

ENEMY AT THE GATE

A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

Things have been heating up on the frontier planet of Spartan IV and the Arachnids have been testing the defences of Outpost 343 to the limits. Though the structure is sound and surrounded by Stalwart Bug Field Generators, the bugs have been looking for a way into the complex to eliminate as many humans as possible, hopefully reclaiming the area with a single lightning assault.

Patrols have been stepped up all along the perimeter with Pathfinder Neo Dog Squads and CHAS units acting as mobile sentries to keep an ever vigilant eye, nose and ear out for a would be bug attack. The Neo Dogs are ideal at spotting tunnelling bugs and often will be the first warning of an imminent attack, while the CHAS unit needs no respite and can patrol constantly and relay its findings directly into the central command bunker.



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
- The Pathfinders Army Book
- The Mobile Infantry Army Book (optional)
- One painted squad of Pathfinders K9 Squad
- One painted XM-550 CHAS Unit
- One set of painted Stalwart Bug Field Generators
- Twenty painted Arachnid Warrior models
- Two painted Infiltrator Bugs
- Terrain
- Dice
- Tape Measure

SCENARIO BRIEFING

This scenario will pit the Arachnids superior numbers against the technological might of the Mobile Infantry, and push it to the limit. For days the bugs have been testing the electrified field generators looking for a way into the complex, and now they may just have found the answer! The Mobile Infantry must defend the Stalwarts generator grid from being taken down at all costs or they will be quickly overrun by bugs! The generator allows the field units to extend to the edge of the Mobile Infantry lines and if disrupted would be disastrous

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 one painted Pathfinder K9 squad, a set of fully painted Stalwart Bug Field Generators, and one painted XM-550 CHAS unit.

Weapons Options: All eight members of the K9 Pathfinder squad are armed with TW-203a Morita Assault Rifles with XW-110-GI underslung Grenade Launchers. The models are divided into two patrols of four troopers, one led by a sergeant, the other led by a corporal.

- One Trooper in each patrol may be given Medic training.
- The sergeant and corporal may each be given Heroic Traits up to a total value 25 points

XM-550 CHAS Unit: The CHAS has been programmed to walk the perimeter of the Mobile Infantry player's deployment zone and will continue to do so until any enemy units are within 36". The CHAS must take one move action per turn, up to its maximum standard movement distance, to continue its patrol and should be moved along the edge of the deployment zone until enemy units are spotted or are within 36". Remember that the CHAS, like normal Mobile Infantry troops may not react to Infiltrator Bugs until they are within Command radius.

Outpost 343 is central to SICON's plans for Spartan IV and must be protected from the Arachnids at all costs, if even a single one of the aliens could enter the compound and lowers the generator it could spell disaster for the entire campaign.

The generator has the following attributes:

Material: Steel **Size:** 4 **Target:** 6+ **Kill:** 10+ **Hits:** 4

If the Mobile Infantry player manages to keep any Arachnid models from destroying the generator then he wins. If the Mobile Infantry player manages to destroy both of the Infiltrator Bugs 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 support this mini campaign option. If you don't wish to play this as part of the Spartan IV campaign then simply skip this section and move

onto Arachnid Player Setup and Victory Conditions below!

Using Major Victory Conditions

Each side has their own set of victory conditions, which inform the player what they need 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.

Blitzkrieg Rewards

If the Mobile Infantry player managed to kill the Tanker bug during the Blitzkrieg scenario then he managed to gain a major victory, as such he will be allowed one of the following optional upgrades as detailed below:

- One squad of Mobile Infantry Cap Troopers
- One Micro-Support Platform (useable by Pathfinder models in this scenario)
- Up to 50 total 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 Archnid player also needs two painted Infiltrator Bug models.

This area is vital to the Archnid colony if it is to expand further into human held territory and it must be taken at all costs. Infiltrator bugs have been dispatched to test the resolve of the puny creatures and find a way into the complex so it can be destroyed from within.

The Warrior bugs consist of four squads of five models per squad. The Infiltrators are Independent units and follow all the rules for such models as found in the core *Starship Troopers Miniature Game* rulebook. Both infiltrator bugs may deploy up to 24" in from their table edge.

If the Archnids manage to kill all the Mobile Infantry troopers then they have won the battle. If the bugs manage to destroy the generator controller in the Mobile Infantry player's deployment zone (marked on the map below) then this is a major victory (see below for more details).

Blitzkrieg Rewards

If the Archnid player managed to enter the bunker by the final turn of the Blitzkrieg scenario then this is a major victory, as such he will be allowed one of the following optional upgrades as detailed below:

- Two tunnel entrances and three tunnelling markers
- One camouflaged tunnel entrance and two tunnelling markers

- Endless Tide option for warrior bugs

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 Stalwart Bug Field Generators should be deployed to act as a barrier at the very edge of the Mobile Infantry player's deployment zone. This area should be the patrol route for all of the Mobile Infantry players troops as detailed on the map below.

OPTIONAL RULES

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

- One warrior bug squad may be replaced by tiger bugs
- The Archnid player may take three painted hopper bugs in lieu of five warrior bugs

K9 Units can detect tunnelling creatures much better than their human counterparts and may react normally to tunnelling markers, and likewise increase the range of spotting an Infiltrator bug to 12" rather than the usual 6".

