

Name	<i>Stikk (Entomal)</i>	By:	<i>Robert Avery</i>	Tech Level:	<i>2</i>
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Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>Stikk Rifle Pod</i>	<i>Leg</i>	<i>10</i>	<i>Standard</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>10</i>	<i>Tech 2 Armour</i>
<i>Itu'a Myriad Squad</i>	<i>Leg</i>	<i>11</i>	<i>Standard</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>10, 11</i>	<i>Tech 2 Armour</i>
<i>Itu'a Assault Crab Squad</i>	<i>Assault</i>	<i>6</i>	<i>Standard</i>	<i>Veteran</i>	<i>1, 2</i>	<i>3</i>	<i>4</i>	<i>5, 6</i>	<i>~</i>	<i>Tech 3 Armour</i>

Support Weapons

Support Weapon	Role	SV	TGT	Load	Expertise	Notes
<i>Heavy Gauss Gun</i>	<i>ISW</i>	<i>2</i>	<i>DF</i>	<i>Auto</i>	<i>Regular</i>	<i>Twin Barrelled</i>
<i>Mortar</i>	<i>ISW</i>	<i>2</i>	<i>IF</i>	<i>Boom</i>	<i>Regular</i>	
<i>Crikket Cannon</i>	<i>ISW</i>	<i>3</i>	<i>DF</i>	<i>Both</i>	<i>Regular</i>	<i>Chrome</i>

Vehicles

Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>Odonate Light Gunship</i>	<i>AFV</i>		<i>STP</i>	<i>Regular</i>	<i>2</i>	<i>SV2 DF Auto Twin barrelled SV2 DF Both</i>	
<i>Skuttler Tank</i>	<i>AFV/APC</i>		<i>WLK</i>	<i>Regular</i>	<i>1/Section</i>	<i>Two SV3 DF Auto</i>	<i>Can carry four Stikk per section</i>

Specialists

Off-Table Support



Characteristic Cards

Rapid Deployment; Charge! (Assault Crabs only);

Chrome

The rules on Awe do not apply to a full strength Rifle Pod (10 Stikk)

If all crew of Crikket Cannon are killed, then it will move 1D6 each activation towards nearest Rifle Pod and two members of that pod will become its crew

Order of Battle

<i>Stikk "Hive"</i>	<i>Support Units</i>	<i>Itu'a Allies</i>
Company (Hive) HQ	Dragonfly Squad (Pod)	Myriad Platoon
<i>1 x Leader</i>	<i>2 x Odonate Light Gunship</i>	<i>3 x Myriad Crab Squad</i>
<i>3 x Crikket Cannon</i>		
	Skuttler Tanks (as hoc lengths)	Assault Crab Platoon
Stikk Platoons (Mega-Pods) One to Three	<i>Added ad hoc dependent on mission</i>	<i>4 x Assault Crab Squad</i>
<i>3 x Rifle Pod</i>		
<i>3 x Weapons Pod (one attached to each Rifle Pod)</i>		

Figures from:

All figures from Khurasan

Background

Although they are properly called the Entomal, "the Stikks" became the popular name for these beings amongst Federal troops soon after first contact, apparently because the Federal troops who first fought them found them to resemble stick insects. There is indeed some superficial resemblance around the head, but as those Federal soldiers could attest, these are not sluggish or slow moving life forms. In life and in war, they are nimble and aggressive, especially when together in large numbers.

The basic Stikk unit is called by the Federal military a **Stikk Rifle Pod**, made up of three triads and a leader. Each triad has two Stikk gunbugs and a heavy gunbug. All Stikk soldiers wear a reflective armour array that protects the torso and the lower leg from laser weapons and provides some residual protection against other attacks, the Stikks relying on their tough exoskeleton for further defence.

Each Stikk pod has attached to it a **Stikk Weapons Pod**, made up of a doublebarrelled heavy gun team, which like all infantry weapons is of the gauss type, and a mortar team, which provides indirect fire to the pod, firing an electroshock round. Both gunteams are commanded by another leader who stays in close contact with the pod leader, and serves as a second in command should the pod leader become a casualty.

Available as hive-level support is the **Crikket Infantry Cannon**, which will "walk" when activated by its crew and fires either an armour piercing or high explosive round. This and many other Stikk weapons systems shows disturbing signs of biological life and are believed to be a synthetic bioweapons. When the crew are separated from the Crikket it will go to ground or will amble toward the nearest concentration of Stikk soldiers. It will not fire on the enemy unless crewed. All the crewstikks need do is gently nudge it and it will walk where they direct. It has proven to be an extremely useful infantry support weapon.

The heavily armoured creatures called by Federal troops **Stikk Assault Crabs** seem to be a different species altogether from the rest of the Stikks, but it is unknown whether they are from the Stikks' homeworld, wherever that might be, or were allied to, or conquered by, the Stikks subsequent to their reach into space. The Assault Crabs have short-range weaponry and claws and spikes best suited for close assault, and their carapaces are so thick that all but the heaviest of infantry weapons will fail to penetrate it. The Assault Crabs are called in when a position is too heavily defended for the Stikks themselves to penetrate, and it is a terrifying sight for the defenders to see these beasts shambling forward toward them, their mandibles flexing opened and closed. Providing potent aerial fire support for the Stikk forces is the **Odonate light gunship**, popularly called the "Dragonfly" for obvious reasons, another suspected "Synth," although there are unconfirmed reports of Stikk crew evacuating downed gunships. It is small but well armed with a twin heavy gauss cannon, and both anti-personnel rockets and anti-tank missiles. It is arguably the most nimble gunship encountered by the Federal military, its "wings" manoeuvring it in directions that would be impossible for Federal flyers, and is exceptionally resilient for its size. These craft operate in close cooperation with the infantry pods.

The Stikks also use an armoured vehicles in combat and for transport, the **Skuttler Tank**, which is legged and segmented. Each segment has its own engine as well as room inside for four Stikks. In the command compartment, the "head," are mounted two heavy anti-tank gauss rifles. These vehicles generally have three to five middle sections but the modular design allows as many to be attached as is practical and as many as eight middle sections have been seen on some Skuttlers. The legs and segmentation of this vehicle permit it to traverse terrain that no other terrestrial tank can.

Some Stikk soldiers wear backpacks and these are closely guarded. It is theorized that these contain concentrations of pheromones which permit the individual pods to stay in close contact with each other and their hive-level support. Each pod has one pack, worn by the senior heavy gunner in the first triad. Many members of the pod heavy weapons team also wear these backpacks.

The Stikks are virtually impossible to break in combat when their pod is intact, but they seem to key closely into each other, as when the casualties rack up they lose their fanaticism and when only a few Stikks are together it is easy to chase them off, easier than would be the case with other opposing forces. As such it seems likely that they have some form of hive or herd mentality.

The Stikks are often intruders in Federal space, acting as mercenaries for resistance factions or shady local powers. However, they frequently find their own holdings under assault from the Garn, who find the Stikks delicious and nutritious, and conduct massive, well-planned harvesting raids against the Stikks.

Itu'a Swarm

The Itu'a are close allies and associates of the Stikks, and periodically travel into our dimension for reasons presently unknown, usually to make war on the various interstellar empires, but occasionally, and equally inexplicably, to assist them in ongoing wars. Their motives in both cases are unknown.

They appear to be entomalian in biology, with multiple eyes and mandibles. Most of their technology is biomechanical but is no less effective for that. Leaders, apparently called "Plasmyn" (one of the few words in Itu'an that the Federation has been able to decipher), are cunning but physically shrivelled, piloting the massive Satrap bio-mecha on the battlefield to lead and support the main troops. This suit is actually a living entity and can perform basic functions on its own, without the pilot.

By far the most numerous troops in a Itu'a force are the **Myriads**, who are smaller than humans but armed with long biorifles and a set of pincers with which they can more than hold their own in close assault. Myriad sections are split into two fireteams, each with several rifle-bugs and a weapons-worm, a different species of Itu'a with a more powerful weapon mounted in its back. The two fireteams of the section are led by a section commander. Higher level command is exercised by Plasmyn in their Satrap bioarmour.

A noble caste below the Playmyn are the bulky, physically imposing creatures called the **Assault Crabs** by Federal Infantry. These are often called in to seize a particularly well defended position by storm, as their carapaces are nearly invulnerable to small arms fire. It is the Assault Crabs that are most often seen as auxiliaries in Stikk forces.

The Myriads are transported into combat in enormous eight legged creatures called Rukh, which vomit the sections, and even Satrap biomecha, out of their vast mouths. Witnessing this is the stuff of nightmares. The Rukh make incredibly formidable fighters as well, generally focusing on charging and overturning enemy armoured vehicles after they regurgitate their passengers.

Most of the stellar empires dread the appearance of the Itu'a, which is unexpected and brings about a campaign with no discernable purpose, making it hard to anticipate Itu'a strategy. Only the Garn enjoy their appearance, because they give an enjoyable fight and their flesh is very appealing to the Garn palate, catching a high price in Garn fleshmarkets.

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Firing
<i>Stikk Rifle Pod</i>	<i>Leg</i>	10	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	10	+4
<i>Itu'a Myriad Squad</i>	<i>Leg</i>	11	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	10, 11	+4
<i>Itu'a Assault Crab Squad</i>	<i>Assault</i>	6	<i>Standard</i>	<i>Veteran</i>	1, 2	3	4	5, 6	~	+4

Infantry Squad	Miss	Shock	Dead	Save
<i>Stikk Rifle Pod</i>	1,2,3	4,5	6	~
<i>Itu'a Myriad Squad</i>	1,2,3	4,5	6	~
<i>Itu'a Assault Crab Squad</i>	1,2,3,4	5	6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D7	-2/D7	-4/D7
~	-1/D8	-2/D8	-4/D8

AT: 0-4"	4-8"	8-12"
4	2	
4	2	
4	2	

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh
<i>Heavy Gauss Gun</i>	2	DF	2D6+5 & Pin	DF: 1
<i>Mortar</i>	2	IF	2D6+5 & Pin, miss on one 1	Indirect Fire only
<i>Crikket Cannon</i>	3	DF	3D6+5, miss on two 1s	DF: 6

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
<i>Odonate Gunship</i>	0	Reg(3)	2	2D6+5 & Pin	DF: 4	
<i>Skuttler Tank</i>	0	Reg (3)	1/section	3D6+5 & Pin	DF: 2	

Vehicle	Type	Open	Light	Heavy	Imp
<i>Odonate Gunship</i>	STP				
<i>Skuttler Tank</i>	WLK	+1/D6	-1/D6	-2/D6	-4/D6

Points

BM: Level x 20

EWSO: 40

Sniper: 30

Medic: 10

Drone Op or FO: 20

Infantry Squad	Points
<i>Stikk Rifle Pod</i>	42
<i>Itu'a Myriad Squad</i>	48
<i>Itu'a Assault Crab Squad</i>	22

Support Weapons	Points
<i>Heavy Gauss Gun</i>	16
<i>Mortar</i>	14
<i>Crikket Cannon</i>	24

Vehicles	Points
<i>Odonate Gunship</i>	48
<i>Skuttler Tank (4 sec)</i>	66
<i>Skuttler Tank (5 sec)</i>	68

Cards & Chrome	Points
Rapid Deployment	40
Charge! (AssCrab)	40