

STARSHIP TROOPERS™

THE MINIATURES GAME

ARACHNID ARMY BOOK

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Introduction

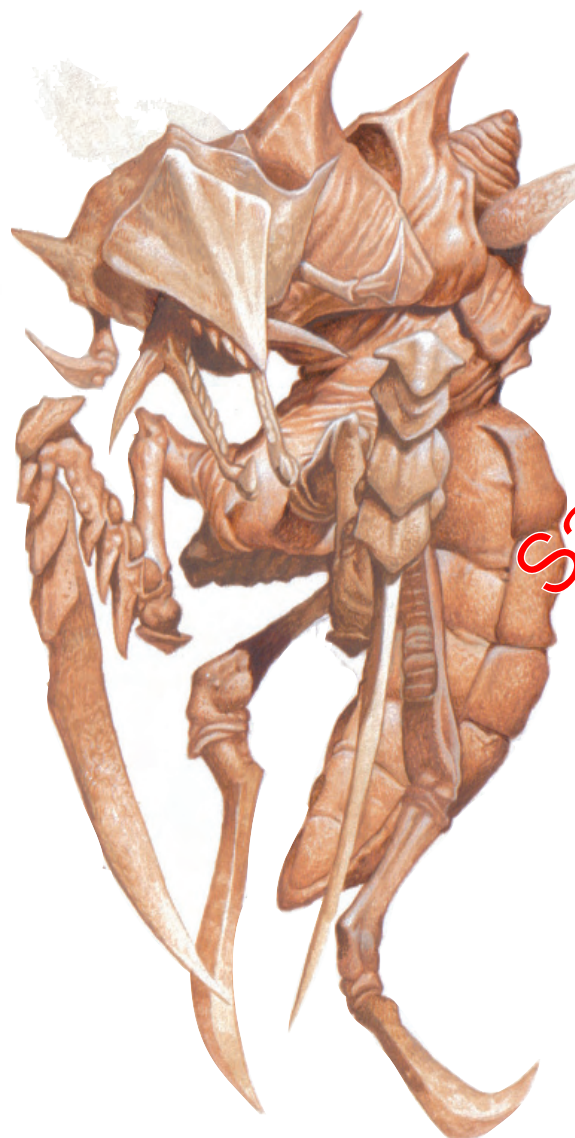
INTRODUCTION

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 fine 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

