

# STARSHIP TROOPERS PLAYER'S GUIDE

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

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

## ANATOMY OF A GAME TURN

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

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

## ACTIONS

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

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

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

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

**Q.** Ready actions. Umm, how exactly do they work? There are two kinds, right?

**A.** Actually no. A Ready action is a Ready but we have got quite a few questions about this, so it is worth dwelling on the subject for a moment. A Ready action is basically a unit doing something – in fact doing anything except shooting, moving or charging. What trips a few people is that sometimes a Ready action does something in the game, and sometimes a Ready action is required before another action can be taken.

Simple things first – taking a Ready action and doing something immediately. An example of this is a model performing Rupture. You simply take a Ready action and then work out the results of Rupture. You then have your second action as normal – which could indeed be another Ready action to use Rupture again.

Other things require a model to take a Ready action before another – special movement modes such as Jump and Hover are an example of this. Think of it this way, though, if it helps. The Ready action is your trooper firing up his jump jets and gauging trajectories. The Move action afterwards is his actual leap. If he had not taken that Ready action, his jump pack would not be fired up to go, and his Move action would have to be a normal walk.

So, a model taking a Ready action is pretty much the same as any other – it is actually doing something (which is why Ready triggers reactions in the same way as any other). Sometimes, a Ready action is all you need. Sometimes it is in preparation of something. There is, however, inherently no difference between the two and, in theory, why such ‘combo’ actions could not be a greater part of the rules in the future.

## ENGAGEMENTS

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

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

## MI ARMY LIST

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

**A.** Now you see, this is just what happens when you let aliens into the Mobile Infantry – they muck everything up! We seem to have some Skinnie sedition on this one, removing an entry from the MI army list. You can have 0-1 Skinnie Advisor at Priority Level 3. In addition, use the following stats for the Skinnie Advisor.

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

## MOBILE INFANTRY ROSTER

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

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

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

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



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





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

**A.** No. When you use a Ready action (for any reason) you can only use it for one thing. So, you could take a Ready action with a CHAS and then re-roll misses, jump or perform the Alpha Strike.

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

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

**Addendum:** A weapon's ammunition can affect its type – the Javelin is the best example here, with the Holepunch and Firecracker warheads being Pack but the launcher itself having no defined type (it is barely more than an empty tube without a missile). In this case, as soon as you fire a Holepunch, say, the Javelin is immediately a Pack weapon. You cannot then fire a Firecracker in the next action! However, there is nothing in the rules to stop you from using one Pack or Infinite weapon and switching to another. How is this possible? Well, think of a model with the Ego War trait, armed with a Triple Thud. . .

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

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

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

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

## AIR UNIT & FLIGHT RULES

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

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

**Q.** The rules say that the M2 Drop Capsule must spend its first action moving and its second action landing. The stats say that its movement rate is Burn. The rules say that an air unit performing the landing action cannot be moving at Burn speed. If this is so, how does the M2 Drop capsule land?

**A.** In a nutshell, the Drop Capsules' own special rules trump the Air rules chapter

## TUNNELLING RULES

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

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

**Q.** In the Structures chapter, the various tunnel assets all list how many models can move through them per action.



However, I have read elsewhere in the book that this should be how many models can move through them per turn. Which is correct?

A. Ah yes, this was one we missed initially. The correct usage is per action. A tunnel entrance, for example, can have 10 Size points of models moving through it in any single action so, in theory, an unlimited number of bugs could exit from it in one turn (good luck getting them all on the table before you get too excited – and watch out for incoming lethal zone weapons!).

**Q.** If a tunnel marker touches a tunnel exit, do the models have to appear on the table?

A. Now, this one took some thought, especially as it is a very neat mechanic at the moment – move your marker onto the exit, place models on the table, get the free attack. However, it was pointed out to me that the option would be nice and that, more to the point, some odd situations could arise if this was a hard and fast rule. So. . .

No, models do not have to be placed automatically when a tunnel marker touches an exit. However, if you decide to delay their appearance by just keeping the counter there, you have to use a Move action to bring the models onto the table (you still get the 'free' attack) but that counts as tunnel marker movement and so your models will move no further than normal in that action.

## HEROIC TRAITS

**Q.** Does Rupture allow a save?

A. No.

## OTHER BITS AND PIECES

**Q.** What glue do you recommend for your plastics?

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

## PATHFINDERS ARMY BOOK

**Q.** Can Neo Dogs use Drop Capsules?

A. Ah, now this one is my fault completely. In the first draft of the rules, they could. Then I got an image in my head of a dog plunging through the atmosphere in a fiery trail, howling as it went. The rules were changed, but I missed one tiny little entry.



In short, no. If you want to use Neo Dogs, you will have to walk. . .

**Q.** Can Lieutenants and NCOs in the Pathfinders use WASP Packs?

A. At the moment, no – we did not really see it as the Pathfinder's role, with WASP Packs being restricted in use to squads who need them for a specific part of the mission.

**Q.** Do the Pathfinders get different ammunition for their underslung grenade launchers? The stats are different to normal Mobile Infantry.

A. No, this is a typo. They should be the same as in the Mobile Infantry Army Book and the main rulebook (this effects the Frag and Bugshot rounds).

## MOBILE INFANTRY ARMY BOOK

**Q.** Power Suit Squads are restricted to just 5 troopers?

A. Umm, no, interesting omission this one. You can buy up to three extra troopers for +25 points each.

**Q.** Can the Grizzly really only fire one of its weapons in a Shoot action.

A. No, there should be an entry in the Equipment section for an Atlas Rig. The Atlas Rig grants the Lock and Load special rule, allowing the Grizzly to fire two weapons in each Shoot action. Note that the Cougar does not get this benefit.

**Q.** The Marauder NCO says 210 points at the top of the entry and for the M8 - but 225 for the M9. Which is correct?

A. The top heading is correct - 210 points (M8 and M9 officers are always the same base cost).



**Q.** The Firestorm missile system has a 1" LZ listed in the main army list, but 2" in the Reference Section. Which is it?

**A.** 1" (sorry).

## HLENDATHU INVASION

**Q.** Under the Lieutenant's entry, it says that an NCO can have up to 50 points of heroic traits. That should be 100, right?

**A.** No, it is definitely 50! Light Armour Lieutenants are not that good. . .

## ARACHNID ARMY BOOK

**Q.** If the Burrower Bug joins a unit, they all move at the speed of the slowest model, right?

**A.** Only if they are a Tunnel Marker (and then only because you cannot split a Tunnel Marker up). On the surface, all models retain their normal Movement – the limiting factor is that everyone has to be within Command Range of the nominated leader at the start and end of each action, so the slow Burrower cannot be left behind (plan your attack properly and you'll find he won't need to).



## THE SKINNIES ARMY BOOK

**Q.** About Orbital Support - according to the rules artillery fire must be directed between half and maximum range of a weapon. The problem is that the orbital bombardment has a range of 120"!

**A.** Good point, well made! Ignore the normal rules for minimum range of artillery fire for this weapon only.

**Q.** The Raiders entry says they can swap their constrictor pistols for certain weapons. However they don't carry pistols! Is this a typo which should read rifles?

**A.** This is a holdover from playtesting when Raiders had constrictor pistols as standard. Yes, it should say constrictor rifles. This does not affect the upgrades in any way.

**Q.** The Dive for Cover trait gives a +2 bonus to Skinnies in hiding. Does this stack with or replace the +1 bonus they get as standard?

**A.** It replaces the standard bonus, so you get +2 overall.

**Q.** Can a Leader of Slaves buy Throwback traits?

**A.** Yes, they can. By way of explanation, think of it as the Leader having access to psychic powers which manifest after his capture or being naturally tough and ornery.

**Q.** Would the Agile trait give a dodge save to a model without one?

**A.** Yes it would – effectively, he would have a 5+ dodge.

**Q.** Can the Skilled Warrior trait be given to a model already with Parry to get an extra Parry?

**A.** Yes, it can – this was very much the intention!

**Q.** On the Stealthy trait - it reads '...and all models within its UNITS, will not trigger...' So, if given to a leader, then his entire army will not trigger alert status reactions? Or should this say UNIT?

**A.** Good catch. Yes, it should say unit (singular). It does not apply to the whole army.

**Q.** Under Emplacements it says you can buy 0-2 bunkers per platoon, but as Skinnies don't have platoons what is the limitation?

**A.** It is at times like this, I want to ban cut and paste. Incidentally, there is also a reference to platoons on p26. Simply ignore any reference to platoons – Skinny forces are bought as 'armies', consisting of one Leader and the units under his command. The Emplacements list what each army can take.

**Q.** Skinny weapon emplacements aren't noted as having a fixed fire arc. Is this correct?

**A.** This is indeed correct – think of them as armoured turrets. At some point in the future, we'll look at doing some official models.