

STARSHIP TROOPERS PLAYER'S GUIDE

Regularly updated with all your most common questions and concerns over the Starship Troopers miniatures game, this Player's Guide is designed to resolve any conflicts you may find within the main rulebook and explain rules that you have been puzzling over. In short, it will get you playing games of Starship Troopers like an expert in no time!

The Player's Guide is divided into the chapters of the main rulebook for easy reference.

ANATOMY OF A GAME TURN

Q. Say I have a squad with 5 troopers, including a Sniper Rifle and a Flamer. They all fire as a reaction: A Morita dice rolls a 1, the Sniper Rifle Rolls a 1 and the Flamer rolls a 1. Who is out of Ammo?

A. In these situations, it is better to either roll weapons separately or use different coloured dice for different weapons. In the example above, a Morita, the sniper rifle and the flamer are all out of ammo – just because the flamer (say) rolls a 1, that does not mean you can transfer the out of ammo status onto a Morita!

ACTIONS

Q. I get how to allocate damage and kills when firing against a single unit (starting with the nearest model and working backwards). But just how does this work when firing at multiple units or a unit with different Target/Kill scores?

A. This is perhaps the one aspect of the shooting rules that received the most attention during playtesting! Work out who is in the fire zone as normal and then allocate one Damage Dice (before rolling – this is how it differs from firing at a single unit with the same Target/Kill scores) for every model in the fire zone. You may then allocate the rest of the dice against a single unit (if their Target/Kill scores

are the same) or a single type of model (type of model being ones that all have the same Target/Kill scores).

Q. So, a group of warrior bugs come charging into a squad of MI. Can they really pick out the special weapons and officers?

A. Oh, yes. If they manage to get into close combat after facing a hail of fire, they probably deserve it! However, if you want some sense to this, even warrior bugs are not that stupid and they can certainly tell which weapons hurt them the most. As for picking out officers and sergeants, Arachnids have very sensitive antenna that can pick up radio transmissions (we cover this in more depth in the RPG and the Klendathu Invasion book). If one guy is broadcasting more than everyone else, the Arachnids will soon put two and two together. . .

ENGAGEMENTS

Q. What is the suggested size of gaming table for Starship Troopers?

A. Because of the way deployment zones are worked out in this game, you can scale up and down as you see fit. Obviously, the greater the points value of your games, the larger table you will need. However, we have found that a 6' x 4' table can easily handle anything from 1,000 to 4,000 point games.

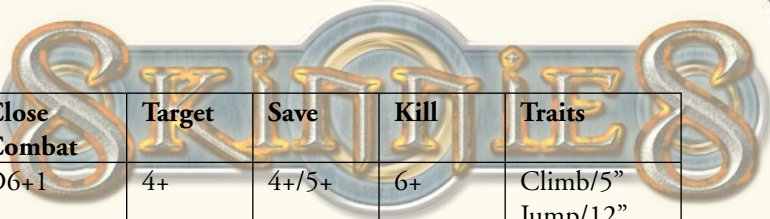


MI ARMY LIST

Q. I cannot see the Skinnie Advisor on the army list – how can I use him?

A. Now you see, this is just what happens when you let aliens into the Mobile Infantry – they muck everything up! We seem to have some Skinnie sedition on this one, removing an entry from the MI army list. You can have 0-1

Skinnie Advisor at Priority Level 3. In addition, use the following stats for the Skinnie Advisor.



Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Skinnie Advisor	100	1	5"	D6+1	4+	4+/5+	6+	Climb/5" Jump/12"

In addition to the special rules shown on page 82, the Skinnie Advisor also has the Partially Exothermic special rule detailed on page 117.

MOBILE INFANTRY ROSTER

Q. If a weapon that needs to be Readied is installed on a platform that counts all weapons as Infinite (such as the Trip Hammer or Blizzard Missile Pack on Marauders) does it still need to be readied to be fired?

A. Infinite is a weapon type while Ready is a characteristic – one has nothing to do with the other. Therefore such weapons still need a Ready action to fire, even if counted as Infinite.

Q. If an entire squad is armed with Frag Grenades, can I fire some Morita Rifles and some Frag Grenades in the same Shoot action? If I just throw Frag Grenades, what happens to the fire zone?

A. You can indeed use some troopers firing Frag Grenades and the other shooting Morita Rifles in the same Shoot action – if you think about it, this is no different than shooting Morita Rifles and one or two Javelin Missile Launchers in the same Shoot action. If just Frag Grenades are thrown, then a fire zone is created as normal (you do not need to use another weapon to create a fire zone that the Frag grenades can then use – they create their own). As they are Lethal Zone weapons, the fire zone will be 6". They won't deviate or use their own Lethal Zones unless you are using Artillery Fire.

Q. The CHAS needs a Ready action before it can Alpha Strike but it does not Alpha Strike as the Ready action. Does this mean the CHAS could Ready, then jump and do the Alpha Strike? Or re-roll misses, perhaps?

A. No. When you use a Ready action (for any reason) you can only use it for one thing. So, you could take a

Ready action with a CHAS and then re-roll misses, jump or perform the Alpha Strike.

Q. Weapons such as the Blizzard and Trip Hammer on Marauders are Ready weapons – but the Autoloaders rule means they are Infinite weapons. Isn't this a contradiction? Are they Ready or not?

A. A lot of people seem to be tripping up on this one. A weapon's type only affects how many times it can fire in a turn and whether it can be used during Alert Status or not – nothing else. So, a Trip Hammer remains a Ready weapon but it can be used an infinite number of times during a turn and can be used during Alert Status. Of course, as you need to Ready it before firing every time, you will be restricted as to how many times it can actually fire in a turn. . .



Q. Can a M-1A4 Powersuit NCO or Lieutenant who has been upgraded with the M-908P Plasma Munition give the Munition to another trooper during a game?

A. No. The officer has been entrusted with this device and it is up to him to use it!

Q. On page 78, the unit description of the M8 Marauder Squad lists the basic squad as being 410 points, while the platoon list and values in the stat blocks it is 400. Which is correct?

A. Ah, second typo spotted! The correct points cost for an M8 Marauder unit of one sergeant and one trooper is 400 points. Extra troopers cost 195 points each. Effectively, sergeants are worth 205 points, troopers 195.

Q. Why is it that the cost of Fleet assets varies between the Power Suit Platoon and the Marauder Platoon? Shouldn't it all be the same.

A. The short answer is 'no, they shouldn't'. It all comes down to issues of game balance. The Thunderbolt and Slingshot are of greater combat value to Power Suit Platoons and the mark up in price reflects this value. There is also a general game balance mechanism that amounts to 'if you can have more, you pay more'. Game balance and points issues are always a tricky marriage and our final conclusions came after a great deal of playtesting.

AIR UNIT & FLIGHT RULES

Q. If I bring my hopper bugs on as an air unit, can they attack a trooper squad with their close combat attack as usual (using the Hover rules)?

A. No. If they are acting as an air unit, they cannot make their close combat attacks against ground targets. They have to 'land' and use their Hover move to do this. Think of them as being several hundred metres up when an air unit, and just skimming the ground when hovering.

TUNNELLING RULES

Q. When Arachnids emerge from a tunnel entrance, it says they just need to be positioned so they touch it. Really? I can have just one outstretched claw touching the tunnel entrance and that is okay?

A. Yup. However, the trade off is that you are losing the cover of the tunnel entrance if you are doing this to close range with a group of MI. . .

HEROIC TRAITS

Q. Does Rupture allow a save?

A. No.

OTHER BITS AND PIECES

Q. Will the rulebook ever be available separately?

A. In all likelihood, yes. We are looking at a few options – a deluxe hardback edition with the forthcoming Mobile Infantry and Arachnid army books and expanded background material is one possibility, as is a 'pocket' version. However, this is all some time off yet.

Q. What glue do you recommend for your plastics?

A. As a company, we advocate no adhesive over another. However, I personally have had no problems using Humbrol Liquid Poly. . .

M8 'APE' MARAUDER SUIT SQUAD

The only piece of military ordnance more famous than the power suits worn by the Mobile Infantry is the Marauder armour. The Marauder classification covers two different suits – the Ape and the Chickenhawk. Called the Ape because of its elongated arms and slightly hunched posture, this suit and the highly trained cap trooper inside it can cause incredible devastation on the battlefield.

Every M8 Marauder Suit Squad consists of one sergeant (unit leader) and one M8 cap trooper (400 points total). Up to three extra M8 cap troopers may be added to the squad at +195 points each.

WEAPONS

Four hard points:

1. IW-203-a Morita Ape Special
2. IW-422 Hellseed Y-Rack
3. MW-206 Derringer Light Rotary Cannon
4. MW-209 Trip Hammer Mortar

SPECIAL RULES

Autoloaders: All weapons (other than One-Shot!) mounted on a Marauder suit count as Infinite weapons.

Lock and Load: Models in Marauder suits can fire two weapons in a Shoot action.

UNIT OPTIONS

Corporal: One M8 cap trooper may be promoted to corporal for +5 points.

Equipment Options: An M8 Marauder Suit Squad can be equipped with Lizard Lines for +10 points per model.



Go Career: The squad sergeant may be bought heroic traits up to a total value of +25 points.

Any models may be transferred to an M9 'Chickenhawk' Marauder suit at no cost. Any sergeant, corporal or cap trooper so transferred becomes an M9 Marauder model of the appropriate type (M9 Marauder Suit Sergeant, M9 Marauder Suit Corporal or M9 Marauder Suit Cap Trooper).

M8 'APE' MARAUDER SUIT SQUAD

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M8 Cap Trooper	195	3	4"	2xD10	7+	3+	10+	Hits/4 Jump/8" Piercing/1
M8 Corporal	200	3	4"	2xD10	7+	3+	10+	Hits/4 Jump/8" Piercing/1
M8 Sergeant	205	3	4"	2xD10	7+	3+	10+	Hits/4 Jump/8" Piercing/1

M9 'CHICKENHAWK' MARAUDER SUIT

'Chickenhawk' Marauder suits have a different chassis to the 'Ape' Marauder suit and a faster land speed. Their true difference comes in their weapon loadouts, however. Designed as mobile fire bases, M9 Marauders have more versatile hard points and can mount a variety of weapons – consequently, they have an easier time smashing through hordes of common troops. The M9 is also notable for its relatively light armour in comparison to other Marauder models.



WEAPONS

Four hard points:

1. SW-404 Javelin Missile Launcher
2. MW-265 Sixgun Rotary Cannon
3. <Empty>
4. <Empty>

SPECIAL RULES

Autoloaders: All weapons (other than One-Shot!) mounted on a Marauder suit count as Infinite weapons.

Lock and Load: Models in Marauder suits can fire two weapons in a Shoot action.

Poor Balance: Models in M9 armour cannot fire any weapons when using their jump movement mode.

Equipment Options: Any M9 model can be equipped with Lizard Lines for +10 points per model.

Weapon Options: Any M9 model can be equipped with any of the weapons listed below:

- ☛ SW-490 Blizzard Missile Pack in Hard Point 3 for +30 points.
- ☛ SW-219-f Inferno Support Flamer in Hard Point 4 for +20 points.

OR

- ☛ MW-5050 Twin .50 Autocannon in Hard Point 4 plus IW-228 Utility Claws for +20 points.

M9 'CHICKENHAWK' MARAUDER SUIT

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
M9 Cap Trooper	195	3	5"	D6	6+	3+	9+	Hits/3 Jump/10"
M9 Corporal	200	3	5"	D6	6+	3+	9+	Hits/3 Jump/10"
M9 Sergeant	205	3	5"	D6	6+	3+	9+	Hits/3 Jump/10"
M9 NCO	210	3	5"	D6	6+	3+	9+	Hits/3 Independent Jump/10"
M9 Lieutenant	225	3	5"	D6+1	6+	3+	9+	Hits/3 Independent Jump/10"