CHARACTERISTICS

Now that you understand the basic ideas of movement, command ranges and unit structure, you are ready to learn about the models that use them. It is one thing to know how movement and command work; it is quite another to put that together with unit types and individual troops. By the time you finish this chapter you will have a solid grasp on how models are described, what their game statistics mean and how to use them during play.

This chapter handles everything involving playing a game of *Starship Troopers* except Actions (detailed in the following chapter) and fighting engagements themselves. The information given here is important to comprehend before moving on through the rulebook. Take the time to really analyse these rules and understand how they fit with model types and unit structures. Once you fully grasp this chapter, the rest of the book will be much easier to follow.

In *Starship Troopers* games both players use models to represent their forces on and off the tabletop. Some things do not need to be represented by proper units (minefields, 'planet buster' nuclear bombs launched from orbit or anything too massive or distant from the battlefield) but it is generally good practise to have something around to represent them, even if it is only a token that indicates to both players that an effect is in play.

Value

Value represents the overall threat a given model represents in the game. The Value characteristic is the base cost of the unit in standard engagements and also forms the base number for that model's net worth when calculating victory in a straight fight.

All models have a set of unique characteristics that differentiate their abilities in the game. Each characteristic and its standard game effect is explained below. These are further explained below in the game rules as they come into play.

Value	Size	Move	Close Combat	Target	Save	Kill	Traits

```
|MI Cap Trooper
|Value: 30
|Size: 1
|Move: 4"
|Close
 Combat: D6
|Target: 4+
|Save: 4+
|Kill: 7+
|Traits:
 Jump/12"
```
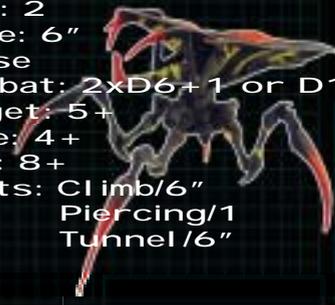
```
|Arachnid Warrior
|Value: 15
|Size: 2
|Move: 6"
|Close
 Combat: 2xD6+1 or D10
|Target: 5+
|Save: 4+
|Kill: 8+
|Traits: Climb/6"
        Piercing/1
        Tunnel/6"
```

Size

Size tells you how big something is. A model's 'point blank range' – the distance it can fight at in close combat, is dictated by its Size characteristic measured in inches from its centre point. It also affects how the unit interacts with terrain and line of sight.

Move

Move indicates the distance in inches a unit can travel in one Move or Charge action. Most models are free to turn as much as desired while moving. Exceptions are stipulated otherwise by their special rules and are typically dependent on a model's Size or relative awkwardness.

Close Combat

Close Combat determines the damage dice the model rolls against enemies at point blank range when taking a Charge action. Some models (like Arachnid warriors) have a choice of what dice to roll to represent different forms of attack. An example of this would be the claw or bite options in the case of Arachnid warrior bugs.

Target

The Target characteristic is the damage result it takes to potentially put a model of this type out of action for the duration of the engagement. When damage dice are rolled against models of this type, any results that equal or beat this number scores a 'hit'.

Save

A model must roll this number or greater on a D6 in an attempt to survive a hit. If the model survives it must still flinch, as detailed on page 36. A model that suffers a hit and fails its save is removed from play as a casualty. It may or may not be dead but it is certainly not going to have any other impact on the current battle unless somehow revived.

Two forms of save exist, 'armour' and 'dodge'. These are shown to either side of a slash if a model has both (e.g. 4+/6+). If only one number is shown it is always an armour save (as the ability to dodge is quite rare). In the rare instance that a model has no armour and only a dodge save, it will be shown as a dual value with a dash in place of the armour save (e.g. –/4+).

Only models with a dodge save can attempt to dodge Kill results. Either armour or dodge rolls may be attempted against hits. A model with saves for both armour and dodge may only attempt one against each hit it takes. Some attack types deny models armour saves, or dodge saves, or both. A successful save defeats a hit and allows the model to survive.

Any saves that roll a natural 1 are automatically failures.

Kill

The damage dice result it takes to kill a model of this type outright with no chance of survival. No armour save is possible, though a dodge save is allowed to avoid the Kill result. As should be evident, the Kill characteristic for a given model is always higher than its Target characteristic. Models suffering Kill results are removed from play unless they are capable of and successfully make a dodge save (but see the Hits/X trait for possible exceptions).

Traits

Some abilities (special movement type, Retaliate, Hits/X) are limited to particular models. These uncommon abilities are referred to as traits. Where they apply, these are shown in the this category but this characteristic will be left blank if no traits are possessed by a particular model. Some of the more widely possessed special traits are listed below.

Independent

Independent models have a great deal of flexibility on the battlefield. They can act independent of all other units, join in with another unit's actions or even form a unit of their own if the conditions are right. See page 21 for more details on Independent models.

Hits/X

Models with this trait are often referred to as 'multihit' models. Each time a model with multiple hits fails its saving throw it loses one hit. If a multihit model suffers a Kill result it takes *two* hits instead of one. There is no way for a standard attack to instantly kill a model with Hits/3 or more. Some weapons or effects may be able to inflict multiple hits but they are not a common sight on the battlefields of *Starship Troopers*.

A model with multiple hits is seriously affected by damage if it drops to a single hit, making it 'wounded'. A wounded model is limited to taking just one action per turn for the rest of the battle. When all the model's indicated hits have been lost it is removed from the battle as a casualty.

Multihit Models
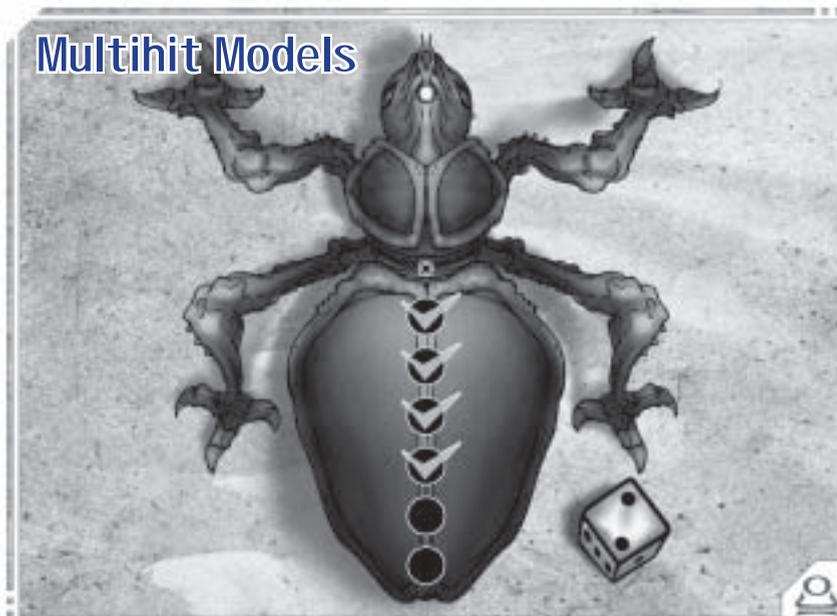
For instance, the tanker bug in the Multihit Models diagram has lost four of its six hits. The die next to it notes how many hits it has left (2). Should the bug take another hit, it will be wounded.

As an additional effect of the model's remarkable toughness and durability, models with the Hits/X trait never flinches (see page 36), even if the rules demand it. Even if the controlling player wishes the model to flinch, it cannot do so.

(Movement Type)/X"

Some models can perform special moves like hovering, jumping or tunnelling as denoted in the special category. This shows both the special movement type and distance, such as Jump/15". If a special movement type is indicated the model must use a Ready action before performing the special Move action. This trait's effects are detailed on page 30.

No Flinch

This model never flinches (see page 36), even if the rules demand it. Even if the controlling player wishes the model to flinch, it cannot do so.

Piercing/X

The model's close combat attacks are naturally lethal and can carve through even the heaviest armour with ease. The armour save roll of models struck by the model's close combat attack is reduced by the Piercing value. For example an armour save of 6+ will be impossible to make if struck by a Piercing/1 weapon.

Retaliate

The Retaliate trait represents volatile ammunition, explosions, crashes, eruptions, death throes and other devastating effects accompanying the models' demise. If a model has the Retaliate trait it *must* use the following rules if it becomes a casualty due to a Kill result (being taken out of play for failing to successfully save against a hit or hits will not cause retaliation).

Retaliate affects all models within point blank range (as described on page 17) of the retaliating model. Make separate damage rolls against all models within that range using the retaliating model's close combat dice. Retaliate is in no way guided or controlled – all models are attacked, friend or foe.

When rolling damage dice for model retaliation, the Piercing/X trait is still applicable.

WEAPON CHARACTERISTICS

Weapons have a set of characteristics of their own. For example, a standard Mobile Infantry Morita rifle appears like this in the Weapons Summary in the Appendix.

Name	Range	Damage	Type	Traits
TW-203-a Morita Assault Rifle	20"	2xD6	Squad	Auto

A model can be armed with several different weapons and across a unit there will often be variation in weaponry. In the MI, some troopers may be armed with special or heavy weapons like flamethrowers or grenade launchers while the rest carry Morita rifles in the standard Mobile Infantry tradition.

Name

The given name or common name for a weapon is listed here. It does not have any direct effect on play but the more common weapons will become easy to quote when it comes to their statistics. Unit lists may note weapons simply by their name as their abilities are generally understood or easy to determine from the Weapons Summary.

Range

Weapon range is shown in inches. Weapon range is sometimes different according to the ammunition type used; in these cases more than one value may be listed. Note that range given is the effective range for the weapon and firing beyond this range is, by definition, ineffective. For instance, bullets may certainly be travelling farther than the listed range but they do not have enough accuracy to be a threat any longer.

Munition Delivery Modes

Munitions, including bombs, grenades and warheads, may not have a set Range characteristic. Instead, one or more delivery modes may be stated. The delivery modes are Dropped, Launched, Placed and Thrown.

Dropped munitions can be released by Air units. See page 122 for more details.

Launched munitions can be fired by a specific launcher system (the munition's description will specify which launch system must be used). A range in inches will also be given. If a model does not have the requisite launch system, it may not launch this munition, though it may use an alternate delivery mode.

Placed munitions can be planted using the Remote rules (see page 122).

Thrown munitions can be manually hurled at the enemy. A range in inches will also be given.

Point Blank Range

When a model is attacking another model that is within a range in inches equal to its Size characteristic it is at 'point blank' range. Close combat damage dice can be used instead of weapon damage dice at point blank range (although models can still shoot if they wish). See page 17 for more on point blank range.

Damage

In *Starship Troopers*, combat does not employ a separate roll to hit and damage targets. It is assumed that with modern weapons and a modicum of training most soldiers can put accurate fire on their chosen target as long as ammunition permits. The important issue becomes whether a given

Special – Damage bonus

Some weapons have a damage bonus because they are extremely accurate, have a high rate of fire or possess exceptional penetration. If a damage bonus applies, you may need to roll different coloured dice for that weapon when firing. Each damage roll adds the damage bonus before comparing its value to the Target and Kill characteristics of the attacked model.

*For example a 3xD6+1 damage weapon adds one to the score on **each** of the three dice rolled for it.*

Some attacks receive a random damage bonus by rolling an extra die (this being the differently coloured die). Remember that this is not a damage die so does not count as an extra hit on its own; the bonus die is purely there to boost the weapon's damage dice scores. On a high roll with this bonus die, this can result in extremely lethal attacks as they are far more likely to meet or excel a target's Kill characteristic.

*For example a 2xD6+D6 damage weapon adds the result the bonus D6 die on **each** of the two dice rolled for it. Remember that the bonus die is rolled only once.*

weapon can effectively harm a particular target. If a weapon is not capable of penetrating a target's defences, firing it with any amount of accuracy is academic.

A weapon's Damage characteristic is the damage dice rolled by the weapon, almost invariably one or more D6 or D10.

Each damage die that scores equal to or beats a model's Target characteristic will score a hit on the model and require that a save be made. If the save is failed, the model is removed as a casualty or loses one hit (in the case of multihit models).

Damage dice that equal or beat a model's Kill characteristic slay the target outright or cost it two hits (in the case of multihit models with three or more remaining hits). No armour saves are permitted against a Kill effect, though dodge saves are allowed.

Type

Type describes the standard doctrine for deployment of this kind of weapon and hence the most likely ammo loads carried. A weapon's Type generally determines how many times a weapon may be fired in a turn.

Crew weapons take a long time to reload or chew their available ammo really quickly so they need someone to help 'keep them fed'. As such they count as Squad weapons if an additional friendly model is within point blank range to assist the firing model and does not use their own weapon in the same action. An additional model can only assist one weapon at a time. If no model is present to assist, a Crew weapon counts as a Pack weapon.

Infinite weapons are rare in the *Starship Troopers* universe but not unknown. Due to unique construction methods or a highly advanced power source, Infinite weapons ignore all ammo rules and may always fire during Shoot actions and reactions.

Internal and **Pack** weapons can only fire once per turn and may not fire during Shoot reactions.

One-Shot! weapons can only fire once per game.

Squad weapons are common and benefit from everyone in a squad carrying ammo for them. However, even a well-maintained and fully loaded Squad weapon can temporarily run out of ammunition or temporarily jam in a bad situation. Squad weapons may always fire unless they have run out of ammunition (see page 14).

Traits

Weapons traits describe any unique features about a weapon. A common example is 'Ready', which requires the model using the weapon to take a Ready action before it can be fired. This represents heavy or ponderous weapons needing to be set up, loaded and aimed properly. Traits are summarised here for convenience but it is worth reading up on the Shoot action as well if this is your first time through the *Starship Troopers* rules.

AA

This is an anti-aircraft weapon. Only weapons with this trait are capable of affecting Air units; all others are too slow moving or too limited in their ability to target such rapid enemies.

Accurate

Accurate weapons receive a damage bonus equal to the Size characteristic of the target model they are aimed at. The Accurate trait is ignored if the weapon is fired in artillery fire mode.

Auto

Units firing with any Auto weapons can hit models up to 6" away from their nominated target model (see Shoot actions on page 28) instead of the normal 3".

Fire Arc: X

Weapons with a reduced arc of fire will have that limitation noted as a trait. Generally this is a trait only applied to mechanised or extremely slow models. See page 18 for more details.

Flame

Flame weapons engulf their targets with a torrent of fire. They ignore any cover bonus the target may have and no dodge save is possible against their effects.

Killshot

Atomics and some other weapons are powerful enough to vaporise any target they hit, burning through armour as if it was not even there. Killshot weapons count any damage roll that equals or beats the model's Target characteristic as a Kill instead.

LZ (X")

LZ is short for Lethal Zone. When firing at targets in line of sight, this weapon may use either the artillery fire rules (see page 40) or direct fire rules (see page 39). When firing at targets not in line of sight, this weapon must use the artillery fire rules. The weapon's Lethal Zone has a radius of X", as indicated in brackets next to the trait.

A Ready action must be performed before firing a Lethal Zone weapon in artillery mode.

LZ (X"/LOS)

LOS is short for Line of Sight. The LOS trait is only ever possessed by LZ weapons (see above). This weapon may not use artillery fire to shoot at targets not in line of sight. This trait is possessed by weapons incapable of arcing their fire over intervening terrain.

LZ (Stream)

Stream weapons create a path of devastation that stretches in a straight line from the weapon to its target. When fired at targets in line of sight it may use either the Stream

rules or the direct fire rules (see below). These special Stream rules supersede the usual direct and artillery fire rules for Lethal Zone weapons.

Direct Fire: When using direct fire mode, Stream weapons roll a number of dice equal to their damage dice multiplied by their damage bonus. This represents them being swept across an area of ground; this does an immense amount of damage but also forfeits their damage bonus to the damage dice rolls. They do *not* generate their Lethal Zone when firing directly, however; they only affect the target struck in the same manner as a normal weapon.

For example, a Stream weapon with D10+2 damage would roll 2xD10 when used for direct fire.

Stream Fire: When using Stream fire mode, place the Stream template so that one short end is touching the firing model – a Stream weapon's Lethal Zone stretches in a straight line from the firing model out to the weapon's maximum range or until line of sight is blocked by impassable terrain (whichever comes first).

When using Stream fire mode, roll the damage dice indicated against all models within the Lethal Zone. The weapon's damage bonus applies to every model struck. The Lethal Zone is 2" wide but remember a model's centre point must be within this to be affected.

Multihit
High penetration or massive firepower allows this weapon to rip through multihit models like Marauder suits and plasma bugs. Multihit weapons that equal or exceed the Target characteristic of a multihit model score two hits instead of one. Multihit weapons that equal or exceed the Kill characteristic of a multihit model score four hits instead of two.

Parry
A model bearing a Parry weapon can force a singe enemy model within point blank range to re-roll one of its close combat damage dice during an enemy Charge action. A model may only Parry something up to twice its own Size (e.g. a Size 1 trooper can Parry a Size 2 warrior bug but not a Size 6 tanker bug). Parry 2 or Parry 3 weapons allow the user to parry two or three close combat dice respectively, against any opposing models within point blank range.

Persistent
Persistent weapons continue to deal damage through burns, poison or other means. Persistent weapons continue to roll for damage against multihit models and any models that make successful armour saves against their damage. Roll the Persistent weapon's damage dice against each affected model at the start of each subsequent player turn, until the affected model either becomes a casualty or the effect wears off.

Warriors B and C are caught by the MI cap trooper's Stream Lethal Zone. The Stream Lethal Zone is blocked by the wall (impassable terrain).
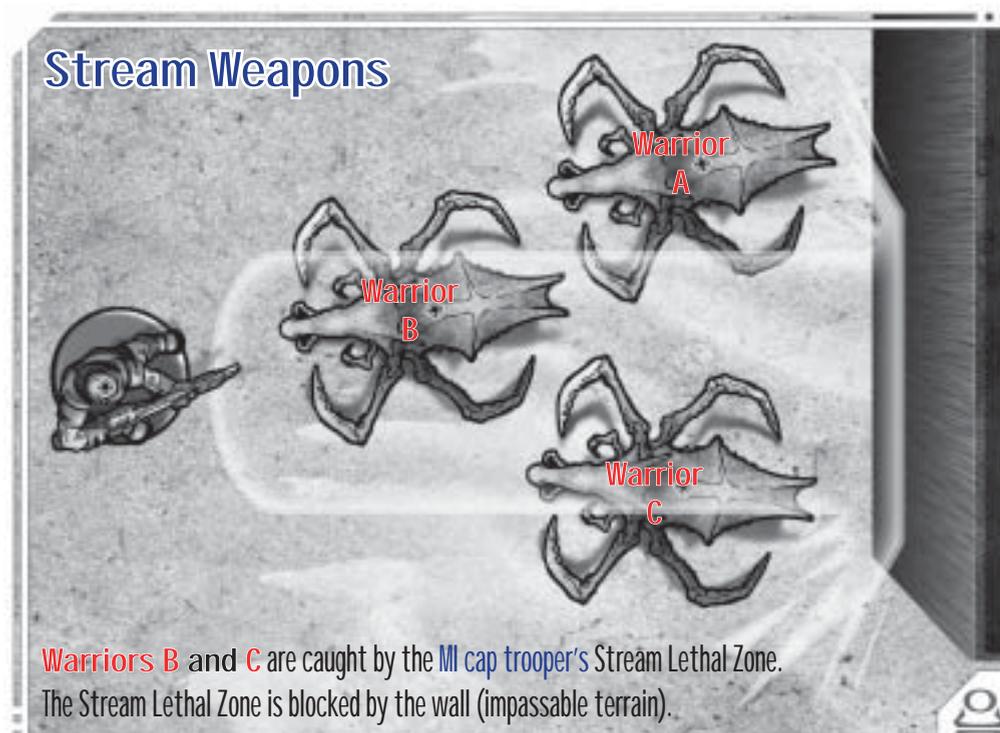
If a Lethal Zone weapon has the Persistent trait and is fired in artillery mode, the Persistent effect also stays in effect in the Lethal Zone. Roll the Persistent weapon's damage dice against any model that ends an action within the Lethal Zone.

Any damage bonuses the weapon normally has are not applied to damage dice rolls for Persistent effects following the initial attack. Persistent effects will die off over time, so every time a Persistent damage die rolls a natural 1 or 2 it is lost from the overall Persistent effect.

Unlike normal Lethal Zones, there is no chance of a Remote weapon's Lethal Zone scattering – it is always centred on the marker.

Retaliate
Certain weapons are dangerous to be around due to their volatile fuel or energy reserves. If a weapon has the Retaliate trait it *must* use the following rules if the model carrying it becomes a casualty due to a Kill result (being taken out of play for failing to successfully save against a hit or hits will not cause retaliation).

Retaliate affects all models within point blank range (as described on page 17) of the model bearing the retaliating weapon. Make separate damage rolls against all models within that range using the retaliating weapon's damage dice. Retaliate is in no way guided or controlled – all models are attacked, friend or foe.

When rolling damage dice for weapon retaliation, only the following traits are still applicable: Flame, Killshot, Multihit, Persistent and Piercing/X.

Note it is possible that a model with the Retaliate trait may end up carrying a weapon with the Retaliate trait too. If the model is removed due to a Kill result resolve both Retaliate effects separately.

Underslung
In an action, an Underslung weapon can be fired in lieu of the main weapon it is attached to. If an Underslung weapon is used, it uses its own characteristics and traits rather than the main weapon's. A model unable to fire due to failing an ammo roll may not use either its main weapon or its Underslung weapon.

Models being attacked by a Persistent effect can take their actions as normal – it is assumed they have plenty of armour to protect them from being debilitated by the effect, even if it is slowly trying to eat through said armour…

Piercing/X
Piercing weapons or attacks are good at punching through armour. The armour save roll of models struck by the weapon is reduced by the Piercing value. For example, an armour save of 6+ will be impossible to make if struck by a Piercing/1 weapon.

Ready
A Ready weapon can only be fired by a unit whose preceding action was a Ready action (see page 45).

Remote
A Remote weapon is placed at the location of the model carrying it by using a Ready action; use a marker to show the weapon's location once placed. It can then be triggered with any subsequent Ready action taken by the model which placed it. If the model is removed as a casualty the Remote weapon is lost as well. These two Ready actions can be separated by any number of other actions – this normally involves the placing model taking Move actions to get out of the Remote weapon's Lethal Zone!