

# Emergency Situation!

**GREG LYNCH**

**I**t is a situation every Games Master has faced at least once. For some reason, be it pressures from work, from school or something else entirely, he has not had the time he needs to prepare for the roleplaying session. Fortunately for him, *Signs & Portents Roleplayer* has done the work for him. The six Starship Troopers missions detailed below offer the busy Games Master a perfect solution for the night when he needs an adventure and does not have the time to create his own.

These six adventures are designed to fit perfectly into a single roleplaying session, and are created to allow the Games Master to drop them easily into any Starship Troopers campaign. The missions cover a range of character levels, but each can be modified with a minimum of effort on the part of the Games Master to accommodate practically any character level.

Blending fast, furious action, unexpected complications and meant to slip easily into a campaign, these missions also allow a Games Master to insert a few unexpected surprises for his Player Characters, adding a significant jolt of energy to any campaign. Though all these missions are meant to be self-contained, a number of them can easily be expanded and enlarged by an enterprising Games Master who is interested in following the plot threads of any particular mission to its conclusion.

## MINI-SCENARIOS FOR THE STARSHIP TROOPERS ROLEPLAYING GAME



## LIVE CAPTURE

Character Levels: 6<sup>th</sup>

Experience Points: 300 experience points

Mission Type: Drop, clearance, capture, evac

Mission Duration: Twenty minutes

Terrain: Rocky plains, corrosive and toxic atmosphere, high gravity

Special Equipment: Two FedCom SW-402 'Triple GL' Grenade Launchers with any grenades, Wyman Arms CC-176-ER Combat Prod (one per character)

Available Support: Viking Landing Boat for EVAC

**Enemies:** Blaster bug (8), plasma bug (1), tanker bug (2), warrior bugs (30)

**Mission Briefing:** *'Good work, apes. Looks like someone from up high has been watching you and likes what they've seen. What do you get for this? Glad you asked. You get a special assignment. We're about to hit orbit over the nastiest rock this side of hell. The bugs in this place make what you're used to seeing look like ladybugs, but your job here means more than killing. The high foreheads in Special Services want one of them for study, and it's your job to get it for them. Thing is, it has to be alive, and a warrior if possible. We're tracking a swarm moving across the surface now, and we're gonna drop you on top of them. Hit 'em and kill 'em all. Except one. That's what the shock sticks are for.'*

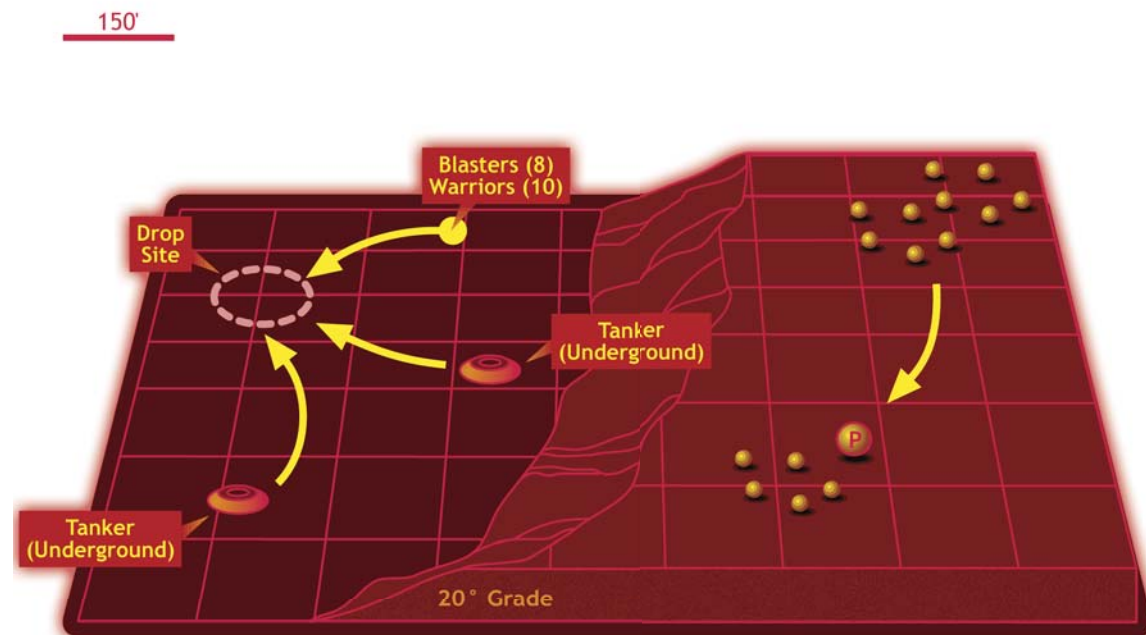
**Mission Breakdown:** If the Player Characters think this looks like the kind of mission where something is bound to go wrong, they are right.

Everything starts out going according to plan. The drop takes the troopers directly into the path of a small group of Arachnids moving southwest, consisting of eight blaster bugs and 15 warrior bugs. From the time the troopers hit ground, they have six rounds until the first Arachnids reach them. Five rounds after the battle begins, a tanker bug bursts from the ground just south of the site of the battle. Four rounds after that, another tanker bug arrives from the west. Presumably, the troopers will choose one of the 15 warriors as their target for capture, and once the remainder of the bugs are dead, they can call for evac.

This is the point where things truly begin to go wrong. The Viking Landing Boat will be hit by the nearby (and heretofore unnoticed) plasma bug as it makes its approach, turning the craft into a fireball of wreckage. The Player Characters then receive a communication from their commanding officer, telling them another lander cannot be dispatched until the plasma bug is destroyed. The plasma bug is nearly half a mile from their position, and time on the mission clock is certainly starting to run out.

Assuming the troopers have already subdued and captured a warrior bug, they have a difficult decision to make. If they leave the bug behind, it will almost certainly recover and vanish before they can return. If they leave some of their men to guard it, they will be reducing their numbers before facing a plasma bug. If they try to take it with them, they will have to carry the unwieldy and extremely heavy (900 pounds on this world) captive up a steep slope and into combat.

Of course, there are some other warriors with the plasma bug, and another group of 10 that attack from the north with three rounds of beginning combat



## RED CARPET

Character Levels: 5<sup>th</sup>

Experience Points: 500 experience points

Mission Type: Clearance, take and hold

Mission Duration: One hour

Terrain: Arctic desert, low gravity

**Special Equipment:** Two GK-12 Geckos, two FedCom SW-404 Javelin missile launchers loaded with M-666C5 HEAT missiles, four FedCom SW-403 'Thud Gun' Rocket Launchers loaded with M-711A1 'Scatterjack' rockets, 17 M-901HE High Explosive grenades.



with the plasma bug, but there is no way for the troopers to know this. Once the plasma bug (and all other bugs in the immediate vicinity) have been destroyed, another Viking Landing Boat will come for the Player Characters.

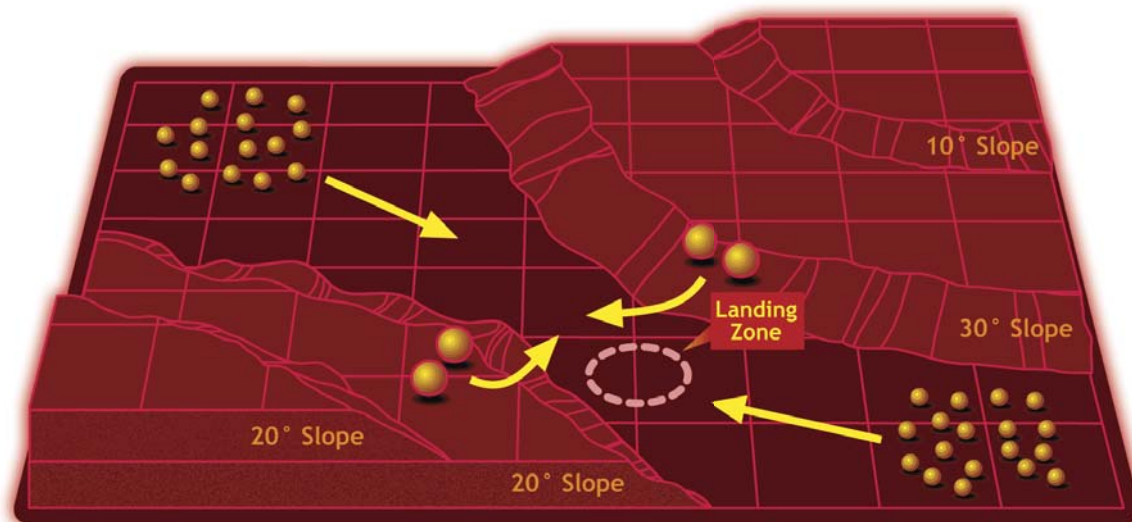
For every two size categories of an Arachnid on this world, the creature's Strength score should be increased by one point (rounding up). For example, a blaster bug would gain +3 to its Strength score, while a plasma bug would gain +4.

**Mission Objectives:** The sole purpose of this mission is the capture of a live Arachnid. So long as the Player Characters accomplish this, they receive full experience for the mission. If they fail, they receive no experience and may be subject to disciplinary action (at the Games Master's discretion).

**Available Support:** Orbital barrage

**Enemies:** Plasma bugs (7), tanker bugs (4), warrior bugs (68)

**Mission Briefing:** *'Remember how your History and Moral Philosophy teacher told you the best things in life aren't free? That's a lesson I hope you recall, apes. We finally got some relief coming to us on this rock, but Fleet's targeted landing zone looks like a damn plasma bug convention. If we're gonna have any hope of not getting ground to nothing, we need those reinforcements, and we need 'em now! Fleet's gonna hammer them from orbit, but I think we all know that never gets the job done. I've given you the best gear we got left to us, now I need you to get in there and kill everything that crawls. Clear?'*



**Mission Breakdown:** The landing zone for the reinforcements is a 20 minute drive from the Player Characters' current position. As they approach, they will see the explosions of the Fleet barrage, as well as multiple plasma bursts streaking from the surface into the sky.

The Player Characters enter the map in the northwest corner, in the middle of the valley leading up to the landing zone, which is itself practically uninhabited, save for one plasma bug and five warriors. The hardest part of this mission comes at the beginning.



As the troopers approach the plasma bug, they will come under attack by the Arachnids pouring back into this area after the orbital bombardment (Games Masters should describe the hundreds of Arachnid corpses and dozens of impact craters littering the area). Just before they reach the landing area, the Player Characters come under attack by four tanker bugs burrowing out of the valley walls on either side. Five rounds later, a group of 18 warriors swarms up from the southeast. Of course, the troopers still have a plasma bug and its five warriors to deal with during this time.

There are seven plasma bugs still active at this point, marked on the map with a 'P'. Each of the plasmas has five warriors with it as bodyguards. Each of the plasmas also suffered some damage during the orbital bombardment, losing 25% of its total hit points.

After the troopers have dealt with all the plasma bugs on one side of the valley and are moving across to the other side, they have more unwelcome visitors, in the form of 15 warriors moving in from the north.

The greatest challenge in this mission, aside from the sheer size of the Arachnid forces, is completing it in the time allotted. If even one plasma bug is still alive when the mission time expires (the same time the Fleet landing begins) it will destroy one of the incoming ships with every shot.

**Mission Objectives:** This is an all or nothing mission to SICON. If all the plasma bugs are killed before the landing begins, the Player Characters receive full experience. However, if even one of the incoming ships is destroyed, the Player Characters will be subject to disciplinary action and will receive no experience.

## WARM WELCOME

**Character Levels:** 4<sup>th</sup>

**Experience Points:** 300 experience points

**Mission Type:** Clearance, nuclear deployment

**Mission Duration:** Ninety minutes

**Terrain:** Mountains

**Special Equipment:** Five modified Pee-Wee warheads, demolitions kit, GK-12 Gecko

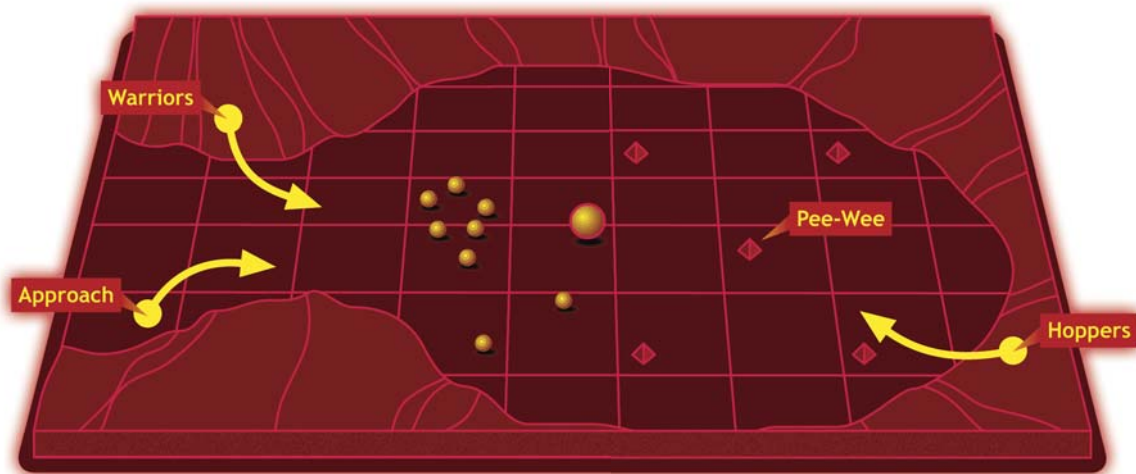
**Available Support:** Viking Landing Boat for EVAC

**Enemies:** Cliff mites (5), hopper bugs (8), Tanker bug (1), Warrior bugs (24)

**Mission Briefing:** *'Just when you think Fleet's left us high and dry on this pathetic rock, you find out we're even higher and dryer than you suspected. You've been giving the bugs hell, apes, don't think I don't know it, but we got problems inbound like you've never seen. Transport bugs, bringing a whole world of hurt our way. Good thing for us we're a damn sight smarter than them. Special Services reports the trajectory of one of the bugs is gonna bring it right down in our back yard - and there ain't but one place for it to go, the valley on your display. I want you to get in there, kill everything that crawls, and rig the site with these modified Pee-Wees so we can blow the whole valley to hell when the transport bug sets down. Simple enough? Then what are you still doing here?'*

**Mission Breakdown:** This mission is a race against time. The transport bug is on its way, and if it touches down before the Player Characters have finished their work, they will almost certainly die.

100 yards



It will take the Player Characters 45 minutes to reach the valley in the Gecko, as there is only one path the vehicle can take to get there. They will be unmolested along the way – the M.I. has done its job well on this world and cleared out most of the Arachnids (except for those within the mountains).

As the Gecko arrives, it will be greeted by a group of eight warriors and one tanker bug. Once this threat is dealt with (a task made simpler by the Gecko's weapons), the troopers must set about the business of emplacing the five modified Pee-Wees – warheads that have been altered to function as placement charges. The charges should be set at the spots on the map marked with an 'X'. Placing a Pee-Wee and setting it with a detonator requires five minutes and a DC 15 Demolitions check for each device.

Five minutes after the Player Characters arrive in the valley, a group of eight hopper bugs will swoop in to attack, continuing to harass the troopers until they have all been killed. Five minutes later, a group of six warrior bugs will sweep in from the mouth of the valley. Five minutes later, another group of warriors (10) will attack from the same direction.

Once all five warheads are set in place, the troopers can climb back into the Gecko for the short trip to the extraction point. However, they are not out of danger yet. While they were busy fighting bugs and setting warheads, a group of five cliff mites climbed inside the Gecko. Unless the Player Characters posted a sentry at the Gecko, the Games Master should assume the cliff mites slipped aboard undetected. As soon as the Gecko is underway, the

cliff mites will attack. Once they are dealt with, the Player Characters can withdraw to the extraction point and wait for the transport bug to arrive before triggering the detonator.

**Mission Objectives:** SICON judges the success of this mission based on only one criteria – whether or not the transport bug and all its passengers are destroyed upon touching down in the valley. So long as at least three of the Pee-Wees detonate, the mission will be accomplished.



## JAILBREAK

Character Levels: 2<sup>nd</sup> or 3<sup>rd</sup>

Experience Points: 200 experience points

Mission Type: Assault, rescue

Mission Duration: Three hours

Terrain: Caves

Special Equipment: Lockpick set, mechanical toolkit (basic), TOAD charges (2)

Available Support: Viking Landing Boat for EVAC

Enemies: Skinny 1<sup>st</sup> level Raider (10), Skinny 2<sup>nd</sup> level Raider (Gunner) (2), Skinny 2<sup>nd</sup> level Raider

(Leader) (1). Consult the core *Starship Troopers Roleplaying Game* rulebook for exact statistics and equipment.

**Mission Briefing:** *'Well, apes, you get the chance to play hero today. The Skinnies that have been raiding this rock have got themselves some prisoners. Seems they got the drop on Charles' Commandos and managed to take five of their troopers captive. We don't know what the Skinnies do to prisoners, and we don't want the Commandos to find out. They're being kept in a cave just a few clicks from your current position. Hotfoot it in there, get the prisoners and I'll drop a Skyhook on you for evac. One more thing - make sure you do this right - I don't want to have to come after you.'*

**Mission Breakdown:** Fortunately for the Player Characters, the Skinnies have nothing resembling a permanent base on this world, and therefore do not have much in the way of layered defences to prevent an enemy from doing exactly what the Player Characters are about to attempt. The first part of the mission is very simple – a three-mile walk from the troopers' current position to the mouth of the Skinny cave.

The Player Characters have an approximate GPS position for the opening of the Skinny cave, but it is still difficult to notice from the outside, requiring a Perception check (DC 15) to find. Just inside the cave are two Skinny Raiders (1<sup>st</sup> level) acting as guards. This mission is an excellent way of teaching the Player Characters the difference between Arachnids and Skinnies, particularly regarding enemy teamwork. The Games Master should carefully consider each move the Player Characters make – so long as they do not reveal themselves, they have at least some chance of moving through the Skinny caves without facing all the enemies at once. Of course, it is far more likely they will reveal their presence (probably through the sound of gunfire) and end up fighting all the Skinnies in the cave.

If the Skinnies become aware of the Player Characters, they will assume the troopers are there to rescue the prisoners, and will see it as an opportunity to take more prisoners. They will attempt to catch the troopers in a crossfire at one of the intersections, or preferably trap the troopers against the 300 foot deep abyss that runs throughout the caves. The three Skinnies tasked with guarding the prisoners will not abandon their posts to join in any fighting, but that does not prevent the remaining Skinnies from letting the troopers pass by, then engaging them in a crossfire with the three guards.

The large room with the Leader in it has a locked door built into the southern wall of the cave. The





lock can be opened with a successful Sabotage skill check (DC 25) or with a TOAD charge. Inside is the captured equipment of the Commandos, as well as extra Skinny equipment (exactly what kind of equipment is left to the Games Master).

The five prisoners are being kept in a cell at the back of the caves, guarded by two 1<sup>st</sup> level Skinny raiders and one 2<sup>nd</sup> level gunner. Once those enemies are dealt with, the Player Characters can go about freeing the captives. The lock on the cell door can be opened with a successful Sabotage skill check (DC 25) or with a TOAD charge.

**Mission Objectives:** So long as no troopers are left alive in Skinny hands, SICON will be satisfied. If the Player Characters also eliminate every Skinny in the caves, they will receive an additional 50 experience points. If they capture the Skinny equipment stores, they will receive an additional 50 experience points.

## SHOPPING SPREE

Character Levels: 2<sup>nd</sup>

**Experience Points:** 200 experience points

**Mission Type:** Search and report, take and hold

**Mission Duration:** Three hours

**Terrain:** Jungle

**Special Equipment:** Stryker suits

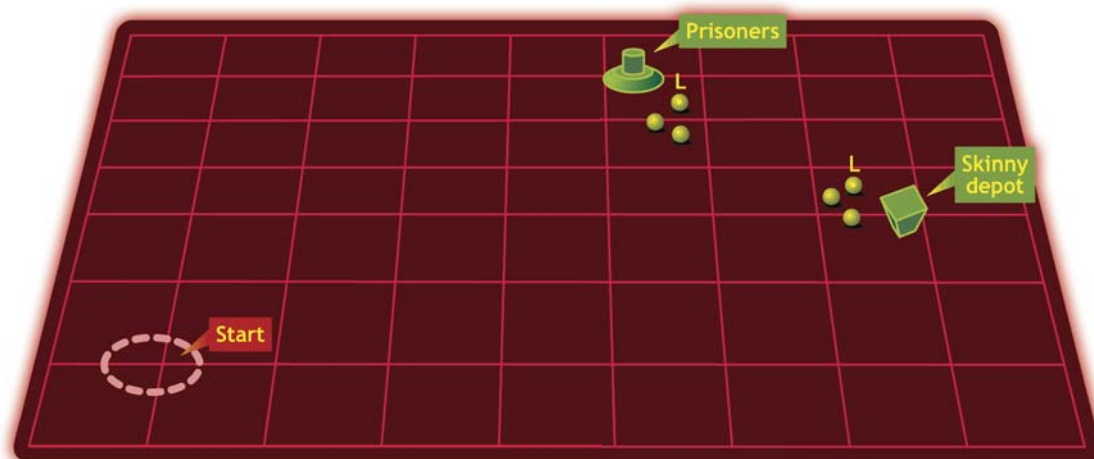
**Available Support:** Viking Landing Boat for EVAC

**Enemies:** Skinny 1<sup>st</sup> level Raider (6), Skinny 2<sup>nd</sup> level Raider (Leader) (2), Skinny 2<sup>nd</sup> level Raider (Spotter) (6). Consult the core *Starship Troopers Roleplaying Game* rulebook for exact statistics and equipment.

**Mission Briefing:** 'I think we all know turnabout is fair play, right? Well, today you get your chance to raid some Skinny raiders. Seems one of the psychics in Special Services caught wind of a Skinny supply depot in this jungle. Can't give you an exact location, but I can tell you it's northeast of your current position, and where you find it, you'll find Skinnies. Once you find it, you call in and you hold that ground. The psychic says there's something in that depot besides the usual, something important, I'm guessing, 'cause SICON wants it bad. Under no circumstances are you to use any equipment you find in that depot, apes. You just call in and we'll drop a boat to get you and the goods.'

**Mission Breakdown:** The Skinny depot is one of two Skinny installations hidden in this jungle, the other being a holding pen for civilian prisoners captured by the Skinnies.

1 mile



The jungle the Skinnies are operating in is tremendously dense, slowing movement rate down to half normal, even with the less bulky Stryker suits issued to the Player Characters. For every 20 minutes of travel time, there is a one in four chance the troopers will be discovered by a Skinny spotter patrolling the jungle. If a Skinny discovers the Player Characters, he will not attack them. Rather, he will hide and send word of the approaching troopers to the other Skinnies. Whether or not the spotter is able to avoid detection depends, of course, on the Games Master and the Perception skills of the Player Characters.

If the spotter is able to avoid detection, he will attempt to bring the other five spotters and two of the 1<sup>st</sup> level raiders to him in order to lay an ambush for the troopers. If successful, they will surround the Player Characters in a ring and open fire simultaneously, with two Skinnies attacking each target. As devastating as this attack may be, if the Player Characters make it through, they will have successfully wiped out almost all opposition for the mission.



As mentioned above, there are two Skinny positions in the jungle, each situated in a small clearing hidden from aerial view by the thick jungle canopies above. The equipment depot is a buried in the ground, a 20-foot by 20-foot box of Skinny polymer with only the top visible. The captive pen is not buried – it is a 15-foot by 15-foot cage of Skinny polymer holding 12 civilian captives. Of the two positions, SICON is vastly more interested in the equipment depot.

Each of the positions is guarded by a Skinny leader and three Skinny raiders. If the Player Characters were ambushed in the jungle, this is reduced to a leader and two raiders. However, if the Player Characters managed to evade an ambush, the leader will be able to call for reinforcements. Five rounds after the leader's call, a Skinny spotter will arrive at the scene. Five rounds later, another will arrive. The remainder will remain in hiding in the jungle, preparing to ambush the Player Characters when they leave their current position.

Once the Player Characters find the stash of equipment and call for evac, a Viking will be dispatched to burn away the jungle above the site and take on the equipment.

**Mission Objectives:** The recovery of the equipment is SICON's greatest concern. So long as it is recovered (and the container is not open), the Player Characters receive full experience. If the container is open, they receive no experience and will be subject to official reprimand.

If the troopers manage to rescue the prisoners as well, they are entitled to an additional 100 experience points.

## PARTY LINE

Character Levels: 3<sup>rd</sup>

**Experience Points:** 200 experience points

**Mission Type:** Surgical strike, capture

**Mission Duration:** One hour

**Terrain:** Marshes, high gravity

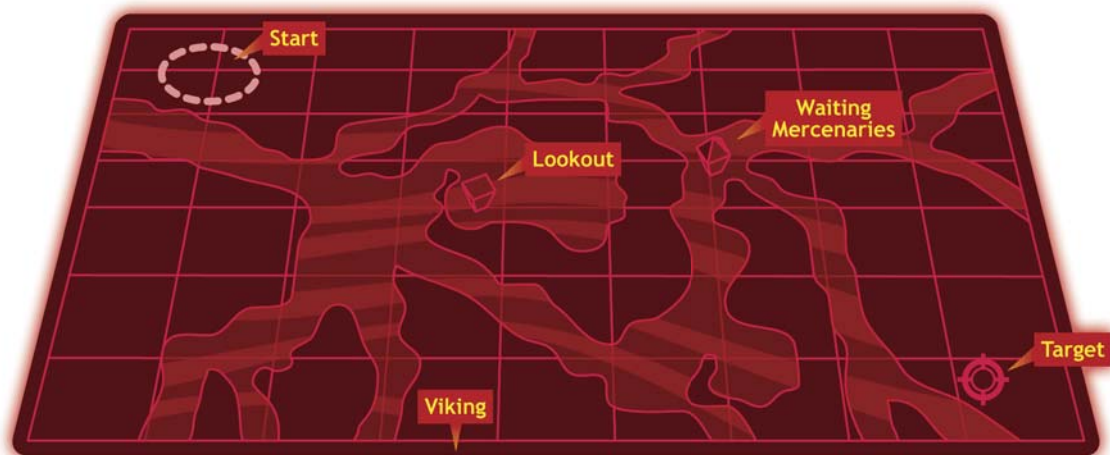
**Special Equipment:** Piranha Combat Jet Ski (one per two characters)

**Available Support:** None

**Enemies:** Black Cross Mercenaries (2<sup>nd</sup> level) (8)

**Mission Briefing:** *'Well, well, guess who's here, apes? The Black Cross, that's who. Now, you may have heard they were just a myth. They ain't. Bunch of genuine traitors, scum making their living as mercenaries. Turns out they're on this very rock right now, negotiating with the colonists - the same ones as don't like us much. Look at your display and you'll see their position pinpointed. I need you to head through the marshes and get those traitors. Kill most of them, but keep at least one alive. Special Services is aching to get their hands on one of them. The rest of the depot prep can wait until you get back. Think of this as a break.'*

**Mission Breakdown:** This mission relies in some part on the Games Master's discretion, as a good deal of the action is taking place in the Player Characters' absence. SICON has a history of underestimating the Black Cross, and this mission is about to prove that nothing has changed. The Black Cross knows the M.I. is on the planet, albeit in limited numbers, and the mercenaries were listening in on the briefing the Player Characters just received.



The mercenaries are aware the M.I. is preparing an equipment depot on the river feeding the marshes (which is exactly what the Player Characters were working on before getting this mission) and are hoping to draw the troopers away from the base long enough for them to raid it and steal some much-needed equipment.

The mercenaries have posted a lookout in the large lake near the centre of the map, hiding in the dense underbrush and watching the waterways for any sign of the Mobile Infantry. The remainder of the mercenaries, who have secured a civilian cargo boat (Spd 200), are waiting for word from the lookout on which way the troopers are coming (the north or south passage). They will then attempt to take the other pass to the lightly-guarded depot the Player Characters just left.

When the Player Characters reach the designated target area, they will find it empty, which should be about the time the mercenaries are attacking the depot. The Games Master should roll a Stealth check (DC 15) for each of the seven mercenaries. If they all succeed, they are able to take the base without an alarm being raised. For every one that fails, there is a 15% chance an alarm will be raised (thus, if four fail, there is a 60% chance). What happens at this point depends largely on the Player Characters. If they spend a great deal of time searching the target area, lying in wait or anything else, it is likely the mercenaries will rob the depot blind in their absence. If they return, there is an excellent chance they will catch the mercenaries in the act.

The mercenaries will spend 10 minutes looting the base. While they do this, the lookout will move to the bank near where the seven mercenaries were waiting at the start of the mission to warn his companions if the troopers are returning.

The mercenaries have a stolen Viking waiting on the bank of the river one mile south of the map's edge, which is exactly where they will go once they are done looting.

The Black Cross is not interested in a toe-to-toe fight with Mobile Infantry troopers. If they are caught before reaching the Viking, they will flee (after dropping a TOAD charge in the midst of their stolen cargo, if possible), going overland to evade pursuit by the Piranhas. Unless the Player Characters are exceptionally clever and resourceful, they will have a difficult time catching the fleeing mercenaries.

**Mission Objectives:** There are many ways this mission can end up being a black mark on a trooper's record.

- ⇒ If the Player Characters manage to capture a mercenary and prevent any loss of materiel from the depot, they receive full experience.
- ⇒ If all the mercenaries are killed, they receive half experience.
- ⇒ For every mercenary that escapes, they are penalised 50 experience points.
- ⇒ If the mercenaries destroy the contents of the depot, the troopers receive no experience.
- ⇒ If the mercenaries succeed with their heist, the troopers receive no experience and are subject to disciplinary action.

