

# TAKE AND HOLD

## A SCENARIO FOR THE STARSHIP TROOPERS MINIATURES GAME

Welcome to a Mongoose Publishing Introductory scenario for the Starship Troopers Miniatures Game. Each of these scenarios is designed to be 'pick up and play' and run with very little understanding of the more advanced rules of the game. These scenarios are ideal to introduce new players or customers in stores to the wonderful world of Mongoose Publishing.

### WHAT YOU WILL NEED

This introductory scenario for the Starship Troopers Miniatures Game will allow you to introduce new players to the game very quickly, having only to explain the basics of the systems mechanics. To run this scenario you will need the following:

- Starship Troopers Miniatures Game Rule Book (soft bound or hard bound)
- 5 Painted Mobile Infantry Cap Troopers
- 10 Painted Arachnid Warriors
- 3 Painted Blaster Bugs
- Dice
- Terrain
- Tape Measures

### SCENARIO OVERVIEW

A Mobile Infantry squad has found itself deep behind enemy lines and is awaiting retrieval from Fleet. During their preliminary scan of the area, the presence of a rare mineral has been detected and the squad have been ordered to secure the area until the retrieval boat arrives, guarding the mineral sample at all costs.

### 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.

### MOBILE INFANTRY PLAYER SET UP & VICTORY CONDITIONS

This scenario requires the Mobile Infantry player to use only five 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 in the roster below, and should be assembled and painted as such.

TYPE	SIZE	MOVE	CLOSE COMBAT	TARGET	SAVE	KILL	TRAITS
M-1A4 Cap Trooper	1	4"	D6	4+	4+	7+	Jump/12"

Weapons Options: All five 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 be upgraded for free to Sergeant with the following profile

TYPE	SIZE	MOVE	CLOSE COMBAT	TARGET	SAVE	KILL	TRAITS
M-1A4 Sergeant	1	4"	D6	4+	4+/6+	7+	Jump/12"

The Mobile Infantry troopers are deployed as detailed on the map below. Their objective is to reach the primary target marked on the map, and stop any bugs from taking it from them until the retrieval boat arrives. The scenario is six turns in length and the Mobile Infantry player must hold the marker for at least 3 turns, or the Arachnid player wins.



## ARACHNID PLAYER SETUP & VICTORY CONDITIONS

The bugs have also detected the fact that something special is in the area and have sent their own scouts to reconnoitre the area and stop it from falling into enemy hands. The bug force consists of 10 warrior bugs and 3 blaster bug squads as detailed below

TYPE	SIZE	MOVE	CLOSE COMBAT	TARGET	SAVE	KILL	TRAITS
Warrior	2	6"	2xD6+1 or D10	5+	4+	6+	Climbing/6" Piercing/1 Tunnel/6"

- The Arachnid player may split the 10 warriors into two squads of 5 warriors.

TYPE	SIZE	MOVE	CLOSE COMBAT	TARGET	SAVE	KILL	TRAITS
Blaster Bug	2	6"	2xD6	5+	4+	7+	Ranged Attack, Retaliate

NAME	RANGE	DAMAGE	TYPE	TRAITS
Blaster Bug Heat	18"	D6	Internal Flame	-

- The bug player may treat the three blaster bugs as if they were subject to the Independent trait as found on page 23 of the Starship Troopers Miniatures Game rulebook, allowing each to be deployed separately from the rest of its kind and take two actions each, as if they were an independent model.

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 them from defending their objective for 3 or more turns.

## OPTIONAL RULES

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

- Cut the number of turns down to 5, but allow the Mobile Infantry player to set up on Ready status.
- Allow the Arachnids tunnel assets but the blaster bugs must be deployed as a whole unit, rather than as detailed above.

