

Starship Troopers Manual

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BEFORE YOU BEGIN

Before you begin playing the game, take a few moments to review the ReadMe file and the system requirements.

THE README FILE

The *Starship Troopers*™ CD-ROM has a ReadMe file containing the License Agreement and updated information about the game. To view the ReadMe file, double-click on it in the Starship Troopers directory on your hard drive. Or, click on the Start button on your Windows® taskbar, and then choose Programs>Microprose>Starship Troopers folder>ReadMe file item. You can also access the ReadMe file by clicking on the *Starship Troopers* title screen ReadMe button.

SYSTEM REQUIREMENTS

Minimum System Requirements

Operating System	Windows* 95/98
Processor	Pentium® II 233
Memory	64 MB RAM
Hard Disk Space	300 MB of free hard drive space
CD-ROM Drive	8X speed CD-ROM drive
Video	3-D Video Card (Voodoo 2)
Sound	Windows 95/98 compatible sound card
DirectX	DirectX 7.0a included

Recommended System Requirements

Operating System	Windows 95/98
Processor	Pentium II 400
Memory	128 MB RAM
Hard Disk Space	800 MB of free hard drive space
CD-ROM Drive	8X speed CD-ROM drive
Video	3-D Video Card (Matrox G400)
Sound	Windows® 95/98 compatible sound card
DirectX	DirectX 7.0a included

SETUP AND INSTALLATION

1. Start Windows 95/98.
2. Insert the *Starship Troopers*™ CD-ROM game disc into your CD-ROM drive. If auto-play is enabled on your computer, a *Starship Troopers* screen should appear.
3. Click on the Install Game button and go to step 5.
4. If auto-play is not enabled, double-click on the "My Computer" icon on your Windows 95/98 desktop. Next, double-click on your CD-ROM icon to install the game. If the install screen still does not appear at this point, locate the "setup.exe" file on the *Starship Troopers* CD-ROM and double-click on it.
5. Follow the remainder of the onscreen instructions to finish installing *Starship Troopers*.

Once installation is complete you'll return to the main Windows screen. Click on the Start button on your Windows® taskbar, and then choose Programs>Microprose>Starship Troopers folder> Starship Troopers icon to start the game.

Note: You must have the *Starship Troopers*™ CD-ROM in the CD-ROM drive to play. Once you have installed *Starship Troopers* you can also start the game by inserting the *Starship Troopers* CD-ROM into the CD-ROM drive and clicking Play on the main *Starship Troopers* screen.

INSTALLATION OF DIRECT X

The *Starship Troopers*™ CD-ROM game disc requires DirectX 7.0a or higher in order to run. The CD-ROM will automatically check to see if you have DirectX on your system and will automatically add it to your computer system when you first install the game. To reinstall DirectX at any time, click on the Install DirectX 7.0a button on the *Starship Troopers* title screen.

UNINSTALL

If you would like to remove *Starship Troopers* from your hard drive, click on the Uninstall button on the *Starship Troopers* title screen, or go to the *Starship Troopers* folder on your hard drive and click on the Uninstall *Starship Troopers* icon.

WELCOME TO THE MOBILE INFANTRY [MI]

Welcome to the Mobile Infantry. The MI is the fighting arm of the Terran Federation. Whenever Terran citizens are threatened, the Mobile Infantry are there to defend them. The MI are bound by oaths of honor and duty: we swear to lay down our lives for our fellow Troopers, for our government, and for humanity. Remember: Service Guarantees Citizenship!

You've joined the MI at a crucial time. The bugs have broken out of the Arachnid Quarantine Zone and have launched an all-out attack against Terra. Every corner of Federal space is under siege and a bug-guided meteorite has vaporized the Terran city of Buenos Aries. But now we're striking back. The MI is taking the fight to the bugs, right to their home planet of Klendathu. And we're not going to stop until we exterminate the bugs as a species. Now get on with your mission!

OVERVIEW OF GAMEPLAY

As a Lieutenant in the MI, you'll lead a platoon of Mobile Infantry Troopers. Before you drop into battle, you'll be briefed by your battalion commander, who will explain all your mission objectives. After the briefing, you'll be responsible for assembling and equipping your strike team, based on your mission objectives. But be prepared: there's no telling what will happen once you hit the ground.

Mission Breakdown

Each mission comes with a unique set of objectives and challenges. On successful completion of your mission objectives, you'll be retrieved from the planet surface and debriefed by your battalion commander. If you and your strike team are KIA (killed in action), we'll send your dog tags on to your next of kin.

Mission Steps

1. Receive your Mission Briefing.
2. Assemble your strike team.
3. Equip your strike team.
4. Deploy.
5. Accomplish mission objectives.
6. Retrieval, debriefing and performance evaluation.



STARTSCREEN

Congratulations! Now that you enlisted in the Mobile Infantry, you have become part of a proud tradition that stretches back nearly two hundred years. We salute your courage and determination! Your account with the Federal Network provides you access to the full range of Mobile Infantry online services.



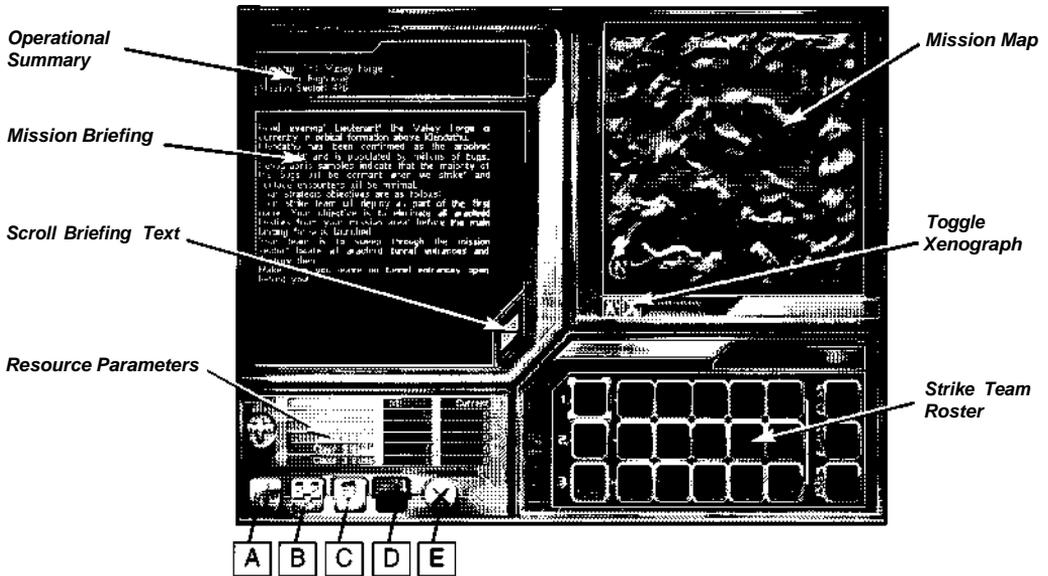
- [A] **Continue:** If you have already started a game, this will take you back to where you stopped playing it.
- [B] **New Game:** Commence your career in the Mobile Infantry. Once you have confirmed the name of your Lieutenant and platoon, you'll be ready to start your career.
- [C] **Load Game:** If you have saved a game, click here to pick up where you left off.
- [D] **Options:** Change game settings such as difficulty, game audio and graphics.
- [E] **Exit:** Quit the program and return to the Windows® desktop.



MISSION BRIEFING SCREEN

The MI 1st Division consists of over two hundred platoons. As a Lieutenant, you are in charge of one of these platoons. Each platoon is assigned to a mission sector on the battlefield: the better the platoon, the tougher the assignment.

You will begin each mission at a Mission Briefing Screen. Here you'll learn about the mission terrain, enemy strength, your mission objectives and the status of your platoon. Pay attention. What you learn in your mission briefing can save lives down on the ground. Your briefing screen contains the following information:



Operational Summary: Summarizes the operation's title, current Starship, Briefing officer and Fleet Liaison Officer.

Mission Briefing: This is a text version of the audio briefing given by your Battalion Commander or the officer in charge of the current operation.

Mission Map: This is a satellite image (the same as your in game *Tac Map*) that shows major objective points, landing and retrieval zones. It toggles to show the *Xenographic analysis*.

Xenographic Analysis: If possible, Fleet Tactical Reconnaissance (TAC/RECON) will conduct a satellite sampling of your mission area. From this they are able to determine the types of arachnids in your mission sector and give you advice about how to destroy them.

Resource Parameters: This screen provides a summary of mission objectives and mandatory requirements to launch a mission.

Strike Team Roster: This is where you will place the Troopers you have selected for your current mission. It will be empty on your first mission; afterwards, it will contain the surviving members of your strike team from your last mission.

Further Information

Do you want to know more? Click on the following buttons for various options:

[A] Mission Briefing: This button will be inactive as you are currently at the Mission Briefing Screen.

[B] **Unit Description:** Click here to view your entire platoon and to allocate Troopers to your strike team.

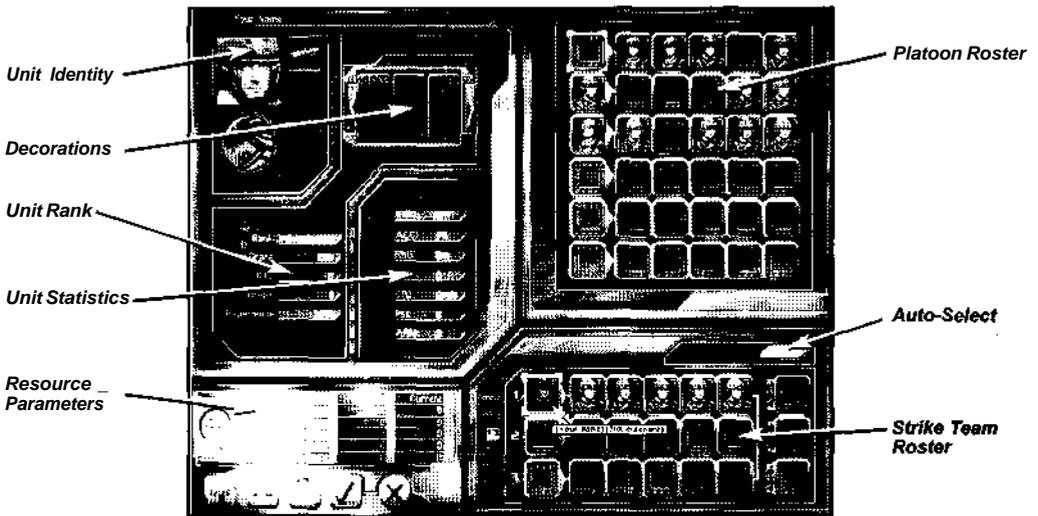
[C] **Equip Units:** Click here to select equipment and to customize your strike team for the mission ahead.

[D] **Launch Mission:** After you have read the mission briefing, selected and equipped your squad, click here to enter the mission.

[E] **Exit Campaign:** If you've had enough, click here to exit. Once you've reviewed the information in the Mission Briefing Screen, you'll need to assemble your strike team. Click on the **Platoon Roster button** to review your Troopers and to select your team.

PLATOON SCREEN

In this screen you will select Troopers for your strike team.



Platoon Roster: Select your squad from this pool of thirty-five Troopers by clicking on and dragging a Trooper from the Platoon roster into the Strike Team Roster. **Note:** You will receive a limited number of reinforcements to your platoon at the end of each mission. Fresh Troopers are no replacements for dead veterans. So consider your squad selection carefully, and carry out your orders with the utmost care.

Unit Identity displays the name, picture and platoon insignia of the Trooper. It will also display the platoon insignia, current weapon and current armor for the Trooper.

Unit Rank displays the following comparative data about the Trooper you have selected:

- **Rank:** Shows the Trooper's rank.
- **Experience:** Shows how much action the Trooper has seen.
- **Grade:** Displays the success of the Trooper's career in service.
- **Kills:** The only good bug is a dead bug. Examine the selected Troopers kill-count.
- **Drops:** Shows how many combat missions the Trooper has completed. Training simulations don't count!

Decorations: If your Troopers survive certain famous engagements or if they show remarkable valor, they will be awarded medals at the end of the mission. These decorations will improve unit statistics.

Unit Statistics: In addition to viewing basic information, you can view the Trooper's characteristics. Although they've been through Basic Training, new recruits have never seen battle before. Over the course of the missions, new recruits will develop the following skills and attributes:

- **Strength:** Determines how much equipment a Trooper can carry and affects other characteristics like health and skill in hand-to-hand combat.
- **Accuracy:** All MI Troopers are trained shots. But the more combat they see, the better their aim will become.
- **RNG (Range):** Keen-sighted Troopers are essential on the battlefield. The better their perception the further your Troopers can see ahead of them.
- **Health:** Health is everything. Troopers who lose their health are bug-food.
- **Speed:** The quicker they are, the faster they can get into battle.
- **Psi:** Some people are gifted with the powers of a sixth sense and some of your Troopers may have psychic skills that will prove useful in battle. The more PSI you have, the more resistant you are to psychic attack.
- **Armor:** Armor protects Troopers against physical damage. The more armor you can wear, based on your characteristics, the longer you can survive a direct bug assault.
- **Morale:** Troopers with high morale don't lose their nerve in a fight.

TIP: In general, the more experienced a Trooper, the more useful that Trooper is in battle. Veterans tend to be better shots who aren't as likely to panic when the going gets rough. Also, you'll want to develop the individual skills of your Troopers. Depending on the mission, you'll need Troopers with varying degrees of expertise, intelligence and strength. Keep the mission objectives in mind when you pick your squad, try to develop as many veterans as possible and try not to send veterans on suicide missions.

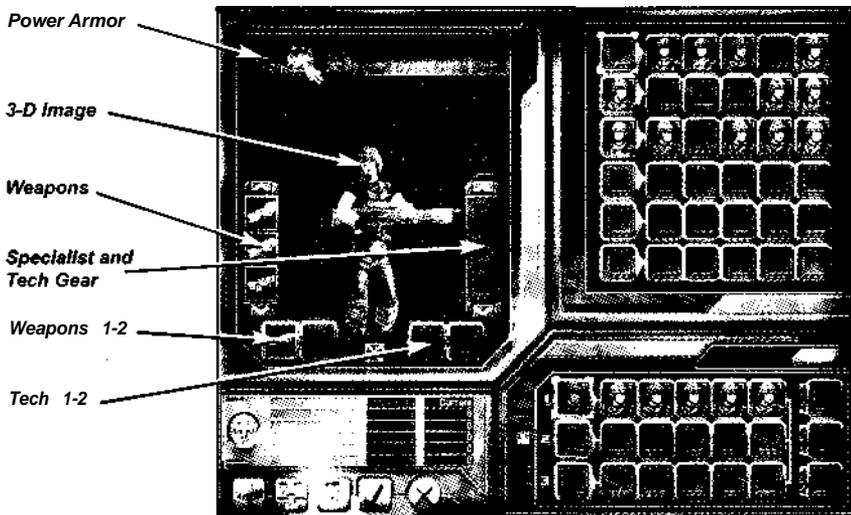
Auto-Select Team: If you are gung-ho and want to get into the action fast, click here and your strike team members will be selected for you. **Note:** Auto-select will not allocate any new weapons or armor to your Troopers.

Strike Team Roster: This is where the units that you have selected for your strike team will be placed.

Once you've selected your squad you'll need to arm them. Go to the Equipment Screen by clicking on the **Unit Equip** button.

EQUIPMENT SCREEN

In this screen you'll be able to select the appropriate level of equipment for your squad. Keep your mission objectives in mind and be mindful of the abilities and characteristics of the individual Troopers.



Equipping a Trooper

Click on a Trooper: the name and rank of the Trooper will be displayed, along with a 3D image that will show your Trooper head-to-toe in the equipment you select.

To equip your Trooper, click on an equipment icon, then use the directional arrows to view the choices available to that Trooper. You can equip Troopers with the following:

Power Armor These powerful armored suits are crucial for successfully completing the more advanced missions. As your platoon progresses and you prove your reliability to Command HQ, more powerful armor suits will be made available to you. When the game begins you only have access to 3rd Class armor.

Weapons: Grab the latest in MI firepower before you meet the bug hordes. See the section on *Weapons* for more information. While each Trooper is issued a standard rifle, more powerful and exotic weapons will become available as your Troopers become more experienced.

Tech Items: Troopers have a range of battlefield technology available to them.

Specialist Tools: Technically proficient soldiers like Engineers and Medics can use various specialists' tools. See the section on *Specialists* for more information.

Note: The weapons, tools and power suits available to the Trooper will depend on the specific Trooper Characteristics, Rank and Grade. For example, only Troopers with the requisite strength can carry a heavy weapon; only an Engineer can use an Engineer Suit. See the sections on Weapons, Power Suits and Specialists for information about the requirements for various items.

Equipment Slots

To equip a Trooper, click upon an item and it will appear in the appropriate slot:

Power Armor: Place armor and suits here.

Weapons 1-2: Place weapons here. Troopers can carry a maximum of 2 weapons.

Tech 1-2: Place MI Tech gear here.

Weapon and Power Suit Data: Will be displayed above the head of the selected Trooper as you click on weapons and armor.

Once you have equipped the Troopers in your squad, click the Launch Mission button to deploy your strike team.



PLAYING A MISSION

Once you accept your mission, the members of your squad will be dropped onto a landscape. You'll see two displays on your screen: the Mission Area and the Heads Up Display (HUD).

MISSION AREA

This is a real time world and the action is all around you: in the sky, beneath the ground, and coming straight at you. Be prepared for anything. You'll travel throughout the galaxy to hunt down the bugs. The mission area shows everything on the battlefield — Troopers, terrain features, buildings, and, of course, bugs.



Rank: This is a graphical break down of the Troopers' ranks. *NOTE: Protect your squad leaders. A squad without leaders is bug-food.*

Health/Armor Meter: Keep an eye on your squad's armor and health. Troopers wearing 1st or 2nd class armor will have a blue bar over their health. This will be depleted before the Trooper's health begins to be damaged. A Trooper's health is represented by a red bar.

Ammo Meter: Troopers can only carry a certain amount of ammo as they move around. Try to minimize unnecessary firefights by keeping a careful eye upon each Trooper's response state, described on page 12.

Dog Tags: Collect dog tags from fallen Troopers for their next of kin. The MI tenet of "leave no-one behind" applies here. Lieutenants who don't try to collect dog tags will suffer in their resource allocation.

Skulls: Indicates fallen Troopers.

HUD Symbols

Standard Commands



Move



Stop



Attack



Stand Ground



Retrieve Specimen



Start/Stop Transport



Bounce (1st and 2nd Class suits only)



Guard Unit



Toggle Torch/Searchlight



Assign Waypoint



Guard Waypoint



Go To Waypoint



Go To Retrieval

Unique Commands



Airstrike (Lieutenant only)



Heal unit (Medic only)



Control Enemy (Special Talent only)



Psychic Shadow (Special Talent only)



Medevac Unit (Medic only)



Power Shield (Command Suits
Class 1 and 2 only)



Repair (Combat Engineer only)



Lay Mines (Combat Engineer only)



Detonate Mines (Combat Engineer only)



Fire Artillery (Trooper equipped with artillery weapon)



Stealth (MIST unit only)



Use Snooper (Scout Suits Class 1 and 2 only)



Twin 50s (Allows units to use weapon emplacements)



Electro Claw (Combat Engineer only)



Call Retrieval (Lieutenant only)



Psychic Shield (Special Talent only)



Psychic Sight (Special Talent only)



Micro Rockets (Marauder Suits Class 1 and 2 only)



Snipe (MIST unit only)

ABOUT THE MOBILE INFANTRY [MI]

The Mobile Infantry is the military arm of the Terran Federation and as such it stands between humanity and the forces that would destroy us. Rich with tradition, the MI is the last in a long line of elite military units. From the three hundred warriors who stood with Gideon against overwhelming odds and Caesar's Praetorian Guard, to the Knights of the Round Table, the French Musketeers, and the Cossacks of the Russian steppes, these forces represent the finest of their nations. In recent centuries, military units such as the British Commandos, U. S. Marines, U. S. Army Special Forces, and U. S. Navy Seals carried on the tradition as the elite forces of their countries in wartime.

In addition to its current strength of twelve divisions, the Mobile Infantry is supported by the Terran Federation Fleet with its armada of Starships, Cruisers, Corvettes, Destroyers, Fighters, and Cargo ships.

COMMAND STRUCTURE

1st Lieutenants co-ordinate and oversee the activities of the ground units, providing tactical support for planetary missions, calling down airstrikes, organizing retrieval and overseeing the welfare of the platoon. While excelling in their battlefield support role, MI Lieutenants fight alongside their troops and are often found where the fire is the thickest.

Available Armor: Command suits (all), Marauder suit (1st class)

Specialist Assignments: None

2nd Lieutenant and 3rd Lieutenant are supplementary command positions that can be filled by Troopers experienced enough to be promoted to that level. 2nd and 3rd Lieutenants provide battlefield support and can command squads. You will begin your game as a Third Lieutenant.

Available Armor: Command suit (2nd, 3rd class), Marauder suit (1st class)

Specialist Assignments: Special Talent

Sergeants are the backbone of the Mobile Infantry. They are the most tactically flexible rank on the battlefield, able to assume a variety of specialist roles and make use of most armored suits. Many Troopers never rise above the rank of sergeant, for they never wish to be taken further away from the action and their comrades.

Available Armor: Scout (all), Marauder (all), Command (all)

Specialist Assignments: MIST, Special Talent, Medic, Combat Engineer

Corporals are junior Non Commissioned Officers (NCOs) and are next in line for promotion to sergeant. They are usually responsible for command of a combat team, but can direct a squad if the sergeant is down.

Available Armor: Scout (all), Marauder (2nd, 3rd class)

Specialist Assignments: MISt, Special Talent, Medic, Combat Engineer

Lance Corporal is assigned to promising recruits who have the right stuff to become officers. They have slightly more flexibility than a Private.

Available Armor: Scout (2nd, 3rd class), Marauder (2nd, 3rd class)

Specialist Assignments: Special Talent, Medic, Combat Engineer

Private (1st Class) PFC are the basic Mobile Infantry soldiers. They excel at following orders and falling in combat. Privates have graduated from basic training and survived Boot Camp. Those valiant few that survive their term of service will qualify for citizenship and have earned it.

Available Armor: Scout (2nd, 3rd class), Marauder (2nd, 3rd class)

Specialist Assignments: Medic, Combat Engineer.

SPECIALISTS

Although the MI trains Troopers to be bug-killing machines, you won't win the war with firepower alone. There are a host of special tasks — from laying mines to collecting bugs - that can be assigned to your qualified members of your strike team.

Medics are trained in combat medicine but are nonetheless able to fight alongside their fellow Troopers. Your squad is going to take a lot of punishment, so make sure you have a Medic on hand to treat the wounded.

Combat Engineers provide technical assistance and maintenance support for battlefield technology — fighting is their last priority. Their duties range from repairing power suits to laying mines.

MISt (Mobile Infantry Stealth) Troopers are veteran infiltrators who use stealth technology — primarily the MISt suit — to penetrate deep into enemy lines, where they pick off bugs with the deadly Morita SniperRifle.

Special Talent Troopers are graduates of the Sirian Psychic Academy who use a variety of psychic powers to confuse, control and destroy the bugs. Although they don't require special equipment, Special Talents may exhibit one or more of the following powers:

Psychic Shadow hides the Special Talent and nearby Troopers from visual detection. This talent is extremely useful for outflanking enemies.

Psychic Shield generates a powerful dome of energy that protects the Special Talent and those nearby from bug attack. Troopers can fire out from under the dome at bugs.

Control Enemy places the Special Talent in control of any bug within the specialist's line of sight. Some bugs are easier to control than others, and all bugs will resort to their natural state when they move out of range.

Psychic Sight allows the Special Talent to perceive hidden bugs and other nasty surprises.

POWER ARMOR

For the most part, bugs rely on their physical strength to kill their enemies. While the Troopers' weapons give them the long-range advantage, our species is no match for most bugs in personal combat. That's why we've developed armor for the modern battlefield.

Types of Armor

Basic Armor: The Infantry Standard Armor Kit provides lightweight ballistic protection. Unfortunately, it doesn't afford much protection against the massive jaws, pincers and power of the bugs.

Scout Suits are designed for long range reconnaissance and support a range of light armaments. 1st and 2nd class Scout suits have a Snooper camera that can be flown ahead to scout out the terrain.

Marauder Suits are designed for heavy combat support and can carry a range of heavy weapons and possess excellent armor shielding. 1st and 2nd class Marauder suits include advanced targeting systems and enhanced armor. They also carry Micro Missile launchers that can be fired from ground or while on the bounce.

Command Suits are designed to enhance the abilities of commanding officers on the battlefield. 1st and 2nd class Command suits feature heavy weapons and power shields, which emit a protective force field around the suit and nearby Troopers.

MISt suits are a high-tech, stealth infiltration suit that uses advanced polymer technology to make the suit resemble the surrounding environment. Although not heavily armored, the MISt suit allows the Trooper to infiltrate bug territory and wreak havoc with a sniper rifle.

Combat Engineer suits are mechanized engineering suits, adapted from conventional civilian design for battlefield conditions. Combat Engineers have a suit with built-in diagnostic systems that allow them to rapidly repair damaged power armor. Engineer suits contain mine layers and a powerful on-board TASER that can stun bugs.

Classes of Armor

Scout, Marauder, and Command type suits come three classes: 1st, 2nd and 3rd. Troopers must first master lower-class suits before they can use upper-class ones.

3rd Class suits consist of light armor that has a limited ability to prevent trauma. When the strength of these suits is exceeded the Trooper inside will receive damage.

2nd and 1st Class suits are advanced, heavily armored suits. Troopers can eject from these suits when the damage to the suits becomes critical. Less critically damaged suits can be repaired by Combat Engineers. All advanced suits are equipped with jump packs that launch the suit into the air for a short height. Activated by the **Bounce** command, jump packs allow Troopers to advance quicker than unarmored soldiers and also allow the Troopers to launch attacks from above.

WEAPONS

The Mobile Infantry have adapted standard Terran weapons for interstellar war. While new weapons are constantly being developed, there are currently four classifications of MI weaponry:

Sidearms

Issued to every member of the MI. These 23rd Century energy pistols are capable of recharging themselves. They are designed to work against human-sized threats, but have little chance of stopping a 16-foot arachnid warrior. This is a last-resort weapon, but may one day save your life.

Standard Weapons

Non-complex systems that have very limited capacity for malfunction. Tried and true, they are the staple weapons for 23rd century infantry and every Trooper is proficient in their use.

Morita SmartRifle: The Morita SmartRifle is almost a piece of the MI uniform, as it has been a service standard since the War of Independence of 2115 - 2123. It fires a standard 7.62mm light-armor piercing round. Lightweight, compact and almost free from malfunction, the SmartRifle is the optimal assault weapon of the 23rd century.

Grenade Launcher: The MX Grenade system offers a traditional fragmentation package with new-generation surprises. Equipped with a rapid-fire projection system, the MX Grenade system allows for parabolic fire and is a good weapon for both structural demolition and close combat situations.

Combat Shotgun: The Mitchell-Dirlwanger range of combat shotguns has been an MI staple for over sixty years. Also known as the Mad Doctor, they are the most devastating short-range weapons at the Trooper's disposal. Ammunition developments have increased the power and fire-rate of this weapon, making it a favorite among veterans.

Morita SniperRifle: The Morita SniperRifle is a precision-built weapon that fires highly toxic Nightshade rounds. Originally designed for hostage situations, it is only available for the MIST specialists and is useful for taking out specific arachnids.

Tech Weapons

Complex systems that are known to malfunction under stress. They require some skill and experience to operate and maintain.

PRISM LightRifle: The PRISM LightRifle is the most efficient projected-energy weapon available to the MI. The high-power pulse laser has an effective strike range of 50 meters and boasts an energy conservation system in line with MI operational requirements.

Flamethrower: The FU series are the MI preferred battlefield incendiary system, projecting high pressure Napalm-D up to 50 meters. These weapons are particularly good for area damage, and can incinerate multiple bugs with a single blast!

Plasma Gun: Only recently approved for MI issue, the PIG series is yet to become a Trooper stalwart. Critics claim its comparative weight and energy consumption make it an inferior weapon to the PRISM system. However, the PIG's range and devastating power make it a viable option for combat specialists.

Specimen Capture Weapon: The SCW system is an adaptation of CivDef non-lethal technology. The application of the SCW system on the battlefield has come about as the need for arachnid specimens increases. Unlike normal weapons, the SCW fires a restraint mechanism that ensnares the arachnid. Once the SCW has snared a target it launches a signal balloon which a retrieval boat can hook onto.

Heavy Weapons

Deliver devastating firepower but are of limited use, due to their weight and energy requirements. Heavy weapons are often paired with power suits.

Morita ChainCannon: A further development of the SmartRifle platform, the ChainCannon is a larger, heavier and more devastating version of the SmartRifle. Not suitable for ordinary field deployment, it is ideally mounted upon a power suit. It uses vast amounts of ammunition and is ideal for killing multiple opponents.

SOLARIS Cannon: The SOLARIS was initially designed as a platform-mounted, anti-armor system. Due to the size of the energy packets fired by the SOLARIS, it rapidly consumes power and is most effective when coupled with an advanced energy system.

Plasma Cannon: The PIG cannons were a development of the hand-held plasma systems. Their bulkier configurations allow for greater energy output and better rate of fire.

Twin 50 Guntowers: The Twin-50 is a standard Terran fixed-weapon platform, used in ground-based fortifications. It incorporates a targeting system that smoothly interfaces with the Troopers' standard issue M4 Tactical Helmet imaging systems.

Micro Launch Missile Rack (MLMR): Micro-Launch Missile Racks are normally mounted upon armored vehicles, but have become integrated into the 1st and 2nd Class Marauder suits. The MLMR fires salvos of 5 and 10 micro missiles, depending upon the class of armored suit.

Artillery Weapons

Powerful long-range concussive devices. They fire salvos capable of destroying multiple bugs or demolishing a bughole. Troopers armed with these weapons can wreak havoc on a battlefield.

Missile Launcher: The MK55 Tactical Missile Launcher is a hand-held, shoulder-fired projectile launcher designed to target and launch the MR7 Rocket Weapon Engine. The proximal fuse system makes the MK an ideal weapon for destroying arachnid tunnel entrances and killing large bugs.

Nuke Launcher: The MK79 Tactical Nuke Launcher is a delivery system for a tactical nuclear warhead. When you absolutely have to kill it in one shot, always use a Nuke! They are extremely dangerous weapons and should be fired with caution.

MI TECHNOLOGY

The Mobile Infantry has access to the most reliable military technology available. Like their weapon systems, all technology had been developed for internal Terran conflicts, and has been upgraded for combat against the arachnids.

MI Targeting Systems provide Troopers with an accurate range finder that directs enemy data onto a Heads Up Display (HUD) mounted within the standard issue M4 Tactical Helmet. Troopers equipped with these devices are much less likely to miss their target in the heat of combat.

Field binoculars are a snap-on adjunct to the M4 Tactical Helmet. Reflex activated, they flip down to increase the Trooper's range of visual perception. The field binoculars are designed to function in very low-light intensity environments.

Medi-packs are crucial to trauma management on the battlefield. While 23rd century medicine is able to heal almost any injury in a clinical setting, the battlefield still presents a challenge to modern medical technology. The medi-pack consists of a projectile connected to a backpack by a cable. Medics fire the projectile at wounded Troopers and the cable transmits a therapeutic energy complex from the backpack, which supercharges the self-repair abilities of the Trooper.

Combat Boosters are a standard item in most MI kits. Like a medic-in-a-can, this potent cocktail of therapeutics and analgesics gives the Trooper a performance-enhancing boost.

Heavy Nerve Gas is designed for sealing bug holes. It comes in slow release canisters that are designed to be dropped into arachnid tunnel entrances by Troopers. Once a canister is deployed, the gas filters down the hole effectively sealing it for 600 seconds. Once the gas dissipates, arachnids will be able to emerge from the hole.

Anti-Personnel Mines are a standard area-denial weapon used by MI Combat Engineers. While slow to be deployed they are excellent for long ground campaigns and for closing off potential avenues of enemy attack.

Nova Bombs explode in a cloud of anti-matter that completely annihilates any matter it encounters. While Nova Bombs are normally deployed from orbit, these suitcase-sized variants will destroy an area equivalent to a city block.

AWARDS

The MI recognizes valor and issues awards for meritorious service. Troopers are given awards based on the number of missions they have served, as well as for their actions within a battle, such as capturing a bug specimen or keeping wounded Troopers alive until retrieval.

THE ENEMY

Often referred to by the media as arachnids, the enemy is more accurately classified as pseudo-arachnids, as the alien species has very little in common in Terran arachnids (spiders). To the MI, they're known as bugs. Whatever you choose to call them, you'd better get to know your enemy before you square off against a horde of man-sized interstellar insects.

HISTORY OF THE TERRAN/ARACHNID CONFLICT

The arachnid species has been known to humanity since their discovery by the ill-fated Fujiwara expedition in 2239. Initial reports from the expedition indicated the aggressive nature of the species, but before further reports could be issued the bugs destroyed the entire research colony.

Further orbital surveys charted the area of space which the arachnids had colonized and identified Klendathu as the arachnid home planet. As the area (and the overall bug problem) proved too large to bring under Terran military jurisdiction, the decision was made by the Terran Council to quarantine the area.

In 2252, the official boundaries of the Arachnid Quarantine Zone were delineated. Terran settlers were warned that the AQZ was outside of the protective jurisdiction of the Terran republic and that no official recognition or aid would be afforded to colonists choosing to settle inside the AQZ.

With the recent attack from the AQZ and the ensuing destruction of Buenos Aires, the Federation has been put on a war footing and bugs have become an unfortunate fact of life for humanity. At this point, no place in Terran space is deemed safe from attack.

ARACHNID SOCIETY

Unlike Terran spiders, which are solitary creatures, pseudo-arachnids organize themselves in vast colonies, like Terran ants and wasps. Though it is not clear how the colonies are governed or how the arachnids communicate, it is obvious that the bugs are capable of working together to wage war and defend themselves.

Bugs tend to live in underground colonies, accessed by large holes. Although they do not appear to utilize any weapons, they are capable of moving meteors and travelling through interstellar space to colonize distant planets. Like Terran insects, arachnids are proportionately stronger than our own species, and their endoskeletons provide armor against physical damage. Arachnids attack in a frenzy (imagine a swarm of bees or ants) and with apparent disregard for their individual safety.

KNOW YOUR FOE

Although they are all hideous and vicious, bugs are not all the same. Subspecies have adapted to life on the surface, underground, and in the air. Thus far, Games and Theory — the intelligence branch of the MI — has identified the following castes:

Soldier Caste: Man-sized insects with incredible strength and mindless ferocity, soldiers are the stuff of nightmares. *Warriors* patrol the surface of bug-held territory, swarming on their enemies and ripping them apart with their pincers and legs. *Hoppers* are flying bugs that can swoop down from above and attack with serrated wings. No doubt there are other soldier castes with equally devastating methods of attack. You'll have to keep your squad ready for the unexpected.

Worker Caste: Don't be fooled by their classification as "workers" — these bugs are capable of wreaking immense havoc. *Plasma bugs* can attack Fleet vessels with bursts of plasma. *Tanker bugs* dig vast underground burrows but they also like to burst forth and ambush their enemy with a spray of corrosive fluid.

Command Caste: Some scientists have theorized that the coordinated movement of the bugs means that there must be a leader caste of sorts that controls other bugs. To date, Games and Theory has issued no official policy on the possible existence of so-called *Brain bugs*. No doubt your superiors will keep you informed on a need to know basis.

CONCLUSION

This concludes your briefing, Lieutenant. It's time to gather your squad and get ready for the drop onto Klendathu. Remember: Service guarantees citizenship!