

# A DIFFERENT BREED

## A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

This is a pitched battle involving the very latest sub-species available to the Arachnids and a Power Suit platoon of Mobile Infantry tasked with holding the line. The Mobile Infantry must contend with facing a new enemy whose tactics and abilities may not be wholly known to them while the bugs take advantage of the new forces appearing in their ranks.

### MOBILE INFANTRY BRIEFING

No battle can be taken lightly but you have dug in well and the enemy you face is a familiar one. SICON intelligence promises a Tanker Bug and units of Hoppers – they are coming in strength, but you have all the tools you need to face them off. Hold on. . . What the Hell is *that*? SICON, damn you!!!

- You may spend up to 1,500 points on a Power Suit platoon. You must include at least four Reliant Weapons Platforms. You may also take a bunker and an ammo dump for 0 points.
- You deploy second and go second.



### MISSION LENGTH

The battle will continue for six turns.

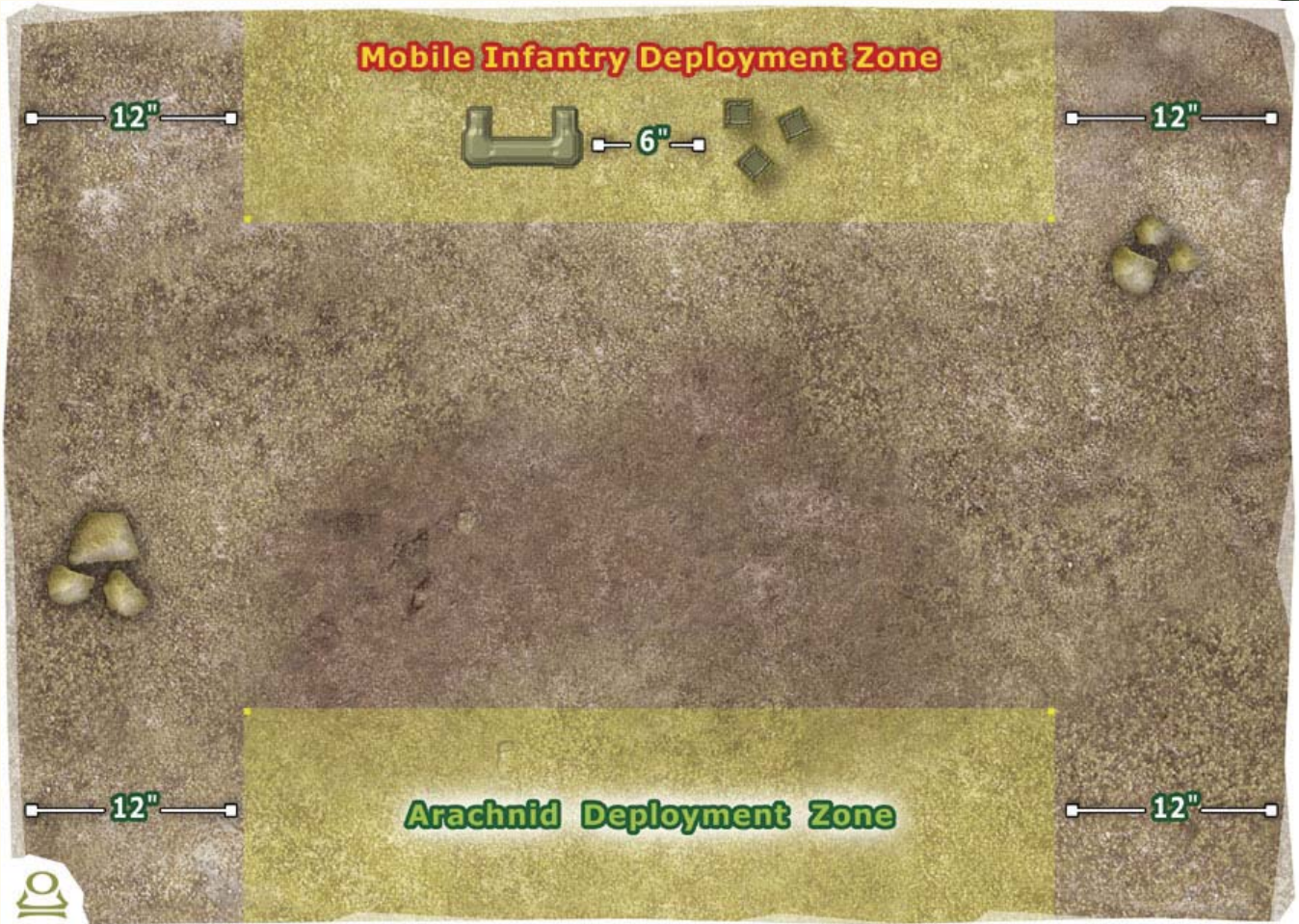
### ARACHNID BRIEFING

Your antennae twitch with glee when you see the Mobile Infantry force in front of you. The new Thorny Tanker has been bred and waves of Rippler Bugs are yours to command – the puny humans have no chance against this advanced force.

- You have one Thorny Tanker and 3 units of six Acid Ripplers. You also have 500 points that may be spent on any Arachnid units and Tunnel Assets normally available at Priority Level 2.
- Your Rippler Bugs may be held as reserves, and may be brought in from either short table edge.
- You deploy first and go first.

### VICTORY CONDITIONS

This mission is decided by Mission Points. The players earn Mission Points equal to half the value of every opposing unit they reduce to below half strength and the full value of every unit they wipe out. Both players gain bonus Mission Points equal to the full value of any friendly unit that ends the game in the Mobile Infantry's deployment zone.



## VARIANTS

If you have the models to spare, consider spending your points on another Thorny Tanker and/or more Rippler Bugs! As for the Mobile Infantry, you can experiment with different platoon types. Pathfinders would be an interesting choice, as they have the superb Reaver missiles for taking on the Thorny Tanker but generally do not work well in defensive missions. Light Armour troopers will have to fight hard to contend with the fast moving Ripplers, while Exosuits will not have the numbers to make a victory guaranteed. We do not recommend using a Marauder platoon in this battle, as the Ripplers will have a hard time against Apes.

