

STARSHIP TROOPERS™

THE MINIATURES GAME

ORISKANY AWARDS WINNER

2005



ARACHNID ARMY BOOK

STARSHIP TROOPERS™

THE MINIATURES GAME



2005



THE ULTIMATE
BATTLE FOR THE
FATE OF A RACE

STARSHIP TROOPERS™

THE MINIATURES GAME

ARACHNID ARMY BOOK

CREDITS

Author

Matthew Sprange

Additional Text

Matt Keefe, Nick Robinson

Editor

Richard Ford

Cover Art

Chris Quilliams

Internal Art

Jesus Barony, Jim Brady, Vincent Dutrait, Martin Hanford, Sam Hart, Ryan Horvath, Kythera, Iordanis Lazaridis, Celso Matthias, John Netherland, Randy Nunley, Phil Renne, Chad Sergesketter, Stephen Shepherd, Chris Waller, Kieran Yanner

Figure Painter

Adrian Walters

Sculptors

Shane Hoyle, Bobby Jackson, Bob Naismith, Ben Saunders, Steve Saunders

Miniatures Manager

Ian Barstow

Production Director

Alexander Fennell

Proofreader

Ted Chang

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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.



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 ne 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.



SICON Colony Classification

There are five categories of Arachnid colonies, designated by SICON according to their size and capabilities.

Class One: These colonies are just starting out, with only the base Arachnid workforce and resources, including one brain bug. Class One colonies have from 1,000 to 3,000 individuals.

Class Two: These colonies are more advanced, though they still have not expanded to their full capacity. Here, the bugs have already begun interacting with the environment, identifying the most important resources they can use and developing their first tactics to overcome any enemies. Class Two colonies have less than 10,000 individual bugs.

Class Three: These colonies number around 50,000 individuals and have become larger than an average human city. They will be rich in variant sub-species. Class Three colonies have already dominated their immediate environment, as evidenced by the large tracts of devastated terrain surrounding them. Queen bugs begin to appear in colonies of this size.

Class Four: These colonies have hundreds of thousands of bugs swarming through their endless tunnels and caves, which may take up as much territory as a small state. A Class Four colony has expanded beyond what the environment can support — it is an ecological hazard and the first step towards the planet's complete bug infestation.

Class Five: Class Five colonies are those that have taken over a land area equivalent to a country. At this point, the planet is usually overrun with Arachnid colonies. Class Five colonies have millions of inhabitants and include virtually every Arachnid sub-species known, to at least some extent. They will be ruled by large groups of brain bugs and may even have more than one queen.



What the galaxy is now witnessing is the same battle of survival between species that has raged on countless worlds for billions of years. Now, however, the stage is far grander, the stakes far higher and evolution has been replaced by technology as the primary tool for success.

FIRST CONTACT

The Arachnids knew they were not the only sentient species in the galaxy for they had encountered, and slaughtered, several non-starfaring alien civilisations during their expansion. Up to that time, the Arachnids' long evolutionary struggle had

been focused only on the expansion of their species through the galaxy. The discovery of other species subtly changed their domination from expansion to conquest. Queen bugs had already sensed the presence of greater races, such as humans and Skinnies, along their borders and gradually the Arachnids geared their progress to face these threats.

THE TOPHET REIGN

The Arachnids' first contact with an interstellar alien civilisation was when an explorer ship, belonging to the alien species known to humans as the Skinnies, stumbled into the Arachnid Empire. Having developed no form of space warfare, the Arachnids might have let the ship go. However, the Skinnies made the decision to land on an Arachnid world to observe this new race more closely. It was a tragic mistake for the Skinnies, the consequences of which they could have never imagined. The Arachnids slaughtered the explorers and, through interrogation by brain bugs, tracked their journey back to the Skinnie homeworld of Tophet.

With ruthless efficiency, the Arachnids barraged Tophet with spore capsules and transport bugs full of warriors. The result was that Tophet was quickly conquered, the surprised Skinnie forces having no defence against the onslaught of the unknown and ruthless invaders. Thus Arachnids achieved their first true victory against an established military force. Tophet was infested and its inhabitants slaughtered

or given to newly evolved control bugs, designed to take over the minds and nervous systems of other species. Skinnies were the first living beings the control bugs were used on, though they would later prove to be equally useful against humans. With so many Skinnies under the direct command of the Arachnids, their military across all colonies was seriously hampered which in turn caused more losses as the Arachnids continued to rampage through their territory. It was a setback that almost wiped out another species and took the Skinnies many years to even begin to reverse.

The next race to face invasion would be humanity.

The Arachnids



ARACHNID TACTICS
ATTACKING AN OUTPOST

Tunneling Arachnids emerge under enemy positions, coinciding with the Main Assault

Warriors swap flanks and encircle enemy positions

Main Arachnid Assault

Warriors/Tankers

Reserve for reinforcing centre or flanks as needed

Warriors

Hoppers

Aerial forces make Slashing attacks once Enemy is encircled

PHASE 1
 Plasma Bugs begin preparatory bombardment

VIEW MODE EXIT

JOIN NOW
 MORE >>>

ARACHNID TACTICS
TUNNEL ATTACK

Phase 1
 Underground Main Tunnel advances towards Enemy Target

Phase 2
 Attack Force splits into separate funnels
 Surfacing simultaneously

End of Transmission

VIEW MODE EXIT

ANOTHER SYSTEM INFECTED

JOIN NOW
 ARE YOU DOING YOUR PART?
 REMOTE 2222

The Arachnids

A STRUCTURED SOCIETY

The society of the Arachnids is a great engine, powered by countless individuals, most of whom work by elementary directives and goals. A single bug has a very simple, straightforward task and billions of such tasks make up the complex and delicate machinery of Arachnid society, operating with clockwork precision. Each bug works utterly and completely for the good of the whole, with no sense of self whatsoever. With each and every bug doing its best for the colony and each and every colony doing its best for the entire species, the Arachnids have become the most efficient species in the galaxy.

In a colony, Arachnids only have one social tool—the command structure. For bugs, this is not simply a master-slave relationship but a very complex, efficient and ultimately co-operative chain of interlocking direct orders, programmed tasks and improvised psychic commands. It is by the delicate hierarchy of a colony that the entire Arachnid machine functions. Each bug sees others as part of the great engine it works for, except for hierarchy bugs. Brains, queens and overseers are constantly in telepathic touch with thousands or even millions of bugs simultaneously, perceiving the social machine as an all-encompassing net of thoughts, impulses and needs. Though sentient, intelligent and self-aware, there are no individual relations for them, no individual needs.



The colony is a single entity and other species are merely an environmental threat to expansion and survival.

IN BATTLE

Arachnids learn from defeat. A species that fails is doomed to extinction—therefore defeat must instead be turned into success. By instinctively studying their own laws the Arachnids have perfected not only their strategy but their genetic structure as well. Arachnid tactics in battle have a tendency to seem unpredictable, purposeful and they are always effective. Arachnids never leave anything to chance nor stray from their purpose in the slightest, planning every battle not with the analytical mind of a strategist but with the flawless survival instinct of an entire species honed for conquest and domination. When conducting combat with Arachnids, a general must be ruthless, flawless and relentless. For the Arachnids there is no other way.

Arachnids will happily engage an enemy on the surface where their full weight of numbers can be brought to bear. However, they are also wary of the destructive qualities that artillery, orbital bombardments and air strikes possess. Properly used, they can wipe out hundreds of warrior bugs in seconds. They will therefore tend to bide their time, creating extensive tunnel networks that the majority of bugs can see to if an airborne danger threatens. Once past, or neutralised by plasma or hopper bugs, the main warrior force will re-emerge to continue their attack. The only real response to this tactic is to destroy each Arachnid and close every bug hole for miles in every direction, a dangerous and time-consuming task.

It did not take brain and queen bugs long to realise that other races were prone to confusing workers with warriors. This opened up a whole new variety of tactics as feints that looked like main assaults could be performed with the easy to breed workers or the two sub-species could be combined into giant swarms that would be almost as lethal as a swarm consisting purely of warriors. Veteran troopers have learned to tell the difference between the two at short range but in chaotic battle conditions there is no way to determine which bug is which until the attack has already begun.

DEEP SPACE

The Arachnids are still profoundly limited once they move beyond planetary orbits and have yet to develop the sophisticated craft enjoyed by the Fleet and other advanced races. Though plasma bugs are capable of shooting spores to other planets in a star system, the chances of them striking a warship at this range are remote.

The use of transport bugs to cross the void of space is beginning to increase as the Arachnid Empire grows larger. Only one has been successfully engaged by a Fleet vessel (the *Valley Forge*) and intelligence on their true capabilities is somewhat limited. The sheer mass and thick, armoured carapace of a transport bug makes dealing serious damage to it a daunting prospect. Indeed, Military Intelligence has classed most colony orbital defences as insufficient to even slow down an incoming transport bug, making Fleet presence around these worlds all the more important.

Offensively, transport bugs are a lot less terrifying, as the only weapons that appear to be used by them are lines of plasma bugs temporarily braving the void to hurl fire at nearby enemy vessels, though they seem to lack the co-ordination of those firing from the surface of a planet.

The two major gaps in the Arachnids' arsenal seem to be a dedicated warship and fast strike fighter equivalent. Despite the damage a kamikaze rippler can do to a speeding shuttle, there is still nothing in the known galaxy that can match a TAC fighter in a dog fight, within a planetary atmosphere or out. The fact that a transport bug has no heavy weaponry with a serious chance of destroying a cruiser or other large military vessel, is something of a relief for the Fleet and has led to a cavalier attitude towards the threat Arachnids pose in space.

Even so, the transport bug is a biological wonder and there can be little doubt that if the Arachnids decide they have a critical need for creatures based on the roles Fleet vehicles perform in battle, they will indeed appear.

ASTEROIDS

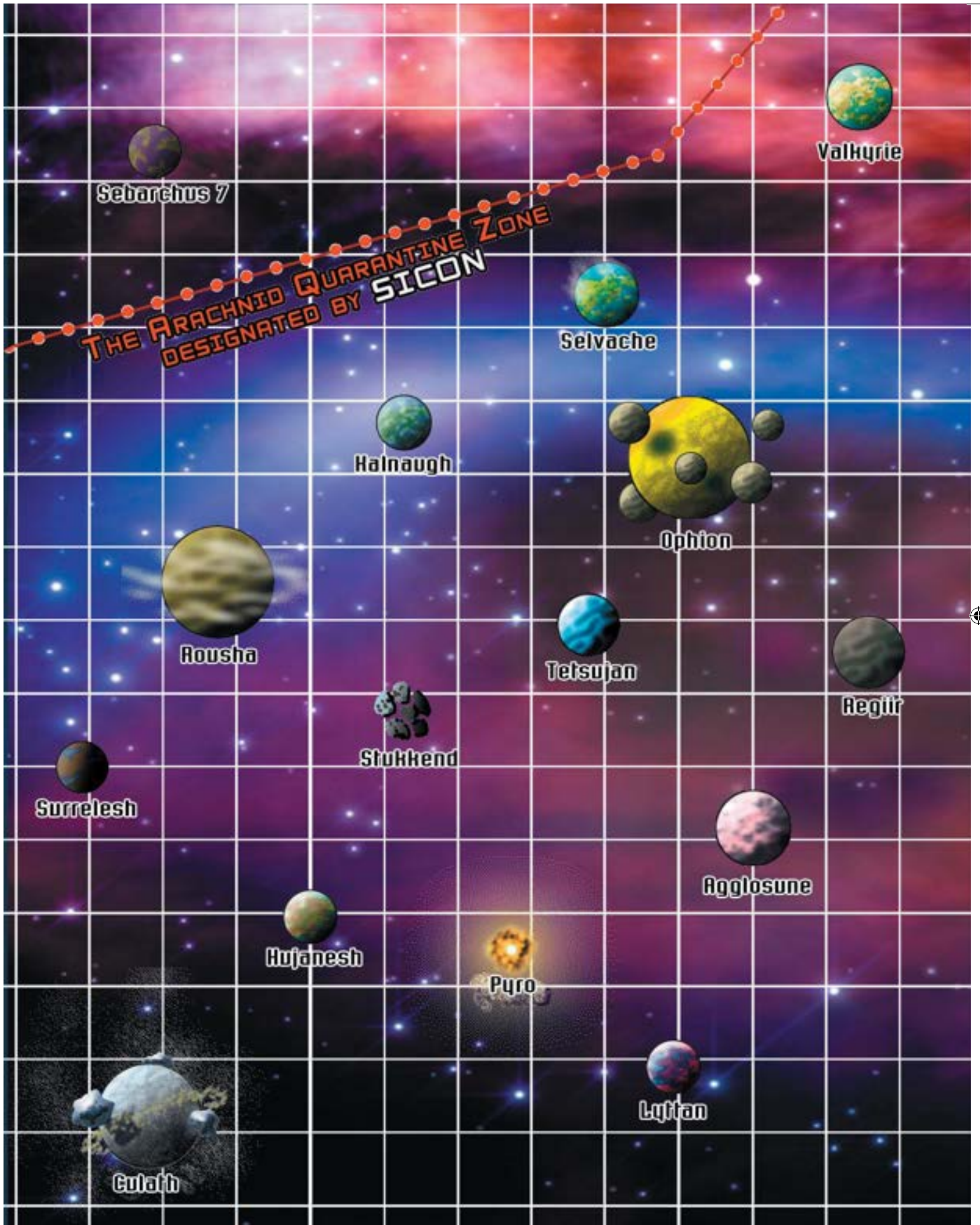
After the destruction of Buenos Aires, no citizen on Earth or the colonies was left in any doubt as to the threat the Arachnids posed. Consequently, the most infamous of Arachnid attacks has become the most feared, even though it is plain to SICON that the gradual infestation of system after system by spore or transport bug is of far greater relevance.



Still, death by hundreds of tons of spinning rock thrown onto an inhabited world remains a potent weapon that the Fleet will be ever watchful for. Buenos Aires is the only human target to have succumbed to this kind of attack but the Arachnids have tried this tactic many, many times, against Earth and the colony worlds.

Every system has billions of rocks or icebergs slowly orbiting its sun, travelling for eternity unless a gravitational tug from a nearby star disturbs them, sending them inward to become comets. The Arachnids, naturally, have a more direct approach.

A transport bug at the edge of the system will ensnare a suitable asteroid (solid rocks are preferred, as ice-based projectiles have a tendency to melt before they strike the surface of a planet) before accelerating towards its target. The rock is then released and follows a pre-calculated ballistic trajectory to strike an inhabited world. The course of the asteroid is calculated by brain bugs on board the transport and the accuracy can be phenomenal, even from the edge of the system.



Sebarchus 7

Valkyrie

THE ARACHNID QUARANTINE ZONE
DESIGNATED BY SICON

Selvache

Halnaugh

Ophion

Rousha

Tetsujan

Regfir

Surrelesh

Stukhend

Agglosune

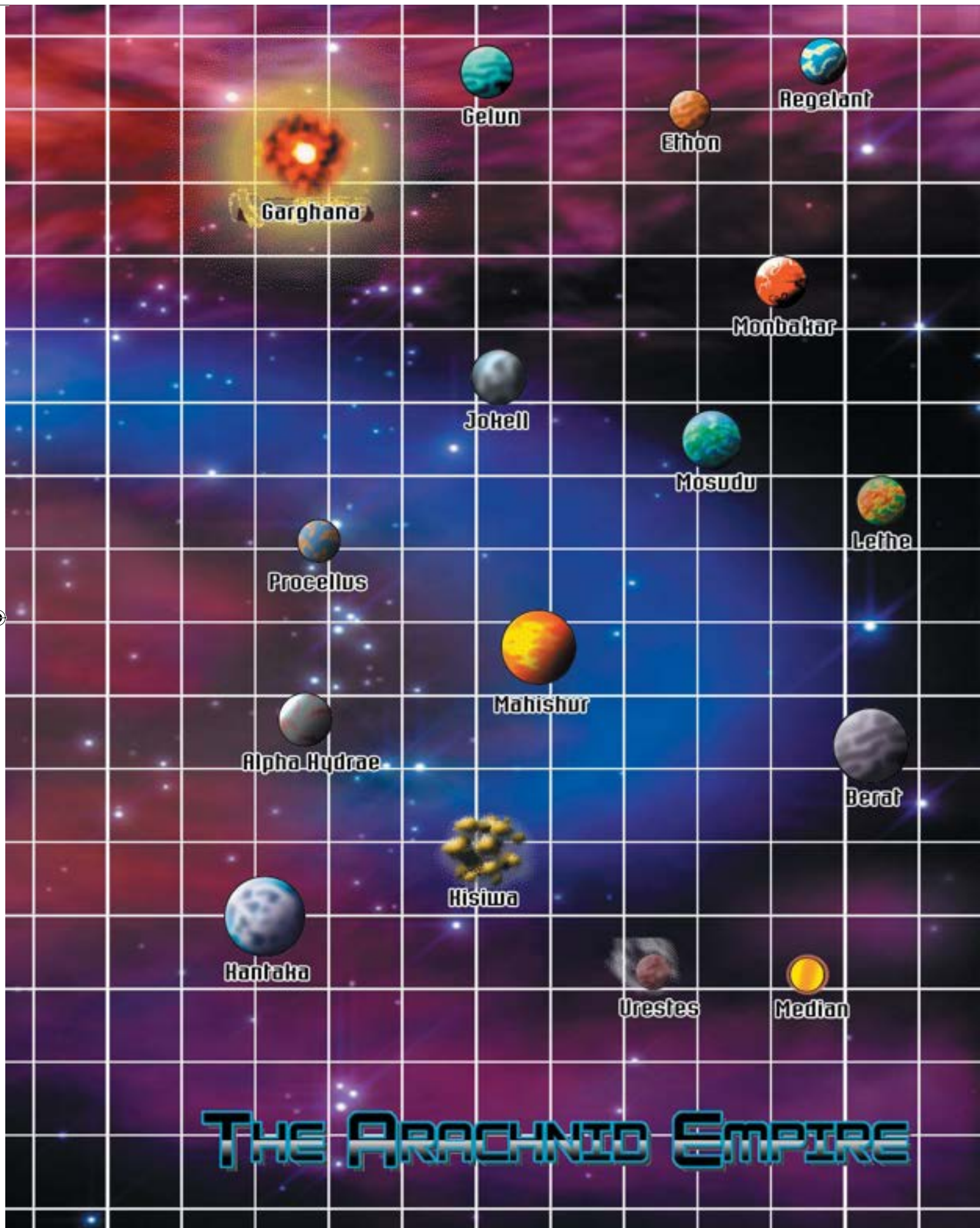
Hujanesh

Pyro

Lutran

Culath





THE ARACHNID MENACE

CONSTANTLY EVOLVING AND developing new sub-species, the Arachnids are prolific. Every evolutionary requirement will be filled with a particular sub-species, suited eminently for its role and environment under the conscious direction of the brain bugs.

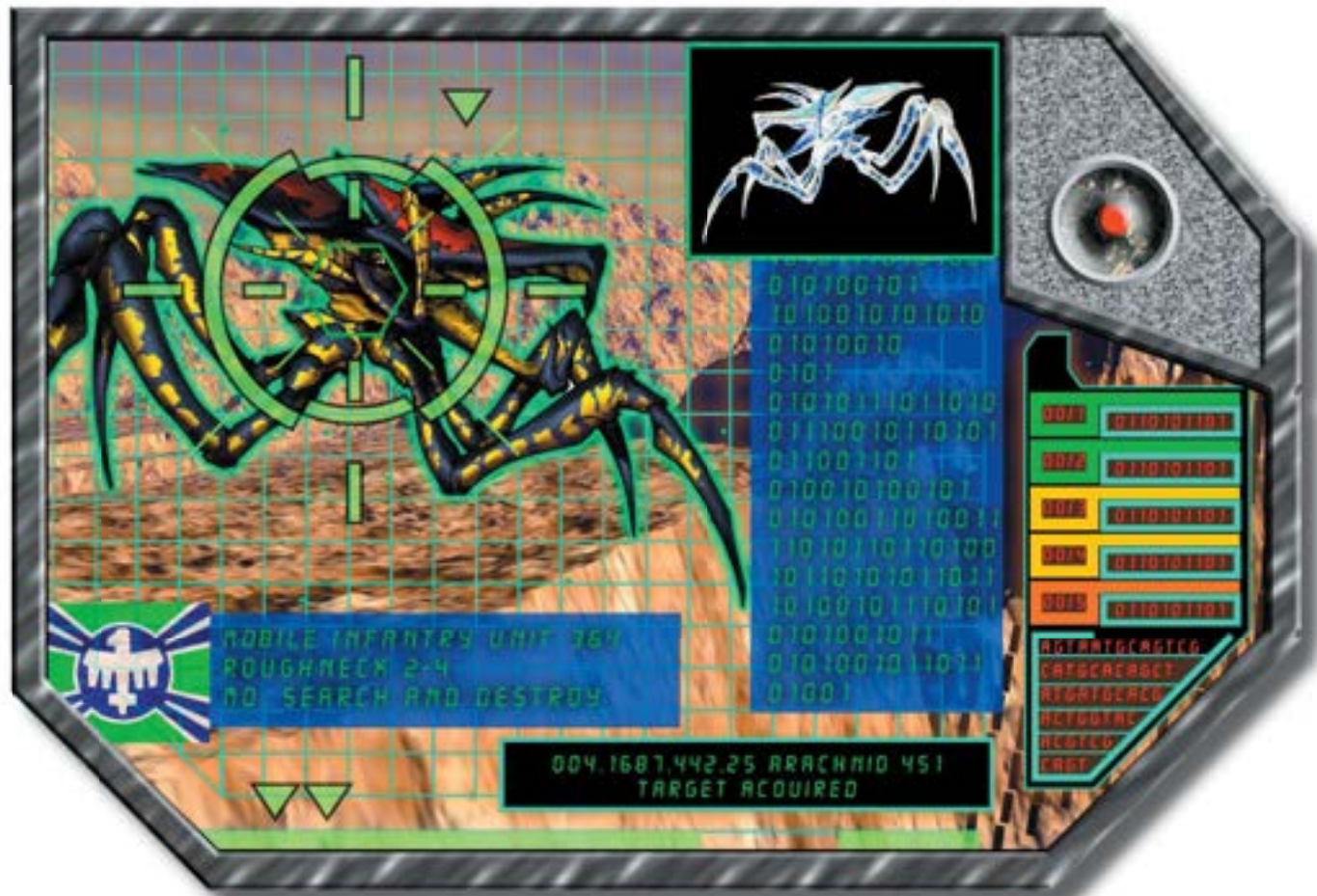
SOLDIER BUGS

A soldier is not a particular sub-species of Arachnid but a collective term given to those bugs that are evolved primarily to fight, destroy enemies and defend colonies. They vary greatly in size, from the common warrior to the colossal plasma, but they all have in common at least one gruesome adaptation for their given task – the single-minded slaughter

of their enemies. Be it bladed claws, scything limbs, chemical discharges, electric shocks, flaming spit or some other biological means of attack, all soldiers are deadly and each one can kill a man with ease. There are numerous soldier sub-species and all are built to kill.

Blaster Bugs

A classic example of the Arachnids mutating existing sub-species to fulfil specific tasks, the blaster bug uses the warrior bug as a base but removes the powerful close combat attacks and replaces them with a ranged weapon. The blaster bug naturally generates two highly volatile chemicals within specialised organs located deep in its bulbous thorax. Muscular



The Arachnid Menace

convulsions shoot these chemicals through channels that run the length of the blaster bug's body, into its mouth where they ignite, shooting a wave of flame forwards.

Blister Bugs

Blister bugs are low-level ranged soldiers for the Arachnid army and are often treated as expendable by brain bugs. They are easily produced as eggs, making them less valuable than many other sub-species and this places them firmly in the line of fire whenever a colony or bug outpost is attacked. In large numbers, they can be incredibly deadly but their fragile exoskeletons make them easy to take down with concentrated firepower. With an oversized, bulbous upper body and spindly legs, blister bugs are very distinctive on the battlefield and readily identified.

Brain Bug

Brain bugs are at the top of the Arachnid hierarchy, though many suspect the presence of a queen bug at the head of the largest colonies. Massive and bizarrely shaped, brain bugs almost look like bloated brains with the vaguest of insectoid features. Any trooper who assumes these powerfully psychic creatures are defenceless may not live to realise his error. Brain bugs act as communication and tactical centres for Arachnid colonies, connected to every bug in the colony through their impressive but utterly alien telepathic minds.

Brain bugs have a highly adapted proboscis capable of piercing a victim's skull and sucking the contents out. It is believed that brain bugs somehow learn what the victim knew as they digest their grisly meal, making this a potent, if appalling, intelligence gathering tool.

For all their psychic talent, brain bugs are physically weak and must be attended at all times by smaller servants known as chariot bugs. Chariot bugs themselves are small, concave-disc-shaped bugs. While not overly dangerous in their own right, the mobility and flexibility an entourage gives a brain bug is disconcerting. However, chariot bugs are small and easily fall victim to enemy fire. As his entourage is whittled down, the brain will find itself crawling alone, slowed and increasingly vulnerable by the loss of its attendants.

Burrower Bugs

The burrower bug is a huge and well-armoured sub-species developed to tunnel through rock at great speeds, using its sheer bulk and rows of grinding teeth to cut through the toughest natural materials as quickly as its worm-like body can be propelled. Burrower bugs will usually be attached to swarms of other Arachnids not capable of creating their own tunnels or unable to match the pace of the burrower bug when tunnelling. Several burrower bugs have been known to combine their efforts to create tunnels that even the massive plasma bugs can march down. They are often directed by

brains to spearhead crucial attacks though when not at war they will be employed to extend the tunnel network of a colony, leaving the worker bugs to be engaged in other duties.

Carrion Bugs

Attached to the carapace of a warrior bug deep within a colony, a carrion bug remains dormant until its host is killed, whereupon chemical impulses from the warrior food into its system, stimulating its metabolism to dangerously high levels. The carrion bug burrows into the flesh of its host, consuming all the organic material beneath the carapace within minutes, growing as it assimilates the remains of the warrior bug into its own body. Fired by the stimulants it has received, the now-bloated carrion bug transforms into a new warrior bug that bursts from the carcass of the original. The whole process takes just a few minutes and can mean an area scoured clean of warrior bugs will soon be swarming with them once more, a tactic that has thrown several Mobile Infantry commanders off balance, with fatal results.

Firefly

With carapaces sporting thick green scales rather than huge plates, a firefly suggests something reptilian until its compound eyes fix upon their target. Very agile, fireflies can use their powerful rear legs to leap great distances before launching their re-breathing attack, making them perfect for well-timed ambushes. Though initially bred within Arachnid colonies as any other species, fireflies have the ability to reproduce themselves, permitting them to be sent on far-ranging missions deep inside enemy territory. Add to this their remarkable resilience to the void of space and it is easy to see why they are often used as the vanguard of attacks on airless worlds and asteroids.

Guard Bugs

Guard bugs are a gigantic breed of warrior bug, engineered for sheer power and brutality. Almost unstoppable in combat, only directed heavy weapons have a chance of bringing down a swarm of guard bugs before they close with their enemies. Once in close combat, they are almost unbeatable. They have been developed by the Arachnids to compensate for the weaknesses of normal warrior bugs discovered by veteran Troopers. As well as thicker armour, guard bugs have enhanced reflexes, more powerful attacks and a more evenly distributed nervous system.

Looking like exceptionally well-armoured warrior bugs, guard bugs are far larger and stronger. They are employed to guard the most vulnerable parts of a colony, such as the queen's chambers, the breeding pits and, occasionally, important tunnel entrances. If a Mobile Infantry squad manages to penetrate deep inside an Arachnid colony, they will be sure to meet a last line of guard bugs, fighting fanatically to repulse the invaders.

The Arachnid Menace



Hopper Bugs

Hopper bugs are a deadly component of the Arachnid army, both for their sheer speed and the lethal nature of their sudden attacks. A flight of them sweeping down out of the sky towards a platoon of troopers can mean the swift and violent end of an entire military campaign. While there are ways to detect the motion of hopper bugs in flight before they become visible, it is extremely difficult and most units are not equipped with the right instruments to do so. The best most squads can do with hopper bugs is to remain alert, be ready to dive for cover and keep looking to the sky.

Infiltrator Bug

So far only encountered in the Federation colonies closest to the Arachnid Quarantine Zone, the infiltrator bug is nevertheless a disturbing indication of the degree of specialisation the Arachnids are capable of in breeding sub-species. Able to contract into a roughly humanoid shape, infiltrator bugs were bred to inhabit the power suits of fallen troopers. They then approach Mobile Infantry positions, using their disguise to get close enough to launch a devastating attack, sometimes getting inside fortified positions and forward bases before bursting out of the power suit.

Infiltrator bugs are most effective when Mobile Infantry units have not encountered them beforehand. The first sight is usually of a trooper limping towards an outpost as if wounded. If he is recognised by the name tags on his power suit, he will

often be identified as a trooper recently reported as missing in action during a patrol. Welcomed back to base after being presumed MIA, the defences are lowered and gates opened. The infiltrator bug is then left to walk right in, getting within striking distance of troopers and equipment before shrugging off the power suit, unfolding its full eight foot frame and tearing apart anything within range.

King Tankers

When tanker bugs were first sighted on Pluto, such was the fear they instilled that many troopers questioned the wisdom of enlisting to the Mobile Infantry. Time passed and tactics were soon devised to tackle these creatures. However, the Arachnids are also constantly developing their own version of technology and gradually reports began to filter to SICON Intelligence of an even larger breed of tanker. Nigh on unstoppable when plunging into the midst of battle, the term king tanker was soon coined.

The tanker bug is primarily used as a line breaker in battle, smashing apart any prepared defence with ease to allow swarms of warrior bugs to assault their enemies. However, it often proves something of a fire magnet because of this, attracting the attention of every heavy weapon that can be mustered. The king tanker was engineered by the Arachnids precisely to counter this. With armoured plates twice as thick as those of the original tanker and a far more powerful muscle structure, the king tanker can weather any attack short of a tac-nuke and keep fighting.

The Arachnid Menace

Mantis Assassin Bugs

Distant relatives of the warrior bug, mantis assassin bugs have been developed to target individuals on the battle field, approach them stealthily and then destroy them in short order. Targets often include heavy weapons teams, CHAS units, Marauders and of cers identified by their increased communications traffic.

The leg muscles of the mantis assassin bug are exceptionally strong, allowing it to leap enormous distances when launching an attack. Once in contact with its target, the bug will always aim for a quick kill, rending with the two front claws that gave this sub-species its name among the Mobile Infantry. Not all Arachnid colonies have seen fit to include the mantis assassin bug, leading to speculation that the variant is difficult to breed.

Mantis Hunter Bugs

The mantis hunter bug fulfils a similar role to its assassin counterpart but replaces the sometimes suicidal leaping attack with a chameleonic carapace that allows it to use its innate stealth skills to the full. Whereas the mantis assassin bug will charge through a hail of fire on a battle field, if necessary to reach its target, the mantis hunter bug will advance far slower, moving from cover to cover as it closes in on its prey.

Its general role on the battle field is slightly different as well, as the mantis hunter bug will rarely be designated a precise target by a brain bug. Instead, it will be given an area to patrol (which may stretch for several square miles), attacking any enemy that dares to venture into this territory. The mantis hunter bug can also bide its time, often staying motionless for days until an enemy is detected. It will then slowly close with the victim, waiting for a moment of opportunity to strike when least expected.

Overseer Bugs

First termed king bugs by SICON Intelligence, this was quickly changed when the true nature of their role within Arachnid colonies was understood. Overseer bugs are a mass of carapace plates and ridges, from which hang eight legs with wickedly sharp claws. A pair of double-wings sprout from the carapace which appear barely able to keep it in the air.

The overseer bug provides a solid level of direct command over lesser bug sub-species and is capable of replacing a brain bug on the battle field. However, it possesses none of the brain's awesome processing capabilities and has weaker psychic powers. They form a conduit between queen, brain and warriors, increasing the responsiveness of entire bug swarms and so are often made priority targets by the Mobile Infantry.

Plasma Bugs

First presumed to be a rudimentary planetary defence system, the power of the plasma bugs and their enhanced targeting capabilities soon changed SICON's opinion of them after the Klendathu Invasion, where they were responsible for decimating the Fleet. Massed plasma bug fire was thrown into orbit, wreaking havoc on the ships attempting to drop the Invasion Companies to the planet's surface.

Ponderously large, plasma bugs have subsequently been seen engaging in artillery strikes against Mobile Infantry positions and strongholds, with devastating consequences. By using a smaller charge of plasma, the plasma bug can arc its fire onto ground-based targets at relatively short ranges. They are therefore often primary targets within a theatre, with considerable effort made by TAC Fighters and Mobile Infantry strike teams to destroy them before major military operations commence.

Rippler Bugs

Themselves a variation on the hopper bug, there are several forms of the common rippler, each developed for slightly different roles. The rippler bug is built a little lighter than the hopper bug and is thus more agile in flight. However, it is also more susceptible to enemy fire and large numbers can be brought down in concentrated attacks.

When a colony begins breeding rippler bugs, it will do so in great numbers, aiming to literally fill the surrounding sky with these airborne attackers. With sufficient preparation, a colony can make effective air support almost impossible for any attacker and cause ground forces to suffer correspondingly. Ripplers mature at a frightening rate, far faster than the larger hopper bugs, allowing these huge swarms to be produced very quickly.

Spider Bugs

Common among colonies based in jungle or forest territories, spider bugs are agile, tree-dwelling Arachnids, developed to exist in this environment. Easily capable of taking down a strong human, spider bugs pack a vicious rending bite that can tear a trooper in half as they swarm over him. However, the main form of attack during their common ambushes will come from their spinning webs.

Spider bugs are capable of spinning tough webs that will bind creatures far larger than themselves – few humans have the strength to burst free. This web can be shot short distances by a reflexive muscle action, entrapping the target. The spider bug will then bind the victim tighter, inject a paralysing poison and carry the entire package back to the colony. Typically this is done to present brain bugs with opportunities to gather intelligence, a process that always proves fatal for the victim.

The Arachnid Menace

Tanker Bugs

The original Arachnid lure magnet, the tanker bug is the main assault sub-species used in frontal attacks. Immensely strong and well armoured, small arms simply patter off its thick carapace while it remains fully capable of crushing vehicles and fortifications alike. Its ability to tunnel, rare in a creature so large, allows it to join stealthy warrior bug attacks or launch surprise assaults of its own, directly into the heart of an enemy stronghold.

Aside from raw brute force, the tanker bug also possesses a caustic stream weapon. Spewing a highly volatile chemical from a duct at the top of its head, this stream is ignited by a self-generated electrical charge. Metal and flesh alike literally melt under this intense blast meaning that even troopers who outrun a tanker bug may find themselves in serious trouble.

Thorny Tankers

An extremely rare variation of the tanker bug, the thorny tankers have so far only been sighted on worlds close to the borders of the Arachnid Quarantine Zone. Just as tough as the original breed, thorny tankers lose the renowned caustic spit and are instead focused on brute force assaults. Their characteristic thorny carapaces add a new level of protection but are also admirably suited to shredding large vehicles and structures, simply by the bug battering its way through them.

Thorny tankers are therefore used in frontal assaults where fortifications are to be breached.

Tiger Warrior Bug

So far seen only in a few sectors on Klendathu, the tiger is a faster, stronger and more aggressive variant of the common warrior bug. It is recognisable by its strong yellow and black colour scheme but given the Arachnids' ability to alter the carapace colour of bugs they breed in different colonies to match environments, it is entirely possible that troopers may face tiger warriors in the future without realising the fact until it is too late.

Tiger warriors take longer to breed than their lesser counterparts and it may be surmised that, when vast numbers of soldiers are needed (the Arachnids' main advantage over the Federation), the quality of the individual is of secondary importance. As such, tiger warriors may be viewed as an elite troop type, in the same way as the Pathfinders of the Mobile Infantry. On the battlefield, however, they fight alongside warrior bugs, rather than being grouped into specific units for special missions.

Warrior Bugs

Warrior bugs are the primary fighting force for the Arachnid Empire. Adaptable for virtually any climate, warriors are easily bred, tremendously strong and incredibly resilient. They are capable of tearing an armoured man in half and entering





hibernation for long periods of time, traits that create Arachnid colonies with instant defences that are only functional when they are needed. Warriors are generally found in swarms or small packs.

WORKER BUGS

Although worker is the name given to a particular sub-species of Arachnid, the term is also frequently used to refer collectively to those sub-species which form part of a colony but whose duties are not primarily combative. Such workers are responsible for all aspects of colony maintenance, from burrowing new tunnels through which the colony extends to nurturing young and feeding hatchlings. Other workers have important roles outside the colony, taking on duties roughly comparable to transport and espionage in the armies of other races.

Workers are rarely seen on the battle field that duty is principally left to the soldier bugs though some may be seen in confrontations if the fighting takes place sufficiently close to their precious colony.

Breeder Bugs

Though officially classed as a non-combative sub-species, the claws of breeder bugs have spelled doom for more than one careless trooper. They are, however, generally non-aggressive, preferring to fulfil their sole task for the Arachnid colony consuming as much organic matter as possible and converting this into eggs which will hatch into the next generation of bugs.

A well-fed breeder bug has an amazing metabolism, being able to lay an average of a dozen eggs per day, though brain bugs can stimulate their breeders with chemical impulses to

triple or even quadruple this output. Breeder bugs cannot sustain this level of activity long and will generally die from exhaustion within a month, making this a course taken only when the colony as a whole is under threat. The eggs laid by breeders are species-neutral, requiring the stimulus of nurser bugs to designate them as warrior, brain, hopper, and so on, in a process similar to the fertilisation of eggs in other egg-laying creatures.

Chariot Bugs

Chariot bugs are flat, disc-shaped creatures, small but capable of carrying many dozens of times their own weight. They perform endless tasks in the colony, clearing rubble from cave-ins, moving threatened egg stacks to safety, dragging dead bugs from tunnels and generally taking care of the heavy lifting.

When the colony is attacked, the chariot bug's most important duty is that of bearer to the large, sluggish brain bugs. A carpet of chariot bugs will amass under a brain, lifting its great bulk off the ground and scurrying about at the brain's command.

Cliff Mites

So called because they were first found during the Pluto Campaign as a Mobile Infantry squad traversed a cliff face, these mites act as sentries and advance scouts, seeding an area and using their small size to avoid detection as they watch for intruders.

Though not generally used in a combative role, cliff mites still pose a danger to any careless trooper who gets too close. Their powerful mandibles are strong enough to crush almost any material and, when encountered on cliff faces, they have a disturbing habit of snipping lizard lines when

The Arachnid Menace

a squad is dangerously high above the ground. Cliff mites are surprisingly agile, often throwing off a target lock from an enemy by leaping from cover to cover before closing for attack.

Common Worker Bugs

Common workers, usually just called workers, are the labourers of the colony. They are not specialised for any particular task like breeders or chariot bugs but they are instead all-purpose workers. Common workers are hatched from the simplest of all Arachnid eggs and thus share a great deal of their morphology with the warrior bugs with whom they are frequently confused.

Control Bug

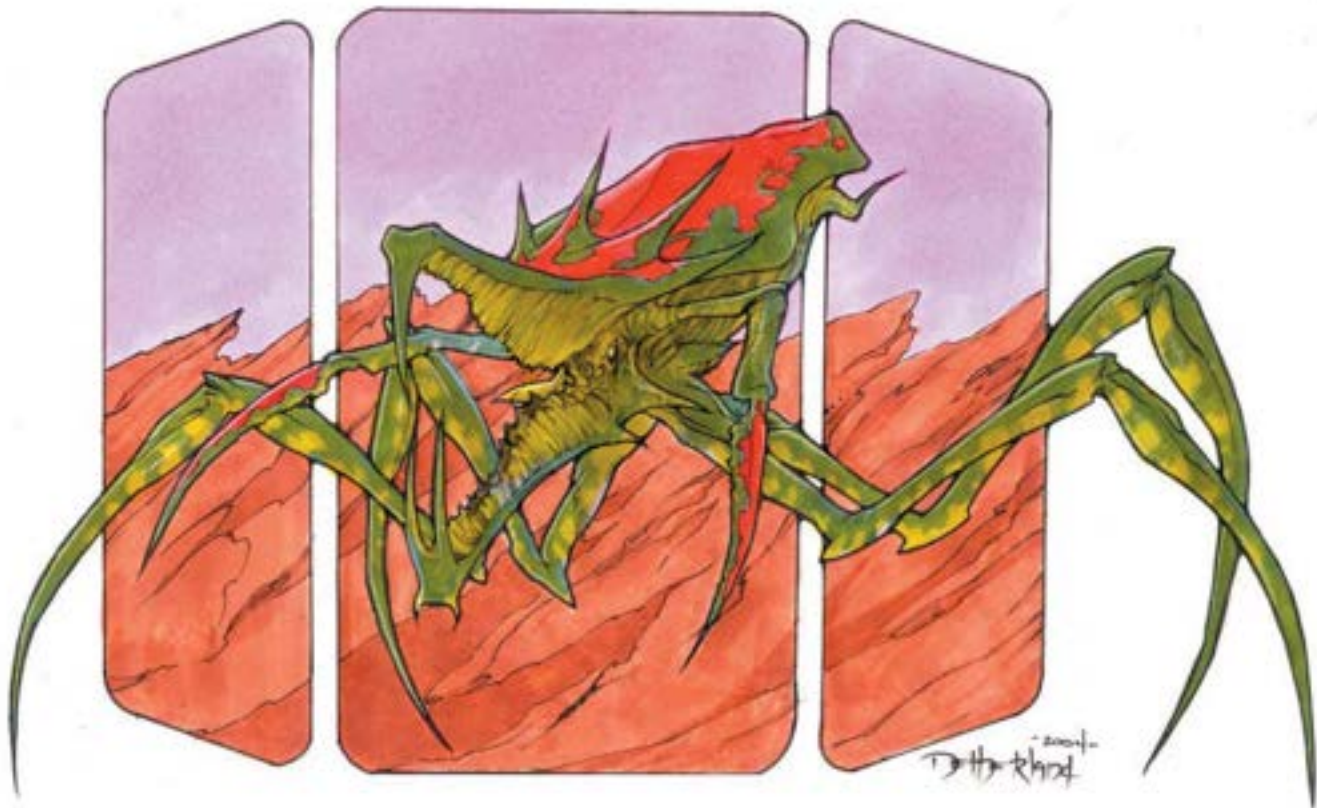
One of the smallest species of Arachnid yet discovered, the control bug was bred purely to subvert alien races and bend them to the will of the brain bugs. Armed with a diamond hard proboscis that can scythe through thick armour, the control bug's method of attack is to leap upon a victim and scramble to the base of its skull. The proboscis then penetrates the spinal cord, right under the brain stem, allowing the control bug full access to the victim's nervous system and motor functions. This effectively makes the victim a slave of the Arachnids, forced to obey whatever commands the brains give the control bug.

Minion Bug

The term minion bug actually encompasses a huge array of sub-species, all fulfilling specialised non-combatant activities within their colony. From waste disposal to water reclamation, there is a minion bug specially adapted to the task. In a way, they can be seen as the true worker bugs of a colony, the lowest rung of Arachnid society. Posing no threat to invading troopers, minion bugs will simply scuttle away into the darkness if an enemy approaches, returning to their tasks when danger has passed.

Transport Bugs

By far the largest organism yet encountered, transport bugs are living freighters, colossal creatures who fulfil the role of spacecraft in the Arachnid Empire. Whereas the internal organs of most organisms are designed to aid the function of the body, transport bugs are furnished with many apparently redundant chambers, organs and cavities within which they can carry hordes of smaller Arachnids. Some biological phenomenon allows the transport bugs to generate an electrical field around themselves with the same phasing effect as created by the human Cherenkov drive. Even more incredibly, this field is sufficient to allow transport bugs to travel at parsec speeds—a speed which is known to tear apart the hulls of poorly maintained vessels in Federation fleets.



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



IMPACT IS IMMINENT
JOIN THE **MOBILE INFANTRY**

SERVICE GUARANTEES CITIZENSHIP!

sharp knobs protecting articulation centres (1b)

Trochanter

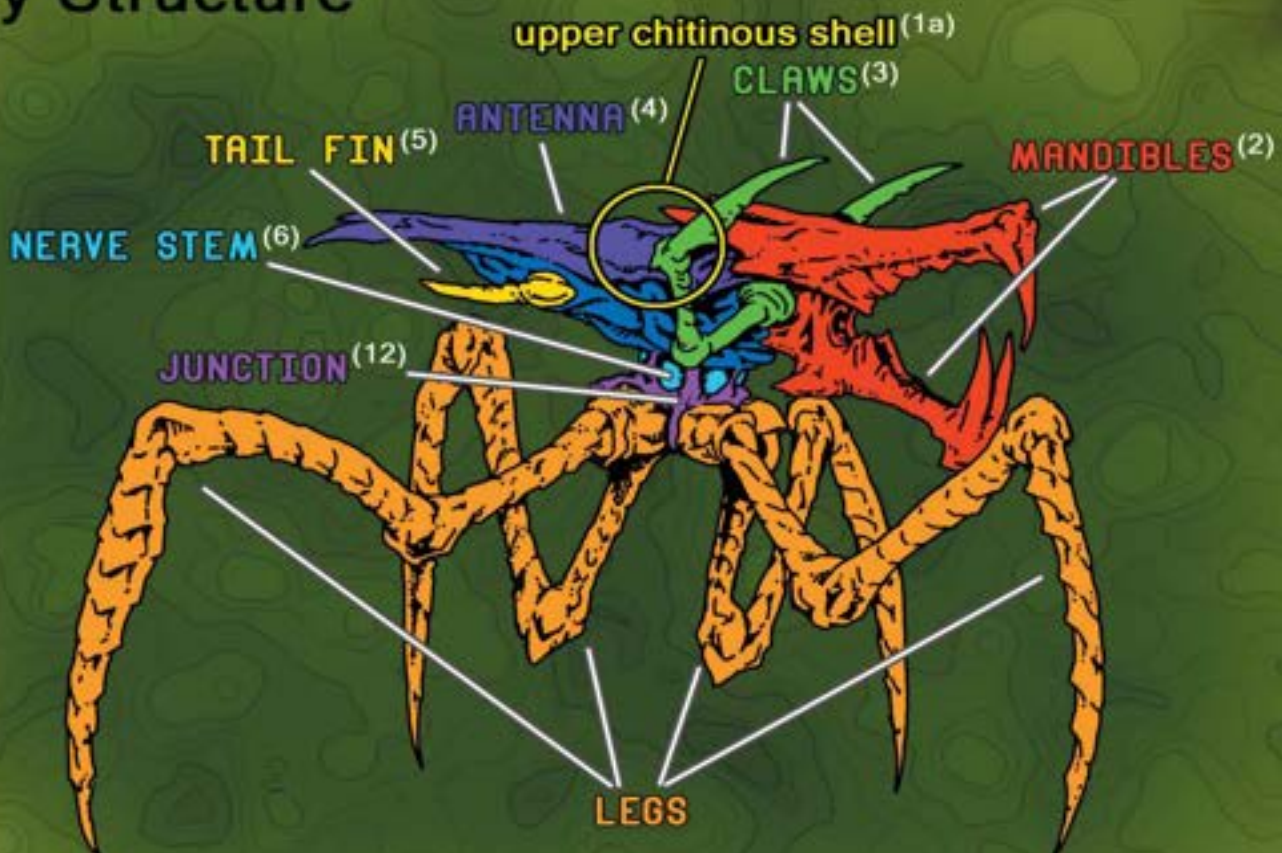
Femur

Tibia

Tarsus

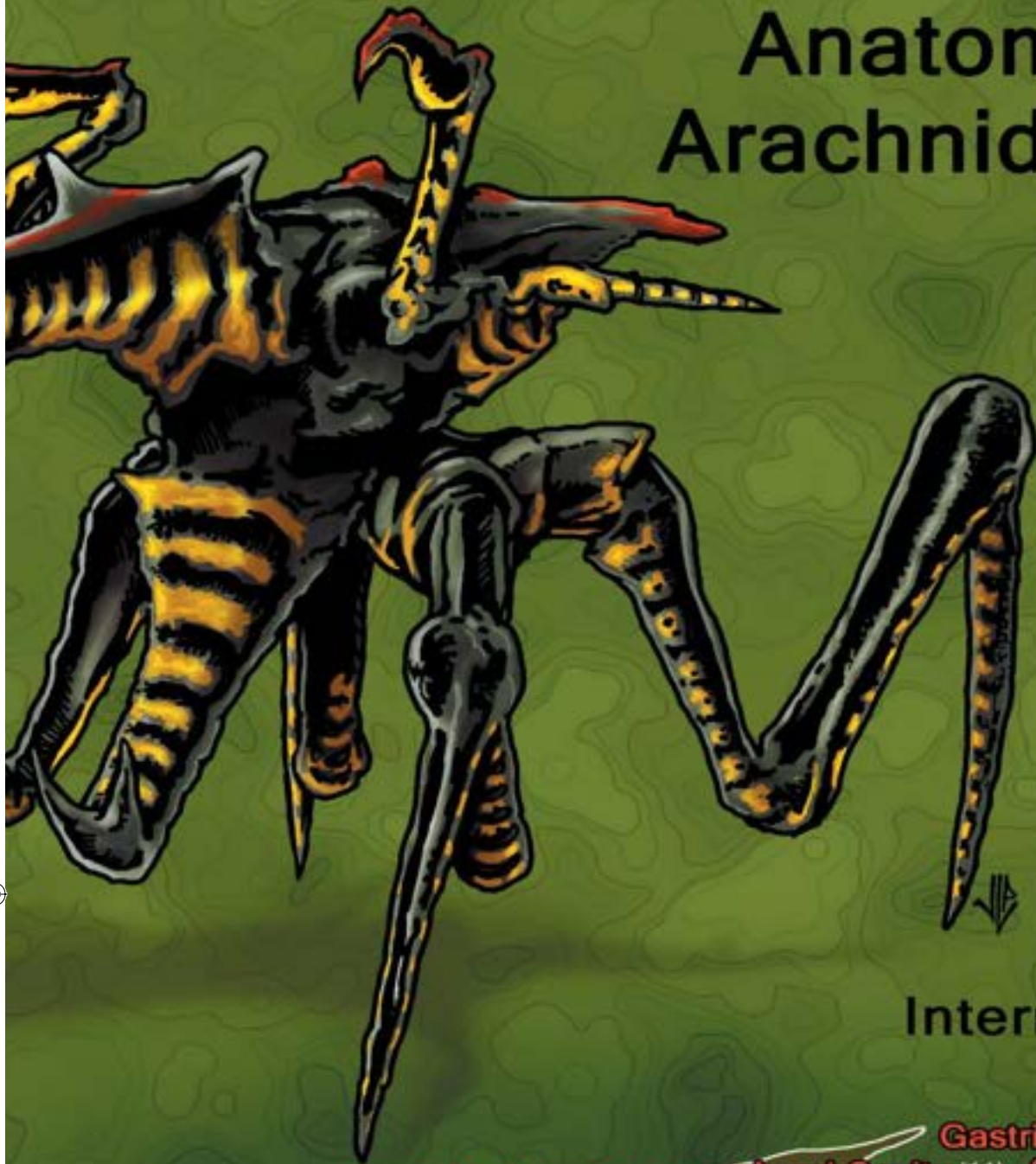
The leg of the Warrior is long and lean, made for running - as anyone who has watched them scamper across the battlefield knows. It also features the characteristic bony ridge pattern of *chitinous shell* (1)

Body Structure

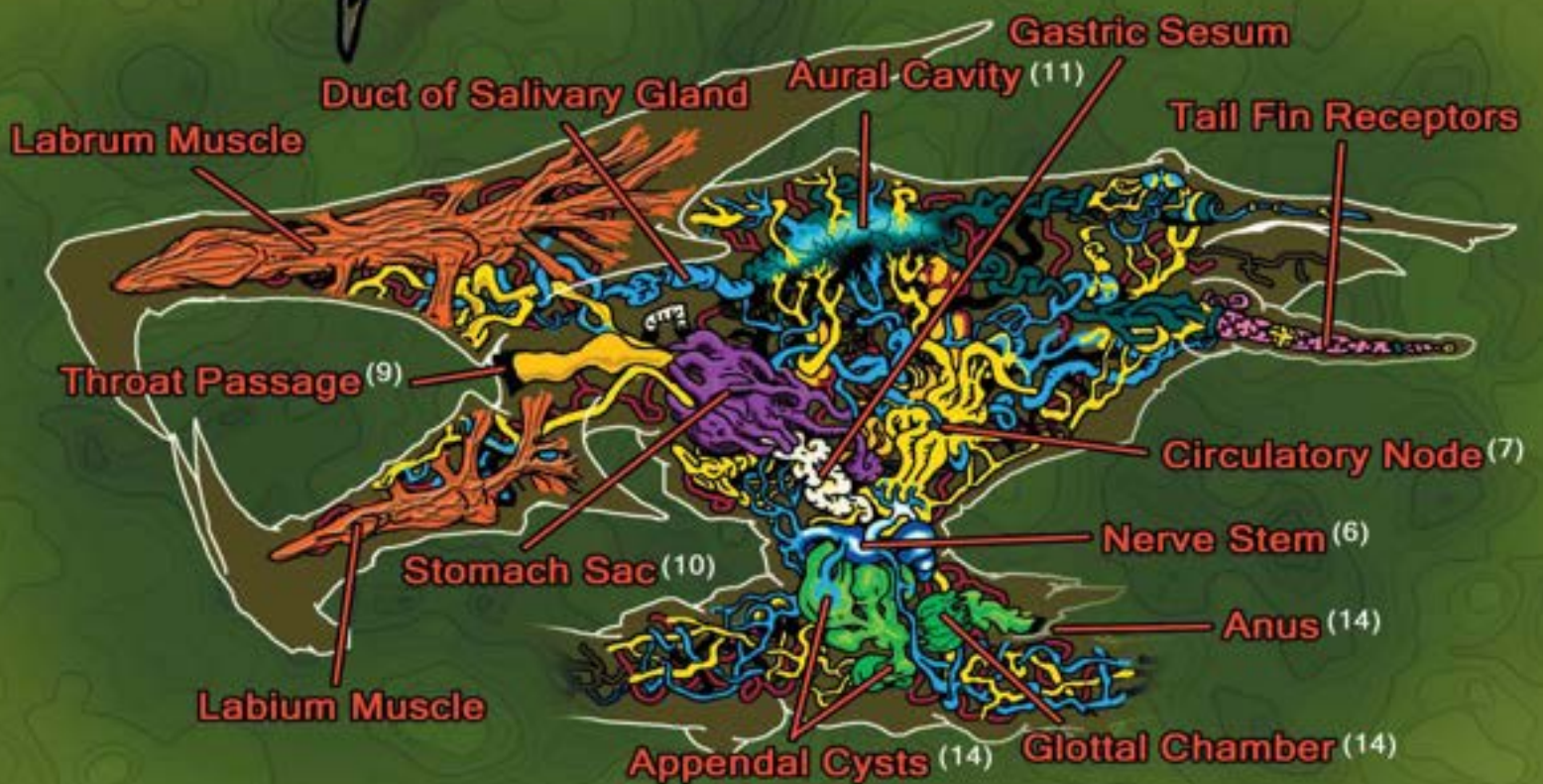


Anatomy of the Arachnid Warrior

by Dr P W Schneider



Internal Anatomy



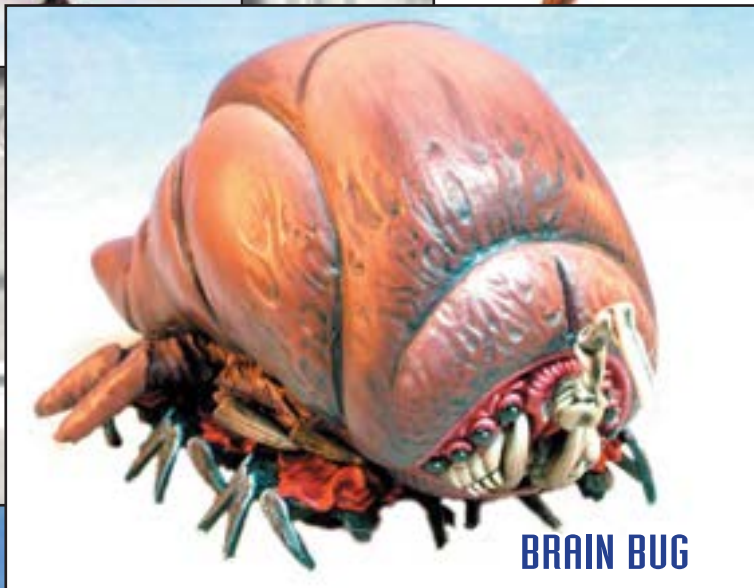
Hobby Section

HOBBY SECTION

FIREFRY



BLASTER BUG



BRAIN BUG

GUARD BUG



HOPPER BUG





MANTIS ASSASSIN BUG



TANKER WARRIOR BUG



PLASMA BUG



TANKER BUG



MANTIS HUNTER BUG



BLASTER BUGS ESCORT A PRECIOUS PLASMA BUG



HAVING EMERGED FROM A CONCEALED TUNNEL A FURIOUS TANKER BUG CAUSES CARNAGE AMONGST SURPRISED MOBILE INFANTRY

ARACHNIDS MAKE
QUICK WORK OF
POORLY ARMED
SKINNIE MILITIA



STOP ALL
WEAPONS ON
BOARDING

A GROUP OF WARRIORS STORM FORWARD



Hobby Section



**FIREFRIES BURN
THEIR WAY THROUGH A
CROP FIELD, LOOKING
FOR THE HUMAN
INHABITANTS**

**TIGER WARRIORS
STALK THROUGH
JUNGLE TERRAIN**



CAUTION
KEEP SEATED
STOW ALL
WEAPONS ON
BOARDING

MAX WT



A DANGEROUS
MANTIS ASSASSIN
BUG TURNS THE
TABLES ON A
PATHFINDER H9
TEAM

A MANTIS
HUNTER BUG
EMERGES FROM
A CONCEALED
POSITION



MAX WT:



**WARRIOR BUGS
STORM OVER
A DESPERATE
MI DEFENSIVE
POSITION**



**A SICON OFFICER
BRACES HIS TROOPS AS
WARRIOR BUGS CLOSE
IN FOR THE KILL**



**BLISTER AND
BLASTER BUGS
SURROUND A STRAY
CHAS UNIT**

**ARACHNIDS ATTACK
A MOBILE INFANTRY
DEFENSIVE POSITION**





WARRIOR BUGS SCATTER AS AN INCOMING SARISSA MISSILE SEEKS A TARGET

A HORDE OF WARRIOR BUGS SWARM ACROSS THE TABLE IN A RECENT STUDIO GAME



PAINTING YOUR WARRIOR BUGS



1. Heavily drybrush the whole model with Hobgoblin Grey.



2. Using Dinosaur Grey drybrush again, but this time not so heavily, leave some of the Hobgoblin Grey showing, concentrate on the joint areas.

WHAT YOU WILL NEED:

Paint brush, preferably a size 0 or one detail brush.

Hobby knife.

Acrylic hobby paint (all from the excellent Testors range: Dragon Black, Hobgoblin Grey, Dinosaur Grey, Djinni Grey, Lizard Brown, Bear Brown, Sol Yellow, Dragon Red, Blood Red).

Cynocrylate (superglue). You may also use plastic cement.

Kitchen towel.

CONSTRUCTION

First, carefully remove all of the moulding lines from the model parts – the finished results will look much better this way. The lines are best gently scraped away with a sharp hobby knife.

Assemble the model by first gluing the legs to the bottom of the torso, ensuring the legs are suitably positioned, then glue on the top half of the torso. Next glue the top and bottom jaws to the head section and attach it to the leg assembly. The palpus (the small claws that attach to the head) can be added now or later.

The entire model is now sprayed with an Acrylic Black undercoat.

TOP TIP: DRYBRUSHING

THE FIRST THREE STAGES OF PAINTING REQUIRE A TECHNIQUE CALLED 'DRYBRUSHING', DON'T BE ALARMED, IT'S VERY SIMPLE: USING A FLAT BRUSH OR DRYBRUSH, LOAD IT WITH PAINT (THICK PAINT, STRAIGHT FROM THE POT IS BEST) THEN WIPE MOST OF IT OFF ONTO A KITCHEN TOWEL. BY PASSING THE BRUSH OVER THE MODEL, ANY RAISED AREAS WILL BE PICKED OUT. THE HEAVIER YOU PRESS WITH THE BRUSH THE MORE PAINT WILL BE APPLIED.

Hobby Section



3. Now use the lightest grey; Djinni Grey. Again drybrush even lighter. Concentrate just on the edges and upper parts of things. You now know how to drybrush!



4. Using Lizard Brown paint on patches simulating the yellow patterns.



5. Using Bear Brown paint the raised areas that are Lizard Brown. Be careful to leave Lizard Brown in the deeper recesses this gives the illusion of depth.



6. Highlight the highest of the raised areas (which are now Bear Brown) with Sol Yellow.



7. Add the bug's red markings now (the colour scheme used in the Starship Troopers film has been used here). Paint these in Dragon Red.



8. Now paint the edges and raised areas of the Dragon Red in Bloode Red.

CREATING THE BUG HOLE

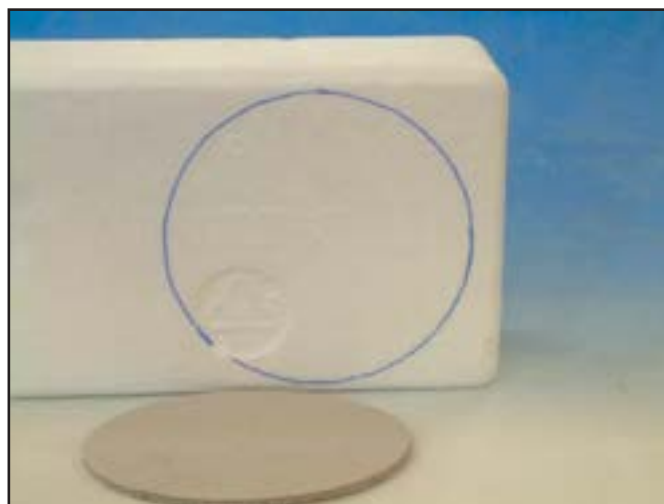
by Nick Robinson

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.

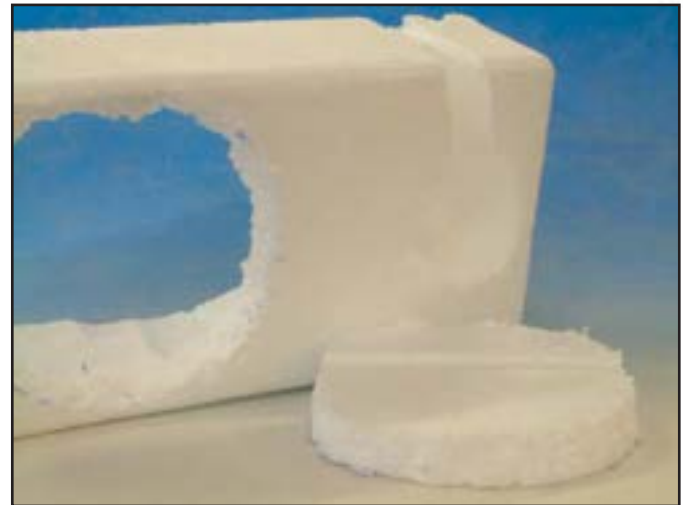


Bug Hole Materials

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

THIS SECTION CONTAINS all the information you need to be able to field an Arachnid army for *Starship Troopers*. The Arachnids are known to be present on hundreds of planets across dozens of systems. Their armies manifest in myriad forms, as varied as the plethora of sub-species which make up the Arachnid race. This army list covers many units and many options for building your army, allowing your force to be as diverse as any Arachnid horde yet encountered.

CHOOSING THE ARMY

There are four steps to choosing an Arachnid Army.

- 1) Choose force value.
- 2) Choose Priority Level.
- 3) Pick your units.
- 4) Pick your support assets.

Force Value & Priority Levels

When choosing an Arachnid army, you must first choose your force value (the total size of your army) and Priority Level. The Force Value will either be determined by the scenario you have chosen to play, or should be agreed between you and your opponent.

Once you have decided on your force value, you will need to choose your Priority Level for the game. In Arachnid armies, Priority Level is tightly linked to the Force Value for the game. To the bugs, if something is important, you simply send bigger and better bugs. For this reason, Arachnid armies are limited in which Priority Levels they may choose, dependant upon the Force Value for the game.

The table below shows the maximum Priority Level you may choose based upon your Force Value. You may not exceed the Priority Level shown.

ARACHNID PRIORITY LEVELS

Force Value	Maximum Priority Level
0 to 999 points	Priority Level One
1,000 to 1,999 points	Priority Level Two
2,000 or more points	Priority Level Three

Choosing Arachnid Units

The following pages include a list of all the units available to the Arachnid army. Each entry describes the characteristics and any special rules for each unit, along with the number of models included and any options available to it, such as increasing its size by adding more bugs.

Some units are not available at all Priority Levels and some units are available only in limited quantities (you may only be permitted to select 0-1 unit, for instance). The number of units of any given type available at each Priority Level is listed clearly in the army list, under the unit's title.

You may only pick units which are available at your army's Priority Level and only in quantities permitted at that Priority Level.

Choosing Support Assets

As well as units of bugs, an Arachnid army can include support assets, representing additional resources such as tunnel networks beneath the battle field, hidden nest entrances and so on. Like units, the available support assets are limited by your chosen Priority Level. You will find a list of available support assets at the end of the army list.

ARACHNID SPECIAL RULES

ARACHNID COMMAND STRUCTURE

Arachnid forces can appear anarchic and uncoordinated to human eyes, stampeding around without purpose or pointlessly indulging in threat displays. However, the atavistic nature of the bugs conceals an undercurrent of sinister intelligence in their actions, doubly so under the hidden influence of a brain bug lurking nearby. Even veteran troopers can be surprised by sudden Arachnid counterattacks and flanking manoeuvres brought down on them through a single tactical mistake.

Arachnid Unit Leaders

Bugs do not have flags and medals, they have a hierarchy that dominates entire planets. They have no angst or ego and can be relied on to act with selfless determination to the last breath of their being. They have no leaders as humans understand

The Arachnid Army List



them, yet they act in co-ordinated, logical patterns on the battle field.

To represent this insect brand of perfect communism, the Arachnid player is free to designate which model acts as unit leader each time an Arachnid unit takes an action. This means command range is seldom an issue for Arachnid units unless forced to spread out by terrain or enemy fire.

Arachnid Command Range

Arachnid command range is 6 .

ARACHNID ALERT STATUS REACTIONS

The communal consciousness of the bugs means they can react very quickly to changing circumstances. As they seldom use ranged combat, Arachnids on Alert Status rarely Shoot (though they may do so if they have an appropriate weapon). Arachnid models on Alert Status can use the Alarm Screech or Countercharge reactions instead of shooting.

Alarm Screech (special Arachnid Ready reaction)

Any Arachnid model on Alert Status can use a Ready reaction to warn other bugs if enemy models complete an action within 10 . Alarm screech enables any Arachnid models (regardless of species) within 6 of the screeching bug to count as their unit leader and make an immediate Move action. The screeching bug may join in with this Move action freely.

Countercharge (special Arachnid Charge reaction)

Any Arachnid model on Alert Status can use a Charge reaction to Countercharge when enemy models complete an action within 10 of them. Countercharges are dealt with in exactly the same manner as normal Charge actions.

SWARMS

Command effectiveness for Arachnids is greatly enhanced when they are massed together in swarms; the whole swarm will act as a single unit and can overrun even the most heavily defended fortification. Swarms are resolved in the following manner.

1. A swarm is formed at the start of an action when the Arachnid player declares his unit leader. Any Arachnid model of the same species within point blank range of that model can join the swarm, even if they are originally from different units. Every model within point blank range of any model within the swarm may also join the swarm (up to a maximum of 15 models in a single swarm), effectively forming a chain back to the unit leader.

2. Models in the swarm are considered to be a single unit, ignoring the normal command range rules, for the duration of the action. There is nothing to prevent a swarm operating as one body in the next action or even for the entire game if the Arachnid player wishes but its constituent models are still considered a part of their starting units.

Swarms do a great job of replicating the mass bug attacks Arachnids are famous for but can cause difficulties in identifying which models belong to which units when the swarm breaks up or for calculating mission points. It is suggested players paint a dot of colour on the underside of Arachnid models or have slightly different carapace paint schemes to assist in unit identification when needed. The more aesthetic alternative is to subtly differentiate carapace markings.

Arachnids in Close Combat

Though it is understood that most Arachnids can home in on enemy squads by using their antennae to pick up communications transmissions, few Arachnid sub-species have the sensitivity or intelligence to target enemy unit leaders for assassination. To a warrior bug, one human looks pretty much like another or a Skinnie.

When an Arachnid model attacks an enemy in close combat (shooting attacks are performed normally), the opposing player may swap the model being attacked with another in the same unit that is no more than 3 away and has the same Target and Kill scores of the original model. Models with more than one hit cannot do this.

This represents older and wiser sergeants and corporals (or their equivalents) getting their heads down and an unlucky green trooper buying the farm instead.

ARACHNID UNITS

Blaster Bug Unit

90 points

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

Priority Level One	0-1 unit
Priority Level Two	0-2 units
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Blaster Bug	30	2	6	2xD6	5+	4+	7+	Retaliate

Unit Size: Each blaster bug unit consists of three blaster bugs.

Unit Options: Up to seven extra blaster bugs may be added to the unit at +30 points each.

Weapons/Equipment: The blaster bug has a Heat Blast ranged attack as shown below.

Weapon	Range	Damage	Type	Traits
Heat Blast	18	D6+1	Internal	Flame



Blister Bug Unit

90 points

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

Priority Level One	0-1 unit
Priority Level Two	0-2 units
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Blister Bug	30	2	6	2xD6	5+	4+	7+	

Unit Size: Each blister bug unit consists of three blister bugs.

Unit Options: Up to seven extra blister bugs may be added to the unit at +30 points each.

Weapons/Equipment: The blister bug has an Acid Spit ranged attack as shown below.

Weapon	Range	Damage	Type	Traits
Acid Spit	12	D10	Internal	Piercing/1



The Arachnid Army List

Brain Bug

300 points

The number of brain bugs permitted in your army depends upon the army's Priority Level.

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

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Brain Bug	300	3	6	D6+3	4+	4+	8+	Hits/8, Independent

Unit Size: Brain bugs are independent models.

Weapons/Equipment: None.

Special Rules

Brain bugs are subject to the following special rules.

Big, Fat, Smart Bug: Brain bugs may take command of out of command Arachnid models within their command range. When doing so, the species of Arachnid does not matter – a brain bug can command tanker and plasma bugs as easily as it can warriors.

Brain Suck: If a brain bug survives to the end of the game, the Arachnid player can see if any enemy models that have been removed as close combat casualties (for any reason) are in fact prisoners. Roll D6 for every casualty removed in close combat – only one roll is made, no matter how many brain bugs are in the force. On a roll of 6, that casualty is a prisoner and will get his brain sucked. The Arachnid player scores a bonus 10 mission points for every prisoner brain-sucked. Obviously non-organic units – missiles and CHAS cybernauts, for example – cannot be brain-sucked.

Colony Mind: If a brain bug is removed as a casualty, all Arachnid units are thrown into confusion. Until the end of the Arachnid player's next turn, no Arachnid units are considered to be on Alert Status and all Arachnid units may only perform one action, rather than the usual two.

Co-ordinate: Each brain bug in a force generates a bonus action for the Arachnid player during his turn. This action can be used by any one Arachnid unit on the tabletop during the turn, enabling that unit to complete a total of three actions in one player turn. The brain does not need to do anything special to generate the action; its mere presence is sufficient, even if it is underground. Once the brain bug is wounded (reduced to one hit) or removed as a casualty, Co-ordinate no longer applies. Each unit may only benefit from one bonus action per turn no matter how many brain bugs are on the table.

Entourage: Brain bugs are physically weak and are attended at all times by an entourage of chariot bugs. However, as the brain bug is hit, more and more of its entourage die until the brain bug is left crawling along completely alone. Every hit the brain bug takes affects its characteristics in the following manner:

- ⊕# 1" Move (to a minimum Move of 1).
- ⊕# 1 Close Combat (to a minimum Close Combat of D6+0).

Flinch: Brain bugs, for all their formidable presence and powers, are very conscious of their own vulnerability. As such, unlike other models with the Hits/X trait, brain bugs do not ignore the inching rules.

Special Talents: The brain bug's value includes up to 150 points of Arachnid Talents (see page 56-57). A brain bug cannot use special talents against models on the surface while it is underground and vice versa.

Subterranean: Although brain bugs lack a tunnelling movement speed, they may move toward other Tunnelling Markers, Tunnel Entrances, Camouflaged Tunnel Entrances, Nest Entrances and Bug Central when underground (they do not need randomly to determine their direction when moving underground). Brain bugs can only enter or exit the tunnel network at an existing tunnel entrance; they cannot create their own.



The Arachnid Army List

Burrower Bug

125 points

The number of burrower bugs permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-2
Priority Level Three	0-3

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Burrower Bug	125	3	3	2xD10+2	6+	3+	9+	Hits/4, Independent, Tunnel/8

Unit Size: A burrower bug is an independent model.

Weapons/Equipment: None.

Special Rules

Burrower bugs are subject to the following special rules.

Leading the Assault: Burrower bugs may be attached to any Arachnid unit at the start of the battle. They will be considered to be part of that unit for all things, including swarming and command ranges. The unit the burrower bug is attached to may use its Tunnel special move while underground, allowing the burrower bug to, for example, lead a unit of blister bugs on an underground assault.



Cliff Mite Unit

25 points

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

Priority Level One	0-3 units
Priority Level Two	Unlimited
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Cliff Mite	5	1	4	D6	4+	5+	6+	Climb/4, Tunnel/4

Unit Size: Each cliff mite unit consists of five cliff mites.

Unit Options: Up to ten extra cliff mites may be added to the unit at +5 points each.

Weapons/Equipment: None



The Arachnid Army List

Control Bug

10 points

The number of control bugs permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-5
Priority Level Three	0-10

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Control Bug	10	1	5	D6	3+	/5+	5+	Independent, Jump/8 , Piercing/2

Unit Size: A control bug is an independent model.

Unit Options: The control bug may be given a victim from a previous battle, if you so wish, chosen from the following list. Each comes armed with the standard weapons for their species, as noted in their respective army lists and may not be given any upgrades. The model is deployed and functions as a normal part of the Arachnid army, subject to the Brain Control rule below.

- ⊕# A Light Armour trooper for +10 points
- ⊕# A M-1A4 cap trooper for +25 points
- ⊕# A Skinny militia for +20 points
- ⊕# A Skinny raider for +30 points

Weapons/Equipment: None.

Special Rules

Control bugs are subject to the following special rules.

Brain Control: A successful wound in close combat does not kill the victim but, instead, turns it into a slave of the Arachnids. From this point on, the control bug model is removed and the enemy model is commanded by the Arachnid player, gaining the Independent trait and taking actions as normal. It is free to use any equipment carried. A brain bug must be alive and present in the Arachnid force for the model to be given actions, though the brain bug may be underground. If no brain bug is present, the control bug receives no orders and the model remains on Alert Status for the rest of the battle. Either way, it is counted as a casualty. If the victim is later killed, the control bug is considered to be killed as well.



The Arachnid Army List

Firefry Unit

100 points

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

Priority Level One	None
Priority Level Two	0-2 units
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Firefry	20	1	6	D10	5+	5+	6+	Jump/12

Unit Size: Each refry unit consists of five refries.

Unit Options: Up to two extra refries may be added to the unit at +20 points each.

Weapons/Equipment: The refry has the Firefry Flame ranged attack as shown below.



Weapon	Range	Damage	Type	Traits
Firefry Flame	9	D10	Internal	Flame



The Arachnid Army List

Guard Bug Unit

100 points

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

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

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Guard Bug	50	2	6	2xD10 or D10+3	6+	4+	9+	Hits/2, Piercing/2

Unit Size: Each guard bug unit consists of two guard bugs.

Unit Options: Up to three extra guard bugs may be added to the unit at +50 points each.

Weapons/Equipment: None

Special Rules

Guard bugs are subject to the following special rules.

Guard the Brain: A guard bug unit may be assigned to protect the brain bug at the start of the battle. They will be considered to be a single unit with the brain bug for all things, including command ranges.



Hopper Bug Unit

150 points

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

Priority Level One	0-1 unit
Priority Level Two	0-2 units
Priority Level Three	Unlimited

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Hopper Bug	50	2	6	D10+1	6+	5+/5+	8+	Air (Loiter, V/STOL), Hover/24, Piercing/1, Retaliate

Unit Size: Each hopper bug unit consists of three hopper bugs.

Unit Options: Up to seven extra hopper bugs may be added to the unit at +50 points each.

Weapons/Equipment: None.



The Arachnid Army List

Infiltrator Bug

75 points

The number of infiltrator bugs permitted in your army depends upon the army's Priority Level.

Priority Level One	0-1
Priority Level Two	0-2
Priority Level Three	0-3

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Infiltrator Bug	75	1	6	2xD10+2	6+	4+	10+	Climb/6, Hits/2, Independent, Jump/8, Pierce/2

Unit Size: An infiltrator bug is an independent model.

Weapons/Equipment: None.

Special Rules

Infiltrator bugs are subject to the following special rules.

Impostor: An infiltrator bug starts the game using an infantry model of the opposing army. It is deployed after all enemy models have been placed on the table before the start of the game and is placed anywhere on the table so long as it starts

more than 10" away from any enemy. It may not be attacked by the enemy until it has either revealed itself (see below) or is within the command range of the enemy (usually 6"). While the infiltrator bug remains as an impostor, it may only take Move actions and cannot react to enemy actions.

Infiltrator Revealed!: The infiltrator bug may burst out of its impostor disguise as a Ready action that does not provoke any reactions. The model is replaced with the true infiltrator bug model and is now free to use any actions it wishes. The enemy is also free to attack it at this point.



The Arachnid Army List

King Tanker Bug

450 points

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

Priority Level One	None
Priority Level Two	None
Priority Level Three	0-2 units

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
King Tanker Bug	450	4	4	3xD10+D6	8+	2+	13+	Hits/8, Retaliate, Tunnel/5

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

Special Rules

A king tanker is subject to the following special rule.

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

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

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



The Arachnid Army List

Mantis Assassin Bug

100 points

The number of mantis assassin bugs permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-1
Priority Level Three	0-2

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Mantis Assassin Bug	100	3	8	2xD10+1	6+	4+	10+	Jump/10, Hits/3, Parry/2, Piercing/2

Unit Size: Each mantis assassin bug unit consists of one mantis assassin bug.

Weapons/Equipment: None.

Special Rules

Mantis assassin bugs are subject to the following special rules.

Sensitive Antennae: The mantis assassin bug is free to target any model in an enemy unit while in close combat. The opposing player may not swap models as described on p36.



Mantis Hunter Bug

100 points

The number of mantis hunter bugs permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	0-2
Priority Level Three	0-3

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Mantis Hunter Bug	100	3	8	2xD10+1	6+	4+	10+	Hits/3, Parry/2, Piercing/2

Unit Size: Each mantis hunter bug unit consists of one mantis hunter bug.

Weapons/Equipment: None.

Special Rules

Mantis hunter bugs are subject to the following special rules.

Chameleon: Whenever taking advantage of cover, the mantis hunter bug gains an additional +2 bonus to its armour save.

Infiltrator: The mantis hunter bug may be deployed up to 6" closer to the enemy deployment zone than is normally allowed.



The Arachnid Army List

Overseer Bug

250 points

The number of overseer bugs permitted in your army depends upon the army's Priority Level.

Priority Level One	None
Priority Level Two	None
Priority Level Three	0-2

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Overseer Bug	250	4	2	4xD10	7+	2+	10+	Hits/5, Hover/8, Piercing/2

Unit Size: An overseer bug is an independent model.

Weapons/Equipment: None.

Special Rules

Overseer bugs are subject to the following special rules.

Big, Fat, Armoured Bug: Overseer bugs may take command of out of command Arachnid models within their command range. When doing so, the species of Arachnid does not matter an overseer bug can command tanker and plasma bugs as easily as it can warriors.

Colony Mind: If an overseer bug is removed as a casualty, all Arachnid units are thrown into confusion if there is no brain bug or other overseer bug on the table. Until the end of the Arachnid player's next turn, no Arachnid units are considered to be on Alert Status and all Arachnid units may only perform one action, rather than the usual two.

Special Talents: The overseer bug's value includes up to 100 points of Arachnid Talents (see page 56). An overseer bug cannot use special talents against models on the surface while it is underground and vice versa.



The Arachnid Army List

Plasma Bug

300 points

The number of plasma 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
Plasma Bug	300	5	4	2xD10	5+	5+	9+	Hits/10, Retaliate

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

Weapons/Equipment: The plasma bug has the Plasma Discharge ranged attack as shown below.

Weapon	Range	Damage	Type	Traits
Plasma Discharge	72	2xD10+3	Internal	AA, Fire Arc: FxR, LZ (3), Multihit, Ready, Piercing/1

Special Rules

Plasma bugs are subject to the following special rules.

Focused Fire: A plasma bug can go on to Alert Status but it may only react against Air units finishing an action within 36 (note that this is an extension of the usual 20 Alert Status range for AA weapons). This reaction must be a Shoot reaction. Plasma bugs cannot make any kind of reaction against ground units.

Plasma Strikes: When firing at ground units, the plasma bug must use Artillery fire. When firing against air units, the plasma bug must use direct fire.



The Arachnid Army List

Rippler Bug Unit

90 points

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

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

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Rippler Bug	30	2	6	D6+1	6+	6+/5+	8+	Air (Loiter, V/STOL), Hover/18

Unit Size: Each rippler bug unit consists of three rippler bugs.

Unit Options: Up to seven extra rippler bugs may be added to the unit at +30 points each.

Weapons/Equipment: The rippler bug has the Rippler Spines ranged attack as shown below.

Weapon	Range	Damage	Type	Traits
Rippler Spines	6	2xD6	Internal	

Weapon Options: A rippler bug unit may be upgraded with either or both of the following weapon options, if you wish.

Acid Rippler: An entire unit of rippler bugs may replace their rippler spines with acid spines at a cost of +15 points per model. Acid Spines have the profile shown below.

Weapon	Range	Damage	Type	Traits
Acid Spines	6	2xD6	Internal	Piercing/2

Kamikaze Rippler: An entire unit of rippler bugs may be upgraded to become kamikaze rippers. This changes their Close Combat characteristic to 2xD10+4 against air units only and costs +5 points per model. However, any kamikaze rippler bug will be automatically killed after making a close combat attack against an air unit.



Spider Bug Unit

90 points

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

Priority Level One	0-1 unit
Priority Level Two	0-2 unit
Priority Level Three	0-3 unit

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Spider Bug	30	2	6	4xD6+1 or 2xD10	5+	5+	8+	Climb/8 , Jump/8 , Piercing/1

Unit Size: Each spider bug unit consists of three spider bugs.

Unit Options: Up to seven extra spider bugs may be added to the unit at +30 points each.

Weapons/Equipment: None.

Special Rules

Spider bugs are subject to the following special rules.

Paralysing Venom: If your army also includes a brain bug, keep any casualties caused by spider bugs separate from the rest. When rolling for the brain bug's Brain Suck special rule, casualties which were caused by spider bugs will automatically be taken captive (and hence have their brains sucked out).



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.



The Arachnid Army List

ARACHNID SUPPORT ASSETS

As well as the units of bugs at their disposal, Arachnid armies include support assets representing such resources as tunnel networks hidden beneath the battle field, units tunnelling their way along and endless tides of warriors arriving as reinforcements.

The exact assets available depend upon the chosen Priority Level of your force, so a Priority Level Two army can only choose Priority Level Two assets, either from the Command Assets list, the Tunnel Assets list or both. You are free to choose assets from both Command and Tunnel assets as you see fit, as long as they are chosen only from the appropriate Priority level. Rules for new assets are described at the end of this section.

TUNNEL ASSETS

Priority Level One

At Priority Level One, you may choose from the following tunnel assets.

0-2 TUNNEL ENTRANCES 50 POINTS EACH

0-3 TUNNELLING MARKERS 50 POINTS EACH

Priority Level Two

At Priority Level Two, you may choose from the following tunnel assets.

0-1 CAMOUFLAGED TUNNEL ENTRANCE 75 POINTS

0-1 NEST ENTRANCE 75 POINTS

0-3 TUNNEL ENTRANCES 50 POINTS EACH

0-4 TUNNELLING MARKERS 50 POINTS EACH

0-1 CAVE-IN 25 POINTS

Priority Level Three

At Priority Level Three, you may choose from the following tunnel assets.

0-1 BUG CENTRAL 300 POINTS

0-2 CAMOUFLAGED TUNNEL ENTRANCE 75 POINTS EACH

0-2 NEST ENTRANCE 75 POINTS EACH

0-4 TUNNEL ENTRANCES 50 POINTS EACH

ANY NUMBER TUNNELLING MARKERS 50 POINTS EACH

0-3 CAVE-INS 25 POINTS EACH

COMMAND ASSETS LIST

Priority Level One

At Priority Level One, you may choose from the following command assets.

0-1 AMBUSHING WARRIOR BUG 25 POINT



The Arachnid Army List

Priority Level Two

At Priority Level Two, you may choose from the following command assets.

0-2 AMBUSHING WARRIOR BUGS	25 POINTS EACH
0-1 CARRION BUG	+5 POINTS PER WARRIOR

Priority Level Three

At Priority Level Three, you may choose from the following command assets.

0-3 AMBUSHING WARRIOR BUGS	25 POINTS EACH
ANY NUMBER CARRION BUGS	+5 POINTS PER WARRIOR
ENDLESS TIDE	+10 POINTS PER WARRIOR

AMBUSHING WARRIOR BUGS

Before the start of the game, the Arachnid player may select one terrain piece that is not in the enemy's deployment zone for each Ambushing Warrior Bug he possesses. He should note where each Ambushing Warrior Bug is hiding.

An Ambushing Warrior Bug may be revealed at any time (even after the opposing player has just completed an action) by placing it anywhere in contact with the nominated terrain piece. It is always considered to be out of command unless it is able to join a swarm, using the normal rules. Under normal circumstances, therefore, an Ambushing Warrior Bug may only make Alert Status reactions—it cannot take full actions itself unless part of a swarm.

CARRION BUGS

Carrion bugs are bought for entire warrior bug swarms (but not tiger warrior bugs), so at Priority Level Two, just one warrior bug unit may be designated as carrying carrion bugs while at Priority Level Three, you may have every warrior bug unit in your army carrying carrion bugs if you so wish.

A warrior bug carrying a carrion bug may re-roll any failed saving throw, representing the original warrior bug host dying and a new bug bursting out of the carcass. Hits which match the warrior bug's Kill score will not allow the warrior bug to regenerate in this way as the amount of damage received will destroy even the hardy carrion bug.

CAVE-INS

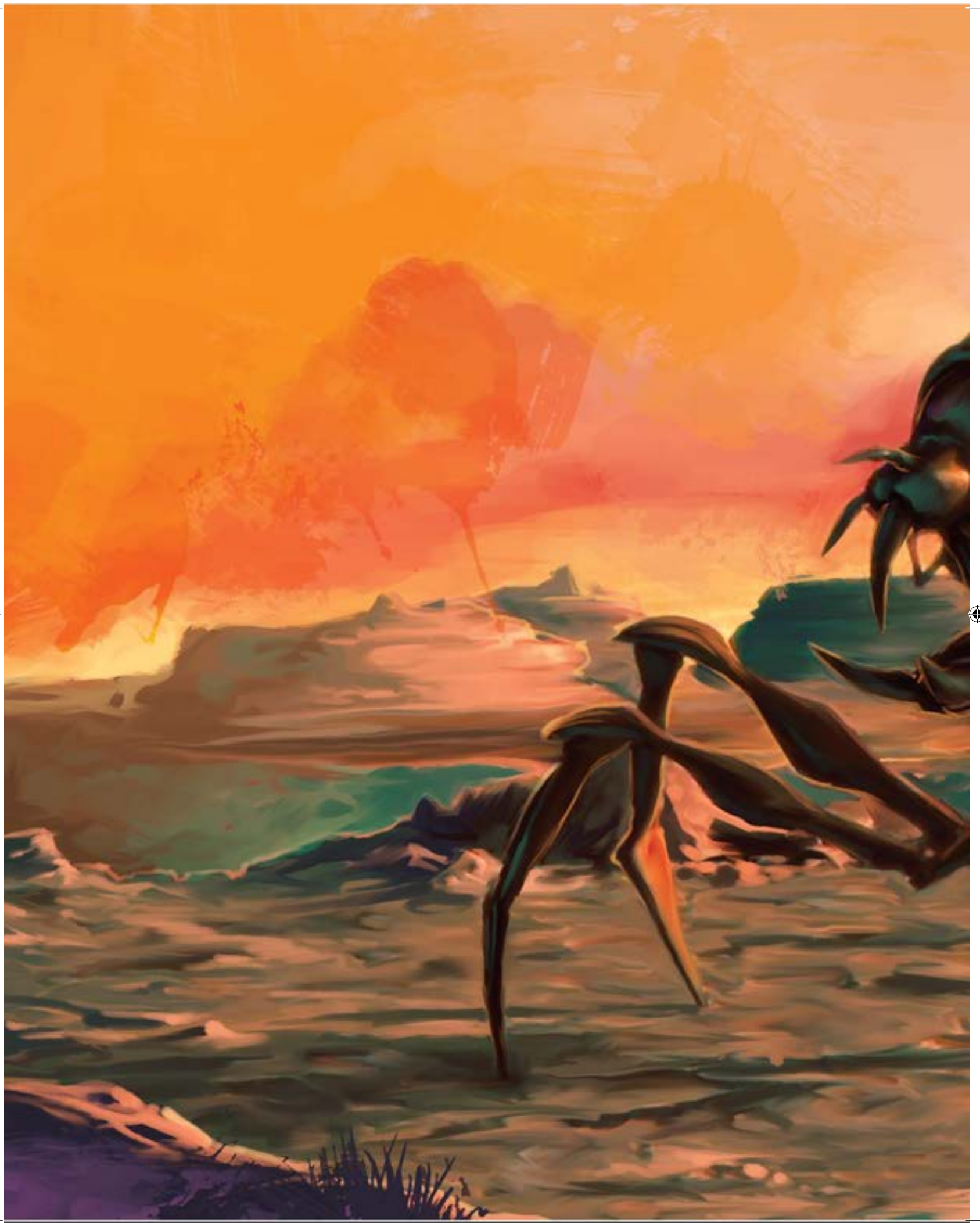
For each Cave-in purchased, the Arachnid player may choose one enemy unit that has at least one model within 12" of any Tunnel Asset at the start of any one of his turns (if a Camouflaged Tunnel Entrance is used for this, it is revealed). One die should be rolled for every model in the unit. On the roll of a 6, the model is removed as a casualty immediately as he falls through the weak crust and is pounced on by a warrior bug or some other, equally nasty, Arachnid. A Dodge save may be made to avoid this fate.

Models of size 2 or larger are immune to Cave-ins, as are air units acting in the Air Phase.

ENDLESS TIDE

Bugs just keep coming, it is as simple as that. To represent this, Priority Level Three warrior bug units can be upgraded so that any warrior model removed from the tabletop as a casualty becomes available as a Reserve in the next Arachnid player turn (see main rulebook for details on Reserves). Warrior bugs can keep recycling like this throughout the game. Mission points are scored for recycled warriors as if they were new units (which in fact they are). If Endless Tide is used it must be applied to all of the warrior bug units in the Arachnid force. Endless Tide may be combined with the Workers & Warriors option.







- YANNER -

PSYCHIC TALENTS OF THE ARACHNIDS

SOME SUB-SPECIES OF the Arachnids, most notably the dreaded brain bugs, are capable of manifesting awesome psychic talents, far in excess of the specials employed by SICON Military Intelligence. Whether they are blasting the mind of a puny human or creating a psychic shield capable of deflecting the explosions of even support missiles, tactical use of these talents can tip the balance in a hard fought engagement.

Psychic talents cannot be used by models that are underground and may never affect units moving in the Air Phase.

The psychic talents listed here can only be used by Arachnid models and replace those listed in the main rulebook.

ENHANCED TALENTS

Some Arachnids show greater psychic potential than others. Some talents can be enhanced for an additional cost to represent this. Models paying the extra cost gain the option to take the Enhanced version of the talent.

Assassinate [+50 Points]

The psychic model tunes into the thought waves of the enemy and looks for unusually strong personalities, directing attacks towards it. This talent requires a Ready action to use. Pick one model in the opposing army. If any Arachnid makes a close combat attack against this model, the opposing player will not be allowed to swap it for another in the same unit, as described on p36. This lasts until the start of the next Arachnid turn.

Block Psychic Talent [+50 Points]

Summoning great reserves of mental power, the model attempts to befuddle the mind of enemy psychics, causing their talents to go awry. This power may be used as a reaction whenever an enemy model within 24 uses a talent. Both

players roll a D10. If the Arachnid player rolls higher than his opponent, then the talent is completely nullified and has no effect.

Enhanced (+25 Points): Re-roll the D10.

Distract [+50 Points]

The model creates a psychic haze in the air, disrupting targeting systems and causing shots to go wide. Using this talent requires a Ready action. Choose any enemy unit within 36. Until the start of the next Arachnid turn, the unit must deduct two dice from all shooting attacks it makes. The opposing player may choose which two dice these are. A unit can only be affected by this talent once per turn.

Enhanced (+25 Points): Four dice are deducted from each shooting attack the unit makes.

Ego War [+50 Points]

The model induces feelings of unreasoning fear and panic in an area. The model must use a Shoot action to engage this talent. Ego War is treated as an Artillery attack that does not require a Ready action - it does no damage but all models within the Lethal Zone are rendered incapable of making actions or reactions for the rest of the current player's turn.

Name	Range	Damage	Type	Traits
Ego War	36	Special	Internal	LZ (4)

Id Sending [+20 Points]

The model uses its raw psychic power to make an attack at a distance. The model must use a Shoot action to engage this talent. The Id Sending is treated as a ranged attack that does not require line of sight.

Name	Range	Damage	Type	Traits
Id Sending	36	D6	Infinte	Accurate

Rupture [+50 Points]

The model can initiate a battle of wills against a single enemy model anywhere on the tabletop, trying to literally burst its brain. This talent is dangerous and has a strong possibility of harming the user. The model must use a Ready action to make the attempt. Both players roll 1D10. The difference between the two rolls is deducted from the Hits of the model who scored the lowest. Saving throws and the Shield! talent have no effect on this talent and will provide no protection.

Enhanced (+25 Points): Re-roll your D10 if desired.

Shield! [+50 Points]

As a Ready action, the model raises a psychic barrier to protect itself and those around it. The barrier has a radius of 6" and is centred on the model's centre point. The shield absorbs the first four hits on models within the area before collapsing. The shield absorbs hits *before* any saves are made against hits. If the shield collapses, the psychic model must make an armour save or take an automatic hit. Once raised, the shield remains in place for the rest of the game but it cannot be raised again once it has collapsed.

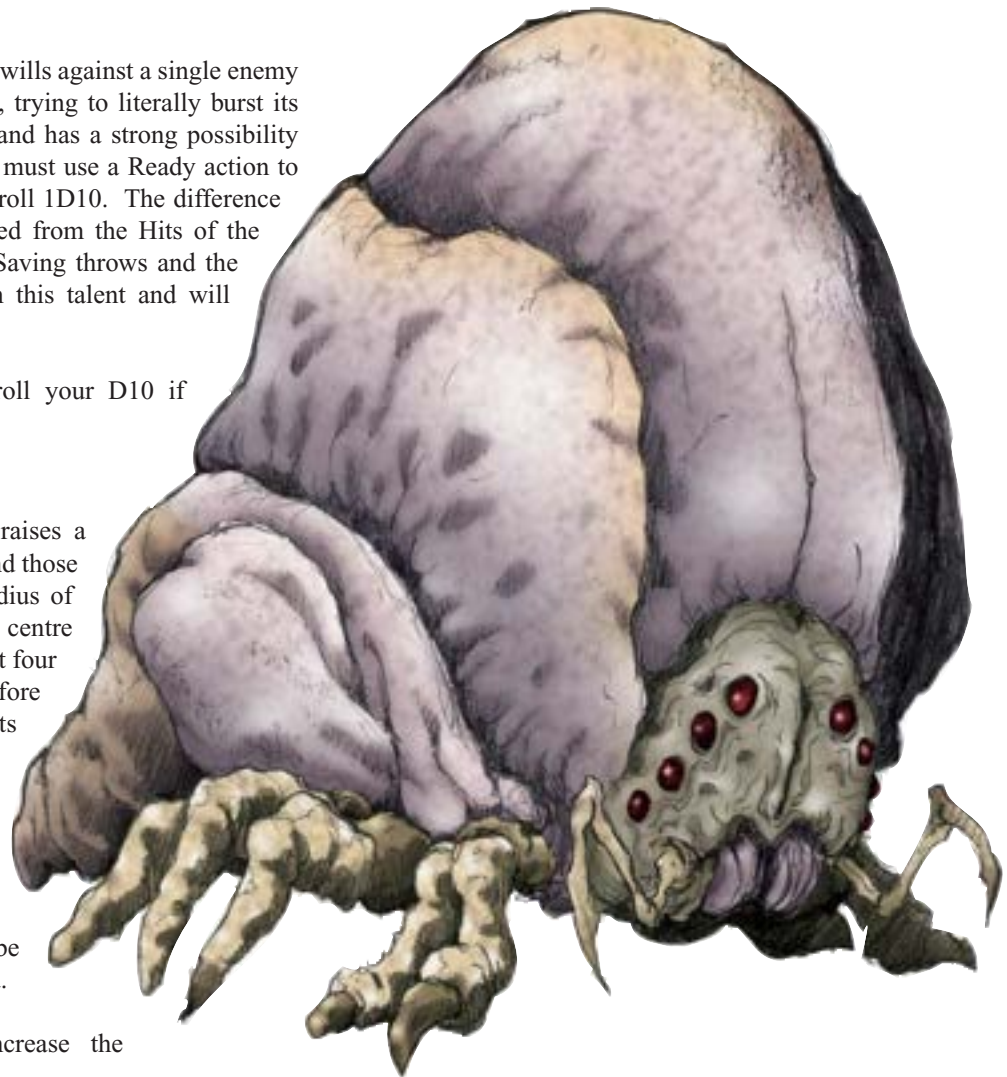
Enhanced (+20 Points): Increase the shield's strength to six hits.

Suggestion [+40 Points]

The model can implant a psychic suggestion in the members of an enemy unit, causing them to take their action immediately. Implanting the suggestion requires a Ready action and may never be used as a reaction. Roll a D6 for the suggestion attempt, taking a -1 penalty if the target unit is not in line of sight. A roll of 5 or 6 will result in success.

The enemy unit immediately takes the desired action though it will be controlled by the opposing player, even though it is acting out of sequence. If a Move action is suggested, the unit must move its maximum possible distance (though its player may choose which direction it goes in).

Enhanced (+20 Points): Re-roll the D6.



Suicidal Stimulation [+25 Points]

The model excites the most primitive areas of an ally's brain, causing it to exert tremendous physical effort in close combat. Unfortunately, this has a devastating effect on the target's physiology, often fatally exhausting it.

This talent requires a Ready action to use. Any one friendly model is selected as the target for this talent. Until the end of this turn, it gains double the normal close combat attacks. At the end of the turn, the target model will take an automatic D10+4 Multihit as it becomes seriously exhausted by this increased effort.

Enhanced (+25 Points): Up to D6 models in the same unit will be affected by this talent.

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.

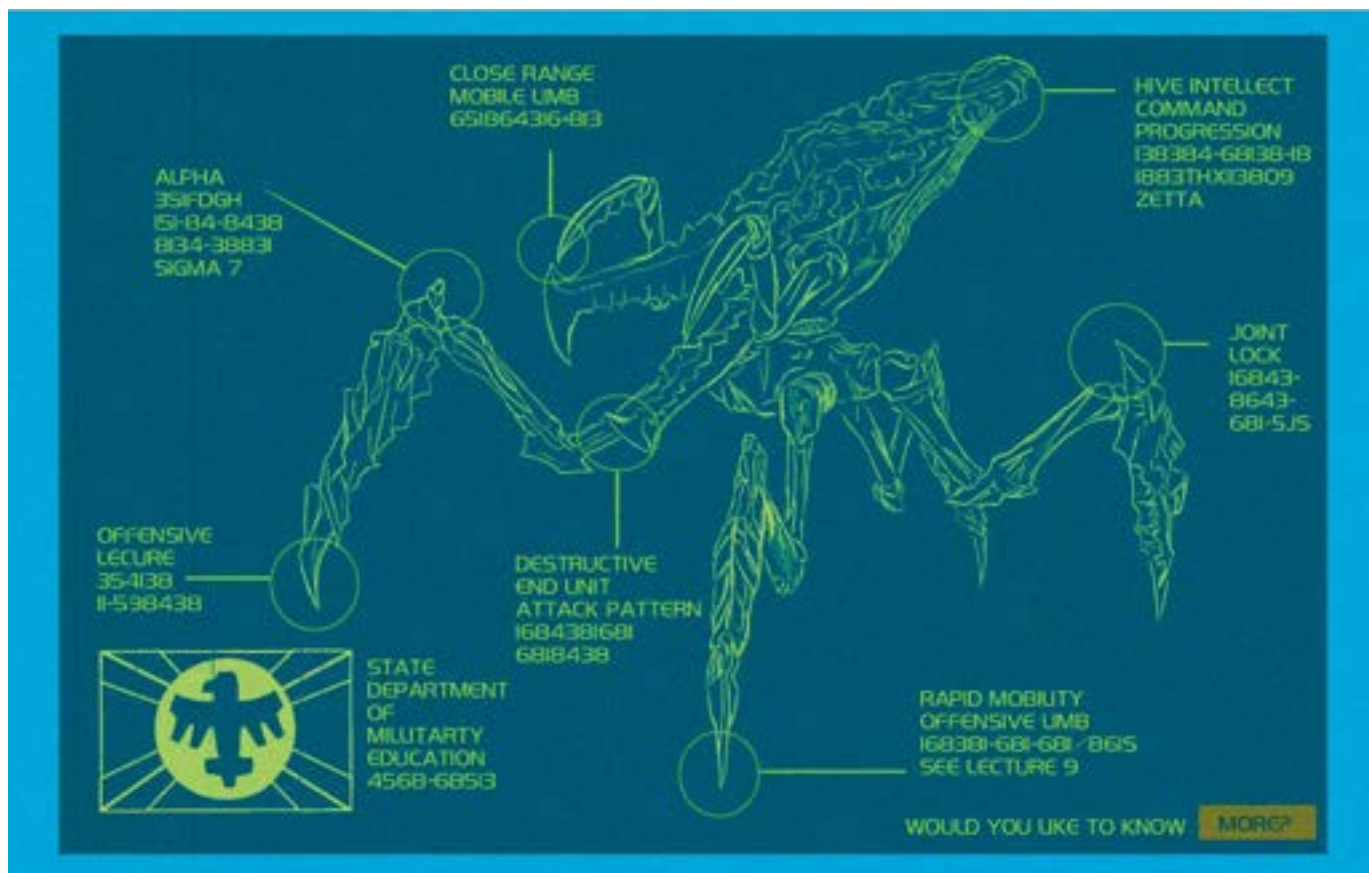
Despite typically fighting as separate hosts in order to defend their own particular part of the colony, all bugs within it share the same distributed intelligence and form part of the same whole. A single colony may be vast enough to cover an entire planet, criss-crossing it with endless tunnels and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





Number of Hosts

The number of hosts permitted within an army depends upon the army's Priority Level, as shown below.

Army's Priority Level:	Number of Hosts:
Priority Level One	1 host per 1,000 points
Priority Level Two	1 host per 2,000 points
Priority Level Three	1 host per 3,000 points

Additional hosts can only be included in armies of the full size shown above, so a Priority Level One army could field two hosts in a 2,000 point army, while you would need a whopping 6,000 point army just to field a second host in a Priority Level Three army! Anything less than these respective amounts would entitle you to just a single host.

Remember that the entire army will always share a single Priority Level, so you cannot build a 4,000 point army of one Priority Level Three host and one Priority Level One host, for example. In the case of this 4,000 point army, choosing Priority Level Three would mean your army included only a single host, while Priority Level One would give you the option of 1-4 hosts. Priority Level Two would offer the choice of 1 or 2 hosts.

Choosing Hosts

In Colony Level armies, each host is picked independently of one another from the army list for the relevant Priority Level, meaning that all restrictions on the number of units will be duplicated for each host.

For example, a 3,000 point Priority Level one army might include two hosts. Both of these hosts must be chosen from the Priority Level One Arachnid army list. In that list, the Arachnid player is limited to 0-1 hopper bug unit. However, as his army includes two hosts, he may include 0-1 hopper bug unit in *each* host, giving the army two hopper bug units in total.

In short, each host must still adhere to any restrictions on the number of units available but the army may include multiple hosts, each with their own allocation of restricted units.

COLONY LEVEL FORCES

Any Arachnid army containing multiple hosts is considered to be a Colony Level force. When playing with a Colony Level force the army functions as a single force in all respects—the fact that they were chosen as separate hosts has no bearing whatsoever on the units during the game.

As well as the units available in the army list on pages 37-51, Colony Level forces can choose to field the dreaded Queen Bug. The Queen Bug is a *Colony Level Asset* and is subject to some special restrictions.

⊕# Colony level assets can (surprise, surprise) only be used in Colony Level forces.

⊕# A Colony Level force can include only a single Colony Level Asset.

QUEEN BUG

Her existence is rumoured by many but denied as impossible by some in the upper echelons of SICON. Such denials stem, no doubt, from fear as much as from any reasonable assessment of the evidence. The truth is that the queen bug *does* exist and she is terrible indeed.

Worse, there are many queen bugs, one at the heart every large Arachnid colony that infests the galaxy. They are enormous organisms, boasting the greatest intelligence among the bug race and having the colony mind fully under their control. Queens are precious to the Arachnid race, hidden in the deepest recesses of their colonies.

Colony Level Forces

Queen Bug

750 points

A queen bug may only be included in a Colony Level force. The number of queen bugs permitted in your army depends upon the army's Priority Level.

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

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Queen	750	5	6	2xD10+3	7+	4+	13+	Hits/12, Independent

Unit Size: The queen bug is an independent model.

Special Rules

Queen bugs are subject to the following special rules.

Weapons/Equipment: None.

Big, Fat, Smart Bitch: Queen bugs may take command of out of command Arachnid models within their command range. When doing so, the species of Arachnid does not matter – a queen bug can command tanker and plasma bugs as easily as she can warriors. The command range of a queen bug extends across the entire tabletop.

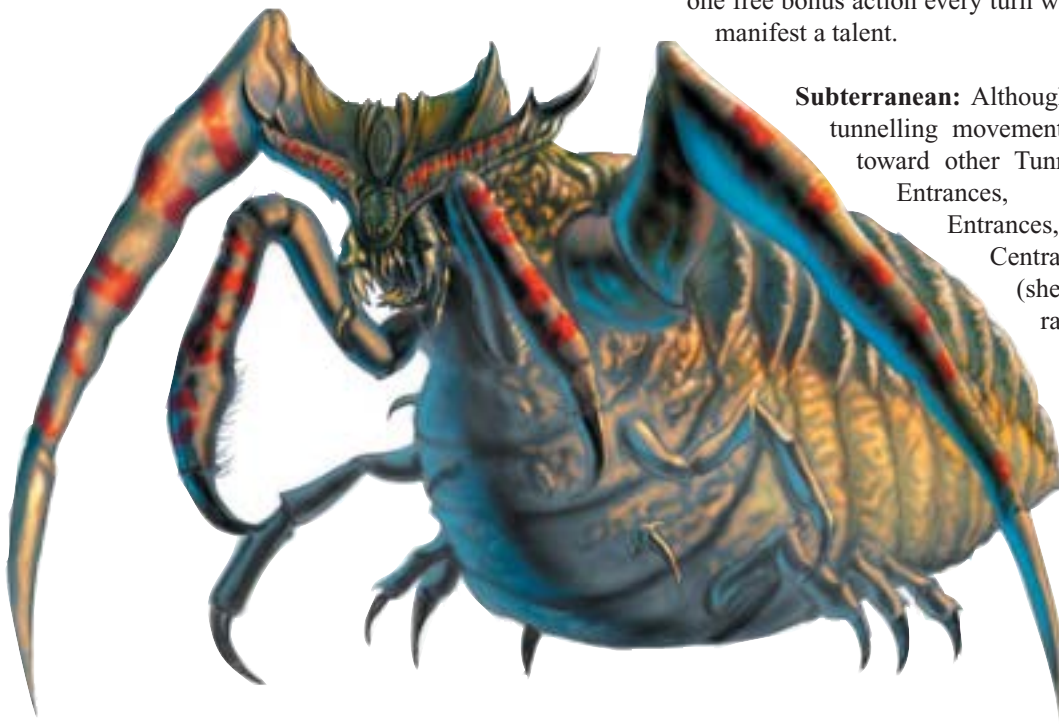
Colony Mind: If a queen bug is removed as a casualty, all Arachnid units are thrown into confusion. Until the end of the Arachnid player's next turn, no Arachnid units are considered to be on Alert Status and all Arachnid units may only perform one action, rather than the usual two.

Co-ordinate: A queen bug generates a bonus action for the Arachnid player during his turn. This action can be used by any one Arachnid unit on the tabletop during the turn, enabling that unit to complete a total of three actions in one player turn. The queen bug does not need to do anything special to generate the action; her mere presence is sufficient, even if she is underground. Once the queen bug is wounded (reduced to one hit) or removed as a casualty, Co-ordinate no longer applies. Each unit may only benefit from one bonus action per turn no matter how many queen or brain bugs are on the table.

Guard Bugs: A unit of guard bugs may be attached to the queen bug in the same way as they protect brain bugs.

Special Talents: The queen bug's value includes up to 300 points of Arachnid Talents (see page 56). A queen bug cannot use special talents against models on the surface while she is underground and vice versa. However, the queen bug gains one free bonus action every turn which may only be used to manifest a talent.

Subterranean: Although the queen bug lacks a tunnelling movement speed, she may move toward other Tunnelling Markers, Tunnel Entrances, Camouflaged Tunnel Entrances, Nest Entrances and Bug Central when underground (she does not need to randomly determine her direction when moving underground). Queen bugs can only enter or exit the tunnel network at an existing tunnel entrance; they cannot create their own.



ARACHNID ARMY LIST SUMMARY

PRIORITY LEVEL ONE

Unlimited Warrior Bug Units Workers & Warriors	75 points 5 points per Warrior
0-1 Blaster Bug Unit	90 points
0-1 Blister Bug Unit	90 points
0-3 Cliff Mite Units	25 points
0-1 Hopper/Rippler Bug Unit	150/90 points
0-1 Infiltrator Bug	75 points
0-1 Spider Bug Unit	90 points

Command Assets

0-1 Ambushing Warrior Bug	25 points
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Tunnel Assets

0-2 Tunnel Entrances	50 points each
0-3 Tunnelling Markers	50 points each

PRIORITY LEVEL TWO

Unlimited Warrior Bug Units Workers & Warriors	75 points 5 points per Warrior
0-2 Blaster Bug Units	90 points
0-2 Blister Bug Units	90 points
0-1 Brain Bug	300 points
0-2 Burrower Bugs	125 points
Unlimited Cliff Mite Units	25 points
0-5 Control Bugs	10 points
0-2 Firefry Units	100 points
0-2 Hopper Bug Units	150 points
0-2 Infiltrator Bugs	75 points
0-1 Mantis Assassin Bug	100 points
0-2 Mantis Hunter Bugs	100 points
0-1 Plasma Bug	300 points
0-2 Rippler Bug Unit	90 points
0-2 Spider Bug Units	90 points
0-1 Tanker Bug/Thorny Tanker	250 points
0-1 Tiger Warrior Unit	125 points

Command Assets

0-2 Ambushing Warrior Bugs	25 points
0-1 Carrion Bug	+5 points per Warrior

Tunnel Assets

0-1 Camouflaged Tunnel Entrance	75 points
0-1 Nest Entrance	75 points
0-3 Tunnel Entrances	50 points each
0-4 Tunnelling Markers	50 points each
0-1 Cave-in	25 points

PRIORITY LEVEL THREE

Unlimited Warrior Bug Units Workers & Warriors	75 points 5 points per Warrior
Unlimited Blaster Bug Units	90 points
Unlimited Blister Bug Units	90 points
0-3 Brain Bugs	300 points
0-3 Burrower Bugs	125 points
Unlimited Cliff Mite Units	25 points
0-10 Control Bugs	10 points
Unlimited Firefry Units	100 points
0-3 Guard Bug Units	100 points
Unlimited Hopper Bug Units	150 points
0-3 Infiltrator Bugs	75 points
0-2 King Tankers	450 points
0-2 Mantis Assassin Bugs	100 points
0-3 Mantis Hunter Bugs	100 points
0-2 Overseer Bugs	250 points
0-3 Plasma Bugs	300 points
Unlimited Rippler Bug Units	90 points
0-3 Spider Bug Units	90 points
0-3 Tanker Bugs	250 points
0-2 Thorny Tankers	250 points
Unlimited Tiger Warrior Bug Units	125 points

Command Assets

0-3 Ambushing Warrior Bugs	25 points
Any Number Carrion Bugs	+5 points per Warrior
Endless Tide	+10 points per Warrior

Tunnel Assets

0-1 Bug Central	300 points
0-2 Camouflaged Tunnel Entrance	75 points each
0-2 Nest Entrance	75 points each
0-4 Tunnel Entrances	50 points each
Any number Tunnelling Markers	50 points each
0-3 Cave-ins	25 points

ARACHNID REFERENCE GUIDE

BUGS

Type	Value	Size	Move	Close Combat	Target	Save	Kill	Traits
Blaster Bug	30	2	6	2xD6	5+	4+	7+	Retaliate
Blister Bug	30	2	6	2xD6	5+	4+	7+	
Brain Bug	300	3	6	D6+3	4+	4+	8+	Hits/8, Independent
Burrower Bug	125	3	3	2xD10+2	6+	3+	9+	Hits/4, Independent, Tunnel/8
Cliff Mite	5	1	4	D6	4+	5+	6+	Climb/4 , Tunnel/4
Control Bug	10	1	5	D6	3+	/5+	5+	Independent, Jump/8 , Piercing/2
Firefry	20	1	6	D10	5+	5+	6+	Jump/12
Guard Bug	50	2	6	2xD10 or D10+3	6+	4+	9+	Hits/2, Piercing/2
Hopper Bug	50	2	6	D10+1	6+	5+/5+	8+	Air (Loiter, V/STOL), Hover/24 , Piercing/1, Retaliate
Infiltrator Bug	75	1	6	2xD10+2	6+	4+	10+	Climb/6 , Hits/2, Independent, Jump/8 , Pierce/2
King Tanker	450	4	4	3xD10+D6	8+	2+	13+	Hits/8, Retaliate, Tunnel/5
Mantis Assassin Bug	100	3	8	2xD10+1	6+	4+	10+	Jump/10 , Hits/3, Parry/2, Piercing/2
Mantis Hunter Bug	100	3	8	2xD10+1	6+	4+	10+	Hits/3, Parry/2, Piercing/2
Overseer Bug	250	4	2	4xD10	7+	2+	10+	Hits/5, Hover/8 , Piercing/2
Plasma Bug	300	5	4	2xD10	5+	5+	9+	Hits/10, Retaliate
Queen Bug	750	5	6	2xD10+3	7+	4+	13+	Hits/12, Independent
Rippler Bug	30	2	6	D6+1	6+	6+/5+	8+	Air (Loiter, V/STOL), Hover/18
Spider Bug	30	2	6	4xD6+1 or 2xD10	5+	5+	8+	Climb/8 , Jump/8 , Piercing/1
Tanker Bug	250	4	5	3xD6+D10	7+	3+	12+	Hits/6, Retaliate, Tunnel/6
Thorny Tanker	250	4	5	3xD6+D10	7+	2+	12+	Hits/6, Retaliate, Multihit, Tunnel/6
Warrior Bug	15	2	6	2xD6+1 or D10	5+	4+	8+	Climb/6 , Piercing/1, Tunnel/6
Tiger Warrior Bug	25	2	7	2xD6+1 or D10	5+	4+	8+	Climb/6 , Piercing/2, Tunnel/6

WEAPONS

Weapon	Range	Damage	Type	Traits
Blaster Bug Heat Blast	18	D6+1	Internal	Flame
Blister Bug Acid Spit	12	D10	Internal	Piercing/1
Firefry Flame	9	D10	Internal	Flame
Plasma Bug Discharge	72	2xD10+3	Internal	AA, Fire Arc: FxR, LZ (3), Multihit, Ready, Piercing/1
Rippler Spines	6	2xD6	Internal	
Rippler Acid Spines	6	2xD6	Internal	Piercing/2
Tanker Spit	12	D10+D6	Internal	Fire Arc: F, Flame, LZ (Stream)

ARACHNID TUNNEL STRUCTURES

Name	Material	Size	Target	Kill	Hits
Arachnid Tunnel Entrance	Rock	4	8+	13+	6
Arachnid Camouflaged Tunnel Entrance	Rock	4	8+	13+	6
Arachnid Nest Entrance	Rock	4	8+	13+	6
Arachnid Bug Central	Rock	6	8+	13+	9

PSYCHIC TALENTS POINTS COST

Assassinate [+50 Points]

Block Psychic Talent [+50 Points]

Enhanced (+25 Points): Re-roll the D10.

Distract [+50 Points]

Enhanced (+25 Points): Four dice are deducted from each shooting attack the unit makes.

Ego War [+50 Points]

Name	Range	Damage	Type	Traits
Ego War	36	Special	Internal	LZ (4)

Id Sending [+20 Points]

Name	Range	Damage	Type	Traits
Id Sending	36	D6	Intuitive	Accurate

Rupture [+50 Points]

Enhanced (+25 Points): Re-roll your D10 if desired.

Shield! [+50 Points]

Enhanced (+20 Points): Increase the Shield's strength to six hits.

Suggestion [+40 Points]

Enhanced (+20 Points): Re-roll the D6.

Suicidal Stimulation [+25 Points]

Enhanced (+25 Points): Up to D6 models in the same unit will be affected by this talent.



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DO YOU WANT TO KNOW MORE?

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