

STARSHIP TROOPERS™

THE ROLEPLAYING GAME

RETINAL SCAN: COMPLETE
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GRANTED

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.

your squad gets to your mission objectives.

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.

MOBILE



EQUIPPING
SQUADS

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

Sample file

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.