

CARPE DIEM

The war against the alien menace of the Arachnid Empire is going badly for humanity and for the first time in history it looks like the entire species is heading for extinction. The only thing standing in the way of the advancing bug hordes are the brave men and women of the Mobile Infantry and Fleet.

An all out attack on our home world left tens of millions of citizens dead in the rubble of what was once the beautiful city of Buenos Aires, and now as we face our greatest threat, it is up to each and every one of us to stand firm and give no quarter, and put our faith and trust in the men and women of our armed forces.

Sky Marshal Dienes. Address to the Federation on the eve of the Klendathu drop

Though they are among the most skilled and highly trained soldiers that have existed in the long history of human conflict, the men and women of the Mobile Infantry are only human, with all the frailties and flaws it brings. They show remorse and compassion for their fellow troopers, a flaw that the bugs are keen to play heavily upon, and more than one green squad has fallen before it has had the chance to raise its Moritas in defence against a tidal wave of horror, ripped from the pages of the minds of sadists and madmen.

Not all troopers however are so shaken when out on their first patrol and those who do survive will go on to be the very lifeblood of their platoon, and become the stuff of legends. Many citizens back home on Earth have heard of the exploits of the famous Roughnecks or Zulu Squad, but these troopers are not the only survivors in the face of adversity and for every squad that makes the FedNet nightly news, there are dozens who the general public will never hear about.

WHAT YOU WILL NEED

This scenario for the Starship Troopers Miniature Game will allow you to have veteran troopers fight alongside a raw squad, fresh out of boot camp and hopefully keep them alive long enough to see another day. For this scenario you will need access to the following:

- The Starship Troopers Miniature Game rulebook (soft back or hardbound versions)
- One Squad of painted Mobile Infantry Cap Troopers in M-1A4 Power Armour
- One Squad of painted Mobile Infantry Cap Veteran Troopers in M-1A4 Power Armour
- Twenty painted Arachnid Warrior models
- Six painted Blaster bug models
- Terrain
- Dice
- Tape Measure

SCENARIO BRIEFING

Echo Squad have landed badly on the harsh barren planet of Klendathu and have become separated from the rest of the invasion force. To compound matters their lieutenant has been killed during the drop and they are without a command structure. The squad is down its sergeant and now troopers on their very first drop into hostile territory must do what they can to survive until help arrives.

Grundy's Guerrillas are a squad of battle hardened veterans, each having dozens of drops under their belts and they have picked up the distress signal sent out by Echo Squad and are on their way to help.

Unfortunately for Echo Squad, bugs have antenna which can pick up and hone in on transmissions and their location has been detected. Now in a race against time Grundy's Guerrillas must reach Echo Squad to escort them to the extraction point, before they are swamped over by the approaching bugs. This scenario is designed to be played quickly and as such ignores the rules given for Priority Levels. All force details and options are presented in each player set up entry below.



DURATION

This scenario is six turns in length, and ends either when the second player finishes his sixth turn or either player achieves their victory conditions. The Mobile Infantry player goes first during this scenario.

MOBILE INFANTRY PLAYER SET UP & VICTORY CONDITIONS

This scenario requires the Mobile Infantry player to use only eight of the Mobile Infantry Cap Troopers found in the core Starship Troopers Miniatures Game box. The models should match the details of the troopers found below, and should be assembled and painted as such.

Weapons Options: All eight of the troopers are armed with a TW-203a Morita Assault Rifle with XW-110-GI underslung Grenade Launcher.

- One Trooper may replace their Morita with a SW-226-f Hel Infantry Flamer
- One Trooper may replace their Morita with a SW-402 Thud G/L

Special Rules: Echo Squad is without a chain of command and will only be able to take one action per turn until Grundy's Guerrillas are within 15". Once the veteran squad is within range, Echo Squad may act as normal and gain two actions per turn. However Echo Squad can still make reactions towards any enemy foe within reaction distance (10")

GRUNDY'S GUERRILLAS

Grundy's Guerrillas are a crack unit of veteran troopers who have seen combat many times against the terrifying forces of the Arachnids and are subject to the following rules.

- Command radius for Grundy's Guerrillas is 10" rather than 6"
- All members of the squad may choose not to flinch after they make a saving throw

Squad Details: Grundy's Guerrillas consists of seven Mobile Infantry Cap Troopers in M-1A4 Power Armour, a sergeant and, the following weapons options.

Weapons Options: All eight of Grundy's Guerrillas are armed with a TW-203a Morita Assault Rifle with XW-110-GI underslung Grenade Launcher. The squad is also armed with frag grenades and should be upgraded with the following weapons options.

- One Trooper may replace their Morita with a SW-226-f Hel Infantry Flamer
- One Trooper may replace their Morita with a SW-402 Thud G/L.
- The Sergeant may be given 50 points of Heroic Traits, Talents or Training

Echo squad are deployed on the table as detailed on the map below, and Grundy's Guerrillas are deployed in a similar fashion diagonally away from the raw squad. The player controlling the Mobile Infantry will control both squads during their turn, and the veterans are free to act as normal, though the green troops are limited to one action. If the veterans reach Echo Squad and can guide them to the extraction point (as detailed on the map below) then the Mobile Infantry player wins.

ARACHNID PLAYER SETUP & VICTORY CONDITIONS

The bugs have also detected radio transmissions in the area and have sent their own scouts out to recon the area and destroy any human presence. The bug force consists of 20 warrior bugs and 6 Blaster bugs as detailed below: The player controlling the bugs is free to split the force into two separate deployment zones as shown on the map below.

The bugs are set up on the battlefield as detailed on the deployment map below. The Arachnids win if they wipe out all of the Mobile Infantry models or if they stop the veterans from reaching Echo Squad. They also win if the veterans are destroyed.

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 4'x4' tabletop though it could easily be played on a larger board (though note that the veterans must get to the raw squad as quickly as possible). Please feel free to use any terrain you may have to hand, breaking up line of sight, etc. All troop deployments are detailed on the map below.

OPTIONAL RULES

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

- Allow the warrior bugs to make use of the Endless Tide option
- The Blaster bugs may be replaced by Blister bugs if the Arachnid player wishes

