

# Starship Troopers: Terran Ascendancy

## Frequently Asked Questions

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## **1. Introduction**

### **1.1 What is the Starship Troopers FAQ?**

This FAQ is all about Starship Troopers, the 3D Role-Playing Strategy game published by Microprose. The game draws its content and inspiration from the 1959 Robert Heinlein novel and the 1997 Paul Verhoeven movie of the same name. In this FAQ, we answer some of the most commonly asked questions about the game.

### **1.2 What is the PC game "Starship Troopers" about?**

Starship Troopers is a squad based, 3D action game set in the 23rd century. Like the novel and the movie, the PC game is about the experiences of the men and women of the Mobile Infantry. During the game, the player assumes the role of a Lieutenant, given charge of a platoon at the commencement of the 3rd Terran Space war. This is a war between humanity and the giant arachnids of Klendathu. Given the technological superiority of the Terran war machine, Games and Theory [Terran military intelligence] predict that the war will be over quickly. The Bugs, however, are not so easily defeated.

### **1.3 Who are the Troopers?**

In the 23rd century, Terra [Earth] is governed by the United Citizens Federation, a veteran-lead republic, forged from the chaos created by 22nd century "social scientists." The Mobile Infantry are the elite fighting arm of this republic. Composed entirely of volunteers, each Trooper swears to lay down his or her life in the defense of Terra, when they take the Service oath. This term of service is for "not less than two years, or as much longer as may be required by the needs of the Service....". Once the term has been served out, the Troopers are accorded all the rights and privileges of Federation citizenship. Service guarantees citizenship.

### **1.4 Who flies the "Starships"?**

The other main branch of the Terran armed services is the Terran Fleet. Fleet controls the mighty armada of Terran Starships, and is responsible for transporting Mobile Infantry troopers to their frontline destinations. Fleet also co-ordinates battlefield support for MI strike teams. Each MI strike team is assigned a Fleet Liaison Officer. [minimum rank: Ensign] Fleet Liaison will coordinate air strikes, medevac, arachnid specimen retrieval, and strike team retrieval; as well as communicating relevant intelligence updates.

### **1.5 Where can I learn more about Starship Troopers?**

The official website of the game can be accessed at <http://www.stta.com/>, this will provide you with the most comprehensive information about to Starship Troopers.

### **1.6 How can I have my question answered?**

Send an email to <mailto:faq@stta.com?subject=Troopers FAQ Question> and we will respond to your query.

This is probably defunct. Try me at [patrick@nightsolo.net](mailto:patrick@nightsolo.net)

## 2. Trooper Development

### 2.1 What ranks are available in Starship Troopers?

There are seven ranks available to player controlled units in Starship Troopers. Promotion to these ranks is automatic provided there is space in your platoon for another trooper at that rank.

| Trooper Rank   | Grade Needed | Exp. Needed |
|----------------|--------------|-------------|
| 1st Lieutenant | 33           | 12500       |
| 2nd Lieutenant | 27           | 9500        |
| 3rd Lieutenant | 20           | 6000        |
| Sergeant       | 15           | 3500        |
| Corporal       | 10           | 1800        |
| Lance Corporal | 7            | 800         |
| Private [PFC]  | 1            | 0           |

### 2.2 What is the difference between experience and grade?

Grade in Starship Troopers is the equivalent of experience level in a fantasy RPG. A unit must earn a certain amount of experience before they can go up a grade. Grade allows you to compare at a glance the relative strengths of two units of the same rank. Experience, then, is a raw tally of in-combat experience, earned through killing bugs and bugholes, and by completing mission objectives.

### 2.3 What experience do I need to go up a grade?

| Grade | Exp. Needed | Grade | Exp. Needed   | Grade | Exp. Needed      |
|-------|-------------|-------|---------------|-------|------------------|
| 1     | 0 - 99      | 18    | 5000 - 5499   | 34    | 13000 - 13499    |
| 2     | 100 - 199   | 19    | 5500 - 5999   | 35    | 13500 - 13999    |
| 3     | 200 - 299   | 20    | 6000 - 6499   | 36    | 14000 - 14499    |
| 4     | 300 - 399   | 21    | 6500 - 6999   | 37    | 14500 - 14999    |
| 5     | 400 - 499   | 22    | 7000 - 7499   | 38    | 15000 - 15499    |
| 6     | 500 - 799   | 23    | 7500 - 7999   | 39    | 15500 - 15999    |
| 7     | 800 - 1199  | 24    | 8000 - 8499   | 40    | 16000 - 16999    |
| 8     | 1200 - 1499 | 25    | 8500 - 8999   | 41    | 17000 - 18999    |
| 9     | 1500 - 1799 | 26    | 9000 - 9499   | 42    | 19000 - 22999    |
| 10    | 1800 - 2099 | 27    | 9500 - 9999   | 43    | 23000 - 30999    |
| 11    | 2100 - 2399 | 28    | 10000 - 10499 | 44    | 31000 - 46999    |
| 12    | 2400 - 2699 | 29    | 10500 - 10999 | 45    | 47000 - 78999    |
| 13    | 2700 - 2999 | 30    | 11000 - 11499 | 46    | 79000 - 142999   |
| 14    | 3000 - 3499 | 31    | 11500 - 11999 | 47    | 143000 - 270999  |
| 15    | 3500 - 3999 | 32    | 12000 - 12499 | 48    | 271000 - 526999  |
| 16    | 4000 - 4499 | 33    | 12500 - 12999 | 49    | 527000 - 1038999 |
| 17    | 4500 - 4999 |       |               | 50    | 1039000          |

## 2.4 How do I get promoted?

Promotion occurs automatically at the end of each mission. During your debriefing, if a trooper has increased in experience to the correct MI Grade, then that unit will be promoted to the appropriate rank. This will always happen unless the player has too many units at that rank already in the platoon. If there are too many troopers of a certain rank, the Trooper will not be promoted.

## 2.5 What numbers of each rank can I have in my platoon?

The table below illustrates the number of troopers that can occupy ranks in the platoon.

| Trooper Rank   | Max. Number |
|----------------|-------------|
| 1st Lieutenant | 1           |
| 2nd Lieutenant | 1           |
| 3rd Lieutenant | 1           |
| Sergeant       | 3           |
| Corporal       | 3           |
| Lance Corporal | 6           |
| Private [PFC]  | no limit    |

## 2.6 What special abilities do different ranks have?

Each MI rank is able to carry a different range of weapons and armor. Additionally, units at higher ranks will have better all round performance. See below for further details about the availability of weapons and armor.

## 2.7 What makes the Lieutenant so special?

The Lieutenant is the heart and soul of your platoon. If you let the Lieutenant die, your mission will automatically end. Your lieutenant is the only trooper authorized to call air strikes, and mission retrieval boats.

## 2.8 Can I edit the names of the Troopers in my platoon?

You can edit every trooper's name in your platoon. This can be done whenever you enter the platoon management screens. Select a trooper in your platoon, click upon the text bar at the top left of the screen, and then you can edit the name of the selected Trooper.

## 2.9 How many Medals are there in the game, and what do they do?

There are eight medals available to troopers in Starship Troopers. Some are awarded for participating in certain famous battles, and some are won through extraordinary acts of bravery. Some medals provide improved stats for your Troopers, while some are merely indicative of veteran status.

| Name of Medal              | How it is awarded              |
|----------------------------|--------------------------------|
| Claw of Courage            | Random                         |
| Bronze Eagle               | Random                         |
| Lightning Bolt             | Random                         |
| Badge of Valor : Klendathu | Finishing Mission Bughouse I   |
| Badge of Valor : Mars      | Finishing Mission Desert Swarm |
| Badge of Valor : Sirius    | Finishing Mission Mindsnare    |
| Silver Cross               | Random                         |
| Cross of Honor             | For Medevaced troopers         |

### 3. Specialist Assignments

#### 3.1 What is a specialist assignment?

Specialist assignments are special roles that you can assign to members of your platoon. These assignments are not permanent, and the trooper can be returned to normal duties between missions. When a trooper is given a specialist assignment, they are automatically issued the equipment they need for that assignment. Unlike Troopers on standard duties, this equipment cannot be changed. Specialists have everything they need to do their job.

#### 3.2 Where do I put specialists in my strike team?

Specialist assignments occupy the three slots on the right-hand side of your strike team. When a specialist assignment becomes available, the slot will no longer be grayed out. Once a unit has been dragged into the specialist assignment slot, clicking on the arrows to the left of the box will toggle the unit through any available assignment types.

#### 3.3 How many specialist assignments are there in the game, and when are they available?

There are four specialist assignments available in Starship Troopers. They are Medic; Combat Engineer; MIST and Special Talent.

| Specialist Assignment | Becomes available        |
|-----------------------|--------------------------|
| Medic                 | Operation: Paradise Lost |
| Combat Engineer       | Operation: Royalty I     |
| MIST                  | Operation: CLASSIFIED    |
| Special Talent        | Operation: Mindsnare     |

#### 3.4 What special abilities do specialists have?

##### 3.4.1 Medic

Medics carry medi-kits which allow them to heal wounded troopers. Medics wear a modified 3rd class Command suit which provides the power for their medi-kit. They are also authorized to call for medevac. Medevac is a crucial strategy for preserving the lives of veteran troopers.

##### Special Abilities:

- Heal - this allows your medic to heal wounded troopers in the field. (H)
- Medevac - allows your medic to save dead troopers for revival back on board the ship. (CTRL + H)

##### 3.4.2 Combat Engineer

Combat Engineers wear a special armored suit, which is modeled on a civilian labor chassis. These suits come fitted with a repair system that allows the engineer to repair armor, in the same way that medics heal wounded troopers. Engineers can also lay and detect mines. In a close combat situation, the engineer is able to use the repair system to generate an electric shock which will stun bugs.

##### Special Abilities:

- Repair - this allows your engineer to damaged suits in the field. (H)
- Lay/Destroy Mines - allows your engineer to deploy or detonate mines in the mission area. (L/D)

### **3.4.3 MIST**

MIST stands for Mobile Infantry Stealth Technology. MIST Troopers are stealth infiltrators. They come equipped with a stealth suit with cloaking capabilities. This allows them to sneak deep into enemy territory, and using their sniper rifle, take out the leadership caste of the arachnid swarm. The MIST trooper is able to snipe, using lethal nightshade rounds, eliminating their arachnid targets with a single shot.

#### Special Abilities:

- Cloak - allows the MIST to become invisible and infiltrate arachnid controlled areas. (J)
- Snipe - allows the MIST Trooper to enter sniper mode and kill arachnid units with the sniper rifle. (N)

### **3.4.4 Special Talent**

Special Talents are psychic sensitives who have been trained to use their psychic talents in combat situations. They are trained in four standard talents.

#### Talents:

- Sense Arachnid - perceive hidden arachnids and arachnids under psychic control. (CTRL + E)
- Force Field - allows the talent to throw up a protective shield, which other units can hide under. (Q)
- Control Mind - allows the talent to turn bugs into Terran friendly units, they will attack other bugs. (K)
- Psychic Shadow - allows the talent to project a cloaking field, which prevents bugs from seeing the talent, and any nearby troopers. (J)





#### **4.7 What does "on the bounce" mean?**

"On the bounce" is a common phrase among troopers. It refers to the ability of 1st and 2nd Class armor suits to jump over the battlefield. Bouncing (B) is an extremely useful tactic, allowing rapid advancement through your mission sector. Remember, suits cannot bounce when in Bugtown (underground).

#### **4.8 What is Scout Armour?**

Scout Armor are very fast and designed for long range reconnaissance. They support a range of light armaments, and provide addition intelligence through on-board "Snooper" systems in the 1st and 2nd class models.

##### Special abilities of Scout armor:

- Searchlights - all Scout suits have searchlights attached to them, these are very helpful on night and tunnel missions. (I)
- Snooper - this is a remote camera, similar to those used by Tac-Recon, which allows the trooper to scout out the mission terrain ahead. 1st and 2nd class Scouts suits are the only units which possess Snoopers. (E)

#### **4.9 What is Marauder Armour?**

Marauder class armor is designed for heavy combat support. They can carry a range of heavy weapons, and possess excellent armor plating.

##### Special abilities of Marauder armor:

- Targeting System - all Marauder suits give their wearer an accuracy bonus. (innate)
- Multi Launch Missile Rank - 1st and 2nd Class Marauder suits possess these devastating multi-launchers. These rockets deliver the knock out power of a nuke without the danger of splash damage. (Y)

#### **4.10 What is Command Armour?**

Command class armor is designed to enhance the abilities of commanding officers on the battlefield. It provides enhanced combat efficiency, excellent armor protection, plus onboard shield generator in later models.

##### Special abilities of Command Armor:

- Optical systems - all Command class suits incorporate vision enhancement systems which provide greater perception ranges for your platoon commanders. (innate)
- Power Shield - 1st and 2nd class Command suits are able to generate a power shield similar to those used in MI fortifications. This places a huge drain upon suits batteries but does provide an invulnerable shelter for the troopers under its protection. The power shield works beautifully in combination with an airstrike. (Q)
- Bounce – allows the trooper to “fly” to a specified point on the map. Troopers can only bounce in open areas. (B)

## 5. Weapons

### 5.1 What kinds of weapons are available?

Weapons are classified into three classes: Standard, Artillery and Heavy. Standard and artillery weapons are available to all MI units, depending upon the grade of the Trooper. Heavy weapons cannot be carried by a Cap Trooper unless they are wearing a combat harness, or have been issued powered armor.

| Weapon                     | Grade Needed to Carry |
|----------------------------|-----------------------|
| <b>Standard</b>            |                       |
| Morita SmartRifle          | 1                     |
| PRISM LightRifle           | 1                     |
| MD797 Combat Shotgun       | 10                    |
| Lucifuge Flamethrower      | 10                    |
| RADON Plasma Rifle         | 20                    |
| MI Specimen Capture Weapon | 1                     |
| <b>Artillery</b>           |                       |
| MK59 Missile Launcher      | 1                     |
| MK70 Nuke Launcher         | 10                    |
| MXL Grenade Launcher       | 1                     |
| <b>Heavy</b>               |                       |
| Morita ChainCannon         | 15                    |
| SOLARIS LightCannon        | 10                    |
| RADON PlasmaCannon         | 20                    |

### 5.2 How many weapons can I carry?

All units can carry one weapon along with their personal sidearm. Suits are able to carry two weapons, 2<sup>nd</sup> and 3<sup>rd</sup> class suits must swap between the weapons, but 1<sup>st</sup> Class suits are able to use two weapons simultaneously. All units carry a sidearm that they can use in the event of running out of ammunition.

### 5.3 Why can't I use my sidearm?

Each trooper is equipped with a sidearm. These small energy pistols, while an excellent weapon against other Terrans, are of limited utility against arachnids. They could save your life, but in general, are only used when a trooper has run out of ammo in their primary weapon. You cannot select it manually.

### 5.4 How do I reload a weapon?

Troopers can only carry a certain amount of ammunition. Fleet always seeds mission sectors with ammunition dumps. These ammo caches are a point at which units are able to replenish the ammunition in their weapons. In order to reload a weapon, simply move the unit into proximity with an ammo dump. This will cause selected units to reload up to their starting capacity. When the weapon is out of ammo, that trooper will automatically switch to their sidearm.

### 5.5 What is an artillery weapon?

An artillery weapon is a weapon better suited for long range killing power, than for close combat. Weapons in this category are MK59 Missile launchers, MK70 Nuke Launchers, and MXL Grenade Launchers.

Artillery weapons can be spotted by their green triangle in their bottom right corner of the trooper's portrait. Even with your entire squad selected, you can fire just the artillery (F). But be warned: all artillery will fire at the same time if you do this.

### **5.6 How do I fire an artillery weapons?**

Artillery weapons are very dangerous to fire into close combat, so firing them requires a separate command. By pressing the "Artillery Fire" command (or the keystroke "F"), the player is able to toggle between normal modes of weapon fire and artillery fire. When the artillery fire command is given, only units equipped with an artillery weapon as primary weapon will fire at the target.

### **5.7 What is a Specimen Capture Weapon?**

The MI SCW system is an adaptation of Civilian Defense non-lethal technology. Its presence on the battlefield is driven by the growing need for more arachnid specimens. Unlike normal weapons, the SCW fires an energy snare that traps the target arachnid in a power sphere. This snare has a health bar that represents the amount of damage it can sustain before the imprisoned arachnid frees itself.

### **5.8 How do I capture a bug?**

To capture a bug you must ensure that at least one trooper in the strike team is equipped with a Specimen Capture Weapon. When this unit is selected, and the SCW is their active weapon, the selected Trooper can do a normal attack with the SCW. If the trooper hits the target arachnid, it will become trapped in an energy bubble. Box-attacking is a great way to capture moving targets.

### **5.9 I've captured a bug, how do I retrieve it?**

Once a trooper has trapped an arachnid "prisoner" in an energy bubble, then a specimen retrieval boat needs to be called. Do this by clicking upon the "Retrieve Bug" button (or the keystroke "ALT-R"), and then clicking upon the bug ensnared in the energy sphere. When the cursor is moved over the prisoner, clicking it will call a Retrieval Boat to collect the selected specimen. Only the trooper who captured the bug is authorized to call for retrieval.

### **5.10 What is the Xenograph?**

The Xenograph provides you with an orbital analysis of the arachnid population in your mission sector. Prior to each mission, Tac-Recon collates the xenograph data so that you are able to select the most appropriate weaponry for the mission ahead. The Xenograph data is accessed by clicking on the toggle button beneath the Tac Map on your mission briefing screen. This will bring up the xenograph data. Scrolling up and down through this list will give you tips as to which weapons to equip for each mission.

### **5.11 What weapons work best against the bugs?**

You should always consult the xenograph before commencing a mission. Some arachnids are very tough and unless you take the correct weaponry, your troopers will quickly become bug food.

## 5.12 What strategies work against each type of bug?

- *Worker*: slow moving, and very easy to kill with anything.
- *Chariot*: fast moving, but still as easy to kill as a Worker.
- *Warrior*: it pauses right before running up to attack you. When it pauses, stop your squad and wait for it to get within range.
- *Bomber*: kill it from a distance, as it will usually explode a few seconds after death.
- *Spitter*: they hop around a lot and have a great range, so either rush it, or box-attack one at a time.
- *Plasma*: huge but harmless. they don't attack your squad, so use a Nuke or several Missiles to kill it.
- *Tanker*: big and breathes fire, always appears with a bughole. Try to take it out from a distance with a Nuke or several Missiles. Standard weapons also work on it, but your squad will take a lot of damage from its hot breath
- *Hopper*: annoying flying creature. Have one of your troopers wander some distance from the rest of your strike team. The bugs will descend into weapons range and attack. Take out their Hopper's Nest with a Nuke if you get the chance.
- *Brain*: doesn't move, but will psychically damage your troopers when they get close. Take it out from a distance with an Air Strike or a MIST's Snipe ability. Rushing one is also possible, but be ready to take a lot of damage.
- *Royal Warrior*: a beefed-up version of the Warrior. It will squat and scream prior to rushing your squad. When it does this, it will damage several troopers before you can kill it. Be prepared to heal your squad immediately after an attack.
- *Chameleon*: initially cloaked, they will be visible when they approach your team. You can also see them with the Special Talent's Psychic Sight ability.
- *Consort*: a medium-sized, ugly green bug. Mostly harmless, any Standard weapon will work on it.

## 6. Mobile Infantry Tech

### 6.1 What types of technology are available?

MI Troopers are able to equip up to two items of military technology, as well as their armor and weapons. All tech items are limited in quantity, but can be used by troopers as described in the table below.

| TECH                | Cap Trooper | 3rd Scout | 2nd Scout | 1st Scout | 3rd Marauder | 2nd Marauder | 1st Marauder | 3rd Command | 2nd Command | 1 <sup>st</sup> Command |
|---------------------|-------------|-----------|-----------|-----------|--------------|--------------|--------------|-------------|-------------|-------------------------|
| <b>Recon Tech</b>   |             |           |           |           |              |              |              |             |             |                         |
| Targeting Sys.      | yes         |           |           | yes       |              |              | yes          | yes         | yes         | yes                     |
| Binoculars          | yes         |           |           | yes       |              |              | yes          | yes         | yes         | yes                     |
| <b>Combat Tech</b>  |             |           |           |           |              |              |              |             |             |                         |
| Harness             | yes         |           |           |           |              |              |              |             |             |                         |
| Health Booster      | yes         | yes       | yes       | yes       | yes          | yes          | yes          | yes         | yes         | yes                     |
| <b>Special Tech</b> |             |           |           |           |              |              |              |             |             |                         |
| Nerve Gas           | yes         | yes       | yes       | yes       | yes          | yes          | yes          | yes         | yes         | yes                     |
| Nova Bomb           | yes         | yes       | yes       | yes       | yes          | yes          | yes          | yes         | yes         | yes                     |

### 6.2 How do tech items help me?

Tech items are important and if equipped properly can give you the edge in tough missions. Tech items cannot be shared between troopers once a mission has been launched.

- *Targeting System* - increases the accuracy of your unit.
- *Field Binoculars* - increases the perception range of your unit.
- *Combat Harness* - allows MI Cap troopers to carry more weapons and ammo.
- *Combat Booster* - heals your trooper's wounds. (manually select to use)
- *Heavy Nerve Gas* - allows you to seal bugholes, without artillery.
- *Nova Bomb* - heavy demolition weapon.

### 6.3 What is this upgrade thing?

At the end of each mission, you are given a certain number of points to upgrade weapons and Tech items. Upgrading makes a weapon or item better. An item can only be upgraded once. The number of points given is based on your team's performance during the mission; Number of bugs killed, bugholes sealed, objectives reached, and troopers survived. Each weapon or item takes a certain number of points to upgrade, as outlined in the table below.

| <b>Weapons</b>         | <b>Points required to upgrade</b> |
|------------------------|-----------------------------------|
| Morita Chain Canon     | 55                                |
| Lucifuge Flame Thrower | 47                                |
| MXL Grenade Launcher   | 46                                |
| Solaris Light Canon    | 63                                |
| Prism Light Rifle      | 42                                |
| MR59 Missile Launcher  | 58                                |
| MR70 Nuke Launcher     | 99                                |
| Radon Plasma Canon     | 75                                |
| Radon Plasma Rifle     | 45                                |
| MD-790 Combat Shotgun  | 50                                |
| Morita Smart Rifle     | 38                                |
| <b>Tech Items</b>      | <b>Points required to upgrade</b> |
| Targeting System       | 35                                |
| Field Binoculars       | 32                                |
| Health Booster         | 35                                |

## **7. Arachnids**

### **7.1 Who are the Arachnids?**

The Arachnids (though to be correct, they are pseudo-Arachnids) more closely resemble Terran social insect species (like bees and ants) than Terran arachnids, which tend to be solitary predators. Much speculation has revolved around the varying castes that exist within the species.

Current Terran research divides them amongst:

- Command caste (Brain, Chariot)
- Breeder caste (Consort)
- Soldier caste (Warrior, Royal Warrior, Hopper, Spitter, Bomber)
- Worker caste (Worker, Plasma).

Communication among the various castes occurs through a combination of chemical scents and psychic directions. The Arachnids are a holometabolous species, meaning that they have a number of different developmental life stages. The arachnids also appear to be a diurnal species, but are capable, especially the Soldier caste, of nocturnal activity. There is no optimal time of day or night, to fight the bugs!

### **7.2 Where do they come from?**

The arachnids hail from Klendathu, a star system many light years from Terra. When Klendathu was first discovered by a federal survey team in 2339, our first encounter with these insects was but a glimpse of the savagery to come. In response, the UCF created the Arachnid Quarantine Zone, a huge sector of arachnid controlled space which is subject to federal interdiction.

### **7.3 Why are the MI fighting them?**

The Arachnids have discovered our homeworld, Terra. The data was given to them by their allies, the duplicitous Skinnies. With this information the bugs were able to launch an unprovoked attack, they vaporized Buenos Aires in a meteor attack. The Terran Republic has no choice but to take action in defense of its citizens.

### **7.4 How many kinds of arachnids exist?**

What little knowledge we have about the arachnids is mainly theory. Currently, only warriors and workers have been captured and studied. Colonel Holland, Terran special talent and Director of Arachnid Intelligence, believes that the bugs communicate via telepathy and are co-ordinated by vast Swarm Minds. These Swarm Minds have not yet been encountered, Command HQ has placed a top priority on the capture of one of these bugs.

## 8. Gameplay

### 8.1 What is a strike team?

The strike team consists of the Troopers which you assemble to go down on a mission with you. The strike team will always include your lieutenant, and any number of troopers, up to the maximum strikes team size. Specialist assignments are not considered a part of the maximum strike team size, and can be placed in any available specialist slot.

### 8.2 How do I assemble a strike team?

Your strike team is assembled after you have received your mission briefing. You can begin by selecting the most appropriate troopers from your platoon and dragging them into the Strike Team panel. Once you have moved sufficient units into the strike team, you can then individually customize their equipment at the "Unit Equip" screen. Or, if you're in a hurry, you can just press the "Auto Select" button.

### 8.3 What does Auto-Select do?

Auto Select is the quick way to jump into a Starship Troopers mission. By clicking upon this button, you will be able to get the best selection of troopers and equipment. This, however, may overwrite any of your customizations. Also, the best Power Suits are not necessarily equipped.

### 8.4 What are the different Trooper response states?

MI troopers can be set in four different aggression states. They are:

- *Code: Scarlet* - This activates a post-hypnotic battle frenzy in the Troopers. Troopers charge ahead fearlessly, actively look for trouble. They're difficult to control in this state, but are guaranteed to get the job done, or die trying!
- *Code: Red* - Troopers will be on the offensive, and will move to bring any bugs they see into weapon range.
- *Code: Blue* - Troopers will engage the enemy only when they move into weapon range. This is the normal response state for troopers.
- *Code: Indigo* - Troopers will creep along slowly and try to avoid detection by the bugs. They will not engage the enemy unless instructed to do so, or are attacked themselves.

### 8.5 What are dogtags?

Dogtags are the symbolic representation of the body of a dead trooper. Whenever one of your comrades dies in the field, you should always attempt to bring the dogtags back. Units who are dead and whose dogtags are not recovered are listed as MIA, and will reduce the number of upgrade points you can earn.

### 8.6 How do I use the Tactical Map?

You can toggle the Tac Map by clicking upon the HUD button [or keystroke F10]. Both versions of the Tac Map will highlight any current mission objectives with a flashing beacon. The larger version of the Tac Map allows you to issue orders directly to it.

### 8.7 How do I use turrets?

Most MI fortifications have gun turrets. These Twin 50 turrets are powerful gun emplacements that can only be used by mi Cap troopers [i.e. trooper in MI Basic Armour]. Whenever you enter a fort that has these towers, station any cap troopers in these turrets in case of any unexpected "trouble".



### **8.8 When can I call medevac?**

If you have a Medic as part of your strike team, then the option becomes available to save fallen troopers using medevac. When a trooper dies, a countdown will appear above the head of the fallen unit. In order to medevac the unit, the player must click upon the "Call Medevac" [or keystroke Ctrl H] and then click upon the dead unit, either on the ground or in the strike team panel (or box-select the area). If this is accomplished before the time runs out, you will here a confirmation from the Ensign that a retrieval boat has been dispatched, and then the unit will be recovered and removed from play.

### **8.9 What happens when my Trooper gets possessed?**

Some arachnids appear to have psychic powers that allow them to cloud and confuse Terran minds. MI Troopers under psychic assault will fall to their knees and gibber insanely. The bugs seem drawn to these possessed units, and they rarely survive an attack when possessed. The only defense is to gather other MI units around the possessed unit and protect the Trooper until the possession wears off.

### **8.10 Can I use marquee selection to issue orders?**

Marquee select (a.k.a. "box-select") can be used for any command in Starship Troopers. This is particularly useful for such functions as heal, repair, and specimen capture [attack]. Basically, you click a command (or hit a key) and drag a box around the area you want to affect.

### **8.11 How do I call for retrieval?**

Once you have completed all your mission objectives, the Ensign [or someone similar] will clear your team for retrieval. You must now move all your team up to the retrieval zone in the mission sector. (This will be marked as a circled green (R) on the terrain.) When the Lieutenant is near the Zone, the command button "Call Retrieval" becomes active. Clicking on this button will call the retrieval boat down to the RZ. If any of your troopers is inside the circle, a warning tone will sound. You must move your trooper out of the circle before the retrieval boat lands on him!

### **8.12 How do I get all my units into the retrieval boat?**

Once the retrieval boat has descended, select all your strike team and click on the "Enter Retrieval Boat" [shortcut R]. All the units will then enter the retrieval boat and your mission will be over. Or, you can point your mouse over the ship, and click when the cursor turns into a green hand.

## **9. Hardware**

### **9.1 What is the Minimum Spec for Starship Troopers?**

Operating System: Win 95/98  
Processor: Pentium II 233  
Memory: 64 Mb RAM  
Hard Drive Space: 300 Mb free HD Space (755 MB for the abandonware/freeware version)  
CD ROM Drive: 8 x CDROM drive  
Video: 3d Video card needed [Voodoo 2]  
Sound: Win 95/98 compatible sound card  
DirectX: DirectX 7.0a included

### **9.2 What is the Recommended Spec for Starship Troopers?**

Operating System: Win 95/98  
Processor: Pentium II 400  
Memory: 128 Mb RAM  
Hard Drive Space: 800 Mb free  
CD ROM Drive: 8 x CDROM drive  
Video: 3d Video card needed [Matrox G400]  
Sound: Win 95/98 compatible sound card  
DirectX: DirectX 7.0a included

### **9.3 What is the Abandonware/Freeware Version?**

A game or software program becomes abandonware when it is no longer supported or sold by the company that makes it. Freeware is software that is free. Unfortunately, Starship Troopers: Terran Ascendancy falls into this category. The good news is, you can download it for free from the internet. The Home of the Underdogs (<http://www.the-underdogs.org/>) is one such site.

## **10. Other Questions**

### **10.1 Where are the Skinnies, the Special Bombs, and the Neodogs?**

We just didn't have enough time to introduce these other key elements of the Troopers universe. However, we do have plans for an expansion pack, which will feature all of these special ingredients.

### **10.2 Why isn't there a Roughneck platoon?**

The Roughnecks are no ordinary platoon, and we have plans to make a special Roughneck campaign pack that will recreate all the "historic" engagements of this famous MI platoon.

### **10.3 Where are the drop capsules?**

We went with the movie's concept of deployment.

### **10.4 Where do I get the latest Direct X from?**

Download the latest drivers for DirectX from Microsoft.

<http://www.microsoft.com/directx/homeuser/downloads/default.asp>

### **10.5 All I see is a Blue Screen (Matrox G400)**

The problem you have is related to drivers for your G400 Card. The version of the Matrox Drivers that you are currently using have a bug in the display routines, and cannot display the models correctly. To fix this problem, download the latest Matrox Drivers from:

<http://www.matrox.com/mga/support/drivers/latest/home.htm>

### **10.6 The game won't uninstall or reinstall properly.**

If you uninstall Starship Troopers, and are then unable to reinstall the program, even after deleting files, it is possible to force the reinstallation by looking at the following:

There is a reg key under:

```
HKEY_LOCAL_MACHINE\SOFTWARE\Microsoft\Windows\CurrentVersion\Uninstall\
{978A2104-8363-11D4-AA23-0000E889C4DA}
```

You should delete this key, HOWEVER, be sure to delete only the key that contains "Troopers". You will then be able to reinstall the game.

### **10.7 How do I take Screenshots?**

You will need to run the game in "nonexclusive" mode. You can do this by creating a shortcut to StarshipTroopers.exe on your desktop, and then right click the shortcut. Add the word "nonexclusive" to the shortcut link, and this will enable programs such as Paint Shop Pro and other third party screen grabbers to work (including MS Paint)

### **10.8 I can't read the game text - it's all garbled!**

In your video card DirecX setup, there is an option to specify the texel alignment proportions. These control how text is displayed on the screen. Ensure that these are set to best quality, and you should see the game text improve dramatically.

### **10.9 All I get is a black screen, then dump to desktop**

We now have a patch that fixes many of the input related crashes with Starship Troopers. (the freeware version is already version 1.1) Please download the appropriate patch (either demo or full) from our website and if this does not work, please email our support mail at [support@stta.com](mailto:support@stta.com) with the details of the crash and your computer's configuration. Patches can be downloaded from:

<http://www.stta.com/downloads.html#patches>

### **10.10 How do I back up my saved games?**

In the installation directory, there is a folder called "Platoons". In that folder there will be several files, called "inplay.plt", "sg0.plt", "sg1.plt", etc. Copy these files onto another disk, or into another folder and then you will have a backed up copy of your saved games. Copy the files back into the platoons folder to restore them.

### **10.11 Can I save mid-mission?**

Unfortunately, due to the complexity of the huge world, and the number of bugs that are in the worlds, it is not possible to save an entire mission state during one of the games. If you lose a single mission critical unit during the game which ends the mission however, we have implemented a "retry" system that allows you to complete the mission in certain circumstances. At this stage, there is no intention to produce a patch for mid mission save games.

### **10.12 How do you catch a hopper bug?**

Try using the "Marquee Select" attack method. Select 1 guy with the bug capture weapon, and make sure that he is holding the weapon. Do a "click and drag" attack (you should see a red see-through box) on the hopper. To help, hold the shift key down, and move the camera to look in the air first, then continuing to hold the shift key, do the marquee select attack.

### **10.13 How do I pick up Dog Tags?**

Simply have one of your units walk over the fallen soldier, and you will automatically pick up the dog tags.

### **10.14 I can't hear any sound - what's the problem?**

If you cannot hear any sound from the game, the most likely reason is that you do not have the correct Sound CODEC installed. A codec is a sound compression decoder for your PC. To install it, follow the following instructions:

1. Click Start, point to Settings, and then click Control Panel.
2. Double-click Add New Hardware, click Next, click No, and then click Next.
3. Click Sound, video, and game controllers, and then click Next.
4. In the Manufacturers box, click Microsoft Audio Codecs.
5. In the Models box, click ADPCM CODEC, click Next and then click Finish.

### **10.15 The game crashes with my Voodoo Card!**

There is a problem with the driver for Voodoo Cards and the video alignments. To get around this problem, download the patch from the website, at <http://www.stta.com/downloads.html#patches> and install it. Once you have done this, change the shortcut to the game and include a "nomovies" option by adding the word "nomovies" to the end of the shortcut. Alternatively, if you have a full installation, you can delete or rename the movies in the FMV folder under the install directory. We believe that the latest drivers from 3dfx also fix this problem. You can download these from <http://www.3dfxgamers.com/view.asp?IOID=2428>