

DANTE'S RIFT

A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

Just when you think you have seen it all in the Mobile Infantry along comes something that turns everything on its head and throws all normal rules of convention out of the window. Spartan IV is a strange world, mostly barren and inhospitable, with the few areas that are actually habitable being deadly to humans and Skinnies without the right protection. The bugs seem to not be bothered by the harsh environment at all and actually thrive on Spartan IV, but even they seem to avoid certain areas of the planet, especially the zone that SICON has dubbed Dante's Rift.



Dante's Rift is a large swathe that runs deep across the southern polar region of the planet, cutting like a slice in the flesh of the world and out of which oozes a torrent of molten plasma from deep within the planet's core. Temperatures here rise almost off the scale and even the thermo-protection offered by the troopers' MI-A4 power armour isn't enough to stop the wearer taking damage if he is unfortunate enough to fall into the flowing magma!

Two days ago a large object was detected entering into the space around Spartan IV, and both Skinnie and human forces reacted to the object, each fearing it was an attack from the other side. Both sides opened up with their fleets and all hell broke loose as a fire fight ensued, with the unknown craft destroying vessels on both sides before it spiralled out of control and crashed near Dante's Rift!

Now the race is on to recover what technologies may have been left salvageable by the crash and both the humans and Skinnies are racing to recover the wreckage. Strewn out all around the crash site are the remains of several large looking machines that seem to have been obliterated due to the crash; each of the machines looks capable of housing nothing larger than a small child, only adding more to the mystery of the alien craft!

WHAT YOU WILL NEED

This scenario for the Starship Troopers Miniature Game will allow you will need access to the following:

- The Starship Troopers Miniature Game rulebook (soft back or hardbound versions)
- The Skinnie Army Book
- Two Squads of painted Mobile Infantry Cap Troopers in M-1A4 Power Armour
- Two squads of painted Skinnie Raiders
- Terrain
- Dice
- Tape Measure

SCENARIO BRIEFING

The objective for both the Mobile Infantry and Skinnies is simply to reach the downed alien craft as quickly as possible and salvage anything of value. This scenario is designed to be quick to 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. Both players roll randomly to see who goes first, the player who rolls the highest on a d6 goes first during this scenario.

MOBILE INFANTRY PLAYER SET UP & VICTORY CONDITIONS

This scenario requires the Mobile Infantry player to use eight of the Mobile Infantry Cap Troopers found in the core *Starship Troopers Miniatures Game*. 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 in each squad are armed with a TW-203a Morita Assault Rifle with XW-110-GI underslung Grenade Launcher.

If the Mobile Infantry player manages to destroy all the Skinnies then he wins, likewise if he manages to salvage more of the wreck than the Skinnie player he wins.

SKINNIE PLAYER SETUP & VICTORY CONDITIONS

The Skinnies are out in force to bring back any wreckage that they can, while trying to destroy the forces of the humans. Skinnies are used to high temperatures due to their partially exothermic physiology and the heat, although still a problem to them, is something that they can withstand (see Special Rules below). The Skinnies are in two squads of 16 models, each squad has two champions and all the Skinnies are armed with Constrictor rifles.

The objective for the Skinnies is to capture as much of the alien craft as possible and destroy the humans.

SUGGESTED TERRAIN

The map below should be used as a rough guide as 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. The rift runs down the entire centre of the battlefield and effectively splits it into two halves, as such you should use something to represent the rift as it plays a crucial part in this scenario, pieces of paper cut to shape and painted red will work extremely well, though if you are more ambitious you may try to model the rift itself. Crossing points are indicated on the map and should also be

represented clearly. All troop deployments are detailed on the map below.

SPECIAL RULES

Due to the low supplies and dwindling life support of their suits the following rules apply during this scenario.

- **Dante's Revenge:** The rift is a sheer gash in the side of Spartan IV and pours out millions of tonnes of molten magma every second and is deadly to anyone who should fall into its fiery embrace. If any model comes within two inches of the river of molten magma they must make an immediate save or take a wound due to the intense heat. Skinnies are allowed to re-roll any failed saves due to their exothermic nature but must accept the second result.
- **Salvage Rights:** Presented with this scenario are several Salvage tokens that are colour coded, green for Mobile Infantry and purple for Skinnies. Each player should take **five** of these counters and place them any where within the area shown on the map below, the Mobile Infantry player will place the Skinnies counters and vice versa. Should both sides still have units or models left alive when the game ends the side with the most counters wins. To salvage a counter a model must be within 2" and make a Ready action, place the counter on the models base and simply move the counter along with the model. If a model carrying a counter is killed it may be picked up by another model, friendly or foe; by taking a Ready action.
- **Crossings:** There are four points on the map that allow units to move from one side to the other with relative safety. The expanse is too large to jump using power suits and if any model or unit wishes to cross to the other side to retrieve a salvage counter then they must use the crossing points as indicated on the map and must make a roll as they cross (see Dante's Revenge above) the save must be taken for every action carried out on the crossings, simply put the longer a model stays on the crossing the more of a chance it has of dying due to the intense heat.

OPTIONAL RULES

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

- Add a Skinnie Tyrant or Lord to the Skinnie forces
- A Pathfinder Squad may replace one of the Mobile Infantry squads

