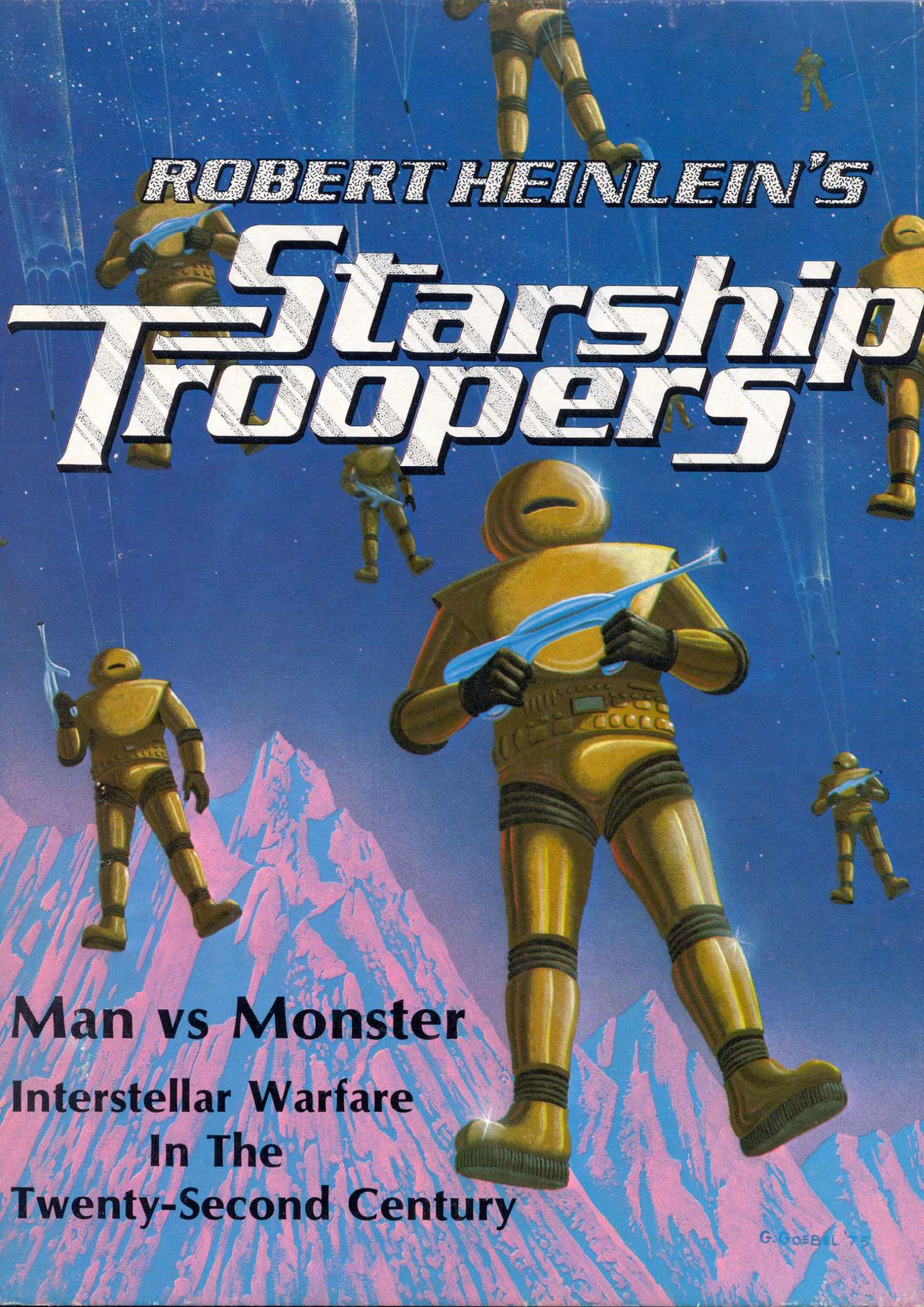
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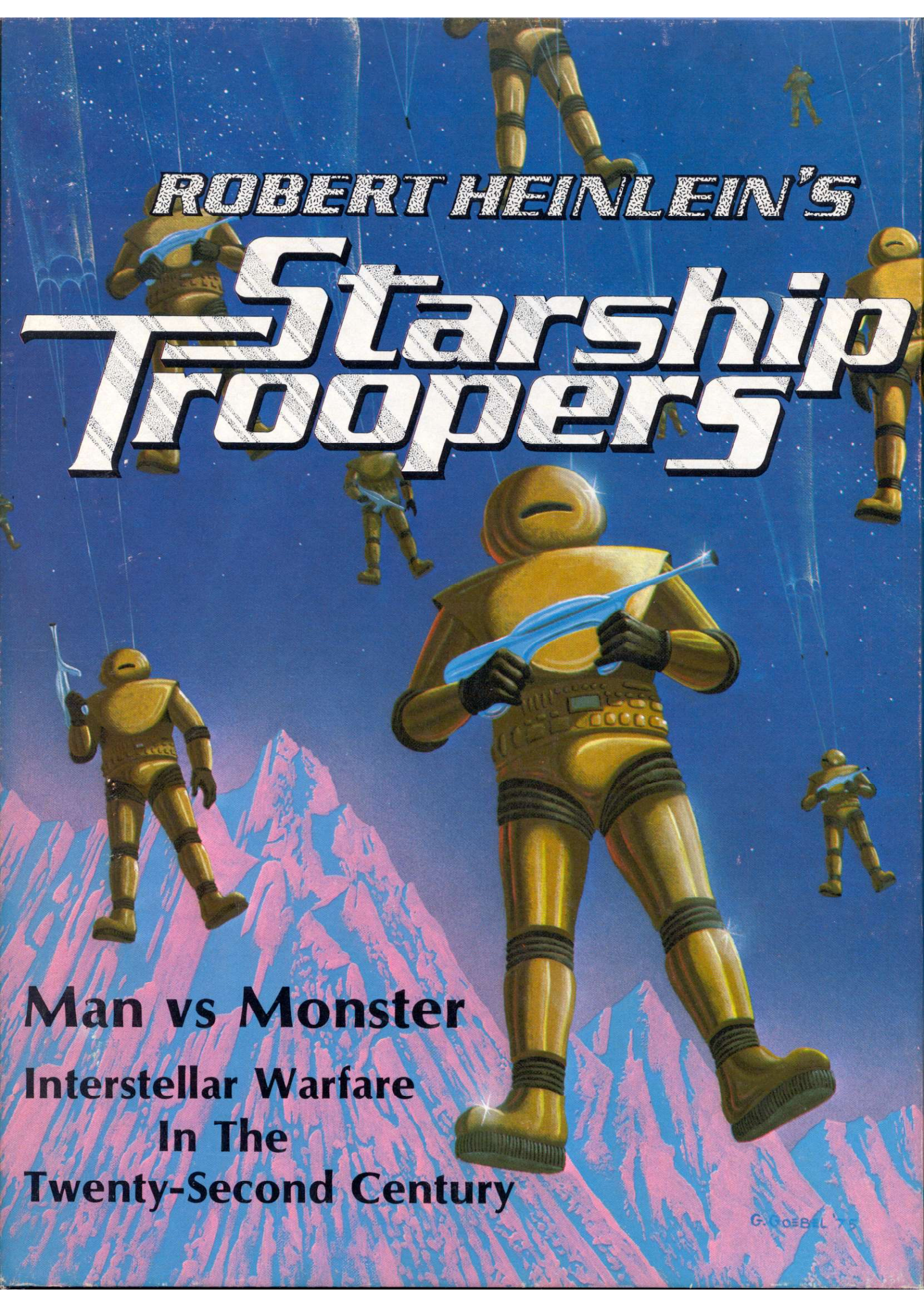
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ROBERT HEINLEIN'S

Starship Troopers

RULES OF PLAY

8032

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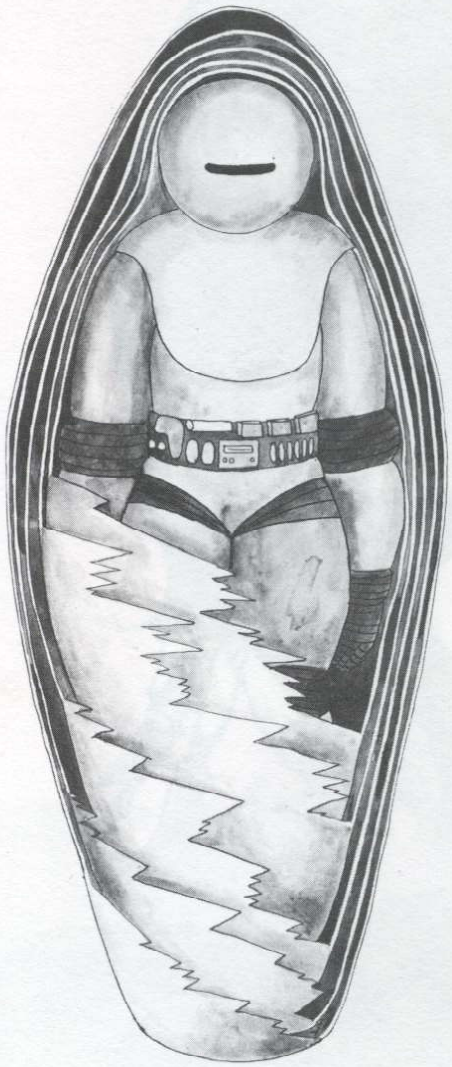
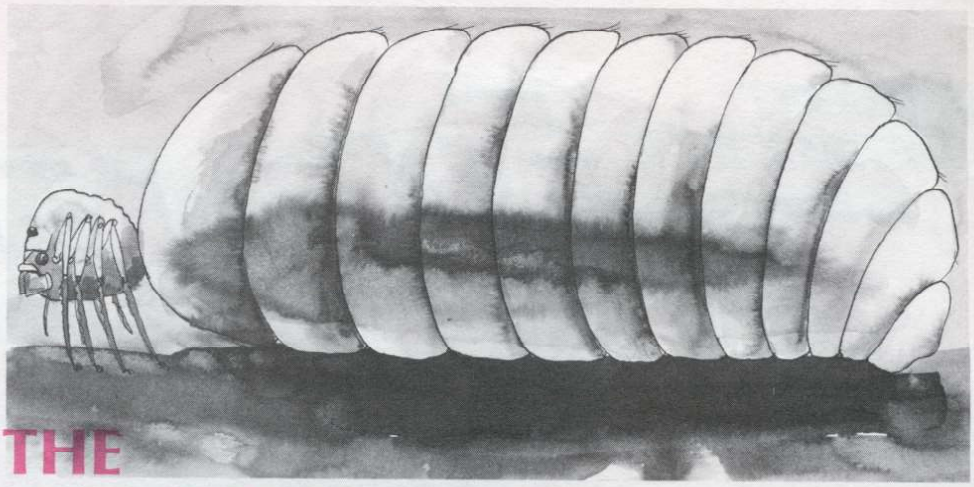
OUR DESIGN DEPARTMENT will be happy to take the time to answer queries regarding play of this game but ONLY when accompanied by a self-addressed envelope containing first class postage.





THE Starship Troopers STORY

Starship Troopers is based upon the popular novel of the same name written by the dean of science fiction writers, Robert A. Heinlein. In the novel, Heinlein describes a futuristic war involving homo sapiens from our Earth (Terrans) against a Humanoid race (nicknamed the 'Skinnies' for obvious physical attributes) and their co-belligerents, the totally alien Arachnids. Since this is a story of future wars and future advances in technology, much is changed in the fields of weaponry and tactics and strategy. One thing remains the same, however; the fighting still rests on the shoulders of the individual infantryman. Although great starships has shuttle men between the distant solar systems and the power of individual weapons has risen to awesome heights, wars still cannot be won unless men venture onto the face of alien planets and fight the enemy on their home ground. As Juan Rico, the protagonist of the novel, relates:

> "We are the boys who go to a particular place, at H-Hour, occupy a designated terrain, stand on it, dig the enemy out of their holes, force them then and there to surrender or die. We're the bloody infantry, the doughboy, the duckfoot, the foot soldier who goes where the enemy is and takes him on in person."

Although the mission remains the same, future inventiveness has changed the method considerably. In a galaxy-wide war, manpower is at a premium. Platoons fight where entire armies once tred. But these platoons possess the firepower equivalence of a Twentieth-Century mechanized division. More importantly, each man in the platoon is provided with a piece of hardware that allows him to fight and survive in the holocausts of future combat—his powered armor suit. As Rico describes it:

> "A suit isn't a spacesuit—although it can serve as one. A suit is not a space ship but it can fly—a little . . . Suited up, you look like a big steel gorilla, armed with gorilla-sized weapons. But the suits are considerably stronger than a gorilla. If a Mobile Infantry man in a suit swapped hugs with a gorilla, the gorilla would be dead, crushed; the man and the suit wouldn't be mussed . . . The real genius in the design is that you don't have to control the suit, you just wear it, like your clothes, like skin . . . Even riding a bicycle demands an acquired skill, very different from walking. But a suit you just wear."

With the suit and the incredible array of weaponry that go with it, the Mobile Infantry soldier is an exceedingly formidable opponent. He had better be. The enemies he faces are the mose awesome adversaries in the galaxy. Of the two extraterrestrial races fighting the Terrans, the Humanoids are the least revolting. Rico describes them as

> " . . . humanoid, eight or nine feet tall, much skinnier than we are and with a higher body temperature; they don't wear any clothes and they stand out in a set of 'snoopers' like a neon sign."

But the 'Skinnies' were mild looking in comparison to the Arachnids:

> "The 'Bugs' are not like us. The Pseudo-Arachnids aren't even like spiders. They are anthropods who happen to look like a madman's concept of a giant, intelligent spider, but their organization, psychological and economic, is more like that of ants or termites; they are communal entities, the ultimate dictatorship of the hive . . . But don't make the mistake of thinking that they act purely from instinct . . . their actions are as intelligent as ours (stupid races don't build spaceships!) and were much better coordinated. It takes a minimum of a year to train a private to fight and to mesh his fighting with his mates; a Bug warrior is *hatched* able to do this . . . "

Warfare in the Twenty-second Century is the ultimate test of survivability of the human race. It was a very near thing.

INTRODUCTION

STARSHIP TROOPERS re-creates the tactical level action described in the novel of the same name. Since this is science fiction, the game does not attempt to simulate reality. Rather, this design is a straightforward attempt to bring to life the political-military system described in the novel. It is NOT necessary to have read the novel before playing the game. Reading it, however, will give the game player a better appreciation of the game system, however.

STARSHIP TROOPERS is played in turns, with each turn representing 12 minutes of real time. One player takes the side of the Terrans and the other player takes the side of the Aliens, either the Arachnids or the Humanoids. During each turn of the game, players alternate movement and combat in an attempt to accomplish their victory conditions which are outlined in each of the eight different scenarios. The victory conditions range from occupying a specific area of the mapboard to destroying enemy forces while minimizing friendly casualties. In keeping with the unusual subject matter of this game, the Terran player will find himself dealing with an elusive enemy employing hit-and-run tactics as the Arachnid player, moving his units along his subterranean tunnel system, attempts to strike where the Terran is weakest.

STARSHIP TROOPERS uses the Programmed Instruction (or P.I.) method for introducing players to the rules of the game. This allows players to gradually and easily absorb the game system while the progressing complexity of the weapons used in the game more accurately reflect their usage and availability in the novel. Due to the serial construction of the rules, each scenario builds upon the rules presented in the preceding scenarios. It is *strongly* recommended that players play each scenario *in order*, before advancing to the more complex scenarios. Approached in this manner, STARSHIP TROOPERS will become a very simple game system to learn.

COMPONENTS

A. THE MAPBOARD

The mapboard represents a generalized planet surface containing several different types of terrain as well as roads and urban areas. Printed over the color terrain is a hexagonal line pattern. These hexagons, called 'hexes' for short, are used to regulate movement in the same manner as squares on a chess board. Each hex represents a scale distance of one mile from hex-center to hex-center. The letter-number code written within each hex is a grid-coordinate system which enables players to locate and describe each hex on the mapboard. This coordinate system is basically a playing aid to assist the Alien Control Pad (see below).

B. CHARTS

The two charts provided in the game are used to resolve combat. Various other charts are provided as player aids and will be found in the back of this rules manual.

C. SCENARIOS

The scenarios referred to in the rules are located in this booklet, at the end of the rules sections.

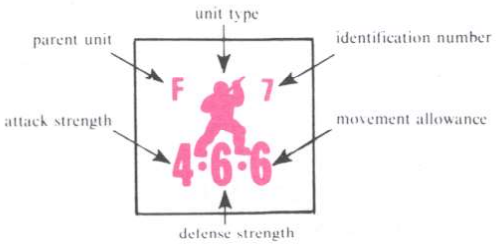
D. ALIEN CONTROL PAD/TERRAN CONTROL PAD

As explained in the rules, the Alien and Terran Control sheets regulate many important game functions. Those control sheets are printed back-to-back on the pad included in the game. Note that the Time Record Chart is printed on each sheet of the Terran Control Chart.

E. UNIT COUNTERS

The two sets of die-cut playing pieces, variously called units, unit counters, or counters, represent individuals, groups of Terrans or Aliens, and are used as indicators of various game functions.

Printed on each counter is the pertinent information needed to play the game:



For rules purposes, the different types of units in the game can be grouped as follows:

TERRAN UNITS:

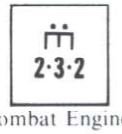
Mobile Infantry: (M.I.):

Command

Marauder

Scout

Combat Engineers: (C.E.):



Combat Engineer Squad

Air Car

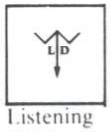
Special Talent

Special Weapons and Equipment: (SW&E):

Delayed Action-Proximity (M.I.)

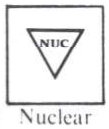
Delayed Action-Remote (M.I.)

Heavy Nerve Gas (M.I.)



Listening Device (M.I.)

High Explosive Demolition Munitions (C.E.)



Nuclear Demolition Munitions (C.E.)

Miscellaneous Units:

Retrieval Boat

Rocket Beacon

Captured Arachnid Brain

NOTE: For the Arachnid and Terran units, the darker shaded counters represent a second major unit organization and NOT a duplication of the lighter shaded units.

ALIEN UNITS:

Humanoid:

Warrior

Worker

Heavy Weapon-Beam

Heavy Weapon-Missile

Strong Point

Decoy

Critical Installation Counters:

Power

Communications

Water

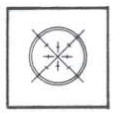
Arachnid:

Warrior

Worker

Heavy Weapon

INDICATOR COUNTERS:


Perimeter marker

Breach marker

Radiation (RAD) area marker

Damage Indicators:

Heavy Damage

Wounded-In-Action

Killed-In-Action

Disrupted

I. SCENARIO ONE: RAID ON THE HUMANOIDS

A. INTRODUCTION

Scenario One introduces the Terran Mobile Infantry and the Humanoid Ground Forces organizations. This scenario also introduces the basic combat and movement concepts of STARSHIP TROOPERS which will be elaborated and expanded in later scenarios. The scenario one rules form a completely self-contained package presenting a simple yet fast moving introductory game.

B. SEQUENCE OF TURNS

STARSHIP TROOPERS is played in turns. Each turn is divided into two player segments with each player segment further sub-divided into a movement phase and a close combat phase. The step-by-step sequence is outlined below:

1. Terran Player Segment:

a. Movement Phase: Terran player moves none, some, or all of his unit counters up to the limit of their movement allowances subject to terrain limitations.

b. Close Combat Phase: Terran player initiates and resolves any attacks that he chooses to execute against those enemy units occupying the same hexes as friendly units.

2. Humanoid Player Segment:

a. Movement Phase: Humanoid player moves his units in the same manner as the Terran player.

b. Close Combat Phase: Humanoid player initiates and resolves attacks in the same manner as the Terran player.

3. Players repeat steps 1. and 2. for each turn of the game.

C. MOVEMENT

During the movement phase of a player's segment, he may move none, some, or all of his unit counters, at his option. Each unit counter may be moved as many hexes as desired within the limits of its movement allowance, terrain restrictions, and other game rules:

1. Each unit counter is moved by tracing the path of movement through each separate hex.

2. The number of hexes through which a unit may move in one turn is indicated by its movement allowance. A unit's movement allowance is expressed in terms of a certain number of movement points. In general, each unit counter expends one movement point of its movement (point) allowance for each hex it enters. Quite often, however, terrain restrictions (see below) will require units to expend more than one movement point to enter a hex of a particular type.

3. In any given movement phase, a player may move as many or as few of his units as he chooses. Movement is always voluntary, never mandatory.

4. A unit counter may be moved in any direction or combination of directions. A unit may expend some, none, or all of its movement allowance each turn. Un-used movement points may not be accumulated from turn to turn nor transferred from unit to unit.

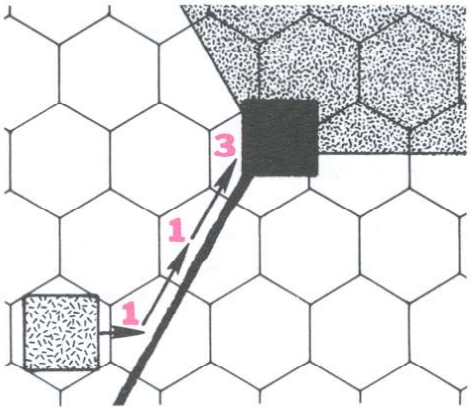
5. Each unit is moved individually, tracing the path of movement through each hex in turn. Once a unit has completed its movement, it may not be changed, repositioned or realigned. A unit's movement is considered completed when the player begins to move another unit.

6. No combat may take place during the movement phase. No enemy units may move during a friendly movement phase.

7. Units may freely pass over or stop in the same hex with other units, enemy or friendly, subject to stacking limitations (see below).

8. A complete list of all terrain features and their effects on movement and combat is contained in the Terrain Effects Chart.

9. A unit may not enter a hex of a particular terrain type unless it has sufficient movement points available to expend in doing so.



EXAMPLE: A Marauder unit, moving as illustrated, expends movement points in the following manner: 1 MP (savanna to savanna-road hex) +1 MP (from road hex to another contiguous road hex) +3 MP (moving into city hex) = 5MP total expended. The unit cannot enter another city hex because it costs 3 MP to enter EACH city hex and the unit has only 1 MP remaining in its movement allowance.

D. STACKING UNITS (More than One Unit Per Hex)

Each of the three belligerent types is limited in the number of friendly unit counters allowed in one hex at the same time:

1. Up to six HUMANOID Warrior, Worker and/or Heavy Weapon units may stack in a hex at one time.

2. Up to four ARACHNID Warrior, Worker, and/or Heavy Weapon units may stack in a hex at one time.

3. An UNLIMITED number of Terran units may stack in one hex.

4. Stacking limits apply only at the end of the movement phase, not during it.

5. Stacking limits are unaffected by the presence of enemy units in the same hex.

E. CLOSE COMBAT

Close combat may occur between opposing units occupying the same hex at the discretion of the player who has just finished moving. The player who initiates combat is said to be the ATTACKER, the other player is considered the DEFENDER.

1. During the close combat phase of his segment, a player may only attack those enemy units occupying the same hex with friendly units. Only friendly units located in the same hex with enemy units may attack those units.

2. All types of Terran units may initiate close combat. Only Alien WARRIOR units may initiate close combat; Heavy Weapon and Worker units may NOT initiate close combat.

3. Units are never REQUIRED to attack, but always have the OPTION to do so.

4. No enemy unit may be attacked more than once per close combat phase. No friendly unit may attack more than once per friendly close combat phase.

5. Where more than one defending unit is in a hex with several attacking units, the attacker may divide combat into more than one combat situation, at his option. *EXAMPLE: Two Terran units in the same hex with two Alien units could divide combat as follows: Two Terran units against both of the Alien units; two Terran units against one of the Alien units; one Terran against each of the Alien units, or one Terran against two Alien units.*

6. Not all friendly units in a hex must attack and not all enemy units in a hex must be attacked. The attacker always has the choice of dividing combat in any manner he chooses providing that any attack has a minimum 'odds ratio' of at least 1-3 (see below).

7. Each combat situation is resolved individually and the results applied to the specific units involved in this manner:

a. For each separate combat situation, total all of the attack strength points of the attacking units together, then total all of the defender's defense strength points together.

b. Express these two totals as an 'odds ratio' (attacker to defender). Round-off this odds ratio downwards to conform to the simplified odds categories printed on the proper (Alien or Terran) Attack Table. *EXAMPLE: A Marauder unit attacks a Humanoid Warrior unit. Four attack strength points compared to three defense strength points yields a simplified odds ratio of 1-1 (4 to 3 rounded down). If two Marauder units attack the Warrior unit, the odds would be 8 to 3, rounded down to 2-1 on the Terran Attack Table.*

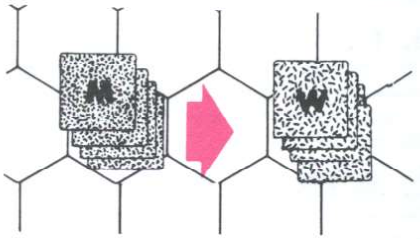
c. **IMPORTANT:** The Alien Attack Table is used only to resolve combat when Terran units are defending. The Terran Attack Table is used to resolve combat when Humanoid or Arachnid units are defending.

d. Roll the die once for each attack situation and cross-index the die roll number with the proper odds column to determine the result of the attack.

e. Apply the result to the defending units in that specific combat situation.

f. See the proper Attack Table Key for the effects of the combat results on defending units. **SPECIAL:** Ignore all references to 'Special Weapons and Equipment' in scenario one.

8. EXAMPLE OF COMBAT: Four Marauder units enter a hex containing four Humanoid Warrior units. The Terran player elects to initiate combat. The Terran player decides to divide combat into more than one attack as follows:



a. Three Marauder units attack one of the Warrior units and the remaining Marauder unit attacks two of the other Humanoid units. The fourth Humanoid unit is not attacked.

b. The odds ratio of the first attack is 4-1 (12 Terran attack strength points versus 3 Humanoid defense strength points). The second attack is resolved as a 1-2 attack (4 Terran attack strength points versus 6 Humanoid defense strength points).

c. Using the TERRAN ATTACK TABLE, the die is rolled once for each of the two attacks. The resulting number is then cross-indexed with the proper odds column to find the result of the attack. The results are applied to the defending units immediately.

d. For illustration purposes, suppose that a die roll of '3' was rolled on the first attack and a '5' was rolled on the second. A '3' on the 4-1 odds column produces an ELIM result and the defending Humanoid unit is removed from the game. A '5' on the 1-2 odds column produces a DISR result and a DISRUPT marker is placed on top of both defending Warrior units.

F. STRONGPOINTS

Strongpoints are defensive fortifications that the Humanoid player may use to increase the defensive strength of his units:

1. Strongpoint counters are positioned on the mapboard prior to the commencement of play. No more than one strongpoint counter may be placed in each hex. Strongpoint counters may NOT be placed in city/spaceport hexes.

2. Each strongpoint counter may protect a maximum of FOUR Humanoid units. Units are indicated as being 'inside' a strongpoint by being placed UNDER the strongpoint counter. Units may move into or out of strongpoints at any time during the friendly movement phase without penalty. Only HUMANOID units may be placed under strongpoint counters.

3. Strongpoint counters do not affect stacking limitations in any way. A hex containing four Humanoid counters under a strongpoint counter may still contain two other Humanoid units on top of that strongpoint counter.

4. Units under a strongpoint counter defend with the defense strength of the strongpoint, ignoring their own defense strengths. All units inside of the strongpoint must be attacked as a whole at a defense strength of '9'; they may NOT be attacked individually.

5. Units under a strongpoint may attack normally.

6. If units under a strongpoint are eliminated as a result of combat, the strongpoint is immediately removed from play. An unoccupied strongpoint is eliminated if a functional Terran unit occupies the same hex at the end of the Terran player segment.

7. Strongpoints do not affect Terrain Effects Chart modifications in any way.

G. INVERTED AND DECOY COUNTERS

Alien combat units and critical installation counters may be positioned and moved on the mapboard in an inverted manner in all of the scenarios to limit the opposing player's knowledge of the exact strength and disposition of friendly units.

1. All Alien Worker, Warrior, Heavy Weapon, decoy, and critical installation units may be placed on the mapboard face-down prior to the commencement of play.

2. An Alien unit must be turned face-up whenever an enemy unit ends movement in its hex. The unit is exposed at the END of the enemy's movement phase.

3. An Alien unit must be turned face-up immediately whenever it enters a hex occupied by a functional enemy unit.

4. **DEFINITION:** A functional unit is one that is in a non-Disrupted, non-Stunned, non-WIA, or non-KIA condition resulting from combat.

5. A face-up Alien unit may be re-inverted at the beginning of the Alien player segment providing the unit is in a hex un-occupied by any functional enemy units.

6. Humanoid units under strongpoint counters may not be examined by the opposing player unless they attack enemy units. When they attack, such units must be revealed to the opposing player.

7. Decoy units, as provided in the individual scenarios, function like inverted, real, units. Decoy units, however, have no combat strength and are immediately eliminated from the game whenever they must be revealed to the opposing player. Thye do not count against stacking limits.

H. MOBILE INFANTRY ORGANIZATION AND THE TERRAN CONTROL SHEET

The Terran Control Sheet is used to record certain types of damage inflicted as a result of combat, and, in advanced scenarios, to determine the distribution of special weapons and equipment. It also shows the schematic organization of a typical Mobile Infantry platoon.

1. A full-strength Mobile Infantry platoon contains 54 fighting men and officers organized into two sections. Each section has three squads containing eight men each. Each section is commanded by a section leader and an assistant section leader and the entire platoon is commanded by a lieutenant and a sergeant.

2. On the Terran Control Sheet, each M.I. counter is represented by a counter diagram and a box. These boxes will be used in subsequent scenarios to organize and control various types of equipment carried by M.I. units. Furthermore, the Terran Control Chart is a schematic diagram which shows exactly which individual unit counters belong in each squad, section, and platoon.

I. HUMANOID ORGANIZATION

The Humanoid Ground Forces organization is not as rigid as the Terran organization. Rather, the organization encompasses those ground forces and noncombatant workers within the immediate vicinity of the military action. With a characteristic lack of specialization, the Humanoids have only three basic types of units; Workers, Warriors, and Heavy Weapon units.

J. CRITICAL INSTALLATION COUNTERS

Scenario one uses a special type of counter called a 'critical installation' counter which represents one of the Terran objectives for the Mobile Infantry's raid. Each of the three types of counters symbolizes a type of installation critical to the functioning of the Humanoid city; power sources, communications centers and water supply.

1. Prior to the commencement of play, the Humanoid player may place his alloted Critical Installation counters on the mapboard subject to scenario set-up restrictions, if any.

2. Critical Installation counters may not be placed in city/spaceport or rough terrain hexes. They may not be placed in hexes containing strongpoints.

3. In scenario one, the Terran player may destroy Critical Installation counters by maintaining a functional Mobile Infantry unit in the same hex, free of any enemy units, at the end of the Terran player segment. The M.I. unit must begin and end the turn in the Critical Installation's hex to fulfill this requirement. The destroyed Critical Installation counter is removed at the end of the Terran player segment.

4. Critical Installation counters may be positioned face-down prior to the commencement of play. They are revealed in the same manner as other inverted counters.

STOP!
READ NO FURTHER.
PLAY SCENARIO ONE.

II SCENARIO TWO: OPERATION 'BUGHOUSE'

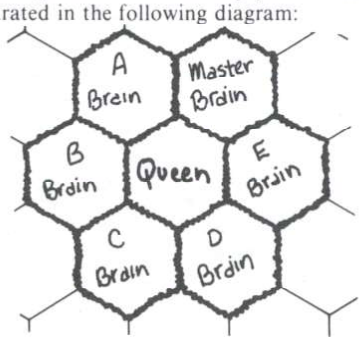
A. THE ARACHNID ORGANIZATION

Arachnid social organization is best typified as a militant subterranean hive society. All production, communication, and military functions are centrally controlled by various 'Brains' (Arachnids bred with super-developed central nervous systems) thus allowing swift, efficient deployment of resources—both military and industrial. Arachnid cities (called 'complexes'), communication and transportation systems (tunnels), and life-support systems are entirely underground. Tunnel systems emanating from Arachnid complexes allow units to move secretly and swiftly.

B. ARACHNID TUNNEL AND COMPLEX ORGANIZATION

The Arachnid organization centers around the subterranean city-complexes and their ancillary tunnel systems. All Arachnid complexes are of the exact same geometry and composition. Each complex occupies a seven-hex formation on the Alien player's map pad (i.e., the Alien Control Pad). The Alien player secretly positions and draws his complex and it's tunnel systems anywhere on the map pad subject to the procedures outlined below:

1. A 'complex' consists of a 'Queen cell' surrounded by six 'Brain' cells, one being a 'Master Brain' cell and the other five 'Combat Brain' cells. Each complex thus consists of seven hexes which are always drawn on the map pad in the shape illustrated in the following diagram:



2. Each of the five Combat Brain cells contains five Warrior, five Worker, one Heavy Weapon and one Engineer unit. These units, except for the Engineer unit, are represented by die-cut counters. **NOTE:** The Queen, Brain, and Engineer units are not represented by counters. They exist only on the Alien map pad and never appear or move on the mapboard.

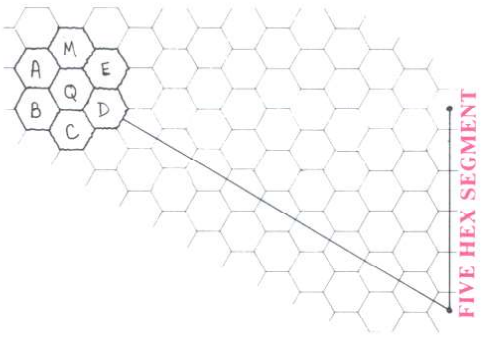
3. Constructing Tunnel Systems—Each Combat Brain cell has one and ONLY one tunnel connected to it. Depending upon how a player constructs his tunnel systems, a tunnel may have numerous branches and extensions. Prior to the commencement of play, the Alien player constructs his tunnels by drawing pencil lines on the Alien Control Pad as follows:

a. Each Combat Brain cell has one (and ONLY one) initial tunnel segment, 10 hexes long, emanating from it. This initial tunnel is called the PRIMARY TUNNEL SEGMENT.

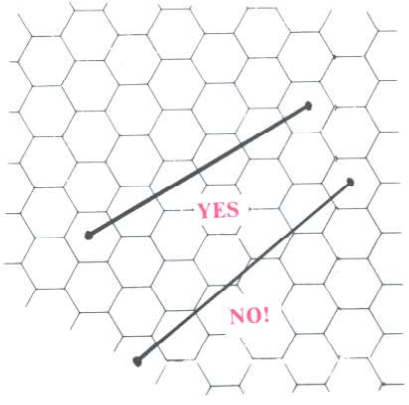
b. In addition, each primary tunnel segment may have the following number of SECONDARY TUNNEL SEGMENTS connected to it:
1) One 5-hex tunnel segment.
2) Two 3-hex tunnel segments.
3) These secondary tunnel segments may connect directly to the primary tunnel segment or be connected with other secondary tunnel segments that connect to the primary tunnel segment.

c. A tunnel segment is indicated on the Alien Control Pad by simply drawing a single straight line from the midpoint of one hex to the midpoint of another hex.

1) Tunnel segments, regardless of length, are always drawn as straight line segments. An individual tunnel segment may never contain bends or angles within it. *EXAMPLE: A 5-hex tunnel segment added to the primary tunnel segment must be drawn on the map pad as a straight row of tunnel hexes, five hexes long, connected to the primary tunnel segment:*



2) **IMPORTANT:** Tunnel segment lines may only cross (intersect) hex sides at a 90 degree angle. Therefore, tunnel segments must follow the 'grain' of the hex rows:



d. Tunnel segments must always be drawn to connect with primary or other secondary tunnel segments of the same tunnel system to form a continuous, unbroken, path of tunnel hexes connecting to the parent Combat Brain cell.

e. Secondary tunnel segments added to a tunnel system may, however, intersect existing tunnel segments of the same tunnel system. That is, tunnel segments are not required to be connected 'end-to-end', but may be added anywhere along the length of an existing tunnel; either connected to or intersecting an existing tunnel segment.

f. **IMPORTANT:** The tunnel segments that make up the tunnel system of one Combat Brain cell may NEVER connect or intersect the tunnel systems of other Combat Brain cells. Each cell's tunnels are, in effect, a 'closed system'.

8. Only the primary tunnel segment may connect with its parent Combat Brain cell. Other tunnel segments of the system may NEVER connect DIRECTLY to the cell.

h. Tunnel segments may NEVER connect to the Master Brain cell or the Queen cell.

i. See the Examples of Play section for an illustration of a completed Arachnid complex and tunnel system.

C. ARACHNID TUNNEL MOVEMENT AND NOTATION

1. Arachnid Brains and Queens may never move from their initial cell locations.

2. Warrior, Worker and Heavy Weapon units may only move from their parent Brain cell to the surface via a breach hex (see below). This is accomplished in one phase regardless of the length of, or distance along, the tunnel system. They may NEVER remain within a tunnel system. Once on the surface, they may move their full movement allowance in the same turn.

3. Arachnid Engineer units may move ONLY within their parent cell's tunnel system. They may never move to the surface or enter their parent Brain's cell. Engineer units may move through an unlimited number of connected, intact, tunnel hexes in any one movement phase.

4. Since all Arachnid units except Engineers will always be in their parent Brain's cell or on the surface (and hence on the mapboard), only the position of the Engineer unit must be recorded on the map pad. To record the Engineer's location, simply write the TURN NUMBER in the tunnel hex containing the Engineer at the end of the movement phase. If the Engineer does not move, no number is written. Thus the highest number recorded will always represent the Engineer's current location. Each cell's Engineer must have its location within its tunnel system recorded on the Alien Control Pad prior to the commencement of play.

D. BREACHING AND TUNNEL-TO-SURFACE MOVEMENT

1. Arachnid Engineers may create passageways from any intact tunnel hex to the surface of the same hex. This is called 'breaching'.

2. Engineers create breaches in the hex they occupy during the Alien Special Function Phase (see below). They may not create breaches in Brain or Queen cells.

3. Indicate breached tunnel hexes on the Alien map pad by drawing a circle around that hex. Place a BREACH marker in the proper hex on the mapboard.

4. Immediately after the placement of the BREACH marker, or in any Alien special function phase thereafter, Arachnid Warrior, Worker, and/or Heavy Weapon units may move simultaneously from their parent Brain cell, along tunnels of that cell, to the breach hex at no movement point cost. They may then move normally on the surface in the movement phase of the same turn. Some or all of the units belonging to the appropriate Brain cell may move to the surface during that turn or any turn thereafter. They are not required to move to the surface at the same time nor do they have to exit from the same breach hex.

5. Once placed on the mapboard, Arachnid units may only return to the tunnel complex during a subsequent Arachnid special function phase. They may NOT move to the surface and return to the tunnel complex in the same turn or vice-versa. To return to the tunnel complex, an Arachnid unit must either begin the Arachnid player segment in a breach hex OR a breach hex must be created in the hex that the Arachnid unit occupies. If one of these conditions exists, the Arachnid unit may re-enter the tunnel system. Units that re-enter a tunnel system are simply removed from the mapboard.

6. **NOTE:** Units of one Brain cell may not re-enter the tunnel complex of another Brain cell.

E. ORDER-OF-TURN ADDITIONS

Scenario two introduces the turn sequence for Arachnid units which differs somewhat from the sequence used by Terran and Humanoid units. Also, all of the turn sequences have been expanded due to the new functions created by the addition of new rules. The new turn sequences are as follows:

1. Terran Player Segment:

a. Special Function Phase: Terran player initiates special emplacement and demolition procedures as explained in subsequent rules.

b. Movement Phase: Terran player moves his units to the limit of their movement allowances, as desired.

c. Ranged Weapon Phase: Terran player initiates and resolves attacks against enemy units within range of his special weapon units (see below).

d. Close Combat Phase: Terran player initiates and resolves any attacks against enemy units in the same hex with friendly units.

e. Extended Jump Phase: Terran player moves his Mobile Infantry units again, up to HALF their normal movement allowance (see below).

2. Arachnid Player Segment:

a. Special Function Phase: Arachnid player initiates tunnel-to-surface movement and other special construction/demolition procedures as explained in subsequent rules.

b. Ranged Weapon Phase: Arachnid player initiates and resolves attacks against enemy units within range of Arachnid Heavy Weapon units (see below).

c. Movement Phase: Arachnid player moves all units, including Engineer units, to the limits of their movement allowances, as desired.

d. Close Combat Phase: Arachnid player initiates and resolves attacks against those enemy units in the same hex with friendly Warrior units.

3. Players repeat 1. and 2. for each turn of the game.

4. **NOTE:** The HUMANOID turn sequence is exactly the same as the TERRAN turn sequence except that the Humanoid units have no extended jump capability.

F. RANGED WEAPON COMBAT

Heavy Weapon units and certain types of special weapons and equipment (SW&E) can extend their attack strengths over a distance, as opposed to regular units which must execute attacks in the same hex they occupy:

1. 'Ranged weapons' are those weapons with a range greater than zero as indicated by the number in the upper left corner of their counters. The following types of ranged weapons are used in scenario two:

a. Arachnid: Each Combat Brain cell contains one Heavy Weapon unit. A Heavy Weapon represents an armored vehicle equipped with a 'high-energy beam projector'. Each Heavy Weapon unit may fire with an attack strength of '18' to a range of six hexes.

b. Terran: Mobile Infantry units may be equipped with various types of weaponry in addition to their basic personal armament. These various devices fall under the general category of 'special weapons and equipment' (SW&E for short). Scenario two introduces one type of Terran SW&E; the high explosive missile launcher. Each MI unit equipped with a high explosive (HE for short) missile launcher may fire an attack strength of '9' to a range of six hexes.

c. Other types of ranged weapons and SW&E will be introduced in subsequent scenarios.

2. Ranged weapons may attack units that are within the number of hexes stated in the weapon's range. Any one hex within range may be attacked subject to the following limitations:

a. A ranged weapon may not attack units that are within the same hex it occupies.

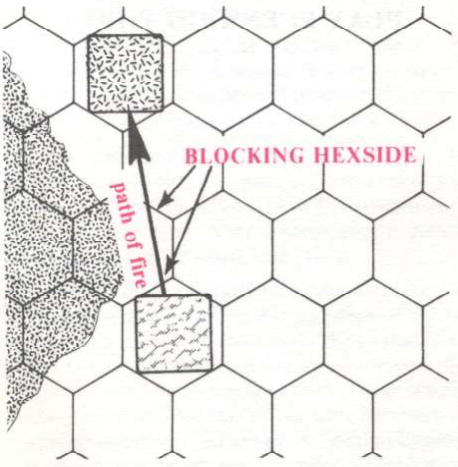
b. Terran units may not attack enemy units in hexes containing other non-KIA Terran units.

c. Alien ranged weapons may fire into hexes containing other Alien units. Such friendly units undergo the effects of the attack in the same manner as enemy units.

3. Blocking Terrain: Rough terrain and city/space port hexes block the path of fire of ranged weapons at ranges greater than one hex:

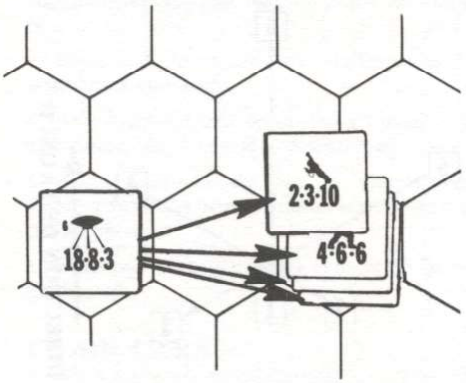
a. Ranged weapons may always fire at adjacent units regardless of terrain.

b. Ranged weapons may not fire at target units if rough terrain or city/space port hexes intervene. To determine if intervening hexes block the path of fire, lay a straight edge on the mapboard so that it intersects the approximate center of the attacking unit's hex and the center of the target unit's hex. If the line between these two points crosses any part of a rough terrain or city/space port hex or runs along one of its hex sides, fire is blocked and the weapon may not attack units in that hex:



c. Blocking terrain does not apply to either the firing unit's hex or the target unit's hex, but only to hexes between those two locations.

4. Unlike close combat, ranged weapon fire affects ALL units in a hex individually. That is, the combined attack strengths of all ranged weapons firing into a target hex are totalled and applied to each individual target unit in the hex, in turn, as a separate attack. *EXAMPLE: An Arachnid Heavy Weapon unit fires at a stack of M.I. units containing three Marauder units and one Scout unit. The attack is resolved on the Alien Attack Table as four separate attacks: Three 3-1 attacks against the three Marauder units (18 to 6) and one 6-1 attack against the Scout unit (18 to 3). The die is rolled once for each attack and the results applied to the units individually:*



5. Each ranged weapon may only fire at one hex per turn. More than one ranged weapon may fire at the same hex in the same turn, however, combining their attack strengths for a single combat resolution against each unit in hex.

6. Each hex may only be fired upon once per ranged weapon phase.

7. Heavy weapon units may only attack in the ranged weapon phase. They may NEVER attack in the close combat phase.

8. Terran units may attack in both the close combat phase and the ranged weapon phase of the same player segment provided they are equipped with ranged SW&E.

G. USING THE TERRAN CONTROL SHEET

The Terran player records the distribution and expenditure of his Special Weapons and Equipment on the Terran Control Sheet as follows:

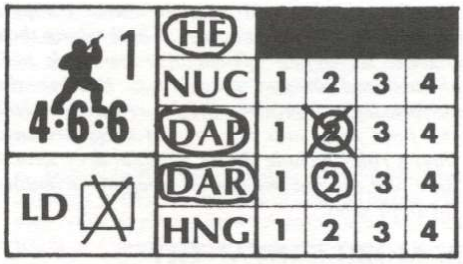
1. Equipment Notation—There are various weapons, like the HE missile launcher, which M.I. units may carry and operate to give increased firepower above and beyond their normal attack strengths. Some of this equipment is represented by counters which are actually placed on the mapboard. Other types of equipment, like the HE missile launchers, have no counters; they are assumed to be carried by the unit to which they are assigned. Regardless of type, however, all SW&E must have their distribution and expenditure recorded on the Terran Control Sheet.

a. The number and types of available SW&E is stated in the Available Forces section of each scenario. The Terran player may distribute SW&E to his M.I. units in any manner he desires subject to the limits stated in the Special Weapons and Equipment Inventory Chart prior to the commencement of play.

b. POSSESSION Of SW&E by individual units is indicated by circling the INITIALS of the particular type in the proper unit's Control Box.

c. For some types of SW&E, up to four units of each type may be carried by one M.I. unit. To indicate the exact number carried, CIRCLE the correct numbered square next to each SW&E type on the unit's Control Box:

2. Loss and Expenditure—Changes in the status of equipment carried by M.I. units are recorded as follows:



a. 'LGHT,' 'HVY,' and 'KIA' results require the Terran player to roll a single die for each target unit on the SW&E Loss Chart to determine if the target unit loses its SW&E. Whenever loss of equipment occurs, indicate this loss by crossing out the initials of all SW&E being carried by the affected unit.

b. To record EXPENDITURE of SW&E, simply cross off the highest number indicated as that type is used. The highest un-crossed number is the number of SW&E of that particular type remaining.

3. Transfer—SW&E counters may be transferred from one M.I. unit to another whenever both units occupy the same hex at the beginning of the Terran player segment:

a. Transfer of SW&E is physically executed during the Terran special function phase by simply crossing out or erasing the circle around the SW&E entries in the one unit's Control Box and circling the proper entries and amounts available in the other unit's Control Box.

b. Units may use transferred equipment in the same turn in which it is transferred.

c. NOTE: The transfer may not be executed if the *receiving* unit is in a STUN, WIA, or KIA condition.

4. It is strongly recommended that all notation on either the Terran or Alien Sheets be recorded in erasable pencil.

H. MOBILE INFANTRY EXTENDED JUMP PHASE

Mobile Infantry units may move up to HALF their normal movement allowance during the extended jump phase subject to individual damage status and terrain restrictions:

1. Units that suffer 'HVY' damage results on the Alien Attack Table may NEVER execute extended jump.

2. Extended jump is separate from and in addition to any movement executed during the regular movement phase.

STOP!
READ NO FURTHER.
PLAY SCENARIO TWO.

III. SCENARIO THREE:
INVASION OF 'SKINNY-FIVE'

A. INTRODUCTION

After being ejected from their transport starship's launching tubes, Mobile Infantry troopers dropped to the planet's surface by braking their descent through a system of expendable heat shields and drogue parachutes. Nearing the surface, their suit rockets fired to reduce speed for the final drop into the combat area. Scenario three's rules include the M.I. initial drop procedure and expand the special weapons inventory for both sides:

B. MOBILE INFANTRY INITIAL DROP PROCEDURE

During their turn of entry, M.I. units are placed on the mapboard in a 'drop pattern' and undergo a procedure that simulates their descent to the planet surface and the evasive tactics thus employed to deter the enemy's air defenses. Simply stated, this procedure consists of placing the M.I. units on the mapboard, randomly determining the direction in which ALL of the units were ejected from their launch tubes, and then randomly determining each individual unit's displacement due to evasive tactics:

1. During the special function phase of the turn of entry, the Terran player positions his Mobile Infantry units on the mapboard in a 'drop pattern'. This pattern may be placed on the mapboard in any shape or form subject to the following restrictions:

a. M.I. units must be placed on the mapboard in groups of nine units such that there is only one unit per hex, each member of a group is adjacent to at least one but no more than two other members of the same group, and each group must form a linear, straight-line pattern consistent with the mapboard hex grain.

b. Units of one group may not be adjacent to units of another group.

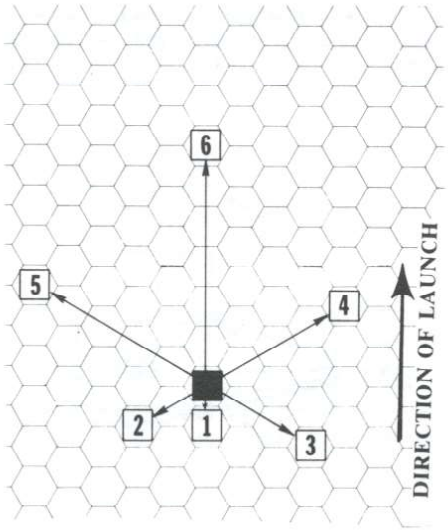
c. Essentially, then, each group will resemble a nine-unit 'stick' of M.I. troopers forming a linear pattern on the mapboard. See the Examples of Play section for a graphic example.

2. Determine Direction of Launch: All units are ejected from the transport in the same general direction as determined by the starship pilot. This is randomly determined by rolling one die and consulting the Scatter Diagram printed on the mapboard.

3. Determine Individual Unit Drift: Using the Drift Diagram, below, determine the final hex location for EACH individual M.I. unit. Roll one die and consult the Drift Diagram. The number rolled represents BOTH the DIRECTION the unit drifts AND the NUMBER OF HEXES in that direction that it must be moved. Note that this direction is relative to the previously determined launch direction.

EXAMPLE: A die roll of '1' is rolled on the Scatter Diagram indicating that all units are launched in a northerly direction. For the unit shown below, a die roll of '6' on the Drift Diagram would mean that the unit is moved six hexes towards the north edge of the mapboard. If the die roll was a '5' instead, the unit would be moved five hexes in a northwesterly direction. If it was a '1', the unit would be moved one hex to the South of the mapboard.

DRIFT DIAGRAM



4. After all units have been dropped and scattered in the special function phase, all movement for dropped units in ENDED. They may not initiate any further movement or attacks during the initial drop turn.

5. **SPECIAL:** Any M.I. unit that is forced to move off of the edge of the mapboard due to initial direction of launch and subsequent drift is automatically eliminated from the game and considered as KIA for victory point purposes, if applicable.

C. ADDITIONS TO THE SPECIAL WEAPONS AND EQUIPMENT INVENTORY

All of the belligerents in the game are provided with a plethora of exotic weaponry. Additional Special Weapons and Equipment (SW&E) are provided below: some are weapons operated directly by combat units while others are passive or semi-active demolition devices:

1. Humanoid SW&E:

a. Heavy Weapon-Beam: Like the Arachnids, the Humanoids are equipped with Heavy Weapon units representing armored vehicles armed with 'high-energy beam projectors'. Each Heavy Weapon-Beam unit may fire an attack strength of '9' to a range of six hexes.

b. Heavy Weapon-Missile: The other type of Humanoid Heavy Weapon unit is equipped with high explosive missiles. Each Heavy Weapon-Missile unit may fire an attack strength of '12' to a range of ten hexes.

2. Terran SW&E: Mobile Infantry units may carry special 'delayed action' high explosive munitions which then may drop in any hex they pass through:

a. Delayed Action Charge-Proximity (DAP): The DAP charge is an SW&E counter than an M.I. unit is signified as 'carrying' by making the appropriate notations on the unit's Control Box. The DAP may be 'dropped' by that unit in any hex that it occupies or passes through during the movement or extended jump phase by simply crossing off one square on the M.I. unit's Control Box and placing a DAP counter in the proper hex. More than one DAP counter may be placed in each hex. The DAP charge automatically and immediately attacks any enemy unit that enters that hex UNLESS the hex contains a Terran unit (regardless of condition). If dropped in a hex already containing enemy units, it is activated as soon as the carrying unit leaves that hex. The DAP attacks all enemy units (or a strongpoint) in the hex with an attack strength of '12'. Each DAP counter may attack only ONCE per game after which it is immediately removed from play. The attack is resolved in the same manner as ranged combat.

b. Delayed Action Charge-Remote (DAR): The DAR is similar to the DAP in the way that it is carried and dropped. It differs from the DAP in that it does not automatically attack enemy units that enter its hex, but must be activated by the carrying unit from another hex. To activate the DAR charge, the carrying unit must be within ten hexes of the DAR and in a functional state (non-STUN, -WIA, -KIA). More than one DAR may be placed in a hex but they must all be activated at the same time. The DAR attacks ALL enemy units in the same hex at the time the charge is detonated with an attack strength of '18'. Like the DAP, it is used once and then removed from play. The attack is resolved in the same manner as ranged combat.

c. Both the DAP and the DAR charges may be dropped and positioned on the mapboard in an inverted fashion.

d. Multiple DAP and DAR charges must combine their attack strengths when detonated simultaneously.

e. Once placed on the mapboard, DAP and DAR may not be picked up, carried, or otherwise moved from their location.

3. Refer to the Special Weapons and Equipment Inventory Chart for a complete listing of all SW&E types and their capabilities.

STOP!
READ NO FURTHER.
PLAY SCENARIO THREE.

IV. SCENARIO FOUR: REVOLT!

A. INTRODUCTION

The Arachnids enjoyed a phenomenally high level of technological expertise in constructing, maintaining, and repairing their all-important tunnel systems. Until the Terran Federation discovered the technology that denied the enemy full use of their tunnel complexes, victory was an almost insurmountable task. Scenario four examines this engineering technology by introducing Terran engineer units and providing them with equipment capable of restricting Arachnid tunnel movement. Arachnid engineering capabilities are further expanded with the addition of demolition munitions and tunnel repair rules.

B. TERRAN COMBAT ENGINEERS

Terran Combat Engineers are non-Mobile Infantry combat units whose task it is to seal off, dislocate, and otherwise destroy Arachnid tunnels by the emplacement and detonation of special demolition charges.

1. Combat Engineers move and engage in close combat in the same manner as regular M.I. units with these exceptions:

a. Combat Engineers may NOT execute extended jump movement.

b. Combat Engineers may engage in close combat in the normal fashion, but they may NEVER operate or carry Mobile Infantry SW&E, nor may M.I. units carry Combat Engineer SW&E.

c. When defending, attacks against Combat Engineers are resolved on the Alien Attack Table as usual. When a Combat Engineer unit suffers a 'HVY' outcome, it automatically loses all attached equipment INCLUDING any demolition charges it may be in the process of emplacing. Additionally, a Combat Engineer unit is removed from play whenever it suffers a 'WIA' or 'KIA' result and considered destroyed. 'LGHT' and 'HVY' results are treated as 'STUN'.

2. Demolition Procedure—Combat Engineers are provided with special high-explosive demolition munitions as outlined in the individual scenarios. Demolition charges are emplaced in a two-turn procedure:

a. A Combat Engineer may emplace one demolition charge per turn in any hex it occupies at the beginning of the turn.

b. Demolition charges are emplaced during the Terran special function phase. Emplacement consists of placing the demolition counter face-down in the proper hex.

c. In the next special function phase, the demolition counter is turned face-up. It may be detonated in the same special function phase or in any subsequent special function phase.

d. To detonate the demolition charge, the emplacing Combat Engineer unit must occupy the demolition hex in an un-stunned condition at the time of demolition. After detonation, the demolition counter is removed from play.

e. **NOTE:** If the emplacing Combat Engineer unit is in a stunned condition during either of the two emplacing turns, or moves out of the emplacement hex, the emplacement sequence is stopped. The sequence may be resumed at the point at which it was interrupted whenever the unit becomes un-stunned or returns to the hex. A Combat Engineer cannot continue an emplacement sequence that was begun by another C.E. unit.

f. The Combat Engineer unit may not move or attack during the turns of emplacement or detonation.

g. Once the demolition counter has been placed on the mapboard, it may not be shifted, carried or otherwise moved from its initial location.

3. Effects of High Explosive (HE) Demolition:

a. An HE demolition charge destroys any Arachnid tunnels that may be in the detonation hex.

b. Brain and Queen cells are unaffected by HE demolition munitions.

c. Any Arachnid unit occupying a tunnel in the detonation hex is considered destroyed.

d. Any breach in the hex is automatically destroyed and the breach counter is removed from the mapboard.

e. Units on the surface of the demolition hex are unaffected.

C. AIR CARS

1. Air Cars are general-purpose utility aircraft used to transport Combat Engineers and their equipment. Each Air Car may transport one Combat Engineer unit.

2. To transport a Combat Engineer unit, an Air Car must begin the Terran player segment in the same hex with the Combat Engineer unit. To be transported, the Combat Engineer unit first must be LOADED into the Air Car during the special function phase. A unit is indicated as being loaded by being placed UNDER the Air Car unit.

4. The Combat Engineer unit may not move, attack, or engage in demolition operations in the same turn in which it is loaded, unloaded, or transported by Air Car.

5. Air Cars may move up to the limit of their movement allowance in the same turn in which they load or unload Engineer units. They may NOT, however, load and unload in the same special function phase.

6. Air Cars may ignore all terrain costs when moving: They simply expend one movement point for each hex entered regardless of terrain costs. They have no stacking limit.

7. An Air Car, and the unit it is transporting, are treated as one unit for combat purposes. When attacked, only the defense strength of the Air Car is used. The defense strength of the Combat Engineer unit being transported is ignored. Air Cars are unaffected by Arachnid demolition charges during the Terran movement phase. They are affected during the Arachnid special function phase only if they loaded or unloaded in the previous Terran player segment.

8. **SPECIAL:** When an Air Car is being attacked, STUN outcomes have no effect. Additionally, any other result except NO EFFECT and STUN causes the elimination of the Air Car and any unit it may be transporting.

D. ARACHNID DEMOLITION MUNITIONS

Arachnid high explosive demolition munitions are explosive charges, secretly located on the mapboard, that the Arachnid player may detonate in an attempt to destroy enemy units without exposing friendly units to counter-attack:

1. Demolition munitions must be secretly positioned on the Alien Control Pad prior to the commencement of play. There are no counters for Arachnid demolition munitions; they exist only on the Alien map pad. The number of individual demolition charges that may be emplaced are listed in each scenario's Available Forces section, where applicable.

2. Demolition munitions may only be emplaced adjacent to (within one hex of) tunnel hexes. They may NOT be placed in hexes containing Arachnid Brain or Queen cells, or in those hexes containing tunnels constructed prior to the commencement of play.

3. A maximum of ONE demolition charge may be emplaced in each hex.

4. Demolition charges are detonated during the Alien special function phase or during the enemy movement phase or extended jump phase at the Arachnid player's discretion. When detonated during the enemy movement phase or extended jump phase, the Arachnid player announces the detonation and IMMEDIATELY resolves the attack against any Terran units in that hex. If a Combat Brain is eliminated, demolition charges adjacent to its tunnel system may NOT be detonated.

5. Each demolition charge may be detonated only once per game.

6. Notation—Placement of high explosive demolition charges is indicated by drawing a small triangle △ in the proper hex on the Alien Control Pad. A detonated demolition charge is indicated by filling-in the interior of the triangle ▲ .

7. Effects—Detonation of an HE demolition charge produces the following effects:

a. All units on the surface of the hex are immediately attacked with an attack strength of '24', as in ranged combat.

b. Any tunnel segments in the detonation hex are destroyed.

c. Any Arachnid unit occupying a tunnel in the hex is immediately destroyed.

d. Any breach in the hex is automatically destroyed and the breach counter removed from play.

8. Premature Detonation—If a Terran demolition charge is detonated in a hex containing an undetonated Arachnid charge, the Arachnid charge is automatically detonated with the effects immediately applied to any units occupying the hex. Likewise, Arachnid demolition charges automatically detonate any Terran demolition charge that may be on the mapboard in the hex.

E. TUNNEL DAMAGE AND REPAIR

Tunnels are destroyed as a result of Terran and Arachnid demolition detonations:

1. Effects of Destroyed Tunnels—Arachnid units may not enter, pass through, or otherwise use destroyed tunnels:

a. Movement from a parent Brain cell to the surface is prohibited if the path of movement must be traced through a destroyed tunnel.

b. Likewise, an Arachnid unit on the surface may not re-enter the tunnel system if the path of movement from its breach hex to its parent Brain cell is blocked by a destroyed tunnel.

c. Engineer units may not trace movement into or through destroyed tunnels.

2. Repairing Tunnels—Destroyed tunnel hexes may be restored to full function by Arachnid Engineer units:

a. Each Arachnid Engineer unit may repair one destroyed tunnel hex per turn. Repairs are initiated during the Arachnid special function phase.

b. To repair a tunnel hex, the Arachnid Engineer unit must be adjacent to and in a tunnel hex connected with the destroyed tunnel hex at the beginning of the special function phase. Repairs are simply assumed to be completed at the end of the special function phase.

c. A tunnel may be used for movement in the same turn in which it is repaired.

d. An Engineer unit may not create a breach in the same turn in which it repairs a tunnel hex. It may, however, move normally in the same turn.

3. Damage and Repair Notation—Changes in the status of tunnels must be very carefully noted on the Alien map pad.

a. Destroyed tunnels are indicated by placing an 'x' in the proper hex (X).

b. Repairs are noted by either carefully erasing the 'x', or by drawing a box around it (☒).

STOP!
READ NO FURTHER.
PLAY SCENARIO FOUR.

V. SCENARIO FIVE: SHEOL

A. INTRODUCTION

Scenario five completes the Mobile Infantry drop-fight-recovery cycle by introducing the Retrieval Boats, Rocket Beacons, and the retrieval procedure. With the addition of 'soft landing' capabilities, the entire range of deployment options open to the Terran forces is realized.

B. RETRIEVAL BOATS AND ROCKET BEACONS

Recovery of Terran forces after action on a planet surface is accomplished by the use of Retrieval Boats. Prior to landing on the planet, the Retrieval Boat fires a Rocket Beacon onto the surface which broadcasts a homing signal to the units on the ground. Shortly thereafter, the Retrieval Boat lands on the Beacon's location. The Terran forces, which have been re-grouping in the vicinity of the Beacon, quickly load into the Retrieval Boat. The Boat then lifts off for a pre-programmed rendezvous with its troop transport which has been maintaining orbit several hundred kilometers above the planet surface:

1. Prior to the commencement of play, the Terran player secretly records the location of his intended recovery hex and the turn in which the Rocket Beacon will land.

2. At the end of the Terran movement phase of the prescribed turn, the Rocket Beacon is placed in the intended recovery hex and scattered using the regular M.I. Initial Drop procedure.

3. In the next turn, the Retrieval Boat lands by being placed in the Beacon's hex at the end of the movement phase.

4. In the turn immediately after the Retrieval Boat lands, Terran units that are in or enter the Boat's hex are assumed to be loaded aboard it, regardless of their condition. At the end of the movement phase, the Retrieval Boat lifts off and is removed from the mapboard along with those units that were loaded into it.

5. A Retrieval Boat has an unlimited loading capacity. All types of Terran units may be carried aboard a Retrieval Boat.

C. RETRIEVAL BOAT DEFENSE

1. The Retrieval Boat has a defense strength of '18' and may be attacked in the same manner as other units.

2. Combat against a Retrieval Boat is resolved on the Alien Attack Table as usual. The results, however, are modified. 'WIA' and 'KIA' results cause the destruction of the Retrieval Boat and its removal from the mapboard. Any other result has NO EFFECT.

D. SOFT LANDINGS

In certain scenarios, Terran units enter the game by being carried in a Retrieval Boat for a soft landing on the surface:

1. A Retrieval Boat delivering units for a soft landing uses the same procedure as when landing for unit recovery.

2. Units must debark from the Boat in the turn after it lands. They may move normally in the same turn.

3. Other units (usually casualties) may be loaded aboard the Retrieval Boat in the same turn in which other units debark.

4. The Retrieval Boat takes off and is removed from the mapboard at the end of the movement phase in which it loads/unloads.

E. CASUALTY RECOVERY

1. All non-KIA Terran units that are NOT successfully retrieved via the Retrieval Boat procedure are automatically worth THREE TIMES their KIA victory point value to the Alien player, where applicable.

2. Immobilized Mobile Infantry (NOT Combat Engineer units!) may be carried by non-immobilized M.I. units in either of two ways:

a. One-Man Carry—A single M.I. unit may make a pick-up on a casualty as follows:

1) The carrying unit must begin the movement phase in the immobilized unit's hex. The immobilized unit may be 'loaded' in the same movement phase by being placed UNDER the carrying unit.

2) The carrying unit may then move normally in the following turn.

3) If the carrying unit suffers a combat result other than 'No Effect', the casualty automatically becomes 'KIA'.

b. Two-Man Carry—Two M.I. units may make a pick-up on a single casualty as follows:

1) Both carrying units must begin the movement phase in the immobilized unit's hex. They may then load the casualty and move in the SAME movement phase.

2) Whenever two units are carrying one casualty as per the above procedure, they must move together at the reduced rate of ONE HALF the normal movement allowance of the slowest carrying unit.

3) If one or both of the carrying units are immobilized, the casualty may not be moved until both units become mobile, or until other units make a pick-up on the unit, or until the remaining carrying unit converts to a one-man carry.

4) While being carried by two M.I., the casualty is treated as a normal unit for combat purposes. All combat results against the casualty are treated normally.

c. When carrying or loading a casualty, units may not attack in any manner nor may they deploy SW&E.

F. CAPTURING MOBILE INFANTRY CASUALTIES

1. Any Mobile Infantry unit that is WIA may be captured by any type of Arachnid unit that is in an undisrupted state.

2. To capture, an Arachnid unit must begin its movement phase in the same hex with the WIA Mobile Infantry unit. It may then load the casualty and move in the same movement phase using its normal movement allowance. While being carried, the captured unit retains its normal defense strength.

3. Upon entering a breach hex (and thus being removed from the mapboard), the M.I. unit is considered to be captured.

4. If the carrying Arachnid unit is destroyed in close combat, the WIA may be recovered by Terran units.

5. Captured units are worth three times their normal KIA value to the Alien player, where applicable.

G. TUNNEL CONSTRUCTION

Not only may Arachnid Engineer units repair tunnel segments, they may construct new ones:

1. Each Arachnid Engineer unit may construct a tunnel segment of one or two hexes in length during each Arachnid special function phase.

2. To construct a new tunnel segment, the Engineer unit must be in a non-destroyed tunnel hex. The Alien player then simply draws the new tunnel segment on his map sheet, extending the line from the Engineer's tunnel hex.

3. New tunnel segments must be constructed within all of the general rules for initial tunnel complex placement. They must be constructed in straight line segments of either one or two hexes in length.

4. Engineers may move normally in the same turn in which they construct new tunnel segments.

5. New tunnel segments may be used for movement in the same turn in which they are constructed.

6. Engineers may not repair tunnel segments and construct new ones in the SAME special function phase.

7. Tunnel segments may be constructed in hexes containing undetonated demolition munitions.

H. GROUND LISTENING DEVICES

Ground Listening Devices (LD's for short) enable the Terran player to determine the general location of Arachnid tunnels as follows:

1. Only Mobile Infantry units may carry Listening Devices. Each unit may carry ONE LD.

2. Listening Devices are distributed on the Terran Control Sheet in the same manner as other types of SW&E. Whenever an M.I. unit activates a Listening Device that it is carrying, an LD counter is physically placed on top of that unit.

3. Listening Devices are carried and transferred in the same manner as other types of SW&E. If the combat results indicate the elimination of a unit's SW&E, the LD counter is removed from play and crossed-off the unit's Control Box.

4. Listening Devices are activated and function during the Terran special function phase. If a unit activates its LD, it may not move, attack, or deploy other types of SW&E in the turn in which the LD is activated.

5. Operating Procedure—During the special function phase, the Terran player may announce the activation of each of his LD's, in turn. Each LD has an effective detection radius of FOUR hexes. If there are any tunnel segments within this detection radius, the Arachnid player must signify such as follows:

a. If there are any tunnels within four hexes of an LD's location, the Arachnid player must state how far away the NEAREST tunnel is from the LD's hex. The Arachnid player simply states that there is a tunnel four, three, two, or one hex away, or in the same hex.

b. The Arachnid player does not state how *many* tunnels are within the detection radius, nor if there are *other* tunnels at a *greater* distance within the radius, nor the manner in which they are laid out.

c. **SPECIAL:** The Arachnid player NEVER identifies Arachnid complex hexes. He only responds if the LD is within range of TUNNELS.

d. Destroyed tunnels are not identified; they cease to exist for LD detection purposes.

e. (NOTE: It is suggested that the Terran player make appropriate notations on a spare map sheet when tunnels are located. By careful placement and patterning of his LD's, he will be able to discern, with varying degrees of accuracy, the Alien player's tunnel layout).

6. Monitoring Tunnel Repair and Construction—Whenever an Arachnid Engineer repairs a damaged tunnel or constructs a new tunnel segment within four hexes of an activated LD, he must inform the Terran player as to its proximity in the same manner as previously described above. This is announced during the same special function phase in which it occurs.

7. Only functional Mobile Infantry units may activate Listening Devices.

I. HEAVY NERVE GAS

Scenario five introduces a new type of SW&E called Heavy Nerve Gas which affects only subterranean Arachnid units:

1. Heavy Nerve Gas (HNG for short) bombs are carried and deployed by Mobile Infantry units in the same manner as DAP bombs except that HNG bombs do not require the presence of Arachnid units to be activated.

2. HNG Bombs only affect Arachnid units in TUNNEL HEXES. Arachnid units on the surface are unaffected by HNG bombs.

3. HNG bombs may be activated in tunnel hexes in either of two ways:

a. They may be dropped into breach hexes where they are assumed to be activated in the tunnel hex below the breach.

b. They may be placed in a hex with an HE demo charge that is being emplaced by a Combat Engineer unit. When the HE demo charge is detonated, the tunnel is destroyed AND the Heavy Nerve Gas is assumed to permeate the wreckage thus making tunnel repairs impossible.

c. **EXCEPTION:** If the HE demo charge is exploded by or explodes an Arachnid demo charge by premature detonation, the HNG bomb has NO effect on that tunnel hex.

4. Place an HNG counter on the mapboard in each hex containing an activated HNG bomb.

5. Effects of Activation—

a. HNG bombs automatically destroy any Arachnid Warrior, Worker, or Engineer unit that is in, enters, or passes through the tunnel hex containing the nerve gas.

b. Once activated, HNG bombs remain effective throughout the game or until any type of Arachnid demo charge is detonated in that hex, in which case the HNG counter would be removed.

c. **SPECIAL:** If an HNG bomb is activated in the PRIMARY TUNNEL HEX adjacent to and connected with its parent Brain cell, the Combat Brain and ALL Arachnid units (including Heavy Weapons) belonging to that Brain are considered destroyed REGARDLESS of their location on the mapboard.

d. HNG bombs have absolutely no effect on Arachnid units on the surface. They only affect Arachnid units in tunnel hexes and Combat Brain cells.

STOP!
READ NO FURTHER.
PLAY SCENARIO FIVE.

VI. SCENARIO SIX: OPERATION ROYALTY: THE BATTLE FOR PLANET P

A. INTRODUCTION

This scenario introduces some of the most complex rules in the SST game system. Throughout the game, the three-dimensional aspect of the subterranean level of play has been simplified as much as possible. Scenario six, however, introduces a complex system of hex-by-hex tunnel movement for both *Arachnid and Terran units. Additionally, the introduction of nuclear weapons will require players to be much more selective in their tactical placement and movement.*

B. NUCLEAR SPECIAL WEAPONS AND EQUIPMENT

Nuclear SW&E types function in the same manner as their high explosive counterparts except that they are more powerful and create radioactive fallout in their detonation hexes:

1. There are three types of nuclear SW&E:

a. M.I. nuclear rocket launchers.

b. C.E. nuclear demolition munitions.

c. Arachnid nuclear demolition munitions.

2. All three types of nuclear SW&E are used or emplaced in exactly the same manner as their high explosive counterparts. They differ only in their effects on the target:

a. They automatically destroy all target units in the detonation hex. NOTE: C.E. NUC demo charges destroy subterranean units ONLY.

b. They affect the six hexes adjacent to the target hex with various residual effects.

c. Arachnid demo and Mobile Infantry rocket launchers create radiation areas in the detonation hexes. Combat Engineer NUC demo charges DO NOT create a RAD area in the detonation hex.

d. See the SW&E Inventory Chart for specific effects of each weapon type.

3. Radiation Areas (RAD's)—The effects of nuclear radiation and fallout are reflected in the following:

a. Whenever a nuclear rocket launcher or Arachnid demo charge in detonated a RAD marker is immediately placed in that hex.

b. RAD areas inhibit movement, depending upon the type of unit, as follows:

1) Terran surface units may not enter hexes containing RAD area markers. Aircars may enter but may not remain in RAD hexes.

2) Humanoid unit may not enter hexes containing RAD area markers.

3) Arachnid units may enter and remain in RAD area hexes, but they must immediately undergo an 'attack' at 1-1 odds. If they survive the attack in an undisrupted state, they may continue out of the hex normally. If they are disrupted, they must undergo the same attack in the following turn. Units moving to the surface via a breach in a RAD hex must also undergo this 1-1 attack. Units must undergo this 1-1 attack each and every turn in which they remain in the RAD hex.

c. RAD areas remain effective for the duration of the game.

4. If a target unit suffers an 'attack' by more than one adjacent NUC demo charge, the total attack strength of the demo charges are applied to the target as a single, combined, 'attack'.

5. Detonation of any type of nuclear weapon in a hex automatically detonates any other type of SW&E that may be in that hex, regardless of whether it is emplaced or simply being carried.

6. Notation—The Arachnid player may record the location and detonation of nuclear demolition charges as follows:

a. Indicate an emplaced nuclear demo charge by drawing a small circle in the hex (o).

b. Indicate a detonated nuclear charge by filling-in the circle (•).

c. Indicate a RAD area by drawing parallel lines in the affected hex (/ / / /).

C. MOBILE INFANTRY AND ARACHNID TUNNEL MOVEMENT

To capture Master or Combat Brains, the Mobile Infantry had to descend into Arachnid tunnel complexes and dig them out. Many times this led to pitched battles against defending Arachnid Warriors. Implementation of hex-by-hex subterranean movement is more complex than regular movement, but the basic mechanics remain the same:

1. Hex-by-hex tunnel movement is executed ON the mapboard. To differentiate subterranean movement from surface movement, place a TUNNEL marker on all units that execute and end their movement in the tunnels or Brain cells.

2. Unlike surface movement, friendly units must STOP and end all movement for that turn whenever they enter a subterranean hex containing FUNCTIONAL enemy units.

3. Terran Tunnel Movement—Only Mobile Infantry units may enter or move through tunnels; all other Terran units are prohibited (EXCEPTION: prisoners, scenario seven):

a. M.I. units move through tunnels at the rate of TWO movement points for each tunnel hex. They may not use extended jump in tunnel hexes.

b. The Terran player may stack a maximum of EIGHT units in a single tunnel hex.

4. M.I. Movement Sequence—The Terran player moves his M.I. units through tunnel hexes while being 'guided' by the Arachnid player who informs him of what his units 'see':

a. An M.I. unit enters a tunnel by beginning its movement phase in a breach hex. The Terran player announces which units are entering the tunnel and places a TUNNEL marker on top of them.

b. The Arachnid player must indicate to the Terran player the ORIENTATION of the tunnel his units are then entering. *EXAMPLE: "In the hex your units now occupy, the tunnel runs north-south."* The Arachnid player must also inform the Terran player whenever the tunnel shifts direction. *EXAMPLE: "From the hex your units now occupy, the tunnel angles one hex side to the north-east."*

c. When entering a tunnel system, the Terran player must choose a direction for each unit to move along, tracing the movement, hex-by-hex, on the mapboard. Each unit must move through the tunnels along that direction to the limit of its movement allowance or until one of the following occurs:

1) The unit's movement brings it into a hex containing an Arachnid unit or the end of a tunnel segment (a cul-de-sac or dead end) in which case it must stop and end all further movement for that turn.

2) The unit enters a hex which is the intersection or junction of two or more tunnel segments. When this occurs, the Arachnid player must inform the Terran player of his unit's movement options. The Terran player then chooses a direction and continues movement to the limit of his movement allowance. *EXAMPLE: Arachnid Player: "In the hex your unit now occupies, it may move north, south, southeast or northwest." Terran player: "I'll move it northwest . . . "*

d. An M.I. unit may move from a tunnel to that tunnel system's Brain cell as a part of normal movement. It may NOT, however, move from Brain cell to Brain cell. The Arachnid player must inform the Terran player whenever one of his units enters a Brain cell.

e. M.I. units may exit a tunnel system by entering a breach hex, announcing an exit, removing the TUNNEL marker, and ending all movement. At this point, the unit is presumed to be on the surface.

5. Arachnid Tunnel Movement: As a special case, an Arachnid unit may remain in a tunnel after the special function phase instead of automatically moving to the surface if:

a. It enters tunnel hex containing functional Terran units and initiates an attack.

b. It is disrupted in a tunnel hex as a result of Terran attacks.

c. It is trapped in a tunnel segment as a result of Terran demolitions.

E. COMBAT IN TUNNELS

1. Unlike surface combat, whenever a friendly unit enters a tunnel hex containing a FUNCTIONAL enemy combat unit, it MUST stop, end all movement, and initiate an attack.

2. Only CLOSE COMBAT may be initiated in tunnels. Ranged weapons may NOT be used.

a. Only Arachnid Warrior and Terran Mobile Infantry units may initiate combat.

b. Heavy weapons may not engage in combat or enter tunnel hexes occupied by Terran units.

c. Heavy Nerve Gas (HNG) is the only type of SW&E that may be used in subterranean combat.

3. Close combat in tunnels is resolved in the same manner as surface combat.

4. An Arachnid unit may remain IN tunnel hexes at the end of its special function phase ONLY if it initiates a close combat attack in the close combat phase.

5. An Arachnid unit may move from a Brain cell to a tunnel hex, or from a breach hex to another tunnel hex, or from one tunnel hex to another to initiate an attack.

6. If an Arachnid unit cannot attack and cannot move along an unobstructed path of tunnel hexes from its parent Brain cell to the surface (or vice versa) then it MUST remain in its current location.

7. When attacked in tunnels, Mobile Infantry units defend at HALF (do NOT round off fractions) their regular defense strength. Their attack strength remains unchanged.

8. Whenever a Mobile Infantry unit enters a hex occupied by an Arachnid ENGINEER, the Engineer unit is automatically destroyed. The Arachnid player must inform the Terran player whenever this occurs.

9. **SPECIAL:** Whenever an M.I. unit enters a Combat Brain cell, any Arachnid units still in that cell must be placed on the mapboard along with a TUNNEL marker. The M.I. unit is NOT required to attack enemy units in the Brain cell, but has the OPTION of doing so.

F. CAPTURE AND DESTRUCTION OF BRAINS AND QUEENS

Brains and Queens may be destroyed by using SW&E or by physically occupying a Brain cell. Only Combat Brains, however, may be captured due to the fact that the M.I. units may never enter Master Brain or Queen cells.

1. Destruction—Brains and Queen may be destroyed in the following ways:

a. By detonating Heavy Nerve Gas in an adjacent, contiguous tunnel hex, either through a breach or with an HE demo charge as previously described.

b. By detonating a nuclear demo charge in the same hex.

c. By physically moving an M.I. unit through the tunnels and into a Combat Brain's cell and announcing the Brain's destruction, regardless of other Arachnid units also in the cell.

d. **EXCEPTION:** An M.I. unit that destroys a Brain may NOT also attack other Arachnid units in the same turn.

2. When a Queen or Master Brain is destroyed, other Arachnid units are not affected.

3. When a Combat Brain is destroyed, all Warrior, Worker, and Heavy Weapons units belonging to that Brain are immediately removed from play and considered destroyed.

4. The Arachnid player must inform the Terran player whenever a Brain or Queen has been destroyed.

5. Combat Brain Capture—Whenever an M.I. unit enters a Combat Brain cell, it has the option of attacking other enemy units in that cell or capturing the Combat Brain:

a. To capture, the Terran player simply announces that the Combat Brain has been captured by a specified unit. The M.I. unit that physically captures the Brain may not attack other enemy units in the same turn.

b. Once captured, a Brain counter is placed under the capturing unit signifying that it is carrying the captured Brain. The carrying unit may not attack or deploy SW&E while carrying the Brain.

c. The M.I. unit carrying the captured Brain may NOT be attacked while it is in the tunnel system. It may be attacked normally once it is on the surface, however, with any type of damage (STUN or worse) also destroying the captured Brain.

d. Captured Brains may be carried and transported in Air Cars and Retrieval Boats like regular Terran units.

e. Units belonging to a captured Brain may still function normally unless the Brain is subsequently destroyed, in which case they are eliminated.

G. TERRAN SPECIAL TALENTS

The Terran Special Talent unit counter represents a single human being possessing unique EXTRA SENSORY PERCEPTUAL powers. The ESP Special Talent has the ability to locate and identify the exact position of Arachnid tunnel systems and complexes:

1. Special Talents move and function like other Terran combat units except that they never count against any type of stacking limitation.

2. A Special Talent may be transported in an Air Car in the same manner as a Combat Engineer unit. Additionally, an Air Car may transport BOTH a Combat Engineer unit and a Special Talent unit.

3. Special Talents function during the special function phase. They may NOT function while loaded in Air Cars. During those turns in which they use their locating ability, they may not move or load.

4. When the Terran player announces that the Special Talent is functioning, the Arachnid player must disclose the EXACT location of all tunnel,

breach and cell hexes within a TEN HEX radius of the Special Talent's hex.

5. A Special Talent has an attack strength of '0' and defense strength of '1'. If it suffers a STUN result or worse, it is automatically eliminated-except when loaded into an Air Car in which case the defense strength of the Air Car is used.

H. HIDDEN BREACH HEXES

Instead of automatically placing a breach marker in a hex whenever a breach is created, the Arachnid player has the option of not disclosing its location:

1. When a breach is created, a breach marker does not have to be placed in the hex unless:

a. A functional Terran unit enters or passes through the same hex.

b. Arachnid units enter or exit the breach.

c. A Special Talent is within ten hexes of the breach.

2. Whenever any of the above occurs, a breach marker must immediately be placed in that hex.

I. USING TWO HIGHER-ECHELON UNITS IN A SCENARIO

1. In those scenarios utilizing more than one complete Arachnid complex or more than one Mobile Infantry platoon, no changes or additions to the rules are required. All rules that apply to single complexes and platoons also hold true for multiple complex situations. Simply designate which lettered units belong to which Combat Brain cell by writing the letter in the cell hex on the Alien Control Pad.

2. For those scenarios requiring more than one Mobile Infantry platoon, simply use two different Terran Control Sheets—one for each M.I. platoon.

3. The second higher-echelon unit is differentiated by the darker-colored unit counters.

STOP.
READ NO FURTHER.
PLAY SCENARIO SIX.

VII. SCENARIO SEVEN: KLENDATHU: THE LAST BATTLE

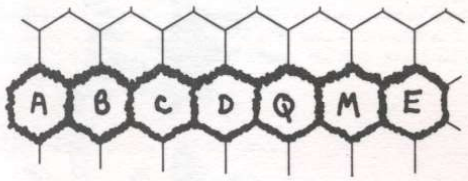
A. INTRODUCTION

Scenario seven concludes the presentation of the rules with the addition of minor variations to existing rules structures. These rules do not alter the game, but rather add flexibility to rules already presented thus expanding each player's tactical options.

B. VARIABLE ARACHNID COMPLEXES

Allow the Arachnid player to construct *linear* cell complexes (as opposed to a *circular* pattern of cells) within the following limitations:

1. Linear complexes function in the exact same manner as regular circular complexes previously described except that the individual cells are connected to each other in a straight row of hexes:



a. The row of cells may be constructed in any order provided there are five Combat Brain cells, a Master cell, and a Queen cell.

b. The complex must be drawn *with the grain* of the hex pattern, along one of the three possible straight line rows of hexes.

2. In all other respects, linear tunnel/cell complexes must be constructed within the previously cited rules of tunnel/complex construction.

C. VARIABLE ARACHNID DEMOLITION CHARGES

The following rules provide for a variation in the numbers, types, and strength of available Arachnid demolition munitions. Instead of having only one type of NUC Demo charge, there are three types representing three degrees of increasing effectiveness:

1. In the 'Available Forces' section of scenario seven (and in the addenda for the other scenarios), the Arachnid player is given a specified number of 'Demolition Points' with which he may 'purchase' various types of demolition charges. Prior to the commencement of play, the Arachnid player selects his demo charge 'mix' by purchasing the various types of demo charges at the build costs stated in the chart, below.

2. The Arachnid player may build his demo charges in any combination of numbers and types, as listed below, within the limitations of the number of available Demolition Points:

TYPE	COST TO BUILD	EFFECTS OF DETONATION in detonation hex:	in adjacent hex:	two hexes away:	three hexes away:
HE Demo	1 Demo Point	(Same as listed on SW&E Chart)			
Scale 1 NUC Demo	2 Demo Points	(Same as listed on SW&E Chart)			
Scale 3 NUC Demo	3 Demo Points	A.E./RAD[1]	AS=24[2]	AS=12	no effect
Scale 6 NUC Demo	5 Demo Points	A.E./RAD	A.E./RAD	AS=24	AS=12

KEY:

[1] A.E./RAD: All tunnels and subterranean and surface units destroyed in hex. RAD area in hex.

[2] AS=12, 24: All units on surface in hex are attacked with attack strength of 12 or 24, as indicated.

3. Effects of Detonation—As shown on the chart, above, the larger NUC demo charges have a radius of effect of several hexes from the detonation hex. The effects of detonation are summarized in the examples of play section.

a. Regardless of the size of the demo charge, only those tunnel hexes that are actually IN the detonation hex are destroyed.

b. RAD areas are created in the detonation hex of all NUC Demo charges. With Scale 6 NUC Demo charges, however, a RAD area is created in the detonation hex AND in each of the six surrounding adjacent hexes.

4. Placement: Variable Demo charges function within all of the previously described rules regarding placement limitations.

5. Sympathetic Detonation—Whenever the detonation of a Scale 6 NUC Demo charge creates a RAD area in a hex containing another HE or NUC Demo charge, that second charge is automatically detonated at the same time. Note that this could therefore cause a 'chain reaction' of adjacent demo charges which would be resolved against common targets as one attack.

6. Notation—Indicate the size of NUC Demo charges on the Alien Control Sheet by writing a '1', '3', or '6' inside the open circle indicating the demo charge's position.

D. GAME-OPTIONAL VARIATIONS

NOTE: These rules are EXTRA rules which may be applied to any scenario if agreed upon between the two players at the beginning of the game. These two optional rules simply add variety to the combat results while leaving the overall combat system unchanged.

1. DEFENDER DISORIENTATION: If a defending unit is attacked while already STUNNED (Terran) or DISRUPTED (Alien), the attacker's die roll result for that attack is modified by adding '+1' to the number rolled. *EXAMPLE: An M.I. unit is STUNNED in the Arachnid's ranged weapon phase. If attacked in the close combat phase of the same segment at 2-1 odds, a die roll of '4' would become a '5' and the Terran unit would receive HVY damage.*

2. MOBILE INFANTRY MULTIPLE DAMAGE: In actuality, the amount of damage done to an M.I. powered armor suit would depend upon the amount of damage that unit has already received. To reflect this, Mobile Infantry units which suffer HVY or WIA damage and then subsequently receive another HVY or WIA result undergo immediate acceleration of the damage as follows:

HVY + HVY = WIA
HVY + WIA = KIA
WIA + WIA = KIA

EXAMPLE: A Mobile Infantry unit which already has suffered HVY damage is subsequently attacked again and receives another HVY damage result. Because the target unit was already HVY damaged, however, the second HVY becomes a WIA and the unit suffers all of the effects of a WIA result.

E. PRISONER CELLS

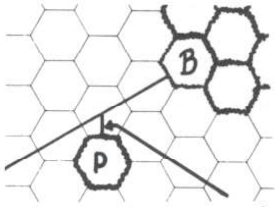
Whenever the Arachnids captured Terrans, prisoners were taken to the Arachnid home planet of Klendathu. There, they were retained in special 'prisoner cells':

1. Each Arachnid complex is allotted a specified number of prisoner cells which function in the same manner as Brain or Queen cells except that they may contain only Terran prisoners.

a. Prisoner cells which are allocated to an Arachnid complex must be connected to a Combat Brain cell's primary tunnel segment.

b. The prisoner cell may NOT be positioned in a hex directly adjacent to an Arachnid Brain or Queen cell.

c. Only one prisoner cell may be attached to each Combat Brain cell's tunnel segment. The prisoner cell may only be directly attached (and therefore accessable through) to ONE primary tunnel hex.



connector tunnel segment

d. No Arachnid demolition charges of any type may be positioned within TWO HEXES of a prisoner cell.

e. In all other respects, a prisoner cell functions as a regular Arachnid cell in regards to Arachnid Engineer tunneling, and SW&E effects.

2. **SPECIAL:** Only Terran prisoners (see below) and M.I. units may occupy or enter a prisoner cell. Arachnid units may not enter or pass through a prisoner cell.

3. When within range of a Terran Special Talent, the exact location and nature of a prisoner cell must be disclosed to the Terran player in the same manner as regular complex cells.

4. Prisoner Rescue: Whenever an M.I. unit enters a prisoner cell, the Terran prisoners are considered released and may then attempt to escape from the tunnels to the surface.

a. An M.I. unit may release Terran prisoners by moving through tunnels and entering the prisoner cell as described in previous rules.

b. Terran prisoners are represented by HUMANOID WORKER units. Whenever an M.I. unit enters a prisoner cell for the first time, a prisoner unit is created in that hex with a 'Tunnel Movement' counter on top of it and it may immediately attempt to leave the prisoner cell.

c. Once released, Terran prisoner units assume the values printed on the Worker counter; they may move two hexes per turn and defend with a defense strength of '1'.

d. Terran prisoner units execute subterranean movement in the same manner as M.I. unit with these exceptions:

1) They may not enter hexes containing FUNCTIONAL enemy units unless accompanied by FUNCTIONAL M.I. units.

2) They are not halved in defense strength.

3) They do not automatically destroy Brains or Engineer units.

e. Once on the surface, Terran prisoner units may be transported by Air Car (one prisoner unit per Air Car) and/or removed from the game via Retrieval Boat.

f. The Arachnid player MUST inform the Terran player whenever an M.I. unit or a prisoner unit executing subterranean movement moves into a tunnel hex which is the junction of a regular tunnel and prisoner cell connector tunnel.

g. Whenever Arachnid units attack Terran prisoner units, resolved combat on the TERRAN ATTACK TABLE and apply the results to the prisoner unit in the same manner as Alien units.

F. COMBAT ENGINEER BREACHING

Combat Engineer units may create breaches in the following manner:

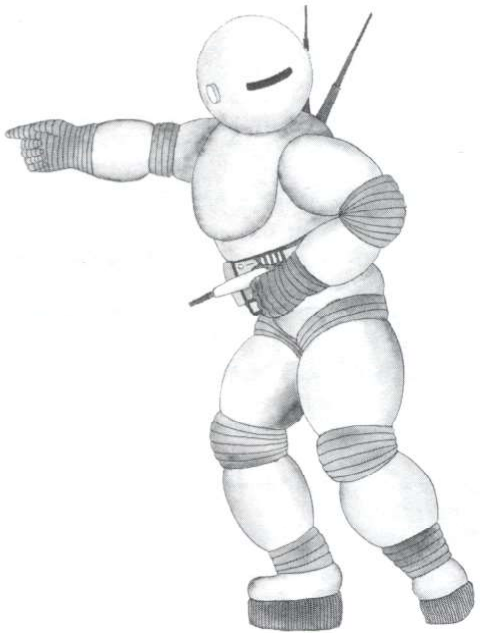
1. C.E. units create breaches in a two-turn procedure during the Terran special function phase in exactly the same manner as emplacing demolition munitions.

2. At the end of the second special function phase, the Terran player announces that a breach has been created and places a breach counter in that hex.

3. **SPECIAL:** If the Terran player has made a mis-calculation, and there is NO intact tunnel in that hex, the Arachnid player informs the Terran player of this fact. In this case, there is absolutely no effect and no breach counter is placed in that hex.

4. Terran Engineers may create breaches in tunnel hexes AND prisoner cell hexes. They may NOT create breaches in Brain or Queen cells.

5. Breaches may be used in the same turn in which they are created. Arachnid units may freely use breaches created by Terran Engineer units.



THE SCENARIOS

A. ORGANIZATION

Each of the scenarios is a COMPLETE, self-contained game. Each scenario creates its own game situation with its own distinctive unit mix, set-up, and victory criteria. Additionally, each scenario is keyed to a corresponding rules section within the main body of the rules as explained in the introduction. Each scenario is organized in the following format:

1. Historical Capsule: Briefly states the situational background, when and where it occurred and the units involved.

2. Available Forces: Illustrates the exact number and types of units utilized for each side by the use of unit counter diagrams. Whenever a number preceded by a multiplication sign appears below a unit's picture (e.g., 'x3'), the side in question receives the stated quantity of that particular unit type. Note that for the Terran player, Retrieval Boats and Beacons will not be listed in this section but will be assumed part of the Terran forces, unless used for some purpose other than retrieval.

3. Set-Up: States the order in which each side sets up and/or enters the mapboard, lists placement limitations, and indicates which side moves first in each turn.

4. Game Length: States the number of game-turns in each scenario.

5. Special Rules: Rules applicable ONLY to the scenario in question are outlined in this section.

6. Victory Conditions: Provides criteria for determining who wins or loses the scenario. This criteria is usually expressed in terms of enemy units damaged or destroyed or territorial objectives captured.

B. GENERAL RULES FOR MAPBOARD ENTRY, EXIT AND PLACEMENT

1. Entry: Units either enter the game from off of the mapboard or are positioned on the mapboard prior to play. Instructions directing units to 'set up' require ALL such units to be on the mapboard prior to the start of play. Instructions directing units to 'enter' require all such units to enter TOGETHER during the same turn.

2. Exit: Units may not move off of the mapboard edges. Terran units may only leave the mapboard via Retrieval Boats. Alien units may only be removed from the mapboard as a result of elimination in combat.

3. Placement: For interpreting set up limitations, note the following:

a. All placement limitations are INCLUSIVE. For example, a unit that is required to be placed within 18 hexes of a certain hex location may be placed 18 hexes away from that hex.

b. The nominal center of the mapboard is defined as being hex V-17.

SCENARIO ONE: FEINT AGAINST THE HUMANOIDS

2156.12.03 (UC): Soon after the destruction of Buenos Aires, Federation High Command launched the first Terran counteroffensive against the Arachnids. Success hinged on the proper execution of an extremely intricate series of feints against the Arachnid's Humanoid allies. With scant forces available, only a few M.I. platoons were assigned to convince the enemy that the main weight of the attack was falling on the Humanoids. Scenario one depicts part of a raid against an outlying Humanoid colony by the 2nd platoon, G company, 2nd battalion, 3d Regiment, First Mobile Infantry Division—more commonly known as Rasczak's Roughnecks.

AVAILABLE FORCES:

Terran:

('A' Squad and the section leader).

Humanoid:

SET UP:

Humanoid: Set up anywhere within 18 hexes (inclusive) of any city/space port hex. Move second.

Terran: Enter mapboard turn one, anywhere on the southern edge of mapboard. Move first.

GAME LENGTH: 12 turns.

VICTORY CONDITIONS:

Terran: Accumulate more Victory Points than the Humanoid player at the end of the game.

Humanoid: Accumulate as many or more Victory Points than the Terran player at the end of the game.

Victory Points are awarded for the destruction/damage of enemy units:

HUMANOID player receives points for inflicting the following damage:

	HVY Damage	WIA/KIA
For each Marauder unit:	2 points.	5 points.
Scout unit:	1 point.	3 points.
Command unit:	7 points.	12 points.

NOTE: Points awarded for one category only. Damaged units that are subsequently WIA/KIA, count for WIA/KIA points only.

TERRAN player receives points for inflicting damage as follows:

For each WARRIOR unit eliminated:	1 point
For each WORKER unit eliminated:	-1 point

SPECIAL RULE: Noncombatant casualties are to be avoided. Therefore, each WORKER unit destroyed SUBTRACTS one Victory Point from the Terran victory point total.

ADDITIONALLY: The TERRAN player receives points for destroying the following Critical Installation counters. The HUMANOID player receives the same number of victory points for Critical Installation counters un-destroyed at the end of the game:

For each POWER SOURCE counter:	5 points
For each COMMUNICATIONS CENTER counter:	7 points
For WATER SUPPLY counter:	15 points

SCENARIO TWO: OPERATION 'BUGHOUSE'

2157.02.16(UC): The first all-out offensive against the Arachnid home planet, Klendathu, was Operation 'Bughouse'. *Conceived as a multi-divisional size invasion, the operation was designed to bring the enemy to their knees and end the First Interstellar War. It didn't work out that way. Struck by stronger-than-anticipated space defense and ground forces, the Terran attempt at establishing a beachhead degenerated into a shambles. Only the desperate commitment of the M.I. reserve platoons permitted the extrication of the remnants of the invasion force. Scenario two portrays part of the initial assault with the 1st platoon, C company, 1st battalion, 3d Regiment (Willie's Wildcats) establishing a beachhead perimeter shortly before the first Arachnid counterattack.*

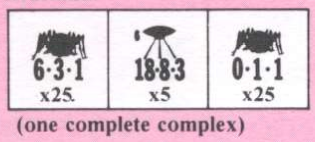
AVAILABLE FORCES:

Terran:

PLUS: HE Launcher x15

(one complete platoon)

Arachnid:



(one complete complex)

SET UP:

Terran: Enter anywhere on southern edge of mapboard on turn one. Move second.

Arachnid: Construct tunnel complex anywhere on Alien Control Pad prior to play. Move first.

GAME LENGTH: 10 turns

SPECIAL RULE:

1. The Terran player must establish a DEFENSIVE PERIMETER with a radius of 11 hexes (diameter of 23 hexes) on the mapboard. The center of this hexagonal area must be positioned within five hexes of the center hex of the mapboard (hex V-17). Prior to play, but AFTER the Arachnid constructs his tunnel complex, the Terran player must identify the centerpoint hex of his defensive perimeter with a perimeter counter.

2. Treat all city/space port hexes as Savanna hexes; ignore all roads.

VICTORY CONDITIONS

Terran: Accumulate as many or more victory points than the Arachnid player at the end of the game.

Arachnid: Accumulate more victory points than the Terran player at the end of the game.

Victory points are awarded as follows:

ARACHNID player receives five points per turn if there is one or more UNDISRUPTED Arachnid units within the Terran player's defensive perimeter at the END of the Terran player segment. Additionally, the Arachnid player receives points for the damage/destruction of M.I. units as follows:

	HVY Damage	WIA/KIA
For each Scout unit:	1 point	2 points
For each Marauder unit:	2 points	4 points
For each Command unit:	3 points	7 points

TERRAN player receives 10 points per turn if there are NO Arachnid units (regardless of condition) within the Terran player's defensive perimeter at the end of the Terran player segment.

Additionally, the Terran player receives points for the elimination of Arachnid units as follows:

For each Warrior unit eliminated:	1 point
For each Heavy Weapon unit eliminated:	3 points

SCENARIO THREE: INVASION OF 'SKINNY-5'

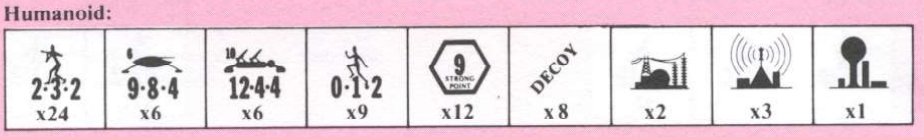
2157.09.07(UC): Quickly replacing the losses suffered in the 'Bughouse' *debacle, the Terran Federation planned yet another offensive. The decisive blow would fall on the enemy's weakest link: the inner Humanoid systems. The invasion of 'Skinny-5', nearest system tothe Humanoid home planets, was designed to precipitate the rapid collapse of the entire Humanoid war industry. If the Mobile Infantry won easily, the next major battle would be fought on the Humanoid home planet. Sensing this, the Skinny-5 high command dug in and prepared to fight a prolonged battle of attrition. This scenario re-creates one aspect of this action with the 2nd platoon, A company, 1st battalion, 2nd Regiment (Anton's Apaches) storming a class-4 industrial center preparatory to joining the main drive on the planet's central industrial region.*

AVAILABLE FORCES:

Terran:

PLUS: HE Launcher x12

Humanoid:



SET UP:

Humanoid: Set up first, anywhere on the mapboard. Move second.

Terran: Set up second, as per Initial Drop procedure. Move first.

GAME LENGTH: 12 turns.

SPECIAL RULES:

1. Critical Installation counters function as per scenario one rules.

2. NOTE: Unlike scenario one, Critical Installation counters may be placed in rough terrain hexes.

VICTORY CONDITIONS:

Terran: Terran player wins by fulfilling at least one of the following conditions without suffering 25 or more HVY, WIA, or KIA casualties.

1. Destroy ALL Critical Installation counters before the end of turn 12.

OR

2. Maintain ALL city/space port hexes free of enemy units at the end of turn 12.

Humanoid: Humanoid player wins by avoiding BOTH of the Terran victory conditions OR by inflicting 25 or more HVY, WIA, or KIA casualties on Terran units .

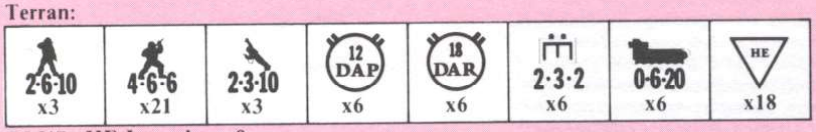
(NOTE: HVY casualties that are subsequently WIA or KIA count as only one casualty).

SCENARIO FOUR: REVOLT!

2157.12.10(UC): Savage raids against their inner planetary systems and intense covert negotiations had convinced the Humanoids to abandon their erstwhile Arachnid allies. Implementation of a Humanoid disengagement, however, was complicated by the Arachnid occupation of several key Humanoid planets. These 'watchdog' garrisons would have prevented a peaceful termination of hostilities. Only the guarantee of active Terran intervention finally persuaded the Humanoids to attempt to regain control of their occupied systems. As the Humanoid revolt began, small task forces of Mobile Infantry and Combat Engineers were dispatched deep into enemy space to aid the hard-pressed Humanoid forces. Violent, pitched battles, witnessing some of the most desperate combat of the war, were fought on every occupied planet. Scenario four portrays one of these ferocious encounters with a battle group built around the 3d platoon, B Company, 4th Battlion, 1st Regiment (Smith's Centaurs) aiding a Humanoid garrison:

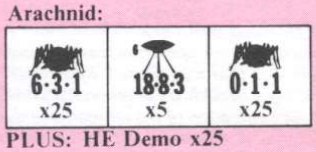
AVAILABLE FORCES:

Terran:



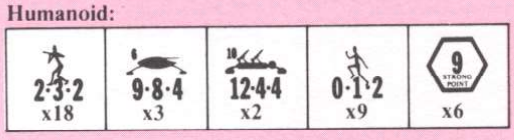
PLUS: HE Launcher x9

Arachnid:



PLUS: HE Demo x25

Humanoid:



SET UP:

Arachnid: Set up first. Construct tunnel complex anywhere on the mapboard before Humanoid player sets up. Move second.

Humanoid: Set up second, anywhere on mapboard. Move first.

Terran: Enter any turn after game turn four on a die roll of '1' or '2'. Roll the die once at the beginning of each Terran/Humanoid player segment. Mobile infantry units enter as per Initial Drop procedure. Units must be positioned on BARREN terrain hexes prior to drop. Engineer and Air Car units enter the game in the same turn by moving onto mapboard from any hex on south edge. Move first.

GAME LENGTH: 15 turns.

SPECIAL RULES:

1. Terran and Humanoid units move together during the same player segment. They may move and function normally with these limitations:

a. Terran and Humanoid units may not voluntarily stack together or remain in the same hex unless they are involuntarily immobilized as a result of combat.

b. Terran and Humanoid units may not combine attack strengths for any type of ranged or close combat. They may NOT attack the same enemy unit in the same combat phase.

c. Humanoid units use the Terran Attack Table when attacking Arachnid units, and vice-versa.

2. Arachnid demolition charges may not be emplaced within two hexes of any city or space port hex. Tunnel segments, however, may be placed and function normally anywhere on the mapboard.

VICTORY CONDITIONS:

Humanoid/Terran: Accumulate more victory points than the Arachnid player at the end of the game.

Arachnid: Accumulate as many or more victory points than the Humanoid/Terran player at the end of the game.

VICTORY POINTS are awarded as follows:

Humanoid/Terran player receives the following points for each of the unit types listed below occupying a city/space port hex at the end of the game:

Each Warrior unit:	1 point
Each MI, CE, HW unit:	2 points

Arachnid player receives the following points for each enemy unit WIA, KIA, or destroyed:

Each Warrior unit:	1 point
Each MI, CE, HW unit:	2 points

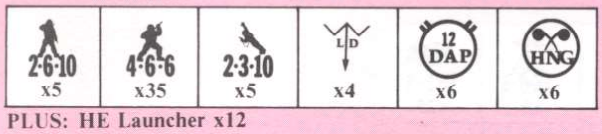
NOTE: Humanoid/Terran units that are KIA, WIA or disrupted do not count for Humanoid/Terran victory point purposes.

SCENARIO FIVE-A: SHEOL—'OPERATION CORKSCREW'

2158.01.07(UC): With the Humanoid threat eliminated, previously diverted Terran forces were quickly committed against the Arachnids. Battle tactics now dictated close cooperation between the Mobile Infantry and the Combat Engineer Corps in the systematic destruction of tunnel systems. Forced into an ever-shrinking area, the Arachnids would thus be easily contained and eliminated. The first test of these new tactics was on the important Arachnid planet of Sheol. In scenario five-A, a reinforced platoon (Nkruma's Commandoes) attempts to secure a soft-landing zone for eventual reinforcements in the face of bitter resistance from well prepared Arachnid defense forces.

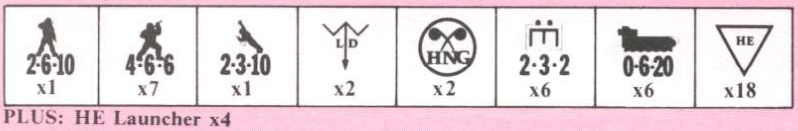
AVAILABLE FORCES:

Terran: *Force A:*



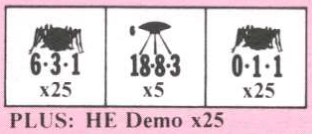
PLUS: HE Launcher x12

Force B:



PLUS: HE Launcher x4

Arachnid:



PLUS: HE Demo x25

SET UP:

Arachnid: Construct tunnel complex anywhere in Alien Control Pad prior to play. Move first.

Terran: Force A: Enter on turn one via Initial Drop procedure. Move second.

Force B: Enter any time after turn four via Soft-Landing procedure. Pre-record turn of arrival and Beacon location.

GAME LENGTH: 15 turns.

SPECIAL RULES:

1. Reminder: Terran player must pre-record turn of arrival and intended recovery hex for retrieval.

2. Ignore all roads. Treat city/space port hexes as savanna.

VICTORY CONDITIONS:

Terran: Accumulate more victory points than the Arachnid player at the end of the game.

Arachnid: Accumulate as many or more victory points than the Terran player at the end of the game.

VICTORY POINTS are awarded as follows:

—Terran player receives:

1) For each Arachnid Warrior or Heavy Weapon unit destroyed: 1 point.
2) For each Arachnid Engineer unit destroyed: 5 points.
3) For each tunnel hex destroyed or isolated*: 1 point.

—Arachnid player receives:

1) For each M.I. unit WIA: 2 points.
2) For each Terran combat unit KIA or destroyed: 3 points.
3) For each non-KIA Terran combat unit captured or un-retrieved: 9 points.

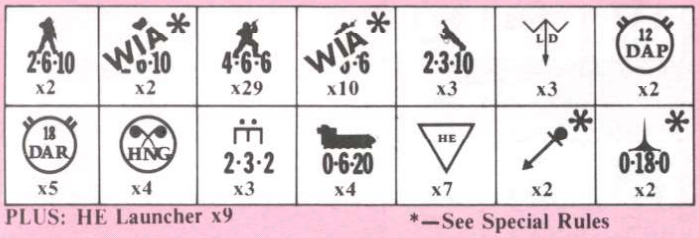
***DEFINITION:** A tunnel hex is ISOLATED when a continuous path of undestroyed tunnel hexes cannot be traced from that tunnel hex to its parent cell hex.

SCENARIO FIVE-B: SHEOL—RETREAT AND EVACUATION

2158.01.07(UC): As the Battle for Sheol raged, the final outcome was puctuated with small victories and defeats on both sides. In one small corner of the holocaust, however, the Terran forces had their backs against the wall. Caught by a sudden, strong Arachnid counterattack, their position was quickly rendered untenable. The remnants of the M.I. force faced the difficult task of disengaging from the enemy, collecting their casualties, and attempting retrieval while under fire. There was little room for chance or error. With precise execution, they would remain a distinct, albeit battered, fighting force. If they erred, McSlattery's Volunteers would be no more . . .

AVAILABLE FORCES:

Terran:



PLUS: HE Launcher x9

***—See Special Rules**

Arachnid:

PLUS: HE Demo x11

SET UP:

Arachnid: Construct tunnel complex anywhere on Alien Control Pad prior to play. Move first.

Terran: Set up all units within an 11-hex perimeter as previously explained in Scenario Two's Special Rules. Move second.

GAME LENGTH: 15 turns.

SPECIAL RULES:

1. Twelve Terran units are indicated as being WIA. These units represent casualties from a previous action. During set up, the WIA units must be located in the Terran defensive perimeter in accordance with the following rules:

a. Only one WIA unit may be placed within each hex.
b. Each WIA unit must be at least four hexes away from other WIA units.
c. No other units may be placed in hexes containing WIA units.

2. The Terran player is provided with TWO sets of Rocket Beacons and Retrieval Boats. Therefore, he has TWO opportunities to execute a retrieval. He may retrieve some, none, or all of his units with each Retrieval Boat. The turn-of-entry of the Retrieval Boats is limited as follows:

a. The first Rocket Beacon must be designated for arrival during game turns 6 through 10. The second Rocket Beacon must be designated for arrival during game turns 11 through 14.
b. The first Retrieval Boat MUST land during its designated turn. The second may either land during its designated turn or be withheld completely, at the Terran player's option.

VICTORY CONDITIONS:

Terran: Accumulate more victory points than the Arachnid player at the end of the game.

Arachnid: Accumulate as many or more victory points than the Terran player at the end of the game.

VICTORY POINTS are awarded as follows:

Arachnid player receives:

—For each M.I. or C.E. unit KIA or destroyed: 1 point.
—For each non-KIA/destroyed M.I. or C.E. NOT retrieved: 3 points.

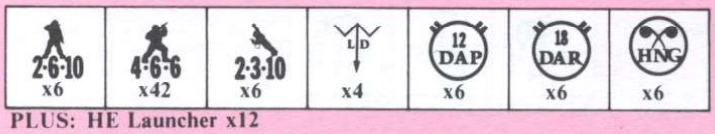
Terran player receives one point for each non-KIA/destroyed M.I. or C.E. unit retrieved before the end of the game.

SCENARIO SIX: OPERATION 'ROYALTY'

2158.04.02(UC): Trooper for Warrior, the Mobile Infantry could now defeat the Arachnids on the surface. Yet, the Terran High Command still knew very little about the enemy. Psychologically, socially, and technologically, the Arachnids were a mystery. Until more was known about Arachnid motivation and behavior, a truly strategic war could not be waged. The only way to learn about the Arachnids was to ask a Brain—a captured *Brain. Talking to one was a job for the Psychological Warfare experts. Capturing one was a job for the Mobile Infantry. Scenario six pits a platoon from Blackie's Blackguards, augmented by a company of Combat Engineers, against a twin-complex Arachnid advanced base on Planet P:*

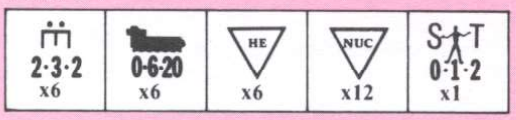
AVAILABLE FORCES:

Terran: *Force A:*

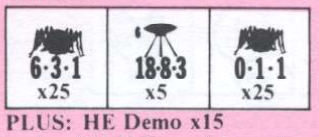


PLUS: HE Launcher x12
NUC Launcher x6

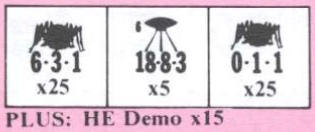
Force B:



Arachnid:



PLUS: HE Demo x15
NUC Demo x6



PLUS: HE Demo x15
NUC Demo x6

SET UP:

Arachnid: Construct two tunnel complexes on Alien Control Pad prior to play. Move second.

Terran: Force A: Enter on turn one via Initial Drop procedures. Move first.

Force B: Enter any time after turn one via Soft-Landing procedure. Pre-record turn of arrival and Beacon location.

GAME LENGTH: 15 turns.

SPECIAL RULES:

1. Treat rough terrain as savanna for all purposes.
2. The two Arachnid complexes must be positioned at least 21 hexes apart. (i.e., each complex's Queen cell must be no closer than 24 hexes from the other).

VICTORY CONDITIONS:

Terran: Capture and remove via Retrieval Boat at least one Combat Brain OR destroy at least three Brain/Queen cells before the end of the game.

Arachnid: Avoid Terran victory conditions OR accumulate 40 or more victory points at the end of the game.

VICTORY POINTS are awarded as follows:

For each Mobile Infantry unit KIA = 2 points.
For each Mobile Infantry unit WIA = 1 point.
For each Engineer unit destroyed = 3 points.
For Special Talent destroyed = 5 points.
(Also, points accumulated for non-retrieved units as per rules).

SCENARIO SEVEN: KLENDATHU: THE LAST BATTLE

2159.05.18(UC): System-by-system, quadrant-by-quadrant, Terran Federation forces gradually beat back the Arachnids into their own little corner of the galaxy. Armed with planet-cracking Nova bombs and a vast armada of starships, nothing stood between the Terrans and the Arachnid home planet of Klendathu—except the prisoners. The Arachnids held Terran prisoners; those remnants of stranded and lost M.I. platoons of darker days in the Bug War. They had *to be rescued; the Mobile Infantry always makes the pick-up! Therefore, the planet had to be reduced the hard way, inch-by-inch, by a simultaneous drop of six Mobile Infantry Divisions and numerous support groups. Scenario seven depicts a rescue attack on one of the Arachnid prison complexes by the 3d platoon, G company (Kamperman's Kossacks) and the 2nd platoon, G company, forever after known as Rico's Roughnecks . . .*

AVAILABLE FORCES:

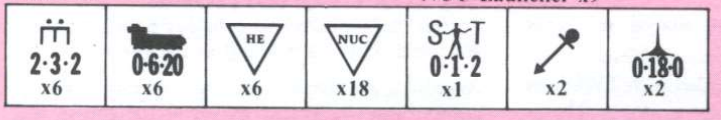
Terran: *Force A:*

PLUS: HE Launcher x18
NUC Launcher x9

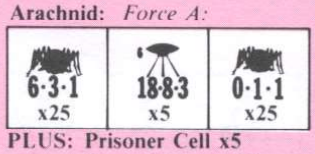
Force B:

PLUS: HE Launcher x18
NUC Launcher x9

Force C:

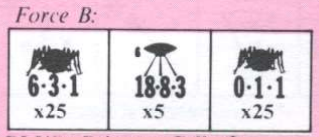


Arachnid: *Force A:*



PLUS: Prisoner Cell x5
Demo Points = 28

Force B:



PLUS: Prisoner Cell x2
Demo Points = 35

SET UP:

Arachnid: Construct two complete tunnel complexes on the Alien Control Pad prior to play. Move second.

Terran: Force A: Enter turn one via Initial Drop procedure. Units must be positioned WEST of hex row 'V' prior to drop. Move first.

Force B: Enter turn one via Initial Drop procedure. Move first.

Force C: Enter via Soft Landing procedure any time after turn one. Move first. (See special rules #2 and #3).

GAME LENGTH: 20 turns.

SPECIAL RULES:

1. Treat ALL hexes on the mapboard as savanna hexes.
2. Roll Scatter separately for each M.I. platoon and each Retrieval Boat.
3. *Force C* may Soft Land using either or both of the available Retrieval Boats. Each Boat may land independently, during different turns, if desired.

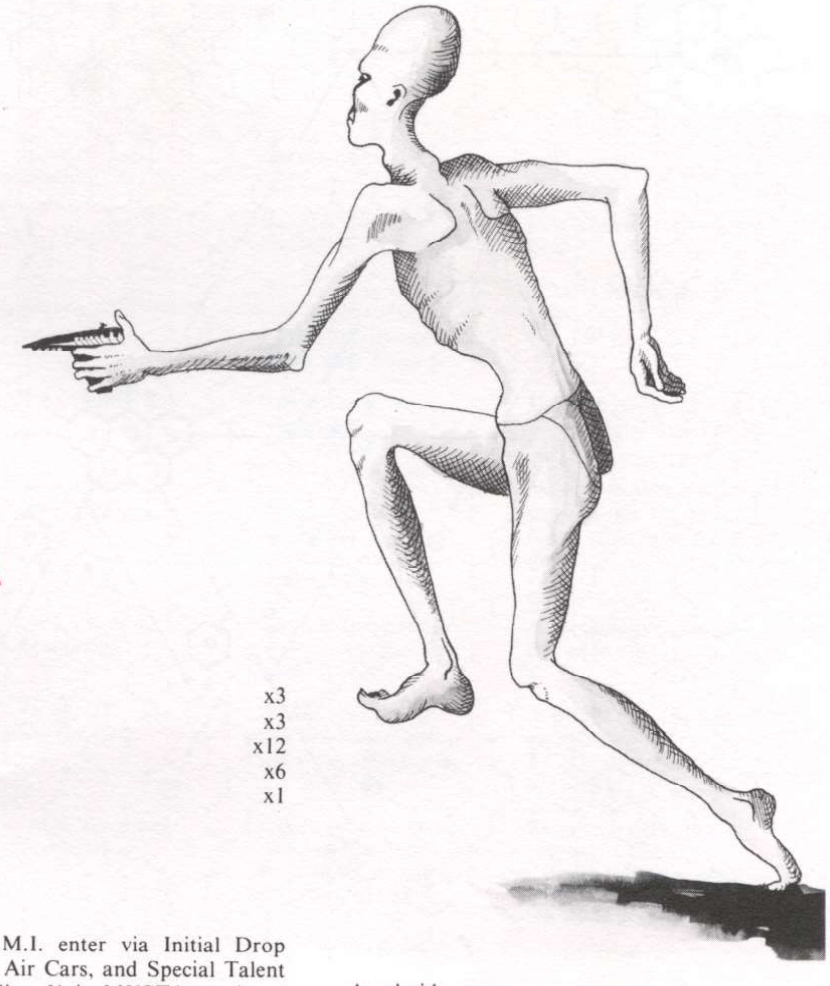
4. The Terran forces are NOT required to execute retrieval before the end of the game. They may remain on the surface. At the Terran player's option, however, a Retrieval Boat may land to retrieve Terran casualties and released prisoners any time after turn ten.

VICTORY CONDITIONS:

Terran: Terran player wins by accomplishing at least one of the following before the end of turn 20:

a. Release and retrieve the prisoners from FOUR of the seven prisoner cells; OR
b. Neutralize all TEN of the Combat Brain cells by either destroying all of the Warriors and Heavy weapons in a cell or by destroying the cell's Combat Brain.

Arachnid: Arachnid player wins by avoiding the Terran victory conditions.



SCENARIO ADDENDA

The Programmed Instruction method has presented the rules to STARSHIP TROOPERS in seven distinct modules. Players should realize, however, that once all seven groups of rules have been learned, each scenario should be played with ALL of the rules. When playing scenario two for example, the Arachnid player may utilize variable demolition charges, tunnel repair and construction, and other rules which are presented in later scenarios. To fill-out the earlier scenarios which have only those units and game functions previously described, players are urged to incorporate the Scenario Addenda changes to the already existing scenarios. The following listing describes changes and additions which incorporate the entire rules package:

SCENARIO ONE:

Add to Available Forces:

Terran:

NUC Rocket Launcher	x2
HE Rocket Launcher	x3
DAP	x6
DAR	x3

Humanoid:

Heavy Weapon: Beam	x1
Heavy Weapon: Missile	x2

Set-Up:
Terran: Enter via Initial Drop procedure. Units MUST be retrieved before the end of the game.

Special Rules: Critical Installation counters may be destroyed by firing nuclear rocket launcher into same hex.

Victory Conditions: In addition to the other listed requirements, Terran player must destroy ALL Critical Installation counters.

SCENARIO TWO:

Add to Available Forces:

Terran:

Combat Engineer:	x3
Air Car	x3
HE Demo	x12
NUC Demo	x6
Special Talent	x1

Arachnid:

Demo Points = 23

Set Up: Terran: M.I. enter via Initial Drop procedure. C.E.'s, Air Cars, and Special Talent enter via Soft Landing. Units MUST be retrieved before the end of the game.

Victory Conditions: In addition to the other listed Victory Points, each side receives the following:

Terran: For each Brain, Queen, eliminated: 12 points.

NOTE: Warrior and Heavy Weapon units that are lost as a result of Brain destruction, or capture count as units eliminated.

Arachnid: For each C.E. unit eliminated: 7 points. For elimination of Special Talent: 5 points.

SCENARIO THREE:

Add to Available Forces: Terran: NUC Rocket Launcher x2

Set-Up: Terran units must be retrieved before the end of the game.

Special Rule: Critical Installation counters may be destroyed by firing NUC rocket launcher in same hex.

SCENARIO FOUR:

Add to Available Forces:

Terran:

NUC Rocket Launcher	x4
Listening Device	x4
HNG	x6
NUC Demo	x12

Arachnid:

Demo Points = 25

Set Up: C.E. enter via Soft Landing procedures. NO die roll for C.E. entry. Pre-record turn of entry for Retrieval Boat prior to start of game.

SCENARIO FIVE-A:

Add to Available Forces:

Terran:

Force A: NUC Rocket launcher x2

Force B: NUC Demo x6

Arachnid: Demo Points = 25

SCENARIO FIVE-B:

Arachnid Demo Points = 13

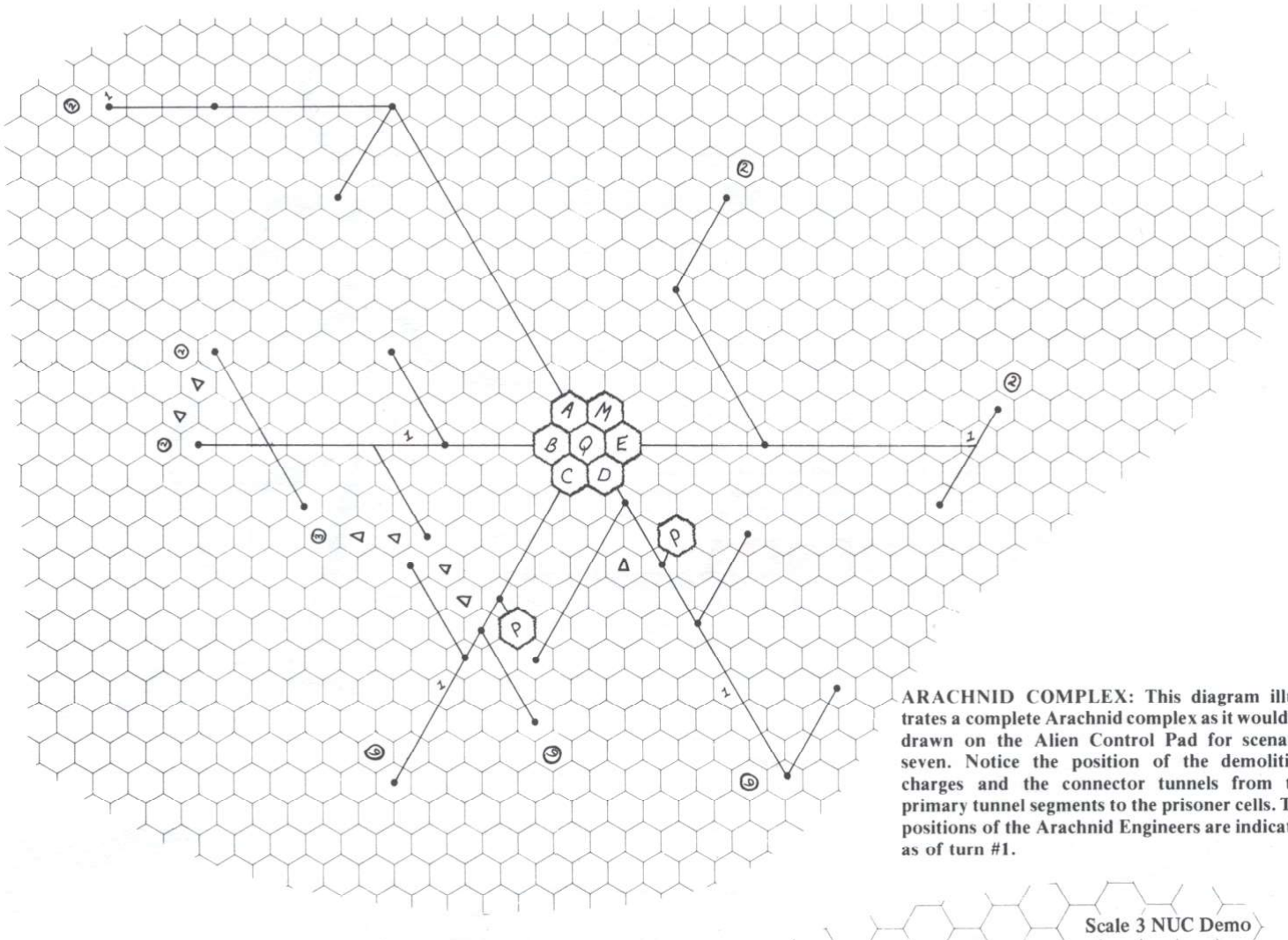
SCENARIO SIX:

Arachnid Demo Points = 21

SCENARIO SEVEN:

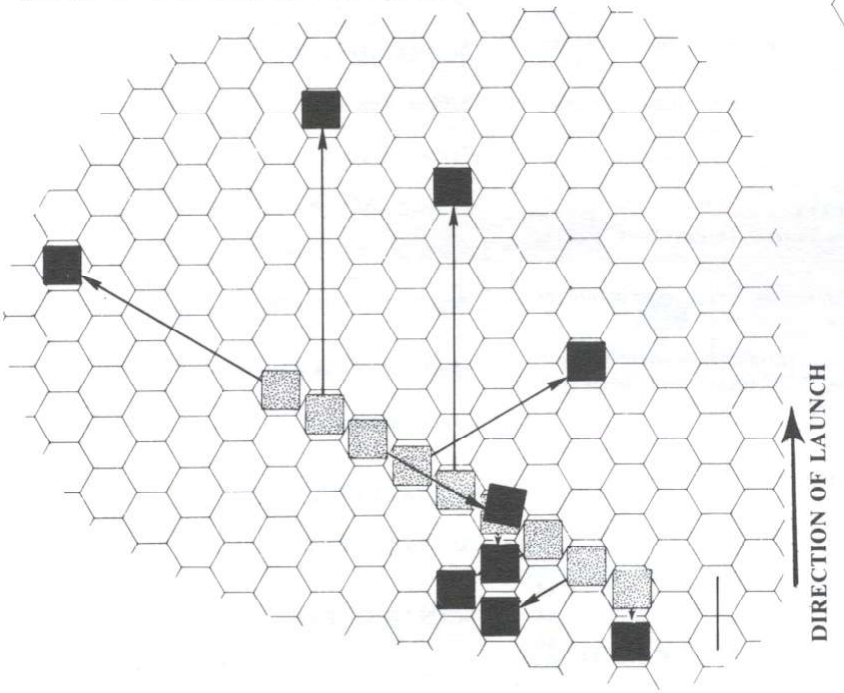
No additions or changes.

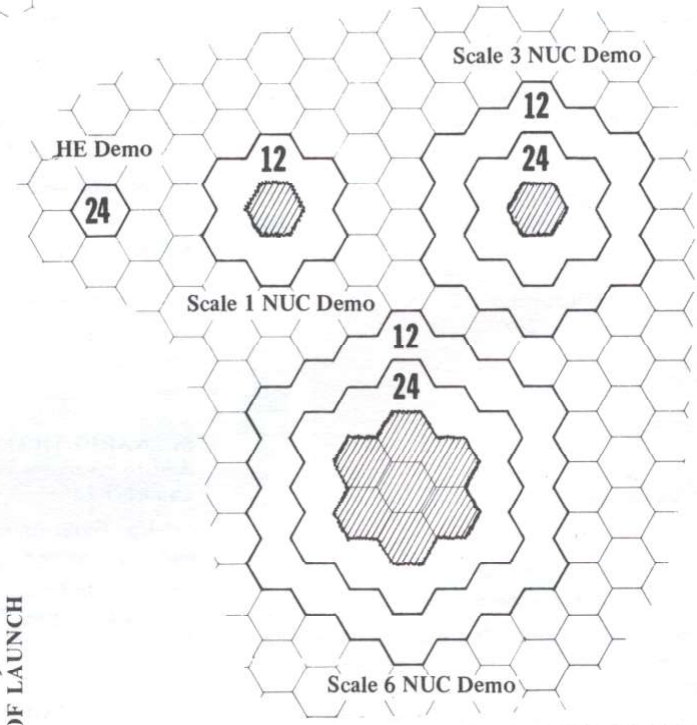
EXAMPLES OF PLAY



ARACHNID COMPLEX: This diagram illustrates a complete Arachnid complex as it would be drawn on the Alien Control Pad for scenario seven. Notice the position of the demolition charges and the connector tunnels from the primary tunnel segments to the prisoner cells. The positions of the Arachnid Engineers are indicated as of turn #1.

MOBILE INFANTRY DROP AND SCATTER: This diagram illustrates the scatter procedure for a nine-man 'stick' during the Initial Drop. Final positions are indicated by the black squares.





VARIABLE ARACHNID DEMOLITION CHARGES: Notice that the NUC Demo charges have an attack strength that affects units in hexes one, two and even three hexes away from the detonation hex. For example, a Scale Six NUC Demo charge affects each hex at a two hex radius with an attack strength of 24.

SPECIAL WEAPONS AND EQUIPMENT INVENTORY CHART

TERRAN

name	type	max no. carried per unit:	max no. times each used:	attack strength:	range:	Special Effects:	Restrictions:
HE rocket launcher	M.I.	1	unlimited	9	6	–Ranged combat resolution.	–May not fire into own hex.
NUC rocket launcher	M.I.	1	4	A.E. (surface)	6	–RAD area in target hex. –Affects all units on surface in adjacent hexes with AS=6	–Affects surface targets only.
Delayed Action Proximity (DAP)	M.I.	4	1	12	same hex	–Ranged combat resolution. –Auto attacks enemy units in same hex.	–May not be detonated in hexes containing Terran units.
Delayed Action Remote (DAR)	M.I.	4	1	18	same hex	–Ranged combat resolution. –Activated by M.I. within 10 hexes.	–May not be detonated in hexes containing Terran units.
Heavy Nerve Gas (HNG)	M.I.	4	1	A.E. (subterranean)	same hex	–May be dropped in breach or exploded with HE demo.	–Affects units in tunnels and cells only.
HE demo charge	C.E.	6	1	A.E. (subterranean)	same hex	–Destroys all units and tunnels in hex. –Does not affect cells.	–Requires two turns to emplace. –Affects subterranean units only.
NUC demo charge	C.E.	6	1	A.E. (subterranean)	same hex	–Destroys all tunnels, cells, and subterranean units in target hex and six adjacent hexes.	–Requires two turns to emplace. –Affects subterranean units only. –No RAD area in target hex.

ARACHNID

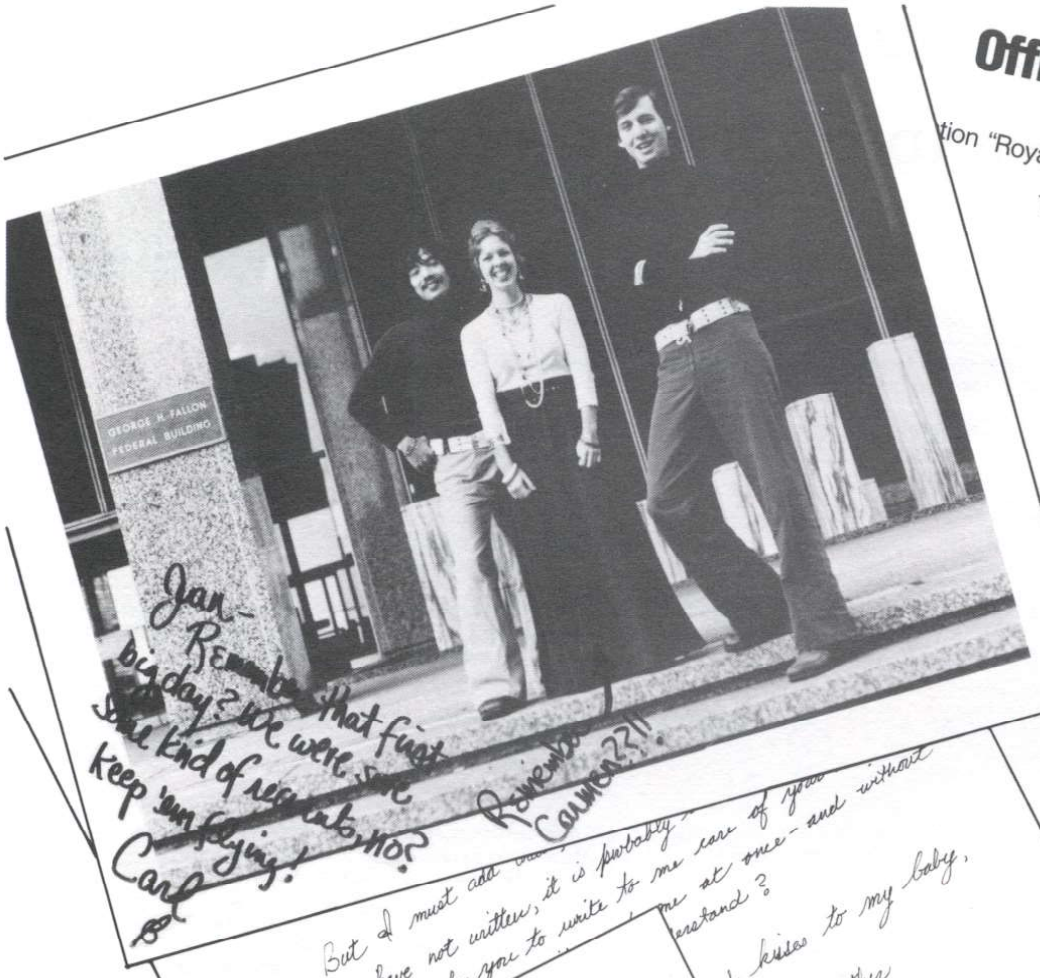
name	type	max no. times each used:	attack strength:	range	Special Effects:	Restrictions:
Heavy Weapon Beam	H.W.	unlimited	18	6	–Ranged combat resolution.	–May not fire into own hex.
H.E. demo charge	Eng.	1	24 (surface)	same hex	–Ranged combat resolution. –Destroys tunnels and subterranean units in target hex.	–Must be placed adjacent to a tunnel prior to play.
NUC demo charge	Eng.	1	A.E. (surface and subterranean)	same hex	–RAD area in target hex. –Destroys all tunnels and units in target hex. –Affects all units on surface in adjacent hexes with AS=12.	–Must be placed adjacent to a tunnel prior to play.

HUMANOID

Heavy Weapon Beam	H.W.	unlimited	9	6	–Ranged combat resolution.	–May not fire into own hex.
Heavy Weapon Missile	H.W.	unlimited	12	10	–Ranged combat resolution.	–May not fire into own hex.

Key:

M.I. = Mobile Infantry.
C.E. = Combat Engineer.
HE = High Explosive.
NUC = Nuclear.
A.E. = Automatic elimination of target unit in target hex.
RAD = Radiation area.
AS = Attack strength.
H.W. = Heavy Weapons unit.



Jan-
Remember that first
birthday? We were so
sad kind of regretful
keep 'em flying!
Carl

Remember
Carmen??

But I must add
that you have not written, it is probably
know otherwise) for you to write to me care of your
me at once - and without
erstand?

and kisses to my baby,

Your Mother

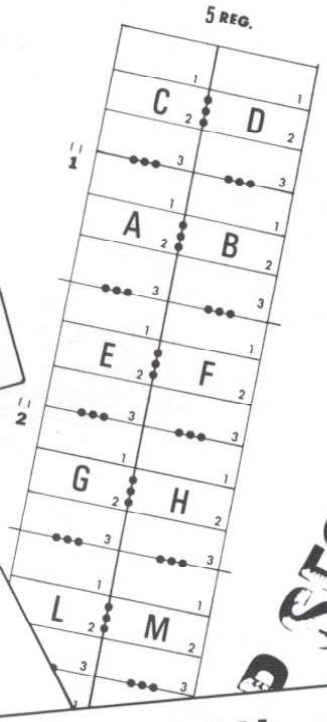
Office of the Sky Marshal

tion "Royalty"

BATTLE PLAN

Third Regiment Mobile Infantry

Drop Grid



TOP SECRET

First Mobile Infantry Division

Operation Bughouse

Casualty list (continued)

Page 23

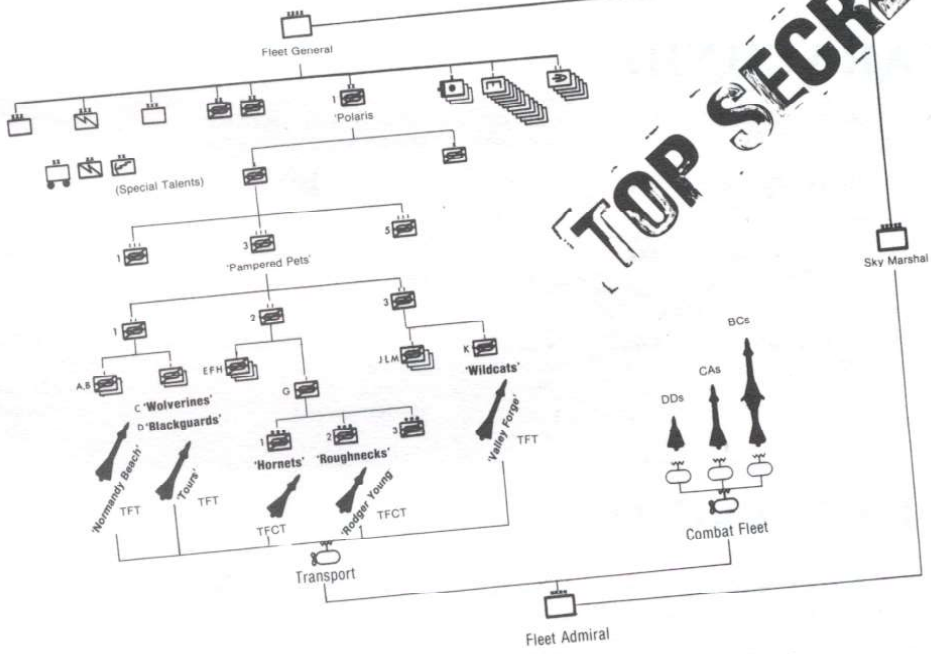
FIRST MOBILE INFANTRY DIVISION ("POLARIS")		
Third Regiment ("Pampered Pets")		
Company K ("Wildcats")	Private	KIA*
Smith Carl J.	Captain	KIA
Will, James K.	PFC	KIA
Bamburger, Wilhelm E.	S/Sergeant	KIA*
Wong, Artemus	Private	MIA
Rico, Juan	Private	MIA
Jenkins, Alan J.	1st Lt.	KIA
Samson, George N.	Private	KIA*
Kassid, Shareem	PFC	KIA
Kush, Mkibi	Corporal	MIA
Larsen, Karl	Private	
Tennyson, Alfred L.	Private	
Taliaferreo, Dwight D.	Private	
Tumbe, George N.		

*lost in Valley Forge-Ypres collis

Con

SANCTUARY BASE

TABLE of ORGANIZATION



TOP SECRET

FLEET OPERATION

this:
own mortal body
ize. Basic truths cannot change
one of them it is never necessary, no
es, to reformulate them. This is an
throughout all time, for all men and all

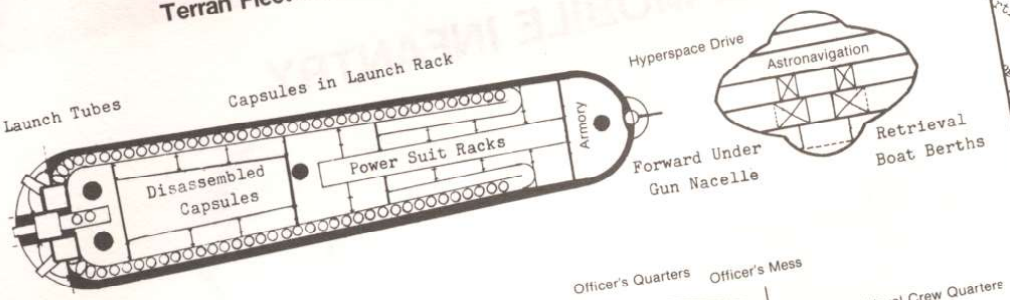
f from you, please, if you can spare an old man some of your
ack time to write an occasional letter. And if you should happen
un across any of my former mates, give them my warmest greetings.

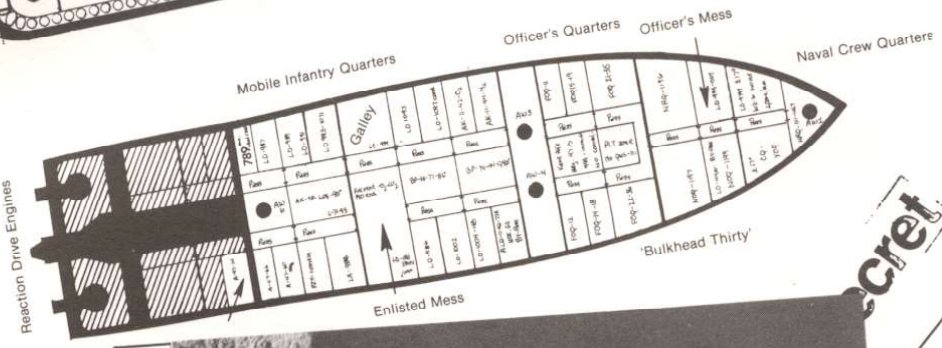
Good luck, trooper! You've made me proud.

Jan V. Dubois

Lt. Col., M.I., rtd.

Terran Fleet Corvette Transport 'Rodger Young' TFCT1689



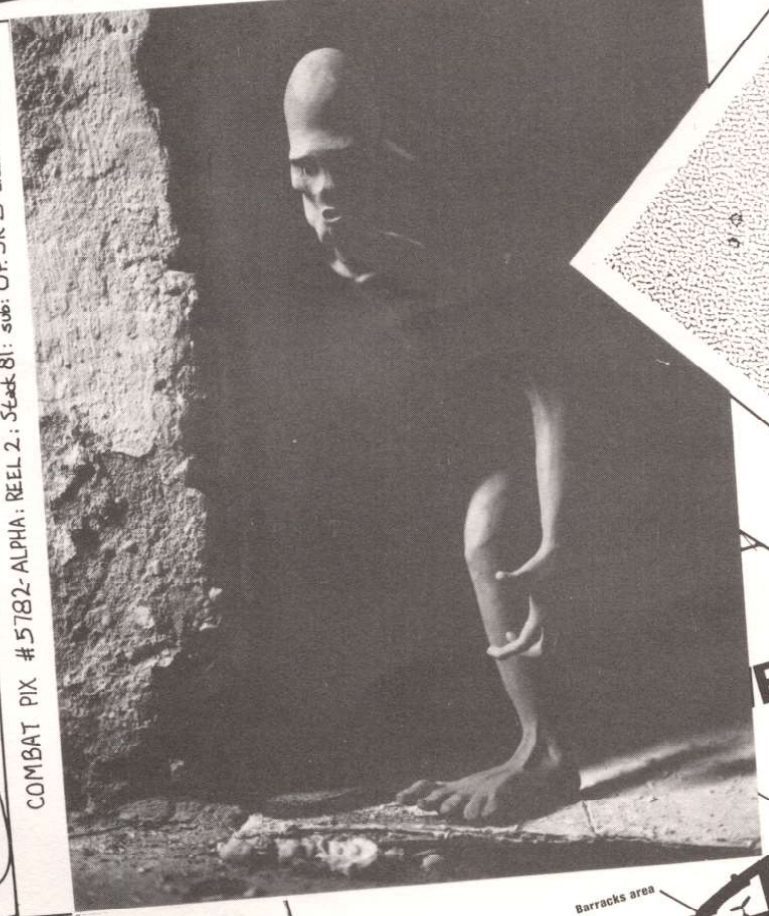


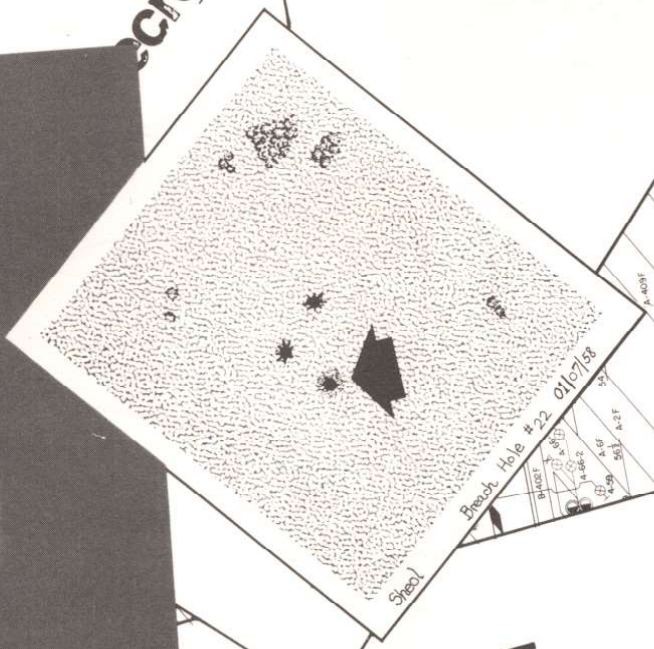
Laws and Regulations of the Military Forces

Article 9080: Striking a Superior Officer.

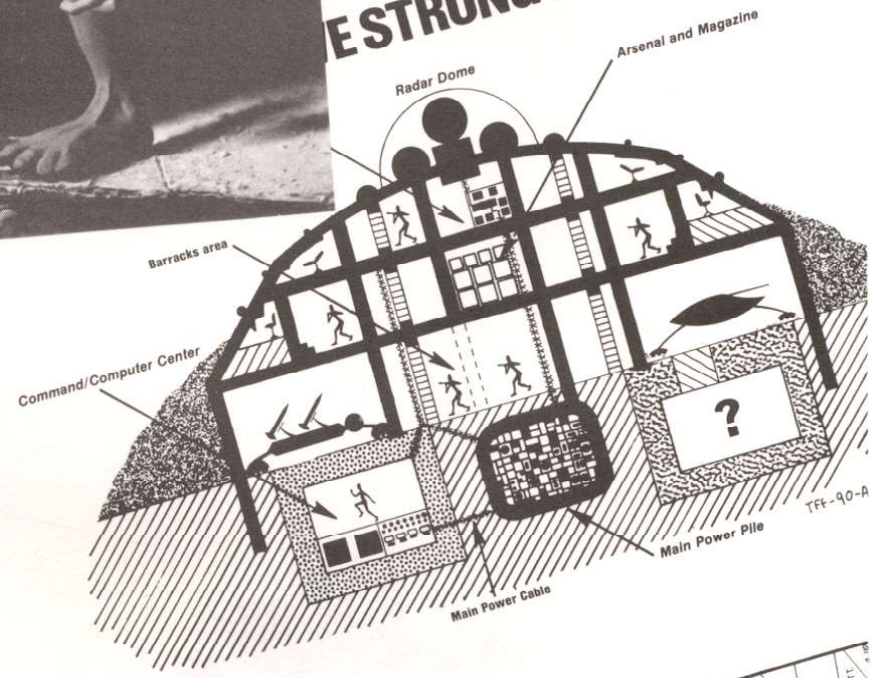
FM-3490r

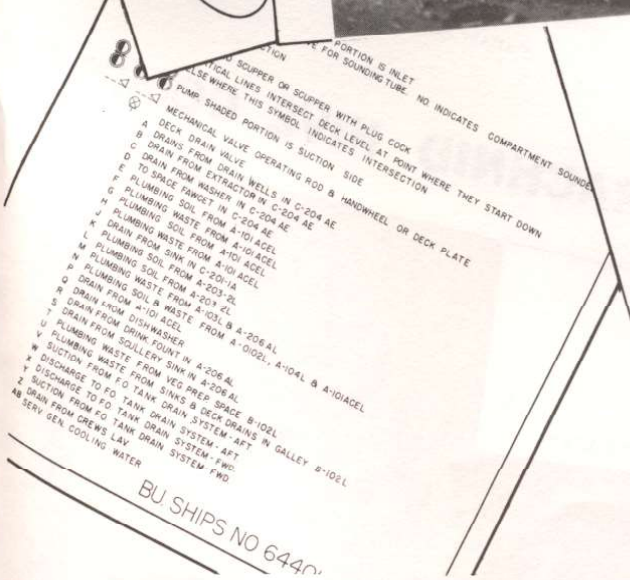
COMBAT PIX #5782-ALPHA: REEL 2: Stock 81: sub: OP-5K-5 cross file code Reboid





E STRONG POINT





BU SHIPS NO 6440

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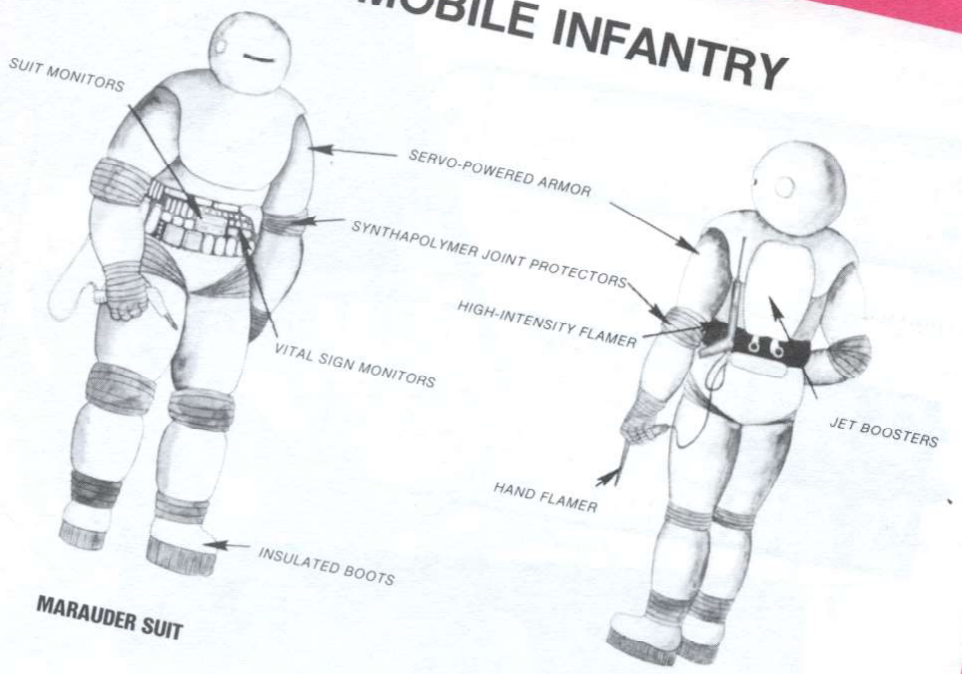
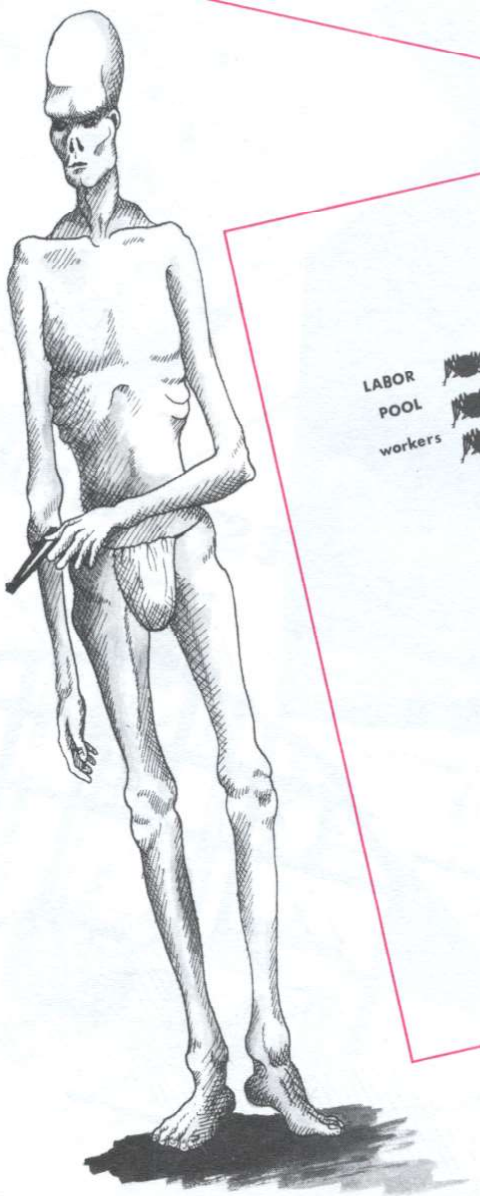
THE MOBILE INFANTRY



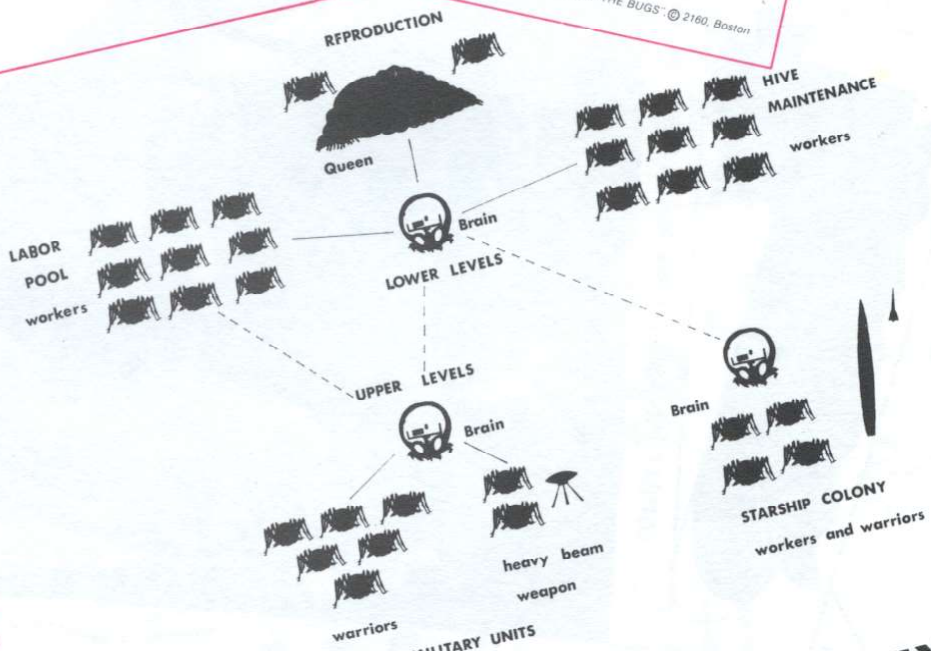
MARAUDER SUIT

SCOUT SUIT

Reprinted courtesy of "OUR BOYS AGAINST THE BUGS" © 2160, Boston



SKINNY



ARACHNID HIVE COMPLEX

TERRAN ATTACK TABLE
(Humanoid or Arachnid units Defending)

DIE ROLL	COMBAT ODDS RATIO							
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
0	MISS	MISS	MISS	MISS	MISS	MISS	DISR	DISR
1	MISS	MISS	MISS	MISS	MISS	DISR	DISR	DISR
2	MISS	MISS	MISS	MISS	DISR	DISR	DISR	ELIM
3	MISS	MISS	MISS	DISR	DISR	DISR	ELIM	ELIM
4	MISS	MISS	DISR	DISR	ELIM	ELIM	ELIM	ELIM
5	MISS	DISR	DISR	ELIM	ELIM	ELIM	ELIM	ELIM
6	DISR	DISR	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
7	DISR	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM

NOTE: Combat odds worse than 1-3 result in automatic MISS. Combat odds greater than 6-1 are treated as 6-1.

KEY: Combat results listed above have the following effects on defending units:

MISS No effect.

DISR Target unit is disrupted. Target may not move, re-enter tunnel systems, or engage in any type of attack during the next Alien player segment. Place a DISRUPT marker on unit; remove at end of next Alien player segment.

ELIM Target unit is destroyed and eliminated as a combat force. Remove unit from mapboard; it may not enter play for the remainder of the game.

TERRAIN EFFECTS CHART

TERRAIN SYMBOL TYPE	EFFECTS ON COMBAT WHEN DEFENDER IS:		EFFECTS ON MOVEMENT FOR:	
	Terran	Alien	Terran	Alien
SAVANNA	none.	none.	Cost 1 MP to enter each hex.	Cost 1 MP to enter each hex.
ROUGH	none.	Subtract '1' from die for all attacks.	Cost 3 MP to enter each hex.	Cost 3 MP to enter each hex.
BARREN	none.	none.	Cost 1 MP to enter each hex.	Cost 2 MP to enter each hex.
CITY/ SPACE PORT	Subtract '1' from die for all attacks.	**Humanoid:** subtract '1' from die for all attacks. **Arachnid:** none.	Cost 3 MP to enter each hex.	**Humanoid:** cost ½ MP to enter each hex. **Arachnid:** cost 1 MP to enter each hex.
ROAD	Same as other terrain in hex.	Same as other terrain in hex.	Cost 1 MP to enter each hex when entering from contiguous road hex of same road.	Cost ½ MP to enter each hex when entering from contiguous road hex of same road.

NOTE: In cases where there is a slight overlap of different terrain types, the most predominant terrain type is used to determine the effects of terrain.

ALIEN ATTACK TABLE (Terran units Defending)

DIE ROLL	COMBAT ODDS RATIO							
	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1+
0	MISS	MISS	MISS	MISS	MISS	MISS	STUN	LGHT
1	MISS	MISS	MISS	MISS	MISS	STUN	LGHT	HVY
2	MISS	MISS	MISS	MISS	STUN	LGHT	HVY	HVY
3	MISS	MISS	MISS	STUN	LGHT	HVY	WIA	WIA
4	MISS	MISS	STUN	LGHT	HVY	HVY	WIA	KIA
5	MISS	STUN	LGHT	HVY	HVY	WIA	KIA	KIA
6	STUN	LGHT	HVY	WIA	WIA	KIA	KIA	KIA
7	LGHT	HVY	WIA	KIA	KIA	KIA	KIA	KIA

NOTE: Combat odds worse than 1-3 result in automatic MISS. Combat odds greater than 6-1 are treated as 6-1.

KEY: Combat results listed above have the following effect on defending units:

MISS No Effect.

STUN Target unit is stunned: Target unit may not move or engage in any type of attack during the next Terran player segment. Invert the unit to indicate its STUN condition. Turn face-up at the end of the next Terran player segment.

LGHT Target suffers light, superficial damage:
1. Target unit is stunned for one turn.
2. Additionally, roll one die on the SW&E LOSS CHART to determine if the target unit loses any of its attached SW&E.

HVY Target suffers extensive, heavy, damage to armor protection:
1. Target unit is stunned for one turn.
2. Unit loses extended jump capability and may not attack in the close combat phase for the remainder of the game.
3. Additionally, roll one die on SW&E LOSS CHART to determine if the target loses any of its attached SW&E.
4. Place a HVY damage marker on unit.

WIA Target is Wounded In Action; armor protection penetrated:
1. Target unit may not move or attack for remainder of game.
2. Additionally, roll one die on SW&E LOSS CHART to determine if the target loses any of its attached SW&E.
3. Place a WIA damage marker on unit.

KIA Target is Killed In Action:
1. Target may not move or attack for remainder of game. Do NOT remove unit from play.
2. Additionally, roll one die on the SW&E LOSS CHART to determine if the target loses any of its attached SW&E.
3. Place a KIA damage marker on unit.

SW&E LOSS CHART

DIE ROLL	TYPE OF DAMAGE SUSTAINED:			
	LGHT	HVY	WIA	KIA
1	X	X	X	X
2	X	X	X	X
3	–	X	X	X
4	–	–	X	X
5	–	–	–	X
6	–	–	–	–

KEY:

X = All attached SW&E belonging to the target unit is destroyed. Remove from unit's Control Box.

– = No effect; all SW&E remains useable.

NOTE: Roll one die on this chart whenever a Mobile Infantry unit suffers a LGHT, HVY, WIA, or KIA result on the Alien Attack Table. Each unit is rolled for separately with the results applied to the unit immediately.

MOBILE INFANTRY CARRYING CAPACITIES

Each M.I. unit may carry a maximum number of individual SW&E in the following combinations and trade-offs:

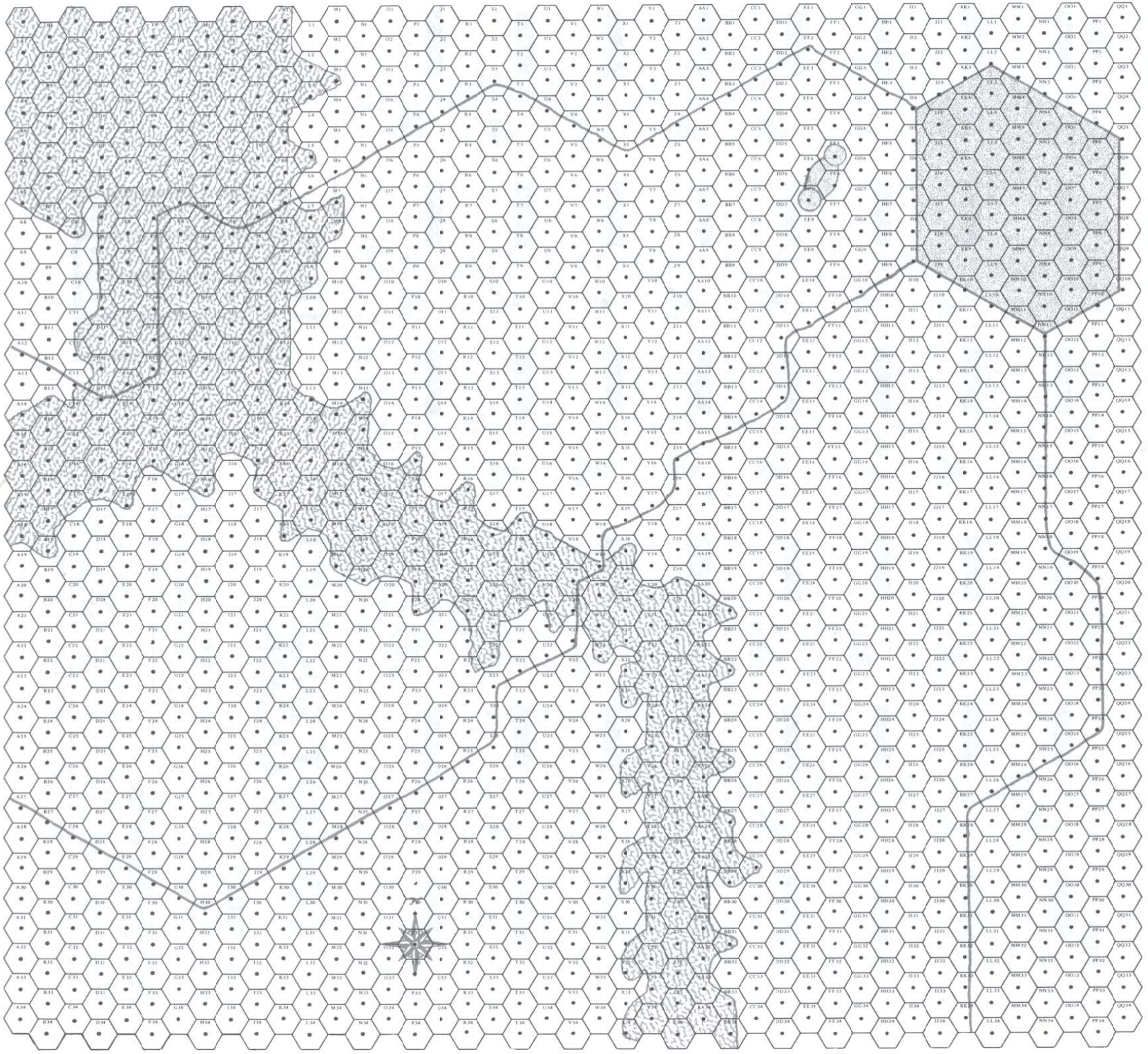
ONE HE launcher
OR
ONE NUC launcher
(with up to 4 rockets.)

+

Four DAP
or
Four DAR OR Any combination of these totalling no more than four.
or
Four HNG

+

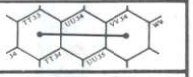
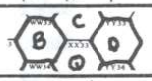
One Listening Device



ALIEN CONTROL PAD

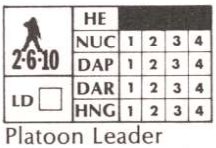
MAP PAD SYMBOLS

Use the following symbols when creating the Arachnid complexes and when indicating various game functions during the play of the game. It is strongly suggested that all markings be done in pencil. Keep all symbols neat, light, and SMALL. NOTE: When drawing tunnel segments, they must be drawn from hex mid-point dot to hex mid-point dot:

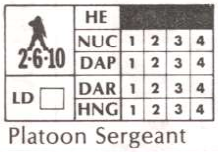
Tunnel Segment:	
Arachnid Complex Cell:	
Turn Position of Engineer:	
Breach Hex:	
Destroyed Breach or Tunnel Hex:	
Repaired Tunnel Hex:	
HE Demo Emplaced	
HE Demo Detonated:	
NUC Demo Emplaced:	
NUC Demo Detonated:	
RAD Area:	

TERRAN CONTROL SHEET

MOBILE INFANTRY PLATOON

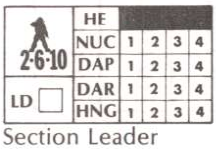


Platoon Leader

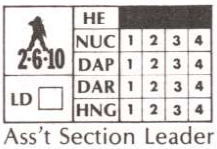


Platoon Sergeant

FIRST SECTION

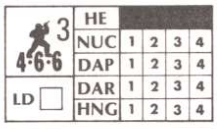


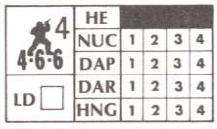
Section Leader

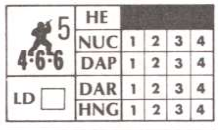


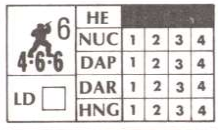
Ass't Section Leader

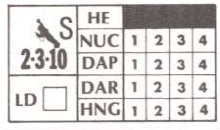
A SQUAD











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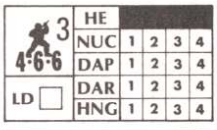

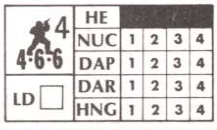

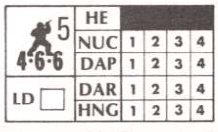

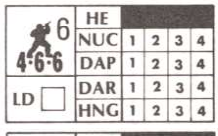

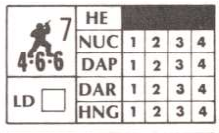

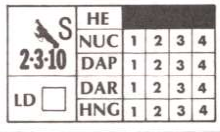

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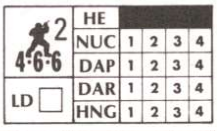
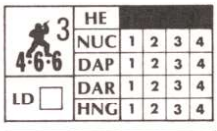
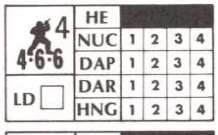
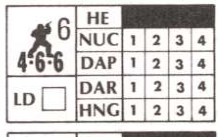
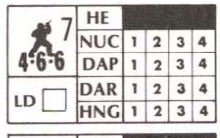
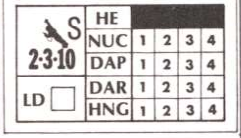




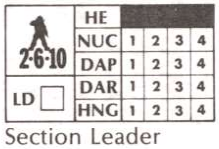




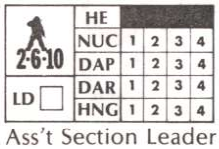




SECOND SECTION

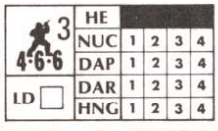


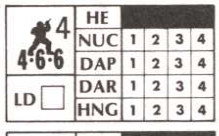
Section Leader

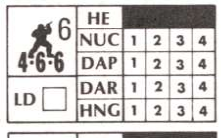


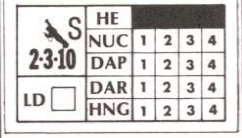
Ass't Section Leader

D SQUAD









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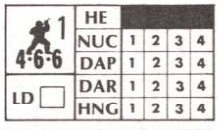

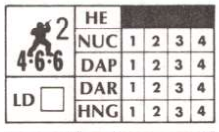

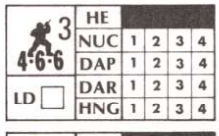

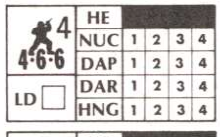

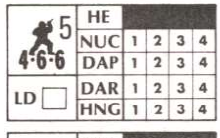

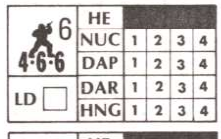

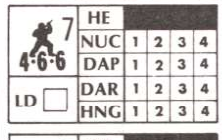

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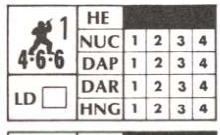
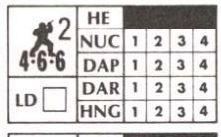
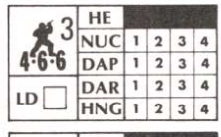
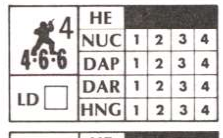
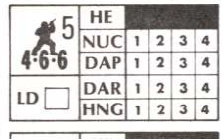




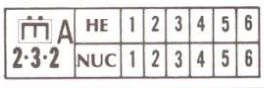


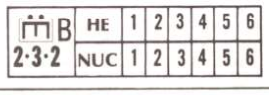


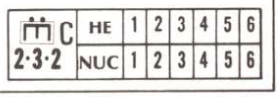


COMBAT ENGINEER PLATOON

FIRST SECTION







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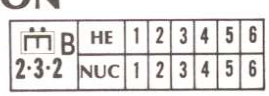

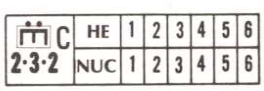

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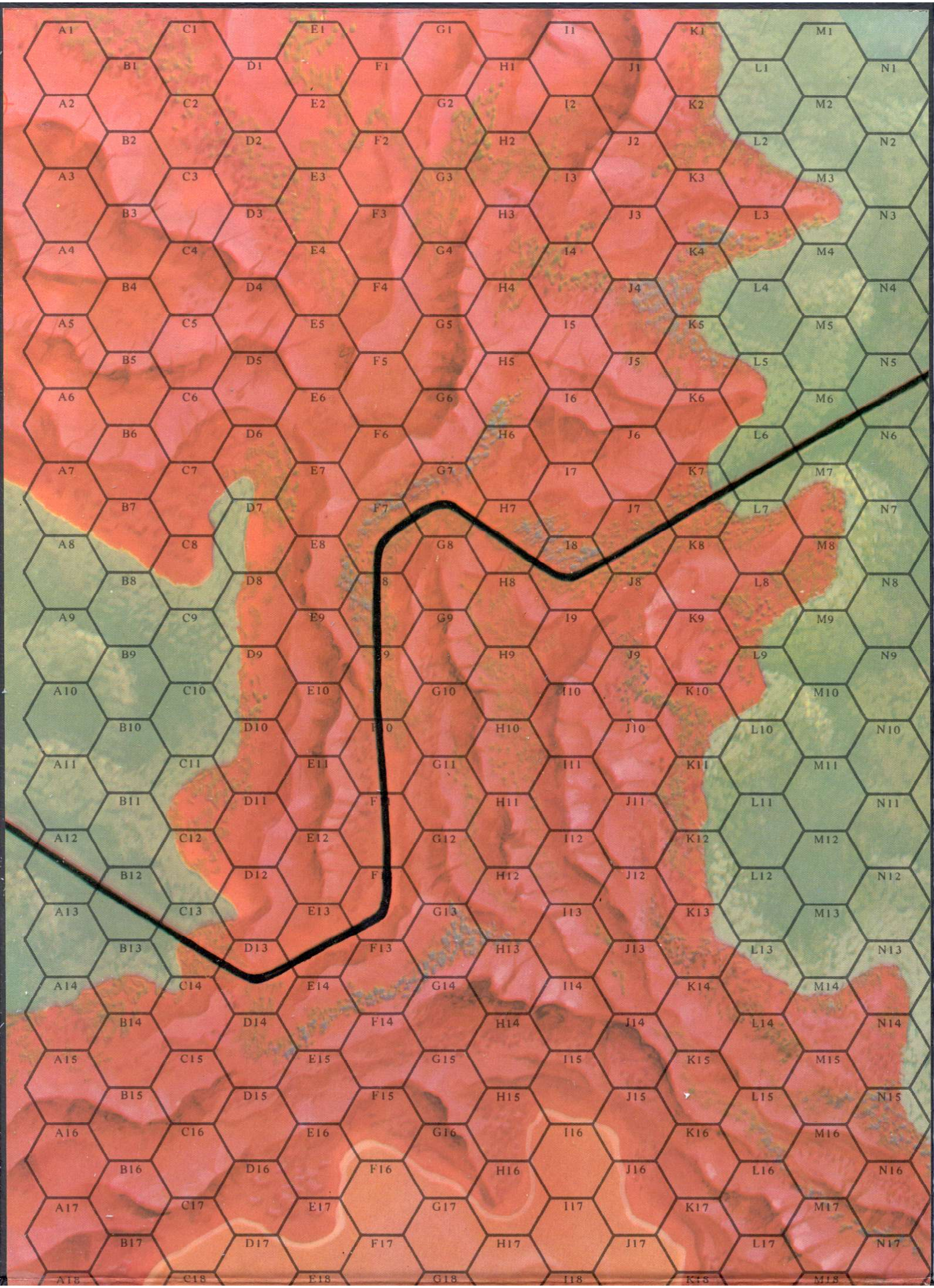
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A3 C3 E3 G3 I3 K3 M3
B3 D3 F3 H3 J3 L3 N3
A4 C4 E4 G4 I4 K4 M4
B4 D4 F4 H4 J4 L4 N4
A5 C5 E5 G5 I5 K5 M5
B5 D5 F5 H5 J5 L5 N5
A6 C6 E6 G6 I6 K6 M6
B6 D6 F6 H6 J6 L6 N6
A7 C7 E7 G7 I7 K7 M7
B7 D7 F7 H7 J7 L7 N7
A8 C8 E8 G8 I8 K8 M8
B8 D8 H8 J8 L8 N8
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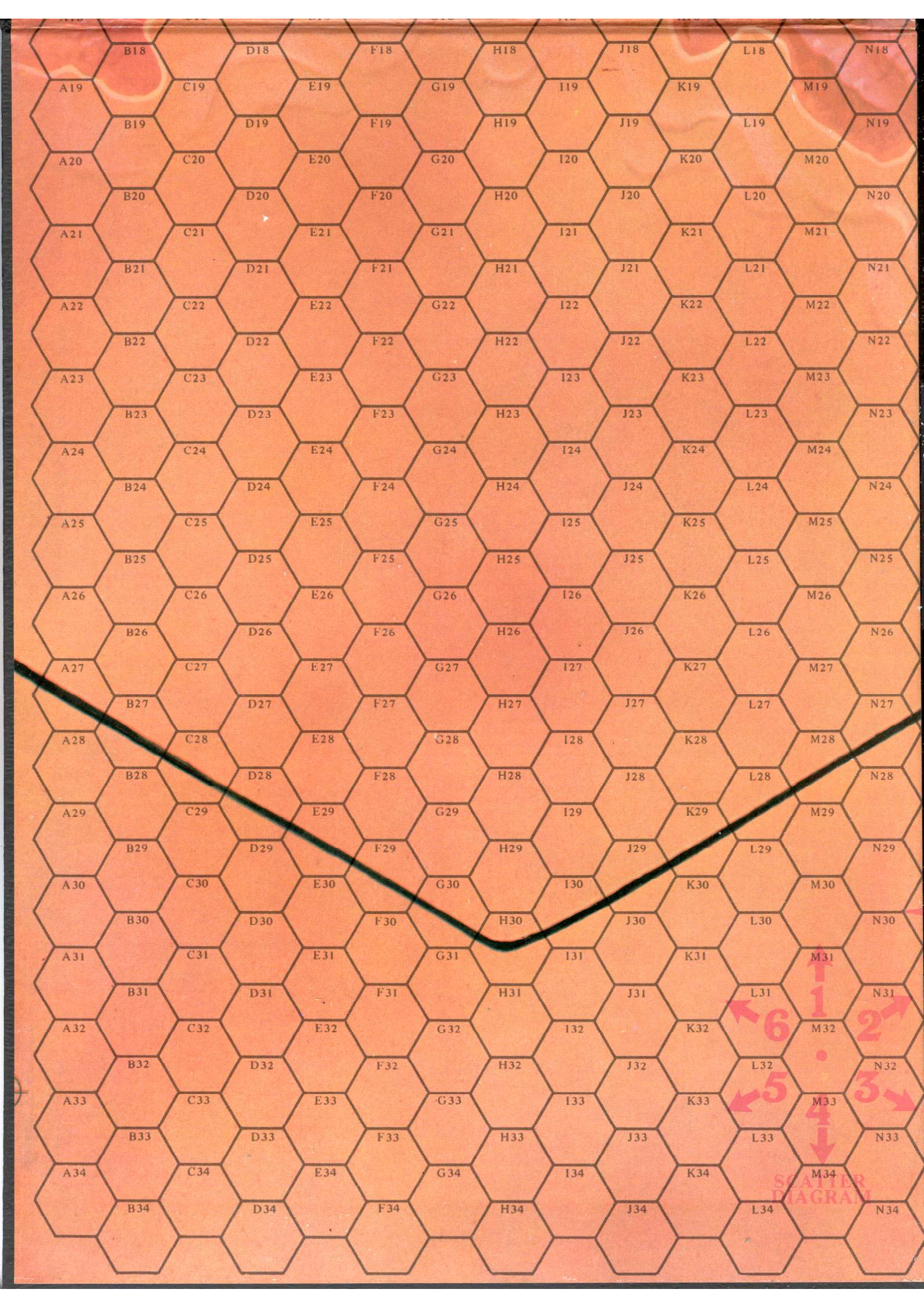
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2
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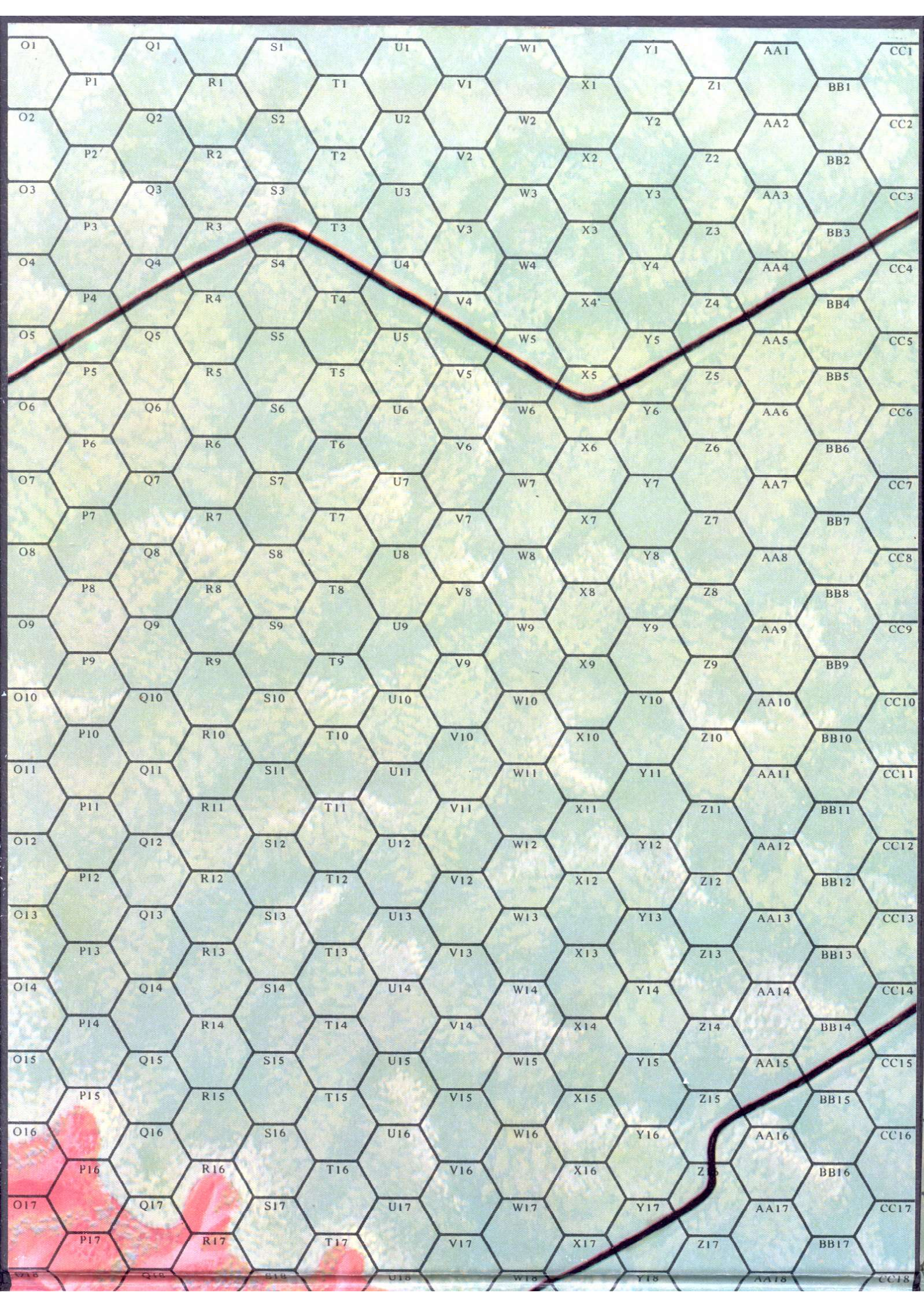
6
SCATTER DIAGRAM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O3 Q3 S3 U3 W3 Y3 AA3 CC3
P3 R3 T3 V3 X3 Z3 BB3
O4 Q4 S4 U4 W4 Y4 AA4 CC4
P4 R4 T4 V4 X4 Z4 BB4
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P5 R5 T5 V5 X5 Z5 BB5
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P6 R6 T6 V6 X6 Z6 BB6
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P7 R7 T7 V7 X7 Z7 BB7
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O14 Q14 S14 U14 W14 Y14 AA14 CC14
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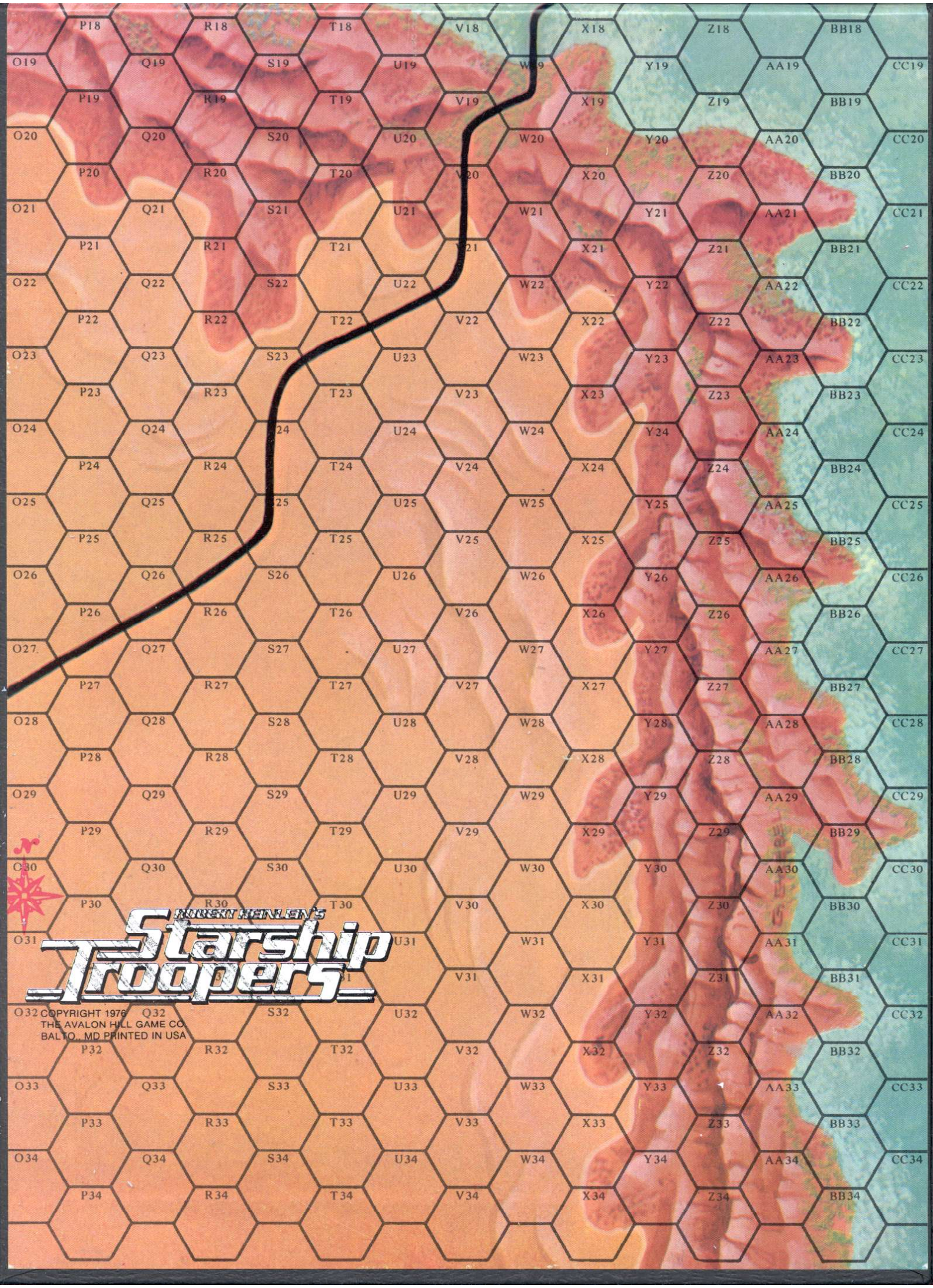
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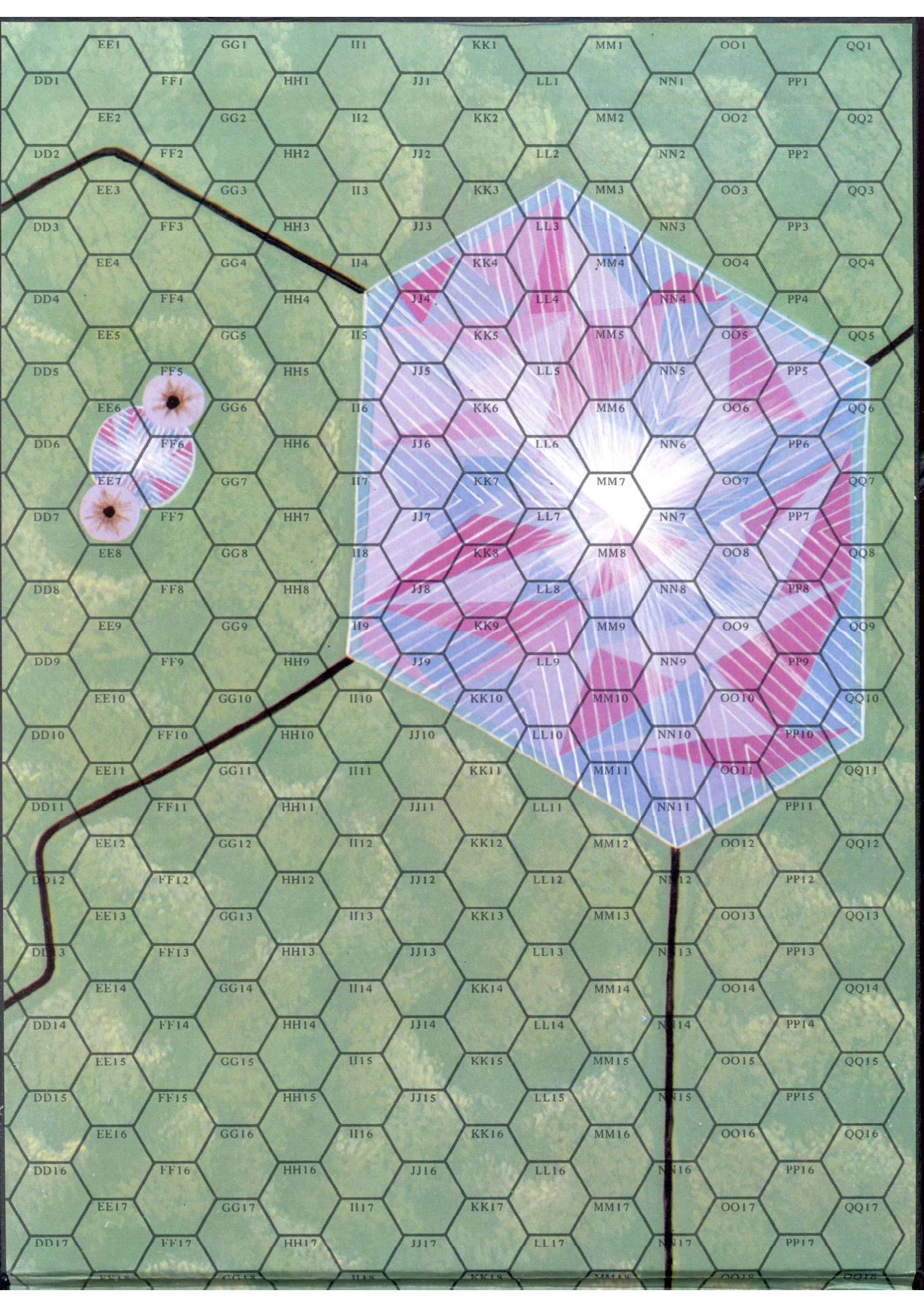
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EE3 GG3 II3 KK3 MM3 OO3 QQ3
DD3 FF3 HH3 JJ3 LL3 NN3 PP3
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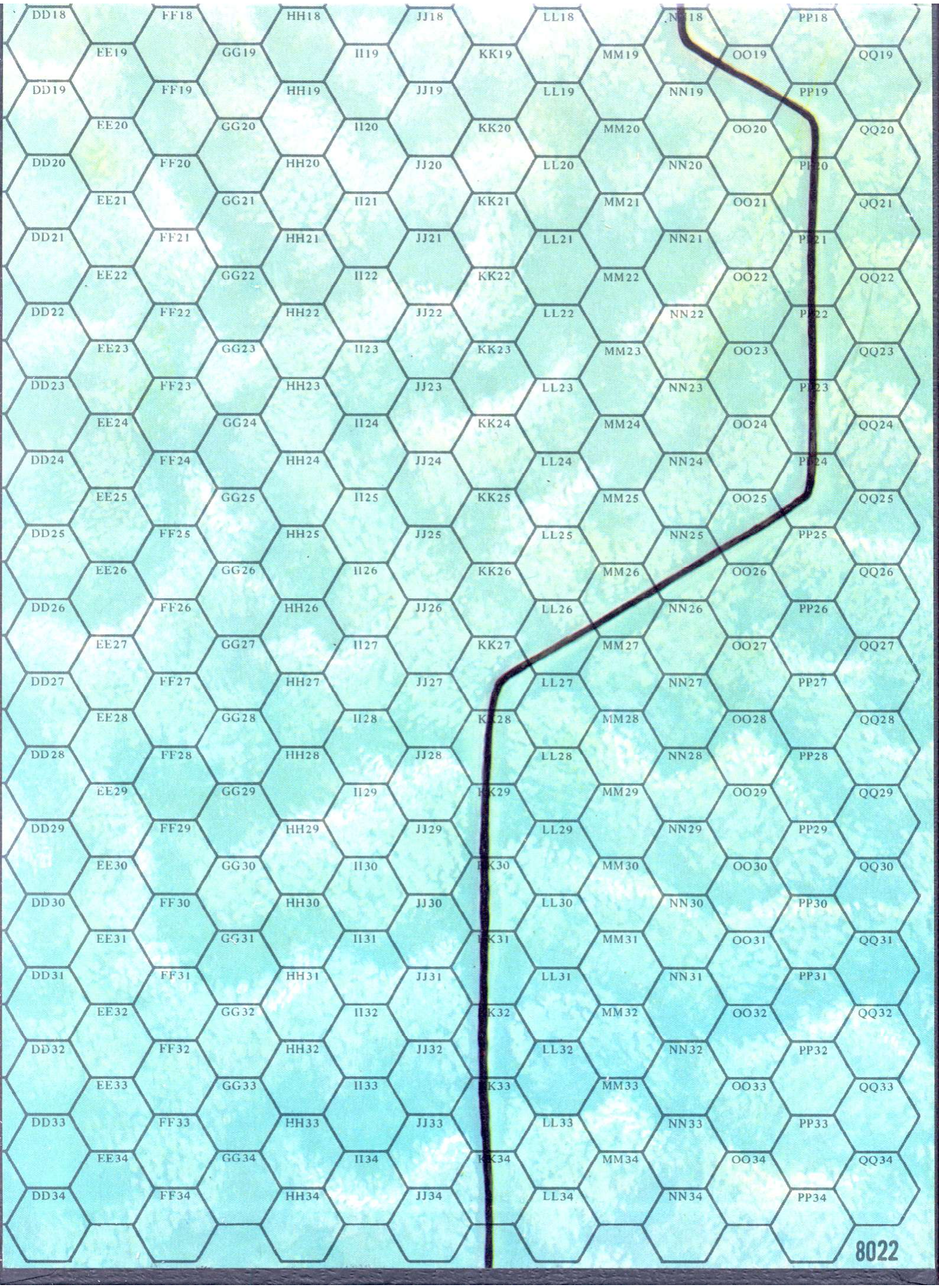
DD17 FF17 HH17 JJ17 LL17 NN17 PP17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DD30 FF30 HH30 JJ30 LL30 NN30 PP30
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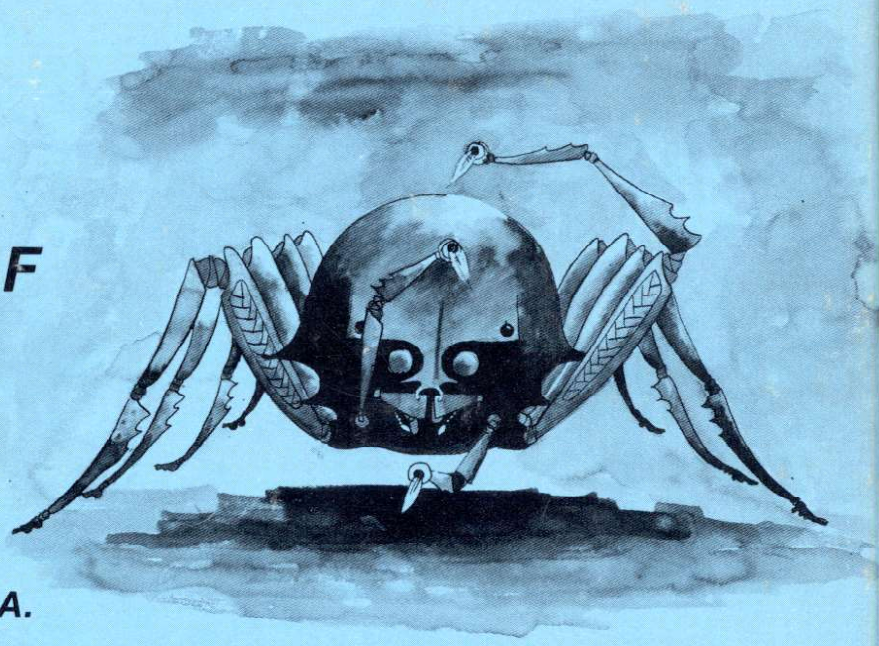
EE32 GG32 II32 KK32 MM32 OO32 QQ32
DD32 FF32 HH32 JJ32 LL32 NN32 PP32
EE33 GG33 II33 KK33 MM33 OO33 QQ33
DD33 FF33 HH33 JJ33 LL33 NN33 PP33
EE34 GG34 II34 KK34 MM34 OO34 QQ34
DD34 FF34 HH34 JJ34 LL34 NN34 PP34
8022

BUGS, MR. RICO! ZILLIONS OF 'EM!

Starship Troopers

AVALON HILL'S NAME FOR ITS TWENTY-SECOND CENTURY INTERSTELLAR WARFARE GAME



A BEST-SELLING S-F NOVEL, NOW A REALISTIC, ACTION-PACKED GAME!

Here's what the author, Robert A. Heinlein, says about the game:

This game is based on the military axiom that final victory depends on the willingness of brave men to stand and fight and hold—or die trying—despite all fancy technology, all superweapons. In the long run the infantry is always the "Queen of Battles."

Unlike most wargames, STARSHIP TROOPERS is laid many years in the future. Some planets unknown today are the war theaters for this game.

The playing units of the Terran Federation, the Mobile Infantry, are an elite corps akin to the US Marine Corps or US Army paratroopers. The M. I. humans wear powered jumpsuits that enable them to leap over obstructions such as buildings. They are armed with advanced weapons that give each infantryman firepower roughly equivalent to a platoon today. Brought to the battlesite by spaceships, M. I.'s are ejected into space above the battle area in capsules. The capsules enter the atmosphere, the M. I.'s emerge and parachute down to form up to do battle. Casualties are always suffered—but M. I.'s do not leave injured comrades behind when their ship sends down a space boat to make a pickup.

M. I.'s are versatile. They can make a quick strike, do enormous damage in a few minutes, and return to their starship. Or stay down for full battle—conquer or die.

The enemies are nonhuman aliens. One sort are the Arachnids (something like giant spiders) who live a communal life and have a social structure resembling an ant or bee colony. They have at least the following castes: Queens, Brains, Warriors, and Workers. Only the Warrior class fights, but Warriors are directed in their tactics by one or more Brains. Arachnids are underground creatures, burrowing tunnels in which they live and work. It is therefore necessary to go down and destroy (or capture) the Brains and Queens as well as the Warrior caste.

Skinnies are a humanoid race that fights the Terran Federation early in the war. At a later phase they are allied with the humans to fight the Arachnids.

I hope that this game will prove stimulating to game players. Let your imagination range as widely as possible; there are no precedents for such battles.

Robert A. Heinlein

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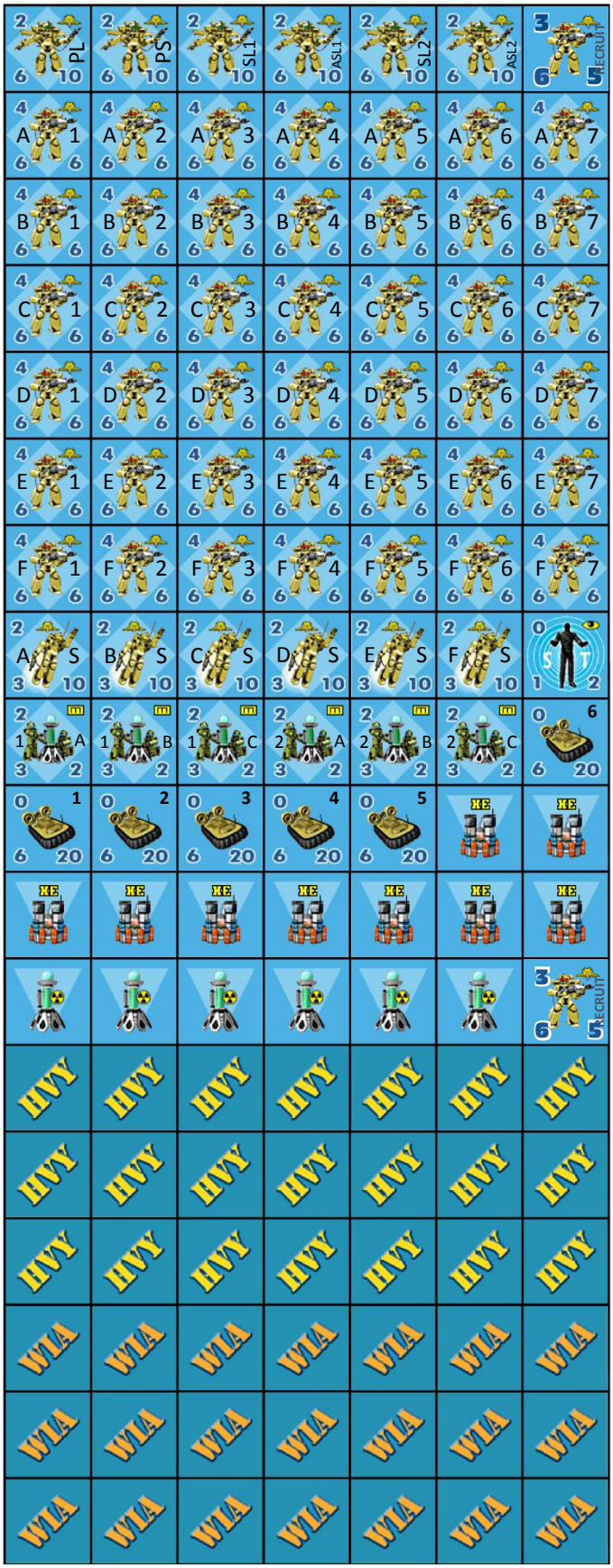
THE AVALON HILL GAME COMPANY
BALTIMORE, MARYLAND
PRINTED IN U.S.A.

An adult simulation game, for ages twelve years and up.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PS
SL1
ASL1
SL2
ASL2
RECRUIT
HVY
WIA

PL
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SL1
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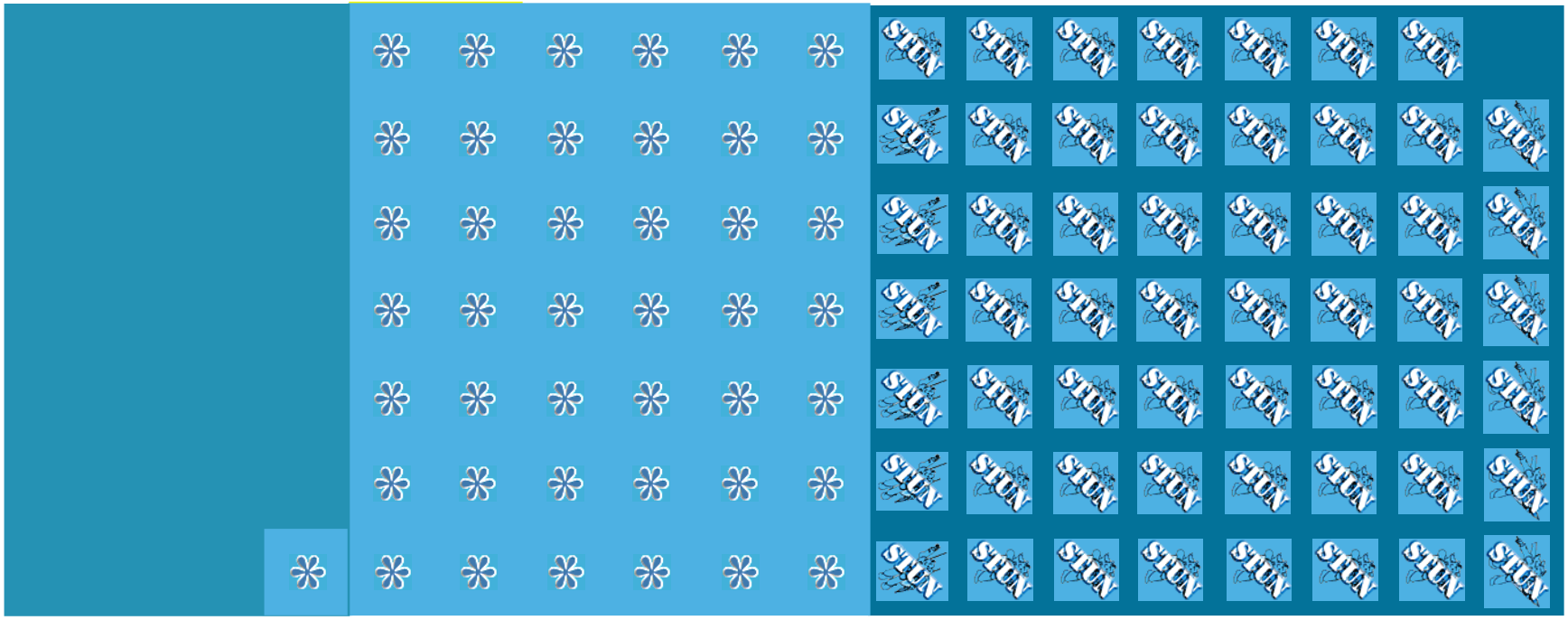
RECRUIT
HNC
TUNNEL MOVEMENT
KIA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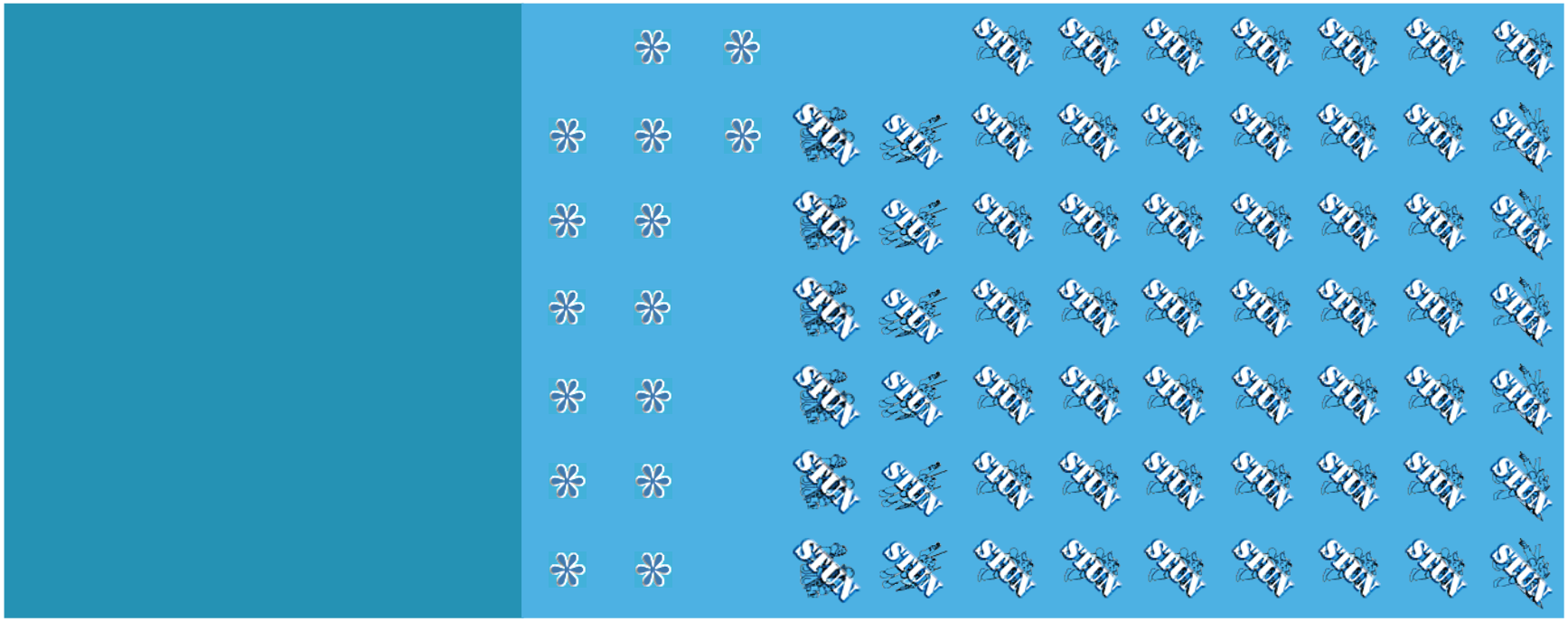
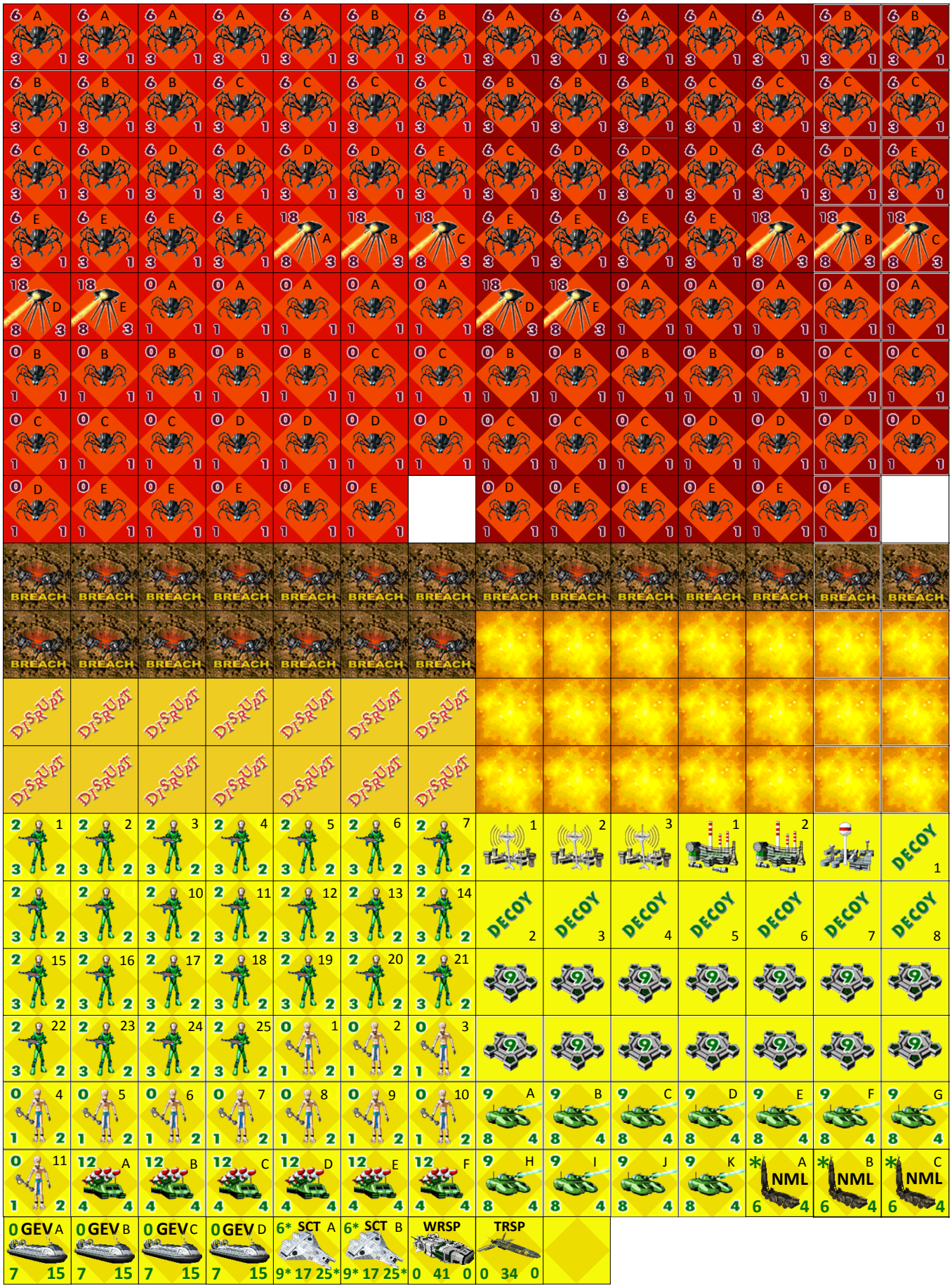

STON

RECRUIT
24-1-10
"RODGER YOUNG"
ARACHNID SPACESHIP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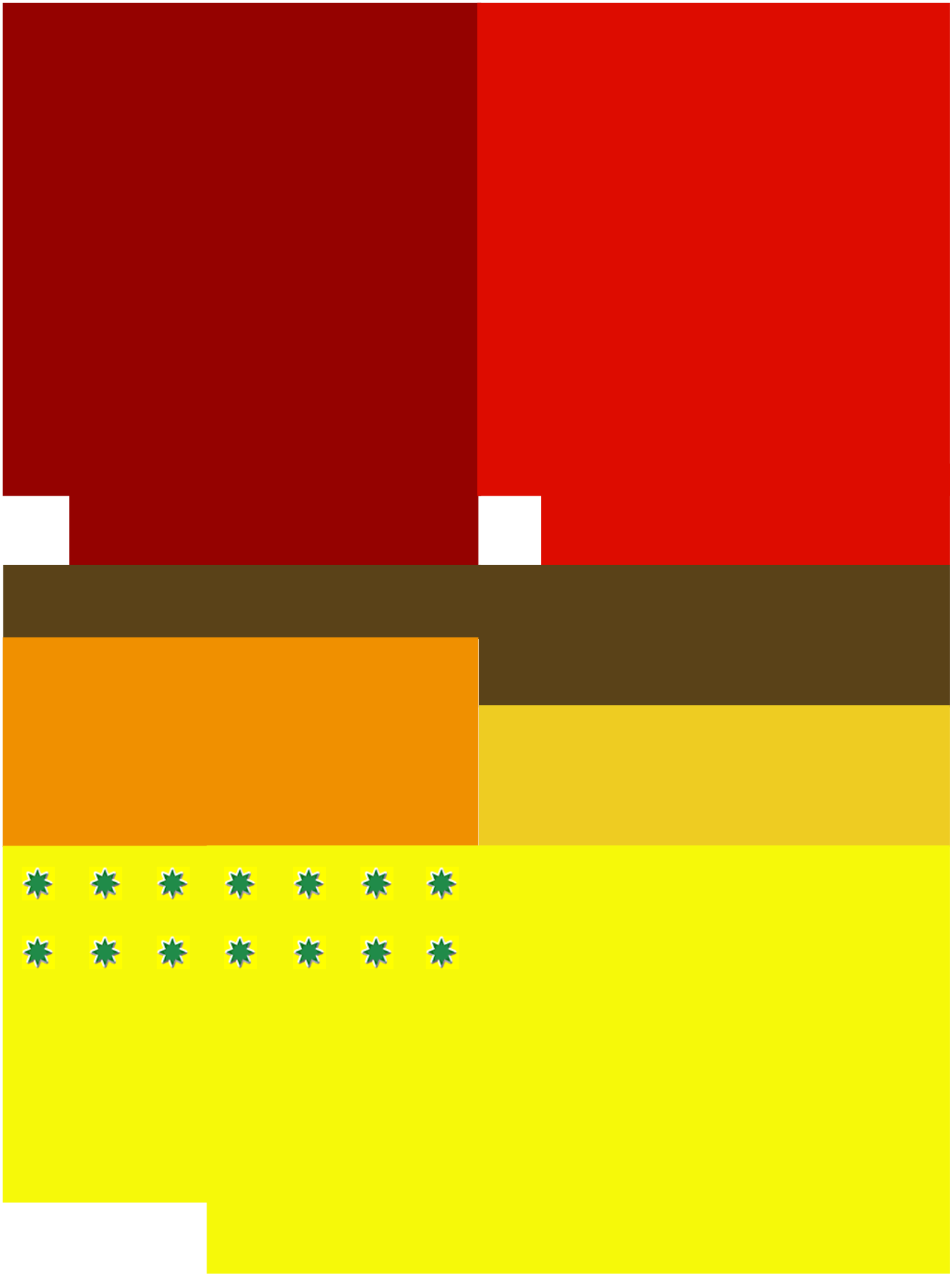
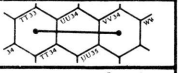
DISRUPT
DECOY
NML
SCT
GEV
WRSP
TRSP



ALIEN CONTROL PAD

MAP PAD SYMBOLS

Use the following symbols when creating the Arachnid complexes and when indicating various game functions during the play of the game. It is strongly suggested that all markings be done in pencil. Keep all symbols neat, light, and SMALL. NOTE: When drawing tunnel segments, they must be drawn from hex mid-point dot to hex mid-point dot:

Tunnel Segment:	
Arachnid Complex Cell:	
Turn Position of Engineer:	
Breach Hex:	
Destroyed Breach or Tunnel Hex:	
Repaired Tunnel Hex:	
HE Demo Emplaced	
HE Demo Detonated:	
NUC Demo Emplaced:	
NUC Demo Detonated:	
RAD Area:	

8200004

TERRAN CONTROL SHEET

MOBILE INFANTRY PLATOON

2-6-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4
Platoon Leader

2-6-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4
Platoon Sergeant

FIRST SECTION

2-6-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4
Section Leader

2-6-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4
Ass't Section Leader

A SQUAD

1 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

2 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

3 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

4 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

5 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

6 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

7 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

S 2-3-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

B SQUAD

1 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

2 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

3 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

4 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

5 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

6 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

7 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

S 2-3-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

C SQUAD

1 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

2 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

3 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

4 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

5 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

6 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

7 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

S 2-3-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

SECOND SECTION

2-6-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4
Section Leader

2-6-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4
Ass't Section Leader

D SQUAD

1 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

2 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

3 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

4 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

5 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

6 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

7 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

S 2-3-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

E SQUAD

1 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

2 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

3 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

4 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

5 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

6 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

7 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

S 2-3-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

F SQUAD

1 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

2 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

3 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

4 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

5 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

6 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

7 4-6-6 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

S 2-3-10 | LD ☐ | HE | NUC 1 2 3 4 | DAP 1 2 3 4 | DAR 1 2 3 4 | HNG 1 2 3 4

COMBAT ENGINEER PLATOON

FIRST SECTION

A 2-3-2 | HE 1 2 3 4 5 6 | NUC 1 2 3 4 5 6

B 2-3-2 | HE 1 2 3 4 5 6 | NUC 1 2 3 4 5 6

C 2-3-2 | HE 1 2 3 4 5 6 | NUC 1 2 3 4 5 6

SECOND SECTION

A 2-3-2 | HE 1 2 3 4 5 6 | NUC 1 2 3 4 5 6

B 2-3-2 | HE 1 2 3 4 5 6 | NUC 1 2 3 4 5 6

C 2-3-2 | HE 1 2 3 4 5 6 | NUC 1 2 3 4 5 6

TIME RECORD

1	6	11	16
2	7	12	17
3	8	13	18
4	9	14	19
5	10	15	20

TERRAN ATTACK TABLE

DIE ROLL	COMBAT ODDS RATIO									
	1-3	1-2	1-1.5	1-1	1.5-1	2-1	3-1	4-1	5-1	6-1+
0	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	DISR	DISR
1	MISS	MISS	MISS	MISS	MISS	MISS	MISS	DISR	DISR	DISR
2	MISS	MISS	MISS	MISS	MISS	MISS	DISR	DISR	DISR	ELIM
3	MISS	MISS	MISS	MISS	DISR	DISR	DISR	DISR	ELIM	ELIM
4	MISS	MISS	DISR	DISR	DISR	DISR	ELIM	ELIM	ELIM	ELIM
5	MISS	DISR	MISS/DISR	DISR	MISS/ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
6	DISR	DISR	DISR/ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM
7	DISR	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM	ELIM

NOTE: Combat odds worse than 1-3 result in automatic MISS. Combat odds greater than 6-1 are treated as 6-1.

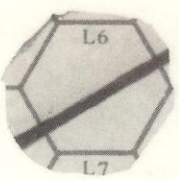
KEY: Combat results listed above have the following effects on defending units:

MISS No effect.

DISR Target unit is disrupted. Target may not move, re-enter tunnel systems, or engage in any type of attack during the next Alien player segment. Place a DISRUPT marker on unit; remove at end of next Alien player segment.

ELIM Target unit is destroyed and eliminated as a combat force. Remove unit from mapboard; it may not enter play for the remainder of the game.

TERRAIN EFFECTS CHART

TERRAIN SYMBOL TYPE	EFFECTS ON COMBAT WHEN DEFENDER IS:		EFFECTS ON MOVEMENT FOR:	
	Terran	Alien	Terran	Alien
SAVANNA	none.	none.	Cost 1 MP to enter each hex.	Cost 1 MP to enter each hex.
ROUGH	none.	Subtract '1' from die for all attacks.	Cost 3 MP to enter each hex.	Cost 3 MP to enter each hex.
BARREN	none.	none.	Cost 1 MP to enter each hex.	Cost 2 MP to enter each hex.
CITY/ SPACE PORT	Subtract '1' from die for all attacks.	**Humanoid:** subtract '1' from die for all attacks. **Arachnid:** none.	Cost 3 MP to enter each hex.	**Humanoid:** cost ½ MP to enter each hex. **Arachnid:** cost 1 MP to enter each hex.
ROAD 	Same as other terrain in hex.	Same as other terrain in hex.	Cost 1 MP to enter each hex when entering from contiguous road hex of same road.	Cost ½ MP to enter each hex when entering from contiguous road hex of same road.

NOTE: In cases where there is a slight overlap of different terrain types, the most predominant terrain type is used to determine the effects of terrain.

ALIEN ATTACK TABLE

DIE ROLL	COMBAT ODDS RATIO									
	1-3	1-2	1-1.5	1-1	1.5-1	2-1	3-1	4-1	5-1	6-1+
0	MISS	MISS	MISS	MISS	MISS	MISS	MISS	MISS	STUN	LGHT
1	MISS	MISS	MISS	MISS	MISS	MISS	MISS	STUN	LGHT	HVY
2	MISS	MISS	MISS	MISS	MISS	MISS	STUN	LGHT	HVY	HVY
3	MISS	MISS	MISS	MISS	STUN	STUN	LGHT	HVY	WIA	WIA
4	MISS	MISS	STUN	STUN	LGHT	LGHT	HVY	HVY	WIA	KIA
5	MISS	STUN	MISS/LGHT	LGHT	MISS/HVY	HVY	HVY	WIA	KIA	KIA
6	STUN	LGHT	LGHT/HVY	HVY	HVY/WIA	WIA	WIA	KIA	KIA	KIA
7	LGHT	HVY	HVY/WIA	WIA	WIA/KIA	KIA	KIA	KIA	KIA	KIA

NOTE: Combat odds worse than 1-3 result in automatic MISS. Combat odds greater than 6-1 are treated as 6-1.

KEY: Combat results listed above have the following effect on defending units:

MISS No Effect.

STUN Target unit is stunned: Target unit may not move or engage in any type of attack during the next Terran player segment. Invert the unit to indicate its STUN condition. Turn face-up at the end of the next Terran player segment.

LGHT Target suffers light, superficial damage:
1. Target unit is stunned for one turn.
2. Additionally, roll one die on the SW&E LOSS CHART to determine if the target unit loses any of its attached SW&E.

HVY Target suffers extensive, heavy, damage to armor protection:
1. Target unit is stunned for one turn.
2. Unit loses extended jump capability and may not attack in the close combat phase for the remainder of the game.
3. Additionally, roll one die on SW&E LOSS CHART to determine if the target loses any of its attached SW&E.
4. Place a HVY damage marker on unit.

WIA Target is Wounded In Action; armor protection penetrated:
1. Target unit may not move or attack for remainder of game.
2. Additionally, roll one die on SW&E LOSS CHART to determine if the target loses any of its attached SW&E.
3. Place a WIA damage marker on unit.

KIA Target is Killed In Action:
1. Target may not move or attack for remainder of game. Do NOT remove unit from play.
2. Additionally, roll one die on the SW&E LOSS CHART to determine if the target loses any of its attached SW&E.
3. Place a KIA damage marker on unit.

SW&E LOSS CHART

DIE ROLL	TYPE OF DAMAGE SUSTAINED:			
	LGHT	HVY	WIA	KIA
1	X	X	X	X
2	X	X	X	X
3	–	X	X	X
4	–	–	X	X
5	–	–	–	X
6	–	–	–	–

KEY:

X = All attached SW&E belonging to the target unit is destroyed. Remove from unit's Control Box.

– = No effect; all SW&E remains useable.

NOTE: Roll one die on this chart whenever a Mobile Infantry unit suffers a LGHT, HVY, WIA, or KIA result on the Alien Attack Table. Each unit is rolled for separately with the results applied to the unit immediately.

MOBILE INFANTRY CARRYING CAPACITIES

Each M.I. unit may carry a maximum number of individual SW&E in the following combinations and trade-offs:

ONE HE launcher
OR
ONE NUC launcher
(with up to 4 rockets.)

+

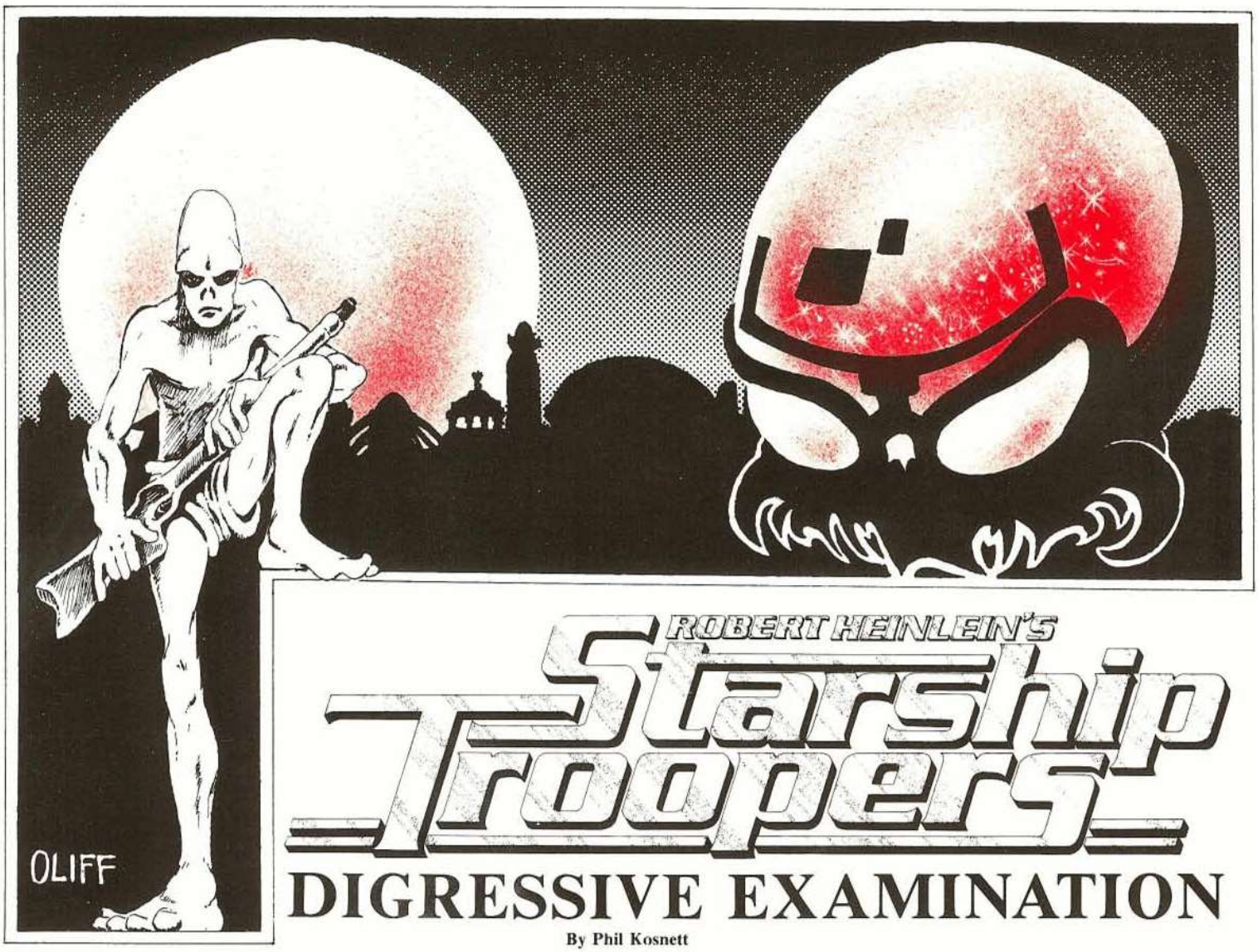
Four DAP
or
Four DAR OR
or
Four HNG

Any combination of these totalling no more than four.

+

One Listening Device

The AVALON HILL
GENERAL
$1.50
Mar-Apr 1977
Vol. 13 No. 6
STARSHIP TROOPERS
OLIFF·76-77



ROBERT HEINLEIN'S

Starship Troopers

DIGRESSIVE EXAMINATION

By Phil Kosnett

As a fanatical fan of both science fiction and wargames, I pant a little whenever a promising SF game is announced. With *STARSHIP TROOPERS* I was even more impatient than usual—*SST* is one of my favorite novels and tactical land games are my cup of tea. As *SST* was delayed again and again my impatience grew; I think I was the first one to buy *SST* at ORIGINS II. It was certainly worth the wait. *SST* doesn't flaunt an array of innovative mechanics, but it does blend a lot of familiar concepts to produce a balanced battle challenging to each side, and does remain remarkably faithful to Heinlein's novel.

BACKGROUND

STARSHIP TROOPERS is a Man-to-Alien level tactical game of surface and subsurface warfare in the 22nd Century. The belligerents are the Terrans (that's us), the Humanoid "Skinnies", and the Pseudo-Arachnid "Bugs". The scenarios cover primarily seize and hold actions. Terran Mobile Infantry and Engineers are dropped or ferried from orbit to a planetary surface. The Skinnies or Bugs are the defenders. The Skinnies are very similar to Terrans in physiology, technology, and sociology; they live in cities and exist as individual personalities. The Bugs, on the other hand, are hive insects who live in deep tunnel networks. Several Warrior and Worker Bugs are controlled by an immobile Brain which remains securely below ground.

The Terran Mobile Infantryman wears powered armor, which makes him far stronger and faster than an unsuited man, as well as providing short distance flight (jump) capability and a sealed environment. The M.I. are dropped from orbit in capsules which burn off as heat shields, then parachute to the ground. Weaponry consists of side arms (hand flamers), rocket launchers (HE and nuclear), demolition charges and nerve gas.

The Skinnies fight with infantry small arms and armored vehicles firing missiles and energy beams. Strongpoints are vital to humanoid defensive tactics. The Bugs deploy in a secret underground tunnel system. The Warriors, often screened by decoy Workers, fight with personal beam weapons and armored beam vehicles, while HE and nuclear mines are used to a great extent. The Bugs in the game are defense oriented, with limited counterattack capability.

TERRAN UNITS

Marauder: The Marauder is the basic infantryman, the doggie, or the proverbial grunt. His defense strength is the highest for a personnel unit in the game, his personal attack strength healthy and his speed with extended jump thrice that of the fastest enemy unit. He can take on a single Skinny Warrior with ease, although against a Bug Warrior unit a duel is risky. A Marauder's two biggest advantages are defense strength and the extended jump phase: he can jump into an enemy's hex, burn it down, and pop three hexes out of range before the bad guys can react.

Scout: The Scout doesn't have the hide or the personal arms to last long in close combat. He does have the ability to run like hell when he runs into trouble (presuming trouble doesn't burn him first). Fifteen hexes is a long way to go in one turn. The Scout's job is, as one might suppose, to scout; to act as point man in an advance. A trigger-happy Bug player may pop some units out of the tunnels to prematurely burn a Scout. If he survives he can escape; if he dies the loss is minimal and the enemy is suckered into the open. The Scout units can also serve as a quick-response reserve, if armed with ranged weapons, delayed action charges, and nerve gas and held in 'safe' areas.

Command: Because there's no Command Control system in the game, the Command units are especially valuable only by way of the victory points they represent. Possessing the defense strength of a Marauder and the speed of a Scout, a Commander can take care of himself. He still can't fight Bugs alone, but he has the armor to last a little longer and the speed to make a graceful exit. A Commander is a good man to give heavy weapons to, as his weak attack strength becomes meaningless and his superior speed means he can move from trouble point to trouble point, acting as a "fire brigade". He can serve as a Scout but is much less expendable due to victory point value, not to mention psychological reasons.

HE Rocket Launcher: This is the standard M.I. heavy weapon. About a third of the M.I. normally carry them. It is probably the best heavy weapon because it has no ammo limitations. Don't think the increase in firepower is all that counts; the six-hex range means an M.I. can cover 126 hexes without moving, keeping the enemy at a comfortable distance. An HE Launcher attacks a Bug Warrior at 3-1, the optimum attack.

Nuke Rocket Launcher: Devastating firepower notwithstanding, nuke launchers are of limited use because of their four-shot ammo limit. The Nuke is best saved for the nastiest enemy units, the heavy weapons, or against a stack of Bugs. It affects all units adjacent to the impact hex, so a single Nuke shot can break up any Bug concentration.

Delayed Action, Proximity: The DAP is much like a satchel charge. It is dropped in a hex and attacks any enemy unit in the hex. The best way to use it is to pop into the enemy hex, drop the DAP, and hop out while the DAP mops up the enemy. You can't get hurt, and at worst, you only waste a bomb.

Delayed Action, Remote: This is like a Claymore mine in that it's detonated by a nearby M.I. instead of blowing automatically. It's more powerful and you can use it selectively, unlike the DAP, which often wastes itself against Workers.

Heavy Nerve Gas: Because it only works in tunnels, the HNG is only used when the Terrans are going underground or to block a breach hex. It kills any Bug unit except the beam AFV. It is very effective in its element, but useless above ground.

Combat Engineer Squad: Useless in a firefight because they lack powered armor, their value is in the special demolition charges they can emplace. Engineers must be escorted to remain alive: KIA or WIA wipes out the squad.

Air Car: The engineers' mobility. Used like transport units in any traditional game. The car has a stronger defense strength than the squad in the open, but any combat result (except STUN) wipes out the air car and the squad. They *are* fast, though.

HE Demo, Nuke Demo: Functionally similar. They're useful only against subterranean units, and they destroy all tunnels. The Nuke affects seven hexes and also destroys Bug Brains. The Bug tunnel system can be dislocated by a few charges, though seldom will Bugs be killed by the charges; they have two turns to run. But Brains *can't* run.

Listening Device: Carried by an M.I., the LD is the most common means of detecting Bug tunnels. An LD detects the nearest tunnel within four hexes. A single LD by itself is not too useful. Several LD's, working together, however, can yield a surprisingly clear picture of a complex tunnel pattern. The LD is best carried by a Scout or Commander, so it can be shuttled around quickly.

Special Talent: The game's weakest—and sometimes most important—unit is the ESP Special Talent. Carried by an Air Car, he can detect any and all tunnels within ten hexes, but must be exposed and on the ground to operate. He should be *very* closely guarded. His life expectancy will be short when playing an experienced opponent. Yet, his presence places the Alien player in jeopardy. If left alone, the Talent exposes the tunnels, breaches, and Brain, Queen and prisoner cells in painfully exact detail. If the Talent is attacked, the Alien player will probably lose all of his attacking units to a Terran ambush. The Special Talent is the only Terran unit whose mere presence in an area demands an immediate and absolute response from the Arachnid player.

Retrieval Boat: The Terran attack has failed. Casualties are mounting as pressure from the enemy increases. Bugs are busting out all over. Then a beautiful sound crackles over each M.I.'s radio: *"To the everlasting glory of the infantry, shines the name, shines the name, of Rodger Young!"* A rocket beacon plows into the ground, and the retrieval boat soon follows to pick up the survivors. The retrieval boat is used to evacuate the invasion force. Its approximate landing location is decided before the game, subject to drift during its descent. In most cases men not retrieved by game's end are considered captured, which is worse than being dead. The Bugs have only one shot at the Boat before it lifts. Likewise, the Terrans have only one turn to reach the Boat after it lands; those who don't make it are left behind.

SKINNY UNITS

Warrior: Oh, well. It's easy to see why the Skinnies lost their war with the Terrans. On the face of it, the Humanoid forces are weak. They require the utmost skill in deployment and stubborn tenacity in combat. In the hands of an expert, resourceful player, however, they can be surprisingly effective.

Worker: The Worker is much like a decoy, at least that's how it is most effective. Until a Terran enters a hex, Workers and Warriors are indistinguishable. A Worker can look and act like a potential threat, forcing the Terran to divert some attention to it. Superficially meaningless, they can be very effective "misdirection" units in the hands of experienced players.

Heavy Weapon, Beam: Hefty attack strength, good armor, speed of sorts and a six-hex range makes this an effective unit. Against M.I. or Engineers the Beam AFV has little to worry about. Against rocket launchers and DAP's, the Beam AFV is dead. But it'll take somebody with it . . .

Heavy Weapon, Missile: With a ten-hex range, the Missile AFV often has two shots before the Terrans close in, and the added power helps too. The defense strength is a problem, but careful placement can offset that disadvantage. Dodging in and out of city hexes, the Missile unit can be an extremely effective "sniper".

Strongpoint: An indispensable unit. It uses its defense strength for any units stacked in the hex; if it is destroyed, however, they are too. Only Missile AFV's and Warriors should be protected by Strongpoints. The Beam AFV is best not tied down to such a static position.

ARACHNID UNITS

Warrior: This is a *good* unit. *("It takes a minimum of a year to train a private to fight and to mesh his fighting with his mates; a Bug warrior is hatched with this ability . . . ")* It can best a single Marauder most of the time. It can't move quickly above ground, but in its tunnel element it can outmaneuver and outfight the M.I. The Warrior's main problem is that it carries no heavy weapons and lacks the speed to close with the enemy. Once it loses the advantage of surprise is has from popping

out of the tunnels, it can fight only if the Terrans decide to close.

Worker: It serves the same purpose as the Skinny Worker. Yet, more importantly, its effect is greater than the Skinny "misdirection": hoards of Bug Worker units popping-up out of the ground very suddenly can cause panicky "over-response" by the M.I. player thus setting him up for the kill with heavy weapons.

Heavy Weapon, Beam: A very effective weapon, though it tends to draw fire. It still can't catch a Terran, but it can outrun a Skinny. Alone, it can launch a 3-1 attack on a Marauder. The problem is that there are so very few of them. WHEN and HOW to commit heavy weapon units is the most critical decision for the Arachnid player. They should only be used when the pay-off consists of frying at least three Terran units AND chances of survival are at least 60%.

HE Demo: Call it a land mine. Emplaced adjacent to tunnel hexes, it is used like the DAR to attack enemy units as soon as they enter the hex at the Bug's discretion. It is powerful, but the Terran has to enter the hex for it to be used; it can't be moved. On the other hand, it can't be detected, either. Whenever ANY Terran unit enters an HE Demo hex, blow the demo charge. An unexploded demo charge at the end of the game is a wasted weapon. Also, emplace them in "clumps" and *not* in lines. If positioned linearly, exploding one charge gives the Terran player a safe route through the line of charges.

Nuke Demo: Available in several sizes. More powerful than an HE Demo charge, it has the unfortunate habit of killing nearby Bugs. The Scale 1 Nuke is the basic type, the others sparingly emplaced. An occasional Scale 3 or Scale 6 Nuke charge can be used for "nasty" surprises, but a general mix of sizes is recommended. The great thing about Demos of all kinds is that there is very little the enemy can do to avoid them.

Engineer: This is THE most important Arachnid unit! It is used to repair destroyed tunnel hexes and, most importantly, to build new tunnels. Expanding new tunnels is vital to the Bug tactical arsenal. By expanding tunnel systems, the Bug player increases his ability to CONCENTRATE forces. If the Terran player is only expecting to face two Combat Brain cells in a certain area and the Bug Engineers build new tunnels for two more cells, the Terran player could be zapped real good. In practice, this makes it possible to have ALL FIVE cells tunnel into the city in scenario four by turn three! Use the Engineer unit aggressively. Use it every turn. Never let its abilities go to waste.

TERRAIN

Most of the map is clear terrain, dubbed savannah. In the clear, the Terrans have the biggest advantage, for they can jump around to their hearts' delight. There is no cover, therefore everyone has a clear field of fire for heavy weapons. Better yet for the M.I. is barren terrain (presumably strewn with boulders, ravines, lava flows, etc.) which costs aliens 2 movement points. Bug Warriors and Workers cannot move in barren terrain.

Rough terrain, which represents deeply ravined hills & mountains, costs 3 MP for everybody.

SOLITAIRE TROOPERS

By Jay Reese

STARSHIP TROOPERS is an excellent game for solitaire play, provided certain random factors are introduced into the game.

In the suggestions given below, it is assumed that the solitaire player will take the side of the troopers.

Introducing Random Factors into Tunnel Complexes.

Step 1. Draw five or more tunnel complexes on as many master sheets, using various locations. Place mines. Use colored pencils or pens and give each separate brain a different colored tunnel (for instance A yellow, B blue, C red, and so on).

Step 2. Turn the master sheets over, mix them up, and pull out one at random. Put the rest away sight unseen for future games.

Step 3. Before turning the chosen master sheet over, place an opaque sheet of paper or light cardboard under it, and turn them both over at once so the tunnel complex is completely hidden.

Step 4. Cut a sheet of 8½ x 11 opaque paper to fit the master sheet. At random, cut a circle in it, about the size of a quarter.

Step 5. After you have begun the game, and the troopers have made their initial landing, place the sheet with the cut-out circle on top of the master sheet, pull out the middle opaque sheet that was on the map, and you will have a view of a small portion of the master map. Secure with paper clips. There may or may not be an Arachnid tunnel showing. If there is, place a Breach counter on the corresponding place on the board, and mark the master sheet as well. If not, cut another circle in a different location.

Step 6. Each turn when the Arachnids move, enlarge the circle by cutting a square three hexes on a side along each end of the tunnel that is showing. Make more breaches as necessary.

Step 7. To randomize the Arachnid entry from the Breach, turn all of the counters for that tunnel face down. Roll a die. The number is the number of Bugs emerging from the Breach that turn.

Rules for Arachnid movement and combat: Warriors always move toward the nearest trooper counter. (Exception: One Warrior must always remain within the tunnel or on the Breach.) Automatic Weapons fire at Command troopers first, scouts second, and others taking the lowest number first. Workers shield Automatic Weapons first, Warriors second. Arachnids never retreat (Exception: If troopers are ready to enter a Breach or have already entered it, all Warriors from that tunnel immediately head for the Breach and give battle to any troopers found inside.). A mine will automatically fire whenever a Trooper counter is on it.

Automatic tunnel extension: Arachnid engineers automatically enlarge tunnels that are visible by extending them further into the visible areas, toward the nearest troopers.

Introducing Random Factors on the Trooper Side.

To guard against a subconscious recollection of possible Arachnid tunnel locations, randomize the drop location(s). Choose six or more possible drop locations and write the hex number of each on a small piece of paper. Take one piece at random and without looking at it, place it in an envelope. Destroy the others without looking at them. (This can be done either before or after the tunnel complexes are drawn). When the game starts and a drop is to be made, open the envelope and use the designated location as the center point of the drop. If there is to be a second drop or soft landing, choose a second piece of paper before destroying them and place it in another envelope.

Randomize the pickup location the same way, to guard against subconscious movement of Arachnid counters toward (or away from) a pickup hex before the turn in which the beacon is to be dropped.

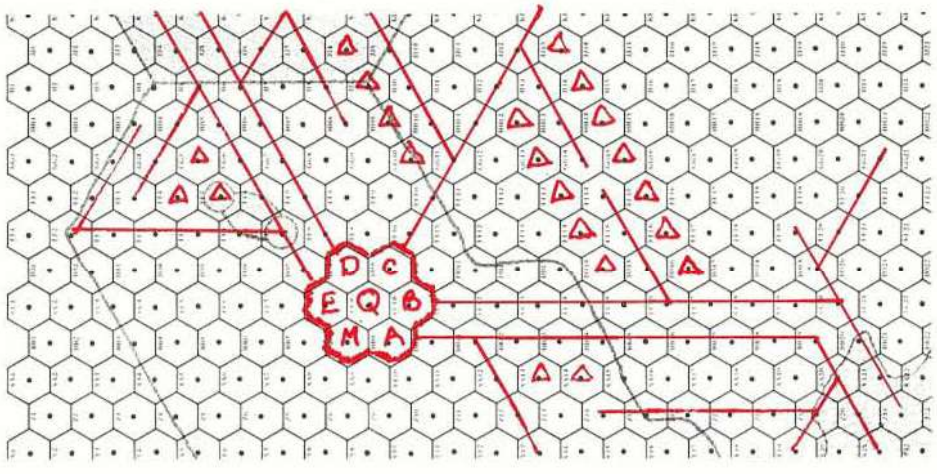
Final Comments.

Enlarging the circle on the paper precludes the use of Special Talent or Listening Devices. It assumes the presence of LD or ST at the circle itself. If you want to make use of ST and/or LD, do not enlarge circles until an ST or LD is present within the circle area. (I have found, however, that doing this works to the detriment of the Arachnids).

Should a tunnel be entered by a trooper, then the circle will automatically have to be cut in the direction the trooper goes.

If you should find that despite these random factors, the Arachnids always lose, alter the victory conditions. For example, in Scenario Five-B, give the Arachnids two points (instead of one) for each MI or CE unit KIA or destroyed.

By using the above ideas, a solitaire player can have an exciting and interesting game. *STARSHIP TROOPERS* is an excellent game for either the solitaire player or a number of players. It introduces new concepts and is an imaginative and very playable game. AVALON HILL is to be congratulated for the new format for the rule booklet, which makes the game easy to play. If you haven't bought one yet, do so when you can.



. . . AND NOW A WORD FROM YOUR LOCAL PLAYTESTER . . .

STARSHIP TROOPERS EXPANSION by David Fram

There are good jobs and there are bad jobs, but playtesting must be characterized as 'bittersweet'. To an avid wargaming fan, it is invigorating to be involved with a game on a very close and personal level from the roughest beginnings to a finished product. While inobvious to other wargamers, a playtester can see the fruits of his labor in many small refinements in the finished game. Playtesting is also a lot of hard work. In the Avalon Hill development system, the emphasis in playtesting is on TESTING. That's quite a bit different from simply playing the game. And for the most part, except for a small mention in the game's credits, it is thankless work. But playtesters make games work. For that, gamers all over the world owe them a generous tip of the hat. Let us go better than that by shedding some limelight on one stalwart playtester, Dave Fram, a displaced Interest Group Baltimore veteran who did yeoman service in developing SST. Let's see what Dave would have added had HE been the designer of record:

Rules Addition for Scenario Tourney-3:

"**III. C. 4.** (optional) Final Fire for Alien Heavy Weapons Units:

a. During the Terran movement phase or extended jump phase, if the Terran player wishes to move into a hex which contains an Alien Heavy Weapons unit, he must stop and announce his intentions before completing his movement for that unit. The Alien player has the option to fire on that unit about to enter its hex.

b. If the Alien unit has fired in the previous turn's Ranged Weapons phase, before it fires, it must roll a single die on the H. W. Final Fire Chart to determine what happens to the Heavy Weapons. If disruption is indicated, the unit is disrupted before it undergoes any type of Terran attack. If undisrupted, it may attack the Terran unit normally. If the unit did not fire in the previous RW phase, it may always fire normally.

c. If the Alien player can fire in the Terran movement phase, he may then attempt to fire *again* in the *next* Alien Ranged Weapon phase, with the following addition: The Alien player must subtract one from the die roll for every additional consecutive Terran Movement of Alien Ranged Weapons phase he attempts to fire that unit. Thus, the Alien player may try to fire in succession for as many times as he thinks his luck will hold out. Note, though, that the Alien player may only fire *once* per phase for any one Heavy Weapons unit."

H. W. Final Fire Chart

Unit Type	Die Roll	Effect
H.W.-Beam	1-2	Disruption
H.W.-Missile	1-3	Disruption
H.W.-Arachnid	1-4	Disruption

Disruption Effects: The Disruption lasts until the end of the next phase that could possibly allow Ranged Weapons fire, i.e. if an Beam fires in its Ranged Weapons phase and also succeeds in firing in the following Terran movement phase, then attempts to fire again in the next RW phase, and rolls a '3', it will be disrupted till the end of the succeeding RW phase.

Scenario Tourney-3:
Harassment of the Skinnies

2157.09.07 (UC): After 'Bughouse', the Terrans decided to mount an offensive against the Humanoids (see Scenario 3: Skinny-5). While the main attack came against the inner home planets, several platoons were detached for raids to tie up communications and possible reinforcements. Terran intelligence discovered that the Skinnies had started a pair of bases in a system which was uncomfortably close to Sanctuary during the Terran hiatus following 'Bughouse.' Since Sanctuary was of such importance and secrecy the High Command decided that both bases must be destroyed, but with a minimum of force, for any excessive force might alert the Skinnies that they were close to something very important to the Terrans. It was decided to use the coming offensive as a cover for Operation 'Clean-up'. The plan was not easy, it required that one section of a platoon be soft landed out of sensor range of the first bases planet, with the M.I.'s 'legging' it in to attack at the same time as the other section dropped on the other planetary base. As H-Hour approached, 1st Section, 3rd Platoon, F Company, 3rd Battalion, 3rd Regiment, 2nd M.I. Division (McFarland's Highlanders) prepared for the most strategically important (and secret) "diversionary" action of the First Interstellar War:*

AVAILABLE FORCES:

Terran:

PLUS: HE Launcher x8
NUC Launcher x2

Humanoid:

SET UP:
Humanoid: Set up first, within the restrictions of the special rules, move second.

Terran: Set up second, as per Initial Drop Procedures. Move first.

GAME LENGTH: 10 turns.

SPECIAL RULES:

1. The Heavy Weapons Final Fire optional rule is in effect, along with all regular and optional rules which are pertinent.

2. Critical Installations and City/Space Port hexes may be destroyed by firing a NUC launcher into the hex.

3. Only the following hexes are City hexes: II 6-9, JJ 5-9, KK 3-10, LL 2-9, MM 3-5, 8, 9.

4. At least one Power Installation must be placed in Rough terrain with a clear LOS/F to any City hex which must be designated after the Terran player has completed his Drop procedures. (This power station is a geo-thermal unit which is temporarily supplying the power of the small base while a fusion plant is being built. It transmits its power by way of a high power laser which is collected at a special receiving complex in the 'city'.) Within an area of 6 hexes from the receiving hex, the Humanoids may use the power plant as a Heavy Weapons unit, with these characteristics:

a) The Range is unlimited.
b) The Attack Strength is 20.
c) The following die rolls are necessary to destroy the unit;

Attacking Weapon	Die Roll
HE launcher	1
DAP	1-3
DAR	1-4
NUC launcher	Automatic

VICTORY CONDITIONS: The player with more points at the end of 12 turns wins.
Terran: Terran receives points for each of the following:

1 pt. for each city hex destroyed.
2 pts. for each city hex *controlled.**
5 pts. for each spaceport hex controlled.
6 pts. for each communications center destroyed.
5 pts. for the nonspecial power station destroyed.
13 points for the special power station destroyed.
4 pts. for each HW-Beam destroyed.
6 pts. for each HW-Missile destroyed.

Humanoid: Humanoid player receives points for the following:

2 pts. for each spaceport hex controlled.
1 pt. for each city hex controlled.
3 pts. if the special power unit is undestroyed.

Unit type	HEVY/WIA	KIA
Scout	1 pt.	3 pts.
Marauder	2 pts.	4 pts.
Command	3 pts.	6 pts.

*NOTE—A controlled hex is one which is occupied or last occupied by a friendly functional unit.

*Heinlein, Robert A., *Starship Troopers*, Berkley Medallion edition, page 123.

Besides immobilizing the Bugs and Skinnies, rough terrain blocks ranged fire. The mountain belt tends to divide any action into two areas, making Terran reinforcement between the map sections difficult. The Bugs don't have this problem, as they can move the whole length of their tunnels each turn regardless of terrain or distance. (It's only above ground that they move torpidly.) The aliens get a minor defensive bonus, presumably because they can stick close to the ground and take advantage of crags and outcropping.

The northeast corner of the map is dominated by the city and spaceport, used only on Skinny planets. (In one scenario, though, Bugs fight on a Skinny planet, so it affects them, also.) The Skinnies can slink through alleys at ½ MP, while the M.I. move at 3 MP per hex; their jump ability is decreased due to the height of the buildings. In city hexes, Skinnies actually *outmaneuver* the M.I.! Ranged fire is allowed only into adjacent hexes, which for once gives the Skinnies a chance to close and use their personal arms, such as they are. Skinnies and Terrans both get a slight defensive advantage, substituting buildings and roofs for crags and outcroppings.

TACTICS & STRATEGY

Strategy depends on the mission, of course. A Terran raid on a Skinny industrial complex should not be conducted in the same way as a seize & hold strike against a Bug complex. This section outlines only basics to keep in mind in different situations.

INITIAL PLANNING AND SET UP

For the Terrans, the first problem concerns handing out the heavy weapons. An M.I. platoon consists of 42 Marauders, 6 Scouts, and 6 Commanders. The number of heavy weapons is doled out by scenario, but a typical figure would be 12 HE Launchers, 6 Nuke Launchers, and 6 each of DAP's, DAR's and HNG's. Normally, HE and Nuke Launchers should be assigned to the Commanders for the reasons given earlier; they're as tough as marauders and 67% faster. The other Launchers are doled out to Marauders. Marauders without Launchers are given DAP, DAR, and HNG charges; one each to minimize losses. It can be argued that giving one Marauder a Launcher and four charges (maximum load) would make him a SuperMarauder, capable of taking on a whole Bug cell alone. But Marauders who fire ranged weapons immediately become priority targets. It is always better to "spread the wealth". Keep the Scouts light in SW&E and use them as sacrifice units. Their weak armor means very high attrition in any case. Listening Devices are assigned to Scouts and Commanders because they have the speed to cut out if they detect more than they bargained for. Once the equipment is distributed up on the *Rog*, the M.I. enter their one-man capsules to be dropped on the planet surface. It is here that drop order is established, *i.e.*, where who is to be with what when they land. Usually (repeat, *usually*, predictability can kill), it is best to position the Marauders in the middle of the nine-man stick, with the Scout and Commander on opposite ends. This places the mobility on the flanks. The Marauder next to the Scout should be armed with a Launcher, putting firepower on both flanks, with the third Launcher being given to the Marauder in the center of the stick. Approximately five hexes should separate each parallel stick; far enough away to avoid overcrowding, close enough to form up quickly. Of course, the scatter process usually ruins these tidy patterns, so plan flexibly. And one more thing; units that scatter off of the map edge are KIA; place units no closer than seven hexes to any board edge.

Skinny set-up is basically the same against Bugs or Terrans. Their poor mobility requires that the Skinnies fight a basically static defense. Heavy weapons and strongpoints should be placed in mutually supportive positions. Position Workers three-high in those strong points containing Heavy Weapons. Form-up Warriors into killer groups of six units in close proximity. Warriors should be positioned within a defensive framework of heavy weapons where they can benefit from supportive fire. Placing personnel in the mountains is a waste of energy. In scenarios where the Skinnies defend installations from Terrans, putting a Warrior near a dummy installation and having him reveal his identity may draw extra attention.

The Bug set-up is a more complicated problem. The sample Bug Complex in the Examples of Play diagram is typical if uninspired. The things to keep in mind are maximum area coverage and concentration. Note how B Cell and C Cell can emerge adjacent; likewise for C Cell and D Cell. The Master Brain's area is covered by an extension tunnel from E Cell. There are a few bugs in this set-up (Cell A is isolated; the demo charges cover a small area in the north and east) but it is a good, flexible plan.

OPENING MOVES

After launching, the Terrans hit the dirt and form up. First priority against Skinnies is to form a skirmish line and advance to isolate and reduce suspected Strongpoints. Against the hidden Bugs, more preparation is required. A defense-in-depth is necessary. Front lines? There are none; the Bugs could be anywhere. Forming a "safe area" (i.e., rear area) is the second priority. Initially, however, the Terran player must be concerned with distributing Launcher-armed men to cover his entire force within a 360° perimeter. An extra-strong contingent should be located in the center of the perimeter (heavily armed Command units can do nicely) where it can reach any area of the perimeter in one turn. After establishing a perimeter, it's time to locate the "safe area". This is the area where the engineers will enter the action via the Retrieval Boat, a Beacon will be dropping for final pick-up, and casualties will be collected; it would be unfortunate to have a swarm of Bugs popping up in the middle of the aid station. To secure the area, have three LD's triangulate to find a tunnelless area near the Beacon's recovery hex and set up shop there. The LD's will probably find tunnels, which will determine the first offensive activities.

While the Terrans are prettying up their formation, the Bugs should be readying a strike. The Bug player has the advantage of a perfect intelligence capability; he always knows the Terrans' location and condition. Even when on the surface, he has Worker units to confuse the enemy. Deciding how and when to strike requires supreme discretion and a deft sense of the unexpected. There are a few things to keep in mind: First, the detonation of demolition charges will cause casualties, instill confusion, and inhibit movement. They should be used lavishly whenever a Terran unit occupies a demo hex. Next and most importantly, the Arachnid player simply does not have the firepower to beat the Terrans on the surface. A Bug Complex has 150 'personal' and 90 'ranged fire' strength points, with 115 defense points, not counting Workers. An M.I. platoon, with the heavy weapons listed earlier, has 192 'personal' and 228 (ranged fire' strength points, 6 ranged automatic elimination weapons, and 6 same-hex A.E. weapons. Total defense strength is 306. Not all of this could be fired during one turn, but the point is clear. Action on the surface should consist of hit-and-run strikes on small or isolated groups of Terrans. The problem with fighting the Terrans on the surface is that they can jump out of range. Successfully deployed Arachnid units will breach the surface, come up strong, HIT 'EM!!, and dive back into the tunnels. When the Terrans concentrate in that location for a counterattack, the Arachnid player sends out other units elsewhere. The Arachnid player can attempt to take the Terrans on directly, but only if he had been seriously weakened or the M.I. deployment is faulty.

Against an Arachnid attack, the proper Terran response is to hang back and draw the Bugs away from their breach. It is important to find and destroy the Bug heavy weapons, realizing the M.I. can shoot at it before it shoots at them due to the sequence of play. A Scout or any other M.I. unit can jump into a Bug-occupied hex to ascertain the unit types. Once this is done, Launchers can reduce the heavy weapons and close combat can engage the Warriors. Alternatively, the pop-drop-hop can be used with DAP's.

After defeating the Bugs on the surface, it is sometimes necessary to go into the tunnels to capture Brains or liberate prisoners. This is dangerous and demands careful preparations. First, the surface must be cleared of Bugs. A *banzai*-minded Bug player will make the task easier by wasting his forces in surface attacks. It is important to have a very good idea of the tunnel layout, and locating the Complex is mandatory. If Bugs sally from three or more Cells, it is possible to triangulate and determine the Complex's approximate center of mass. The LD's and Special Talent are the most vital intelligence gathering tools, but almost ANY type of visible Arachnid activity reveals important intelligence information. Every time a breach is made, units exposed, demolition charges detonated, etc., the Arachnid player reveals some aspect of his disposition. Once the tunnel layout is known, an underground assault has some chance of success. Preparatory to descending, combat engineers should attempt to block any side tunnels. A great tactic to seal off a tunnel system is to block the tunnel hex directly adjacent to the Complex, trapping the Bugs. It's also very difficult to pull off. The assault force should consist of six marauders and two Command units. This allows for a favorable rate of attrition against a five-warrior counterattack in the tunnels and gives some "dash" speed from the Command units. A squad-size reserve force should remain near the breach on the surface. Combat in tunnels is bloody, but the Bug cannot reinforce from other Cells and cannot use heavy weapons. Attrition, then, favors the Terran attackers.

The Arachnid player may attempt to "sucker" the M.I. underground before the Terran player is really ready, then pop up from other breaches, hit what force he's left on the surface, and possibly trap his entire underground team. Five Warriors can inflict a lot of damage on a squad underground, if they hit FIRST.

TACTICAL NOTES AND DIRTY TRICKS

TERRAN:

* Remember the pop-drop-hop-mop. It has a dumb name, but it works. The extended jump phase means the M.I. don't have to stick around to pay for their mistakes. Jump!
* Avoid stacking at all costs. Retrieve wounded M.I. with care.
* DAP's are more effective when dropped than when emplaced. The enemy can avoid them otherwise.
* DAR's are best placed on breaches to discourage Bug movement or make them pay for it.
* Don't use a Demo charge or a Nuke Launcher where a hand flamer can work.
* Don't be afraid to attack Workers. Better safe than sorry.

* Sacrifice Scouts. That's what they're there for.
* Remain two hexes away from Bug Warriors, three hexes from Skinnies. Never knowingly enter a hex adjacent to a breach hex, unless absolutely necessary.
* Two Marauders using personal flamers attack a Bug Warrior at 2-1. Three attack at 4-1.
* A Nuke shot into a breach hex creates a RAD area and prevents friendly use of the breach.
* Because there are no zones of control, it is difficult to block enemy movement. Don't think in terms of 'fronts', 'flanks', or 'rear areas'. Think three-dimensionally, not linearly.

HUMANOID:
* Revolve defenses around Strongpoints. Warriors in the open are unnecessarily exposed.
* Take advantage of road movement by placing Strongpoints in road hexes.
* Maintain wide fields of fire for heavy weapons.
* Maintain inter-locking fields of fire between Strongpoints.
* Attempt to draw the enemy into the city where ranged weapons are ineffective. The city is the Skinnies' best combat environment.
* Use Workers as Decoys. After they're revealed, stack them with Warriors.

ARACHNID:
* Use Workers as 'mine detectors' for DAP's and DAR's.
* Refrain from using heavy weapons for initial raids. Use them only after the Terrans have been diverted.
* Use masses of Workers as diversions. When the Terrans move to it, hit somewhere else with Warriors.
* When attacking, hit from as many widely scattered breaches as possible. STRETCH the enemy to create thin spots in his defense, then attack the thin spots.
* Attempt "sniping" raids from breach hexes, only. Surface movement accelerates destruction.
* A breach, once created, requires watching even if it is never used. If enough breaches are created, the Terran player will not know where to expect a counterattack.
* If the Terrans capture a Brain, kill it even if it means the loss of units.
* Place demos in "clumps" so that they don't outline the tunnel system.
* In tunnel combat, a single Warrior can delay Terran movement for a turn.
* Be patient.

IN GENERAL:
* Read the novel.
* Read up on the Pacific Island War in WW II. The "Corkscrew and Blowtorch" tactics are applicable to the situation here.
* Plan ahead.

★★★★★

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SAGA OF THE BUG WAR

By Richard Hamblen

The story of the First Interstellar War, 2156-2161 A.D. (also known as the "Bug War"), is actually many stories, not all of them covered in the book and or game *STARSHIP TROOPERS*. It is the story of Grand Strategy, of great troop movements and competing societies, and it is the story of individual mobile infantry troopers such as Juan Rico, all within the context of a clash of alien races.

One of these stories is the story of the Mobile Infantry platoons, the story of the teams of troopers that had to win the war in thousands of small actions—victories and defeats. This story is one of the major themes of the book *STARSHIP TROOPERS*, and is the basis for the same game. In the book, however, the story is told as the platoon evolves during the course of the Bug War, losing troopers in combat, developing new leaders and officers, and adding recruits to make up their losses. The Mobile Infantry platoon is a living entity that loses efficiency with its casualties but gains it back with experience, new leaders and transfers.

This variant is designed to simulate these fluctuations and follow a platoon—the "Roughnecks"—through the course of the Bug War, by stringing the scenarios in *STARSHIP TROOPERS* together into a campaign game, with the "Roughnecks" progressing from scenario to scenario, and with new rules that cover the problems of losing leaders and troopers and having to replace them with new leaders and untried recruits.

VARIANT RULES

I. THE CAMPAIGN GAME

The players play Scenarios 1, 2, 3, 4, 5A, 6 and 7, in that order, with the same player playing the Terrans for all seven scenarios. Scenario 5B is skipped. (I know, I know, the "Roughnecks" were not at Sheol nor Skinny-5, but these battles represent the battles the "Roughnecks" did take part in but which are not described in the book.)

A. The Victory Conditions of each Scenario are used to determine the winner of that Scenario, as usual. The player who wins a majority of the Scenarios wins the Campaign Game.

B. Between Scenarios, the Terran player must replace all his KIA and WIA losses with *recruits*, as explained below.

C. All rules and Scenario Addenda are in effect and, in addition, Special Variant rules have been included, as explained below.

II. CASUALTIES AND RECRUITS

At the end of each Scenario, the Terran Player must replace all of his WIA and KIA casualties with "recruits," representing the addition of untried Starship Troopers fresh from training camp.

A. When making out a new Terran Control Sheet for the next Scenario, indicate with an "R" each unit that was KIA, WIA, or non-retrieved during the last Scenario. Thus, if Marauder F7 was WIA, an "R" would be written in the "F 7" location on the Terran Control Pad for the next Scenario.

1. If a SCOUT is KIA or WIA, place an "R" in the box of any other non-recruit Marauder in the Scout's squad, instead; never place an "R" in a Scout's box (it is assumed that Scouts are elite troops, and that losses among Scouts will be made up by shifting a Marauder into the Scout slot—but then a recruit must replace the transferred Marauder). If there are no non-recruit Marauders in that squad, then use any non-recruit Marauder in that Section; if there are none in the Section (boy, are you in trouble!), any non-recruit Marauder in the platoon.

2. Similarly, if a Command unit has been KIA or WIA, place the "R" in a Marauder's box in the appropriate unit: within the Section for a Section Commander (if possible), or any Marauder in the Platoon if a Platoon Leader is lost. It is assumed that the new Commander has been made available either by promotion within the ranks, or through transfer, but at the expense of a Marauder who must be replaced. (*However*, changing Commanders has an important effect in other ways—see the next section of the rules.)

B. When a "recruit" first attacks or is attacked in any way, the Terran Player must roll a die and consult the table below:

ROLL	COMBAT VALUE
1-3	4-6-6 (full value—use no recruit counter)
4	3-6-5
5	4-6-6 (full value—use no recruit counter)
6-7	3-6-5
8	3-5-4
9-10	2-5-3

1. It is assumed that he attacks or is attacked, the unpredictable quantity that is the recruit will have a "moment of crisis" that will determine how well he will fight for the rest of the Scenario. For the rest of the Scenario, that recruit will have the attack, defense and movement allowances indicated above under "COMBAT VALUES"—these values are also used in the attack which triggers the "moment of crisis."

2. When a recruit undergoes his "moment of crisis," place a "RECRUIT" counter with the combat values indicated by the die roll on top of the recruit Marauder's counter. The factors on the recruit counter are the factors that Marauder has for the remainder of the Scenario. At the same time, circle the "R" in that Marauder's box, to indicate that the recruit has already undergone his "moment of crisis" and does not have to roll again, *ever*.

3. When rolling the die, add 1 to the die roll for each Platoon Leader, Assistant Platoon Leader, Section Leader (in the Recruit's section) or Assistant Section Leader (in the recruit's section) who is either KIA, WIA or "incompetent" (see below) at that moment.

B. At the end of the Scenario, roll for each of the recruits who have not yet had a "moment of crisis," place the appropriate RECRUIT counters and circle their "R's" DO THIS FOR ALL RECRUITS WITH THE PLATOON AT THE END OF THE SCENARIO, WHETHER THEY TOOK PART IN THE SCENARIO OR NOT.

C. After all recruits already with the platoon have had their "moment of crisis," and before the next Scenario's recruits are added, replace each RECRUIT counter with the next highest RECRUIT counter (to indicate the seasoning the new Marauder has gained by experience). Recruits that survive will thus gain one level each Scenario until they are full-strength Mobile Infantrymen.

1. When making out the control sheet for the next scenario, indicate the surviving recruits by a circled "R" and write down their combat values for that scenario. As tested recruits, they will not have to roll for a "moment of crisis" in the new Scenario.

2. When a recruit becomes full strength, whether by gaining levels between Scenarios or because he rolled well at his "moment of crisis," the

RECRUIT counter is removed and he is a full-strength Marauder again; no "R" is placed in his box subsequently (unless he is lost again).

3. Marauders remain "recruits" until they reach full strength; an "R" cannot be placed in a box if there is already a circled "R" in that box.

D. Each Marauder is at full strength the first time it is used in the Campaign Game.

E. Recruits cannot be transferred between Squads and Sections except as required to replace Scouts and Commanders.

F. In Scenario 4, the Terran player may choose either of his sections as his strike force; similarly, the Terran may select any of his Squads to be "Force B" in Scenario 5A.

G. In addition, the Terran player should keep track of all the WIA he manages to recover (retrieve) during each Scenario. For every WIA he retrieves, he gets one full-strength Marauder, instead of a recruit, to replace a vacancy between Scenarios.

III. COMMANDERS

A. The Terran player must roll one die every time a Leader or Assistant Leader must be replaced. If a "6" is rolled, the leader is "incompetent," and this is noted on that Commander's box on the control sheet for the next Scenario. This is done at the same time that new recruits are being brought into the Platoon.

1. At the end of each Scenario, the Terran player may turn one of his "incompetent" Leaders into a normal, competent Leader; the Terran player may choose which, if he has a choice.

B. EFFECT OF LEADERS:

1. As explained for recruits, above, a recruit must add one to the die roll for each incompetent (or KIA or WIA) Section Commander in his Section and 1 for each incompetent (or KIA or WIA) Platoon Commander in his Platoon at that recruit's "moment of crisis."

2. In addition, each turn that ALL of the Command units in a Platoon are KIA, WIA, "incompetent," or captured, the Terran player must roll a die for that Platoon. The number that he rolls identifies the Marauders in that Platoon that CANNOT MOVE THAT TURN! For example, if he rolls a "6," counters A6, B6, C6, D6, etc. in that Platoon cannot move in that turn. These counters may still attack normally. (If they couldn't move anyway, then there is no penalty; he does not have to roll again.)

IV. SPECIAL RULES

The above rules will affect play balance drastically, so the following rules have been added to aid the Terran player—and, incidentally, to introduce a little more of the Terran Weaponry mentioned in the book.

A. NEODOGS

Add the "NEODOG" counters to the Terran forces in Scenarios 3, 4, 5A, 6 and 7.

1. NEODOGS move through terrain paying the HUMANOID terrain penalties; however, NEODOGS may travel on AIRCARS at no cost, in addition to normal AIRCAR capacities.

2. NEODOGS land using the INITIAL DROP procedure; each NEODOG must land with a M.I. unit specified before the start of the Scenario (example: the Terran player indicates that one of the NEODOGS will land with Marauder F3; during the drop, the NEODOG lands in the same hex as Marauder F3.)

3. NEODOGS cannot destroy Critical Installations, but they do cause enemy units in the same hex to be turned face up at the end of the Terran turn.

B. THE HEAVY WEAPONS BRIGADE

Lacking any firm descriptions in *STARSHIP TROOPERS* about the "Heavy Weapons Brigade," we can only guesstimate:

1. *HEAVY TANK.* Treats terrain like Humanoid infantry. May not enter tunnels.

2. *ARTILLERY.* Ranged weapon; moves through terrain like Humanoid units. May not enter tunnels.

3. *BORER.* This unit may move on the surface *or through tunnels.* On the surface, it pays terrain movement costs like Humanoid infantry. The BORER enters and moves through tunnels like Mobile Infantry *except:*

a. A BORER may move through enemy-occupied tunnels at the normal rate—it does not have to stop; and

b. A BORER can move through and *re-open* collapsed tunnels at its normal movement rate. When a BORER enters a new tunnel hex, the Arachnid player must announce the orientation of all open and *collapsed* tunnels entering that hex; the BORER can move through either open or collapsed tunnels, and as soon as the BORER has passed through a collapsed tunnel, that tunnel is open for all subsequent Terran and Arachnid movement.

4. *BREACHER.* This unit pays terrain costs like Humanoid units while moving. It cannot enter tunnels, but it can make breaches exactly like Combat Engineers: in effect, it is a heavily armored Combat Engineer unit.

5. Each Heavy Weapons Brigade comes equipped with two retrieval boats. (Use blank counters for these, if required.) Heavy Weapons units must land via the "soft landing" technique, no more than four units per retrieval boat; the retrieval boats need not land in the same hex nor at the same time.

6. The Heavy Weapons Brigade is available for Scenarios 5A, 6, and 7 only.

C. SPACESHIPS

1. This rule re-creates the effect of spaceships in orbit passing over the battlefield during the battle.

2. Before the start of the Scenario, the Terran player must write down the path and turn number that the spaceship will use when passing overhead.

a. The path must be a straight line directly along the grain of hexes, crossing each hex side at a 90 degree angle like tunnel segments. The route must be a straight line extending from one edge of the board to another edge; the route may be in any of the six directions that follow the grain of the hexes. The player should draw this route on his control pad map.

b. The Terran player must also indicate the turn the spaceship will pass overhead, and which end of its route it will enter the board.

c. The spaceship may enter the board one turn, stop along its route, and then finish its pass the next turn. (This indicates that the turn ended before the spaceship actually completed its path; the spaceship does not actually stop in orbit.) If the Terran player wishes for this to happen, he must indicate the hex the spaceship will stop in on his control sheet before the start of the Scenario.

3. Effects of spaceships:

a. Each enemy unit in a hex the spaceship *passes' through* or passes adjacent to is turned over at the end of the Terran turn (orbital reconnaissance).

b. Each spaceship may fire nuclear rockets that attack like Arachnid demos into any hex along their path or into any hex adjacent to their path, as they pass overhead. Each spaceship has a total of 3 Scale-3 nuclear demos and 3 Scale-6 nuclear demos: they must be fired while the moving spaceship is in or adjacent to the hex to be attacked. These demos may be used regardless of the presence of Terran units in the hexes affected.

4. The spaceship enters the board and moves and attacks at the end of Terran movement that turn, but before combat or extended jumps.

5. The Terran player gets one spaceship pass in each of the following Scenarios: 1 (no nuclear attacks from space allowed), 4, 5A, 6, 7.

D. BUG SPACESHIPS

1. Bug spaceships must be pre-recorded like Terran spaceships. They enter the board, move and fight at the end of all other Arachnid movement, before Close Combat.

2. Arachnid spaceships reconnoitre from orbit like Terran spaceships, only on the Arachnid turn.

3. Arachnid spaceships may NOT fire nuclear demos; they execute their attacks in a different fashion.

a. Each Bug spaceship carries 6 "scrambler" missiles, which it may launch in any hex it moves through, one or more per hex.

b. The "scrambler" missiles do not move nor attack on the turn they are launched.

c. On every turn after they are launched, each "scrambler" missile moves during Arachnid movement. It must always move towards the closest Mobile Infantry counter on the board, (with the Arachnid player choosing directions in case of ties), and as soon as it enters a hex with a non-KIA Mobile Infantry unit (Marauder, Scout, Leader, or Assistant) it must stop.

d. During the Arachnid Close Combat phase the "scrambler" missile must execute an attack against the top Mobile Infantry unit in its hex (if any).

e. A "scrambler" missile may be attacked normally by Ranged Combat or Close Combat. Ignore "DISRUPT" results—they have no effect.

f. Each scrambler unit is removed from the board when it attacks or is eliminated by enemy attack. Otherwise, it remains on the board.

4. The Arachnid player gets one spaceship pass in each of the following Scenarios: 2, 4, 5A.

Variant

AND WHAT OF THE SKINNIES?

A *Starship Troopers* Variant

by John W.S. Marvin

Ed Note: The author play-tested the game in question for AH and so is eminently qualified to write this.

Starship Troopers (AH) is one of the most popular Science Fiction games on the market now, and with good reason. Good rules, great graphics, and a large uncertainty factor keep every game interesting and fun. The Arachnids and Humanoids (known as Skinnies to you Earth folks) present alien psychologies as well as alien names and shapes. In the game, as in the Robert Heinlein book of the same name, the major battles are between the Terrans and Arachnids, with the Humanoids being a pushover for an experienced Terran player. While this was the case in the overall strategic conflict, there must have been *some* cases where the Terrans got more than they bargained for on a Skinny planet. I dedicate this variant to all you eight foot tall yellow nudists living in the interstellar commune . . .

First, some additional Humanoid units, then rules to cover them in existing scenarios as well as a scenario designed just for them.

1. Heavy Weapon — Nuclear Missile Launcher (NML)
   Attack: six missiles with a range of 10 and an effect of a Terran NUC rocket launcher
   Defense: 6 Movement: 4
2. Ground Effects Troop Transport (GEV) — may carry three Humanoid Warriors or Workers. Loads and unloads as a Terran Air Car. (See New Rule #1)
   Attack: 0 Defense: 7 (May be attacked by DAPs and DARs)
   Movement: 15
3. Scout Ship (SCT) — must start game on spaceport hex, and may not attack until after leaving spaceport.
   Attacks: Beam (as in Humanoid Heavy Weapon) or ONE Nuclear Missile (range: 15, effect: as Arachnid Scale 3 NUC demo)
   Defense: 17 Movement: 25
   but not less than 10 PLUS a second movement of 12 and not less than 5 at the end of the turn as in Terran Extended Jump Phase. May carry one Warrior or Worker as GEV. Not subject to DAPs or DARs unless loading or unloading.
4. Warship (WRSP) — in spaceport hex only. Increases odds ratio by one for space defenses (New Rule #2).
   Attack: 0 Defense: 41 Movement: 0
   Each Warship contains 2 Scout Ships, 1 GEV, and 12 Warriors. Any or all of these units may be released at any time.
5. Transport Ship (TRSP) — in spaceport hex only.
   Attack: 0 Defense: 34 Movement: 0
   Each Transport Ship holds 1 Scout Ship, 8 Warriors, 16 Workers, 1 GEV, 1 NML, 1 Heavy Weapon — Beam, and 1 Heavy Weapon — Missile. They release as in the Warship.

Note: Spaceships take damage as Terran Retrieval Boats and are worth twice the victory points as heavy weapon units. GEVs are considered Heavy Weapons for victory points.
Transports and Warships may unload GEVs and/or Scout Ships loaded with Warriors or Workers. There is a 1 in 6 chance that they are holding only half the normal amount of Humanoids and equipment (if only one type of unit is called for, there is a 50% chance it is there). Roll separate die rolls for each ship.
NEW RULE #1: Humanoid Workers and Warriors may capture an immobilized MI and load the captured unit into a GEV. Only two Humanoids may be carried with the captive. The MI may be kept in the GEV or unloaded in any hex. If the GEV is eliminated in close combat, the MI is rescued on a roll of a 1 or a 2, otherwise it is destroyed with the GEV. Subtract 1 for each odds ratio over 6 to 1 (ex. 8 - 1: subtract 2).
NEW RULE #2: Spaceports have a ground to air defense and a ground to space defense. Any MI unit that drifts within 10 hexes of a spaceport hex is attacked at 3 to 1 odds at the start of the Humanoid turn by the space defense. Terran Retrieval Boats suffer a 2 to 1 attack. Any Air Car that flys within 3 hexes of a spaceport hex is attacked at 4 to 1 odds by the air defense.
Note: NUCed spaceport hexes do not count as spaceport hexes.
NEW RULE #3: In Scenario 1 and in all other scenarios where the Terran player gets -1 victory points for eliminating a worker, the Terran is awarded -3 points for each spaceport hex they NUC, and -10 points for each city hex they NUC.

How many of these new units should be used? There are two answers: number one and number two. The first adds Humanoid units to each scenario thusly:
SCENARIO ONE: 1 NML
SCENARIO THREE: 1 NML, 1 GEV, and 1 WRSP (full to capacity)
SCENARIO FOUR: 1 TRSP (halved capacity) and delay Terran entry one turn.
The Second Way: For each scenario with the Humanoids roll for extra units at the start of the 1st Humanoid turn *after* Initial Drop. Any space defense attacks are then rolled.

Die Roll	UNITS
1.	1 GEV & 3 Warriors
2.	1 NML
3.	1 NML & a GEV & 3 Warriors
4.	1 Ship
5.	1 Ship
6.	2 Ships (separate rolls)

Die Roll	SHIPS
1.	Scout Ship
2.	Scout
3.	Scout
4.	Warship
5.	Warship
6.	Transport

AND NOW "EAT DIRT EARTHMAN," THE NEW SCENARIO!
Terrans tried to forget the day when 1st Platoon, C Company, 1st Battalion, 2nd Regiment hit Skinny — 8 in the Terran offensive vs. the inner Humanoid systems. They were forever known as *The Lost Platoon.*
TERRAN FORCES: 1 Platoon of Mobile Infantry with 12 DAPs, 6 DARs, 12 HE launchers, and 4 NUC launchers
HUMANOID FORCES: Force A: 24 Warriors, 6 HW-beams, 6 HW-missiles, 2 NRLs, 9 Workers, 12 Strong Points, 8 Decoys, all six Critical Installations, and 3 GEVs
Force B: 1 Warship and 1 Transport (both full to capacity)
SET UP: Humanoid — first, Force A: anywhere on board Force B: spaceport, move second.
Terran — second via Initial Drop. Move First, must be retrieved by end of game.
GAME LENGTH: 14 Turns
VICTORY CONDITIONS: Terran: destroy all Critical Installations
Humanoid: Prevent more than 10 Terran units from being retrieved
NOTE: If neither or both of these conditions are met victory is awarded to the player with the most points. Tie goes to the Terran.

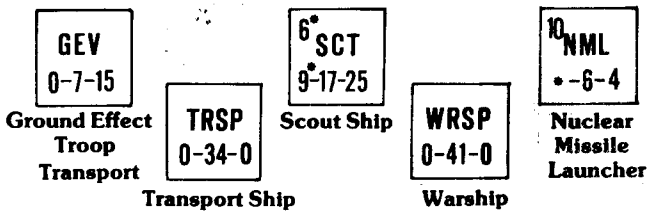
Humanoid Victory Points:

	HVY Damage	WIA/KIA
Scout	1	2
Marauder	2	4
Commander	3	7

for each unit so damaged at the game's end.

Terran Victory Points:

	Eliminated	Not Eliminated
Warriors	1	—
Heavy Weapon	3	—
Ship	6	—
Power Source	5	-5
Communications Center	7	-7
Water Supply	15	-15



ASSAULT ON A QUEEN

Cellular Destruction in SST

By Wesley L. Doody

STARSHIP TROOPERS, to the distain of many wargaming purists, was Avalon Hill's first major step into the science fiction/fantasy realm—and a successful one at that. Unlike the then traditional games, *SST* recreates battles that have not yet happened and therefore does not have a broad "history" to fall back on for those fans wishing to simulate the other battles of this interstellar conflict. Heinlein's book, though thoroughly entertaining, is fuzzy at best when one wants to research for a new scenario. Fortunately, The *GENERAL* has published a number of excellent DYO scenarios. This is intended as another.

This scenario has been designed to explore an aspect of *SST* which is only hinted at by the game and the *GENERAL* addenda. With the exception of Mr. McLaren's "SST Expansion" (Vol. 15, No. 5), the Arachnid Brain Complex includes a Queen and a Master Brain cell which seem to serve mostly as decoration in all previous scenarios. *Assault on a Queen* gives both of these cells a specific (and sometimes devastating) function. This scenario is essentially a search and destroy mission based on modifications drawn from earlier published *SST* articles in these pages. An optional rules section is also included which noticeably alters the play of the game.

The Situation

2157.12.21 (UC): The Terran High Command desperately needed information about the biology and behavior of the Arachnids in order to formulate more effecient battle plans and bio-chemical weaponry. (The M.I. already knew "Bugs" were deadly and skilled warriors, but little else.) Established outposts were reporting that previously "wasted" hive complexes were becoming active. Since the Terran Navy has prevented re-invasion of these planetoids by Arachnid forces, it could only mean one thing—the "Queens" must be reproducing! This could be disastrous to the Terran strategy if such growth went unchecked. ("it takes a minimum of a year to train a private to fight . . . a Bug warrior is hatched able to do this.")

This scenario depicts the attempt by the First Platoon, C Company, Second Battalion, Third Regiment, First Mobile Infantry Division (known as "Warren's Wolverines") to study and destroy a Queen cell on an isolated Arachnid planetoid. Following a previous raid made the day before which had been turned back by excessive casualties, Warren hoped to fulfill his mission by utilizing unrepaired breaches to reach the hive center.

The Scenario

Set Up:

Arachnid: Construct a tunnel complex such that all the breaches listed below are connected by tunnel segments (the listed hexes represent known breaches from a prior Terran raid). In addition to the standard hive complex, a total of 30 additional tunnel hexes may be added to the complex providing that these additional segments are connected via legal Tunnel Construction Procedures. These new segments may be divided in any manner among the Combat Cells and may be used to connect the listed breaches to the complex.

Breach counters are to be placed on the board for all the following: I-15, 1-16, K-24, 0-20, 0-21, 0-26, P-10, P-15, R-16, T-28, T-30, V-10, W-22, Z-12, BB-19, BB-27, DD-19, EE-17 and JJ-17. The Brain Complex must be constructed according to the circular pattern, but may be labeled in any order so long as the Queen is located in the central cell.

Arachnid forces move *first*. The Arachnid commander has 25 Warriors, 25 Workers, 5 Heavy Beam Weapons and 13 Demo Points. In addition to this compliment of warriors, workers and beams, he may also have several "old bugs" (use the second set of Arachnid counters).

Terran: Force A consists of one M.I. Platoon equipped with four Listening Devices, six DAP, eight HNG, six Nuclear Launchers, six DAR, 12 HE and one BOS (see below, Rule 3). Force B consists of all Engineers and one Special Talent, nine HE, nine NUC charges, one BOS, two beacons and two retrieval boats.

Force A sets up second as per the Initial Drop Procedures. Force B may enter any time after Turn 1 via Soft-Landing Procedures. Beacon location and turn of arrival must be pre-recorded on paper (to be shown to the Arachnid player when the game is over).

Game Length:

20 Turns. All normal rules of *SST* are applicable unless otherwise stated in the Special Rules or modified by chosen Optional Rules.

Victory Conditions:

Arachnid: Prevent Terran victory conditions from being reached *and* accumulate 20 or more victory points as per *SST* Rules of Scenario 5A.

Terran: record biological/behavioral data and destroy the Queen cell *and* prevent the Arachnid player from attaining his victory conditions.

Any other result is considered a draw.

Special Rules:

Though most of the Bug warriors and workers were destroyed in the previous Terran encounter, some cells (even though severely damaged) were still functioning. Combat cells which were damaged or destroyed would eventually be replaced by the Queen by reproduction if she is left alive. The Queen cell, therefore, is central to the future existence of the hive. Additionally, "brain cell replacement" allows for the retention of the "old Bugs" along with the "new Bugs", provided that the "old Bugs" live through the transition.

1. To simulate Bug survivorship from previous M.I. raids, a die is rolled *three* times for each Combat Brain in order to determine the number of Bugs left to that Brain. [*Substituting numbered chits for die rolls will provide a more permanent record.*]

A. Workers: One die per Combat Brain. The number rolled is the number of Workers that survived for that cell. A "6" means no "old" Workers survived.

B. Warriors: Follow the same procedure as in A. above.

C. Heavy Beam Weapons: A die roll of "1" or "2" indicates that the old beam is still functional; any other result means the weapon was destroyed. (If you feel that 33% is too high, change the survival number to "1".)

2. "New Bugs" enter the fray as they hatch. They hatch in the following order:

A. All new Workers hatch on Turn 2.

B. All new Warriors hatch on Turn 3.

C. All new Heavy Beam Weapons (completed by the new Workers) are ready on Turn 5.

D. New engineer units hatch on Turn 6 (there were no surviving engineers). Engineers can begin tunnel repairs immediately upon hatching. On Turn 6, engineers may repair/construct any one *main* tunnel segment connected to the Combat Brain. The engineer may not pass through a damaged tunnel segment in order to perform this activity. Starting with Turn 7, tunnel construction proceeds normally. Starting with Turn 8, new breaches may be constructed.

3. Terrans hope to study the biology and behavior of Bugs using the *Biological Observation System* (BOS). BOS emplacement requires two undisturbed turns (not necessarily sequential) in order for BOS to be successful. BOS records data when emplaced above the Queen's cell *only*, and remain functional depending upon the status of the M.I. unit operating it. (Any convenient marker is used to represent a BOS; when BOS is not in use, the marker is removed from the board.) BOS is not functional if the operating M.I. unit is "stunned". Further, if the operating unit suffers severe damage, the effects on the BOS is determined as per the SW&E Chart. Only one BOS may be deployed at a time.

A. During the first turn of emplacement, during the Arachnid Player Phase the Arachnid Player must identify what—if anything—the BOS is showing (engineer, Combat Brain, Queen, Master Brain, nothing). Remember that BOS recordings of the Queen only serve for Victory Conditions.

B. BOS must be deployed for two complete turns (not necessarily consecutive) without being moved, nor the operator disturbed (as indicated above).

C. Each M.I. may carry only one BOS; possession is indicated on the M.I. Control Sheet. BOS may be exchanged with other M.I. units as per the usual SW&E rules.

4. After biological/behavior data has been recorded, the Queen cell may be destroyed as per normal procedures. Destruction of the Queen still allows other Arachnid units to function normally.

5. Terran Player is not required to execute retrieval of forces before the end of the scenario. The retrieval boat may rescue casualties at the Terran Player's option, however, when it lands with Force B.

The Optional Rules

The following optional rules, adapted from previous *SST* articles published in The *GENERAL*, may be used to add additional flavor and excitement. These rules may be used separately or in any combination desired.

1. Terran Force B may use the Spaceport Landing Rules (found in "Mission Scenarios" in Vol. 15, No. 1). Force B would be allowed to land *without* the use of a beacon in hex FF5 or EE7. Only the turn of arrival need be specified. The retrieval boat must still remain on the ground for one complete turn after arrival, after which it *must* lift off.

If this option is exercised, Force B may not arrive before Turn 3. Spaceport hexes are subject to destruction by Arachnid Demo Charges; a spaceport hex is considered destroyed if a Terran or Arachnid Demo Charge or nuclear warhead has exploded in the hex. If both spaceport hexes are destroyed, Force B must resort to soft-landing procedures. Landings at operational spaceport hexes are not subject to drift or direction of launch.

2. Arachnids may use offensive Demo Charges (also from "Mission Scenarios"). If this option is used, consider the Arachnid complex to have a "store" of 10 additional unused demo points. Brain engineers may emplace them in any tunnel hex or adjacent hex (except in a Queen or Brain hex) during the Special Function Phase. This is a "special function" and would prevent the engineer from operating in any other capacity. Only one charge, regardless of size, may be laid each turn. A charge is considered active at the end of the Special Function Phase during which it was emplaced and may be set off in accordance with usual demo procedures. (If this option is exercised for this scenario, give the Terran Player one additional NUC launcher in Force A.)

3. Contrary to Mr. McLaren's ideas in "SST Expansion", the Arachnid Queen, like any social anthropod queen, is solely a reproductive unit. The rest of the hive functions to protect her and thus to insure its continued survival. Destruction of a Queen would result in the gradual death of the hive. The Queen has no other function.

The situation regarding the Master Brain is different. If a Combat Brain is destroyed, the Master Brain may control any three units of that Combat Brain (one of these units, of course, may be a heavy beam weapon). All excess units are considered functionless and therefore destroyed and removed from play. The Master Brain may switch its control from one destroyed Combat Brain to another during play. However, switching in this manner will result in the immediate death of any surviving Bugs within the abandoned Combat Brain complex. If the Master Brain itself is destroyed, the attack factor of all units of the hive (*except the heavy beam weapons*) is reduced by two.

4. To fit the "Recruits Option" into the campaign designed by Richard Hamblen ("Saga of the Bug Wars" in Vol. 13, No. 6), this scenario should follow Scenario B5 and preceed Scenario 6. In so doing, the *Casualties and Recruits Rules* and *Replaced Commanders Rule* can now be used. If however, this scenario (or any other) is to be played out of sequence, the Recruits option can still be used by simulating casualties in previous actions. To determine the number of casualties, roll one die for each M.I. unit; if a "6" is rolled, that unit is considered to have been a casualty. Each "casualty" must then be replaced with a recruit counter which is subject to Mr. Hamblen's rules.

Final Comments

Die rolls for setting up the Arachnid OOB should be made and recorded in secrecy. As an alternative, a series of numbered chits (1-6) can be substituted for these die rolls—being an easier and more permanent method of record keeping. These chits should be inverted and maintained in the original order of selection and then revealed to the Terran Player only at the end of play. Following this procedure will result in a tactical guessing game for the Terran Player.

Since chance will heavily determine the available Arachnid forces, it is difficult to suggest a Terran battle plan that will be successful in every play of this scenario. One certainty, though, is that by the eighth turn the Terran will be facing at least one fully operational hive. Given the best of Arachnid luck, in terms of enemy counters this could be the equivalent of *two* full hives. It is quite possible that the "luck of the die" may be the foundation for a Terran disaster. As a general tactic, get the I.D.s into action before Turn 4, since you will only have to worry about "old Bugs" for the first three turns. Additionally, HNG can be dropped in existing breaches to hamper early Arachnid tunnel movement, forcing the engineers to reconnect routes instead of allowing them to build new ones.

Whatever your plan, do it quickly because time is on the Arachnid's side. When Turn 10 has ended and the Terrans have fried only ten old workers and have not located the Brain complex, you are in trouble. Remember, your mission is to record and destroy the Queen and depart as soon as possible. Destroy Bugs when you can, but don't be mislead into hunting for every one of them.

Due to the fluctuations in the Arachnid OOB, the Terran Player cannot sit back and expect to win; aggressive play is a prerequisite to victory. The Arachnid Player, on the other hand, can afford to be patient. Take time in designing the tunnel complex. Its early discovery by the Terran player could lead to a very short game. Variations offered by the listed breaches and additional tunnel segments will allow placement of the Brain complex almost anywhere on the board. The stronger the Arachnid OOB, the longer Arachnid attacks can be delayed. However, if the Terran Player locates the Brain complex on the first turn, it is time to throw caution to the winds. Generally, the Arachnid Player should play to achieve his twenty victory points and then adopt a strong defensive strategy. Slugging it out with the M.I. on the surface can be very costly and may result in a draw or a loss.

SO THAT'S WHAT YOU'VE BEEN PLAYING

Titles Listed: 102 **Total Responses: 365**

Rank:	Title	Pub	Rank Times Last Time	On List	Freq. Ratio
1.	Russian Front	AH	1	2	4.0
2.	Squad Leader	AH	3	32	3.2
3.	Third Reich	AH	2	32	2.7
4.	Advanced SL	AH	7	3	2.4
5.	Up Front	AH	4	14	2.3
6.	Russian Campaign	AH	6	32	2.2
7.	Diplomacy	AH	11	4	2.0
8.	Panzer Leader	AH	5	3	1.9
9.	War & Peace	AH	20	2	1.8
10.	Cross of Iron	AH	8	7	1.7
11.	Flat Top	AH	—	1	1.6
12.	Firepower	AH	13	6	1.5
13.	G.I.	AH	—	1	1.5
14.	Napoleon	AH	—	1	1.4
15.	Titan	AH	—	1	1.3
16.	Ambush	VG	12	4	1.2
17.	Devil's Den	AH	—	1	1.1
18.	WS&IM	AH	16	2	1.1
19.	Bulge '81	AH	10	3	1.0
20.	Guns of August	AH	—	1	1.0

Continuing strong, *RUSSIAN FRONT* again tops our polling of player preferences while *ADVANCED SL* climbs. And, as usual, a number of titles slipped from the poll due to our arbitrary cut-off in listing the top 20 only. Most notable of these must be *B-17*, which for the first time in two and a half years does not appear. Surprisingly, out of nowhere zooms *NAPOLEON* to help displace it; we must have missed something for there was no usual indication of a growing popularity for this old warhorse. Besides *NAPOLEON, FLAT TOP, G.I., TITAN, DEVIL'S DEN* and *GUNS OF AUGUST* again appear in this attempt at reporting current favorites.

BUG FORTS AND TERRAN TANKS

by Stephen Sanders and Jimmie Long

One of the biggest Bug problems is that once he gets above ground, Terran Firepower blows him away. The Arachnid can always blast somebody and move on top of him to avoid rocket attacks, but eventually the Bugs will get close assaulted to death. In order to give the Bugs some surface staying power, the Bugs may build Bug forts.

The idea that the Bugs finally get smart and begin to build forts assumes that the Terran-Bug War drags on quite a long while. After a couple of encounters with the forts, the Terrans would get smart and build a tank to destroy forts. While a tank would be slow, it would be less likely to be destroyed by the fort than a trooper would.

In designing scenarios, including forts and tanks the Bugs would get a maximum of two forts. The Terrans would get three or four tanks. While more would be fun, only three or four could be brought along due to weight and space considerations on the Terran spaceships.

A Bug fort would have a force field (probably stolen from a Bug spaceship) capable of absorbing energy and deflecting projectiles. The field could be suppressed if enough energy was absorbed by it. After being suppressed, the field would come back up at less power because of the strain on the generator. Inside of the fort would be a Heavy Weapon Gun Emplacement with its own fortifications (a tank turret).

The Terran tank would have an unlimited NUC capability in the game. This is justifiable because the longest games are only 15 turns. Firing only one NUC per turn amounts to only 15 rockets. Hopefully, the Terrans would design their tanks to carry more than 15 rounds.

For the future tank freak, the Terran tank would probably look just like a tank from this era. A turret (why turn a whole tank when you don't have to), a heavy chassy (protection of the crew and drive systems only makes sense), and treads (which go over almost anything). About the only radical change would be an anti-gravity unit or a very compact hovercraft assembly.

To emplace a fort, the Bug engineers would create a breech and remain in it for two special function phases. In the second special function phase, the fort is emplaced and may begin firing. This setup time represents the time it takes to get the gun emplaced and get the force field working. The takedown procedure is much the same as the setup procedure. The Bug engineers would move under the fort for two special function phases and in the second, the fort would go underground.

A fort defends with 100 which decreases 25 every time the field is suppressed. The Terran NUC rockets attack a force shield with a strength of 24. HE rockets are ineffective against the shields. A fort is destroyed by suppressing the shields with NUC fire and then subjecting the gun emplacement, which defends with 8, to rocket attacks, HE or NUC. A disrupt roll suppresses the shields while an elimination roll destroys the fort completely.

The gun inside the fort is a hijacked Heavy Beam Weapon inside of its turret but without the equipment to move. This gun is a slightly modified version with an attack of 18 and a range of 9.

Tanks must be soft landed with the Terran engineers. Because of their weight and size, an entire landing boat must be designated to carry nothing but tanks.

As mentioned, the tank fires unlimited NUC's and attacks the force field at 24. Its movement would be 3 and its defense would be 12. A roll of WIA would damage the tanks. They would not move but they could fire their weapon; also, they would be dispersed for one turn. A KIA roll would destroy the tank. Anything else is ineffective.

A tank's gun would be a long range form of the MI NUC rocket. The rocket would be no larger because these are slapped together tanks. In the game, the range is 9.

In closing, these rules provide for interesting games. For reasonably good players, introduction of forts and tanks will not throw off play balance. However, the only way for you to find out is to get someone and try out a game or two with tanks and forts. We highly recommend you do.

STARSHIP TROOPERS FAQ (from *The General*)

Movement:

Q: May Alien units always move a minimum of one hex per turn on rough and/or barren terrain?
A: No. See Scenario I, C.9., p.4.

Q: Can Arachnid Engineers move in the same player segment in which they create a breach?
A: Yes.

Q: Does the presence of Alien units in the same hex inhibit one- or two-man carries of WIA's?
A: No.

Q: Can a unit making a one-man carry use extended jump? Two-man carry?
A: Yes, in both cases (at half movement allowance, of course, for the two-man carry.)

Q: When is a unit unloaded from an Air Car?
A: During the special function phase.

Q: What happens to a Retrieval Boat if its beacon is destroyed?
A: On the turn of landing, the Terran player immediately rolls again for Direction of Launch and Drift using the original location of the Beacon as the reference point. This determines a new landing hex. If the new landing hex is a RAD area, the Boat is considered destroyed and the Terrans non-retrieved.

Q: Since Heavy Damaged Terran units cannot engage in close combat, can they enter Tunnel hexes?
A: Yes, since they cannot attack, they simply stop whenever they enter a tunnel hex containing enemy units.

Tunnels:

Q: Must primary tunnels extend from the cell hexside opposite the Queen cell or may it extend from any of the three possible hexsides?
A: It may extend from any of the three possible hexsides if it does not intersect another primary tunnel.

Q: May two different tunnels intersect without connecting in a hex?
A: NO!!

Q: Can tunnel segments be positioned to form a loop within one tunnel system?
A: Yes.

Q: Do all segments of a tunnel complex have to be drawn within the confines of the Alien map pad? Could a primary segment extend off of the mapboard?
A: ALL tunnel segments must be drawn on the mapboard.

Q: Must the cells in an Arachnid complex be labeled 'A' through 'E' consecutively?
A: No, they may be labeled in any order.

Q: Can an Arachnid engineer both make a breach and build a new tunnel segment in the same turn'?
A: No.

Q: Can HNG be used in any tunnel hexes or only in breach hexes?
A: It can be used in any tunnel hex, including those occupied by Terran units.

Q: Is a M.I. casualty captured when the Arachnid unit carrying it enters the breach hex or when it actually enters the tunnel system?
A: When it actually enters the tunnel system.

Q: Must M.I. units that enter a prisoner cell or Brain cell stop movement or may they continue on?
A: They must stop movement as though they reached the end of a tunnel.

Hidden Functions:

Q: Are Alien units inverted in all scenarios or just scenario one?

A: All.

Q: Are inverted Alien units turned face-up if Terran units enter their hex at the end of the extended jump phase?
A: Yes.

Q: Are Alien heavy weapon units that fire turned face-up?
A: Yes.

Q: If Alien units are fired upon, are they turned face up?
A: Yes.

Q: Can an empty or loaded Air Car cause inverted enemy units to turn face-up?
A: Yes.

Q: When is the Terran SW&E carried by an M.I. unit revealed to the opposing player?
A: Only when it is used, or detonated. It is not revealed when a unit is attacked, nor when it is in the same hex as an enemy unit, nor when the M.I. unit suffers damage, nor when the SW&E is destroyed. Only when used!

Combat:

Q: Can a damaged M.I. unit (HVY, WIA, or KIA damage) carrying SW&E be attacked again to attempt to destroy its SW&E?
A: Yes.

Q: In scenario four, may Humanoid ranged weapons fire at a hex containing Terran units and may Terran SW&E attack a hex containing Humanoid units?
A: Yes, in both cases.

Q: Can an Air Car which hasn't loaded/ unloaded he attacked by enemy heavy weapons or by enemy Close Combat?
A: Yes, to both cases.

Q: In scenario 4, can Arachnid units destroy abandoned strongpoints?
A: No.

Q: May an Arachnid Heavy Weapon unit fire in the same turn in which it exits from a breach?
A: Yes.

Special Weapons and Equipment:

Q: Can Arachnid Demo charges be detonated after Close Combat, but before any Terran unit moves in the extended jump phase?
A: No. T he extended jump phase commences after the first Terran unit moves for the purposes of detonation. If no Terran units move, then there is no extended jump phase.

Q: How do Terran Combat Engineers destroy Arachnid cells?
A: By placing a Demo charge next to or in the same hex as a cell. Section V1.F.1.6. on page 12 is incomplete as stated.

Q: How is Heavy Nerve Gas activated in tunnels that are not breach hexes?
A: In the same way as if it was being activated in a breach hex. The M.I. unit can activate it in the hex it occupies since it has no effect on Terran units.

Q: May DAP/ DAR be activated against Arachnid units emerging from breaches during the Arachnid special function phase?
A: No, only during the Arachnid and Terran movement phases.

Q: Is the Alien player informed of which M.I. units are carrying SW&E?
A: No, only when the SW&E is used.

Q: Does RAD radiation affect subterranean units or only those on the surface?
A: Surface units only.

Q: May Arachnid Demo charges be detonated as the M.I. units are scattering on the initial drop?
A: No, only after all M.I. units have been scattered.

Q: When a C. E. Demo charge is detonated, must the Arachnid player announce what, if anything has been destroyed?
A: NO.

Q: Can Combat Engineer units exchange SW&E with each other in the same manner as M.I. units?
A: Yes.

Q: In the scenario 6 addenda, are the 21 Arachnid Demo Points for each complex or for both complexes combined?
A: Each complex receives 21 Demo Points.

Q: When using the scenario addenda, are Demo Points used in place of the Demo charges listed in the regular scenarios or are they added to them?
A: They are used in place of the information listed in the regular rules.

Q: If an Air Car loads; unloads and then moves in the same turn, it is subject to Arachnid Demo charges in the following Arachnid special function phase?

A: YES. The Air Car is returned to the hex it occupied and the Demo combat resolved. If there is no effect, the Car is returned to the hex in which it ended movement.

Miscellaneous:

Q: Do critical installation counters count towards stacking? May they be stacked together?
A: They do not count for stacking and they may be stacked together.

Q: Can a Special Talent both unload and function in the same special function phase?
A: Yes.

Q: In scenario 3 addenda, do non-retrieved M.I. units each count as 3 of the 25 Terran casualties required for Alien victory?
A: Yes. The entire beacon-Retrieval Boat recovery cycle is used with scenario 3 addenda.

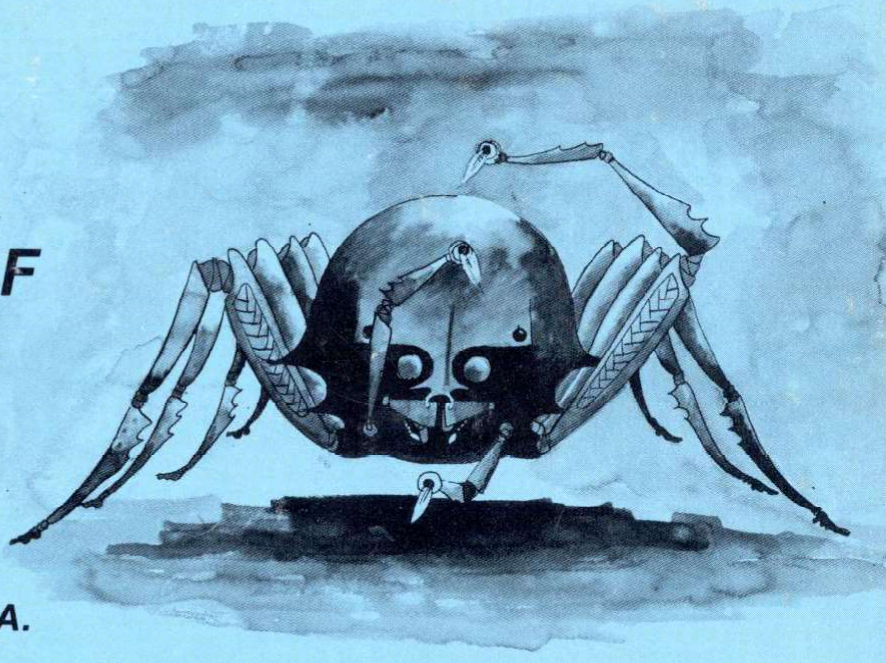
Q: In the Examples of Play, are there errors on the placement of the Arachnid Demo charges?
A: YES! The one demo charge is too close to a prisoner cell and one of the HE charges is not adjacent to a tunnel hex.

Q: Does the presence of functional M.I. units in the same hex inhibit Arachnid capture of wounded M.I. units?
A: NO. The Arachnid unit is simply ‘grabbing’ the WIA unit. Note that WIA's that are being carried by other M.I. units may not be captured.

BUGS, MR. RICO! ZILLIONS OF 'EM!

Starship Troopers

AVALON HILL'S NAME FOR ITS TWENTY-SECOND CENTURY INTERSTELLAR WARFARE GAME



A BEST-SELLING S-F NOVEL, NOW A REALISTIC, ACTION-PACKED GAME!

Here's what the author, Robert A. Heinlein, says about the game:

This game is based on the military axiom that final victory depends on the willingness of brave men to stand and fight and hold—or die trying—despite all fancy technology, all superweapons. In the long run the infantry is always the "Queen of Battles."

Unlike most wargames, STARSHIP TROOPERS is laid many years in the future. Some planets unknown today are the war theaters for this game.

The playing units of the Terran Federation, the Mobile Infantry, are an elite corps akin to the US Marine Corps or US Army paratroopers. The M. I. humans wear powered jumpsuits that enable them to leap over obstructions such as buildings. They are armed with advanced weapons that give each infantryman firepower roughly equivalent to a platoon today. Brought to the battlesite by spaceships, M. I.'s are ejected into space above the battle area in capsules. The capsules enter the atmosphere, the M. I.'s emerge and parachute down to form up to do battle. Casualties are always suffered—but M. I.'s do not leave injured comrades behind when their ship sends down a space boat to make a pickup.

M. I.'s are versatile. They can make a quick strike, do enormous damage in a few minutes, and return to their starship. Or stay down for full battle—conquer or die.

The enemies are nonhuman aliens. One sort are the Arachnids (something like giant spiders) who live a communal life and have a social structure resembling an ant or bee colony. They have at least the following castes: Queens, Brains, Warriors, and Workers. Only the Warrior class fights, but Warriors are directed in their tactics by one or more Brains. Arachnids are underground creatures, burrowing tunnels in which they live and work. It is therefore necessary to go down and destroy (or capture) the Brains and Queens as well as the Warrior caste.

Skinnies are a humanoid race that fights the Terran Federation early in the war. At a later phase they are allied with the humans to fight the Arachnids.

I hope that this game will prove stimulating to game players. Let your imagination range as widely as possible; there are no precedents for such battles.

Robert A. Heinlein

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An adult simulation game, for ages twelve years and up.