

GUNFIGHT AT THE OK CORRAL

A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

A squad of Mobile Infantry meet with a Skinnie tribe in the hope of enlisting their support against an Arachnid attack in this sector. However, it soon becomes clear that things are going horribly wrong when the Skinnie delegation turns up armed and spoiling for a fight, confident that that can throw both the Mobile Infantry and the Arachnids off their worlds with no outside help.

MOBILE INFANTRY BRIEFING

You just knew it. Skinnies seeking peace terms? It had to be a trap and yes, now you can see hordes of the critters streaming out of their poxy village, all determined to kick your hide off their planet. Ungrateful aliens – as far as you are concerned, the bugs can have them. Still, you must first get your squad out safely. At least the Skinnies did not bring any heavy support along. . .

- You have one squad of eight power suit troopers and one Lieutenant. The squad may be upgraded with a Corporal and two troopers may be given a Hel flamer, Triple Thud GL, Morita Long sniper rifle or Javelin missile launcher for free. The Lieutenant may be given up to 100 points of Heroic Traits.
- You deploy first and go second turn.

SKINNIES BRIEFING

The arrogant humans think they can play you off against the Arachnids so they become the champions on the War of the Species. Disabuse them of this notion. Surround the squad that has arrived in your village and finish them off.



- You have four units of 10 Skinnie Militia. Each unit also contains 1 Champion. You may not have any upgrades.
- You deploy after the Mobile Infantry. The first two units may deploy anywhere on the table that is more than 12" away from the nearest Mobile Infantry model. The second two units may deploy anywhere on the table that is more than 24" from the nearest Mobile Infantry model. You take the first turn.

MISSION LENGTH

The battle will continue until the Victory Conditions have been met.

VICTORY CONDITIONS

The Mobile Infantry player claims victory if he can move at least 5 models off from any table edge. The Skinny player wins if he can kill all the Mobile Infantry models. Anything else is a draw.

VARIANTS

For a greater challenge, the Militia can be swapped for Raiders. If the Mobile Infantry player is still winning (unlikely!), then you can carry on upgrading the Skinny troops, to Soldiers, Guards and then Venerables!

