

Mobile Infantry – Skirmish Rules for Starship Troopers.

Introduction.

The following are a set of rules designed to represent the small unit actions of the Bug wars depicted in the film Starship Troopers. The author recognises that the film bore little resemblance to Heinlein's superlative original book, but believes that the film did present an excellent opportunity for a sci-fi skirmish game.

The release of suitable figures by a couple of manufacturers made the rules possible, especially considering the author's limited modelling skills.

The author owes a debt of gratitude to Will McNally, whose marvellous Zulu Wars rules inspired these.

These rules attempt to create a game where a number of players act as a team of MI Officers and NCO's, each commanding a small group of human Mobile Infantry, who bravely attempt to counter the Bug menace to humankind. Against them is pitched one player, the Brain Bug, who devises the scenarios, lays the terrain and sets the human team their objectives. During the game the Brain Bug attempts to direct the somewhat random actions of his Bug hordes hoping to:

1. Thwart the human team from meeting their objectives.
2. Provide a game that is challenging, yet not impossible for the human team.
3. Have lots of fun!

This concept of 'team-warfare' is Will McNally's real legacy to this game, though its roots probably lie in both roleplaying games and Kriegspiel.

Although the overall rules are not short, the key game concepts are simple to understand and remember. A key factor in the application of these rules is the adage that:

"Rules are for the obedience of fools,
and the guidance of wise men."

If it isn't in the rules, assign a probability and dice for it.

Setting the scene.

This game picks up where the film left off. The Bug home planet of Klendathu is still in Bug control, following the disastrous assault there. Every day more Bug planets are discovered. Some only contain a few bands of Bugs, others are totally infested.

Human colonies on a dozen worlds have been overrun by spore attacks, and have been re-colonised by the Bugs. Other worlds have been destroyed by Bug asteroid attack (just like Rio De Janeiro on Earth).

Humankind is under pressure, but it is not beaten. Indeed it is taking the attack back to the Bugs. Every month regiments of Mobile Infantrymen, carried by the Navy's fleets are landing on, and in most cases, cleansing worlds of Bugs. Human losses are heavy, but so too are the Bugs. For every MI and sailor who dies a thousand Bugs perish.

Daily companies of Mobile Infantrymen set out on missions to:

- Reconnoitre a path of advance or suspected Bug position.
- Carry out search and destroy mission.
- Carry out tunnel clearances.
- Conduct hunts for Brain Bugs.
- Rescue civilians and other MI's, missing in action.
- Act as bait to lure hordes of Bugs out to where they can be killed by air attack (hopefully retrieving the poor MI's before they are fried as well).

Mobile Infantry – Skirmish Rules for Starship Troopers.

Mobile Infantry (MI's) Organisation.

The players represent the officers of a company of Mobile Infantry. Depending on the size of game, each will command either a Fire Team or a Squad of earth's finest (and most expendable).

Experience	(Roll once per team)	1D6
➤ Greenhorns	<i>Straight out of boot camp.</i>	1-3
➤ Experienced	<i>Survived a single campaign.</i>	4-5
➤ Veterans	<i>Survived three campaigns.</i>	6

Armament	Range.	
➤ Assault Rifle	24"	<i>Capable of 5 bursts of fire, or 1 round of sustained fire.</i>
➤ Mini-gun	24"	<i>Capable of 3 rounds of sustained fire. 1 per squad.</i>
➤ Nuke Launcher	48"	<i>Trooper also carries assault rifle. 1 per company.</i>
➤ Autocannon	36"	<i>Vehicle/Wall mounted, unlimited sustained fire.</i>

Organisation

Fire Team	1 Cpl and 3 MI's	4 men
Squad	1 Lt., 2 Sgt's, 1 Radio MI, and 4 Fire Teams	20 men
Company	1 Captain, 1 Master Sgt, 1 Radio MI and 4 Squads	83 men
Regiment	1 Major, 1 Sgt Major, 1 Radio MI and 4 Companies	375 men

The Officers, NCO's and Radio MI's form what are referred to as 'command teams'. All command teams are considered veterans.

Navy Pilots

The pilots and crew of Retrieval Craft are occasionally called upon to engage the Bugs in combat . The Craft themselves mount a pair of Autocannon that can be fired upon targets to the Craft's front. Also each crewman is armed with an Assault Rifle to enable him to protect his Craft.

Navy crew are the equivalent of experienced MI's and the two crew of a Retrieval Craft act as a team for reaction test purposes. If their Craft is destroyed Navy crew may join an MI Fire Team.

Bug Organisation.

One player 'controls' the Bug forces. He is the Brain Bug. Unlike humans Bugs have no formal organisation. Basically all Bugs serve the Brain Bugs, and their motivation is survival and expansion of the Bug 'empire'.

The forces the Brain Bug can field are, in theory, unlimited. Figures that are killed are placed back in the Bug box to be recycled as they are needed.

The types of Bug available to the Brain Bug are:

1. **Warriors:** the most numerous and deadly of its forces. They are fast, tough and can shish-kebab an MI faster than you can say 'Klendathu Sucks!'. They have piercing claws and heavy cutting mandibles than can cut through any armour (though fortress walls and some armoured vehicles can withstand their assault for a short while).
2. **Flying Warriors:** less numerous than its cousin, but still deadly. Flying Warriors act as scouts and fast attack troops for the Bug hordes. Like their cousins they have a frightening array of weaponry. Their one flaw is their tendency to pick up their prey and then retire to 'play' with it.
3. **Tank Bugs:** at first glance these seem like a slow, oversized and harmless beetle. They have no claws or effective mandibles with which to attack. However, they can spray a continuous stream of an organic, phosphorus-based acid that bursts into flames on contact with the air! This spray dissolves MI's on contact and can even eat through vehicle armour!
4. **Brain Bugs:** although highly intelligent, Brain Bugs have no direct offensive or defensive capabilities. They are carried by a flock of porter bugs at 6" per round. A Brain Bug, because of its sheer size can take 3 hits before being killed.

Other Bug types exist, but these are not appropriate for skirmish warfare.

Mobile Infantry – Skirmish Rules for Starship Troopers.

Game Sequence

The game runs in two sequences:

1. Before bugs are detected:

- Movement MI's make march moves towards objectives.
- Presence test: Brain Bug checks for presence of Bugs.
- Spotting test: Trooper commander rolls to spot Bugs.

2. Once Bugs are detected:

- Bugs move All bugs that can move, do so (following Bug Movement rules).
- Firefight MI's and Tank Bugs may open fire if in range and line of sight.
- Close Combat MI's and Bugs within 3" of each other engage in combat.
- MI's move MI's make Tactical Moves.
- Presence test: Brain Bug checks for presence of Bugs.
- Spotting test: Trooper commander rolls to spot Bugs.

Reaction tests MI's take reaction tests and follow results as and when circumstances dictate.

Movement

MI's:

1. March moves

- MI's march up to 6".
- Bad going reduces move to 3".
- All MI's must remain within 3" of fellow Fire Team members.
- Command teams must remain within 6" of a Fire Team.

2. Tactical moves

- MI's move 1D6". Roll for each Fire Team individually.
- Bad going reduces move by 2".
- All MI's must remain within 6" of fellow Fire Team members.*
- Command teams must remain within 12" of a Fire Team.*

3. Fall Back moves

- MI's fall back 1D6" facing Bugs and may continue to fire.
- Roll individually for each Trooper.
- All MI's must remain within 6" of fellow Fire Team members.*

* For as long as any survive that is.

4. Rout moves

- MI's rout at 2D6" until rallied. They may not fire.
- Roll individually for each Trooper.
- There are no unit cohesion rules, it's every trooper for him/herself.

Bugs:

1. Warriors

- Move 2D6-2" towards nearest MI's in line of sight, diced individually.
- Finish move when within 3" of MI's.
- May hop over intervening Bugs and MI's already in combat.
- If no MI's remain in LOS they move towards nearest Bugs.
- Bugs always pursue MI's falling back or routing.

2. Flying Warriors

- Move 3D6" towards nearest MI's in line of sight, diced individually.
- Can overfly all terrain and other troops.
- Attack by swooping into and out of close combat and thus may finish move after close combat if any inches remain.

3. Tank bugs

- Move 1D6" towards nearest MI's, diced individually.
- Stops when within 12" and opens fire.
- Will retreat 1D6" each time it is wounded, but will return.

Mobile Infantry – Skirmish Rules for Starship Troopers.

Presence testing.

Each round the Brain Bug will roll 1D6 to determine if any bugs are present. On a roll of 5 or 6 they are. The roll is modified as follows:

- Add 1 for each squad of MI's on the field beyond the first.
- Add 1 if the MI's have any moving vehicles or have arrived by Retrieval Craft.
- Add 1 if other Bugs engaged the MI's last turn.
- Add 1 if the MI's are within 24" of tunnel entrance.

Roll 1D6 to determine location and range from MI's:

- | | | |
|-----|----------------------|-------|
| 1 | Ahead of MI's, | 6D6". |
| 2 | Behind MI's, | 4D6". |
| 3-4 | On MI's left flank, | 6D6". |
| 5-6 | On MI's right flank, | 6D6". |

If no suitable cover exists for the Bugs to appear out of then they emerge from a tunnel. Arrange Bugs within 6" of tunnel mouth. If a rolled distance would place the Bugs off table, place them on the edge.

Flying Warriors do not come out of tunnels, but instead drop out of the sky!

Roll 1D6 to determine type and quantities of Bugs:

- | | |
|-----|----------------------|
| 1 | 1 Tank Bug. |
| 2-4 | 1-3 Warriors. |
| 5-6 | 1-2 Flying Warriors. |

Once Bugs have appeared in a location roll each subsequent turn for additional Bugs.

- | | |
|-----|---|
| 1-2 | more Bugs emerge. |
| 3-4 | none this round but check again next round. |
| 5-6 | no more Bugs appear here. |

Even if more appear the Brain Bug should continue to roll for the presence of new Bugs.

Spotting Bugs.

If Bugs appear beyond 24" or intervening terrain, then the MI's must roll to determine if they have detected them. To spot Bugs the nearest Fire Team roll 1D6 and must score 7. The roll is modified as follows:

- Add 1 if the nearest MI's are a command team.
- Add 1 if the team are more than 12" from any other humans.
- Add 1 if the team are on a hill.
- Add 1 if the MI's are vehicle mounted or by a Retrieval Craft.
- Add 1 for each 3 Bugs.
- Add 1 if two or more teams are equidistant from the Bugs.

If the Bugs are spotted then the team may fire upon them next round if there is no hard intervening terrain (i.e., hills, buildings, Retrieval Craft etc.). All other teams in that squad also become aware of the Bugs through their short range radios.

The following round that squad may transmit this information to company level if they have a surviving Radio MI. The round after that the company can inform the regiment.

If the Bugs are not spotted they may make a full move towards the MI's, and the next round the MI's may roll to spot them again. Teams that are engaged in a fire fight or close combat, or who are routing cannot be used to spot Bugs.

Mobile Infantry – Skirmish Rules for Starship Troopers.

Reaction Tests.

Fighting Bugs is an unnerving affair, and despite their training many MI's panic in the close proximity of them.

MI's must take reaction tests in the following circumstances:

- If they are a team that spots Bugs and are more than 12" from any other MI's.
- When Bugs first come within 12" of the team.
- When the team takes casualties from Bugs.
- If another team within 12" and line of sight is either wiped out or routs.
- A team witnesses one of its members fall victim to a 'frenzy attack' (see close combat).
- At the beginning of the MI movement phase following a round in which they routed.

To take the test the team roll 1D6, applies modifiers and consults the table below:

1. Team routs away from Bugs.
2. Team falls back from Bugs.
3. Team cannot advance towards any Bugs.
4. Team follows orders.
5. Team follows orders.
6. Team goes Gung Ho, and makes an uncontrolled advance on nearest Bugs, even if that brings them to within close combat range!

Veteran and Command Teams may roll 2D6 and choose the roll that suits them (thus they may be able to avoid going Gung Ho!). Neither can choose a rout result if a better result is available.

This roll has the following modifiers:

- Greenhorns add 1 to their first test of the battle.
- MI's outnumber Bugs, within 12", by 2:1, add 1.
- Bugs, within 12", equal or outnumber MI's, deduct 1.
- Per casualty taken by the team last round, deduct 1.
- There are no Bugs within 12", add 1.
- Last man standing in a team or squad, add 1.
- Within 6" of their command team, or a senior officer (Major and above), add 1.

All moves resulting from a reaction test (i.e., routs, fall backs and Gung Ho advances) are carried out immediately. Thus a routing team may avoid the close quarters attention of a charging Bug by running away.

Mobile Infantry – Skirmish Rules for Starship Troopers.

Firefights 1 – MI's.

MI may fire upon any Bug that is in range and line of sight. By preference MI's generally fire upon any Bugs closing on their location unless it can be shown that these are being effectively pinned down by other units fire.

Fire teams are trained to concentrate their fire on a single Bug at a time. However, once more than one Bug gets to within 12" of a team it can split its fire between any or all of the available targets. Remember the primary objective of most MI's is to survive. Due to the size of Bugs MI's can fire at them over the heads of other intervening MI's if both are within 12" of the target Bug.

MI's armed with Assault Rifles may choose between two types of fire: Burst or Sustained. The latter is more effective but uses all the weapon's ammunition up in one round. MI's armed with Mini-guns or Autocannon may only choose sustained fire (and may maintain it for longer).

Once an MI has used up the ammunition in his/her magazine s/he must reload. This takes one round for assault rifles, and two rounds for mini-guns. Nukes are one shot weapons that are discarded after use. Autocannon have huge hoppers and effectively never run out. However, they do jam if the gunner rolls all 1's (and remain jammed for the duration of the battle).

To hit a Bug each MI rolls 1D6, thus for a full fire team you roll 4D6. If you're using sustained fire roll 3D6 per MI. Mini-guns roll 3D6 each round, and Autocannon 4D6.

Greenhorn and experienced MI's hit on a roll of 6, veterans on a roll of 5 or 6, modified as follows:

- Short range – Bugs are within 24", add 1.
- Point blank range – Bugs are within 12", add 2.
- MI's are in a static firing position (i.e., fortifications or vehicles), add 1.
- MI's are falling back, deduct 1.
- Bugs moved more than 12" this move across the MI's field of vision, deduct 1.
- Last man standing in team and not falling back, add 1.
- Last man standing in squad and not falling back, add 2.

Bugs are very tough and can take a lot of punishment:

- A Warrior can take 4 hits before collapsing.
- A Flying Warrior can take 3 hits before collapsing.
- A Tank Bug can take 6 hits before collapsing.

When a Warrior or Tank Bug takes half its allowed hits, its movement is halved. Flying Warriors become grounded after taking 2 hits and move as half-speed Warriors.

Firefights 2 – Tank Bugs.

Tank Bugs are the only ones that can engage MI's at a distance (this is not strictly true as Plasma Bugs have a ranged attack, but they reserve this for destroying the Navy's ships in orbit!).

The Tank Bug fires a stream of phosphorus-based organic acid that kills any MI it touches. It may spit this stream at 1D6 MI's that are within 12" of the Tank Bug (and 6" of each other). Each MI gets a chance to dodge the acid.

To dodge it roll 1D6.

- Greenhorn MI's dodge on a roll of 5 or 6.
 - Experienced and Veteran MI's dodge on a roll of 4, 5 or 6.
- Add 1 to the roll if the MI's are in any sort of cover or bad going.
Deduct 1 from the roll if the Tank Bug was only spotted last round (i.e., it emerged from behind cover, or from a tunnel).

Mobile Infantry – Skirmish Rules for Starship Troopers.

Close Combat.

This is where the Bugs excel and MI's become dismembered corpses!

Once Bugs and MI's have closed to within 3" of each other they are considered to be in close combat. A Bug only needs to be within 3" of one member of a team to be in combat with all of them.

It should be pointed out that MI's continue to attack during the firefight phase of the round even if in close combat with one or more Bugs. They do not possess any close combat weapons capable of fending off a Bug mandible or claw anyway, so all they do is keep on firing.

Tank Bugs do not engage in close combat, but like the MI's continue to fire during the firefight stage.

Warriors roll 1D6 and consult the following table:

1. MI is cut in half by the Warrior's mandibles, thrown over the Warrior's thorax and the Warrior can move on to attack another MI, if one is alive within 6"!
2. MI is torn limb from limb by various mandibles and claws.
3. MI is stabbed to death by multiple penetrations of the Warrior's claws.
4. MI is stabbed and pinned down by the Warrior's claws, but is still alive.
5. MI is tossed aside by the Warrior, 1D6" in a random direction and can take no action next round except scramble to his/her feet.
6. MI ducks and dives out of the way, springing lightly to his/her feet unscathed.

This roll can be modified as follows :

- Greenhorn MI's deduct 1 from the roll.
- Routing MI's deduct 1 from the roll.
- Veteran MI's add 1 to the roll.
- MI's in fortifications or hard cover (i.e., vehicle or building) add 1 to the roll.

Flying Warriors roll 1D6 and consult the following table:

1. MI is decapitated by the Warrior's mandibles and dropped at the end of the Flying Warrior's move.
2. MI is picked up and carried off to a safe location where the Flying Warrior can feed upon him/her.
3. MI is torn limb from limb by various mandibles and claws, and the Flying Warrior lands.
4. MI is stabbed and pinned down by the Warrior's claws, and the Flying Warrior lands.
5. MI is tossed aside by the Warrior, 1D6" in a random direction and can take no action next round except scramble to his/her feet.
6. MI ducks and dives out of the way, springing lightly to his/her feet unscathed.

This roll can be modified as follows:

- Greenhorn MI's deduct 1 from the roll.
- Routing MI's deduct 1 from the roll.
- Veteran MI's add 1 to the roll.
- MI's in fortifications or hard cover (i.e., vehicle or building) add 1 to the roll, but not if their upper body is exposed to aerial attack.

Once a Flying Warrior is on the ground it acts as an ordinary Warrior.

If an unfortunate MI is tossed alive into the midst of a group of Bugs, or is pinned down by a Bug who is then joined by other Bugs, a 'frenzy attack' may result. During such an attack all Bugs within 6" descend on the MI and tear him/her into tiny chunks! This takes an entire round during which they do nothing else.

To determine if a frenzy attack occurs roll 1D6. If the number rolled is equal to or less than the number of Bugs within 6", a frenzy attack happens.

The surviving members of the victim's team (if there are any) must make an immediate reaction test.

If a Bug that pins and wounds, but does not kill an MI is killed before it can finish the unfortunate MI off, the team is left with a badly wounded comrade. MI's always try to retrieve their wounded. A wounded MI cannot fire or fight and must be carried/dragged by a comrade. Apply a -2" movement penalty to the MI helping the wounded MI.

Mobile Infantry – Skirmish Rules for Starship Troopers.

Mission Control.

First determine the scenario type randomly (using 1D6) or by agreement from the list below:

1. Bravo Two Zero.
2. Sir, is this another bug hunt?
3. Tunnel Rats.
4. Eagle Down.
5. Puff the Magic Dragon.
6. Fort Joe Smith.
7. The Head Hunters.

Add 1 if the majority of the teams involved are Veterans.

Then follow the rules for each mission type.

Bravo Two Zero.

- Divide the table into equal three sectors across the width of the table.
- Brain Bug lays down to 12 pieces of terrain.
- MI commanders may remove or reposition 3 pieces of terrain.
- Brain Bug puts an objective marker in each sector. No objective may be within 6" of a table edge, or within 12" of another marker.
- MI commanders land their Retrieval Craft together within 6" of any table edge and deploy their troops around them.
- The Retrieval Craft then leave and the first round begins.
- At any time the MI commanders may summon three Retrieval Craft to their location (if they have a surviving Radio MI that is. They must declare this at the beginning of a round. The Retrieval Craft arrive on an area of suitably flat ground, not held by Bugs, within 12" of the Radio MI (homing in on his beacon) during the MI move phase of the next round. A Retrieval Craft can carry up to 10 MI's. There are three Retrieval Craft on standby. It takes 3 rounds to pick up survivors, take them to a secure location and then return for more.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 3 points for each officer killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 1 point for each Bug killed.
- MI's score 5 points for one objective reached, 10 for two, and 20 for all three.

Sir, is this another bug hunt?.

- Brain Bug lays down to 12 pieces of terrain.
- MI commanders may remove or reposition 3 pieces of terrain.
- MI commanders decide on a drop zone anywhere on the table and deploy their troops.
- MI commanders agree a rendezvous point with the Retrieval Craft at least 36" from the drop zone.
- Three Retrieval Craft will overfly the rendezvous on the 6th, 9th and 12th round and only land if the LZ is clear of Bugs and there are MI there. They will not respond to the radio for security reasons.
- All the MI's then have to do is get from the drop zone to the rendezvous....
- A Retrieval Craft can carry up to 10 MI's. There are three Retrieval Craft on standby. It takes 3 rounds to pick up survivors, take them to a secure location and then return for more.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 3 points for each officer killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 2 points for each Warrior Bug killed.
- MI's score 3 points for each Flying Warrior killed.
- MI's score 5 points for each Tank Bug killed.

Mobile Infantry – Skirmish Rules for Starship Troopers.

Tunnel Rats.

- Brain Bug draws up a tunnel plan with at least 3 entrances, 8-12 tunnels of between 12" and 24" in length (and 4" to 6" wide), and three chambers 12" in diameter.
- Brain Bug places the entrances on the table
- MI commanders decide and indicate which entrances they will use (at least one fire team is needed per entrance chosen – no lone heroes here).
- Brain Bug then deploys Warriors to guard the entrances (roll 1D6 for each: 1-2, no Warriors are present; 3-4, one Warrior is present; 5-6, three Warriors).
- MI's deploy from Retrieval Craft up to 12" from the entrances.
- Ignore all Flying Warrior results on the Presence test – use Warriors instead.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 3 points for each officer killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 1 point for each Bug killed.
- MI's score 5 points for one chamber reached, 10 for two, and 20 for all three.

Eagle Down.

- Brain Bug lays down to 12 pieces of terrain.
- MI commanders may remove or reposition 3 pieces of terrain.
- Brain Bug puts a crashed Retrieval Craft somewhere on the table, but not within 6" of the edge. They may deploy one fire team of survivors around the craft. These may not leave the crash site until their rescuers are within 24 " and line of sight.
- MI commanders land their Retrieval Craft together within 6" of any table edge, and at least 36" from the crash site and deploy their troops around them.
- The Retrieval Craft then leave and the first round begins.
- At any time the MI commanders may summon three Retrieval Craft to their location (if they have a surviving Radio MI that is. They must declare this at the beginning of a round. The Retrieval Craft arrive on an area of suitably flat ground, not held by Bugs, within 12" of the Radio MI (homing in on his beacon) during the MI move phase of the next round. A Retrieval Craft can carry up to 10 MI's. There are three Retrieval Craft on standby. It takes 3 rounds to pick up survivors, take them to a secure location and then return for more.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 3 points for each officer killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 1 point for each Bug killed.
- MI's score 5 points for each crash survivor they get away with.

Puff the Magic Dragon.

- Brain Bug lays down to 12 pieces of terrain.
- MI commanders may remove or reposition 3 pieces of terrain.
- MI commanders decide on a drop zone anywhere on the table and deploy their troops.
- MI commanders agree a rendezvous point with the Retrieval Craft at least 36" from the drop zone.
- The Retrieval Craft leave and play begins.
- Once they reach the MI commanders may summon three Retrieval Craft to their location (if they have a surviving Radio MI that is. They must declare this at the beginning of a round. The Retrieval Craft arrive on an area of suitably flat ground, not held by Bugs, within 12" of the Radio MI (homing in on his beacon) during the MI move phase of the next round. A Retrieval Craft can carry up to 10 MI's. There are three Retrieval Craft on standby. It takes 3 rounds to pick up survivors, take them to a secure location and then return for more.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 1 point for each Bug killed.
- MI's score 1 point for each Bug on the surface when they leave in their Retrieval Craft (Ground Attack Fighters will follow the Retrieval Craft in and napalm the entire table).

Mobile Infantry – Skirmish Rules for Starship Troopers.

Fort Joe Smith.

- Brain Bug lays down to 12 pieces of terrain.
- MI commanders may remove or reposition 3 pieces of terrain.
- MI commanders choose a piece of terrain such as a hill, a bend in a river, or some abandoned buildings, within 12" of the centre of the table.
- This point becomes the MI commanders' fortress.
- The MI commanders may place up to 60" of trenches or walls, a fire tower, a landing zone and two bunkers onto this area.
- The MI commanders may then deploy their troops into the fortifications. The most senior command team must be placed in a bunker.
- The MI's may deploy as extra troops, 2 mini-guns and an Autocannon (this normally goes on the fire tower).
- The Brain Bug tests for presence each round, with a 4,5, or 6 indicating success.
- Bugs appear within 4D6" of the centre point of the fortress from a direction determined by the Brain Bug. If the distance rolled indicates that the Bugs appear within the fortress perimeter, then they appear from a tunnel.
- Once any Bugs get inside the perimeter the MI's may begin calling for retrieval (if they have a surviving Radio MI). Each round thereafter they roll 1D6. On a 5 a single Retrieval Craft arrives, on a 6 two Craft arrive. They will only land if the LZ is clear of Bugs, or at a designated spot outside the perimeter if the fortress has been overrun.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 3 points for each officer killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 1 point for each Bug killed.
- MI's score 3 points for each MI they get away with.

The Head Hunters.

- Set up exactly as per Tunnel Clearance, except the Brain Bug must mark on the map which chamber it is in.
- The Brain Bug will be guarded by 2D6 Warriors.
- 4 MI's can drag an unguarded Brain Bug at 1D6" per round.

Victory Points:

- Bugs score 1 point for each MI killed.
- Bugs score 3 points for each officer killed.
- Bugs score 5 points for each Retrieval Craft overrun/destroyed.
- MI's score 1 point for each Bug killed.
- MI's score 5 points if Brain Bug killed.
- MI's score 20 points if Brain Bug captured and returned to surface alive.