

3

ACE LEVY

MOBILE INFANTRY • PRIVATE

STARSHIP TROOPERS

ATTACK 2d6/3d6 if doesn't move, jams on triples (3- to repair), **Morita Assault Rifle**: 1-2 hex (4- to wound), 3-4 hex (2-), 5-6 hex (1-), **Grenades**: 1 hex (5-), out on 1
MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)
Survivor of drops on Klendathu, Tango Unilla and Planet P
 Starship Troopers-Prepare for Battle-017

1

BRAIN BUG

CEREBUS REX

ARACHNIDS

ATTACK Roll 1d6 at 1 hex (4- to wound)
MOVE 1 hex per round
DEFENSE 1- on 1d6 (except from Nuke or Plasma)
 Starship Troopers-Prepare for Battle-001

3

CARMEN IBANEZ

FLEET PILOT • ENSIGN

STARSHIP TROOPERS

ATTACK 3d6/4d6 if doesn't move, jams on triples (3- to repair), **Carbine**: 1-2 hex (3- to wound), 3-4 hex (1-)
MOVE 3 hexes per round
DEFENSE 1- on 1d6 (except from Nuke or Plasma)
Promoted to captain for her leadership skills
 Starship Troopers-Prepare for Battle-026

3

DIZZY FLORES

MOBILE INFANTRY • PRIVATE

STARSHIP TROOPERS

ATTACK 2d6/3d6 if doesn't move, jams on triples (3- to repair), **Morita Assault Rifle**: 1-2 hex (4- to wound), 3-4 hex (2-), 5-6 hex (1-), **Grenades**: 1 hex (5-), out on 1
MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)
Killed in action, Planet P
 Starship Troopers-Prepare for Battle-010

0

DROP SHIP

MOBILE INFANTRY

STARSHIP TROOPERS • VEHICLE

Placed during setup (not in ammonia pools, boulder or lava fields) and cannot move. Provides +1 Defense. Bugs cannot enter (Hoppers can fly over). Only destroyed by Nuke or Plasma (hex cannot be entered and blocks Line of Sight). **Dropship Cannon:** 3-4 hex (4- to wound), 5-6 hex (3- to wound), 7-8 hex (2-), 9-12 hex (1-)

Starship Troopers-Prepare for Battle-014

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DROP SHIP

MOBILE INFANTRY

STARSHIP TROOPERS • VEHICLE

Placed during setup (not in ammonia pools, boulder or lava fields) and cannot move. Provides +1 Defense. Bugs cannot enter (Hoppers can fly over). Only destroyed by Nuke or Plasma (hex cannot be entered and blocks Line of Sight). **Dropship Cannon:** 3-4 hex (4- to wound), 5-6 hex (3- to wound), 7-8 hex (2-), 9-12 hex (1-)

Starship Troopers-Prepare for Battle-029

3

GENE RASCZAK

MOBILE INFANTRY • LIEUTENANT

STARSHIP TROOPERS

ATTACK 3d6/4d6 if doesn't move, jams on triples (3- to repair), **Carbine:** 1-2 hex (3- to wound), 3-4 hex (1-). **Last Gasp** (Can make a 3d6 attack immediately if killed before next bug attack). **Grenades:** 1 hex (5- to wound), out on 1 **MOVE** 3 hexes per round; **DEFENSE** 1- on 1d6 (except from Nuke or Plasma)

Killed in action, Planet P

Starship Troopers-Prepare for Battle-028

7

HOPPER BUG

OPILIONES

ARACHNIDS

ATTACK 3d6 at 1-Hex (3-; Can decapitate by moving during attack phase, subtracting 1-Hex move)
MOVE 7 hexes per round (flies over most terrain)
DEFENSE 3- on 1d6 (except for Nuke or Plasma)

Flyer

Starship Troopers-Prepare for Battle-018

7 **HOPPER BUG**
OPILIONES



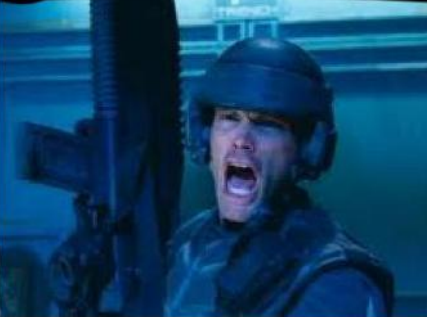
ARACHNIDS

ATTACK 3d6 at 1-Hex (3-; Can decapitate by moving during attack phase, subtracting 1-Hex move)
MOVE 7 hexes per round (flies over most terrain)
DEFENSE 3- on 1d6 (except for Nuke or Plasma)

Flyer

Starship Troopers-Prepare for Battle-002

3 **JOHNNY RICO**
MOBILE INFANTRY • PRIVATE



STARSHIP TROOPERS

ATTACK 2d6/3d6 if doesn't move, jams on triples (3- to repair); **Morita Assault Rifle**: 1-2 hex (4- to wound), 3-4 hex (2-), 5-6 hex (1-); **Grenades**: 1 hex (5- to wound), out on 1
MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)

Promoted to lieutenant for his bravery and leadership skills

Starship Troopers-Prepare for Battle-011

3 **NUKE**
MOBILE INFANTRY • PRIVATE



STARSHIP TROOPERS

ATTACK Roll 2d6. If $\geq$ range, Nuke hits target hex. If $<$ range, Nuke hits adjacent hex (roll 1d6 on Scatter Diagram); Nuke destroys any piece and Bug Hole in hex it hits and 1 hit in all adjacent hexes; **Grenades**: 1 hex (5- to wound), out on 1
MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-012

2 **PLASMA BUG**
SOLIFUGAE



ARACHNIDS

ATTACK Roll 2d6 at 3-12 hexes. If $\geq$ range, hits target hex. If $>$ range, hits an adjacent hex (roll 1d6 on Scatter Diagram). Plasma bolt destroys any piece and weapon it hits
MOVE 2 hexes per round **DEFENSE** 5- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-003

2

PLASMA BUG

SOLIFUGAE



ARACHNIDS

ATTACK Roll 2d6 at 3-12 hexes. If $\geq$ range, hits target hex. If $>$ range, hits an adjacent hex (roll 1d6 on Scatter Diagram). Plasma bolt destroys any piece and weapon it hits

MOVE 2 hexes per round **DEFENSE** 5- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-019

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RETRIEVAL BOAT

MOBILE INFANTRY



STARSHIP TROOPERS • VEHICLE

Placed during setup (not in ammonia pools, boulder or lava fields) and cannot move. Provides +1 Defense. Bugs cannot enter (Hoppers can fly over). Only destroyed by Nuke or Plasma (hex cannot be entered and blocks Line of Sight). No weapons.

Starship Troopers-Prepare for Battle-030

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RETRIEVAL BOAT

MOBILE INFANTRY



STARSHIP TROOPERS • VEHICLE

Placed during setup (not in ammonia pools, boulder or lava fields) and cannot move. Provides +1 Defense. Bugs cannot enter (Hoppers can fly over). Only destroyed by Nuke or Plasma (hex cannot be entered and blocks Line of Sight). No weapons.

Starship Troopers-Prepare for Battle-015

3

SHUJUMI

MOBILE INFANTRY • PRIVATE



STARSHIP TROOPERS

ATTACK 2d6/3d6 if doesn't move, jams on triples (3- to repair). **Marita Assault Rifle:** 1-2 hex (4- to wound), 3-4 hex (2-), 5-6 hex (1-). **Grenades:** 1 hex (5- to wound), out on 1

MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)

Killed by Warriors during Operation Bughouse,
Planet P

Starship Troopers-Prepare for Battle-013

3

"SUGAR" WATKINS

MOBILE INFANTRY • PRIVATE

STARSHIP TROOPERS

ATTACK 2d6/3d6 if doesn't move, jams on triples (3- to repair); **Morita with Scope:** 1-2 hex (4- to wound), 3-4 hex (3-), 5-6 hex (2-), 7-8 hex (1-); **Grenades:** 1 hex (5-), out on 1
MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)
Posthumously awarded Medal of Sacrifice for his action on Planet P
 Starship Troopers-Prepare for Battle-027

3

TANKER BUG

AMBLYPYGI

ARACHNIDS

ATTACK 3d6 (4 — to wound) at 1 hex, 3d6 (2- to wound) at 2 hex
MOVE 3 hexes per round
DEFENSE 4- on 1d6 (except from Nuke or Plasma)
 Starship Troopers-Prepare for Battle-004

3

TANKER BUG

AMBLYPYGI

ARACHNIDS

ATTACK 3d6 (4 — to wound) at 1 hex, 3d6 (2- to wound) at 2 hex
MOVE 3 hexes per round
DEFENSE 4- on 1d6 (except from Nuke or Plasma)
 Starship Troopers-Prepare for Battle-020

5

WARRIOR BUG

UROPYGI

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)
MOVE 5 hexes per round
DEFENSE 2- on 1d6 (except from Nuke or Plasma)
 Starship Troopers-Prepare for Battle-022

5

WARRIOR BUG

uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)

MOVE 5 hexes per round

DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-023

5

WARRIOR BUG

uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)

MOVE 5 hexes per round

DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-024

5

WARRIOR BUG

uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)

MOVE 5 hexes per round

DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-025

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WARRIOR BUG

uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)

MOVE 5 hexes per round

DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-005

5

WARRIOR BUG
uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)
MOVE 5 hexes per round
DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-006

5

WARRIOR BUG
uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)
MOVE 5 hexes per round
DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-007

5

WARRIOR BUG
uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)
MOVE 5 hexes per round
DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-008

5

WARRIOR BUG
uropygi

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)
MOVE 5 hexes per round
DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-009

5

WARRIOR BUG

UROPYGI

ARACHNIDS

ATTACK 3d6 at 1 hex (3- to wound)

MOVE 5 hexes per round

DEFENSE 2- on 1d6 (except from Nuke or Plasma)

Starship Troopers-Prepare for Battle-021

3

ZANDER BARCALOW

FLEET PILOT • ENSIGN

TROOPERS • TROOP

ATTACK 3d6/4d6 if doesnt move, jams on triples (3- to repair), **Carbine**: 1-2 hex (3- to wound), 3-4 hex (1-)

MOVE 3 hexes per round

DEFENSE 1- on 1d6 (except from Nuke or Plasma)

Killed by Brain, Planet P

Starship Troopers-Prepare for Battle-016

3

ZIM

MOBILE INFANTRY • SERGEANT

TROOPERS • TROOP

ATTACK 2d6/3d6 if doesnt move, jams on triples (3- to repair), **Morita Assault Rifle**: 1-2 hex (4- to wound), 3-4 hex (2-), 5-6 hex (1-), **Grenades**: 1 hex (5-), out on 1

MOVE 3 hexes per round **DEFENSE** 2- on 1d6 (except from Nuke or Plasma)

Former drill instructor who volunteered for combat duty, first Trooper to capture a Brain during Operation Royalty

Starship Troopers-Prepare for Battle-031