

SILENT ASSASSIN

A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

There are those among the top brass of SICON who believe that the Arachnids are little more than a collection of overly large insects, acting purely on instinct and a desire to expand. There are also those, specifically among the scientific communities who believe that the bugs are far more intelligent than mankind is giving them credit for and that this extra-terrestrial intellect is not only capable of responding to a threat, but can adapt accordingly.

The Mobile Infantry are among the most highly trained warriors in the history of humanity, given the best weapons, equipment and support that SICON can offer, and as such they should be more than a match for mere insects, regardless of their size.

However the Arachnid has almost a hive mind mentality and will react to any threat that it comes across by effectively evolving one of its species to meet and deal with that threat, often with dire results for its prey.

Klendathu was a major disaster for humanity and took the lives of thousands of men and women from the newly formed Invasion Companies and the Mobile Infantry Cap troopers alike. SICON did learn from that ill-fated campaign, and this experience would work to serve against its enemies in many operational theatres.

One such theatre, Spartan IV, is a remote world on the very fringes of human controlled space bordering the Arachnid Quarantine Zone. Recently SICON Intelligence has received reports of an unidentified alien presence on this world, with technology that is equal to or more advanced than SICON's own. Is this potential new alien threat known or unknown to SICON? What are its intentions? The top brass are eager to investigate...

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 Cap Troopers
- Fifteen painted Arachnid Warrior models
- One painted Mantis Hunter Bug
- Six painted Skinnie Raiders
- Terrain
- Dice
- Tape Measure

SCENARIO BRIEFING

This scenario will see the Mobile Infantry coming face to face with two new and deadly threats, the terrifying Mantis Hunter 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 five turns in length, and ends either when the second player finishes his fifth turn or either player achieves their victory conditions. The Arachnid player goes first during this scenario.

MOBILE INFANTRY PLAYER SET UP & VICTORY CONDITIONS

This scenario requires the Mobile Infantry player to use two painted eight man squads of Mobile Infantry Cap Troopers as found in the *Starship Troopers Miniature Game* core set. 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 Triple Thud G/L.
- One Trooper per squad may be promoted to Corporal
- One Squad may take M-902 Frag Grenades

The squads have been sent to investigate the area and as such will be on high alert for the presence of any hostile forces they may encounter. To represent this both squads will begin the game on 'Ready' status and may react accordingly during the Arachnid player's first turn. If the Mobile Infantry player succeeds in destroying the Mantis Hunter Bug, then the game is ruled an MI victory. If the Mobile Infantry destroy all the bugs, AND at least one Skinnie is left on the board at the end of the game, this is a major victory which can impact future missions (see below for more details).

ARACHNID PLAYER SETUP & VICTORY CONDITIONS

This scenario requires the Arachnid player to use fifteen of the Warrior bugs found in the *Starship Troopers Miniature Game* core set. The Arachnid player also needs one painted Mantis Hunter model and six painted Skinnie Raiders. The models should match the details of the troopers found below, and should be assembled and painted as such.

The Arachnids have discovered that the humans are more resourceful than they knew and each time a new sub-species of bug has been created, the humans have found a way to counteract it. The latest sub-species is similar to the standard

Warrior class, but far more deadly and is ideal at taking the human troops by surprise. Added to this fact is the enslavement via Control Bugs of a clan of highly advanced and intelligent creatures that the humans have designated 'Skinnies' has given the Arachnids access to technology and weaponry normally outside of their scope.

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: 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 all the Mobile Infantry troopers then they have won the battle. If the Skinnies manage to kill/incapacitate a trooper using a Constrictor rifle then this is a major victory (see below for more details)

MAJOR VICTORY CONDITIONS

This scenario can be played as the first instalment of a mini campaign to control Spartan IV and may be used with future scenarios that will provide extra rules and expanded settings.

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.

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 4'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.

OPTIONAL RULES

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

- The Mantis Hunter bug may be replaced by a Mantis Assassin bug model
- The Arachnid player may pick one piece of terrain (mark this down on a piece of paper) and deploy the Mantis Hunter bug there following the rules for hidden units.
- One Warrior bug squad may take the Carrion Bug upgrade.
- The Mobile Infantry player may field an optional M8 Ape Marauder.

