

STARSHIP ROOPERS *Mobile Infantry Light Infantry*

ACTIVATION 5+ **(Green)**

EXPERTISE 6+

ARMOR 6+

MOVEMENT 6" 12"



Brave Soldiers from across the globe that have signed up to serve the Terran Federation in its brutal and ongoing war with the Arachnids. From all different races, they come to serve, to fight, and to win!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Weapon Variants (*squad level support included:)
 Pulse Rifle Machine Guns—24" RANGE—1FP (2FP if in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP

STARSHIP ROOPERS *Mobile Infantry Light Infantry*

ACTIVATION 4+ **(Seasoned)**

EXPERTISE 5+

ARMOR 6+

MOVEMENT 6" 12"



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Weapon Variants (*squad level support included:)
 Pulse Rifle Machine Guns—24" RANGE—1FP (2FP if in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP

STARSHIP ROOPERS *Mobile Infantry Power Armor*

ACTIVATION 3+ **(Veteran)**

EXPERTISE 4+

ARMOR 3+

MOVEMENT 6" 12"



The Mobile Infantry proudly presents their standard power armor bodysuits, protecting their wearers from the elements and any hostile alien environment. Armed to the teeth and Stylish... You can Crush bugs comfortably in style!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Weapon Variants (*squad level support included:)
 High Powered UMG — 24" RANGE — 2FP (4FP if in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP

STARSHIP ROOPERS *Mobile Infantry Power Armor*

ACTIVATION 2+ **(Elite)**

EXPERTISE 4+

ARMOR 3+

MOVEMENT 6" 12"



The Mobile Infantry proudly presents their standard power armor bodysuits, protecting their wearers from the elements and any hostile alien environment. Armed to the teeth and Stylish... You can Crush bugs comfortably in style!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Weapon Variants (*squad level support included:)
 High Powered UMG — 24" RANGE — 2FP (4FP if in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP

STARSHIP ROOPERS *Mobile Infantry* **ROUGHNECKS**

ACTIVATION
3+

EXPERTISE
4+

ARMOR
4+

MOVEMENT
6" 12"



(Veteran)

The Legendary Roughnecks, tried and true, the best of the Mobile Infantry. You think you've got what it takes to be a part of this elite group? Then put your money where your mouth is and show them what you're made of! Kick Ass and Smoke Bugs!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Weapon Variants (squad level support included*):
 Pulse Rifle Machine Guns—24" RANGE—2FP (4FP if in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP

STARSHIP ROOPERS *Mobile Infantry* **ROUGHNECKS**

ACTIVATION
2+

EXPERTISE
4+

ARMOR
4+

MOVEMENT
6" 12"



(Elite)

The Legendary Roughnecks, tried and true, the best of the Mobile Infantry. You think you've got what it takes to be a part of this elite group? Then put your money where your mouth is and show them what you're made of! Kick Ass and Smoke Bugs!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Weapon Variants (squad level support included*):
 Pulse Rifle Machine Guns—24" RANGE—2FP (4FP if in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP

STARSHIP ROOPERS *Mobile Infantry (VR.)* **Heavy Marauder**

ACTIVATION
3+

EXPERTISE
4+

ARMOR
2+

MOVEMENT
12"



Mobile mechanized battle suits standing at over 30meters high, and carrying a devastating complement of weaponry, rotary machine guns, and long range cannons. The Federation's Finest Fighting Machines, piloted by the Federations best soldiers.

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Variants based on figure type* (some may not have all)
 *Manipulator arms — (hand-to-hand) — 4FP
 *High Velocity UMG — 24" RANGE — 2FP (2FP in 12")
 *Heavy Machine Gun (Gatling)— 24" RANGE — 4FP
 *Light Mortar — 40" RANGE — 3FP
 (VR) — Normal Vehicle Rules

STARSHIP ROOPERS *Fleet (VR.)* **Orbital Dropships**

ACTIVATION
3+

EXPERTISE
4+

ARMOR
4+

MOVEMENT
36"



If you're going to fight in style, you might as well ride in style too! Terran Federation Dropships provide the finest in military transport and logistics, as well as providing significant cover on the modern battlefield. Join the Fleet, and fly one today!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

ARMAMENTS:
 (Front) Mounted Cannons — 24" RANGE — 4FP (total)
 Side mounted Gatling Machine Guns — 12" RANGE — 2FP
 Concussion Missile Pods (Front) — 32" RANGE — 6FP (total)
 (VR) — Normal Vehicle Rules

STARSHIP ROOPERS *Mobile Infantry* (HVR.)
M-9 Marauder

ACTIVATION
3+

EXPERTISE
4+

ARMOR
3+

MOVEMENT
12"



The "Chickenhawk" may be just about the silliest looking mech on the battlefield, but she can pack a serious punch, armed to the teeth, she's smaller and lighter, but faster and deadlier.

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Variants based on figure type* (some may not have all)
 *Manipulator Arms (hand-to-hand) — 2FP
 *Machine Gun (Nose) — 12" RANGE — 2FP
 Heavy Machine Gun (Gatling) — 32" RANGE — 4FP
 Mini Artillery Shell Launcher — 36" RANGE — 3FP
 *Concussion Missile Launcher — Knockback 6" — Stuns (HVR) — Hybrid Vehicle Rules


STARSHIP ROOPERS *Mobile Infantry* (HVR.)
M-8 Marauder

ACTIVATION
3+

EXPERTISE
4+

ARMOR
3+

MOVEMENT
12"



The "APE" may not be the prettiest girl at the dance, but she can kick an ass or two, and leave a nice little bug splatter here and there. You think you got what it takes to pilot one? Then sign up right now, and prove it!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Variants based on model type* (some may not have all)
 Manipulator arms — (hand-to-hand) — 4FP
 Heavy Machine Gun (Gatling) — 32" RANGE — 4FP
 *Light Mortar — 40" RANGE — 3FP
 (HVR) — Hybrid Vehicle Rules


STARSHIP ROOPERS *Fleet*
F-76 Thunderbolt

ACTIVATION
3+

EXPERTISE
4+

ARMOR
4+

MOVEMENT
32"



A light duty patrol gunship, the F-76 is useful for scouting, guarding dropships, or providing cover for troops in the field. Armed with various missiles and heavy machine guns, few bugs can withstand the punishment it can dish out.

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Would you like to know more?
 *Special attack rules — see supplement
 Twin Machine Guns (front) — 24" RANGE, 3FP (per gun)
 Guided Missile Clusters 36" RANGE — 8FP(total):
 (1 salvo per jet, exhausted after firing)

STARSHIP ROOPERS *Mobile Infantry* (HVR.)
XM-550 C.H.A.S.

ACTIVATION
3+

EXPERTISE
4+

ARMOR
3+

MOVEMENT
6" 12"



Unlike other troopers, C.H.A.S. doesn't get squeamish at the sight of a few little bugs, in fact, he loves it! Presenting C.H.A.S. fully autonomous and artificially intelligent, C.H.A.S. can go where other troopers only wish they could!

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Would you like to know more?
 Fists — (hand-to-hand) — 2FP
 Light Machine Gun (Arm) — 32" RANGE — 3FP
 Flame Thrower (Chest) — 8" RANGE — 3FP
 Self-Destruct — (AOE) — 8" RANGE — 4FP
 (HVR) — Hybrid Vehicle Rules



Mobile Infantry SICOM Agents



ACTIVATION
2+

EXPERTISE
4+


ARMOR
5+

MOVEMENT
6" 12"

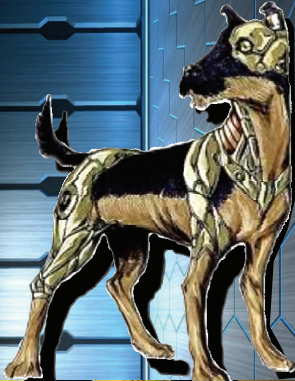
Tough, well-trained, the elite of the Mobile Infantry. The Special Corps presents SICOM Agents! The best trained, with limited telekinetic and telepathic capabilities, SICOM Agents are usually not found in the field, unless special circumstances call for it.

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Would you like to know more?
 Sub Machine Gun — 16" RANGE — 3FP (6FP in 12")
 Mind Bomb — 6" (AOE) RANGE — (EXP ROLL) — Stuns bugs
 Telepathic Anticipation — rerolls all armor saves* this ability transfers to all units in a squad, (if attached to a squad).



Mobile Infantry NEO-DOGS



ACTIVATION
3+

EXPERTISE
4+

ARMOR
4+

MOVEMENT
12"

Genetically grown from wolves, dogs, and bug DNA, NEO-DOGS were specially designed to track, hunt, and kill bugs like no other creature. Teeth as strong as the hardest metals, incredibly strong and nearly indestructible. They are artificially intelligent, enhanced with the latest AI, and usually have a psychic link with either specially trained handlers, or SICOM Agents.

JOIN NOW! — SERVICE GAURANTEES CITIZENSHIP!

Variants (based on model type*):
 *Mounted Pulse Rifle — 12" RANGE — 1FP (2FP in 12")
 Claws, Bite, Feral Rage — (hand-to-hand) — 3FP



Mobile Infantry Pathfinders



ACTIVATION
2+

EXPERTISE
4+

ARMOR
3+

MOVEMENT
6" 12"

So you smash a bug or two... Bet you think you're tough eh? Bet you think you got mad skills? Think again... The SICOM Pathfinders are the toughest unit in the Galaxy. They go where angels truly fear to tread, and love every stinking minute of it! The best training, the best equipment. There is no finer service the Mobile Infantry offers.

Weapon Variants (*squad level support included:)
 Sub Machine Guns — 16" RANGE — 3FP (6FP in 12")
 *Inferno Support Flamer (1 per squad) — 8" RANGE — 4FP
 *Triple Thud G/L — (1 per squad) — 16" RANGE — 3FP
 *HP Sniper Rifle — (1 per squad) — 32" RANGE — 2FP
 *HE Missile Launcher — (1 per squad) — 24" RANGE — 3FP
 Cold Blooded — reroll failed EXP rolls.