FUBAR - Starship Troopers Supplement

Introduction

Starship Troopers has been an iconic SF novel ever since Robert Heinlein wrote it in 1960. More recently it was made into a series of films (the first of which was fun, the remainder dire) and one of the early CGI Cartoon Series.

The film took the idea and although it kept the character and spirit of the novel, it changed the execution quite a bit. The Mobile Infantry were no more Heinlein's powered armoured troopers leaping miles in a single bound while showering the enemy with nukes.

Instead we have brave but doomed poor bloody infantry trying to use superior firepower against an implacable enemy.

This FUBAR supplement aims to replicate the film and cartoon series.

Weapons

The Weaponry in Starship Trooper will be quite familiar to players of modern wargames.

Armour

Unlike WW2 and mid-late 20th Century warfare, in Starship Troopers the Mobile Infantry have reasonably effective personal armour.

This is represented by giving these troops an armour saving throw [like a Vehicle]. This saving throw is taken before any hits are assigned by the defending player.

Terrain

In the film Starship Troopers the terrain was mostly rocky desert with some hills and canyons. In the CGI Cartoon series though practically every type of terrain was represented from Jungle to Oceanic Atolls to bare Asteroids.

The Mobile Infantry

MI Troopers are deployed in squads of 8 men, including a Sergeant. A Squad can be split into two Fire Teams of 4 men.

Three such Squads make up a Platoon and have a small Command Squad and possibly some specialist support troops.

Most MI Troopers are **Seasoned**, though fresh recruits will be considered to be **Green**. If they survive their first campaign they will become seasoned.

They are armed with an Assault Rifle, and two Grenades. MI Troopers wear Ballistic Armour [5+ Save].

One MI Trooper in a Squad can carry a Grenade Launcher [an RPG] with six rounds, or an LMG.

A Platoon Command squad consists of a Lieutenant and 4 MI Troopers and are Veterans.

Two figures from each squad can be deployed as Support Weapon crew for one of the following:
• A HMG.
• A Light AT Gun.
• A Missile Launcher - A Long Ranged RPG.

Each missile launcher team have a single Tunnel Busting Nuke warhead.

These weapons cannot fire if the squad moved.

One Squad can be designated as Veterans. These have Sealed Carapace Armour[3+ save]. If you wish some or all of these can be armed with Combat Shotguns.

Navy Landers

MI can be deployed and extracted by Navy Landers. A Lander can carry a squad of eight men. The two crew of a Lander are veterans and carry assault rifles. The Lander itself has a chin-mounted HMG slaved to the Pilot's helmet. It has light vehicle armour [5+ save and immune to small arms]. If downed its crew will arm themselves and then activate as a unit. They will do their best to reach friendly lines.

The Arachnids

The most terrifying enemy the MI ever face are these filthy bugs. Tough, merciless and relentless they are every man's nightmare. There are two main combat variants and one support variant.

The Bug Warrior

These are deployed in numbers from a handful to hundreds of thousands. For game purposes deploy them in mobs of 3-8 figures. They need no command figures as they are all linked to the hive mind.

A Bug Warrior is a Veteran and gets two attacks in close combat. It has no ranged weapons and so generally chooses the run and assault activations. Its chitin exoskeleton is the equivalent of Heavy Armour [3+ save].

Warrior Bugs main weakness is that they don't know when to stop. If a Bug Warrior kills an MI Trooper it will spend its next activation tearing the hapless man to bloody shreds. Ignoring other troopers as it does so.

The Flying Warrior

These deploy in flights of 3-5 figures and attack by swooping across their enemies. In effect if they choose an Assault action they can attack once at any point in that move and then carry on.

A Flying Warrior is a Veteran and gets one attack in close combat. It has no ranged weapons. Its lighter chitin exoskeleton is the equivalent of Medium Armour [4+ save].

Flying Warriors can attack Navy Landers in the air.

The Bombardier

For all intents and purposes this is a Seasoned Light Tank [4+ save plus immune to small arms] and is armed with a flamethrower. It is deployed singly.

Note that Bombardiers cannot choose the Run or Assault activation choices.

Combat Scenarios

These are a collection of scenarios for you to try. The forces in the scenarios are often not balanced for reasons of the story. Feel free to vary these as you like.

1. The Gauntlet

A MI Platoon are on a patrol in supposedly safe territory. Place a trail from one table edge to another. 12-18" from the trail place four hidden tunnel entrances.

The Platoon must get from one table edge to the other to reach their extraction point.

Each Tunnel Entrance can spew forth up to eight Bug Warriors. The entrance does not have to be used until the Bug Player wishes it to. On his turn he can then activate the Bugs inside.

2. Hot Extraction

A MI Platoon has reached their extraction point only to find the Navy are not there yet. 18" from the LZ are four hidden tunnel entrances, Upon his turn the Bug Player can attempt to activate the eight bugs inside each one. One Tunnel Entrance has four Warrior Bugs and a Bombardier inside.

From the third turn onwards the MI player can attempt to activate the Navy Landers. They will land in the LZ on the next turn, if it is not overrun.

3. Fire in the Hole!

High Command have identified three open tunnel entrances.

Place these within 6" of the Bug Players chosen table edge.

Each entrance is defended by two mobs of 6 Warrior Bugs, one of which must remain within 6" of the entrance until visible enemy get within 18". The other can deployed anywhere within 18" of the Tunnel Entance.

An MI Platoon has been tasked with nuking these entrances. Each squad has been equipped with a single Missile Launcher and two Tunnel Busting Warheads.

4. Find the Brain

High Command have intelligence that a Brain Bug is hiding inside a Tunnel complex. The MI Platoon are one of several that are being sent into the tunnels to flush it out or capture it.

The Bug Player has three mobs of 8 Bugs to protect the Brain Bug. It is placed in a cavern at the heart of the tunnel network and cannot move as MI platoons are closing in from all directions.

The tunnels are 4" wide and twist and turn a lot. There will be four caverns which are up to 12" in any dimension. Each cavern will have at least three tunnels leading into it.

5. Fort Joe Smith

The MI Platoon are investigating a Fort that has been overrun by the Bugs and then abandoned. Their mission is to find what happened to the General who was there and the vital intelligence that was in his possession. His dead body will do.

Place the fort in the middle of the table. Its walls count as Medium Tank Armour and it has two towers with HMGs on them.

At the beginning of the fourth turn the MI player rolls a D6. On a 5 or 6 they find where the General is hiding and can call for extraction. The Navy Landers will begin to arrive on the next turn as they are activated. Note that only one Lander can land within the fort at once.

Landers that have arrived but are not landing or taking off can strafe the Bugs. Landers cannot land if the landing pad is overrun.

Meanwhile the Bug player has six mobs of 8 Warrior Bugs, one Mob of Flying Bugs and 2 Bombardiers. The Flying Bugs can target the Landers in the air, the Guard Towers or MI Troopers on the Walls.

The Bugs all begin off table and on their activation can be brought in from any edge he chooses.

A Warrior Bug can climb the walls of the Fort on a roll of 6 on a D6. Throw one d6 for each Bug touching the wall bottom when their mob is activated.

If 8 Warrior Bugs are killed the Bug player can recycle the figures and bring on a new mob of 8 Bugs on his next turn from any table edge.

Fort Smith will fall, but it is matter of when and if the MI can complete their mission.

Figures

Until recently the only Starship Troopers figures you could get were the increasingly rare Galoob ones that were released with the Film.

More recently Mongoose released some boxed sets to support their Starship Troopers Skirmish RPG.

If you don't have any of these then you can easily substitute GW Imperial Guard or Rackham's AT-43 infantry for the Mobile Infantry.

One Monk Miniatures does an excellent and free downloadable 2.5D card set of Alien Bugs. Alternatively you can use suitable GW Tyranids.