

Turn Sequence:	Command & Control:	Movement:
<p># CMD & CONTROL: - generate and allocate CMD points</p> <p># MOVE: - Humans first, then Bugs already on table - Humans may always turn to face unless in hand-to-hand combat (they've been 'jumped')</p> <p># SHOCK: - Remove all slow/stop markers from last turn (if any); <i>new bugs arrive but may not move/fight</i></p> <p># FIGHT: Resolve ALL combats in order - ranged combat, air strikes, then close</p>	<p>Each turn, human player rolls CMD points (not carried-over) # Officer gets 3+1d3; SGT 2d3; CPL 1d3; lose 1d3 if wounded # If all team cmdrs KIA, Troopers move towards nearest live Cmdr. May not 'co-operate' with firing # ALL figures may always defend if attacked</p> <p>ACTIONS:</p> <ul style="list-style-type: none"> ➤ Add 1x 'CMD bonus' dice to any figure in your group (max of 1 per); may be used for combat OR to make a 2nd roll ➤ Add points to the 'Air Support' or 'VAL' Ship, pot (OPTIONAL: maximum of 1d3x per Cmdr per turn?) ➤ May also use CMD dice for boarding retrieval ship! 	<p>Humans move up to 1x HSpn (on flat ground) or 2"/5cm climbing; * OK figures may <i>assist a wounded</i>, both then moving normal speed. Unaided wounded move 1x 'fore-finger' distance * Boarding: 1d6 adjacent figures may board ship, <i>plus 1d6 per CMD point (max of ?? per ship)</i> <i>Bugs</i> are - moved by the umpires...! - Smaller types move 2x HSpn, others 1x * 'Flyers'wait and see! * NOTE: All bugs lose 1x HSpn if 'slowed'</p>

Weapon Type	Ranges, Dice and Modifiers			Firing Results Chart				
# SMALL ARMS:	CLOSE	LONG	DICE	FIRING MODIFIERS:		TARGET	Close (S/K)	Long (S/K)
Assault Rifle	30cm	100cm	3d6	* -1d6 if moving OR wounded/helping		Basic Warrior	3 / 6+	7 / 12+
+ Sniper-scope	50cm	LOS	4 (1d3)	* -1d6 if target partially obscured		Tank, 'Centurion'	12 / 18+	16 / 24+
SMG	15cm	30cm	(1d3) d6	* +1d6 if using a CMD bonus dice		'MiniTank'	7 / 12+	12 / 18+
# SQUAD LMG:	50cm	LOS	5d6	* +1d6 for each <i>adjacent, unengaged</i> firer of the <i>same weapon type</i> ; max of 2; may only give support once per turn!		Flyer/'Hopper'	# <i>Grounded</i> : treat as per 'Warrior'; # <i>In flight</i> : treat as per 'Tank'	
'Bug spit'	???		Roll +1 on 'wound' chart					
TACTICAL NOTE: Except for the sniper, multiple dice can be split between adjacent targets; useful to 'slow' a horde...								

Close Quarter Battle	Grenades	Guided Missiles
<p>* Humans get 1d6 if in frontal arc +1d6 if bugs moved more than 1x HSpn +1d6 for each adjacent unengaged friend (up to 2x others; no crowdsl) +1d6 if armed with an SMG * Bugs: 'Warriors' get 3d6, others.....</p> <p>RESULT: * Human wins, roll 2d6 on bug hit chart * Bug win - WOUND CHART Roll 1d6; 1,2=wounded, add a BLUE counter; 3+ =KIA. 2x wounds = KIA</p>	<p>* Roll 1d6 to prepare (best of 2d6 if allocated a CMD point); if 1,2 then delayed a turn, no firing, if caught in CQB then lose 1d6; if another squad member already thrown this turn</p> <p>* Nominal range point/direction. Range is anything up to: 4+1d3 x1"/2.5cm if thrower is stationary, or 1+1d3 x 1"/2.5cm moving</p> <p>* Blast <i>radius</i> is 6cm * Effect is 3d6 (always use <i>close range</i> column) May use any CMD bonus if targeting a specific bug. If humans caught in blast in the open, use CQB wound chart</p>	<p>* Limited supply; key figures carry 1x warhead reload * Must be stationary to fire; target must be visible at all times to ANY squad member NOT currently engaged in any combat, but they can be moving. Reloading must be while stationary * Targeting: left/right = difference of 2d3, x1"/2.5cm Over/under = difference of 2d6 x 1" (x2 if 'over') * May use an allocated CMD point to re-roll any dice * One launch per turn; choose warhead type on launch: -- AP = single target, no blast; effect = 6d6 -- Frag = 10cm blast circle; effect = 2d6 per</p>

NOTES & KEY

'S/K' = minimum numbers required to (S)top or (K)ill a bug. 'Stop' result lasts for 1 turn (marked with a red counter). ANY hits will 'slow' a Warrior to half speed for 1x turn; mark with 'yellow' counter	'HSpn' = a normal 'handspan' (thumb/forefinger); finger-span is f/finger to pinkie 'Wounded' figures cannot operate an LMG but may pass it to another adjacent figure. BOTH must be 'active' to do this!
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BUGS, Mr RICO! Background To 30yrs of Madness...

Briefly, the story depicts the coming-of-age of a bunch of 'twenty-somethings' while doing their optional Federal (military) service, which is the ONLY path to full 'global citizenship' in Heinlein's very dodgy (i.e. neo-fascist) view of a 'perfect' regulated society. The bugs are an alliance of species which use bio-engineering to create other insect lifeforms for different tasks in the same way that humans build tools! Dwelling in vast tunnel complexes, they seem to resemble the Martians in War of the Worlds....

The original 1997 film is quite episodic, with the action interspersed with news clips and even 'advertisements' for the armed forces, all set against the backdrop of Earth's first (?) interstellar war. There is little or no explanation as to *why* this war started in the film (even the book is pretty vague). As the original film did quite well, it spawned three more films (although of greater interest is a serious animated series of some 8-9 episodes which showed the MI in a variety of dress – stripped-down for jungle warfare on an oxygen M type planet, light suits (like the film but with closed helmets) for some non-oxygen worlds, grading up to some armoured equipment for very hostile locations (both exo-sphere and locals). It even featured the humanoid 'Skinnies'. Well worth a look if you can find it.

Meanwhile, on a 'historical' note some readers may notice quite a colonial flavour to the general situation - i.e. hordes of low-tech (but decidedly not *stupid*) opponents vs. technologically superior (but outnumbered) player-forces, such as occurred with many of the various late Victorian campaigns in Egypt, Zululand etc. (indeed, the films' director has admitted basing the scene 'Defence of outpost Whisky' on the great old 1963 film of "Zulu", depicting the defence of Rorke's Drift in Natal, 1879). You will therefore find that, although the weapons are different, the *principles* of how to engage and defeat such an enemy - whilst keeping them at a respectable distance - are of course timeless. OK, enough of the background; just see the film (now out on video), read the book then play the game - speaking of which.....

GAMING "STARSHIP TROOPERS":

Apart from our own spiffing rules for 25-32mm skirmishes (see next/previous issue), the genre has attracted quite a bit of attention over the years, and so I thought I would take the opportunity to give a quick guide for those interested in trying inter-species warfare....

Books: Eh? Yes, there is a fab old series of what were called 'programmed paragraph' books called 'Combat Command', which had semi-stories with variable outcomes. *Well* worth a look - if you can find one....

Boardgames: This background has actually been covered by board-game specialists **Avalon Hill**, who now make TWO very different games on the subject! The original version came out in the mid/early 1970's and is much closer to Heinlein's book i.e. a FEW, power-armoured MIs vs a variety of opponents (including bug-allied humanoids, dropped from the film for 'specist' reasons; well and costed with the bugs sometimes having access to pre-plotted tunnels. Their latest version, however, is 'the game-of-the-film' and uses *superb* quality materials, including geomorphic boards (with additional terrain overlays for more variety) and photo-image 'flats' type plastic counters/figures, making the whole package a boardgame/miniatures 'hybrid'.

Miniatures: There have been several stabs at covering Starship Troopers over the years, sadly with long 'fallow' periods.

- **Galoob/Action Fleet:** This range was first out of the blocks, following hard on the heels of the relatively successful first film. Fully licensed by the film company, it had one *helluva* collection of bugs, drop ships, the lot!
- **Mongoose Miniatures:** Many years after the first film, this company obtained a licence. They actually supported perhaps the widest range of both bugs and human MIs, the latter being produced in the three 'grades' of outfit featured in the animated series, plus even some 'Skinnies' etc. The Warrior bugs were rather delicate, but some sets do appear from time to time. They even did a range of rules, GW-style 'source books' and an RPG system.
- However, with the arrival of massed **3D printing** there has been a veritable explosion of *beautifully* crafted figures for many favourite SF subjects from Judge Dredd, Predator, AvP, Aliens and Starship Troopers (although lacking licences, the names have been tweaked somewhat). A quick look on eBay or Etsy will soon pull-up a range of printers, but my current go-to is **PAPSIKEL 3D** printed figures. I saved this lot until last as these are unquestionably beautiful figures with a good range of poses/options. They even do a whole range of Bugs of equal quality. I cannot really praise this lot enough. Were I to be starting from scratch, this is the go-to place for my money. Lots of it!