

MOBILE INFANTRY ROSTER

M-1A4 POWER SUIT SQUAD

The classic picture of a Mobile Infantry unit, these power suit clad soldiers can go anywhere and fight anything. They are well defended, have enhanced strength and at the highest levels of training are fast enough to dodge even the most well-placed blow. Their armour is famous throughout the Federation and is becoming equally well known among its enemies.

Every M-1A4 power suit squad consists of one sergeant (unit leader) and four cap troopers (220 points total). Up to three extra cap troopers may be added to the squad at +30 points each.

Weapon

TW-203-a Morita Assault Rifle with XW-110-G1 underslung G/L.

Unit Options

Corporal: One cap trooper may be promoted to corporal for +50 points.

Equipment Options: An M-1A4 Power Suit Squad can be equipped with any of the equipment listed below:

- * Lizard Lines for +5 points per model.
- * WASP packs for +10 points per model.

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

Weapon Options: An M-1A4 Power Suit Squad can be equipped with any of the weapons listed below:

- * CC-176-ER Shock Sticks for +5 points per model.
- * M-902F Frag grenades for +5 points per model.

Up to two M-1A4 models may replace their TW-203-a Morita Assault Rifle with XW-110-G1 underslung G/L with one of the weapon choices below:

- * TW-201-l Morita Sniper Rifle with XW-110-G1 underslung G/L for +5 points.
- * SW-226-f Hel Infantry Flamer for +10 points.
- * TW-402 Triple Thud Grenade Launcher for +20 points.
- * SW-404 Javelin Missile Launcher for +40 points.



M-1A4 Power Suit Squad

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M-1A4 Cap Trooper	30	1	4"	D6	4+	4+	7+	Jump/12"
M-1A4 Corporal	80	1	4"	D6	4+	4+	7+	Jump/12"
M-1A4 Sergeant	100	1	4"	D6	4+	4+/6+	7+	Jump/12"

M-1A4 POWER SUIT NCO

Weapon

TW-203-a Morita Assault Rifle with XW-110-G1 underslung G/L.

Unit Options

Equipment Options: An NCO can be equipped with any of the equipment listed below:

- * Lizard Line for +5 points.
- * WASP pack for +10 points.

Go Career: An NCO may be bought heroic traits up to a total value of +100 points.

Weapon Options: An NCO can be equipped with any of the weapons listed below:

- * CC-176-ER Shock Stick for +5 points.
- * M-902F Frag grenades for +5 points.
- * M-908P Plasma munition for +20 points.

An NCO may replace his XW-110-G1 underslung G/L with an XW-137-A3 Trench Sweeper Laser for +10 points.

M-1A4 Power Suit NCO

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M-1A4 NCO	100	1	4"	D6	4+	4+/6+	7+	Independent Jump/12"

M-1A4 POWER SUIT LIEUTENANT

Weapon

TW-203-a Morita Assault Rifle with XW-110-G1 underslung G/L.

Unit Options

Equipment Options: The lieutenant can be equipped with any of the equipment listed below:

- * Lizard Line for +5 points.
- * WASP pack for +10 points.

Go Career: The lieutenant may be bought heroic traits up to a total value of +100 points.

Weapon Options: The lieutenant can be equipped with any of the weapons listed below:

- * CC-176-ER Shock Stick for +5 points.
- * M-902F Frag grenades for +5 points.
- * M-908P Plasma munition for +20 points.

The lieutenant may replace his XW-110-G1 underslung G/L with an XW-137-A3 Trench Sweeper Laser for +10 points.

M-1A4 Power Suit Lieutenant

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M-1A4 Lieutenant	120	1	4"	D6+1	4+	4+/6+	7+	Independent Jump/12"

M8 'APE' MARAUDER SUIT SQUAD

The only piece of military ordnance more famous than the power suits worn by the Mobile Infantry is the Marauder armour. The Marauder classification covers two different suits – the Ape and the Chickenhawk. Called the Ape because of its elongated arms and slightly hunched posture, this suit and the highly trained cap trooper inside it can cause incredible devastation on the battlefield.

Every M8 Marauder Suit Squad consists of one sergeant (unit leader) and one M8 cap trooper (410 points total). Up to three extra M8 cap troopers may be added to the squad at +200 points each.

Weapons

Four hard points:

1. IW-203-a Morita Ape Special
2. IW-422 Hellseed Y-Rack
3. MW-206 Derringer Light Rotary Cannon
4. MW-209 Trip Hammer G/L

Special Rules

Autoloaders: All weapons (other than One-Shot!) mounted on a Marauder suit count as Infinite weapons.

Lock and Load: Models in Marauder suits can fire two weapons in a Shoot action.

Unit Options

Corporal: One M8 cap trooper may be promoted to corporal for +5 points.

Equipment Options: An M8 Marauder Suit Squad can be equipped with Lizard Lines for +10 points per model.



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

Any models may be transferred to an M9 'Chickenhawk' Marauder suit at no cost. Any sergeant, corporal or cap trooper so transferred becomes an M9 Marauder model of the appropriate type (M9 Marauder Suit Sergeant, M9 Marauder Suit Corporal or M9 Marauder Suit Cap Trooper).

M8 'Ape' Marauder Suit Squad

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M8 Cap Trooper	200	3	4"	2xD10	7+	3+	10+	Hits/4 Jump/8" Piercing/1
M8 Corporal	205	3	4"	2xD10	7+	3+	10+	Hits/4 Jump/8" Piercing/1
M8 Sergeant	210	3	4"	2xD10	7+	3+	10+	Hits/4 Jump/8" Piercing/1

M8 'APE' MARAUDER SUIT NCO

Weapons

Four hard points:

1. IW-203-a Morita Ape Special
2. IW-422 Hellseed Y-Rack
3. MW-206 Derringer Light Rotary Cannon
4. MW-209 Trip Hammer G/L

Special Rules

Autoloaders: All weapons (other than One-Shot!) mounted on a Marauder suit count as Infinite weapons.

Lock and Load: Models in Marauder suits can fire two weapons in a Shoot action.

Unit Options

Equipment Options: An M8 NCO can be equipped with a Lizard Line for +10 points.

Go Career: An M8 NCO may be bought heroic traits up to a total value of +50 points.

An M8 NCO may be transferred to an M9 'Chickenhawk' Marauder suit at no cost. An NCO so transferred becomes an M9 Marauder Suit NCO.

M8 'Ape' Marauder Suit NCO

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M8 NCO	210	3	4"	2xD10	7+	3+	10+	Hits/4 Independent Jump/8" Piercing/1

M8 'APE' MARAUDER SUIT LIEUTENANT

Weapons

Four hard points:

1. IW-203-a Morita Ape Special
2. IW-422 Hellseed Y-Rack
3. MW-206 Derringer Light Rotary Cannon
4. MW-209 Trip Hammer G/L

Special Rules

Autoloaders: All weapons (other than One-Shot!) mounted on a Marauder suit count as Infinite weapons.

Lock and Load: Models in Marauder suits can fire two weapons in a Shoot action.

Unit Options

Equipment Options: The M8 lieutenant can be equipped with a Lizard Line for +10 points.

Go Career: The M8 lieutenant may be bought heroic traits up to a total value of +100 points.

The M8 lieutenant may be transferred to an M9 'Chickenhawk' Marauder suit at no cost. Any lieutenant so transferred becomes an M9 Marauder Suit Lieutenant.

M8 'Ape' Marauder Suit Lieutenant

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M8 Lieutenant	225	3	4"	2xD10+1	7+	3+	10+	Hits/4 Independent Jump/8" Piercing/1

M9 'CHICKENHAWK' MARAUDER SUIT

'Chickenhawk' Marauder suits have a different chassis to the 'Ape' Marauder suit and a faster land speed. Their true difference comes in their weapon loadouts, however. Designed as mobile fire bases, M9 Marauders have more versatile hard points and can mount a variety of weapons – consequently, they have an easier time smashing through hordes of common troops. The M9 is also notable for its relatively light armour in comparison to other Marauder models.



Weapons

Four hard points:

1. SW-404 Javelin Missile Launcher
2. MW-265 Sixgun Rotary Cannon
3. <Empty>
4. <Empty>

Special Rules

Autoloaders: All weapons (other than One-Shot!) mounted on a Marauder suit count as Infinite weapons.

Lock and Load: Models in Marauder suits can fire two weapons in a Shoot action.

Poor Balance: Models in M9 armour cannot fire any weapons when using their jump movement mode.

Equipment Options: Any M9 model can be equipped with Lizard Lines for +10 points per model.

Weapon Options: Any M9 model can be equipped with any of the weapons listed below:

- * SW-490 Blizzard Missile Pack in Hard Point 3 for +30 points.
- * SW-219-f Inferno Support Flamer in Hard Point 4 plus IW-228 Utility Claws for +20 points.

M9 'Chickenhawk' Marauder Suit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M9 Cap Trooper	200	3	5"	D6	6+	3+	9+	Hits/3 Jump/10"
M9 Corporal	205	3	5"	D6	6+	3+	9+	Hits/3 Jump/10"
M9 Sergeant	210	3	5"	D6	6+	3+	9+	Hits/3 Jump/10"
M9 NCO	210	3	5"	D6	6+	3+	9+	Hits/3 Independent Jump/10"
M9 Lieutenant	225	3	5"	D6+1	6+	3+	9+	Hits/3 Independent Jump/10"

XM-550 CHAS UNIT

A recent development by SICON, the CHAS robot is a heavily armed combat machine with the firepower of a squad of normal troopers and enough armour to shrug off blows that would tear through even Mobile Infantry power suits. While not without their faults, CHAS models are centred around a learning computer 'brain' and can eventually make up for their deficiencies if they survive long enough.

Every XM-550 CHAS unit consists of one CHAS robot (it is a one model unit).

Weapons

Four hard points:

1. IW-203-a Morita Ape Special
2. SW-226-f Hel Infantry Flamer
3. SW-404 Javelin Missile Launcher
4. MW-209 Trip Hammer G/L

Special Rules

Autoloaders: All weapons (other than One-Shot!) mounted on a CHAS count as Infinite weapons.

Alpha Strike: CHAS may fire all its weapons in one Shoot action if their previous action was Ready.

Deathwish Circuit: CHAS may voluntarily self destruct with a Ready action. This removes the CHAS model from the game and inflicts Retaliate damage upon all models within point blank range.

XM-550 CHAS Unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
XM-550 CHAS	175	2	8"	D10+D6	8+	6+	10+	Hits/3 Jump/12" Retaliate



SICON MILITARY INTELLIGENCE AGENT

These men and women serve SICON directly and seem to fall outside the chain of command, while representing it in its purest form. Exceptionally well trained for combat, agents rarely take part in battles but when they do show up, it typically means that the engagement on hand is a very important one. SICON Military Intelligence agents are easy to distinguish on the battlefield; their uniforms are black and consist of an armoured body suit and a ballistic cloth longcoat.

Special Rules

Officer: A SICON Military Intelligence agent is an officer and may be bought heroic traits up to a total value of +100 points.

Atomic Protocols: Only MI forces including a model with Atomic Protocols gain access to atomic munitions.

Vital Mission: An MI force including a SICON Military Intelligence agent can try to make the game last one turn longer than normal at the option of the MI player. Roll a D6 at the end of the last game turn if a further turn is desired. On a roll of 4 or more, one additional game turn is played, on a 3 or less the game ends as normal.

Weapons

TW-201-s Morita Rifle

SICON Military Intelligence Agent

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
SICON Military Intelligence Agent	80	1	5"	D6	3+	6+/4+	6+	Independent No Flinch

SKINNY 'ADVISOR'

Special Rules

Ambush: This ability can be used by MI forces including a Skinny Advisor. One M-1A4 Power Suit Squad can be concealed in an area of terrain within the MI deployment area. Write down the location of the unit ambushing before any other models are deployed on the tabletop. The MI player can reveal the ambush and place the unit on the tabletop at any time.

Attached: A Skinny Advisor must be attached to an MI unit at the beginning of the game. The Advisor counts as part of the unit but MI prejudice means it may never become unit leader.

Weapons

Constrictor Rifle

Weapon Options: The Skinny Advisor may replace his constrictor rifle with a TW-203-a Morita Assault Rifle with XW-110-G1 Grenade Launcher at no cost.



Skinny 'Advisor'

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Skinny Advisor	100	1	5"	D6+1	6+	4+	6+	Climb/5"