

OPERATIONAL Starship Marine

Large scale starship boarding actions in The Universe

Introduction

These rules are designed to handle the larger boarding actions involving multiple regiments without the need to set up a megagame-sized event (fun though that is).

The aim is to play out the action on small maps, about A4 size, using counters or single figures to represent units.

Resolution, Time and Distance

Ground: 1cm = 3m

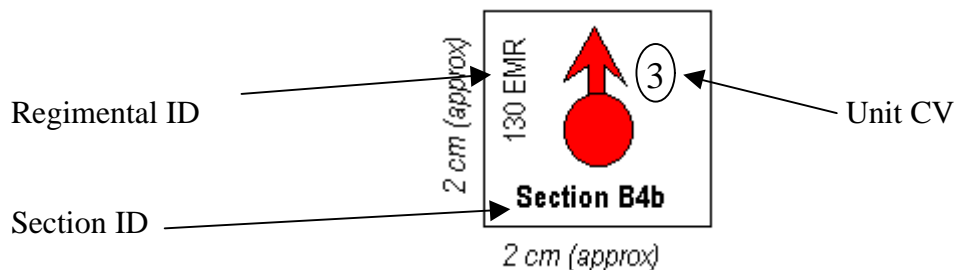
Unit resolution: Half-squad (= 'section')

Time: Vague - maybe 20-30 seconds per bound

Command: One player per Group

Units

Each unit is represented by a counter (or possibly by a figure, if that is preferred). The counter represents a group of combatants, and should have an arrow to indicate the direction of main effort. Assume that the units always try to cover all round, but there will also always be a main direction of attention.



In addition there is a separate record card for each group that records things like combat value (CV), strength and ammunition. (See examples at the end).

Within the unit there is a no distinction between marines and robots in the strength count - it is the overall combat value of the unit that counts.

Unit types:

Marine Section	Typically 4-5 marines and one robot
Armoured Combat Crew Section	Typically 4-5 armoured combat crew and one robot
Unarmoured Combat Crew Section	Typically 4-5 spacesuited crew
Clanker Byte	8 clanker robots
HQ Section	2 Marines and 2 robots
Command Element (Group CO and bodyguard)	1 Group Commander (marine) and 2 marine bodyguards
Support robot unit (usually CSRs)	4 CSRs
Logistics Robot Unit (usually TRUCs)	4 TRUCs

Combat Value represents both the actual ability of the marines (i.e whether they are novices, experienced or veteran), but also the tactical expertise and experience of the squad commander (which can often be the most telling combat modifier of all).

So, a CV of 0 would represent non-marine combat crewmen led by inexperienced officers, through to a CV of 6 which represents veteran marines led by excellent officers. CV doesn't vary during a combat.

Examples:

CV	Description
0	Defending crewmen of a starship - space suited types usually, led by inexperienced officers
1	Defending crewmen of a starship led by very experienced officers. Space pirates, colonial militia and company marines.
2	Novice marines
3	Experienced marines
4	Seasoned marines
5	Veteran marines

Units with good officers can be bumped up one level from their base CV. Those with poor officers are dropped a level.

Command and Control

In order to maintain full tactical control, the two sections of a squad must normally remain within 6 cm of each other.

Squads must remain within 15 cm of each other and the HQ/Command group.

Failure to comply with this rule will result in some awful penalty that I haven't thought up yet.

Movement

	<i>Tactical</i>	<i>Non-Tactical</i>
Marine Section	10 cm	20 cm
Support Robot unit	8 cm	16 cm

Each move through a closed and locked door or wirepod reduces the move by 2/3.

Movement must be traced via routes through doors and passages.

Spacefoam takes one turn to clear.

APGW support can come from any Support unit that can trace a clear route not more than 24cm long to the target unit.

Effects on Bunched targets:

If units are bunched - i.e. the counters are overlapping - then losses can be carried over onto the units bunched with the target.

Order of Fire.

Where a unit moves into combat, the effects of the stationary firing unit are calculated first, and the moving unit returns only with its surviving strength.

If both are moving or both are stationary, then fire effect is simultaneous.

Ammunition:

Every time a unit engages it uses one ammunition box. This represents all types of ammo, grenades, SCA charges etc.

Morale

This is important when using non-marines, or if a regiment is getting into serious difficulty.

Roll 1d6 when coming under fire or advancing into a fire-swept zone.

Facing marines or robots -4

Subtract strength lost

Add combat value

Result >0 = Ok

Result <1 = Retreat if under fire - if not possible surrender.

SSM Group Record Card : Example

130th Regiment - A Group

UID	CV	Strength	Ammo	Notes/Orders
Command Unit		○○○	□□□□ □□□□	
AHQ		○○○○○	□□□□ □□□□	
Support Unit		○○○○○	□□□□ □□□□	
A1a		○○○○○	□□□□ □□□□	
A1b		○○○○○	□□□□ □□□□	
A2a		○○○○○	□□□□ □□□□	
A2b		○○○○○	□□□□ □□□□	
A3a		○○○○○	□□□□ □□□□	
A3b		○○○○○	□□□□ □□□□	
TRUCs		○○○○		

130th Regiment - B Group

UID	CV	Strength	Ammo	Notes/Orders
Command Unit		○○○	□□□□ □□□□	
BHQ		○○○○○	□□□□ □□□□	
Support Unit		○○○○○	□□□□ □□□□	
B4a		○○○○○	□□□□ □□□□	
B4b		○○○○○	□□□□ □□□□	
B5a		○○○○○	□□□□ □□□□	
B5b		○○○○○	□□□□ □□□□	
B6a		○○○○○	□□□□ □□□□	
B6b		○○○○○	□□□□ □□□□	
TRUCs		○○○○○		

130th Regiment - C Group

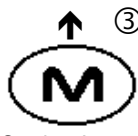
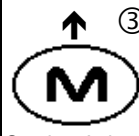
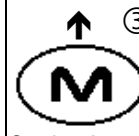
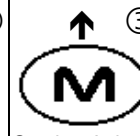
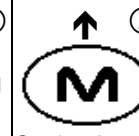
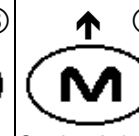
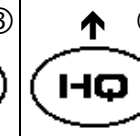
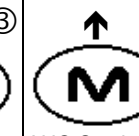
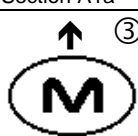
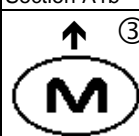
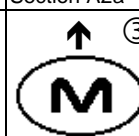
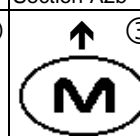
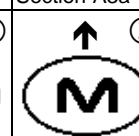
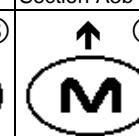
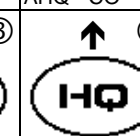
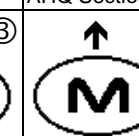
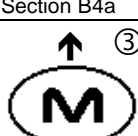
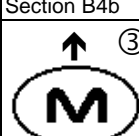
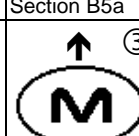
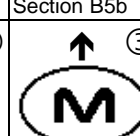
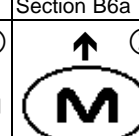
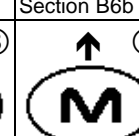
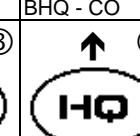
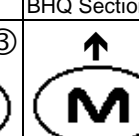
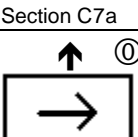
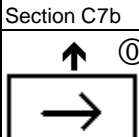
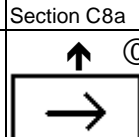
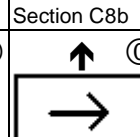
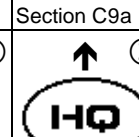
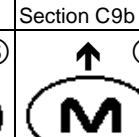
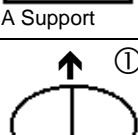
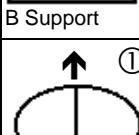
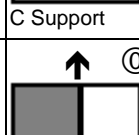
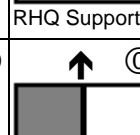
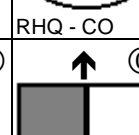
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CHQ		○○○○○	□□□□ □□□□	
Support Unit		○○○○○	□□□□ □□□□	
C7a		○○○○○	□□□□ □□□□	
C7b		○○○○○	□□□□ □□□□	
C8a		○○○○○	□□□□ □□□□	
C8b		○○○○○	□□□□ □□□□	
C9a		○○○○○	□□□□ □□□□	
C9b		○○○○○	□□□□ □□□□	
TRUCs		○○○○○		

SSM Group Record Card : Example (Blank)

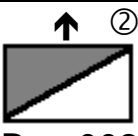
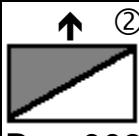
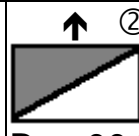
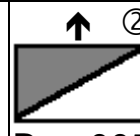
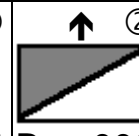
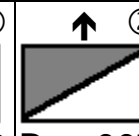
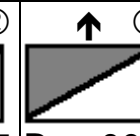
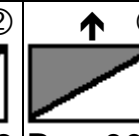
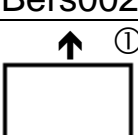
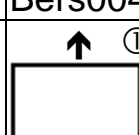
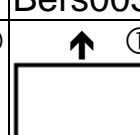
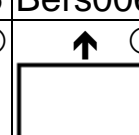
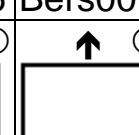
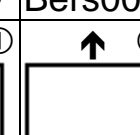
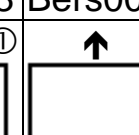
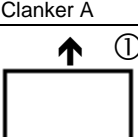
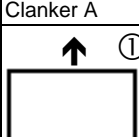
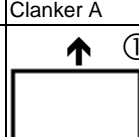
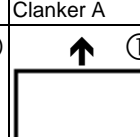
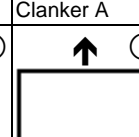
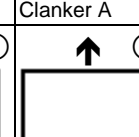
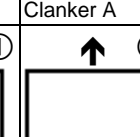
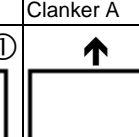
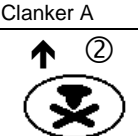
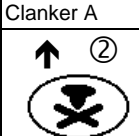
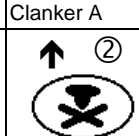
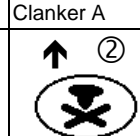
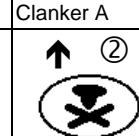
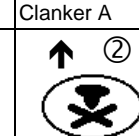
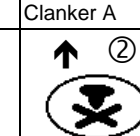
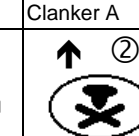
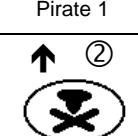
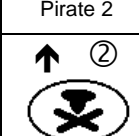
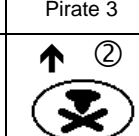
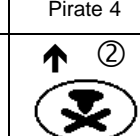
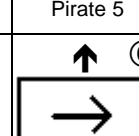
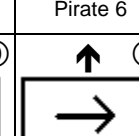
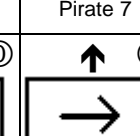
UID	CV	Strength	Ammo	Notes/Orders
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TYPICAL COUNTER MIX

Earther Marine Regiment

 Section A1a	 Section A1b	 Section A2a	 Section A2b	 Section A3a	 Section A3b	 AHQ - CO	 AHQ Section
 Section B4a	 Section B4b	 Section B5a	 Section B5b	 Section B6a	 Section B6b	 BHQ - CO	 BHQ Section
 Section C7a	 Section C7b	 Section C8a	 Section C8b	 Section C9a	 Section C9b	 CHQ - CO	 CHQ Section
 A Support	 B Support	 C Support	 RHQ Support	 RHQ - CO	 RHQ Section		
 Logs 1	 Logs 2	 Logs A	 Logs B	 Logs C			

ASSORTED OPFOR

 Bers002	 Bers003	 Bers004	 Bers005	 Bers006	 Bers007	 Bers008	 Bers009
 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A
 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A	 Clanker A
 Pirate 1	 Pirate 2	 Pirate 3	 Pirate 4	 Pirate 5	 Pirate 6	 Pirate 7	 Pirate 8
 Pirate 9	 Pirate 10	 Pirate 11	 Pirate 12	 Pirate Supt A	 Pirate Supt B	 Pirate Supt C	