

Introduction

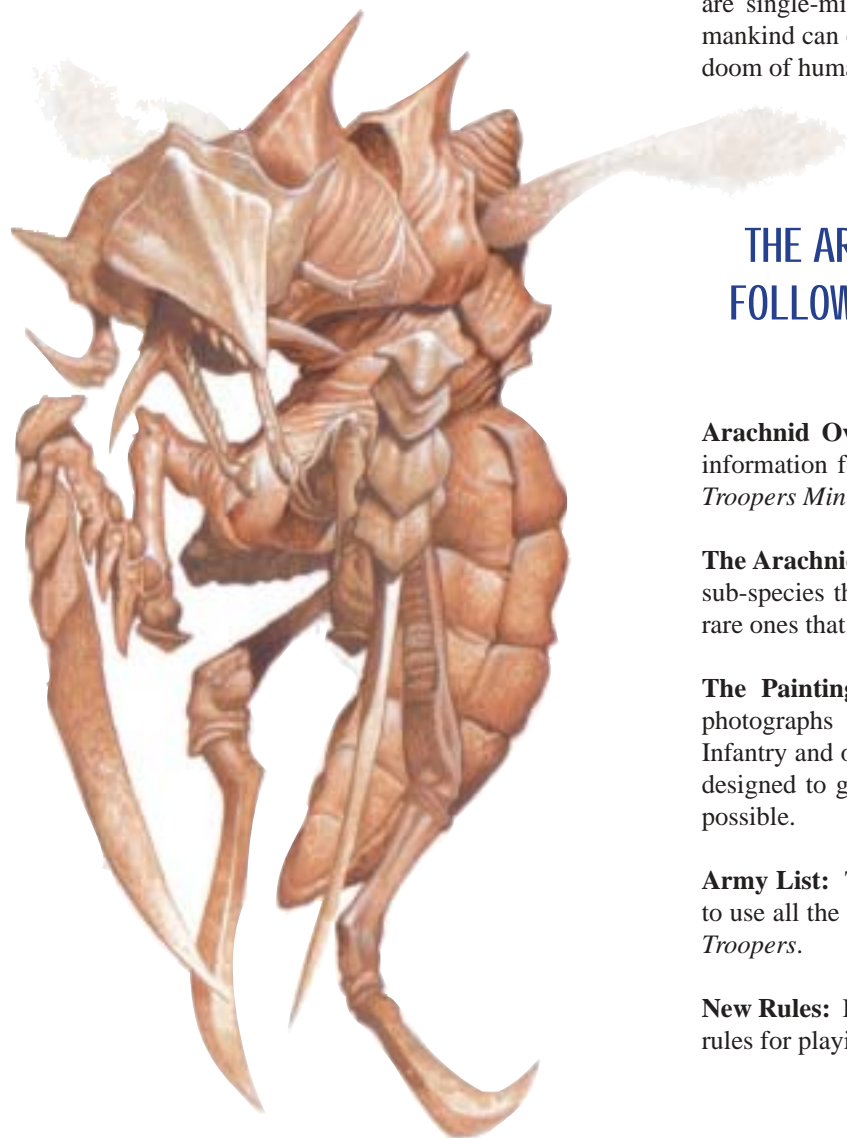
INTRODUCTION

The greatest threat mankind has ever faced has arrived. The Arachnids threaten to overwhelm the entire galaxy and all that stands in between is the Mobile Infantry and Mighty Fleet.

From the first encounter on Pluto, the Arachnids have evolved and developed before the eyes of humanity, adapting themselves to fight their new enemy. The book you hold in

your hands is the result of this ongoing evolution and Arachnid players will find a wealth of new tools, tricks and bugs with which to defeat their enemies on the tabletop.

The Arachnids, as a race, have become more diverse than any other in the galaxy and now have the luxury of employing the right tool in any theatre of war across the stars. From the smallest minion bugs to the great queens, the Arachnids are single-minded in their purpose and their struggle with mankind can only result in one race being made extinct. The doom of humanity may begin right here.



THE ARACHNID ARMY BOOK HAS THE FOLLOWING SECTIONS, DETAILING THE ALIEN FORCE.

Arachnid Overview: Additional background and gaming information for players using the Arachnids in the *Starship Troopers Miniatures Game*.

The Arachnid Menace: A detailed look at all the Arachnid sub-species that have been identified so far, including many rare ones that have only just surfaced from their colonies.

The Painting Guide: A section packed with gorgeous photographs of painted Arachnids menacing the Mobile Infantry and other races. Includes a complete painting guide designed to get your Arachnids onto the table as quickly as possible.

Army List: The complete Arachnid army list, allowing you to use all the new sub-species and rules in games of *Starship Troopers*.

New Rules: Including new psychic talents for brain bugs and rules for playing colony level forces.

WE'RE ALL GOING TO DIE. DON'T YOU GET IT? WE'RE ALL GOING TO DIE!

THE ARACHNIDS

The Arachnids are the greatest threat the United Citizens' Federation has ever faced. The bugs are no simple ever-present menace but an invader seeking to annihilate the human species and conquer worlds to expand their empire. Across the light years, the Arachnids threaten the survival of all species in a war of technology against engineered evolution.

BUGS! BUGS!

The known goals of the Arachnids are simple and, when considered in a philosophical light, are no different to those of the Federation or any other race – to survive and dominate. Whereas most species of the galaxy have a naturally slow and measured rate of expansion, the Arachnids are a highly developed race that seem to be geared towards the most efficient method of expansion yet encountered. This makes them seem soulless, rapacious and evil as they spread inexorably across the galaxy.

In truth, the Arachnids have identical ambitions to all other species. They are simply better at it than most and are already responsible for the extinction of untold numbers of sentient races.

The Arachnids destroyed the evolutionary process of other life forms. Already far more adaptable and capable than the other organisms of their original world, the Arachnids avoided specialisation as a racial trait and instead turned towards diversification. With the ability to mould each new generation of bugs to fulfil a specific requirement of their environment, the older generations of Arachnids could survive and prosper as the entire race grew into a bewildering range of sub-species. The sheer number of sub-species now known, some found only on certain worlds, has lead SICON scientists to regard the Arachnids as an entirely new arthropod genus rather than a single species.

The defining trait of the Arachnids is their ability to manipulate the genetic material of their offspring, to a fine degree, allowing them to create new sub-species as their environment and situation demand. The easiest comparison with this ability, on a human level, is with technology.

SICON constantly develops new weapons and other devices with which to combat the Arachnid threat – this is easy to understand, as it is what humans have, in one way or another, done throughout history.

What makes the Arachnids such a deadly enemy for mankind is that they are essentially no different. SICON develops a new weapon designed to destroy all bug life it comes into contact with – the Mobile Infantry are one such weapon, as are the various nerve toxins that have been created. However, once the weapon has been used, the Arachnids will immediately begin working on a counter, be it a warrior bug more efficient at destroying armoured foot troops or making all sub-species immune to the toxin. The ability to tweak and change new breeds of bug is essentially the Arachnids' version of technology and it is now matched against that of mankind.



OUR UNIVERSE IS TURNING
INTO A **BUGNEST!**



IMPACT IS IMMINENT
JOIN THE **MOBILE INFANTRY**

SERVICE GUARANTEES CITIZENSHIP!

CREATING THE BUG HOLE

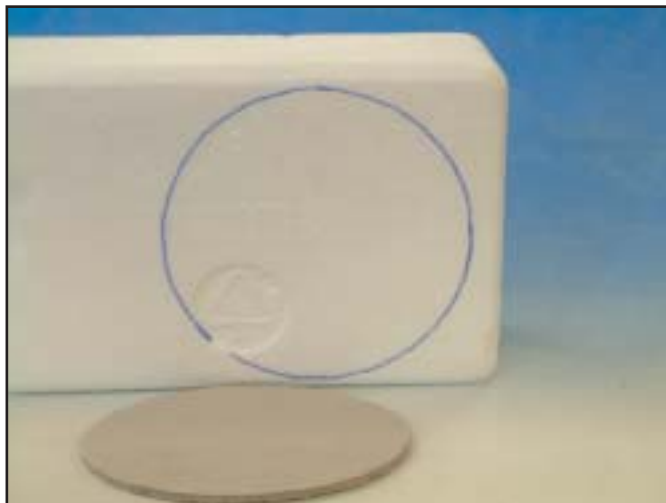
by Nick Robinson

The most used piece of terrain in the *Starship Troopers Miniatures Game* is the simple bug hole. The use of the various tunnelling assets available to a bug player is necessary if you want to win consistently and as such it is to be seen wherever bug players gather. The hole can be represented perfectly well using the templates provided in the basic boxed game but it is often not long before something a little more substantial is required by many players and they set out to build one for themselves.

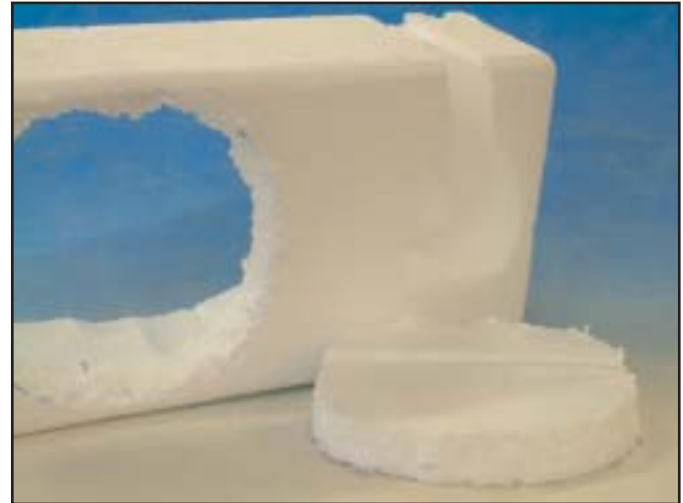


Bug Hole Materials

What is the quickest and easiest way to build a bug hole? Simply put, it is to get someone else to do it, the approach adopted by Ian Barstow the Studio Manager, and hence I was given the (relatively) simple task of building one of these beauties and writing an article on how to go about it.



Template



Cut Out Hole

The first thing to do in any modelling project is to gather the required materials. For the bug hole this included the usual materials – thick card, expanded polystyrene packaging, PVA glue, sand and paint.

The first step was to cut a circle from the thick card to use as a base, the bug hole counter provided in the boxed set can be used as a template if no compass is available to use. Then the



Sculpted Hole

polystyrene, which was of a suitable thickness (approximately two inches), also had a circular shape cut from it, and it was from this a disc was cut, with a varying depth. It is possible to build up a bug hole from small polystyrene chunks but in this case it was easier to sculpt what was needed from the disc that was created.

Using hands and a small craft knife, sculpting began, giving the hole rough edges and hollowing out the centre. The middle was not completely hollowed out as a gradient was required to indicate that the bugs crawled up a tunnel at an angle, not

Hobby Section



Sand Added

vertically onto the surface. A slight overhang on the higher side of the hole was also sculpted, which also helps to give an impression of a tunnel leading into the ground.

Once happy with the basic shape of polystyrene hole it was then glued to the card base, making it far more durable, and then it was all covered with PVA, given a liberal covering of sand, before being put to one side overnight so that it would dry thoroughly.

The next day painting began on the piece. There are three distinct parts to the hole – the exterior, which would be matching the terrain on the rest of the table, the inner walls of the hole which would be an earthy colour, and the tunnel itself leading to the depths.



Finished Bug Hole

For the tunnel part a dark brown/black mix was used as a base colour and then this was highlighted with dark brown. For the interior an earthy brown colour was the base, and then this had bone coloured paint mixed in with it, slowly highlighting it until bone was used as the lightest shade.

The exterior used a mid-green colour and was slowly highlighted using lighter greens and finally yellow. Again these lighter colours were mixed in with the base colour so that progressively lighter shades were used until the final highlight shade was used (yellow). Once highlighting was finished some static grass flock was placed around the rim to finish off the piece, and a tabletop bug hole was created.



The Arachnid Army List

Tanker Bug

250 points

The number of tanker bug units permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-1 unit
Priority Level Three	0-3 units

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Tanker	250	4	5"	3xD6+D10	7+	3+	12+	Hits/6, Retaliate, Tunnel/6"

Unit Size: Each tanker bug unit consists of one tanker bug.

Weapons/Equipment: The tanker bug has the Tanker Spit ranged attack as shown below.

Weapon	Range	Damage	Type	Traits
Tanker Spit	12"	D10+D6	Internal	Fire Arc: F, Flame, LZ (Stream)

Special Rules

Tanker bugs are subject to the following special rule.

Lumbering: A tanker bug can never go on Alert Status.



Thorny Tanker Bug

250 points

The number of thorny tanker units permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-1 unit (none if a tanker bug is present)
Priority Level Three	0-2 units

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Thorny Tanker	250	4	5"	3xD6+D10	7+	2+	12+	Hits/6, Retaliate, Multihit, Tunnel/6"

Unit Size: Each thorny tanker unit consists of one thorny tanker.

Weapons/Equipment: None.



The Arachnid Army List

Warrior Bug Unit

75 points

The number of warrior bug units permitted in your army depends upon the army's Priority Level.

Priority Level One	Unlimited
Priority Level Two	Unlimited
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Warrior Bug	15	2	6"	2xD6+1 or D10	5+	4+	8+	Climb/6", Piercing/1, Tunnel/6"

Unit Size: Each warrior bug unit consists of five warrior bugs.

Unit Options: Up to ten extra warrior bugs may be added to the unit at +15 points each. All warrior bug units in the army may be turned into worker & warrior units, reducing each bug's target characteristic to 4+ at a cost of -5 points per model. If taken, this option *must* be applied to the entire army and cannot be given to individual units.

Weapons/Equipment: None.



Tiger Warrior Bug Unit

125 points

The number of tiger warrior bug units permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-1 unit
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Tiger Warrior Bug	25	2	7"	2xD6+1 or D10	5+	4+	8+	Climb/6", Piercing/2, Tunnel/6"

Unit Size: Each tiger warrior bug unit consists of five tiger warrior bugs.

Unit Options: Up to ten extra tiger warrior bugs may be added to the unit at +25 points each.

Weapons/Equipment: None.



COLONY LEVEL FORCES

A typical **Arachnid** force, such as might be encountered by a platoon of the Mobile Infantry, may consist of dozen or more swarms of varying species and is often referred to as an Arachnid host by SICON (though the term horde is favoured by some, thanks to its connotations of primitive or savage behaviour). However, such a force typically represents just a tiny portion of those bugs present within a colony and may be centred around just two or three of the dozens of tunnel entrances of which the Arachnid colony complex is composed.

Despite typically fighting as separate hosts in order to defend their own particular part of the colony, all bugs within it share the same distributed intelligence and form part of the same whole. A single colony may be vast enough to cover an entire planet, criss-crossing it with endless tunnels and caverns

beneath the surface. If the threat is great enough, the entire colony may act as a single force with many hosts combining to fend off attacks and wipe out their enemies.

ARACHNID HOSTS

The army list on pages 37 to 51 represents an Arachnid host. Such a force represents a distinct contingent within the colony, guarding its own territory. Although the host will maintain rudimentary links with the rest of the colony, it will function independently in most regards and is unlikely to include bugs from other parts of the colony.

In most games, an Arachnid host will be quite sufficient as an army. However, in very large games, it may be necessary for your army to be composed of multiple hosts.

