

BLITZKRIEG

A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

Just when the poor troopers of the Mobile Infantry think that they have seen it all, along comes something from the depths of the hive collective of the Arachnids that turns things on their head. Troopers are used to fighting against Warriors. Now it seems that the bugs are allied with a new and mysterious species that SICON have dubbed Skinnies due to their slender built frame. Just why the Skinnies would ally with the Arachnids is beyond question at the moment, but with their strange exotic weaponry, they have given the bugs an whole new range of options when it comes to fighting against the humans.

Spartan IV is a remote world on the very fringes of human controlled space and it borders along side the Arachnid Quarantine Zone. Due to its location it has been hotly contested over by both the forces of SICON and bugs alike, and after months of fierce battle things have ground to a stalemate. Even the presence of a mysterious and intelligent race of bipeds hasn't swayed the course of the campaign much, but now the bugs have something new and deadly that they will use to turn the tide of the war and wipe out the forces of the humans for good.

WHAT YOU WILL NEED

For this scenario for the *Starship Troopers Miniature Game* you will need the following:

- The Starship Troopers Miniature Game rulebook (soft back or hardbound versions)
- The Arachnid Army Book
- Two squads of Mobile Infantry Troopers
- One box of Mobile Infantry Reliant Gun Platforms
- One M-8 or M-9 Maruders (optional)
- One squad of Pathfinders (optional)
- Twenty painted Arachnid Warrior models
- One Tanker
- One blister of Control Bugs
- One Burrower Bug (optional)
- Six painted Blister bugs (optional)
- Six painted Skinny Raiders
- Terrain
- Dice
- Tape Measure



SCENARIO BRIEFING

This scenario will see the Mobile Infantry coming face to face with the terrifying Tanker Bug and the mysterious Skinnies! This scenario is designed to be quick play and as such ignores the rules given for Priority Levels all force details and options are presented in each player set up details.

DURATION

This scenario is eight turns in length, and ends either when the second player finishes his eighth turn or either player achieves their victory conditions. The Arachnid player goes first during this scenario. The Mobile Infantry player may only use defend tactics.

MOBILE INFANTRY PLAYER SET UP & VICTORY CONDITIONS

This scenario requires the Mobile Infantry player to use two painted eight man squads of Mobile Infantry Troopers as found in the *Starship Troopers Miniature Game* core set, and a full set of three fully painted Reliant Gun Platforms and crew. The models should match the details of the troopers found below, and should be assembled and painted as such.

Weapons Options: All sixteen of the troopers are armed with a TW-203a Morita Assault Rifle with XW-110-GI underslung Grenade Launcher. The models are divided into two squads of eight troopers, each with a sergeant.

- One Trooper per squad may replace their Morita with a SW-226-f Hel Infantry Flamer
- One Trooper per squad may replace their Morita with a SW-402 Thud G/L.
- One Trooper per squad may be promoted to Corporal
- One Squad may take M-902 Frag Grenades

This region of the planet has some very unusual background readings, and Intel has deemed that it should be held at all costs until a scientific expedition can arrive on Spartan IV to investigate. The Mobile Infantry have managed to gain a small foothold in a strategic area of the region and have erected a pre-fab bunker to bolster its defence. With the troopers entrenched and holding out for relief they know that they must hold the line against whatever the bugs or their alien allies can throw at them.

If the Mobile Infantry player manages to defend his bunker against the bugs and still has 25% of his models on the board during the last turn then he wins. If, in addition, the Mobile Infantry player manages to destroy the Tanker this is a major victory (see below for more details).

MAJOR VICTORY CONDITIONS

This scenario can be played as an instalment of a mini campaign to control Spartan IV and may be used with future scenarios that will provide extra rules and such to cover this mini campaign.

Each side has their own set of victory conditions, which inform the player what they need to accomplish to win the battle. Normally points are tallied up or objectives met, but for the mini campaign each side has a goal that will give it a major victory over its opponent.

Major victories will generate a number of options that will be presented in each following scenario that can then be used by the winning player. These options could be reinforcements, better equipment, better saving throws, or any of a myriad of other ideas that will make play fun and exciting for both players.

Silent Assassin Rewards

If the Mobile Infantry player managed to kill all the bugs and there were still Skinnies on the table during the last turn, they managed to gain a major victory and will be allowed one of the following optional upgrades as detailed below:

- One M-8 or M-9 Marauder
- One Fuel Dump asset
- 50 points of talents, traits or training for one sergeant model

ARACHNID PLAYER SETUP & VICTORY CONDITIONS

This scenario requires the Arachnid player to use twenty of the Warrior bugs found in the *Starship Troopers Miniature Game* core set. The Arachnid player also needs one painted Tanker model, eight painted Control Bugs, and six painted Skinnies. The models should match the details of the troopers found below, and should be assembled and painted as such.

The humans are dug in deep and their emplacement is on rock that even the powerful jaws of the Worker bugs can't cut through. An all out attack using Warriors and Skinnies should be enough to dislodge the humans from their perch and the presence of the Tanker should destroy any last vestiges of morale they may have left.

Weapons Options: The Skinnies are armed with Skinnie Constrictor Rifles. Although Control Bugs captives are not normally allowed upgrades, the Skinnies in this scenario may be upgraded as below: Normally Control Bugs need the presence of a Brain Bug to keep them active, and one is nearby but plays no part in the game other than to issue commands to the Control Bugs, using the bug telepathy.

: The Warrior bugs consist of three squads of five models each squad and may be upgraded as detailed below.

- One Skinnie Model may replace their Constrictor Rifle with a Nerve Beam
- One Skinnie Model may be equipped with a Skinny Bomb

If the Arachnids/Skinnies manage to kill, or take control of, all the Mobile Infantry troopers then they have won the battle. If the Skinnies, or a newly controlled member of the MI can get a foot hold in the bunker on the final turn, then this is a major victory (see below for more details).

Silent Assassin Rewards

If the Arachnid player managed to incapacitate any Mobile Infantry troopers/models using the Skinnies Constrictor rifles then this is a major victory, as such he will be allowed one of the following optional upgrades as detailed below:

- Four tunnel assets
- Two ambushing Warrior bugs
- Upgrade one warrior with Carrion bugs
- Endless tide
- Promote one Skinnie to officer with 50 points of traits, talents or training

SUGGESTED TERRAIN

The map below should be used as a rough guide to how to lay out your terrain on the battlefield. This scenario works best on a tabletop that is 6'x4' though could very easily be played on a larger board. Please feel free to use any terrain you may have to hand, breaking up line of sight, etc. The card bunker that is provided in the box is ideal to represent the bunker which the Mobile Infantry are defending, or you should use something from your own terrain collection to represent this. The rock strata under the bunker is completely impervious to tunnelling and as such no tunnel marker can come within 16" of the bunker.



OPTIONAL RULES

The following changes may be made to this scenario to allow for differing game play

- One Warrior bug per squad may take the Carrion Bug upgrade
- The Arachnid player may take six painted Blister bugs in lieu of five Warrior bugs
- The Mobile Infantry player may take one squad of Pathfinders
- One Burrower bug may be attached to a Warrior bug squad

SHINNIES

If you fancy a challenge with this scenario why not substitute the Mobile Infantry squads for Skinnies and put the Skinnies up against the bugs. Skinnies were reluctant allies to the bugs and most would rather die than end up as slaves again, so simply just replace the two Mobile Infantry squads with three squads of 10 Skinnies for an even yet challenging scenario twist!

