

Starship Marine streamLine : Quick Reference Sheet

Sequence of Action

a. Activating or deactivating robots
b. Opening or shutting of ship's doors.
c. Hand to hand combat, if any
d. Movement.
e. Assessing Order of Fire.
f. Calculating fire effects (including grenades)
g. Effect of APGW firing indirect.
h. Destruction of doors.
i. Test Ship Morale, if applicable.
j. Test Attacker's Morale, if applicable.
k. Individual Morale.
l. Mark destroyed doors / place anything revealed.
m. Ships are moved [optional]
n. Ship to ship firing is resolved. [optional]
o. Repair, medic or other tech activity is resolved. [optional]

MOVEMENT TABLE

Troop Type	Tactical Move	Non-Tact Move
Starship Marine	6	12
Crewman	4	8
Combat Robot	5	10
Close Support, Recovery, and Ammunition robots	4	8

FIRE TABLE

Roll 1d10 per weapon firing

RANGE:	<= 5	<= 5	<= 15	<= 15	> 15	> 15
TARGET:	UnA	Arm	UnA	Arm	UnA	Arm
SCA 1	4	6	7	9	8	11
SCA 2	4	6	6	8	7	10
SCA3	4	6	5	7	6	9
APGW	8	9	5	7	5	7

FIRE FACTORS

Target partially concealed	-1
Disappearing target	-1
Target non-tactical	+1
Target 'bunched' 1"	+1
Target within 4" of ECM and under fire by APGW.	-1

ROBOT DAMAGE (D6)

Die Score	Effect
1 or 2	NO FIRING
3, 4 or 5	NO MOVING
6	DEST

GRENADE RESULTS TABLE (1d6)

Range	Target in LOS	Target Out LOS
Up to 5"	Auto	4,5,6
Up to 15"	3,4,5,6	NO
Over 15"	5,6	NO

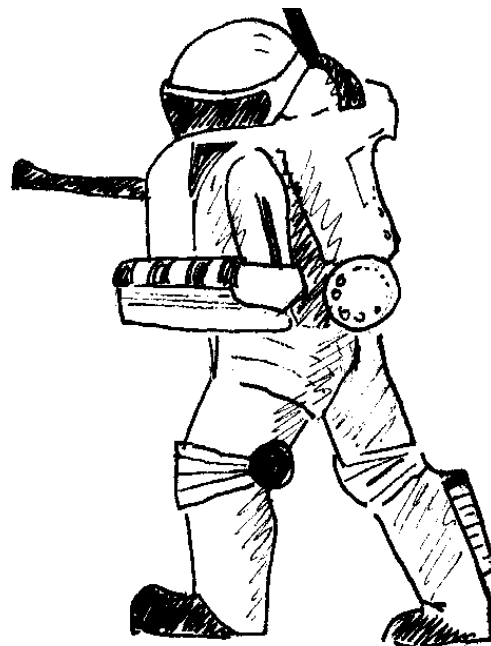
GRENADE EFFECTS (d10)

Target Type	Normal	Good
Unarmoured	6+	4+
Armoured	no effect	9+

HAND TO HAND COMBAT

1d10 + Additions

Marine	+3
Combat Robot	+1
Unarmed /Surprised	-2
Outnumbered 2-1	-1
Outnumbered 3-1	-2
Outnumbered 4-1	-3



A d10 is ALWAYS scored on a scale of 0-9

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INDIVIDUAL MORALE

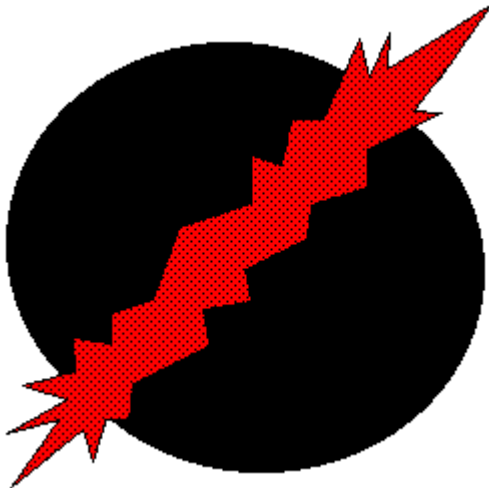
test:

- a. Under fire for the first time in the action.
- b. Wishing to advance under fire
- c. Wishing to advance into a known fire-zone

INDIVIDUAL MORALE FACTORS

Roll d6 plus factors

Each friendly non-robot casualty in sight	-1
Each enemy non-robot casualty in sight	+1
Under fire from Marines or Combat Robots within 5"	-1
Friendly Marines in sight or within 5"	+1
Friendly Combat Robots in sight or within 5"	+1
Ship morale is Poor	-2
Ship's Officer present	+1
Tester is an officer	+1
Visibly outnumbered	-1
Marines forced to take morale	+2
Tester is a non-combatant	-3
Total Score	Resulting Individual Morale
4 or over	No restrictions
1 to 3	Move no closer to enemy.
Less than 1	Duck back
Less than -3	Surrender



SHIP MORALE FACTORS

Roll d6 when factor applies or changes

Each Control Room in enemy hands	-2
Morale Strength below 40% of start strength	-2
Morale Strength below 60% of start strength	-1
Morale Strength below 20% of start strength	-4

Ship Morale Strength is:

Ordinary crewmen = 1

Officers = 2.

Marines = 3.

SHIP MORALE RESULTS

Die Score	Resulting Ship Morale
Less than 1	Ship is Demoralised
1	Ship Morale is POOR (-2 from morale)
More than 1	Morale is Steady - Carry on.

ATTACKER MORALE FACTORS

Roll d6 when factor applies or changes

Below 50% Morale strength	-1
Below 25% Morale strength	-2
Below 50% Morale strength and not more than 15" from point of entry.	-1
Below 50% Morale strength and no control rooms captured.	-2
Below 25% Morale strength and no control rooms captured.	-3

Attacker Morale strength:

Marines = 2

Non-marines = 1

ATTACKER MORALE RESULT

Die Score	Resulting Attacker Morale
Less than 2	Attempt to withdraw,
2 or more	Morale is Steady

A d10 is ALWAYS scored on a scale of 0-9