

# POWER SUIT PLATOONS

Far and away the most common form of Mobile Infantry deployment, a power suit platoon consists of cap troopers in powered armour wielding Morita rifles and other tactical weapons. These are very flexible and can handle virtually any engagement type as well (or better) than Marauder platoons. Their advantages in versatility and numbers allow them to be in several different places at once and attack with a far more diverse pool of weapons. If tactical freedom is your goal, you cannot do better than fielding a full power suit platoon.

A power suit platoon in the *Starship Troopers* miniatures game is two or more M-1A4 Power Suit Squads and a commanding M-1A4 Power Suit NCO, though they can swell to include another NCO, a Lieutenant and a further four units.

Remember, you must decide which platoons to choose before choosing any forces. You cannot choose more than one platoon per 1,000 points value being chosen – so, for example, a force for a 2,000 point game could include two platoons of MI. A platoon is made up of several units each with a value, each unit chosen counts against the total value of your force. Units often have options you can take, such as adding extra models or equipping special weapons: These will increase the unit's overall value and therefore how much of the total Force Value they represent.



## Basic Units

Lieutenant 120 points  
0-1 per platoon

NCOs 100 points  
1-2 per platoon

M-1A4 Power Suit Squad 220 points  
0-2 per officer  
(minimum 2 per platoon)

## POWER SUIT PLATOON SUPPORT AT PRIORITY LEVEL ONE

### Command

0-1 SW-404 Javelin Missile Launcher +0 points  
can be replaced with a SW-414  
Rapier AA Missile Launcher.

### Fleet

Skyhook Retrieval Boat 125 points  
0-1 per platoon

Viking Landing Boat 195 points  
0-1 per platoon

### Officers

Remember, in the MI Army List, only the following are considered *officers*

- \* NCOs
- \* Lieutenants
- \* SICON Military Intelligence Agents

## POWER SUIT PLATOON SUPPORT AT PRIORITY LEVEL TWO

### Command

SICON Military

80 points

Intelligence Agent

0-1 per platoon

XM-550A2 CHAS Unit

175 points

0-2 per platoon

Any M-1A4 Power Suit Squad or M-1A4 officer may be mounted on LA-50 Sprite Reconnaissance Skimmers. Units mounted on Sprites cannot include Marauder suits.

+50 points  
per model

Any M-1A4 Power Suit Squad or officer may be deployed in M2 Drop Capsules.

+10 points  
per M-1A4 model  
+25 points  
per M8/M9 model

Any officer may be equipped with M-904C Chem grenades.

+10 points  
per officer

Any lieutenant or NCO may be upgraded to an M8 'Ape' Marauder suit or M9 'Chickenhawk' Marauder suit. Any lieutenant or NCO so upgraded becomes a Marauder model of the appropriate type (M8 Marauder Suit Lieutenant, M8 Marauder Suit NCO, M9 Marauder Suit Lieutenant or M9 Marauder Suit NCO).

+105 points  
per Lt/NCO

0-2 SW-404 Javelin Missile Launchers can be replaced with SW-414 Rapier AA Missile Launchers.

+0 points

0-2 models per M-1A4 Power Suit Squad may be upgraded to an M8 'Ape' Marauder suit or M9 'Chickenhawk' Marauder suit. Any sergeant, corporal or cap trooper so upgraded becomes a Marauder model of the appropriate type (M8 Marauder Suit Sergeant, M8 Marauder Suit Corporal, M8 Marauder Suit Cap Trooper, M9 Marauder Suit Sergeant, M9 Marauder Suit Corporal or M9 Marauder Suit Cap Trooper).

+170 points  
per model

0-1 model per platoon may be equipped with an M-998A1 Atomic Pee-Wee munition (only if model with Atomic Protocols is in platoon). +300 points  
per model

0-1 model (may not be an officer) per platoon may Go Career. This model may purchase up to 25 points worth of Qualities or Training heroic traits. +25 points  
per model

0-1 M-1A4 Power Suit Squad can replace their Morita underslung XW-110-G1 G/Ls with XW-137-A3 Trench Sweeper Laser. +10 points  
per model

### Fleet

AGM-716 Flamberge Heavy Ground Attack Missile

50 points

0-1 per platoon

Slingshot Drop Boat

0-2 per platoon

300 points

### Atomic Protocols

In order to choose any Atomic weapons, a model with access to Atomic Protocols must be present in the platoon.

The presence of a lieutenant with SICON Military Intelligence Training (see page 133) fulfils the Atomic Protocols requirement.

The presence of a SICON Military Intelligence Agent (see page 82) fulfils the Atomic Protocols requirement.

## POWER SUIT PLATOON SUPPORT AT PRIORITY LEVEL THREE

### Command

SICON Military 80 points

Intelligence Agent  
0-1 per platoon

XM-550A2 CHAS Unit 175 points  
0-4 per platoon

Any M-1A4 Power Suit Squad or M-1A4 officer may be mounted on LA-50 Sprite Reconnaissance Skimmers. Units mounted on Sprites cannot include Marauder suits. +50 points per model

Any M-1A4 Power Suit Squad or officer may be deployed in M2 Drop Capsules. +10 points per M-1A4 model +25 points per M8 or M9 model

Any officer may be equipped with M-904C Chem grenades. +10 points per officer

Any lieutenant or NCO may be upgraded to an M8 'Ape' Marauder suit or M9 'Chickenhawk' Marauder suit. Any lieutenant or NCO so upgraded becomes a Marauder model of the appropriate type (M8 Marauder Suit Lieutenant, M8 Marauder Suit NCO, M9 Marauder Suit Lieutenant or M9 Marauder Suit NCO). +105 points per Lt/NCO

Any TW-404 SW-404 Javelin Missile Launchers can be replaced with SW-414 Rapier AA Missile Launchers. +0 points

Any M-1A4 Power Suit Squad can replace their Morita underslung XW-110-G1 G/Ls with XW-137-A3 Trench Sweeper Laser. +10 points per model

0-3 models per platoon may be equipped with an M-998A1 Atomic Pee-Wee munition (only if model with Atomic Protocols is in platoon). +300 points per model

0-2 models per M-1A4 Power Suit Squad may be upgraded to an M8 'Ape' Marauder suit or M9 'Chickenhawk' Marauder suit. Any sergeant, corporal or cap trooper so upgraded becomes a Marauder model of the appropriate type (M8 Marauder Suit Sergeant, M8 Marauder Suit Corporal, M8 Marauder Suit Cap Trooper, M9 Marauder Suit Sergeant, M9 Marauder Suit Corporal or M9 Marauder Suit Cap Trooper). +170 points per model

0-1 model per platoon may be equipped with an M-999A2 Atomic Ajax munition (only if model with Atomic Protocols is in platoon). +500 points per model

0-1 model (may not be an officer) per M-1A4 Power Suit Squad may Go Career. These models may purchase up to 25 points worth of Qualities or Training heroic traits. +25 points up to per model

### Fleet

AGM-716 Flamberge Heavy Ground Attack Missile 50 points  
0-1 per platoon

EOM-1A1 'Sarissa' Space Combat Missile 100 points  
0-1 per platoon

Slingshot Drop Boat 300 points  
0-3 per platoon

F-76 Thunderbolt TAC Fighter 250 points  
0-4 per platoon