

STARSHIP TROOPERS FAQ (from *The General*)

Movement:

Q: May Alien units always move a minimum of one hex per turn on rough and/or barren terrain?

A: No. See Scenario I, C.9., p.4.

Q: Can Arachnid Engineers move in the same player segment in which they create a breach?

A: Yes.

Q: Does the presence of Alien units in the same hex inhibit one- or two-man carries of WIA's?

A: No.

Q: Can a unit making a one-man carry use extended jump? Two-man carry?

A: Yes, in both cases (at half movement allowance, of course, for the two-man carry.)

Q: When is a unit unloaded from an Air Car?

A: During the special function phase.

Q: What happens to a Retrieval Boat if its beacon is destroyed?

A: On the turn of landing, the Terran player immediately rolls again for Direction of Launch and Drift using the original location of the Beacon as the reference point. This determines a new landing hex. If the new landing hex is a RAD area, the Boat is considered destroyed and the Terrans non-retrieved.

Q: Since Heavy Damaged Terran units cannot engage in close combat, can they enter Tunnel hexes?

A: Yes, since they cannot attack, they simply stop whenever they enter a tunnel hex containing enemy units.

Tunnels:

Q: Must primary tunnels extend from the cell hexside opposite the Queen cell or may it extend from any of the three possible hexsides?

A: It may extend from any of the three possible hexsides if it does not intersect another primary tunnel.

Q: May two different tunnels intersect without connecting in a hex?

A: NO!!

Q: Can tunnel segments be positioned to form a loop within one tunnel system?

A: Yes.

Q: Do all segments of a tunnel complex have to be drawn within the confines of the Alien map pad? Could a primary segment extend off of the mapboard?

A: ALL tunnel segments must be drawn on the mapboard.

Q: Must the cells in an Arachnid complex be labeled 'A' through 'E' consecutively?

A: No, they may be labeled in any order.

Q: Can an Arachnid engineer both make a breach and build a new tunnel segment in the same turn'?

A: No.

Q: Can HNG be used in any tunnel hexes or only in breach hexes?

A: It can be used in any tunnel hex, including those occupied by Terran units.

Q: Is a M.I. casualty captured when the Arachnid unit carrying it enters the breach hex or when it actually enters the tunnel system?

A: When it actually enters the tunnel system.

Q: Must M.I. units that enter a prisoner cell or Brain cell stop movement or may they continue on?

A: They must stop movement as though they reached the end of a tunnel.

Hidden Functions:

Q: Are Alien units inverted in all scenarios or just scenario one?

A: All.

Q: Are inverted Alien units turned face-up if Terran units enter their hex at the end of the extended jump phase?

A: Yes.

Q: Are Alien heavy weapon units that fire turned face-up?

A: Yes.

Q: If Alien units are fired upon, are they turned face up?

A: Yes.

Q: Can an empty or loaded Air Car cause inverted enemy units to turn face-up?

A: Yes.

Q: When is the Terran SW&E carried by an M.I. unit revealed to the opposing player?

A: Only when it is used, or detonated. It is not revealed when a unit is attacked, nor when it is in the same hex as an enemy unit, nor when the M.I. unit suffers damage, nor when the SW&E is destroyed. Only when used!

Combat:

Q: Can a damaged M.I. unit (HVY, WIA, or KIA damage) carrying SW&E be attacked again to attempt to destroy its SW&E?

A: Yes.

Q: In scenario four, may Humanoid ranged weapons fire at a hex containing Terran units and may Terran SW&E attack a hex containing Humanoid units?

A: Yes, in both cases.

Q: Can an Air Car which hasn't loaded/ unloaded be attacked by enemy heavy weapons or by enemy Close Combat?

A: Yes, to both cases.

Q: In scenario 4, can Arachnid units destroy abandoned strongpoints?

A: No.

Q: May an Arachnid Heavy Weapon unit fire in the same turn in which it exits from a breach?

A: Yes.

Special Weapons and Equipment:

Q: Can Arachnid Demo charges be detonated after Close Combat, but before any Terran unit moves in the extended jump phase?

A: No. The extended jump phase commences after the first Terran unit moves for the purposes of detonation. If no Terran units move, then there is no extended jump phase.

Q: How do Terran Combat Engineers destroy Arachnid cells?

A: By placing a Demo charge next to or in the same hex as a cell. Section V1.F.1.6. on page 12 is incomplete as stated.

Q: How is Heavy Nerve Gas activated in tunnels that are not breach hexes?

A: In the same way as if it was being activated in a breach hex. The M.I. unit can activate it in the hex it occupies since it has no effect on Terran units.

Q: May DAP/ DAR be activated against Arachnid units emerging from breaches during the Arachnid special function phase?

A: No, only during the Arachnid and Terran movement phases.

Q: Is the Alien player informed of which M.I. units are carrying SW&E?

A: No, only when the SW&E is used.

Q: Does RAD radiation affect subterranean units or only those on the surface?

A: Surface units only.

Q: May Arachnid Demo charges be detonated as the M.I. units are scattering on the initial drop?

A: No, only after all M.I. units have been scattered.

Q: When a C. E. Demo charge is detonated, must the Arachnid player announce what, if anything has been destroyed?

A: NO.

Q: Can Combat Engineer units exchange SW&E with each other in the same manner as M.I. units?

A: Yes.

Q: In the scenario 6 addenda, are the 21 Arachnid Demo Points for each complex or for both complexes combined?

A: Each complex receives 21 Demo Points.

Q: When using the scenario addenda, are Demo Points used in place of the Demo charges listed in the regular scenarios or are they added to them?

A: They are used in place of the information listed in the regular rules.

Q: If an Air Car loads; unloads and then moves in the same turn, it is subject to Arachnid Demo charges in the following Arachnid special function phase?

A: YES. The Air Car is returned to the hex it occupied and the Demo combat resolved. If there is no effect, the Car is returned to the hex in which it ended movement.

Miscellaneous:

Q: Do critical installation counters count towards stacking? May they be stacked together?

A: They do not count for stacking and they may be stacked together.

Q: Can a Special Talent both unload and function in the same special function phase?

A: Yes.

Q: In scenario 3 addenda, do non-retrieved M.I. units each count as 3 of the 25 Terran casualties required for Alien victory?

A: Yes. The entire beacon-Retrieval Boat recovery cycle is used with scenario 3 addenda.

Q: In the Examples of Play, are there errors on the placement of the Arachnid Demo charges?

A: YES! The one demo charge is too close to a prisoner cell and one of the HE charges is not adjacent to a tunnel hex.

Q: Does the presence of functional M.I. units in the same hex inhibit Arachnid capture of wounded M.I. units?

A: NO. The Arachnid unit is simply 'grabbing' the WIA unit. Note that WIA's that are being carried by other M.I. units may not be captured.