory before reassigning it to another squad.

Fortunately, this worst-case scenario is rare. CHAS units are frightfully expensive, and as such are only assigned to the most experienced and decorated squads of Mobile Infantry

troopers, the kind of men and women with the dedication and professionalism not to allow any friction with the CHAS to become a battlefield problem.

Future of the CHAS

Though it is an outstanding weapon of war, the future of the CHAS unit is uncertain. A few mishaps and a little friction with human troopers aside, it is ultimately monetary concerns that may spell the end of the CHAS. A CHAS unit is an incredibly expensive weapon for SICON to manufacture. The precise cost has not been made public but it has been speculated that a single CHAS costs more than 20 Marauder power suits – mostly because of its processing components and its power plant. There has been discussion within SICON about going a less expensive route on both of these but doing so has been deemed unfeasible. A CHAS with more primitive processing capability would be an unreliable weapon at best, while a CHAS that had to recharge as often as a Marauder suit would be ill-suited for the kinds of missions the CHAS is intended to carry out.

Essentially, the CHAS has created a kind of 'Catch 22' at SICON. The sheer expense of manufacturing a CHAS makes assigning it to light duty a tremendous waste of resources. However, the kind of heavy duty the CHAS is intended for – primarily long-term operations on a bug-ridden planet – tend to result in high attrition rates for the CHAS. Thus, SICON is faced with either wasting the CHAS in duties better carried out by light troopers, or coping with the immense expense of multiple CHAS 'fatalities' in the field.

The future of the CHAS is by no means decided. It may well be that SICON will pull the plug on the program, or it may be that production of these armoured robots will continue apace. Either way, the CHAS unit will keep on doing what it does best, fighting the Arachnid menace until the last bug is squashed or the last CHAS falls in a heap of spare parts.

ROBOTIC BASICS

Hit Dice: d10 Hit Dice

Base Attack Bonus: A robot's Base Attack Bonus is equal to three-quarters its HD.

Saves: A robot's saving throws are calculated as HD/3.

Skills: Robots gain skill points of: 4 + Intelligence modifier X (HD +3). When first created a programmer assigns a number of skills equal to the robot's Intelligence score which function as its class skills. Typical skills assigned are: Athletics, Computer Use, Demolitions, Knowledge (physical sciences), Knowledge (technology), Perception, Pilot, Repair, Technical (electrical), Technical (mechanical).

Feats: All robots have a number of feats hardwired into their system. The number of hardwired feats is equal to the robot's HD. All robots must select Natural Mathematician as their first hardwired feat. Typical additional hardwired feats assigned are: Advanced Firearms Proficiency, Atmospheric Vehicle Operation, Gearhead, Improved Initiative, Point Blank Shot, Precise Shot, Salvage, Simple Firearms Proficiency, Starship Operation, Zero-G Training.

Special: Robots do not have Action Points unless they advance in a character class. Character class advancement is only possible for the most advanced and complex robots (such as the CHAS).

LARGE ROBOT**HIT DICE:** 8D10 (44 HP)**INITIATIVE:** +2**SPEED:** 40 FEET**DEFENCE VALUE:** 21**BASE ATTACK/GRAPPLE:** +6/+13**ATTACK:** SLAM +12 MELEE (1D8+7) OR +8 APE SPECIAL (3D8+2) OR +8 HEL FLAMER (3D12+2) OR +8 JAVELIN (SPECIAL) OR +8 TRIP HAMMER (4D10)**FULL ATTACK:** 2 SLAMS +12 MELEE (1D8+7) OR +8/+3 APE SPECIAL (3D8+2) OR +8/+3 HEL FLAMER (3D12+2) OR +8/+3 JAVELIN (SPECIAL) OR +8/+3 TRIP HAMMER (4D10)**SPECIAL ATTACKS:** ALPHA STRIKE, DEATHWISH CIRCUIT, INTEGRATED WEAPONS SYSTEMS**SPECIAL QUALITIES:** DAMAGE REDUCTION 10/—, ENHANCED VISION, JUMP JETS, RADAR, RADIO, ROBOT TRAITS, SPEED BURST**SAVES:** FORT +2, REF +4, WILL +3**ABILITIES:** STR 25, DEX 14, CON —, INT 12, WIS 12, CHA 10**SKILLS:** ATHLETICS +8 (+12 WHEN JUMPING), COMPUTER USE +6, DEMOLITIONS +5, KNOWLEDGE (ALIEN SPECIES) +4, KNOWLEDGE (EARTH AND LIFE SCIENCES) +5, KNOWLEDGE (PHYSICAL SCIENCES) +5, KNOWLEDGE (TACTICS) +5, KNOWLEDGE (TECHNOLOGY) +5, PERCEPTION +10, REPAIR +5, STEALTH +4, TECHNICAL (ELECTRICAL) +7, TECHNICAL (MECHANICAL) +7**FEATS:** ADVANCED FIREARMS PROFICIENCY, DODGE, NATURAL MATHEMATICIAN, POINT BLANK SHOT, PRECISE SHOT, SHOOT ON THE RUN, SIMPLE FIREARMS PROFICIENCY, STRAFE**Special Rules**

The CHAS unit uses the following special rules:

Alpha Strike: The CHAS unit may elect to perform an alpha strike as a full round action, firing all its weapons systems at once at a single target, using a single attack roll at its highest Base Attack Bonus, with a –2 penalty. The CHAS does not get to add its Dexterity modifier to damage rolls when performing an alpha strike.

Deathwish Circuit: When the CHAS unit is too badly damaged to continue functioning effectively on the battlefield, or when it is in danger of being captured by enemies, it may initiate a retaliatory strike.

As a standard action, it may command its fusion power core to go critical, resulting in a detonation one round later (on the CHAS unit's initiative). This explosion is roughly equivalent to a small atomic explosion, utterly destroying anything within 40 feet of the CHAS, using the normal atomic rules on p88 of the main rulebook. If there are still active troopers nearby, the CHAS will warn them of the impending explosion when it triggers the critical reaction in its power core, leaving them one full round to flee the blast radius.

Enhanced Vision: The CHAS unit is equipped with a full suite of visual capabilities on par with or even exceeding that of power armour. It has infrared, ultraviolet, low-light vision and darkvision out to a range of 300 feet. This gives the CHAS unit a +4 equipment bonus on all Perception skill checks.

Jump Jets: A CHAS unit is equipped with a set of powerful jump jets located on its lower legs. Using these jets, a CHAS unit can reach a height of up to 200 feet and may use them to leapfrog through an area. Jump jets use fuel independently of the CHAS unit's fusion power supply and can only carry a CHAS unit for 2,000 feet (400 spaces) before they need to be recharged. This allotted distance can be spent in increments of up to 100 feet per round, such as 40 jumps of 50 feet or whatever a CHAS unit needs during a mission. Jump jets do not allow a CHAS unit to hover or fly, they simply enhance a CHAS unit's jumps. If a CHAS unit is hit mid-jump the jets allow the CHAS unit to land safely, thus not taking further damage from falling. A CHAS unit in mid-jump is classed as flat-footed when determining an opponent's attack roll.

Radar: The CHAS unit includes on-board surface/air surveillance radar, allowing it to sense the rough position of any vehicles within 600 ft (Computer Use check at DC 5 or higher, depending on the environment).

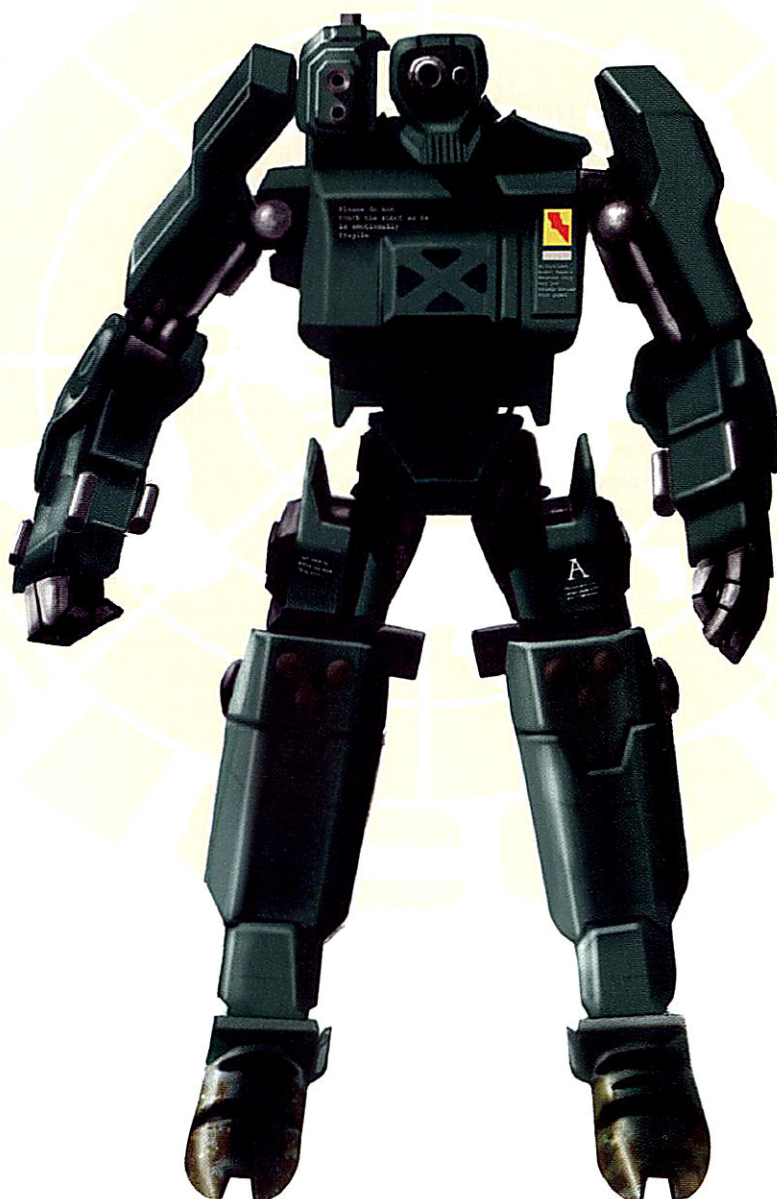
Radio: Built into the CHAS unit is a high-band communications rig with an effective vertical range of high orbit and a horizontal range of five miles. This communications gear has three channels, each of which can be set on the fly or pre-programmed before a mission. Changing or setting a channel requires a Computer Use skill check (DC 15, DC 20 during combat).

Robot Traits: The CHAS is a robot, not a living organism. Its nature as a robot grants it the following traits.

- ⊕ No Constitution score. Immunity to all mind-affecting effects. The CHAS cannot be suborned by a control bug, nor can its processor be read by telepathic powers. It is immune to the effects of the Skinnie neural beamer.
- ⊕ Immunity to grievous wounds, permanent injuries, poison, paralysis, stunning and disease. It is not subject to critical hits, nonlethal damage, ability damage, ability drain, fatigue or exhaustion. Immunity to any effect that requires a Fortitude save (unless the effect is electrical, also works on objects or is harmless, or as noted within the robot's description).
- ⊕ CHAS cannot restore lost hit points to themselves but can be repaired by an engineer (Repair skill check DC 25, takes

1d10 hours and repairs 1d10 hit points of damage to the CHAS). Immediately destroyed when reduced to zero hit points or less. In such a case, the robot cannot be repaired, merely harvested for spare parts.

Speed Burst: A CHAS unit is capable of bursts of tremendous velocity, moving across the battlefield at blinding speed. When the speed burst is activated, the CHAS may move at ten times its normal movement rate. However, this places undue stress on a number of its more delicate internal parts and thus is reserved for those instances when such speed is truly necessary. Every time the CHAS unit uses its speed burst, it must make a Fortitude saving throw (DC 10) or suffer 2d6 hit points damage to one of its internal parts. If it does suffer such damage, the CHAS unit is reduced to its normal walking speed (unable to move more than 40 feet in a round) until it is repaired.



PLAYING A CHAS UNIT

A CHAS unit has a number of impressive qualities that a player looking for a new Player Character might find extremely enticing, though Games Masters should carefully consider whether or not they wish to allow a CHAS Player Character in their *Starship Troopers Roleplaying Game* campaign. This is particularly true for campaigns based around lower level Player Characters, who would be dramatically overshadowed by the CHAS in almost every way.

In terms of game mechanics, a CHAS unit should be considered 8th level. This is not quite the same as being an 8th level character: though the CHAS does have 8 Hit Dice, it has no Action Points. It begins play at that level and continues that way, stagnant, until it has amassed enough knowledge (and developed enough of a personality) to advance beyond its basic programming. Thus, a CHAS must gain enough experience points to reach 9th level before it can improve upon itself in any meaningful way, such as gaining new feats or new skill points. In effect, this is another reason a CHAS should not be considered for a Player Character in a low level campaign. While the remainder of the (presumably human) Player Characters will advance normally in levels, overshadowed by the CHAS though they might be, the CHAS itself will remain the same for a very, very long time. Many players find this lack of advancement disheartening, even boring.

Fortunately, as mentioned above, CHAS units tend to be assigned only to the most experienced of Mobile Infantry squads. This not only keeps the CHAS from wholly eclipsing the rest of the Player Characters, but also tends to bring significantly higher experience point awards, allowing the CHAS to reach the 9th character level threshold and begin gaining levels in character classes.

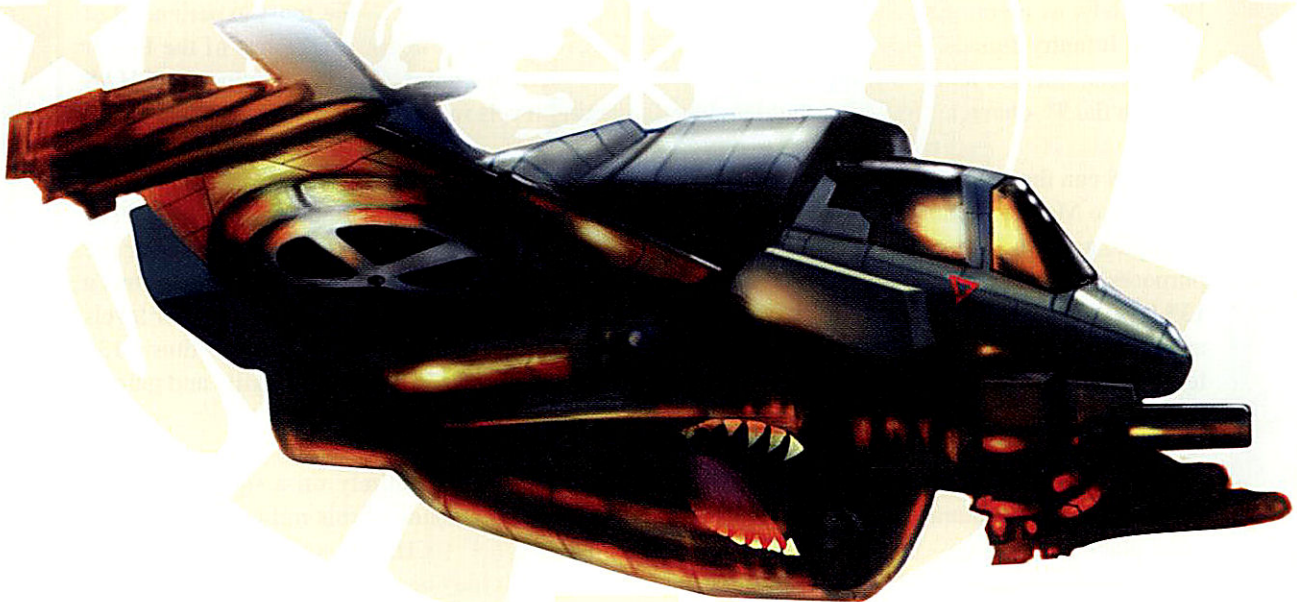
A CHAS can theoretically take levels in almost any character class, but in reality, it is usually limited to the base Mobile Infantry Trooper class. It gains all benefits for any character levels it acquires. For example, gaining a character level is the only way for a CHAS unit to gain Action Points. For the purposes of gaining Action Points, a CHAS counts only its character level, not its 8 Hit Dice (thus a 13th level CHAS has the Action Points of a 5th level human character). Hit Dice and character levels are totalled for the purposes of determining maximum skill ranks and gaining new feats (thus a 13th level CHAS can have a maximum of 16 ranks in class skills, 8 ranks in cross-class skills and gains a new feat at 9th and 12th levels).

A CHAS unit should only be available in a campaign that focuses entirely on a squad of Player Character Mobile Infantry troopers fighting the Arachnid threat. Outside of this milieu, there is little or no place for a CHAS – these units are not even assigned to Fleet. A CHAS is a machine and it is the sole property of SICON. It has no rights, no legal standing and it may be stored, deployed or scrapped at SICON's whim. It was created to fight and fight is what it will do so long as it exists. When the war with the Arachnids ends, all CHAS units will likely be placed in storage until there is need of them again. They certainly will not be allowed to leave the military and enter general society and there is no sovereign citizen franchise awaiting them at the end of the war. Particularly ambitious Games Masters may wish to run a post-war campaign involving some sort of movement in support of the rights of an artificial intelligence like the CHAS but such decisions are left to the individual Games Master. Generally speaking, if the war ends and the campaign continues, the player of the CHAS unit should start thinking of ideas for a new Player Character.

FIREFOX ARMoured VSTOL GUNSHIP

INTENDED TO GRANT THE MOBILE INFANTRY ACCESS TO HARD-HITTING AIR POWER WITHOUT BECOMING SOLELY RELIANT ON THE PRESENCE OF THE FLEET, THE FIREFOX IS MUCH SLOWER THAN ITS SPACE-BORNE EQUIVALENT BUT CAN WITHSTAND A GREAT DEAL MORE DAMAGE. IN ESSENCE, IT IS A FLYING TANK, WITH THE AGILITY REQUIRED BY THE MOBILE INFANTRY. PILOTS ARE DRAWN FROM THE RANKS OF THE BEST VEHICLE AND MARAUDER DRIVERS, THEN TAUGHT THE DYNAMICS OF WAGING WAR FROM THE AIR. SO FAR, TRAINING REVOLVES AROUND BATTLING THE ARACHNIDS WHO HAVE NOT YET DEPLOYED A SERIOUS AIR THREAT TO THE FIREFOX.

Large Hard-armoured Air Vehicle; DV: 12; CC: 1 driver, 1 gunner; Chassis: 75 hp; Wings: 20 hp; Crew: 10 hp; DR: Chassis 8, crew 8, wings (2) 6; Spd: 400; Acc/Dec: 50/25; Han: +4; Cargo: 500 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20, driver can operate while driving at no penalty to attack rolls and Drive checks); Equipment: Communications Suite, Geosynchronous Location Sensor, Sealed Environment, Surface/Air Surveillance Radar; Weight: 14 tons



GH-12 GECKO ARMoured PERSONNEL CARRIER

USUALLY FOUND ALONGSIDE LIGHT ARMOUR PLATOONS, THE GECKO IS ONE OF THE TOOLS THAT KEEPS EVEN THESE LARGE FORMATIONS 'MOBILE'. AN ARMoured PERSONNEL CARRIER, THE GECKO IS AN EIGHT WHEELED VEHICLE CAPABLE OF TRAVERSING TERRAIN USUALLY RESTRICTED TO TRACKED OR HOVER VEHICLES WHILE MAINTAINING A HEALTHY ROAD SPEED. THE GECKO, IN ITS STANDARD CONFIGURATION, CAN HOLD AN ENTIRE SQUAD OF MOBILE INFANTRY WHILE MULTIPLE VARIANTS UTILISE THIS SPACE FOR A VARIETY OF ROLES.

Large Hard-armoured Surface Vehicle; DV: 12; CC: 1 driver, 1 gunner, 12 passengers; Chassis: 90 hp; Wheels: 10 hp; Crew: 8 hp; DR: Chassis 10, crew 4, wheels (8) 4; Spd: 200; Acc/Dec: 10/10; Han: +1; Cargo: 1,500 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20, driver can operate while driving at a -4 penalty to attack rolls and Drive checks); Equipment: Geosynchronous Location Sensor, Surface Surveillance Radar; Weight: 26 tons



GH-15 GECKO COMMAND CARRIER

THE FIRST GECKO VARIANT THAT APPEARED IN WIDESPREAD USE ACROSS SEVERAL THEATRES, THE COMMAND CARRIER PROVIDES INVASION COMPANIES OFFICERS OF CAPTAIN RANK OR HIGHER WITH A MOBILE CENTRE OF OPERATIONS. ITS PRESENCE IN THE BATTLEFIELD HAS BEEN CRITICISED WITHIN THE MOBILE INFANTRY AS IT REMOVES OFFICERS FROM THE FRONTLINE WHERE THEY HAVE ALWAYS TRADITIONALLY BEEN. REGARDLESS, THE COMMAND CARRIER HAS A FULL SENSORY AND COMMUNICATIONS SUITE, AND IS ABLE TO LINK TO ORBITAL RELAYS TO BUILD A COMPLETE PICTURE OF THE BATTLEFIELD BY COMBINING INFORMATION FROM MULTIPLE SOURCES BE THEY INDIVIDUAL TROOPERS OR CAPITAL SHIPS. THIS ALLOWS THE OFFICER TO FUNCTION EFFECTIVELY IN ORDERING COUNTERSTRIKES AND ASSAULTS, AS HE CAN PLAN FOR THE EXACT POSITION OF ENEMY FORCES.

Large Hard-armoured Surface Vehicle; DV: 12; CC: 1 driver, 1 gunner, 6 passengers; Chassis: 90 hp; Wheels: 10 hp; Crew: 8 hp; DR: Chassis 10, crew 4, wheels (8) 4; Spd: 200; Acc/Dec: 10/10; Han: +1; Cargo: 1,200 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20, driver can operate while driving at a -4 penalty to attack rolls and Drive checks); Equipment: Communications Suite, Geosynchronous Location Sensor, Surface Surveillance Radar; Weight: 28 tons



GH-16 GECHO MLRS

REPLACING THE CREW COMPARTMENT WITH AN ARMoured MAGAZINE AND WEAPONS CONSOLE, THE MLRS VARIANT OF THE GECKO MOUNTS BLIZZARD ROCKET PACKS IN A TURRET UPON THE ROOF OF THE VEHICLE. THIS GECKO IS USED AS A MOBILE SUPPORT VEHICLE OR SMALL ARTILLERY PIECE, MOVING ALONGSIDE TROOPERS OR OTHER VEHICLES TO BOMBARD ENEMY POSITIONS BEFORE THEY ARE ASSAULTED. IT IS EXTREMELY EFFECTIVE AGAINST MASSED BUG SWARMS AND CAN EVEN CAUSE A GREAT DEAL OF DAMAGE TO PLASMA BUG BATTERIES THOUGH IT HAS LITTLE EFFECT ON WELL-ARMoured ARACHNIDS SUCH AS TANKER BUGS. THE MAIN DRAWBACK TO THIS WEAPON SYSTEM IS THAT IT HAS NO AUTOLOADING FACILITY, MEANING THAT CREWMEN HAVE TO LEAVE THE VEHICLE TO RELOAD THE BLIZZARD PACKS, A TIME CONSUMING AND OFTEN DANGEROUS PROCESS. THE INTERNAL MAGAZINE HAS THE CAPACITY TO CARRY TWELVE FULL RELOADS.

Large Hard-armoured Surface Vehicle; DV: 12; CC: 1 driver, 2 gunners; Chassis: 90 hp; Wheels: 10 hp; Crew: 8 hp; DR: Chassis 10, crew 4, wheels (8) 4; Spd: 180; Acc/Dec: 10/10; Han: +1; Cargo: 250 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20, driver can operate while driving at a -4 penalty to attack rolls and Drive checks), six Blizzard Missile Packs (turret, 300 ft., 6d10); Equipment: Geosynchronous Location Sensor, Surface Surveillance Radar; Weight: 31 tons



GK-19 GECKO FIELD HOSPITAL

A COMMON CONVERSION TO THE BASE APC MODEL, THIS VARIANT IS STARTING TO APPEAR AS A PURPOSE BUILT VEHICLE IN SEVERAL THEATRES, ESPECIALLY WHEN USED ALONGSIDE INVASION COMPANIES. ABLE TO PROVIDE LONG TERM CARE FOR UP TO SIX PATIENTS, THE FIELD HOSPITAL IS USUALLY USED FOR CARRYING CRITICALLY INJURED TROOPERS AWAY FROM THE COMBAT ZONE, KEEPING THEM STABLE UNTIL THEY CAN REACH A FIXED FACILITY WITH FULLY TRAINED MEDICAL STAFF. THIS GECKO IS USUALLY CREWED BY MOBILE INFANTRY WITH TRAINING IN FIELD MEDICINE RATHER THAN SICON DOCTORS.

Large Hard-armoured Surface Vehicle; DV: 12; CC: 1 driver, 1 gunner, 2 field medics, 6 patients; Chassis: 90 hp; Wheels: 10 hp; Crew: 8 hp; DR: Chassis 10, crew 4, wheels (8) 4; Spd: 200; Acc/Dec: 10/10; Han: +1; Cargo: 750 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20, driver can operate while driving at a -4 penalty to attack rolls and Drive checks); Equipment: Geosynchronous location sensor, Medical Suite, Surface surveillance radar; Weight: 27 tons



GH-22 HEAVY GECKO

DESIGNED AS A CHEAP TO PRODUCE 'TANK HUNTER', THE HEAVY GECKO IS OFTEN USED AGAINST LARGER ARACHNIDS, SUCH AS TANKER BUGS, AS WELL AS THE ARMoured VEHICLES OF OTHER RACES. ARMED WITH THE THUNDERSTRIKE 140MM CANNON, THE HEAVY GECKO IS CAPABLE OF UTILISING A NUMBER OF DIFFERENT SHELLS WHICH ENABLES IT TO ENGAGE DIFFERENT TARGETS WITH EASE. CREW ARE TRAINED IN AMBUSH TACTICS AS THE HEAVY GECKO RETAINS THE LIGHT ARMOUR OF THE APC DESPITE ITS OVER-GUNNED WEAPONRY. A SUB-VARIANT HAS STARTED APPEARING IN SOME THEATRES, REPLACING THE THUNDERSTRIKE WITH A DUAL RAPIER LAUNCHER AND IMPROVED SENSOR SUITE, ALLOWING THE GECKO TO ACT AS A CHEAP ANTI-AIRCRAFT VEHICLE.

Large Hard-armoured Surface Vehicle; DV: 12; CC: 1 driver, 2 gunners; Chassis: 90 hp; Wheels: 10 hp; Crew: 8 hp; DR: Chassis 10, crew 4, wheels (8) 4; Spd: 150; Acc/Dec: 10/10; Han: +1; Cargo: 150 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20, driver can operate while driving at a -4 penalty to attack rolls and Drive checks), Thunderstrike Cannon (front, 250 ft., 6d12); Equipment: Geosynchronous Location Sensor, Surface Surveillance Radar; Weight: 30 tons

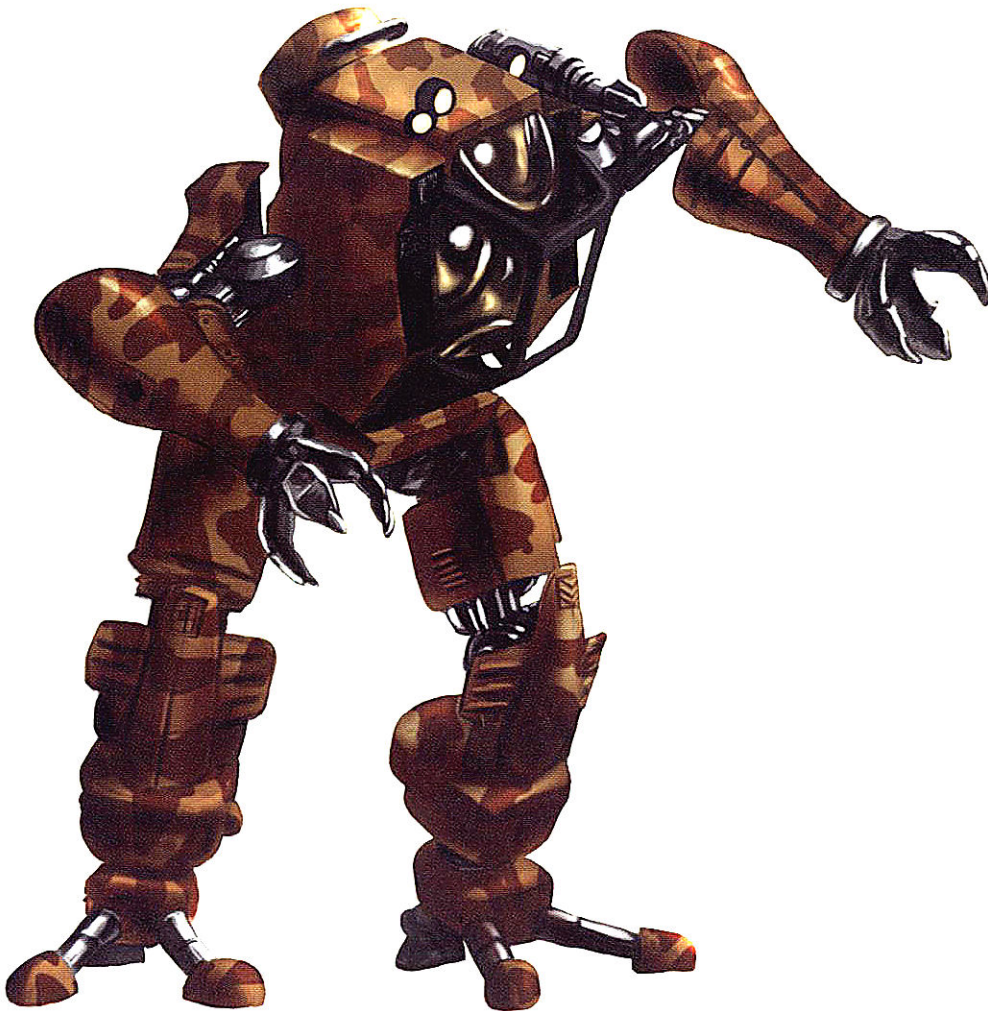


M8 APE MARAUDER

THE TRADITIONAL 'APE', THE M8 IS PROBABLY THE MOST WELL-KNOWN MOBILE INFANTRY HARDWARE AFTER THE POWER SUIT. THE M8 DERIVED ITS NICKNAME FROM ITS ELONGATED ARMS AND SLIGHTLY HUNCHED HULL WHICH CONTAINS A VARIETY OF WEAPON SYSTEMS DESIGNED SPECIFICALLY TO COMBAT WARRIOR BUGS AND RELATED SUB-SPECIES. A SQUAD OF APES ARE CAPABLE OF STALLING AN ENTIRE SWARM OF WARRIORS THOUGH IT LACKS THE RANGE AND HARD-HITTING POWER TO DEAL WITH LARGER ARACHNIDS – THESE ARE USUALLY LEFT TO M9S AND OTHER VARIANTS. THERE ARE SOME WITHIN SICON THAT BELIEVE THAT MARAUDERS SUCH AS THE APE SHOULD REPLACE POWER SUIT PLATOONS ENTIRELY BUT, AS POWERFUL AS THESE UNITS ARE, IT IS CLEAR THAT POWER SUIT TROOPERS ARE STILL CAPABLE OF MANY ACTIONS THAT MARAUDERS HAVE DIFFICULTY WITH.

Large Hard-armoured Walker Vehicle; DV: 10 + driver's bonus; CC: 1 driver; Chassis: 160 hp; Arms: 40 hp; Legs: 50 hp; Crew: 8 hp; DR: Chassis 14, crew 7, arms 8, legs 8; Spd: 70; Acc/Dec: 10/20; Han: +2; Cargo: 20 lb.; Weapons: Morita Ape Special (front, 125 ft., 3d8/x2) *, Hellseed Y-Rack (0 ft., 4d10), Derringer Light Rotary Cannon (front, 90 ft., 3d6), Trip Hammer Mortar (front, 250 ft., 4d10); Equipment: Geosynchronous Location Sensor, Integrated Lizard Line, Jump Jets (1,200 ft., 300 ft.), Power Suit Integration, Salvo Switch, Sealed Environment, Surface Surveillance Radar; Strength: 40; Weight: 10 tons

* Some models replace the Morita Ape Special with twin Hel infantry flamers.



M8C BIGFOOT MARAUDER

EASILY RECOGNISABLE BY THE COLOSSAL HAIL MARY MORTAR MOUNTED ON ITS BACK, THE BIGFOOT IS ONE OF THE FEW TRUE ARTILLERY PIECES AVAILABLE TO THE MOBILE INFANTRY - WITH THE ADDED BENEFIT OF A MARAUDER'S MANOEUVRABILITY. FOR CLOSE RANGED PROTECTION, THE M8C CARRIES THE NEWLY DEVELOPED PLASMATIC CANNON AS WELL AS THE STANDARD Y-RACK. THIS MACHINE IS A HEAVY SUIT THAT OFTEN REQUIRES RE-TRAINING IN ORDER TO COMPENSATE FOR ITS MASS DURING JUMPS, ESPECIALLY IN LOW-GRAVITY ENVIRONMENTS BUT A SINGLE BIGFOOT HAS THE POWER TO AFFECT AN ENTIRE BATTLEFIELD IF STRATEGICALLY SITED.

Large Hard-armoured Walker Vehicle; DV: 10 + driver's bonus; CC: 1 driver; Chassis: 180 hp; Arms: 60 hp; Legs: 60 hp; Crew: 8 hp; DR: Chassis 14, crew 7, arms 9, legs 8; Spd: 70; Acc/Dec: 10/20; Han: +2; Cargo: 20 lb.; Weapons: Twin Plasmatic Cannon (front, 20 ft., 8d10)*, Hellseed Y-Rack (0 ft., 4d10), Hail Mary Mortar (front, 500 ft., 8d6); Equipment: Geosynchronous Location Sensor, Integrated Lizard Line, Jump Jets (1,200 ft., 300 ft.), Power Suit Integration, Salvo Switch, Sealed Environment, Surface Surveillance Radar; Strength: 40; Weight: 10 tons



M9 CHICKENHAWK MARAUDER

OPERATING ON A DIFFERENT CHASSIS TO THE M8 APE, THE M9 CHICKENHAWK HAS LIGHTER ARMOUR BUT OPERATES AS A SUPERB WEAPONS PLATFORM. CAPABLE OF MOUNTING DIFFERENT WEAPONS ON ITS FOUR STANDARD HARDPOINTS, THE M9 CAN BE CONFIGURED FOR VARIOUS MISSION ROLES, FROM ALL OUT ASSAULT TO SUPPORT AND RECONNAISSANCE. THE CHICKENHAWK HAS A LONGER-RANGED PUNCH COMPARED TO THE M8 BUT CANNOT STAND UP TO AS MUCH PUNISHMENT. AS STANDARD, IT IS FITTED WITH A SIXGUN ROTARY CANNON AND JAVELIN MISSILE LAUNCHER BUT OPTIONAL FITS TO THE REMAINING HARDPOINTS INCLUDE BLIZZARD MISSILE PACKS, TWIN-FIFTY AUTOCANNON AND INFERNO SUPPORT FLAMERS. IF MANIPULATOR ARMS ARE FITTED (A COMMON ADDITION IF THE TWIN-FIFTY AUTOCANNON IS PRESENT), THEN THE M9 IS ALSO FITTED WITH A WELDING ARM THAT ALLOWS IT TO PERFORM SIMPLE BATTLEFIELD ENGINEERING TASKS.

Large Hard-armoured Walker Vehicle; DV: 11 + driver's bonus; CC: 1 driver; Chassis: 120 hp; Arms: 20 hp; Legs: 40 hp; Crew: 12 hp; DR: Chassis 12, crew 6, arms 5, legs 6; Spd: 120; Acc/Dec: 10/20; Han: +2; Cargo: 50 lb.; Weapons: Javelin Missile Launcher (front, 150 ft., 6d10), Sixgun Rotary Cannon (front, 175 ft., 4d6), Optional Blizzard Pack (front, 300 ft., 6d10), Optional Twin-Fifty Autocannon (front, 150 ft., 4d8)* with Chickenhawk Utility Claws (1d6+11); Equipment: Geosynchronous Location Sensor, Integrated Lizard Line, Jump Jets (1,800 ft., 400 ft.), Power Suit Integration, Salvo Switch, Sealed Environment, Surface/Air Surveillance Radar, Salvo Switch; Strength: 30; Weight: 8 tons

* The Twin-Fifty can instead be swapped with an Inferno support flamer.



M9B NIGHTHAWK MARAUDER

DESIGNED PRIMARILY AS AN ANTI-AIRCRAFT PLATFORM, A SQUAD OF NIGHTHAWKS CAN DENY THE ENEMY ANY AIRSPACE ABOVE THE BATTLEFIELD. ITS CLOSE RANGE FIREPOWER IS HURT BY THIS SPECIALISATION AND, AS SUCH, IT IS MOST OFTEN USED IN A SUPPORTING ROLE. EVEN SO, THE M9 IS FITTED WITH A Y-RACK DEFENSIVE SYSTEM, GIVING IT AT LEAST A MEASURE OF SHORT-RANGED PROTECTION. TEAMS OF NIGHTHAWKS WILL OFTEN ENGAGE IN FAR-RANGING FLANKING MANOEUVRES, WHERE THEY CAN CREATE A CROSSFIRE ZONE DESIGNED TO TRAP AND ANNIHILATE ANY INCOMING AIRCRAFT.

Large Hard-armoured Walker Vehicle; DV: 11 + driver's bonus; CC: 1 driver; Chassis: 120 hp; Arms: 20 hp; Legs: 40 hp; Crew: 12 hp; DR: Chassis 12, arms 5, legs 6, crew 6; Spd: 120; Acc/Dec: 10/20; Han: +2; Cargo: 50 lb.; Weapons: Javelin Missile Launcher (front, 150 ft., 6d10), Sixgun Rotary Cannon (front, 175 ft., 4d6), Hellseed Y-Rack (0 ft., 4d10); Equipment: Geosynchronous Location Sensor, Integrated Lizard Line, Jump Jets (1,800 ft., 400 ft.), Power Suit Integration, Salvo Switch, Sealed Environment, Surface/Air Surveillance Radar, Salvo Switch;* Strength: 30; Weight: 8 tons

*The M9B carries the Nighthawk Air Defence Array. This piece of equipment allows a Nighthawk pilot to engage any airborne target without suffering penalties from range increments.



MAC HAULER

A COMMON SIGHT THROUGHOUT THE COLONY WORLDS OF THE FEDERATION, THE MAC HAULER IS USED AS A UTILITY AND LOGISTICS VEHICLE BY THE MOBILE INFANTRY EVERYWHERE EXCEPT ON THE BATTLEFIELD. ACROSS THE KNOWN GALAXY, IT IS EMPLOYED IN THE SAME ROLE - CARTING SUPPLIES FROM ONE SIDE OF A PLANET TO ANOTHER. BUILT TO LAST AND ECONOMICAL ENOUGH TO BE USED BY COMMERCIAL CONCERNS EVERYWHERE, THE HAULER IS ALSO ONE OF THE MOST HEAVILY MANUFACTURED HUMAN VEHICLES.

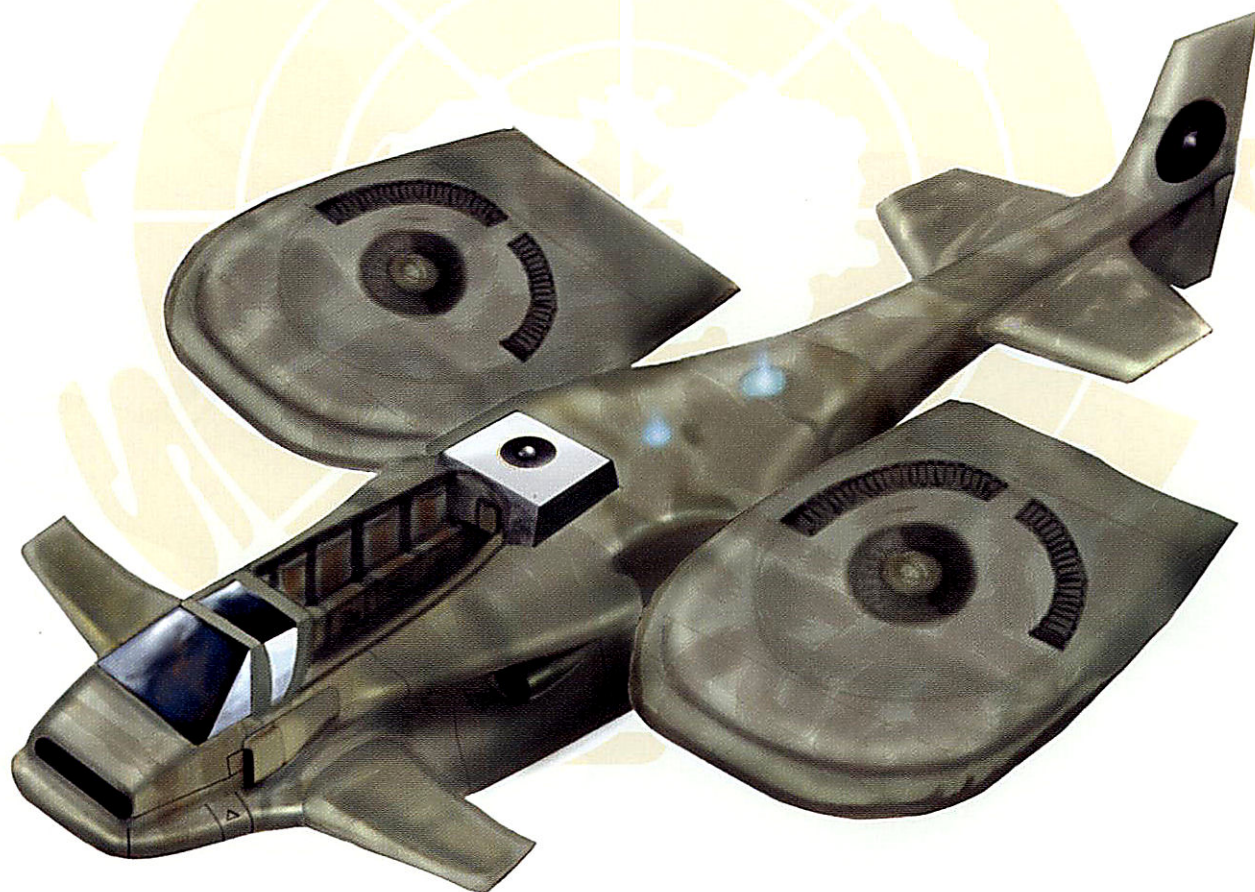
Huge Hard-armoured Surface Vehicle; DV: 12; CC: 1 driver, 1 passenger; Chassis: 80 hp; Wheels: 12 hp; Crew: 6 hp; DR: chassis 8, crew 4, wheels (6) 2; Spd: 60; Acc/Dec: 3/6; Han: -2; Cargo: 18,000 lb.; Weapons: None; Equipment: Geosynchronous location sensor; Weight: 12 tons



F90-2 PEGASUS COMBAT SKIMMER

THE STANDARD APC FOR POWER SUIT PLATOONS, THE PEGASUS IS AN EXTREMELY VERSATILE VEHICLE THAT CAN SERVE DUTY AS A MOBILE COMMAND CENTRE AS WELL AS IT CAN DELIVER A SQUAD INTO THE HEART OF AN ASSAULT. TWO HUGE TURBOFANS GIVE IT SKIMMER CAPABILITIES AS WELL AS TREMENDOUS SPEED FOR SUCH A LARGE SURFACE VEHICLE. NO WEAPONS ARE MOUNTED AS STANDARD BUT A CARRIED SQUAD CAN USE THEIR OWN WEAPONRY FROM THE OPEN PLATFORM AND TWO PIRANHAS OR SPRITES ARE CARRIED, AS WELL AS A BULLFROG COMBAT DINGHY. WHEREVER TROOPERS ARE REQUIRED TO TRAVEL LONG DISTANCES NOT PRACTICAL WITH FLEET SHUTTLES, THE PEGASUS IS LIKELY TO BE FOUND.

Huge Soft-armoured Skimmer Vehicle; DV: 13; CC: 1 driver, 10 passengers; Chassis: 100 hp; Engine: 20 hp; Crew (open): 0 hp; DR: Chassis 5, crew 0, engines (2) 2; Spd: 500; Acc/Dec: 50/50; Han: +4; Cargo: 500 lb.; Weapons: None; Equipment: Geosynchronous Location Sensor, Surface Surveillance Radar; Weight: 38 tons



PIRANHA COMBAT JET SKI

AN ADAPTATION OF THE SPRITE, THE PIRANHA IS GEARED FOR AQUATIC MISSIONS WHERE SPEED AND AGILITY ARE PARAMOUNT. TYPICALLY USED IN FAST ATTACK AND RECONNAISSANCE ROLES, THE PIRANHA PACKS A PUNCH IN THE FORM OF THE SPITBALL ROCKET LAUNCHER, THOUGH RIDERS ARE ALSO FREE TO USE THEIR OWN HANDHELD WEAPONRY IF DESIRED. NORMALLY, ONE PIRANHA IS ASSIGNED PER TROOPER, ALTHOUGH A PASSENGER CAN ALSO BE CARRIED ON THE PILLION SEAT IF REQUIRED.

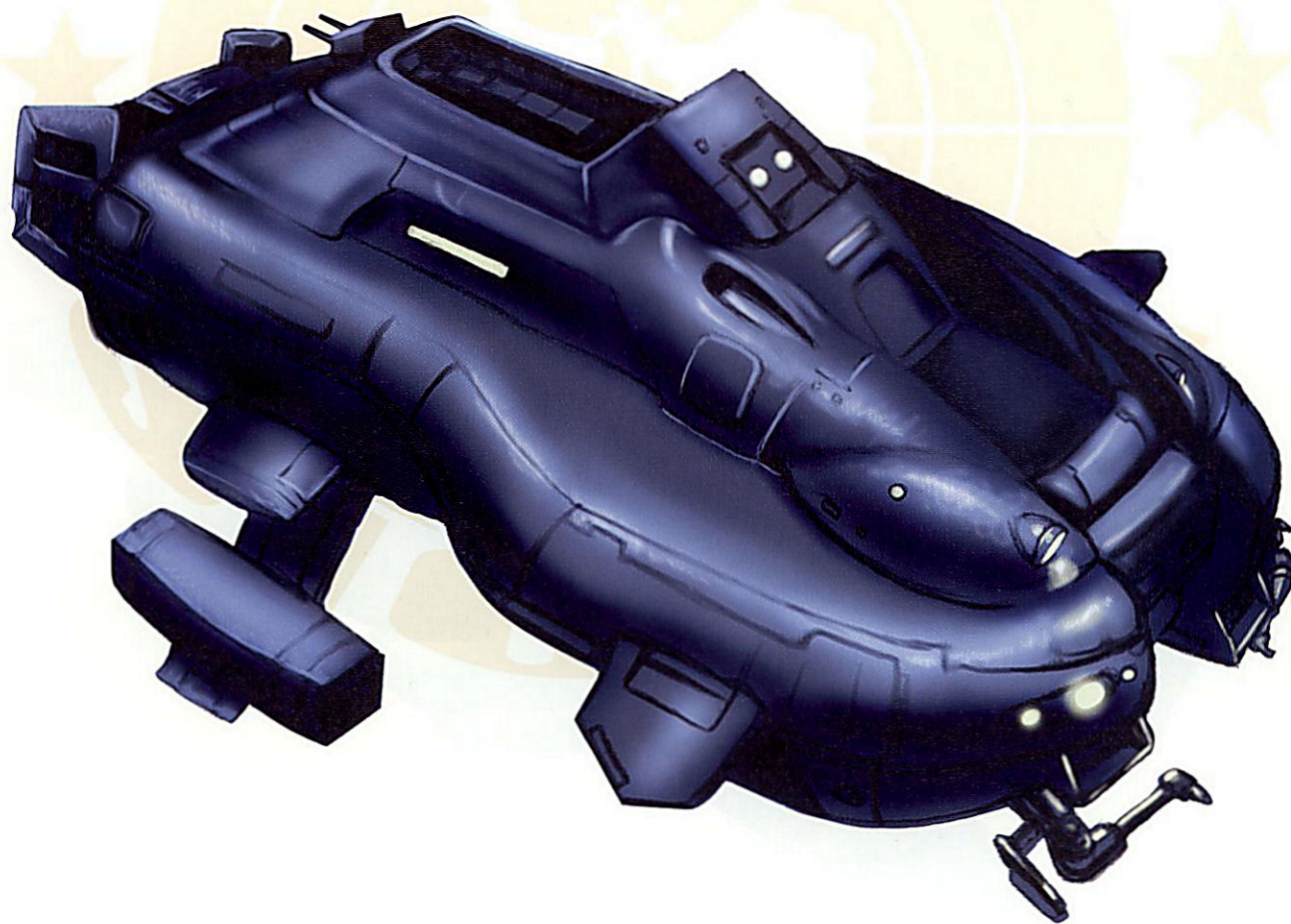
Medium Hard-armoured Surface Vehicle; DV: 17; CC: 1 driver, 1 passenger; Chassis: 40 hp; Skis: 6 hp; Crew (open): 0 hp; DR: chassis 5, skis 3, crew 0; Spd: 800; Acc/Dec: 40/80; Han: +5; Cargo: 25 lb.; Weapons: Twin Spitball Rocket Launchers (front, 40 ft., 6d6); Equipment: Geosynchronous Location Sensor, Homing Sensor; Weight: 1 ton



POSEIDON ARMoured WATER CRUISER

A RARE VEHICLE AMONG THE MOBILE INFANTRY, THE POSEIDON IS USUALLY ONLY DEPLOYED WHEN IMPORTANT ASSETS ARE CONTESTED BY ALIEN FORCES UNDERWATER. IN OTHER THEATRES, THE PEGASUS IS MORE COMMON. THE POSEIDON IS A SUBMERSIBLE CARRIER CAPABLE OF CARRYING A FULL SQUAD AND TWO MARAUDER SUITS INTO ENVIRONMENTS THAT WOULD OTHERWISE BE IMPOSSIBLE FOR THEM TO REACH. DESPITE ITS LARGE SIZE, THE POSEIDON IS ACTUALLY QUITE MANOEUVRABLE AND PILOTS OFTEN ENJOY THEIR TRAINING REGIME DUE TO THE EFFICIENCY OF ITS HYDRO-JETS.

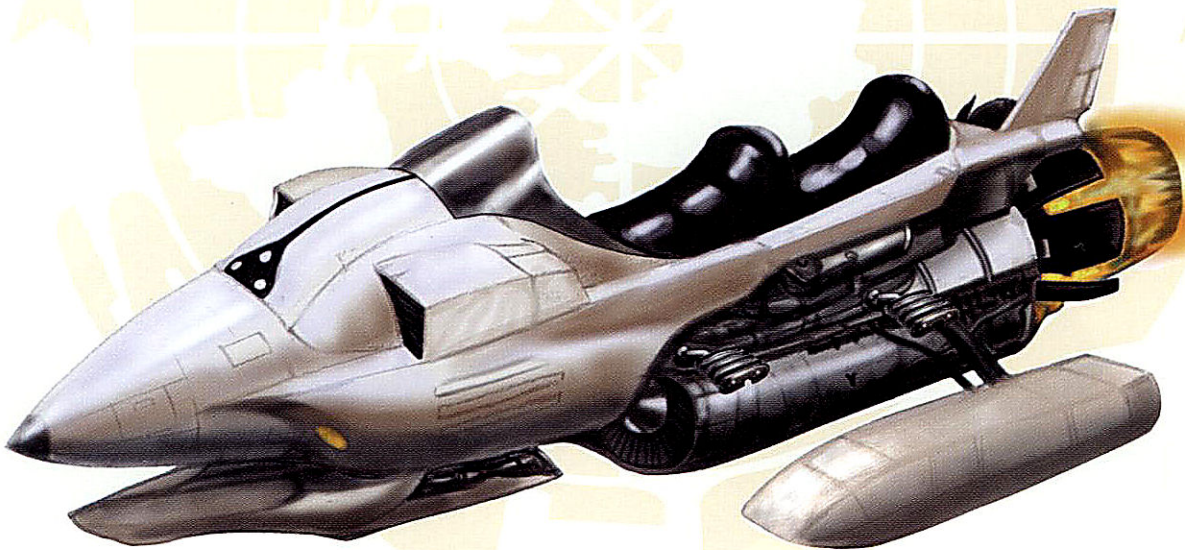
Huge Hard-armoured Submersible Vehicle; DV: 16; CC: 1 driver, 8 passengers; Chassis: 80 hp; Fins: 10 hp; Crew: 10 hp; DR: Chassis 5, crew 5, fins 5; Spd: 100; Acc/Dec: 10/10; Han: +2; Cargo: 8,000 lb. (plus space for two Marauders); Weapons: Inferno Support Flamer (turret, 90 ft., 3d12, retracts into hull when submerged); Equipment: Geosynchronous Location Sensor, Periscope, Sealed Environment, Surveillance Sonar; Weight: 80 tons



SPRITE RECONNAISSANCE SHIMMER

A GROUND-EFFECT VEHICLE SITTING ON THREE HIGH-EFFICIENCY THRUSTERS, THE SPRITE CAN TRAVEL AT AN ALTITUDE OF TWO FEET AT GREAT SPEED. SOME SQUADS OF MOBILE INFANTRY ARE PERMANENTLY ASSIGNED THESE VEHICLES, USUALLY AS SPECIALIST RECONNAISSANCE OUTFITS BUT MOST ONLY GET TO USE THE SPRITE ON AN AD HOC BASIS AS THEIR MISSIONS DICTATE. SPRITES ARE THEREFORE USUALLY KEPT AS BATTALION LEVEL ASSETS, ASSIGNED TO INDIVIDUAL UNITS AS REQUIRED. THE IMAGE OF SPRITE TROOPERS PERSISTS IN THE FEDNET MEDIA, HOWEVER, AND SOME ARE AFFORDED AS MUCH AIR TIME AS SOME OF THE MOST POPULAR FLEET PILOTS.

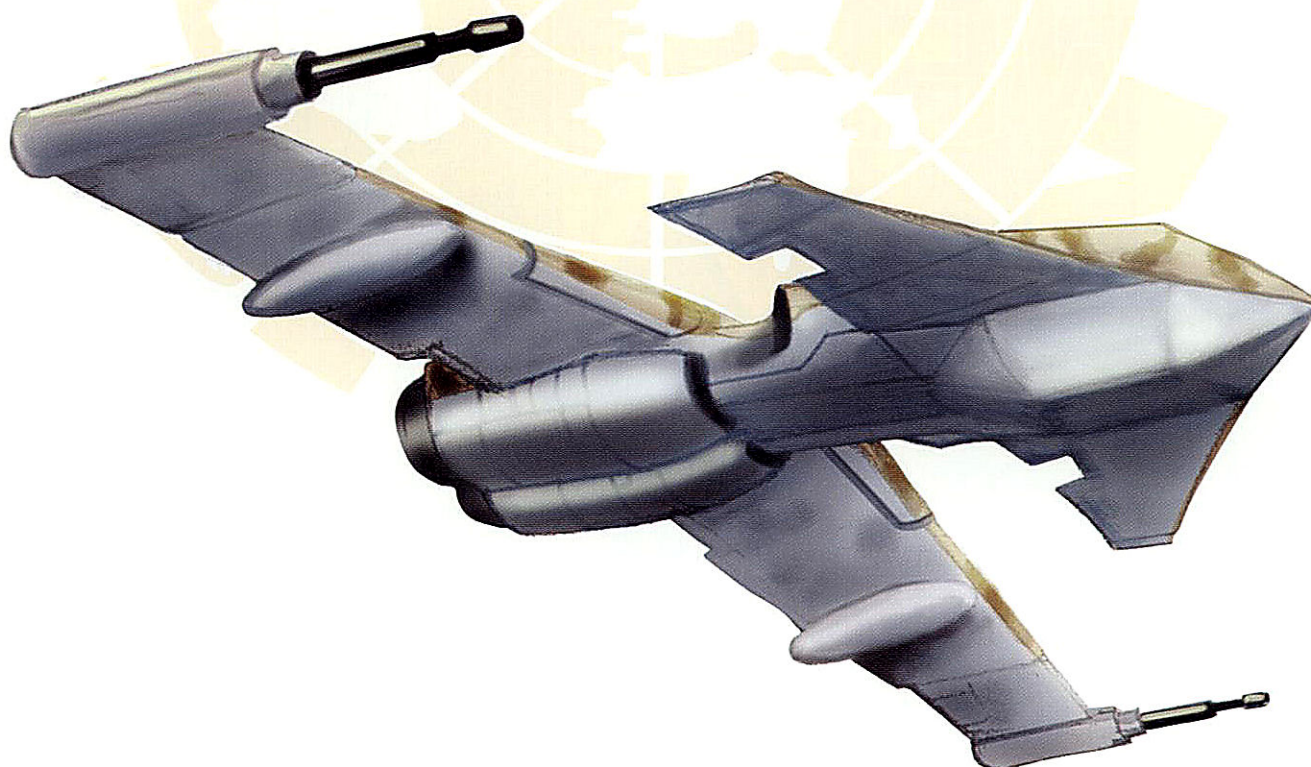
Medium Hard-armoured Riding Ground Vehicle; DV: 17; CC: 1 driver, 1 passenger; Chassis: 40 hp; Thrusters: 6 hp; Crew (open): 0 hp; DR: Chassis 5, crew 0, thrusters 3; Spd: 900; Acc/Dec: 50/100; Han: +5; Cargo: 25 lb.; Weapons: Twin Spitball Rocket Launchers (front, 40 ft., 6d6); Equipment: Geosynchronous Location Sensor, Homing Sensor; Weight: 1 ton



TAC UAV

WITH A CONTROL SYSTEM COMPATIBLE WITH THE SOFTWARE OF A TROOPER'S POWER SUIT, EXOSUIT OR MARAUDER, THE TAC UAV IS USUALLY PLACED UNDER THE DIRECTION OF A SENIOR OFFICER OR SERGEANT, GIVING ANY FORCE BETTER EYES AND EARS, AS WELL AS A HEAVIER PUNCH. CIRCLING HIGH ABOVE THE BATTLEFIELD ON AUTOPILOT, THE CONTROLLER IS ABLE TO DIVERT THE CRAFT ALMOST AT WILL, DESIGNATING TARGETS AND RECONNAISSANCE PATTERNS WHILE LEAVING THE TAC UAV'S COMPUTER BRAIN TO ACTUALLY FLY THE REQUIRED MANOEUVRES. INSTRUCTING THE UAV WITH A SIMPLE COMMAND ('OVERFLY THESE CO-ORDINATES' OR 'ATTACK THIS TARGET') IS A STANDARD ACTION. THE CONTROLLER CAN CALL UP A VIEWSCREEN ON HIS VISOR AT WILL THAT SHOWS WHAT THE TAC UAV SEES. THE TAC UAV HAS THE EQUIVALENT OF A POWER SUIT'S SNOOPERS AND CAN RECEIVE COMMANDS SO LONG AS IT REMAINS WITHIN THE COMMUNICATIONS RANGE OF THE TROOPER USING IT. THE TAC UAV HAS A COMPUTER BRAIN WITH BAB +6 AND PILOT +10, AND IS ABLE TO FIRE ALL WEAPONS SIMULTANEOUSLY WITHOUT PENALTY.

Large Soft-armoured Air Vehicle; DV: 12; CC: None; Chassis: 20 hp; Wings: 8 hp; DR: Chassis 5, wings (2) 2; Spd: 250; Acc/Dec: 100/75; Han: +6; Cargo: 2 lb.; Weapons: Twin-fifty Autocannon (front, 150 ft., 4d8/19-20), Twin Javelin Missile Launchers(front, 150 ft., 6d10); Equipment: Geosynchronous Location Sensor, Homing Sensor, Surface/Air Surveillance Radar; Weight: 4 tons



MOBILE

VEHICLE &
EMPLACEMENT
WEAPONRY

MAX WT. 17,000LBS

MICRO SUPPORT WEAPON PLATFORM

OFTEN NICK-NAMED 'MINI-RELIANTS' THE MICRO SUPPORT WEAPON PLATFORM IS A MAN-PORTABLE SYSTEM, ALLOWING HEAVIER WEAPONS TO BE DEPLOYED ACROSS THE BATTLEFIELD IN KEY LOCATIONS. THEY ARE NOT SUITED TO SQUADS WHO ARE EXPECTED TO MAINTAIN A HIGH DEGREE OF MOBILITY IN BATTLE AND SO ARE USUALLY ONLY GRANTED TO TROOPERS WHO ARE ORDERED TO TAKE A SPECIFIC PIECE OF TERRITORY AND HOLD IT.

A MICRO SUPPORT WEAPON PLATFORM USUALLY CONSISTS OF THE WEAPON ITSELF, A TRIPOD AND AN AMMUNITION OR ENERGY PACK. THIS LOAD IS NORMALLY SPREAD OVER TWO TROOPERS, THOUGH A SINGLE TROOPER CAN EASILY CARRY IT IF HE STOWS HIS RIFLE.

THE FOLLOWING WEAPON SYSTEMS MAY BE MOUNTED ON THE MICRO SUPPORT WEAPON PLATFORM.

MW-206 DERRINGER LIGHT ROTARY CANNON
MW-X29 SCYTHE LASER CANNON
MW-558 SPITBALL ROCKET LAUNCHER



RELIANT WEAPONS PLATFORM

GIVEN ANY TIME TO PREPARE AT ALL, YOU WILL ALWAYS FIND RELIANT WEAPONS PLATFORMS AT A MOBILE INFANTRY HELD POSITION. DESIGNED TO PROVIDE THE AMMUNITION STORAGE CAPACITY AND POWER REQUIREMENTS FOR A MULTITUDE OF SUPPORT WEAPONS, THE RELIANT CAN BE TAILORED FOR LONG-RANGED BOMBARDMENT OF AN ENEMY FORCE OR TIGHT POINT DEFENCE AGAINST AN ENEMY WHO HAS BROKEN THROUGH THE MAIN CORDON. THE MAIN WEAPON MOUNTED UPON THE RELIANT IS THE TWIN-FIFTY AUTOCANNON, AND THEY MAKE FOR A FEARSOME COMBINATION, THOUGH MANY DIFFERENT WEAPONS CAN BE MOUNTED ON THE PLATFORM. THE RELIANT IS COMMONLY FOUND AROUND MOBILE INFANTRY FORTIFIED POSITIONS, THOUGH IT WILL ALSO BE DEPLOYED AROUND TEMPORARY BASES AND CAMPS IN THE FIELD. THIS PLATFORM CAN BE SAFELY OPERATED BY JUST A SINGLE CREW MEMBER, THOUGH FOR SUSTAINED OPERATIONS, TWO CREW WILL USUALLY BE ASSIGNED TO IT. THE SECOND CREW MEMBER IS RESPONSIBLE FOR SPOTTING TARGETS AND KEEPING THE AMMUNITION MAGAZINES FULLY LOADED BUT ALSO ACTS AS A BACK UP OPERATOR - IF HARD-PRESSED BY AN ENEMY ASSAULT, IT IS USUALLY IMPERATIVE THAT THE RELIANTS KEEP FIRING NO MATTER WHAT CASUALTIES THEY SUSTAIN.

THE RELIANT WEAPONS PLATFORM HAS AN ARMoured SHIELD THAT GRANTS DAMAGE REDUCTION 3 TO ANY CREW MEMBER. THIS DAMAGE REDUCTION WILL STACK WITH ANY THE CREW ALREADY POSSESS.

THE FOLLOWING WEAPON SYSTEMS MAY BE MOUNTED ON THE RELIANT.

SW-X28 BUGBROOM SUPPORT LASER
SW-219-F INFERNO SUPPORT FLAMER
SW-404 JAVELIN MISSILE LAUNCHER
SW-414 RAPIER AA MISSILE LAUNCHER
MW-X29 SCYTHE LASER CANNON
MW-5050 TWIN-FIFTY AUTOCANNON



STALWART BUG FIELD GENERATOR

A DEFENSIVE MECHANISM DEVELOPED SPECIFICALLY FOR USE AGAINST THE ARACHNIDS, THE STALWART CAN NOW BE FOUND AROUND MANY MOBILE INFANTRY OUTPOSTS AND FORWARD BASES. TYPICALLY PLACED AS A RING AROUND A DEFENSIVE POSITION, A RELAY OF STALWARTS WILL FORM A BARRIER OF CHARGED ENERGY THAT IS LETHAL TO MOST BUG SUB-SPECIES. THOUGH ARACHNIDS CAN EASILY DETECT THE PRESENCE OF A STALWART, THEY WILL SOMETIMES TRY TO PUSH THROUGH BY WEIGHT OF NUMBERS DURING A MADDENED ASSAULT, STRETCHING THE CAPABILITIES OF THE STALWARTS TO THE LIMIT.

THE ONE NOTED WEAKNESS OF THE STALWART IS ITS INABILITY TO PROTECT AGAINST TUNNELLING ARACHNIDS, THOUGH THIS IS USUALLY SEEN AS AN ACCEPTABLE TRADE OFF IF THE BUGS CAN BE FORCED INTO A SLOWER FORM OF ATTACK. IT SHOULD ALSO BE NOTED THAT MOST FORMS OF TANKER BUG AND SIMILAR SUB-SPECIES CAN PASS THROUGH THE STALWART FIELD RELATIVELY UNHARMED.

A STALWART WILL AUTOMATICALLY CONNECT WITH ONE OR MORE SIMILARLY ACTIVATED STALWARTS WITHIN 60 FT. THEY WILL CREATE A GRID OF ENERGY BETWEEN THEM THAT WILL DEAL 8D10 POINTS OF DAMAGE TO ANY OBJECT PASSING THROUGH THEM. THEY DO NOT BLOCK LINE OF SIGHT HOWEVER, AND MOBILE INFANTRY CAN SHOOT THROUGH THEM WITHOUT PENALTY.

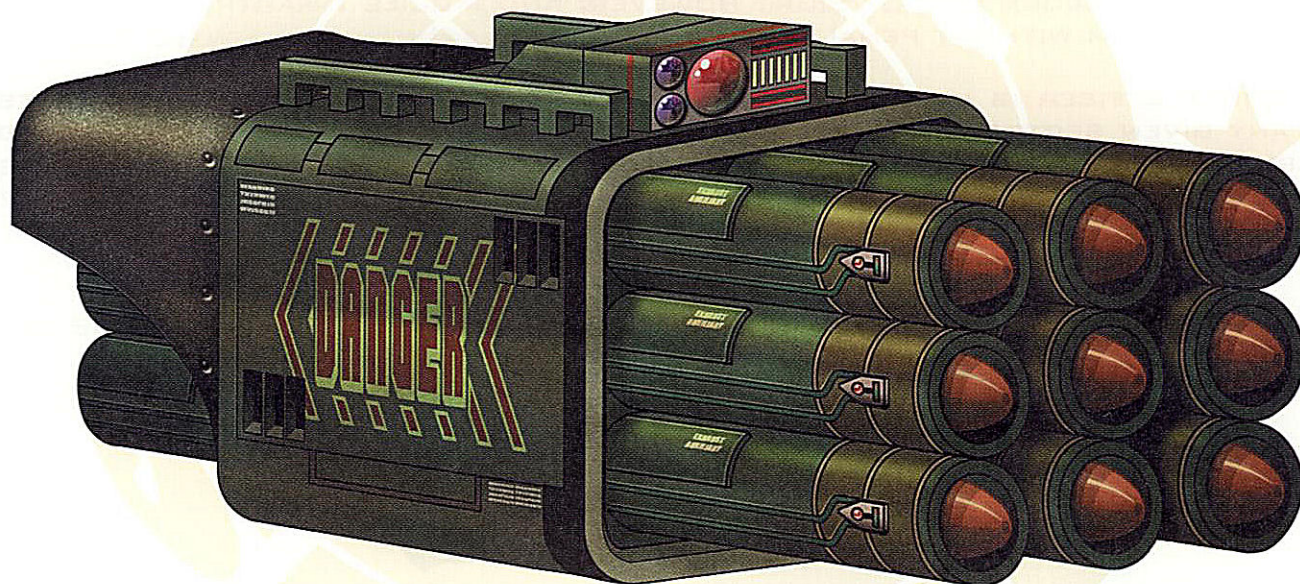
A SINGLE OFFICER IS USUALLY TASKED WITH THE OPERATION OF THE STALWARTS IN ANY GIVEN SECTOR, ALLOWING HIM TO RAISE AND LOWER INDIVIDUAL FIELDS TO PERMIT SQUADS TO ENTER OR LEAVE THE OUTPOST.



SW-490 BLIZZARD MISSILE PACK

DESIGNED TO SATURATE A SMALL AREA WITH HIGH-EXPLOSIVE WARHEADS, THE BLIZZARD IS A ONE-SHOT WEAPON ARMED WITH NINE SEMI-GUIDED MISSILES. IT IS A COMMON OPTION TAKEN FOR M9 MARAUDERS BUT COMES INTO ITS OWN WHEN MULTIPLE PACKS ARE MOUNTED TOGETHER ON THE GECKO MLRS. THE DOWNSIDE OF THE BLIZZARD IS THAT, AS A ONE-SHOT WEAPON, TROOPERS HAVE TO BE SURE OF THEIR TARGET WHEN THEY HIT THE FIRE BUTTON AS RELOADING IS SOMETHING THAT TAKES A LONG TIME AND IS BEST UNDERTAKEN IN AN ARMOURY.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	6d10	—	300 ft./60	60 ft.	Single	1



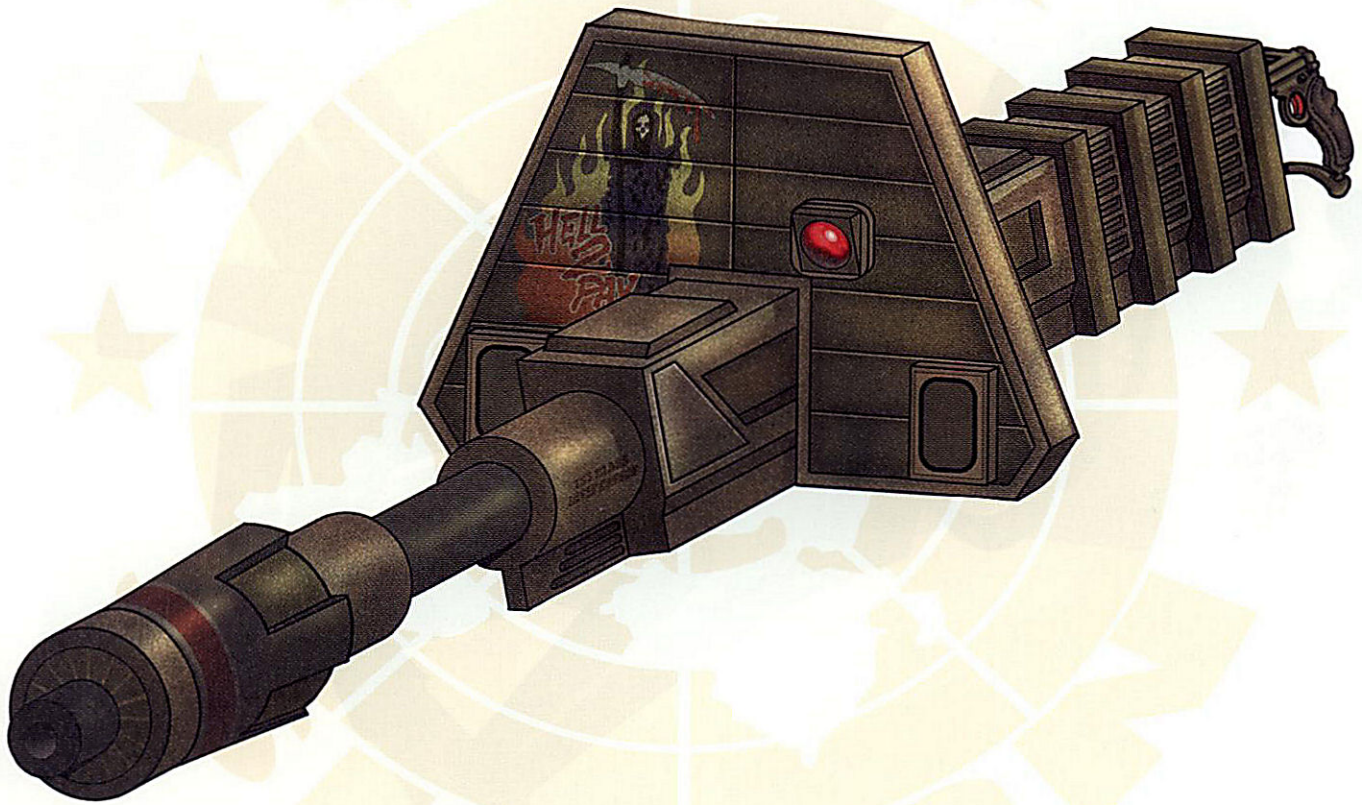
TACTICS

WAIT FOR THE BUGS TO MASS TOGETHER AND LET RIP. ANYTHING THAT SURVIVES CAN EASILY BE DEALT WITH BY USING SECONDARY WEAPONS. THE GOLDEN RULE OF THE BLIZZARD IS SIMPLE - DON'T MISS.

SW-X28 BUGBROOM SUPPORT LASER

SIMILAR IN CONCEPT TO THE MORE POWERFUL SCYTHE, THE BUGBROOM SWAPS RAW PUNCH FOR THE ABILITY TO CONSERVE POWER AND UNLEASH A HAIL OF PENETRATING LASER BEAMS. THE BUGBROOM IGNORES ALL DAMAGE REDUCTION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	3d8	18-20	100 ft./20	—	S, A	45



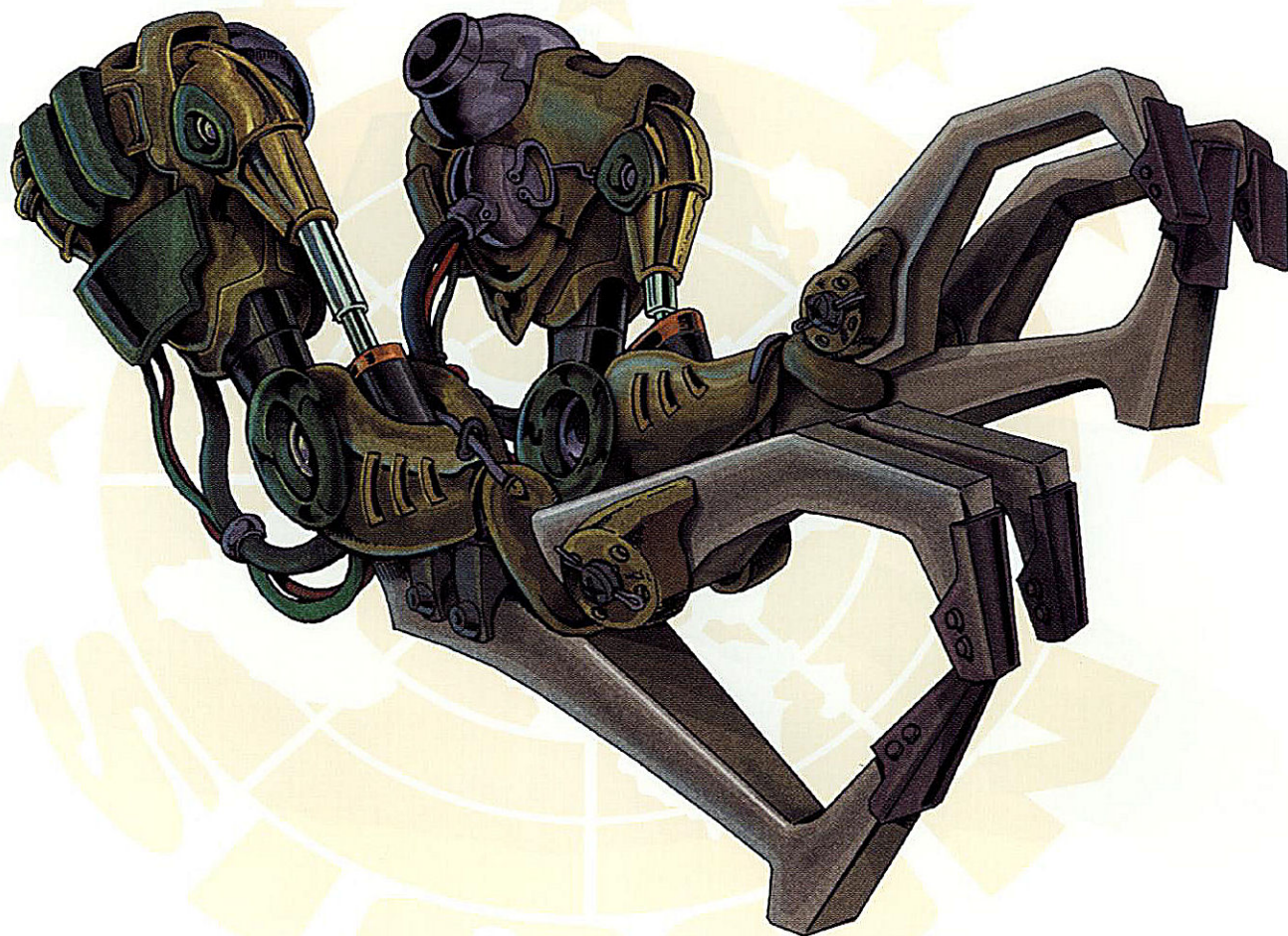
TACTICS

TROOPERS COMMONLY REFER TO THE BUGBROOM AS A LASER WEAPON THAT ALMOST WORKS. BY THIS, THEY MEAN IT FUNCTIONS ALMOST AS WELL AS ANY OTHER SUPPORT WEAPON AND IN THE MAIN THIS IS TRUE. A CAREFUL EYE STILL NEEDS TO BE KEPT ON THE CHARGE RATE OF THE GENERATOR BUT IT CAN PROVE TO BE A VERY EFFECTIVE WEAPON IN BOTH ASSAULT AND BASE DEFENCE.

CHICKENHAWK UTILITY CLAWS

PRIMARILY USED BY M9 MARAUDERS FOR ENGINEERING, FINE MANIPULATION AND EVEN CARGO-LOADING AT A PUSH, TWIN UTILITY CLAWS ALSO GIVE THE CHICKENHAWK THE POTENTIAL TO SURVIVE IN CLOSE QUARTERS FIGHTING, SOMETHING THE PLATFORM IS NOT GENERALLY KNOWN FOR.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Close	1d6	20	—	—	—	—



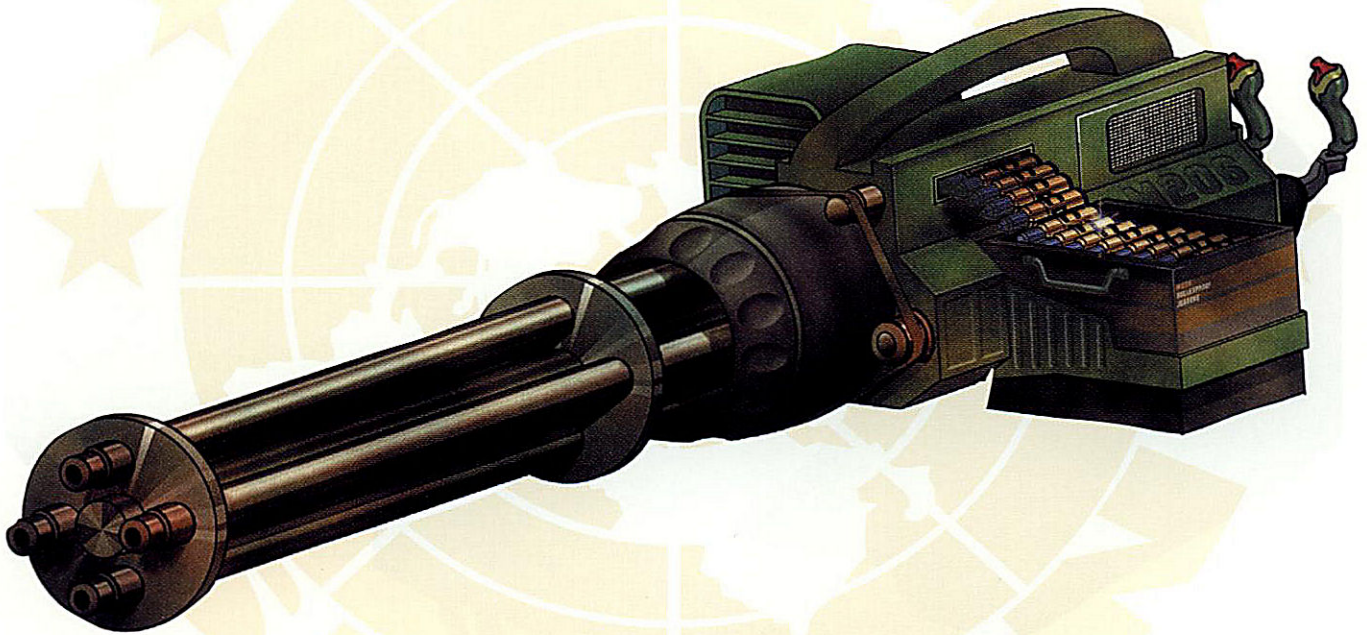
TACTICS

TRADITIONAL WISDOM STATES THAT IF A MARAUDER DRIVER IS USING THESE IN BATTLE, HE HAS ALREADY LOST. UTILITY CLAWS SHOULD NOT BE RELIED UPON TO SAVE A TROOPER AS, WHILE USEFUL, THEY ARE LITTLE MATCH FOR A WARRIOR BUG.

MW-206 DERRINGER LIGHT ROTARY CANNON

A LIGHTER VERSION OF THE SIXGUN, THE DERRINGER REFINES ROTARY CANNON TECHNOLOGY AND PLACES IT IN A PACKAGE THAT, IN THEORY, COULD MAKE IT MAN-PORTABLE – THOUGH THE AMMUNITION REQUIREMENTS AND RECOIL MAKE THIS A DAUNTING PROSPECT. MOUNTED ON THE M8 MARAUDER, IT SERVES AS AN EXCELLENT POINT DEFENCE SYSTEM WHICH, DESPITE ITS RANGE, IS STILL CAPABLE OF DRIVING BACK WARRIOR BUGS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	3d6	x2	90 ft./18	—	A	150



TACTICS

WHEN DRIVING AN M8, THE USERS SHOULD USE A COMBINATION OF THE DERRINGER AND MORITA APE SPECIALS AGAINST MOST TARGETS, WHERE THE HIGH RATE OF FIRE FROM BOTH WEAPONS SHOULD DRIVE MOST OPPONENTS BACK, EVEN IF THEY ARE NOT DESTROYED.

MW-268 FIRESTORM MISSILE SYSTEM

USED EXCLUSIVELY BY COUGAR AND GRIZZLY EXOSUITS, THE FIRESTORM MISSILE SYSTEM HAS A MULTIPLE LAUNCH FUNCTION THAT ALLOWS THE USER TO SHOWER A TARGET WITH MICRO-MISSILES, CREATING A HEAVY BARRAGE. EACH MICRO-MISSILE HAS A SOPHISTICATED TRACKING SYSTEM THAT ALLOWS THE WARHEADS TRAVELLING BEFORE IT TO REPORT THEIR ACCURACY, ALLOWING CORRECTIONS TO BE MADE IN MID-FLIGHT. EVERY ATTACK MADE BY A FIRESTORM IN ONE ROUND WILL GRANT A CUMULATIVE +2 EQUIPMENT BONUS TO ALL SUBSEQUENT ATTACKS MADE BY IT IN THE SAME ROUND.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	4d6	—	100 ft./20	10 ft.	A	100



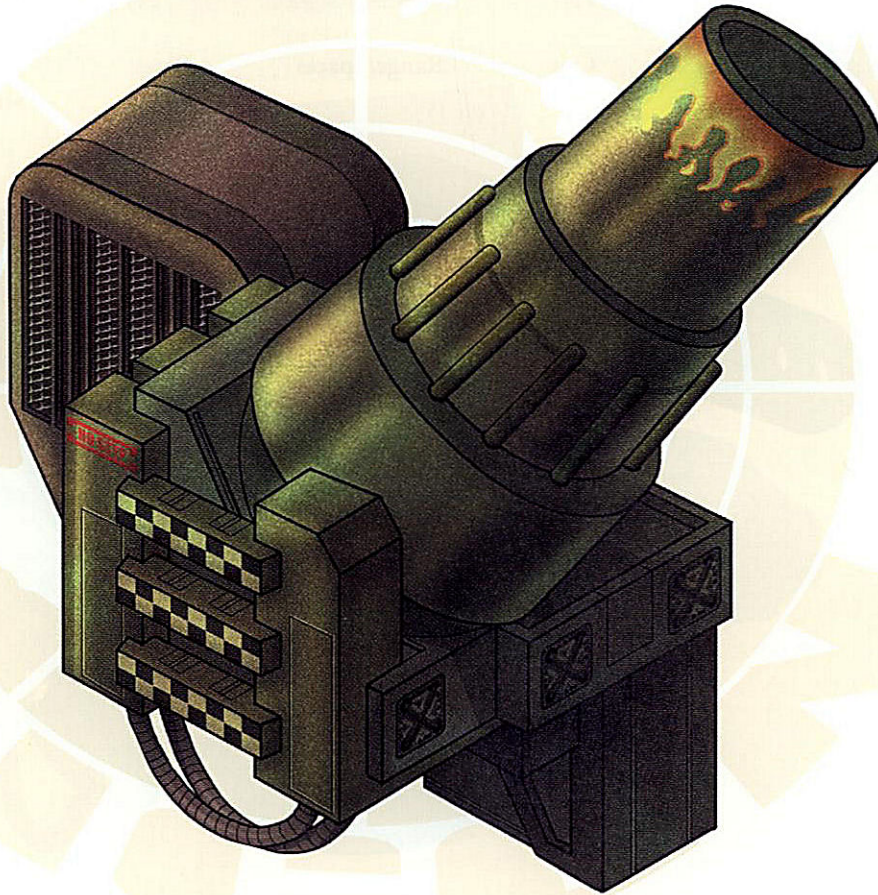
TACTICS

POINT AND SQUIRT. LAZY TROOPERS WILL TEND TO RELY ON THE FIRESTORM'S OWN GUIDANCE SYSTEM BUT A SKILLED USER CAN GET DOZENS OF MICRO-MISSILES TO IMPACT ON A SINGLE TARGET, GREATLY ENHANCING THE OVERALL EFFECT.

MW-211 HAIL MARY MORTAR

A DEVELOPMENT OF THE TRIP HAMMER, THE HAIL MARY IS CARRIED INTO BATTLE ON A MODIFIED MARAUDER. WITH A FAR GREATER RANGE THAN THE TRIP HAMMER, THE HAIL MARY ALSO USES MUCH HEAVIER SHELLS, MAKING THE MARAUDER A MOBILE ARTILLERY PIECE. IT IS TYPICALLY USED IN THE OPENING PHASES OF A BATTLE AS A PREPARATORY BOMBARDMENT, HAMMERING ENEMY POSITIONS BEFORE A MAJOR ASSAULT BEGINS. ONCE BATTLE IS JOINED, THE MARAUDER WILL USUALLY REMAIN ON STATION, READY TO RESPOND TO ANY REQUESTS FOR ARTILLERY SUPPORT HE RECEIVES FROM SQUADS FURTHER AHEAD.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	8d6	—	500 ft./100	75 ft.	Single	6



TACTICS

LEARN HOW TO USE ARTILLERY EFFECTIVELY BEFORE CONTEMPLATING A HAIL MARY-EQUIPPED MARAUDER. YOU CAN CREATE A GREAT DEAL OF DAMAGE TO YOUR OWN FORCE WITH MISPLACED SHELLS, WHICH ARE ALL TOO EASY TO DO IN COMBAT. HOWEVER, THERE ARE FEW WEAPONS SO CAPABLE OF SOFTENING ENEMY POSITIONS BEFORE AN ATTACK.

SW-422 HELLSEED Y-RACK GRENADE LAUNCHER

FOUND ON MARAUDERS AND EXOSUITS, THE HELLSEED Y-RACK IS A DEFENSIVE SYSTEM USED TO CLEAR LARGE NUMBERS OF ENEMY TROOPS AWAY FROM THE USER'S IMMEDIATE LOCATION. THE FAMILIAR 'Y' DESIGN OF THIS SYSTEM, SHOOTS OUT SMALL GRENADES AT A TREMENDOUS RATE, COVERING A LARGE AREA AROUND THE USER IN JUST A FEW SECONDS. THE COMBINED EFFECT OF THESE GRENADES WILL USUALLY KEEP EVEN A SWARM OF WARRIOR BUGS AT BAY. MANY USERS ADD A SPECIAL PRIMING FUNCTION THAT ALTERS THE FUSES OF THE GRENADES IN ORDER FOR THEM TO BE USED IN THE MIDDLE OF A JUMP, RAINING DOWN EXPLOSIVES ON HORDES BELOW. A TROOPER WILL NEVER BE AFFECTED BY HIS OWN Y-RACK, AS THE GRENADES ARE SHAPED TO EXPLODE OUTWARDS FROM THEIR LAUNCHING POINT. THE CENTRE OF THE BLAST IS ALWAYS CALCULATED ON THE USER'S CURRENT POSITION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	4d10	—	—	40 ft.	Single	5



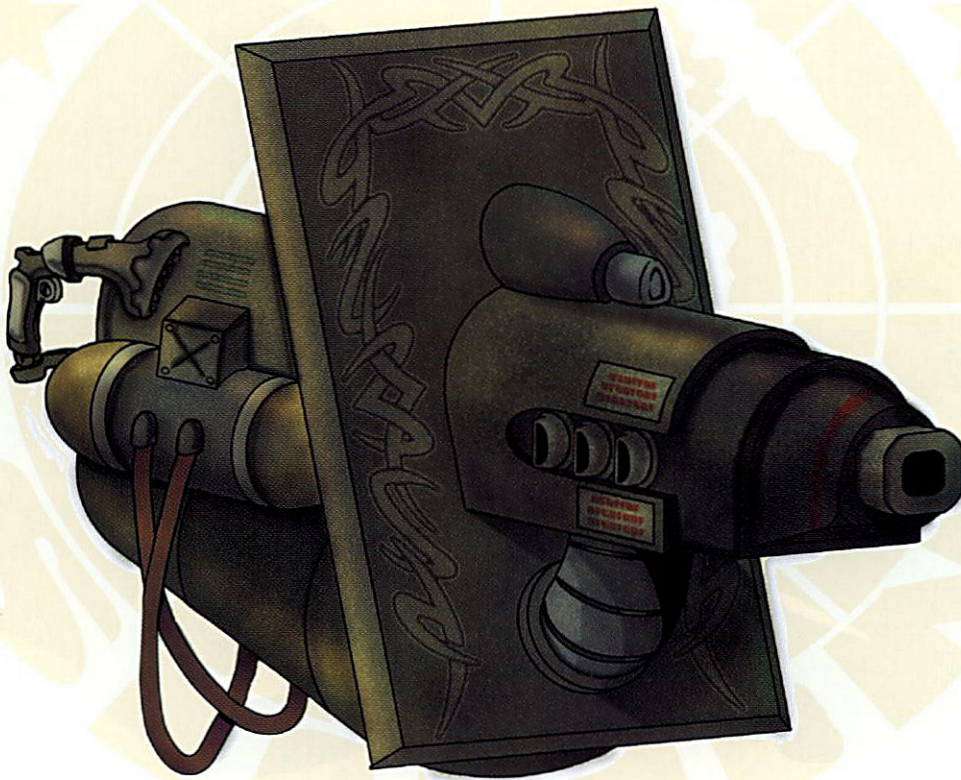
TACTICS

YOU SHOULD RARELY AIM TO USE THIS WEAPON, AS IT WAS DESIGNED TO BE EMPLOYED ONLY WHEN A TROOPER IS ABOUT TO DIE. STILL, IT IS VERY USEFUL TO JUST PUSH A BUTTON AND WATCH THE DOZEN WARRIOR BUGS THAT WERE CHARGING TOWARDS YOU DISAPPEAR IN A THIN GREEN MIST. . .

SW-219-F INFERNO SUPPORT FLAMER

A MAJOR UPDATE OF THE HEL INFANTRY FLAMER, THE INFERNO EXPANDS THE FUEL RESERVOIR AND FITS AN EXPANDABLE JET STREAM THAT PERMITS THIS WEAPON TO EJECT ITS BURNING CHEMICALS OVER A MUCH WIDER AREA. A SINGLE INFERNO CAN STALL AN ADVANCE IN ITS TRACKS AND CAN EVEN AFFECT LARGE ARACHNIDS SUCH AS PLASMA BUGS AND TANKERS. THE INFERNO CREATES A 90FT. CONE OF FIRE. ALTERNATIVELY, IT CAN CREATE A WALL OF FLAME DIRECTLY IN FRONT OF THE USER, 15FT. THICK AND 60FT. WIDE. ANY TARGET WITHIN THIS AREA MUST MAKE A REFLEX SAVE (DC 24) OR SUFFER FIRE DAMAGE. ANY TARGET STRUCK BY THE INFERNO FLAMER WILL CONTINUE TO BURN FOR 1D6 ROUNDS. AN ENTIRE ROUND CAN BE SPENT PUTTING OUT THE FLAMES TO AVOID THIS ADDITIONAL DAMAGE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	3d12	—	Special	—	S	30



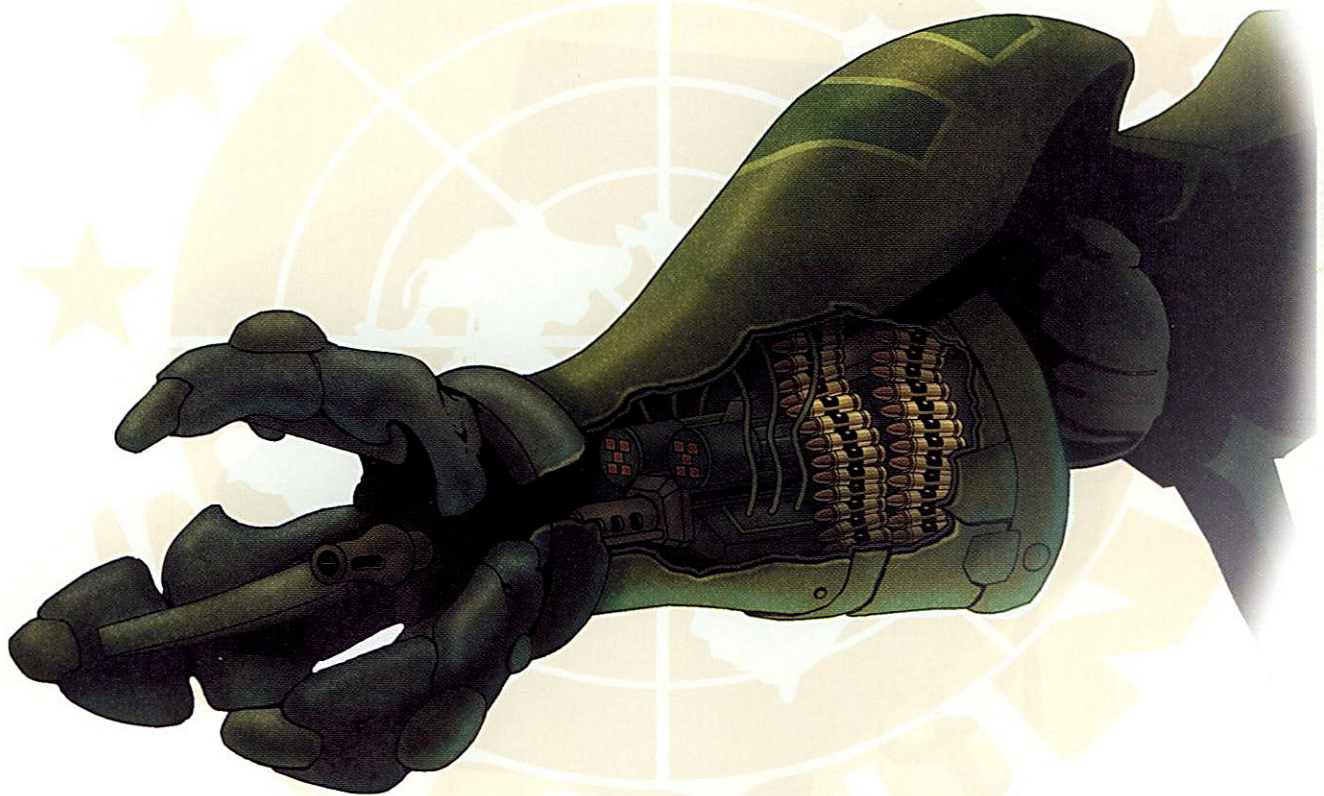
TACTICS

UNTIL THE FUEL RESERVES RUN DRY, A MARAUDER OR RELIANT ARMED WITH AN INFERNO CAN STAND PROUD AND HOSE ARACHNIDS ALL DAY, CREATING A WALL OF FIRE THAT IS DIFFICULT FOR EVEN ARMoured BUGS TO PENETRATE.

IW-203-A MORITA APE SPECIAL

SO FAR ONLY FOUND IN THE PALMS OF M8 MARAUDERS AND THE CHAS, THE APE SPECIAL IS AN ADAPTATION OF THE STANDARD MORITA RIFLE USED BY POWER SUIT TROOPERS. USED IN TANDEM, THEY MAKE FOR A SUPERB SHORT-RANGED ATTACK SYSTEM CAPABLE OF SHREDDING SMALLER ARACHNID SUB-SPECIES WITHOUT HAVING TO RESORT TO LARGER AND MORE AMMUNITION-INTENSIVE WEAPONRY SUCH AS THE TWIN-FIFTY. THE STATISTICS BELOW ARE USED WHEN BOTH GUNS OF THE APE SPECIAL ARE USED TOGETHER TO MAKE A SINGLE ATTACK. IF, FOR ANY REASON, ONLY ONE BARREL IS FIRED, USE THE MORITA RIFLE FOUND ON PAGE 26.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	3d8	x2	125 ft./25	—	S, A	200



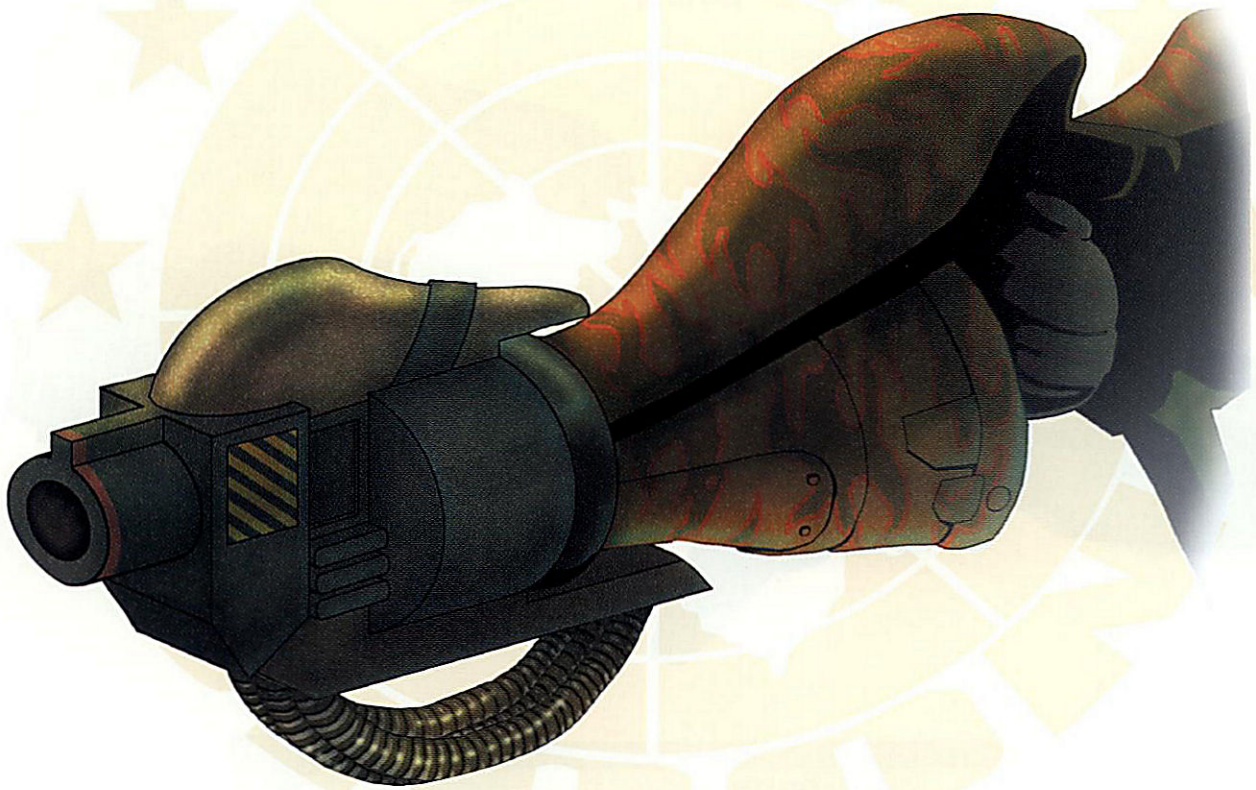
TACTICS

USE PRETTY MUCH AS A MORITA RIFLE BUT TAKE COMFORT THAT DOUBLE THE FIREPOWER IS PRESENT. THE MAGAZINE IS SMALLER THAN THOSE OF OTHER SUPPORT WEAPONS BUT STILL VASTLY SUPERIOR TO ANY MAN-PORTABLE SYSTEM.

MW-272 PLASMATIC CANNON

A DEVELOPMENT OF THE THERMIC LANCE AND USING THE SAME TECHNOLOGY, THE PLASMATIC CANNON REQUIRES A MODIFIED MARAUDER SUIT TO CARRY IT INTO BATTLE, THE ONLY REALISTIC PLATFORM FOR A WEAPON SO POWERFUL AND YET WITH SUCH A SHORT EFFECTIVE RANGE. RATHER THAN RELYING ON THE METALLIC CORE OF THE THERMIC LANCE, THE PLASMATIC CANNON UTILISES A PLASMA RESERVOIR WITHIN THE MARAUDER'S ARMoured SHELL, THE ONLY REALISTIC METHOD OF SUPPLYING THE WEAPON WITH THE CONTINUED AMMUNITION IT NEEDS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	8d10	18-20	20 ft./4	—	Single	50



TACTICS

THIS CANNON CAN EASILY TRAP ITS USER, SO BEWARE. PILOTS MAY BE TEMPTED TO CLOSE IN WITH AN ARACHNID IN ORDER TO USE THE POWER OF THE PLASMATIC CANNON BUT, IN DOING SO, THEY MAY FIND THEMSELVES AT A TACTICAL DISADVANTAGE WHEN THE ARACHNIDS RESPOND AND SURROUND HIM. USE AS A WEAPON OF OPPORTUNITY ONLY.

MW-X28 SCYTHE LASER CANNON

STILL CLASSIFIED AS AN EXPERIMENTAL WEAPON, THE SCYTHE HAS BEEN STEADILY GAINING SUPPORT WITHIN THE MOBILE INFANTRY, THOUGH IT HAS NEVER BEEN AS POPULAR AS THE RIVAL BUGBROOM SYSTEM. CONSISTING OF A CHARGING COIL AND FOCUSING BARREL IN ONE CHAMBER, THE SCYTHE IS CAPABLE OF EXPENDING HUGE AMOUNTS OF ENERGY WITH EACH SHOT FROM ITS DEDICATED POWER CORE, GENERATING A DESTRUCTIVE BEAM OF COHERENT LIGHT. THE INTERNAL POWER GENERATOR IS RAPIDLY DRAINED, REQUIRING AN HOUR OF RECHARGING BEFORE THE WEAPON CAN BE MADE READY AGAIN, THOUGH MOST SCYTHES WILL BE CONNECTED TO A POWER GRID THAT EFFECTIVELY GIVES THEM UNLIMITED AMMUNITION. THERE IS NO ARMOUR KNOWN THAT CAN WITHSTAND THIS BLAST OVER A PERIOD OF TIME. THE SCYTHE IGNORES ALL DAMAGE REDUCTION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	6d10	18-20	200 ft./40	—	S	6



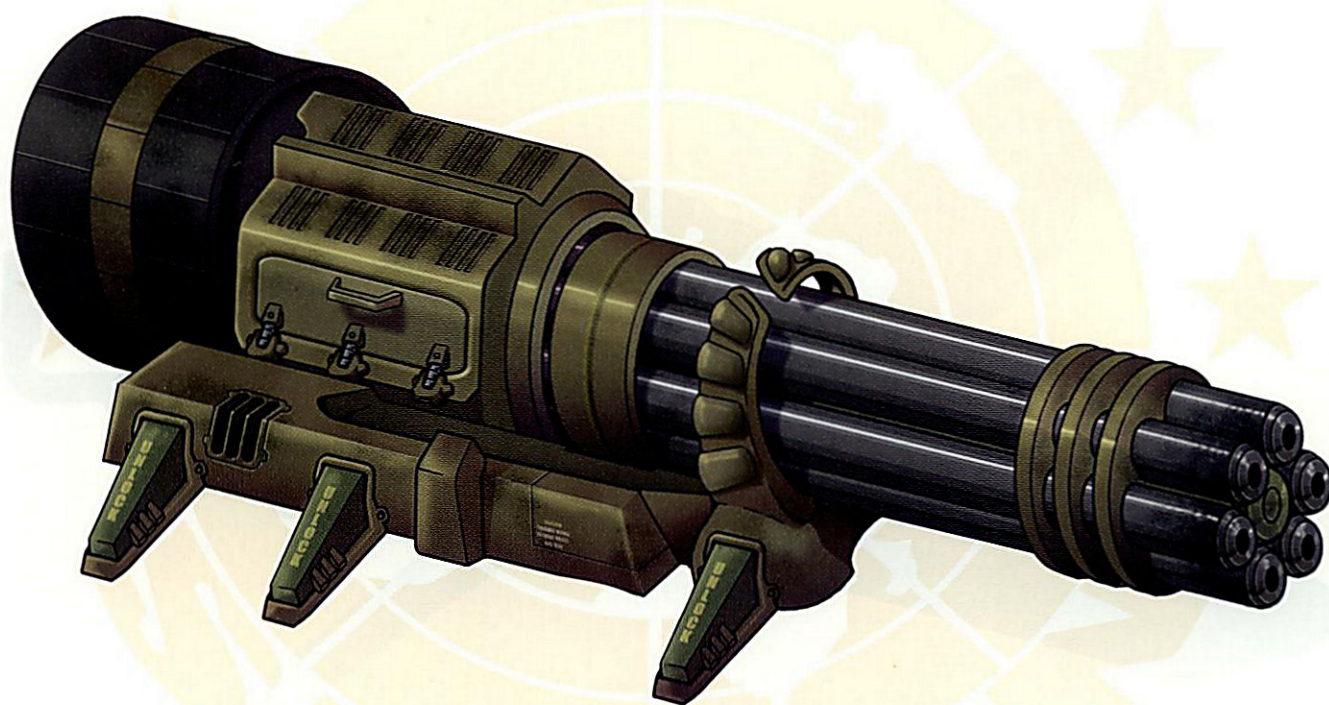
TACTICS

THOUGH THE SCYTHE CAN LANCE THROUGH WARRIOR BUGS WITH EASE, THE SPEED WITH WHICH IT DRAINS ITS CAPACITORS MEANS THAT TROOPERS ARE USUALLY BEST OFF HOLDING THEIR FIRE UNTIL THEY SEE A WORTHWHILE TARGET, SUCH AS A TANKER BUG.

MW-265 SIXGUN ROTARY CANNON

COMPARABLE IN EFFECT TO THE TWIN-FIFTY AUTOCANNON, THE SIXGUN USES A ROTARY BARREL SYSTEM (HENCE ITS NICKNAME) TO ACHIEVE ITS HIGH RATE OF FIRE. COMBINED WITH A MASSIVE AMMUNITION HOPPER, THIS IS A STANDARD WEAPON ON THE M9 MARAUDER WITH A GREAT DEAL OF TACTICAL FLEXIBILITY AND HIGH KILL RATES. IT HAS A REPUTATION FOR BEING ABLE TO FIRE FOREVER WITHOUT RE-SUPPLY THOUGH THIS IS, OF COURSE, NOT LITERALLY TRUE.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	4d6	19-20	175 ft./35	—	A	800



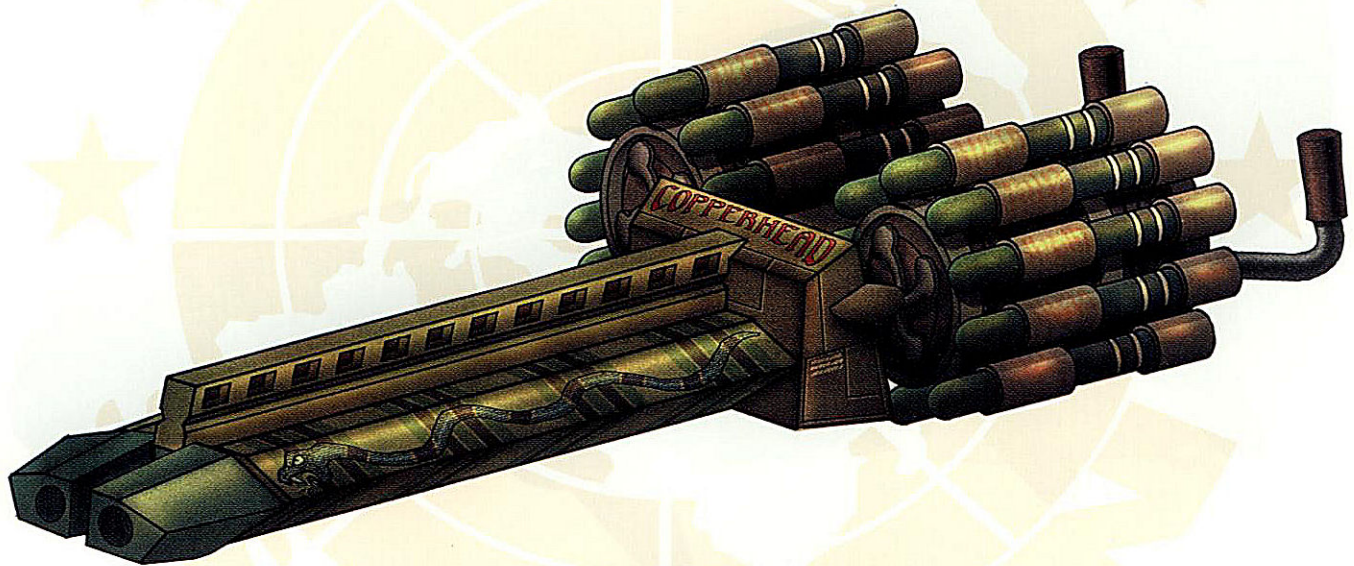
TACTICS

AS WITH THE TWIN-FIFTY, POINT AT THE ENEMY AND SHOOT, THOUGH THE USER IS LESS LIKELY TO KEEP SUCH A CLOSE EYE ON HIS AMMUNITION SUPPLY. IT HAS A SLIGHTLY LONGER REACH THAN ITS TWO-BARRELLED COUNTERPART AND SO TYPICALLY ENTERS AN ENGAGEMENT SOONER THOUGH BOTH WORK BEST AT SHORT RANGES WHERE THEIR FULL EFFECT CAN BE TURNED UPON SEVERAL TARGETS WITH EACH BURST.

MW-558 SPITBALL ROCKET LAUNCHER

DESIGNED TO BE USED FROM FAST-MOVING AND UNSTABLE PLATFORMS, SUCH AS THE SPRITE RECONNAISSANCE SKIMMER, THE SPITBALL FIRES UNGUIDED, SHORT-RANGED, HYPER-VELOCITY ROCKETS. DESPITE THEIR RESTRICTED RANGE, SPITBALLS HAVE PROVED EFFECTIVE AGAINST A VARIETY OF NON-FORTIFIED TARGETS AND GIVE LIGHT VEHICLES A HEAVY PUNCH.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	6d6	—	40 ft./8	—	S	10



TACTICS

CLOSE WITH THE ENEMY, FIRE AND THEN GET THE HELL OUT! THE SHORT RANGE OF THE SPITBALL MEANS THAT THE USER WILL BE WELL WITHIN THE STRIKE RANGE OF THE ENEMY WHENEVER HE SHOOTS SO THE ONLY OPTION IS TO USE THE MANOEUVRABILITY OF THE FIRING PLATFORM (BE IT SPRITE OR PIRANHA) TO STAY SAFE AND ALIVE.

MW-269 THERMIC LANCE

USED ONLY ON GRIZZLY EXOSUITS, THIS IS ONE OF THE MORE DEVASTATING WEAPONS AVAILABLE TO TROOPERS. THE WEAPON CONSISTS OF A SOLID CORE WHICH IS SUPER-HEATED INSIDE AN ARRAY OF MAGNETIC FIELDS. THE HEAT FROM THIS CORE CAN BE PROJECTED IN A BLAST, PROPELLED FORWARD BY MANIPULATING THE MAGNETIC FIELDS WITHIN. THE EFFECT IS A BEAM THAT CAN MELT THROUGH ALMOST ANY ARMOUR AND REDUCE EVEN LARGE BUGS TO ASHES. THE THERMIC LANCE IGNORES ALL TYPES OF DAMAGE REDUCTION.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	6d10	18-20	15 ft./3	—	Single	15



TACTICS

A SLOW-FIRING WEAPON THAT REQUIRES CAREFUL AIMING TO MAKE THE MOST OF. HOWEVER, SKILLED OPERATORS CAPABLE OF HITTING BUGS IN VITAL AREAS WILL QUICKLY BE REWARDED BY RACKING UP A LARGE NUMBER OF KILLS IN THE BATTLE ZONE.

MW-97 THUNDERSTRIKE CANNON

A LARGE CANNON WITH A 140MM BORE, THE THUNDERSTRIKE IS TYPICALLY ONLY SEEN ON HEAVY EMBLACEMENTS, THOUGH SOME ARMoured VEHICLES ARE CAPABLE OF CARRYING IT, SUCH AS SOME GECKO VARIANTS. THE THUNDERSTRIKE CAN USE A VARIETY OF SHELLS, THOUGH MOST OF THE TIME IT IS DEPLOYED WITH STANDARD HEAP WARHEADS, A SEMI-GUIDED DESIGN THAT CAN BE PRE-PROGRAMMED TO APPROACH A TARGET FROM SLIGHTLY OFF-BEAM TRAJECTORIES IN AN EFFORT TO DEFEAT ANY ARMOUR. GIVEN ENOUGH TIME AND AMMUNITION, A THUNDERSTRIKE IS ALSO CAPABLE OF POUNDING FORTIFICATIONS INTO SUBMISSION. A THUNDERSTRIKE CANNON WILL HALVE THE DAMAGE REDUCTION OF ANY TARGET.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	6d12	—	250 ft./50	40 ft.	S	20



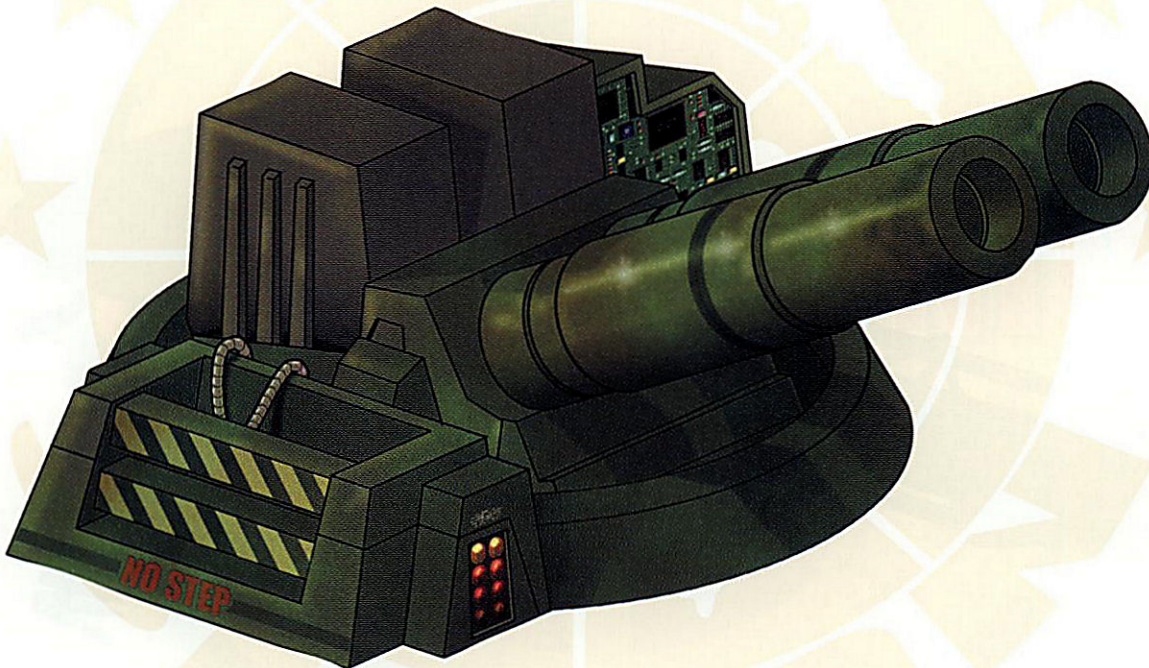
TACTICS

TRY NOT TO TARGET BUGS THAT GET VERY CLOSE, AS THE BLAST OF THIS WEAPON WILL PROBABLY RUPTURE YOUR OWN FIRING PLATFORM.

MW-209 TRIP HAMMER MORTAR

USUALLY SEEN ON THE BACK OF M8 MARAUDERS, THE TRIP HAMMER MORTAR IS A TWIN-BARRELLED WEAPON THAT HURLS SHELLS OR MINI-ROCKETS A CONSIDERABLE DISTANCE, GIVING THE APE THE ONLY REAL LONG-RANGED PUNCH IT POSSESSES. THE TRIP HAMMER IS TYPICALLY USED IN THE OPENING PHASES OF BATTLE, WHERE THE ENEMY HAS YET TO CLOSE RANGE, OR TO ATTACK REINFORCED TARGETS, SUCH AS FORTIFIED BUG COLONIES OR TANKER BUGS. BEING A MORTAR, THIS WEAPON CAN BE FIRED DIRECTLY AT AN ENEMY AS NORMAL, OR 'INDIRECTLY' BY USING THE THROWN EXPLOSIVES RULES ON PAGE 83 OF THE MAIN RULEBOOK. THIS ALLOWS THE MARAUDER DRIVER TO TARGET DETECTED ENEMIES THAT ARE NOT IN HIS LINE OF SIGHT, ACTING AS A MINI-ARTILLERY PIECE FOR NEARBY SQUADS.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	4d10	—	250 ft./50	50 ft.	S	8



TACTICS

SKILLED MARAUDER DRIVERS ACT AS ARTILLERY TO THE SQUADS THEY SUPPORT, WAITING OUT OF SIGHT TO BOMBARD THE ENEMY WHEN SIGHTED BY A POWER SUITED TROOPER, THEN LEAPING INTO THE FIGHT TO USE THEIR OTHER WEAPONS. THE MORTAR HAS A SMALL MAGAZINE WHICH TAKES A LONG TIME TO RELOAD SO USERS SHOULD AVOID WASTED SHOTS AT ALL TIMES.

MW-5050 TWIN-FIFTY AUTOCANNON

COMMON THROUGHOUT THE MOBILE INFANTRY, ON BOTH VEHICLES AND FORTIFICATIONS, THE TWIN-FIFTY AUTOCANNON IS PROBABLY RESPONSIBLE FOR KILLING AS MANY ARACHNIDS AS THE MORITA. BELT-FED, THIS LARGE WEAPON CAN UNLEASH A RAIN OF FIRE ON AN ADVANCING SWARM, ALLOWING A SMALL CREW TO HOLD BACK MANY ARACHNIDS – THE PRESENCE OF SEVERAL TWIN-FIFTIES CAN SPELL THE DOOM OF ENTIRE ARACHNID ARMIES. THE TWIN-FIFTY IS PERHAPS BEST KNOWN AS A WALL GUN OR THE STANDARD FITTING FOR THE RELIANT WEAPONS PLATFORM. BOTH CONFIGURATIONS ARE OFTEN SEEN THROUGHOUT FORWARD BASES OF THE MOBILE INFANTRY.

Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Mounted	4d8	19-20	150 ft./30	—	A	500



TACTICS

POINT AT THE ENEMY AND KEEP YOUR FINGER ON THE TRIGGER – IT REALLY IS THAT SIMPLE. MONITOR AMMUNITION STORES AND BARREL TEMPERATURE HOWEVER, AS NOTHING GETS DESTROYED QUICKER THAN A TWIN-FIFTY THAT HAS JUST GONE SILENT.

MOBILE

CROSS TRAINING

MAX WT: 17,000LBS

CHAPLAIN

CROSS-TRAINED SPECIALITY CLASS

In the old militaries of Earth, military chaplains or padres used to stay in fortified bases rather than join their men on the battlefield. To a trooper in the Mobile Infantry, this makes no sense at all. How can you accept spiritual advice from someone who will not join you in battle? Unlike the chaplains of old Earth, there is no particular religion or faith to be focussed on – rather they use their faith in the Federation itself to be their holy drive and the SICON regulation book to be their Bible.

Wearing a brightly shined emblazon of faux-gold on each shoulder under any rank they may have achieved, the Chaplain Corps recruit from the most inspirational Troopers *not* looking to go career – as chaplains rarely leave the front lines, dying next to their brothers and sisters in arms.

Game Rule Information

Mobile Infantry chaplains have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry chaplain, a character must fulfil the following criteria.

Skills: Concentration 3 or more ranks, Knowledge (Behavioural Sciences) or Knowledge (Theology and Philosophy) 6 or more ranks, Persuasion 6 or more ranks

Feats: Confident, Language (SICON)

ADDITIONAL STANDARD ISSUE

The Mobile Infantry chaplain gains the following standard issue equipment in addition to his normal allowance.

Emancipator heavy pistol
Brass-embossed SICON Regulation Manual
Free access to SICON postal services (limit 2 parcels per trooper, per month)

HIT POINTS

Mobile Infantry chaplains gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry chaplain's class skills, and the key ability for each skill, are as follows: Athletics (Str), Code-Breaking (Int), Computer Use (Int), Concentration (Con), Drive (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Research (Int), Ride (Dex) and Technical (electrical) (Int).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry chaplain:

Words of Wisdom (Unique): The chaplain has to be there for his squad when they need him most. In these dark times where all hope seems lost, sometimes just a well-meant phrase or inspiring pep-talk from a 'man of the cloth' can be enough to get someone back on their feet. Once per day the chaplain may spend ten minutes talking to a number of characters equal to twice his Wisdom score modifier, refreshing 1d2 Action Points for each of them after his 'sermon' is complete.

Hold it Together Apes! (Unique): A chaplain must constantly be aware of his squad's mental well-being, and must be ready to steel their resolve when things look shaky on the battlefield. By shouting to his squad (and any friendly that might listen) within 10 ft. per point of the chaplain's Charisma score modifier, he can add +3 to any Will saves required of them for a number of rounds equal to his Chaplain Level. Use of this ability is a Full Round action.

Unforgettable Action (Unique): At 2nd level, the Mobile Infantry chaplain can assume he is being watched by his squad for moments of extreme heroism and faith in his allies. Whenever the chaplain wishes to do so, he may perform an attack with an extra dramatic flair to it. Perhaps holding his

CHAPLAIN

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+0	+1	Words of Wisdom, Hold it Together Apes!	+1	+1
2 nd	+2	+2	+1	+2	Unforgettable Action	+2	+1
3 rd	+3	+3	+2	+2	Icon of Inspiration	+2	+2

Morita from the hip while pointing at the target with the other hand, or possibly reading from the Regulation Manual. These actions stand out in nearby troopers' minds, pushing them to be better soldiers. Once a day, the chaplain can assign himself up to a -5 penalty to-hit with a ranged attack by this showboating, granting the same number as a bonus to-hit for any friendly troopers acting within line-of-sight and after the spectacle in any given round.

Icon of Inspiration (Unique): Master chaplains are renowned for their ability to make troopers want to be better soldiers, just by being around. Without a word, without raising a single finger; merely by being nearby and sporting the shining gold emblazon of the chaplains – that is enough. Any Trooper within 30 ft. of the chaplain with this feature will retain any Action Points spent for any reason on a d6 roll of 4+.



COMMS TROOPER

CROSS-TRAINED SPECIALITY CLASS

Comms troopers are trained in the finest communications and sensors equipment in the Federation and given a supreme measure of trust in being issued such equipment in the field. As much as a comms trooper is intended to bring the word of his superiors to a squad, he is also expected to bring his rig back in one piece for use the next time out. While he is no engineer, a comms trooper can usually field strip a squawk box, replace its parts and have it back together in the dead of night using only his sense of smell.

Game Rule Information

Mobile Infantry comms troopers have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry comms trooper, a character must fulfil the following criteria.

Skills: Technical (electrical) 6 or more ranks, Code-Breaking 6 or more ranks, Computer Use 5 or more ranks, Perception 5 or more ranks

Feats: Skill Focus (Code-Breaking), Language (SICON)

HIT POINTS

Mobile Infantry comms troopers gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry comms trooper's class skills, and the key ability for each skill, are as follows: Athletics (Str), Code-Breaking (Int), Computer Use (Int), Drive (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Research (Int), Ride (Dex) and Technical (electrical) (Int).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry comms trooper:

Come in, Central! (Unique): The comms technician is trained to get a message through no matter how many channels they have to try or whatever tricks they have to perform. The way they make a transmission reach its destination is almost magic, but on the battlefield any such ability is prized for the lifesaver it can be. When using the Computer Use skill to establish, continue or jam battlefield communications, a comms technician with this feature can reroll one failed check each round.

Break Interference: A comms technician can be quite masterful at slicing through interference of any sort with his gear. When making Code-Breaking and Computer Use checks to decrypt transmissions or overcome interference, a comms technician gains a +2 bonus to the check and has a 25% chance of retaining any Action Point spent to improve his roll. If this chance succeeds, the point is kept as if it was never spent but the comms technician still benefits from it as if it was.

Bonus Feats: At 2nd level, the Mobile Infantry comms technician gains a bonus feat. This feat must be selected from the following list, and the comms technician must meet any prerequisites.

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Heroic Surge, Improved Initiative, Knockout Punch, Language, Marauder Mastery, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Skill Focus (any Int- or Wis-based skill), Studious, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Expert, Weapon Focus.

ADDITIONAL STANDARD ISSUE

The Mobile Infantry comms trooper gains the following standard issue equipment in addition to his normal allowance:

Communications set
Basic electrical toolkit

COMMS TROOPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+1	+0	Come in, Central!, Break Interference	+1	+0
2 nd	+2	+2	+2	+0	Bonus Feat	+2	+0
3 rd	+3	+2	+2	+1	Speak with Authority	+2	+1

Speak with Authority: There is a certain amount of command training that comes with being a squad's comms technician. While they carry no official title, comms technicians are taught how to relay orders from distant commanders with authority and conviction. At 3rd level, a comms technician gains the

Command unique feature of a 1st level officer cadet but can only use it to convey orders from actual officers or when all other commanding officers are dead or incommunicado. In a pinch, Mobile Infantry troopers will accept the command of a comms technician, but only when things are *really* desperate.



ENGINEER

CROSS-TRAINED SPECIALITY CLASS

On the battlefield, an engineer is every trooper's best friend. He is the trooper with the training to keep gear in good repair, fix broken power suits and recharge energy cells to get Marauders off the 'disabled' list and back into action. He can set up fortifications to keep bugs out and operate weapon emplacements to blast them all straight to Hell. In an ever more complicated universe, engineers are the troopers best suited to deal with whatever an enemy can throw at the Mobile Infantry.

Engineers are given some of the most detailed training of any Mobile Infantry trooper, allowing them to tackle the complex areas of battlefield electronics, repairs of a highly technical nature while under heavy fire and perform minor miracles with little more than spit and a piece of bent wire. While engineers may not be the most hardened and dangerous troopers in the Mobile Infantry, they pull their weight and no trooper with any sense resents having one assigned to his unit. When he is not fighting, after all, he is honing their equipment to razor-sharp perfection.

ENGINEERING & DEMOLITIONS

Any idiot can use a bomb; all it takes is a finger to flip a switch and a throwing arm to get the blasted thing away from them before it explodes. It takes real finesse to use a bomb effectively,

as 90% of any explosive is wasted if it is not set properly and in just the right place. With skill, timing and the right equipment, a surprising amount of damage can be caused by a surprisingly small amount of explosive material.

That is where a Mobile Infantry engineer comes in. Trained in the twin arts of planting explosives and removing them when they are planted by others, an engineer may not have need of his special skills very often but when they are needed no one else will suffice for the task. While the field of demolitions is only a peripheral study for engineers, its relevance to battlefield situations warrants special mention and abilities not found in the repertoire of any other class.

It is a wise squad leader that knows when to call on his engineering expert for a little demolitions work rather than waste lives fighting a battle one bomb could end.

Game Rule Information

Mobile Infantry engineers have the following game statistics.

REQUIREMENTS

To qualify to become a Mobile Infantry engineer, a character must fulfil the following criteria.

Skills: Technical (electrical) 5 or more ranks, Technical (mechanical) 5 or more ranks, Repair 5 or more ranks

Feats: Technical Expert (any), Gearhead

HIT POINTS

Mobile Infantry engineers gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry engineer's class skills, and the key ability for each skill, are as follows: Athletics (Str), Computer Use (Int), Demolitions (Int), Drive (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Pilot (Dex), Repair (Int), Research (Int), Ride (Dex), Sabotage (Int), Survival (Wis) and Technical (any, each chosen separately) (Int).

Skill Points at Each Additional Level: 7 + Int modifier

ADDITIONAL STANDARD ISSUE

The Mobile Infantry engineer gains the following standard issue equipment in addition to his normal allowance:

M-1A5 engineer power suit *only* if the engineer is in an Engineering Platoon
One deluxe toolkit of the engineer's choice
Demolitions kit
Duct tape
Multipurpose tool

ENGINEER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+1	+0	Mechanical Magic, Enhance Explosive, Restore and Repair	+1	+0
2 nd	+2	+2	+2	+0	Bonus Feat	+1	+0
3 rd	+3	+2	+2	+1	Improve Performance, True Demolitions	+2	+1



Class Features

The following are class features of the Mobile Infantry engineer.

Mechanical Magic (Unique): Nothing is broken for good unless an engineer says it is. With their advanced training and personal knack for machines of all kinds, an engineer can often get a device functioning again after anyone else would have junked it. When using the Repair skill to repair a broken or damaged device, an engineer with this feature can reroll one failed check per item. If he makes this check the first time and does not have to reroll it with this feature, he can cut its final repair time in half after all other modifiers are taken into account.

In the hands of a gifted engineer with extensive training in demolitions, *anything* can be made into an explosive. As long as an engineer is not in a true void, he can always find simple compounds to combine into some form of explosive mixture. This requires a Technical (chemical) skill check with a DC determined by the Games Master, from DC 10 for a well-stocked area with lots of materials to DC 35 for a barren wasteland planet with very few volatile substances of any kind. This skill check always takes 30 minutes and the entire time is wasted if it fails.

A successful check yields a simple explosive with a blast radius of 20 feet, 4d6 of explosive damage and a weight of one pound. This explosive cannot be improved with any of an engineer's class features or refined in any way; it is a wonder the compound will explode at all given the often base substances it is made from.

Enhance Explosive: This is the heart of an engineer's demolition abilities – enhancing the effectiveness of explosive devices. He can take one minute to make a Technical (chemical) skill check with a DC equal to the maximum damage a given device can deal (or DC 35, whichever is higher). Success maximises the explosive, dealing its full damage to all targets in the blast area without a damage roll of any kind. Reflex saving throws to reduce damage from an enhanced explosive suffer a penalty equal to the engineer's Intelligence modifier (if positive).

Enhanced explosives must be placed personally by an engineer to gain these bonuses and he cannot receive aid on his skill checks or in placing the device unless the help comes from a fellow engineer.

Restore and Repair: By spending one uninterrupted minute (ten rounds) with a piece of broken equipment, vehicle or power suit, an engineer can make a Repair skill check and restore its functions using a jury-rigged repair that will not last long (one round per point of the skill check). He also has a 25% chance of retaining any Action Point spent to improve his roll on this

skill check. If this chance succeeds, the point is kept as if it was never spent but the engineer still benefits from it as if it was.

With vehicles and power suits, this check also restores a number of hit points to the item equal to the skill check rolled, allowing even 'destroyed' machines to re-enter combat for a short time. At the end of the allotted period as noted above, the machine becomes inactive again but any remaining hit points are kept as these represent actual repairs completed by the Mobile Infantry engineer when he restored the device to functionality.

Bonus Feats: At 2nd level, the Mobile Infantry engineer gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry engineer must meet any prerequisites.

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Cautious, Dodge, Improved Initiative, Knockout Punch, Marauder Mastery, Mounted Weapon Proficiency, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Salvage, Skill Focus, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Expert, Vehicle Dodge, Vehicle Proficiency.

Improve Performance: Engineers are taught hundreds of tricks for getting every last ounce of power and performance out of their squad's equipment. By taking one hour per item, an engineer can grant it a +1 bonus to all attack rolls and Drive, Pilot or Ride checks if appropriate. This bonus requires an hour every week per item to sustain, can be applied to anything from personal equipment to flyers, and stacks with any other kind of bonus. An engineer can maintain a number of items at one time equal to his Wisdom score.

True Demolitions: Mobile Infantry engineers can deal with explosives in ways that other experts are at a loss to explain. They seem to have an affinity for things that blow up – one that allows them to disarm, improve or get them to act in ways no simple chemical reaction should be able to perform. They gain the ability to spend an Action Point to add to the damage of any explosive they personally place, reduce the damage of any explosion they are personally in or increase or decrease the blast radius of an explosive he has modified with his Enhance Explosive feature.

If he plants an explosive device with the ability to bypass a vehicle's Damage Reduction and deal more than ten points of damage directly to its hit points (this includes power suits of any kind), the item must make an immediate Fortitude save (DC 20) using half its Damage Reduction as a bonus. Failure causes the vehicle to cease functioning immediately, effectively destroying it even if it still possesses hit points. This damage can be repaired, but it is considered a complex repair task for purposes of using the Repair skill.

FIELD MEDIC

CROSS-TRAINED SPECIALITY CLASS

In the wars of the Federation, death can take many forms. It can be the razor-sharp mandible of a warrior bug slicing through armour plate or being captured by Skinnies and dragged off to an unknown demise in the heart of one of their alien cities. No matter what its form, once a trooper has bought his farm there is no coming back. Before they close on that purchase, however, they can count on a medic to try and spoil the deal and keep them fighting another day.

Field medics with the Mobile Infantry have an unenviable job; they are the professionals trained in the medical arts that have to try and patch troopers up. From radiation burns to impalements, any injury must be treated quickly to prevent infection and get troopers up and on their feet as quickly as possible. In the Mobile Infantry, everyone fights including field medics, but every member of a squad trusts that their lives are in the capable hands of their squad's 'doc'. If anyone can pull them through, it is him.

Game Rule Information

Mobile Infantry field medics have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry field medic, a character must fulfil the following criteria.

Skills: Persuasion 4 or more ranks, Treat Injury 6 or more ranks

Feats: Surgery

ADDITIONAL STANDARD ISSUE

The Mobile Infantry field medic gains the following standard issue equipment in addition to his normal allowance:

Six first aid kits
Medical kit

HIT POINTS

Mobile Infantry field medics gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry field medic's class skills, and the key ability for each skill, are as follows: Athletics (Str), Computer Use (Int), Drive (Dex), Knowledge (alien species) (Int), Knowledge (behavioural sciences) (Int), Knowledge (earth & life sciences) (Int), Knowledge (physical sciences) (Int), Knowledge (tactics) (Int), Knowledge (technology) (Int), Perception (Wis), Persuasion (Cha), Research (Int), Ride (Dex), Survival (Wis), Technical (chemical) (Int) and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry field medic:

Hang On! (Unique): A Mobile Infantry field medic can save someone reduced to -10 hit points or lower through the use of advanced medical equipment and sheer stubborn refusal to let a patient expire. If the field medic is able to administer aid within three rounds of the character's death, he can make a Treat Injury check (DC 30), the field medic cannot take 10 or take 20 while making this check. If the check succeeds, the dead character can make a Fortitude save (DC 25) to stabilise and be restored to one hit point. If the field medic fails the skill check or the patient fails the save, the dead character cannot be saved.

This feature cannot be used on the same character more than once a day. There is only so much punishment the human body can take before it finally gives up and buys the farm. Also, each time this ability is used, it costs the field medic one Action Point as it is a terrible strain on both his nerves and his abilities as a doctor.

Back On Your Feet!: Field medics are trained to work very quickly on the battlefield, bringing wounded or dying patients around with stimulants and wound closing chemicals long enough to get them to somewhere they can be treated properly and safely. As a full-round action a field medic can force any

FIELD MEDIC

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+1	+1	Hang On!, Back On Your Feet!	+1	+0
2 nd	+2	+2	+2	+2	Bonus Feat	+2	+1
3 rd	+3	+2	+2	+2	Full Recovery	+2	+1

unconscious, stable or dying creature he is in physical contact with to make a Fortitude Saving throw (DC 15 + 1 for every hit point under zero it is currently at). Failure costs an immediate hit point, but success temporarily returns them to one hit point and full mobility (though the effects of missing limbs still apply).

This state of temporary healing lasts one minute for every rank of Treat Injury the field medic possesses and if first aid or long term care has not begun by the end of this time, the patient loses a hit point and lapses into an *unconscious* state or begins *dying* again. Back On Your Feet! costs an Action Point to use, as triage is one of the most draining experiences a medic can go through.

Bonus Feats: At 2nd level, the Mobile Infantry field medic gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry medic must meet any prerequisites.

Alertness, Alien Technology Proficiency, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Educated, Improved Initiative, Knockout Punch, Medical Expert, Marauder Mastery, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Skill Focus, Strafe, Surface Vehicle Operation, Technical Expert, Two-Weapon Fighting, Vehicle Expert, Xenomedic.

Full Recovery: A fully trained field medic is an invaluable asset to any squad because his skills can keep them all in fighting condition even when they have suffered terrible injuries in battle. Medics with the Full Recovery feature add their Wisdom modifier (minimum of one if this is not a positive value) to the weekly rate of hit point and ability score recovery for any patients under his care. He can also bring any character back to full hit points and ability score values in two weeks regardless of the extent of their injuries, even if he has to fit them with cybernetic replacements. These surgeries are performed successfully as an automatic part of this class feature.



HERO OF THE FEDERATION

CROSS-TRAINED SPECIALITY CLASS

This is a unique speciality class in that it is not really a speciality class at all. Instead, it exists for troopers that, either through lack of ambition or drive to take on any other special training, simply keep honing their combat skills as troopers in the Mobile Infantry. Others might ridicule them as being too mediocre for any other role, but it is doubtful they would do so to a veteran trooper's face; these combat ready war machines are more than capable of taking on a warrior bug in hand-to-hand with a fair chance of walking away.

Veterans are not officers, they are not specialists and they are not untrained buffoons. They are career troopers with years of soldiering under their belts and the scars to prove it. With capabilities far beyond those of other troopers, these figures often seem larger than life and can even overshadow a weak or ineffectual officer.

Game Rule Information

Heroes of the Federation have the following game statistics:

REQUIREMENTS

To qualify to become a hero of the Federation, a character must fulfil the following criteria:

ADDITIONAL STANDARD ISSUE

The Mobile Infantry hero of the Federation gains the following standard issue equipment in addition to his normal allowance:

Permanent +2 circumstance bonus to Requisition checks

Feats: Alertness, Heroic Surge, Improved Heroic Surge

Special: Prestige bonus of +5 or more. Cannot have any levels in any speciality classes and must possess ten levels in the Mobile Infantry trooper class.

HIT POINTS

Heroes of the Federation gain three hit points per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The hero of the Federation's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Repair (Int), Ride (Dex), Sabotage (Int), Stealth (Dex), Survival (Wis), Technical (any, each chosen separately) (Int) and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the hero of the Federation.

Vigilance (Unique): A hero is always alert, always aware. As long as a hero is awake and free to move, he cannot be caught flat-footed and never counts as being flanked. He even gets a sense of where opponents are, even if they are under complete cover, but this is not accurate enough to use for targeting purposes.

Bonus Feats: At 1st, 2nd and every other level thereafter, the hero gains a bonus feat. The hero must meet any prerequisites.

Never Falter: When a hero with this ability reaches zero hit points, he may continue to act without penalty (though one hit point is still lost each round as normal) until death occurs at -10 hit points. Once this ability is used, the hero cannot

HERO OF THE FEDERATION

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+1	+1	Vigilance	+1	+1
2 nd	+2	+2	+2	+2	Bonus Feat	+2	+1
3 rd	+3	+2	+2	+2	Never Falter	+2	+2
4 th	+4	+2	+2	+2	Bonus Feat	+3	+2
5 th	+5	+3	+3	+3	Weapon Master	+3	+3
6 th	+6/+1	+3	+3	+3	Bonus Feat	+3	+3
7 th	+7/+2	+4	+4	+4	Supreme Effort	+4	+4
8 th	+8/+3	+4	+4	+4	Bonus Feat	+4	+4
9 th	+9/+4	+4	+4	+4	Command	+5	+5
10 th	+10/+5	+5	+5	+5	Bonus Feat	+5	+5

stabilise, though he can willingly pass out and allow others to help him do so. He is spending his last few moments of life in order to continue fighting for what he believes in.

A hero can choose to not use this ability when he reaches zero or fewer hit points, but this choice must be made immediately upon suffering the damage that brings him to this point. If a hero chooses not to use this class feature so he can stabilise normally, he cannot then choose to Never Falter and act until he first reaches a positive number of hit points.

Weapon Master: The weapons training of the hero is advanced far beyond that of any normal trooper. This feature extends the basic bonus of the Weapon of Choice (+1 to attack rolls) to every weapon a hero can use proficiently including mounted weapons and even starship weapons if he has the appropriate feats for them. Likewise, if he possesses Weapon Focus as a feat for a given weapon, this ability becomes a +1 to attack and damage instead.

Supreme Effort: There is very little a true hero cannot do when he puts his mind to it. When spending an Action Point to modify a d20 roll using the rules for Action Points in the Basic Rules chapter, the hero can spend a second Action Point to activate this class feature. If he does, the Action Point roll is modified by the hero's base Will saving throw bonus (including the +2 bonus from Iron Will if he has that feat). This is identical to the Supreme Effort feat; if the hero has this feat, he may also add his Charisma modifier (if positive) to the total Action Point dice result.

Command: Heroes can be commanding figures whose legendary prowess can inspire in much the same way as a true officer. While many heroes vehemently deny any desire to be officers or lead men into battle, there is no getting around their inherent ability to do so. 9th level heroes gain the same Command unique feature a 1st level officer cadet receives, but his ability with it never improves.



LIGHT ARMOUR TROOPER

CORE CLASS

In times of peace, SICON demands only the very best. In times of war, SICON does not have the luxury of being so discriminating. The proposed invasion of Klendathu prompted an incredible response from the recruitment and training arms of the Mobile Infantry. The Light Trooper concept had been gathering dust, unneeded, in SICON's files for many years – the Klendathu Invasion saw the idea taken from contingency plan to realisation within a few short months.

The light armour trooper is the infantry produced by SICON during wartime, when the necessity of rushing large numbers of troops to the battlefield trumps any concerns about the thoroughness of their training. These troopers are recruited from the civilian population, but tend to be older when they enter boot than other troopers. They are primarily university students, young professionals and tradesmen, even artists and drifters. They are the people who thought about enlisting in Federal Service, but never did, choosing to follow a different course with their lives. They are the people who never gave Federal Service a second thought, until they realised the benefits of citizenship. If war had never come, no doubt most would have lived out their lives as civilians, but there is no finer marching tune than the drums of war, a tune that calls them in droves to Federal Service.

Game Rule Information

Mobile Infantry light armour troopers have the following game statistics:

HIT POINTS

Mobile Infantry light armour troopers start the game with a number of hit points equal to their Constitution score. They gain one hit point per level thereafter.

ACTION POINTS

Mobile Infantry light armour troopers gain a number of Action Points equal to one half of their Charisma score, rounded down, at 1st level. A new point is gained at every third character level (4th, 7th, 10th, etc).

CLASS SKILLS

The Mobile Infantry light armour trooper's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Knowledge (tactics) (Int), Perception (Wis), Stealth (Dex), Survival (Wis).

Skill Points at 1st Level: (7 + Intelligence modifier) x 4 (see also Prior Experience below)

Skill Points at Each Additional Level: 7 + Intelligence modifier

Class Features

The following are class features of the Mobile Infantry light armour trooper.

Prior Experience: As mentioned in the description for the trooper, these recruits are usually people who had started down another career path before the spectre of alien invasion, or the desire for citizenship, caused them to enlist in Federal Service. To reflect this experience in the civilian world, the trooper gains 2 + double his Intelligence bonus in additional skill points at 1st level, provided he has no levels in any other class (such as Civilian). The trooper may choose one of the following five skill paths for his Prior Experience, from which he may take up to three skills:

LIGHT ARMOUR TROOPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+2	+0	Prior Experience, Accelerated Training	+1	+0
2 nd	+2	+2	+3	+0	Ambition, Bonus Feat	+2	+1
3 rd	+3	+2	+3	+1	Advanced Firearms Proficiency, Fearless	+2	+2
4 th	+4	+2	+4	+1	Class Skill, Combined Fire	+3	+3
5 th	+5	+3	+4	+1	Career Change or Bonus Feat	+3	+3
6 th	+6/+1	+3	+5	+1	Battle Hardened, Fearless	+3	+4
7 th	+7/+2	+4	+5	+2	Rain of Fire	+4	+5
8 th	+8/+3	+4	+6	+2	Bonus Feat, Class Skill	+4	+6
9 th	+9/+4	+4	+6	+2	Fearless, Jack of All Trades	+5	+6
10 th	+10/+5	+5	+7	+3	Bonus Feat	+5	+7

Athlete: The trooper was attempting to make a name for himself as an athlete before enlisting. He may take his Prior Experience skill points in: Acrobatics (Dex), Athletics (Str), Escape Artist (Dex), Perception (Wis) and Ride (Dex).

Blue Collar: The trooper was a tradesman before enlisting. He may take his Prior Experience skill points in: Computer Use (Int), Demolitions (Int), Drive (Dex), Repair (Int), Technical (electrical) and Technical (mechanical).

Criminal: The trooper was a criminal who chose to enlist before he was caught and identified as such. No matter how

much SICON may need additional troops, anyone with a criminal record would still be rejected. He may take his Prior Experience skill points in: Code-Breaking (Int), Computer Use (Int), Drive (Dex), Forgery (Int), Knowledge (streetwise) (Int), Perception (Wis), Sabotage (Int) and Stealth (Dex).

Student or Teacher: The trooper was a university student before enlisting. He may take his Prior Experience skill points in: Computer Use (Int), or in any Knowledge skill *except* Knowledge (alien species) (Int), Knowledge (streetwise) (Int) and Knowledge (tactics) (Int).



White Collar: The trooper was a professional before enlisting, with a career background that could range from doctor to research scientist to entertainment producer. He may take his Prior Experience skill points in: Computer Use (Int), Investigate (Int), any Knowledge skill *except* Knowledge (alien species) (Int), Knowledge (streetwise) (Int) and Knowledge (tactics) (Int), Perception (Wis), Persuasion (Cha), Research (Int) or any Technical skill.

Skills chosen through Prior Experience count as class skills for the purposes of spending skill points (1 skill point buys one skill rank and a maximum of 4 ranks can be invested in a single skill). After character generation, the character only has his trooper class skills – skills expanded through Prior Experience are considered cross-class unless they are also trooper class skills.

Accelerated Training: The trooper does not receive the full training normally undergone by the Mobile Infantry. In addition to the two feats all characters receive at 1st level, a trooper begins play with Simple Firearms Proficiency.

Ambition: By the time the trooper has reached 2nd level, he is no longer just a raw recruit. He has seen combat and has taken its measure, he has realised the value of the Federation and franchise as a citizen. His ambition to survive, to prove himself and become a citizen, manifests itself in an 'on the bounce' attitude that has changed the minds of more than a few commanders reticent to have such 'half-trained' troopers under their command. With Ambition, the trooper gains a permanent bonus of +2 on all Initiative rolls. This ability can be combined with Improved Initiative.

Bonus Feats: At 2nd, 5th, 8th and 10th level, the trooper qualifies for a bonus feat. This feat must be chosen from the following list and the trooper must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Exotic Firearms Proficiency, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Knockout Punch, Marauder Mastery, Mounted Weapons Proficiency, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, Surface Vehicle Operation, Two-Weapon Fighting, Vehicle Expert, Weapon Focus.

Advanced Firearms Proficiency: By the time the trooper has achieved 3rd level, he has learned, either through additional training or through experience in the field, how to handle his weapon on autofire and gains the Advanced Firearms Proficiency feat for free. If he has already purchased this feat, he may select another feat from the bonus feat list above.

Fearless: A man can only be fearful of something for so long before it stops being able to affect him overtly. At 3rd level and every three levels thereafter (6th and 9th) a trooper can choose one source of Fear that he has experienced first-hand to be immune to from that point on. Typical choices are warrior bug, tanker bug, Skinnie raider and so on. These sources must be specific and the character must have had personal interaction with them in the past to select them at all.

Class Skill: At 4th level and again at 8th, the trooper may choose a skill from the trooper class skill list in the main rulebook and treat it as a class skill from that point on.

Combined Fire: One of the first and most important lessons a trooper learns is that he is very vulnerable on the battlefield, and that he must combine his efforts with other troopers if he wants to survive. This ability lets the more experienced trooper fire in tandem at an enemy, maximising their chances to hit. For every 4th level or higher trooper shooting at the same target as the trooper with this feature within 30 feet (six squares in all direction), the trooper gets a +1 bonus to hit with every attack that round (to a maximum of +5). Every 4th level and higher trooper in the group gets this bonus, but lower-level troopers do not.

Career Change: Upon achieving 5th level, the trooper has proved himself more than just a ground-pounder. SICON has tossed him into the fray. Provided he meets the requirements, he can request Cross Training just as a regular power suited trooper can, or may request full training as a power suited trooper. Alternatively, he may remain a trooper, a choice made by a surprisingly large number of these soldiers.

Battle Hardened: A battle hardened trooper has seen real combat and come away from the experience changed. He has seen friends die and taken lives, two things no one walks away from unscarred. A trooper with this feature may pick either one type of saving throw (Fort, Ref or Will), or any two skills; he gains a permanent +1 bonus to all checks with the chosen option.

Rain of Fire: As Combined Fire, above, except every trooper 2nd level or higher within 30 feet firing at the same target also gains a +1 bonus to his damage (to a maximum of +5).

Jack of all Trades: A trooper does not have the tools or skills available to him that a power suited trooper does, and as a result, he has learned to think on his feet and improvise his way through every situation imaginable. As a result, at 9th level, he receives the Jack of all Trades feat for free.

MARAUDER DRIVER

CROSS-TRAINED SPECIALITY CLASS

Marauders reside in the curious grey area between vehicle and powered suits, nevertheless they are the last thing many enemies of the Federation ever see in battle. With the ability to carry firepower ranging from pintle-mounted machine guns to tactical nuclear missiles, Marauders can easily take on platoons of tanks and win without suffering anything more than superficial damage. In a universe at war, the Marauder suit is a vital weapon and a valued ally.

Marauder drivers are experts at using their weapons, sensors and communications equipment to their fullest in battle. Any member of the Mobile Infantry can use a Marauder suit, but Marauder drivers can forge a special bond with their equipment and really get the maximum performance these hulking collections of steel and firepower are capable of granting. In a Marauder suit, there is very little in the galaxy a trained specialist cannot take on. The Fleet can glass a planet from orbit, but only Marauders can accomplish a planet-side mission requiring something less than total destruction.

Game Rule Information

Mobile Infantry Marauder drivers have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry Marauder driver, a character must fulfil the following criteria.

Skills: Athletics 5 or more ranks, Acrobatics 5 or more ranks, Drive 8 or more ranks, Technical (electrical) 6 or more ranks

Feats: Surface Vehicle Operation and either Great Fortitude or Endurance

ADDITIONAL STANDARD ISSUE

The Mobile Infantry Marauder driver gains the following standard issue equipment in addition to his normal allowance:

M8 or M9 Marauder
Deluxe mechanical toolkit

HIT POINTS

Mobile Infantry Marauder drivers gain two hit points per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry Marauder driver's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Knowledge (alien species) (Int), Knowledge (tactics) (Int), Perception (Wis), Pilot (Dex), Research (Int), Survival (Wis), Technical (electrical) (Int) and Technical (mechanical) (Int).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry Marauder driver:

Lock and Load (Unique): Marauder drivers are trained in one thing above all others, preparation for combat and implementation of a battle plan once they drop into hostile territory. While the act of battle may be freeform, every moment leading up to it is an act of rote memorisation and planning for a Mobile Infantry trooper. A skilled Marauder driver knows every weapon and sensor system inside and out on his suit.

This gives him a 25% chance of retaining an Action Point whenever he uses one to affect an attack roll or skill check when using his suit's systems in battle. If this chance succeeds, the point is kept as if it was never spent but the Marauder driver still benefits from it as if it was. Lock and Load can only be used if the Marauder driver has two or more Action Points to begin with; once he is down to his last reserves of experience, nothing can prevent him having to expend them.

Focused Fire: Marauder drivers are taught to never split their attention, as most of their foes will require a round of solid firepower from every weapon system their suits possess. As such, they fight best when they can bring everything they have to bear on one target. For every attack they can make in a given round that they aim at the same target, they gain a +1 bonus to attack and damage rolls on each one. This bonus applies to each damage roll and cannot be used if the Marauder driver takes

MARAUDER DRIVER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+2	+1	+0	Lock and Load, Focused Fire	+1	+0
2 nd	+2	+3	+2	+0	Bonus Feat	+2	+1
3 rd	+3	+3	+2	+1	Salvo Mastery	+3	+1

an attack on a secondary target during that round. Because of the way this feature works, it forces a Marauder driver to declare his shots at the beginning of a combat round; normally a trooper can take his attacks one at a time and change targets freely between them.

Example: Pvt. 'Silverback' Soren has advanced a long way as a Marauder driver and gets three attacks a round. His M-8 Marauder suit has several weapons he can use against a warrior bug charging towards him. He uses Focused Fire and takes all three attacks at the warrior bug. This gives him a +3 to each attack and adds three points to the damage rolls of each attack that hits.

Bonus Feats: At 2nd level, the Mobile Infantry Marauder driver gains a bonus feat. This feat must be selected from the following list, and the Marauder driver must meet any prerequisites:

Advanced Two-Weapon Fighting, Alertness, Atmospheric Vehicle Operation, Block, Brawl, Burst Fire, Dodge, Drive-By Attack, Endurance, Far Shot, Great Fortitude, Heroic Surge, Improved Brawl, Improved Initiative, Improved Two-Weapon Fighting, Knockout Punch, Marauder Mastery, Point Blank Shot, Precise Shot, Quick Draw, Quick Reload, Strafe, Two-Weapon Fighting, Vehicle Dodge, Vehicle Expert, Weapon Focus.

Salvo Mastery: The focused fire a Marauder driver is trained to deliver becomes even more impressive when he finally masters the combat potential of his suit. So long as every attack he can make in a given round when he takes the full attack action is against the same target, any critical threats he rolls in combat automatically confirm. He has become so adept at putting rounds where they hurt the most that any opening becomes a lethal breach in an enemy's defences.



NEODOG HANDLER

CROSS-TRAINED SPECIALITY CLASS

There are times, even for the technological might of the Federation, when the finest machine is no match for the abilities found in nature. Even with snoopers and auto-ears, a Mobile Infantry trooper cannot sense his surroundings as well as a common dog. This principle has been adopted into SICON with the commission and deployment of neodogs, but these creatures are not common dogs by any definition of the term.

Neodogs are genetically engineered, cybernetically enhanced canine breeds with sharper hearing, smell, eyesight and special awareness than any dog, wolf or human could every hope to possess. These artificially mutated symbiotes also possess the ability to talk and though they cannot pronounce b, m, p or v sounds, a well-trained handler can understand them perfectly. Neodogs and their handlers are used as forward scouts, mobile sensory operatives and early warning systems when no other instrument could possibly detect enemy activity in time to do anything about it. Trackers without equals, neodogs are brought into the Mobile Infantry by specially trained handlers bonded for life to their very special animal companion through a symbiotic link that connects their minds and bodies in a way that defies description.

Game Rule Information

Mobile Infantry neodog handlers have the following game statistics:

ADDITIONAL STANDARD ISSUE

The Mobile Infantry neodog handler gains the following standard issue equipment in addition to his normal allowance.

Mk I or Mk II neodog, as Games Master sees fit – if the handler is also a pathfinder, he will instead have a pathfinder neodog.

REQUIREMENTS

To qualify to become a Mobile Infantry neodog handler, a character must fulfil the following criteria:

Skills: Handle Animal 5 or more ranks, Persuasion 6 or more ranks, Survival 8 or more ranks

Feats: Track

Special: May not have levels in any other speciality class before beginning advancement in this class.

HIT POINTS

Mobile Infantry neodog handlers gain two hit points per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry neodog handler's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Handle Animal (Cha), Knowledge (alien species) (Int), Knowledge (tactics) (Int), Perception (Wis), Persuasion (Cha), Ride (Dex), Sabotage (Int), Stealth (Dex), Survival (Wis) and Treat Injury (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry neodog handler.

True Bond (Unique): A neodog handler is intimately involved in the raising and training of his companion and is bonded to it for life. Those that come to this discipline with an open mind and sympathetic heart can truly become one with their neodog; this provides some remarkable benefits but also runs the risk of permanent brain damage if the dog is ever slain. So long as the neodog is alive, both it and the handler with this feature gain a permanent +1 bonus to all saving throws and the benefits of the Alertness feat, both provided by their bond.

If the neodog is slain, this feature makes the mental reverberation of that death much worse. The handler immediately suffers ability score damage and is reduced to Intelligence and Wisdom 6. He cannot take 10 on skills regardless of circumstances, and must make a Will saving throw (DC 10 + 5 per level of this speciality class for a minimum of 15 and a maximum of 25).

NEODOG HANDLER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+2	+2	+0	Fight as One, Neodog Companion, True Bond	+1	+0
2 nd	+2	+3	+3	+0	Bonus Feat	+2	+0
3 rd	+3	+3	+3	+1	Mind, Body and Soul	+3	+1

Failure forces the handler into a coma for 1d4 months with a 10% cumulative chance of dying at the end of each month. If he does not receive medical care during this time, death is certain at the end of the first week.

Neodog Companion: The chief benefit and blessing of this speciality, the handler receives a neodog to care for and maintain. He forms an immediate bond with the animal through a symbiotic implant both he and the neodog share that links their cerebellums telepathically. The neodog and the handler can use each other's senses and communicate silently with each other flawlessly as long as they remain within 250 feet of each other, as such both handler and neodog companion gain a +2 bonus to all perception checks. Obstructions of any kind have no effect on this link, though telepathic specials can block it through mind jamming.

Bonus Feat: At 2nd level, the Mobile Infantry neodog handler gains a bonus feat. This feat must be selected from the following list, and the neodog handler must meet any prerequisites.

Alertness, Atmospheric Vehicle Operation, Beat Feet, Block, Brawl, Burst Fire, Dodge, Improved Initiative, Improved

Two-Weapon Fighting, Jack-of-all-Trades, Knockout Punch, Language, Marauder Mastery, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Shoot on the Run, Skill Focus, Strafe, Surface Vehicle Operation, Two-Weapon Fighting, Vehicle Dodge, Vehicle Expert.

Mind, Body and Soul: Neodog handlers and their animals develop so closely together over time that after mastering the basic commands and operations in tandem combat, they act the same, talk the same and tend to focus on exactly the same tasks in exactly the same way. While many in the Mobile Infantry find this disconcerting, there is no denying the benefits such a deep fusion between man and animal can provide.

In a neodog/handler team where the handler possesses this feature, the neodog can always assist him with the aid another action even if it does not possess any ranks in the skill in question or could not attempt a check because the skill is Trained Only. Furthermore, when one is assisting the other, the bonus for a successful skill check to aid another is +3 instead of +2 and can be gained even if one of the two is only advising from within the bond's 250 foot radius and not actually involved in the task.



OFFICER CADET

CROSS-TRAINED SPECIALITY CLASS

It is one thing to want to be an officer in the Mobile Infantry; it is quite another to survive the training, shake down missions and review panels set up to ensure that only the absolute best and brightest of SICON ever wear the insignia of command. Officers are a rare and special breed in the Mobile Infantry and getting into the lowest of their ranks is an uphill struggle in which few ever successfully triumph.

To become an officer, a trooper must take all three levels of this class first. Any deviation from this speciality class results in the cadet being denied the right to advance in it again or ever becoming a commissioned officer in the Mobile Infantry. To serve with pride as an officer is to have overcome incredible odds and shown intelligence, experience and a style of command that impresses the highest echelons of SICON – not an easy thing to do, especially during a time of war. For those few that make it all the way through the three levels of this class, the title of officer and the unique ability of Command await...

COMMAND POINTS

Command Points act in many ways like Action Points in that they allow a character to modify dice rolls. Unlike Action Points, Command Points are not spent by the character gaining the benefit but rather by a commanding officer on his behalf. To spend a Command Point, an officer must have the target of his orders within a certain command radius and be visible to or able to communicate with that target. Speech or audible commands are not necessary; hand signals will do.

A Command Point can be spent to achieve one of the following:

- ⊕ Add a 1d4 + officer's Charisma bonus modifier to any die roll an Action Point could affect.
- ⊕ Automatically allow the target to reroll a failed Will saving throw. Only one reroll is allowed and if it fails, the target suffers whatever effect the save would have prevented; no second reroll is allowed for any reason.
- ⊕ Provide a lasting morale benefit for the target. This effect lasts ten rounds starting immediately after the expenditure

and during that time, the target gains a +1 on all attack rolls, damage rolls and saving throws. A given target cannot be affected by this expenditure of Command Points more than once a day; there are limits to how driven a trooper can become and how long that fervour can be sustained.

Command Points replenish in exactly the same way as Action Points.

Officer cadets gain a number of Command Points equal to half their Charisma score at 1st level, rounded down. Officer cadets gain a number of Command Points each level thereafter equal to 1 + his Prestige bonus.

Game Rule Information

Mobile Infantry officer cadets have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry officer cadet, a character must fulfil the following criteria.

Abilities: Charisma 13+

Skills: Knowledge (tactics) 8 or more ranks, Knowledge (history and moral philosophy) 5 or more ranks, Perception 8 or more ranks, Persuasion 8 or more ranks

Feats: Any four

Special: Prestige bonus of +5 or more

HIT POINTS

Mobile Infantry officer cadets gain one hit point per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry officer cadet's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (any, each chosen separately) (Int), Perception (Wis), Persuasion (Cha), Pilot (Dex), Stealth (Dex) and Survival (Wis).

Skill Points at Each Additional Level: 7 + Int modifier

OFFICER CADET

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+0	+0	+2	Aura of Responsibility, Command	+0	+1
2 nd	+2	+0	+0	+3	Bonus Feat, First Tour of Duty	+1	+1
3 rd	+3	+1	+1	+3	Final Test	+1	+2

ADDITIONAL STANDARD ISSUE

The Mobile Infantry officer cadet gains the following standard issue equipment in addition to his normal allowance:

Databox

Class Features

The following are class features of the Mobile Infantry officer cadet.

Command (Unique): A squad lives or dies by the force of personality shown by their commanding officer. With a word or an action, he can inspire men to drive into the very fires of Hell or doom them to an early grave through indecision. This power is as much learned and earned as it is innate but all officers have to hone it through practice and the forge of war.

At 1st level, an officer cadet gains a command radius of 60 feet (12 squares). This radius is typically line of sight, though it also extends 120 feet (24 squares) if the cadet can establish communications with a given member of his squad. Command allows an officer cadet to spend his Command Points to modify the abilities of those under his command. At 1st level, this can only be done once a round, takes a move or attack (officer's choice) action, and follows every other rule that applies to Action Points (including when they return and refresh). To benefit from Command Points spent on its behalf, the target must be an acknowledged subordinate and willing to accept the officer's command presence.

At 3rd level when this speciality class is complete, Command becomes much more powerful. It allows the officer to modify a single subordinate's dice rolls anywhere within communication range. Command radius also doubles to 120 feet (24 squares) and if the officer wishes to do so, he can spend three Command Points to cause a Command effect for *everyone* under his command within that radius. This can make a squad under a true officer very effective, but it can also drain a commander of Command Points very quickly.

Aura of Responsibility: Officers are valuable members of the military, a fact recognised by superiors and subordinates alike. All characters within five feet of an officer cadet gain a +1 bonus to Will saving throws and cannot be frightened by any means if there is any form of clear and present threat to the life or mental health of said officer cadet. This bonus increases to +2 and an inability to become panicked if the officer has completed all three levels of this class.

Bonus Feats: At 2nd level, the Mobile Infantry officer cadet gains a bonus feat. This feat must be selected from the following list, and the officer cadet must meet any prerequisites.

Advanced Two-Weapon Fighting, Alertness, Alien Technology Proficiency, Beat Feet, Burst Fire, Confident, Disengage, Dodge, Double Tap, Educated, Endurance, Exotic Firearms Proficiency, Far Shot, Great Fortitude, Heroic Surge, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Jack-of-all-Trades, Languages, Natural Mathematician, Point Blank Shot, Precise Shot, Quick Reload, Shoot on the Run, Skill Focus, Strafe, Studious, Two-Weapon Fighting, Supreme Effort, Toughness.

First Tour of Duty: An officer cadet is assigned to a ship in the Fleet upon making 2nd level in this class and returned to Officer Candidacy School. This return is mandatory; the cadet cannot advance to 3rd level in this class without doing so. The tour of duty the cadet is assigned to usually depends greatly on his abilities but is often a matter of necessity in SICON. The officer cadet is issued the brevet (temporary) rank of Third Lieutenant and sent on his way.

This tour is a test to see if he has what it takes to be an officer and always lasts until the cadet receives enough experience to reach 3rd level in this class. Then his performance is reviewed and if he is found to be satisfactory his brevet rank and insignia are exchanged for permanent ones and he is given the rank of Second Lieutenant, where possible with his original unit. Cadets found wanting are usually busted down to the rank and level held before joining Officer Candidacy School and permanently barred from ever applying again. This reduces the character to his level before adding two levels of officer cadet and leaves him unable to take this class again. Harsh, yes, but OCS is a gamble that does not always pay off for troopers with more ambition than talent.

A compromise between these two fates is retention. A retained cadet loses all experience above the minimum for his 2nd level in this speciality class and has to begin his First Tour of Duty again. He can do this three times in total, though in practice it rarely happens more than twice before a cadet is judged unfit and ejected fully. In a campaign setting, handling this process is best left to roleplaying and the needs of a given plotline. If a player roleplays his officer character acting with competence and skill, he will likely achieve officer status and avoid dismissal or retention. Otherwise, retention is a solid way to continue a player's ability to strive for officer status while he grows into the role.

Becoming an officer should never be easy. From a Games Master's viewpoint, getting the 3rd level of this speciality class should be a real accomplishment, one worthy of the title, prestige and power that comes with the insignia.

Final Test: Once a cadet passes his tour of duty and receives his permanent rank of Second Lieutenant, he is referred to as an officer. This speciality class is then renamed officer instead of officer cadet, and his class features become considerably more powerful. He must now endure the final test of an officer, a test that will last the rest of his career in the military – the survival of his troops in the face of the enemy.

Officers of this rank gain the ability to take on hardships that would normally befall their squad members instead. By spending an Action Point, a 3rd level officer can suffer any one attack, effect or loss of hit points or ability score damage that would otherwise affect any one subordinate within ten feet. The Games Master is the final arbiter of what an officer can and cannot take upon himself (such as disallowing an officer to take the damage from a poison already in a squad member's system), but the officer can use this ability even if the effect would kill him outright.



PATHFINDER

CROSS-TRAINED SPECIALITY CLASS

In the eyes of the Federation the only thing more dangerous than a trooper with his Morita – is a pathfinder with his. These elite forces are the crème de le crème of the Mobile Infantry ground forces. Using enhanced M-1A6 power armour, an array of experimental weapons and ammunition that may eventually get into the hands of common MI, the pathfinders are SICON's best resource for deep deployments and hostile reconnaissance.

A pathfinder is a one man killing machine, gladly facing the bugs on their own turf with nothing but his Morita and a smile under his tactical mask. They are commonly trained with a variety of weapons aside from the common Morita, allowing a squad of these dauntless soldiers a wide scale of tools to kill the bugs with. There is a rumour that the bugs do not feel fear at all, but if they did... they would fear the pathfinder.

Game Rule Information

Mobile Infantry pathfinders have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry pathfinder, a character must fulfil the following criteria.

Base Attack Bonus: +5 or higher

Skills: Athletics 6 or more ranks, Demolitions 4 or more ranks, Stealth 5 or more ranks, Survival 6 or more ranks

ADDITIONAL STANDARD ISSUE

See p49 for details of the pathfinder's standard issue equipment.

Feats: Far Shot, Language (SICON), Track

Special: Been granted permission by his commanding officer to go forward for selection.

HIT POINTS

Mobile Infantry pathfinders gain two hit points per level, adding this to their total gained from previous class levels.

CLASS SKILLS

The Mobile Infantry pathfinder's class skills, and the key ability for each skill, are as follows: Athletics (Str), Code-Breaking (Int), Computer Use (Int), Demolitions (Int), Drive (Dex), Escape Artist (Dex), Investigate (Int), Knowledge (any, each chosen separately) (Int), Perception (Wis), Research (Int), Ride (Dex) Sabotage (Int), Stealth (Dex), Survival (Wis), and Technical (electrical) (Int).

Skill Points at Each Additional Level: 6 + Int modifier

Class Features

The following are class features of the Mobile Infantry pathfinder.

Duck and Cover (Unique): Pathfinders are adept at minimising the damage they take while not hindering their own offensive capability. Pathfinders in any amount of Cover add half-again to the Defence Value gained (rounding down).

Surprise Attack (Unique): Starting at 1st level (and increasing every four levels thereafter) the pathfinder can take advantage of a target unaware of their presence. Any target that is flat-footed or otherwise surprised in some way (defined as losing their Dexterity bonus to DV) that is attacked will grant the pathfinder the listed number as a bonus to-hit and damage for all attacks that round against the same target.

PATHFINDER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+1	+1	+0	Duck and Cover, Surprise Attack +2	+1	+1
2 nd	+2	+2	+1	+1	Bonus Feat	+2	+1
3 rd	+3	+2	+2	+2	Tunnel Fighter	+2	+2
4 th	+4	+3	+2	+2	Bonus Feat	+3	+2
5 th	+5	+3	+2	+3	Surprise Attack +4	+3	+2
6 th	+6/+1	+4	+3	+4	Bonus Feat	+4	+3
7 th	+7/+2	+4	+3	+4	Seen One Ugly...	+4	+3
8 th	+8/+3	+5	+4	+5	Bonus Feat	+5	+3
9 th	+9/+4	+5	+4	+6	Surprise Attack +6	+5	+4
10 th	+10/+5	+6	+4	+6	...Seen 'em All.	+6	+4

Bonus Feats: At 2nd, 4th, 6th and 8th levels, the Mobile Infantry pathfinder gains a bonus feat. The pathfinder must meet any prerequisites.

Tunnel Fighter: Pathfinders are often required to delve down into the bugs' home turf, the dreaded tunnel networks that lead miles below the surface of some planets. At 3rd level, the pathfinder is trained to never lose his direction while underground without the need to leave flares or markers behind to draw the enemy to his position. With a Survival check (DC 15), the pathfinder can remember which route he took to reach his current position within a tunnel network. With a Survival check (DC 25), the pathfinder can use the technical knowledge and surface scans of the planet to guess which direction would lead him to his target whilst still underground. Either use of this feature is a Full Round action.

Seen One Ugly... (Unique): At 7th level the pathfinder has become so accustomed to dealing death to the enemy that it becomes second nature to remember the best ways to put down a familiar foe. As soon as the pathfinder gains this class feature, he should make a list of any and all species of enemy that he has delivered the killing blow to. By keeping this deathblow in his memory, he becomes more adept at delivering it again next time he sees the same species. In game terms, the pathfinder doubles his Critical Threat Range against any species of target on his list of confirmed kills from that point further.

...Seen 'em All! (Unique): At 10th level the pathfinder is a master at killing any and all enemies, a true veteran of the bloody battlefields into which SICON has sent him. Anytime the pathfinder encounters a new species of target, he may immediately (as a free action) make a Knowledge (alien species) or Intelligence check (DC 15) to instantly add the species to his 'Seen One Ugly...' list for the purposes of that class feature.



SNIPER

CROSS-TRAINED SPECIALITY CLASS

The standard protocol for dealing with Skinnies, bugs and other threats to the Federation is to throw a stream of firepower against them until they fall down. In some circumstances, there is a better way. A single bullet in the right place can be worth a hundred rounds sprayed at random. While no trooper is ever anything but precise with his fire, a sniper takes this attention to combat detail to a whole new level.

Snipers are not front line troopers, though they can certainly mount up into a Marauder suit and lay down suppression fire with the best of the Mobile Infantry. Instead, they are weapons experts with enough skill behind the trigger to core an apple at 1,000 feet and hit the nerve core of a warrior bug at twice that range. They are masters of the impossible shot and the hidden warriors that regularly take out targets other troopers never even see. While not every platoon sergeant can find a use for a trained sniper, those that can appreciate their specialised skills.

Game Rule Information

Mobile Infantry snipers have the following game statistics:

REQUIREMENTS

To qualify to become a Mobile Infantry sniper, a character must fulfil the following criteria.

Skills: Perception 8 or more ranks, Stealth 8 or more ranks

Feats: Precise Shot, Far Shot, Weapon Focus (any rifle)

Special: Weapon of Choice class feature (same rifle as the Weapon Focus feat above)

HIT POINTS

Mobile Infantry snipers gain one hit point per level, adding this to their total gained from previous class levels.

ADDITIONAL STANDARD ISSUE

The Mobile Infantry sniper gains the following standard issue equipment in addition to his normal allowance:

Morita Long sniper rifle

CLASS SKILLS

The Mobile Infantry sniper's class skills, and the key ability for each skill, are as follows: Acrobatics (Dex), Athletics (Str), Computer Use (Int), Drive (Dex), Escape Artist (Dex), Knowledge (alien species) (Int), Knowledge (tactics) (Int), Perception (Wis), Pilot (Dex), Stealth (Dex) and Survival (Wis).

Skill Points at Each Additional Level: 5 + Int modifier

Class Features

The following are class features of the Mobile Infantry sniper:

Angel of Death (Unique): Snipers are equipped with the finest scopes and optics for their weapons ever produced in the factories of Mars. With these lenses and the electronic sight enhancements they provide, a sniper can draw a targeting line on anything within true line of sight. Of course making such a shot is considerably harder, but this is what snipers train day in and day out to do. There is no target too distant, no shot too difficult. If the bullet can reach it, it is as good as dead.

By spending an Action Point, a sniper can extend the range increment of any weapon for which he possesses the Weapon Focus and Weapon of Choice class feature by 50%. Additionally, due to the distance at which such an attack can be made it is extremely likely that the sniper's target will not be expecting attack and therefore be caught flat-footed. If a target is flat-footed and attacked the sniper may add double his Dexterity modifier to the damage of the shot.

Precision Shooting: Snipers are specially trained to hit their targets and *only* their targets, practising for hours on courses that interfere with their concentration by springing innocents and obstructions between their weapon and the recipient of their deadly skills. This instils a certain, careful aim that only allows the sniper to fire when he is absolutely sure where his bullet will go. As a full-round action, a sniper can take a single shot with any weapon for which he possesses the Weapon Focus and Weapon of Choice class feature and ignore all benefit his target might have for cover of any kind (though 100% cover still prevents attack).

SNIPER

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defence Bonus	Prestige Bonus
1 st	+1	+0	+2	+1	Angel of Death, Precision Shooting	+0	+0
2 nd	+2	+0	+3	+1	Bonus Feat	+0	+1
3 rd	+3	+1	+3	+2	One Shot, One Kill	+1	+2

Bonus Feat: At 2nd level, the Mobile Infantry sniper gains a bonus feat. This feat must be selected from the following list, and the Mobile Infantry trooper must meet any prerequisites.

Alertness, Beat Feat, Burst Fire, Dead Aim, Dodge, Double Tap, Drive-By Attack, Endurance, Exotic Firearms Proficiency, Great Fortitude, Guide, Heroic Surge, Improved Initiative, Mounted Weapons Proficiency, Physical Adept, Pistol Fighter, Point Blank Shot, Quick Draw, Quick Reload, Shoot on the Run, Stealthy, Strafe, Track, Two-Weapon Fighting, Weapon Focus.

One Shot, One Kill: Once a sniper takes his first shot, his target is warned of his presence and rarely presents him with an opportunity for a second attack. A master sniper knows this and determines exactly where a bullet needs to go to take

a victim down. This is a difficult and draining action; it costs a sniper an Action Point to use one shot, one kill. In return for this expenditure and a full-round action to take the special shot, a sniper may force any target not killed outright by his attack to make a Fortitude save (DC equals the damage of the attack or 20, whichever is lower) or be reduced to zero hit points instantly.

Both Angel of Death and Precision Shooting can be combined in this attack, but the latter makes this shot a two round action and the former also costs an Action Point for a total expenditure of two to take a single, incredibly lethal attack. The Dead Aim feat can also be used with this feature, but the rounds it takes to activate are added to the length of time needed to take the shot.





PROMOTIONS & AWARDS

MAX WT: 17,000LBS

IN TRADITIONAL ROLEPLAYING games, the interest of players in their characters is achieved through exciting story lines and a natural character progression as they successfully complete objectives. In *Starship Troopers*, this is done through experience points and character levels. The longer your trooper survives, the more he will increase in level, giving you plenty of options in skills, feats and speciality classes.

However, characters can also gain other types of reward in the military campaigns common in *Starship Troopers*. Specifically, these will take the form of promotion to higher rank and various awards or medals that recognise significant achievements the trooper has made in battlefield conditions.

PROMOTIONS

Promotion to higher rank must be handled carefully within *Starship Troopers* as they have the potential to split the characters up – after all, if all the players in your group become lieutenants, they will all have their own platoons to lead into battle, probably in different war zones! On the other hand, if you allow your players to gain rank in a measured way without too much of a gap appearing between them, you can keep your campaign running for a long time, while giving your players the rewards they deserve.

Ideally, your group should have one sergeant and a mixture of privates, lance corporals and corporals by the time they reach 3rd to 5th level. This will allow them a great deal of autonomy in the game, avoiding them being blindly subservient to an NPC sergeant. As they gain more levels, this spread should not change a great deal but there is the opportunity for one of them to become an Officer Cadet, thereby gaining the rank of lieutenant. The rest of the players will then form a kind of ad hoc command squad which can continue to exist as the officer increases his rank to Captain or even Major. Beyond this, if you choose to go that far, the nature of your campaign will change as the players become involved in more high level actions and command decisions.

Gaining Promotions

It is important to realise that promotions are in no way linked to character level. It is perfectly possible for a 20th level trooper to still be a private if he has never shown any aptitude or desire for command – there are no easy rides in the Mobile Infantry. Rank is based purely on merit, never politics (the same cannot be said for Fleet or Military Intelligence).

If you want to keep your squad of players as close to the Mobile Infantry 'standard' as possible, use the following guidelines for promoting your players.

Private: Every trooper begins the game as a private and, indeed, some never move beyond this rank. It should be noted that there is no shame in this and a well-motivated private is just as

important a component in the Mobile Infantry as a decorated general.

Lance Corporal: There is usually only one of these in a squad though potentially you could have two. A lance corporal indicates dedicated service to the Mobile Infantry and potential leadership qualities. The duties of a lance corporal are minor and usually serve to act as an assistant to the squad's corporal.

Corporal: There is just one corporal in a squad and he acts as its second in command, working directly beneath the sergeant. If the squad is split into two elements or fire teams, he will lead one while the sergeant takes the other.

So long as there is space within the squad, any trooper can expect to make corporal in a single tour of duty. Lance corporals and corporals will be drawn from the privates who best demonstrate the qualities of the Mobile Infantry – loyalty to squad mates and the willingness to place themselves in harm's way for the greater good of the Federation. A Games Master can start looking at promoting his players into lance corporals and then corporals between 1st and 3rd levels.

Sergeant: It is a relatively easy process to climb to corporal – making sergeant is another matter altogether. Responsible for leading a squad, it is said that there is no problem in the Mobile Infantry that cannot be solved by a good sergeant. A sergeant reports directly to the platoon's lieutenant and acts as the officer's advisor. To make sergeant, a trooper must demonstrate great leadership qualities while a corporal and always act with the good of the entire squad in mind. In addition, such a character should have a Charisma score of at least 12 if he is to be taken seriously as a leader.

Senior Sergeant: There is one senior sergeant in each platoon, acting as the lieutenant's chief advisor. It is he who attends to all administrative functions in peacetime and squad movements in battle, allowing the lieutenant to concentrate on the business of leading his men. To gain this rank, a sergeant must have identified himself in one or more actions with examples of extreme bravery in the service of his squad and the Federation. He is also usually well-decorated. If the unit the trooper is with has the habit of taking its standard into battle, this rank may instead be called colour sergeant – alternatively, there may be two senior sergeants in the platoon, one designated as a colour sergeant and the other as a true (and superior in rank) senior sergeant.

Sergeant Major: This is the highest rank a trooper can reach without becoming an officer and his level of responsibility is the safety and well-being of every trooper in the company. He acts as the personal assistant to the company captain and is always extremely well-respected by his troopers. There is only one sergeant major in every company (note, this is a company-level rank, not platoon-level) and he will be chosen from the



PRIVATE



SERGEANT MAJOR



LANCE CORPORAL



CORPORAL



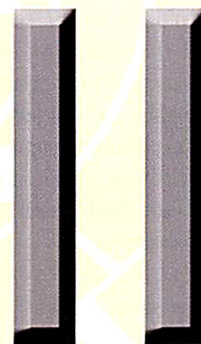
SERGEANT



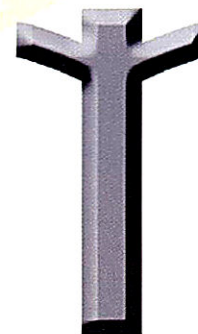
SENIOR SERGEANT



LIEUTENANT



CAPTAIN



MAJOR

senior sergeants who have the best service records and command potential. A sergeant major without a Charisma score of at least 15 is an extremely rare individual. At this level, it is not enough to be a good and brave trooper – you must have the ability to inspire the troopers beneath you as well.

A trooper making it as far as sergeant major should be as rare in your campaigns as someone making it to captain. Indeed, you should not even consider including this rank until the officer of the group gains the rank of captain (where he will then have the opportunity to appoint his own sergeant major anyway).

The only way to become an officer in the Mobile Infantry is to first become an officer cadet. Once all three levels in this speciality class have been completed, the character will be granted the rank of lieutenant 2nd class and will be given command of a whole platoon. The players of his original squad should be transferred to this platoon for continuity purposes (if the new lieutenant is not replacing their original officer). Any trooper can try for officer cadetship but not all will be successful. If two or more players wish to try their luck at becoming officers, it is usually best to let just one go forward – this should be the trooper with the highest Charisma and most decorations, though the Games Master is welcome to use his own judgement as to who would make the best leader of the group.

Lieutenant: A lieutenant has command of an entire platoon – usually four squads, plus a senior sergeant. He reports directly to the captain of the company. As such, the burden of promotions at this point can be taken away from the Games Master and passed to the player who made lieutenant (though he had better be able to explain every promotion he makes!). It is also the lieutenant who can nominate troopers under his command for the awards described later in this chapter, though they must be ratified by his captain.

Captain: A captain has command of an entire company – usually four platoons, plus a sergeant major. The scope of missions the players engage in when the officer among them achieves this rank will greatly increase and, acting as his command squad, they will face some very tough missions. The rank of captain is an important one in the Mobile Infantry and only the best leaders make it this far. A Charisma score of at least 15 should be expected for any potential captain.

Major: This is the highest rank a player should be allowed to go in a typical campaign without the nature of your games changing dramatically. Even so, a major is responsible for an entire battalion – that is nearly 700 troopers! Games at this level will involve a lot of tactical planning and players will find themselves responsible for controlling a sizeable portion of the frontline in a battle or an entire assault on an Arachnid colony.

The golden rule for promotions is to be fair but make the players work hard every time they change the rank on their shoulders. The players who gain the ranks of sergeant or lieutenant should be responsible enough not to boss the other players around. For their part, the other players will find enough scope in the game if they become specialists in certain fields, even if this specialisation is only in becoming a raw combat monster. Sergeants and officers may be good troopers but they have to concentrate on other areas of ability – when the chips are down, all eyes will go to the Marauder driver, medic or other speciality trooper, no matter what their rank is.

COMBAT AWARDS

There are only so many promotions available in the Mobile Infantry – remember, this is a military force that intentionally has as few officers as possible, with civilians fulfilling most of the administrative jobs. However, no matter what their core abilities or potential, every trooper has an equal chance of earning medals.

It is extremely important to remember that these awards should never be handed out freely. They should certainly not be handed out automatically at the end of every mission with experience points. There are guidelines below that show when an award should be granted to a trooper but the Games Master is always the final arbitrator as to when this should happen – even if he has a player lieutenant recommending troopers for the awards!

It is usually better to hand out no awards for several missions and then several all at once when a particularly tough mission has been completed.

Citation for Meritorious Service

Unlike the other awards here, this is not an actual medal but rather a mark of good conduct on a trooper's record. It is often used as a commendation when an actual medal has not been qualified for or is otherwise deemed as inappropriate. Several such citations can go a long way to securing a promotion for a trooper and are a prime consideration when officers are searching for a new sergeant or sergeant major.



Combat Action Medal

Awarded to a trooper who has distinguished himself by dedication while participating in combat.

This is a fairly common medal in the Mobile Infantry and is typically awarded when a trooper has survived and completed five successful missions. This award is sometimes delayed if some missions are deemed to be 'milk runs'.

There are specific versions of this medal covering such specialties as field medic, sniper, marauder driver, etc. These are awarded when the trooper has completed five missions as this specialty class.



Distinguished Service Medal

Awarded to a trooper who distinguishes himself by exceptionally meritorious service in a duty of great responsibility.

To earn the DSM, a trooper must have been tasked with a particular responsibility in a combat situation (such as setting off demo charges, holding a flank, slicing into a computer system or targeting a main objective) and been successful to an unprecedented degree. For example, if a trooper was tasked with setting off a TOAD charge at a certain time but ended up having to fight off an entire warrior bug swarm before doing so, he could be considered for the DSM.



Good Conduct Medal

Awarded to those troopers who, through exemplary conduct, have shown themselves to be models of efficiency and fidelity.

Rarely awarded for a single action, the Good Conduct Medal is given to troopers who have consistently proved the ability to place the safety of their squad mates above that of themselves. A trooper who has often risked his life to retrieve a wounded squad member or volunteers to be the rearguard during a retreat is a good candidate for the Good Conduct Medal.



Legion of Merit Medal

Awarded to recognise a trooper who, through gallantry, determination and esprit de corps, succeeds in his mission while under difficult and hazardous conditions.

One of the highest awards given in the Mobile Infantry, the Legion of Merit ensures the trooper is remembered throughout the Federation – in the very least, he will be the star of FedNet news and documentaries. To be considered for the Legion of Merit, the trooper must have not only been assigned and successfully completed a mission with a very low probability of survival (as determined by Military Intelligence), but to have exceeded all expectations in doing so.



Medal of Valour

Awarded to a trooper who distinguishes himself by gallantry and intrepidity at the risk of his life, above and beyond the call of duty. The deed performed must have been one of personal bravery or self-sacrifice so conspicuous as to clearly distinguish the trooper above his comrades and must have involved the risk of life.

This is the highest award possible in the Mobile Infantry and only a handful may be awarded during the toughest campaign. Often awarded posthumously, to be considered for this a trooper must have attempted and succeeded in an action that could fairly be described as impossible or even suicidal. The Mobile Infantry values the self-sacrifice aspect of this award beyond anything else, hence the propensity for often making the award posthumously.



Meritorious Unit Medal

Awarded to recognise a trooper's contribution to his unit during sustained combat situations.

Subtly different to the Meritorious Service Medal, this award is made to every member of a squad (or, rarely, a platoon) that qualifies. It is normally awarded to squads at the end of a campaign or tour that have consistently met or exceeded all their mission objectives.



Meritorious Service Medal

Awarded to a trooper for exceptional conduct in the performance of outstanding services and achievements in support of his comrades.

To be considered for the Meritorious Service Medal, a trooper must maintain a high and constant level of commitment to his squad, likely gaining one or more Citations for Meritorious Service along the way. The Meritorious Service Medal is then awarded for specific actions that are worthy of recognition but do not qualify the trooper for greater awards. A long serving trooper can expect to earn several of these awards during his service.



Mobile Infantry Cross

Awarded to members of the Mobile Infantry for extraordinary heroism in action while engaged in military operations involving conflict with an opposing alien force.

Rated somewhere in between the Meritorious Service Medal and the Medal of Valour, the Mobile Infantry Cross is awarded to troopers who demonstrate extreme bravery while under fire but who do not quite reach the heady heights of the Medal of Valour.



Purple Heart

Awarded to any trooper who has been seriously injured in any action with an opposing armed alien force.

The Purple Heart will be automatically given to any trooper who has sustained a permanent injury in combat.



Theatre Ribbons

A new ribbon is created for every defined campaign the Mobile Infantry engages in. This is given to every active participant of the campaign.



Valorous Unit Medal

Awarded to recognise extraordinary heroism in action against an armed enemy.

A step beyond the Meritorious Unit Medal, the Valorous Unit Medal is awarded to squads and platoons who meet and exceed all expectations during combat. This is an important award in terms of company honour and many consider the combat capability of a company to be measured by the number of Valorous Unit Medals its squads and platoons have earned. Like the Meritorious Unit Medal, it is awarded to every member of the unit that has qualified for it.



Veteran Combat Medal

Awarded to a trooper who has distinguished himself by superior achievement while participating in combat.

This is rarer than the Combat Action Medal but it is still relatively easy to achieve with a long enough service. It is typically awarded when a trooper has survived and completed twenty successful missions. This award is sometimes delayed if some missions are deemed to be 'milk runs'.

There are speciality versions of this medal covering such specialities as field medic, sniper, marauder driver, etc. These are awarded when the trooper has completed twenty missions as this speciality class.



War College Medal

Awarded to recognise achievements which, through their dedication and gallantry, have set the individual apart and above other commanders.

With its history rooted in the military colleges of the old Earth militaries, the War College Medal is greatly valued among officers. A trooper must have the rank of at least lieutenant to qualify for the War College Medal and must have successfully led his unit in a dangerous mission and done so while exemplifying leadership by example in front of his troopers. Alternatively, this award is sometimes given to long serving officers who have successfully led their units through several campaigns, rather than being given for a single action.





ONE CLEAR OF DEBRIS OR
FOREIGN OBJECTS

REFERENCE SECTION

MAX WT. 17,000 LBS

WEAPONRY

Weapon	Type	Damage	Crit.	Range/ Spaces	Blast	RoF	Mag.	Size	Weight	Req. DC
Belcher Shotgun TW-99-S	Rifle	3d6	—	10 ft./2	—	S, A	12	—	5 lb.	5
Birdbolt AA Missile M-780A5	Heavy	6d10	18-20	500 ft./100	20 ft.	—	—	Small	3 lb.	20
Bugshot Launched Round M-295	Rifle	6d6	—	10 ft./2	—	Single	—	Dim.	0.5 lb.	15
Chem Grenade M-904C	Splash	3d6	—	40 ft./8	10 ft.	—	—	Dim.	1 lb.	12
Combat Knife	Close	1d4	19-20	20 ft./4	—	—	—	Small	1 lb.	—
Emancipator Heavy Pistol TW-109-E	Pistol	2d8	x2	40 ft./8	—	S	9	Small	4 lb.	15
Falcon AA Missile M-781A1	Heavy	4d10	—	250 ft./50	10 ft.	—	—	Small	1 lb.	20
Firecracker HE Missile M-714A2	Heavy	5d10	—	150 ft./30	30 ft.	—	—	Small	1 lb.	20
Flechette Launched Round M-290	Rifle	4d6	—	10 ft./2	—	—	—	Dim.	0.5 lb.	—
Fog Grenade M-909S	Explosion	—	—	40 ft./8	30 ft.	—	—	Dim.	2 lb.	10
Fragmentation Grenade M-902F	Explosion	1d12	—	40 ft./8	20 ft.	—	—	Dim.	2 lb.	15
Fragmentation Launched Round M-291	Rifle	1d12	—	80 ft./16	20 ft.	—	—	Dim.	0.5 lb.	15
Hel Infantry Flamer SW-226-F	Heavy	3d12 fire	—	Special	—	S	15	Large	12 lb.	18
Hi-Ex Grenade M-901HE	Explosion	4d6	—	40 ft./8	15 ft.	—	—	Dim.	1 lb.	17
Holepunch HEAP Missile M-766A1	Heavy	6d10	—	150 ft./30	10 ft.	—	—	Small	1 lb.	20
Javelin Missile Launcher SW-404	Heavy	—	—	—	—	S	8	Large	14 lb.	20
Longbow Missile Launcher SW-401	Heavy	—	—	—	—	Single	—	Large	8 lb.	16
Machete	Close	1d6	19-20	10 ft./2	—	—	—	Med.	2 lb.	5
Morita Assault Rifle TW-203-A	Rifle	2d8	x2	125 ft./25	—	S, A	30	Large	7 lb.	—
Morita Carbine TW-201-S	Rifle	2d8	x2	125 ft./25	—	S	30	Large	5 lb.	15
Morita Long Sniper Rifle TW-201-L	Rifle	2d8	19-20	250 ft./50	—	Single	30	Large	8 lb.	20
Morita Underslung Grenade Launcher XW-110-G1	Rifle	—	—	—	—	S	6	—	3 lb.	—
Morita Underslung Shotgun XW-103-S7	Rifle	3d6	—	10 ft./2	—	Single	10	—	2 lb.	—
Morita Underslung Trench Sweeper XW-137-A3	Other	2d8	18-20	30ft./6	—	S	30	—	1 lb.	20
Peacemaker Pistol TW-102-S	Pistol	2d6	x2	50 ft./10	—	S	15	Small	3 lb.	—
Pee-Wee Atomic Missile M-998A1	Heavy	—	—	400 ft./80	120 ft.	—	—	Small	1 lb.	26
Plasma Munition M-908P	Other	5d10	—	20 ft./4	30 ft.	Single	—	Small	2 lb.	24
Rapier AA Missile Launcher SW-414	Heavy	—	—	—	—	S	6	Large	16 lb.	20
Reaper Pistol TW-111-P	Pistol	1d10	x2	40 ft./8	—	S	9	Tiny	2 lb.	15
Reaver HEAT Missile M-791A1	Heavy	8d10	—	150 ft./30	10 ft.	—	—	Small	1 lb.	28
Shock Stick CC-176-ER	Close	1d8	x2	Reach 10 ft.	—	—	50	Large	5 lb.	5
Shredder Squad Support Cannon SW-408	Heavy	8d6	—	75 ft./15	—	A	240	Large	60 lb.	22
Thermo Charge M-905T	Other	8d10	—	—	15 ft.	Single	—	Small	4 lb.	22
Tinderbox Flamer TW-121-F	Rifle	1d8 fire	—	Special	—	S	15	Large	12 lb.	18
TOAD Charge	Other	—	—	—	120 ft.	—	—	Small	3 lb.	26
Triple Thud Grenade Launcher SW-402	Heavy	3d10	x2	50 ft./10	10 ft.	S	3	Large	10 lb.	15

ARMOUR

Armour	Defence Bonus	Damage Reduction	Max. Dex Modifier	Speed	Weight
M-1A4 Power Suit	+9	4	+4	30 ft.	190 lb.
M-1A5 Engineer Power Suit	+9	5	+3	30 ft.	235 lb.
M-1A6 Pathfinder Power Suit	+9	4	+4	30 ft.	215 lb.
M-1F2 Raider Armour	+4	1	+6	30 ft.	24 lb.
M-1S7 Stryker Suit	+5	2	+8	30 ft.	50 lb.
M-4A1/2 Exosuit	+10	6	+3	30 ft.	295 lb.

VEHICLE & EMPLACEMENT WEAPONRY

Weapon	Type	Damage	Crit.	Range/Spaces	Blast	RoF	Mag.
Blizzard Missile Pack SW-490	Mounted	6d10	—	300 ft./60	60 ft.	Single	1
Bugbroom Support Laser SW-X28	Mounted	3d8	18-20	100 ft./20	—	S, A	45
Chickenhawk Utility Claws	Close	1d6	20	—	—	—	—
Derringer Light Rotary Cannon MW-206	Mounted	3d6	x2	90 ft./18	—	A	150
Firestorm Missile System MW-268	Mounted	4d6	—	100 ft./20	10 ft.	A	100
Hail Mary Mortar MW-211	Mounted	8d6	—	500 ft./100	75 ft.	Single	6
Hellseed Y-Rack Grenade Launcher SW-422	Mounted	4d10	—	—	40 ft.	Single	5
Inferno Support Flamer SW-219-F	Mounted	3d12	—	Special	—	S	30
Morita Ape Special IW-203-A	Mounted	3d8	x2	125 ft./25	—	S, A	200
Plasmatic Cannon MW-272	Mounted	8d10	18-20	20 ft./4	—	Single	50
Scythe Laser Cannon MW-X28	Mounted	6d10	18-20	200 ft./40	—	S	6
Sixgun Rotary Cannon MW-265	Mounted	4d6	19-20	175 ft./35	—	A	800
Spitball Rocket Launcher MW-558	Mounted	6d6	—	40 ft./8	—	S	10
Thermic Lance MW-269	Mounted	6d10	18-20	15 ft./3	—	Single	15
Thunderstrike Cannon MW-97	Mounted	6d12	—	250 ft./50	40 ft.	S	20
Trip Hammer Mortar MW-209	Mounted	4d10	—	250 ft./50	50 ft.	S	8
Twin-Fifty Autocannon MW-5050	Mounted	4d8	19-20	150 ft./30	—	A	500

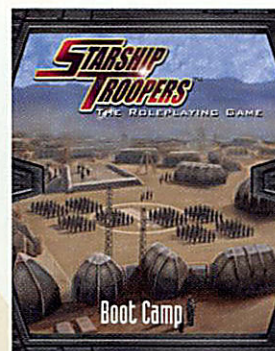
EQUIPMENT

Item	Size	Weight	Req. DC	Item	Size	Weight	Req. DC
Ammunition Bandoleer	Small	1 lb.	—	Hancuffs (Zip-tie)	Fine	—	—
Bolt Cutter	Small	3 lb.	6	Hancuffs (Ferrite Zip-tie)	Fine	—	12
Canteen	Diminutive	1 lb.	—	Holovid Camera	Small	2 lb.	24
Chemical Kit	Small	3 lb.	16	Lizard Line	Small	3 lb.	—
Combat Belt	Small	1 lb.	—	M2 Drop Capsule	Large	650 lb.	18
Comms Pack	Small	8 lb.	15	Mechanical Toolkit (Basic)	Small	7 lb.	13
Communications Set	Small	12 lb.	18	Mechanical Toolkit (Deluxe)	Medium	12 lb.	20
Company Standard	Large	8 lb.	Specific assignment only	Medical Kit	Small	5 lb.	15
Databox	Diminutive	1 lb.	8	Multipurpose Tool	Diminutive	1 lb.	9
Demolitions Kit	Small	4 lb.	16	Neodog Pannier Bags	Medium	5 lb.	10
Duct Tape	Diminutive	1 lb.	—	Neodog (MK I)	See page 63 for further details		
Electrical Toolkit (Basic)	Small	6 lb.	14	Neodig (MK II)	See page 65 for further details		
Electrical Toolkit (Deluxe)	Small	10 lb.	21	Neodog (Pathfinder)	See page 67 for further details		
Field Rations	Diminutive	1 lb.	—	Pharmacist Kit	Small	4 lb.	17
First Aid Kit	Tiny	1 lb.	5	Search-and-Rescue Kit	Small	5 lb.	12
Hancuffs (Steel)	Diminutive	1 lb.	7	Unicard	Fine	—	—
				WASP Pack	Large	60 lb.	20

DO YOU WANT TO KNOW MORE?

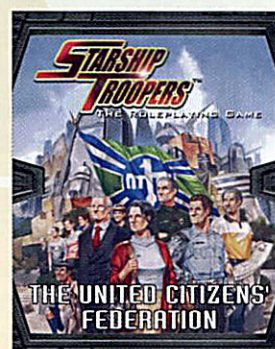
BOOT CAMP

This book details the process of civilians becoming Mobile Infantry. It covers every step from recruitment through the first mission. adventure ideas are provided at every stage and the training that all Mobile Infantry undergo is examined in great detail.



THE UNITED CITIZEN'S FEDERATION

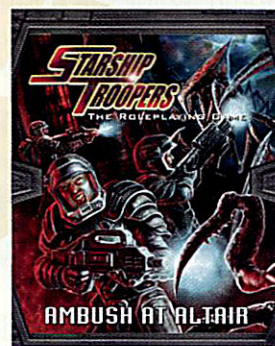
You know that being a citizen in the United Citizens' Federation requires something many human beings are not capable of – it requires a willingness to put the safety and security of the human race ahead of your own, to lay down your life if necessary that the race itself might survive. It is the ultimate price for the ultimate reward. You know this but do you understand why it is necessary? The Citizens' Federation will show you why. Knowing what the Federation is, understanding the importance and clarity of our system, as well as the troubles and trials we have endured to reach where we are today, is an integral part of truly understanding what citizenship means, of holding to that great commitment each of you has made to attain what you have achieved.



AMBUSH AT ALTAIR

Ammunition is running out. Power is running out. Time is running out... and the Arachnids are coming.

Ambush at Altair is an extended series of missions for a squad of Mobile Infantry Troopers. Using the unique scenario format of the Starship Troopers RPG, you can pick up this book and enjoy an evening's game in just a few minutes. It is designed for a group of four to six Mobile Infantry Player Characters of 6th to 7th level.



THE ARACHNID EMPIRE

The Arachnids are the greatest threat the United Citizens' Federation has ever faced. The bugs are no simple crude menace but an invader seeking to annihilate the human species and take worlds to expand their empire. Across the light years, the Arachnids threaten the survival of all species in a war of technology against engineered evolution.

Up to now, the Arachnids have remained a faceless, omnipresent enemy, spearheaded by millions of vicious warrior bugs as they spread in waves across each new world. For the first time, the secrets of the Arachnids are revealed. This book will serve Games Masters wanting to present the Arachnids in the most terrifying way possible, as well as players seeking an edge that will allow their Mobile Infantry trooper to survive just a little longer in battle.





Stand by for the hottest action in 30mm science fiction gaming. Starship Troopers brings the action of the novel, film and TV series straight to your tabletop in a fast-to-learn wargame.

DO YOU WANT TO KNOW MORE?

Collect armies of the Mobile Infantry, Arachnids and Skinnies (and that is just for starters - there are more alien races coming!) and compete for the very survival of your species.

With a game system designed by Andy Chambers, plastic miniatures sculpted by Bob Naismith, and the setting created by Robert A. Heinlein, one of the most influential science fiction writers of the 20th Century, Starship Troopers has a pedigree that is hard to beat. Whether they choose to side with the Arachnids or Mobile Infantry, players will find they have a wide variety of options that extends far beyond simple army list choices - each force has an astounding array of tactics and ploys with which to defeat opponents, from capsule drops and tunnelling to the deployment of atomic weapons, air strikes and psychic Brain Bugs!



The Mobile Infantry are the backbone of humanity. They are the armed force that serve the planets of the United Citizens' Federation, well armed and ready to take on any menace to Mankind's dominant position among the stars.



Code: MGP910001 Price: \$19.95/£12.00

This box set contains a complete Mobile Infantry Trooper squad of eight men, plus a variety of weapon and equipment options, making these the best equipped soldiers in the galaxy!



Code: MGP910007 Price: \$19.95/£12.00

More famous than even the power suits worn by most Mobile Infantry, the M8 'Ape' Marauder suit enables a single trooper to take on whole bug swarms by himself - though it is usually best not to!



Code: MGP910008 Price: \$19.95/£12.00

A more specialised Marauder variant than the Ape, the M9 'Chickenhawk' is designed as a mobile gun platform, capable of bringing huge amounts of firepower to any portion of the battlefield.



Code: MGP910003 Price: \$19.95/£12.00

The Heroes of the Mobile Infantry stand ready to do their part for Earth, Mankind and the Federation!



The Arachnids were recently discovered on the planet Pluto in Sol, the primary star system of the United Citizens' Federation. Insectoid in origin and possessing phenomenal strength, Arachnids appear to be hostile to all forms of life.



Code: MGP910002 Price: \$19.95/£12.00

Completely unafraid in the face of battle, fast moving, resistant to incoming fire and capable of ripping apart even heavily armoured vehicles, the warrior bugs are the mainstay of the Arachnid army and a huge swarm of them is terrifying to behold.



Code: MGP910005 Price: \$24.95/£15.00

The firefry is a lightweight species that can leap enormous distances and then deliver a stream of volatile chemicals that ignite with oxygen. This torrent of flame can consume troopers and Marauders alike, making the firefries a deadly foe to face on the battlefield.



Code: MGP910004 Price: \$34.95/£20.00

Capable of tunnelling alongside warrior bugs as part of an assault, the tanker bug is a huge Arachnid used to batter through Mobile Infantry lines, absorbing tremendous amounts of firepower.



Code: MGP910009 Price: \$24.95/£15.00

Supremely fast and agile, hopper bugs gather in swarms to sweep across the battlefield. Moving at full speed, they are capable of decapitating the most heavily-armoured trooper before sweeping out of sight.

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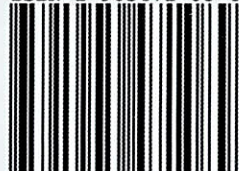
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