STARSHIP SOLDIER
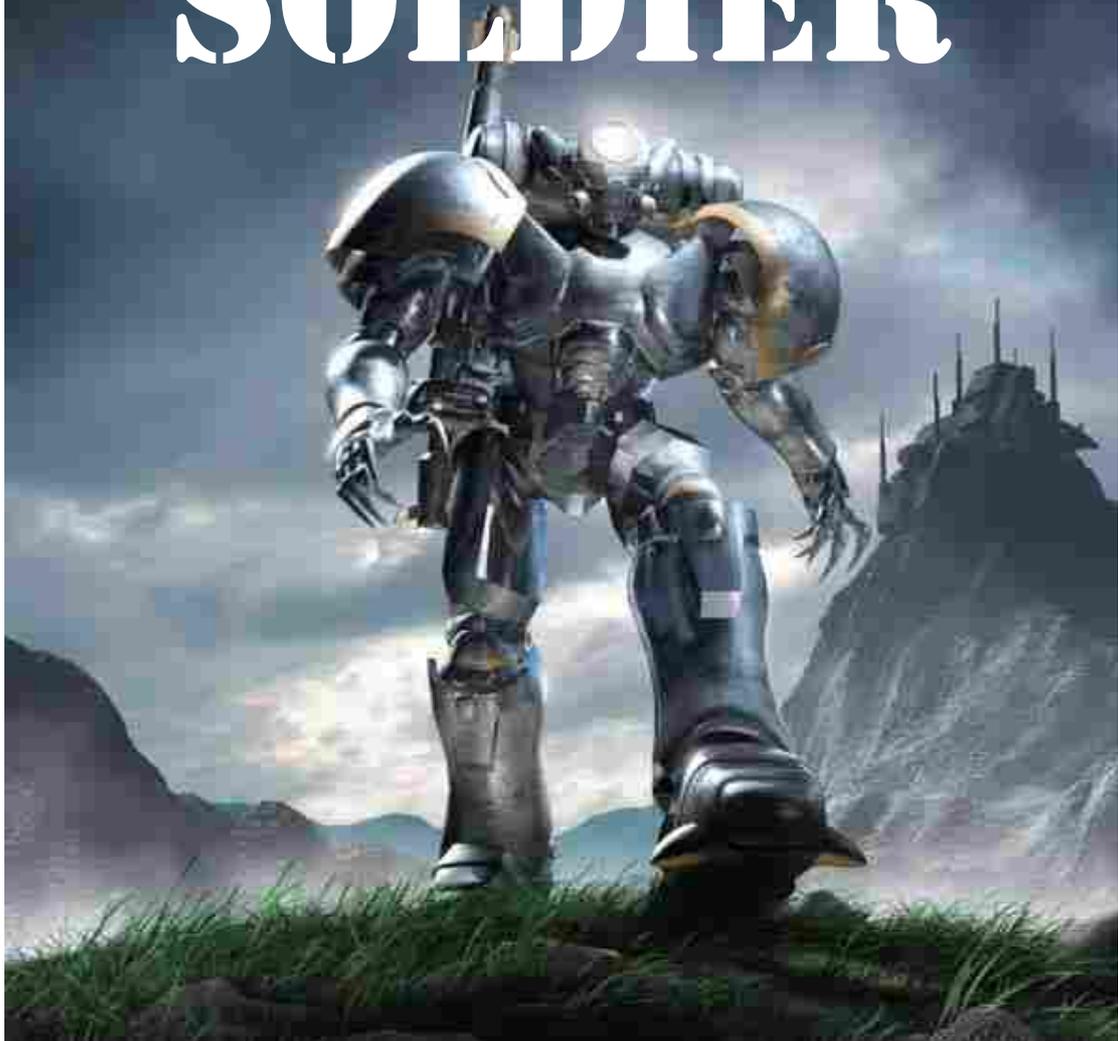
Combat Skirmishes Planetside

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Introduction
These rules and notes are an add-on to Starship Marine Streamline.

They are not intended as a complete set of all-inclusive rules for general ground combat, because the marines lack a whole range of weapons systems such as GEVs, AIR, Artillery, Satellite etc. (See the 'Plan-A' rules for some idea of how they work).

The rules are about small unit actions of a group or so, deployed planetside for VIP guarding, raiding, hostage rescue, arrest and capture and similar missions.

Assumptions
The armoured spacesuit used by the marines is not very effective in a gravity/atmosphere environment to be found planetside.

In addition, the personal directed energy weapons (the SCA class of weapon) are of restricted use because their range is limited in an atmosphere.

So, both armour and weapons are usually replaced if prolonged combat in planet-normal conditions is anticipated.

The longer-range personal weapon is a bullet-firing weapon (the bullets are usually armour-piercing flechette rounds).

The armour provided for marines is usually lightweight Light Tactical Armour - not full body, although the combat suit does have environmental controls and is chemical and nasty atmosphere proof (in fact the wearer can stay underwater for short periods as well).

It also has a collection of built in ECM and tactical stuff like range-finders, comms etc.

Humanoid Combat robots are widely regarded as too slow, inflexible and vulnerable for the open field battle.

In addition, Ground Combat troops from the GF Divisions are equipped with Heavy Mobility Armour – powered armour designed for planetside use and capably of greater speeds and prolonged operations than the space armour of used by marines.
They are supported by a range of armoured vehicles, AIR and heavy weapons.

Scales

The rules are intended for use with 15mm scale models, or suitable counters of similar size.

Ground scale: 1 cm = 5 metres
Time scale: 1 game turn = 2-4 minutes
Figure scale: 1 figure = 1 soldier

Troop Types

Civilians – no military capability. Can use pistols and assault rifles only. These might include some sort of colonial or corporate security personnel (the lower-paid sort).

Militia / COPS – Some weapons training and tactical ability. Can use LTA, and most weapons. Cannot use Marine Armour or HMA, or operate crew-served weapons.

Some Militia are very lightly equipped.

Soldiers – Like the Militia but better trained and professional, with fire discipline and good morale. Sometimes can be trained to operate HMA

GF Troopers – High-tech Ground Force troops, trained to operate all weapons, including heavy weapons and hovertanks. Routinely operate HMA, but not Marine Armour.

Starship Marines – the elite troops of space. All Starship Marines are first trained to be GF Troopers, so have all their attributes, plus incredibly high morale, and the ability to fight in zero-G and hostile environments.

Weapons

Self-Loading Automatic Gun (SLA) Class Weapons

SLA   Two handed weapon - keyed to tactical armour and HUD and good targeting information. Has a sniper mode and automatic burst mode.

Heavy SLA   Heavy Weapon - heavy rates of fire to a greater range. Has good targeting linked to TA, but cannot be fired on the move. Has large ammunition requirement too. Can also be used to fire explosive slugs in 'Blast mode'

G-Launcher   Launches unguided grenades. Cheap and effective mainly against the unarmoured. Also this class includes RPGs.

HE Missile   Like the APGW but a bit heavier and longer range. Has an HE warhead.

Target is illuminated by laser range-finder fitted to all SLA 2 weapons, then missile launches and hits the illuminate point. These are normally launched from vehicles, typically located off the table up to 5km away. If more than 1km away the missile arrives after 1 turn.

AT Missile   Anti-Tank Guided Weapon. Like the HE Missile but with a specially designed penetrative warhead for knocking out armoured vehicles. Target illuminated in the same way – and ATGW can be launched from the same source as LPGW.

Assault Rifle   Basically an old fashioned personal weapon

LMG   An old fashioned light machine gun or LSW.

Pistol   You guessed it - an old fashioned pistol

Grenades   A traditional hand grenade with a burst area.

Armour

Light Tactical Armour (LTA)
Body, vital organs, head and major joints protected by lightweight laminar armour. The suit is airtight and has environment controls, HUD with tactical information, medic readouts, IFF system etc.

Marine Armour (MA)
This is specialised space armour used by the Starship Marines. It is quite clumsy and unmanouverable in planetary situations (it is designed for use mainly in zero g). It's here because Starship Marines are sometimes used as assault troops in planetside missions. These suits are very complicated to use and cannot be operated by untrained personnel.

Heavy Mobility Armour (HMA)
Complete body environmental laminar armour. The suit is airtight and has environment controls, HUD with tactical information, medic readouts, IFF system etc. The main advantages of this armour are speed, sustainability, firing platform stability and occupant survivability. It is big – about 2.5m high – so it is not so suitable for cramped environments like tunnels small building etc. Like Starship Marine armour these suits cannot be operated by untrained troops.

Vehicles
On the whole, vehicles do not feature much in these rules. As a result they are treated in a very general way. We really only consider two classes of vehicle.

Unarmoured vehicles – civilian transports, technical, jeeps, lorries, civilian flyers etc

Armoured Fighting Vehicles (AFV) – These can be hover or tracked armoured troop carriers, or lightly armed reconnaissance vehicles or weapon platforms.

Heavy armoured vehicles, such as the powerful Hovertanks and Hoverbus are generally only used on larger scale operations outside the scope of these rules. For fuller treatment of the heaver weapons and their use, see the *'Plan A'* operational rules.

STARSHIP SOLDIER : THE RULES

SEQUENCE OF ACTION

1. Selecting weapon mode

2. Hand to hand combat, if any.

3. Movement

4. Assessing Order of Fire.

5. Calculating fire effects (including grenades)

6. Effect of Artillery and LPGM firing indirect.

7. Test Force Morale, if applicable

8. Individual Morale.
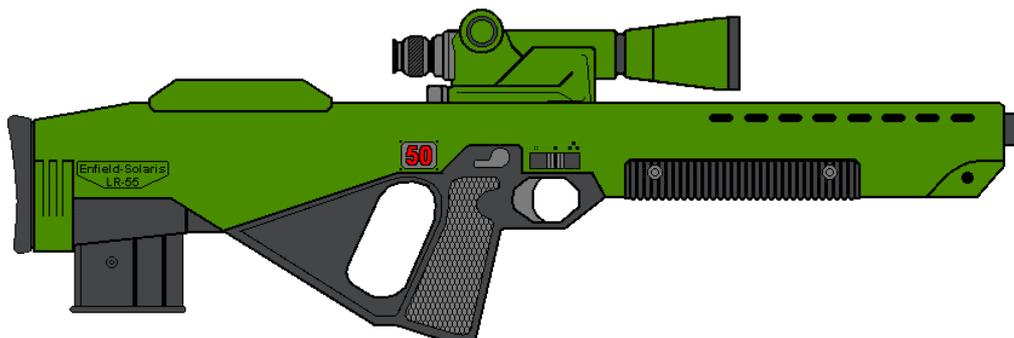
SHOOTING

Order of Fire : Stationary before moving ➔ HMA or Marine before unarmoured ➔
Otherwise simultaneous

Fire Chart :Roll 1d10 (0=0) score in chart to score damaging hit. Ranges in cm.

	Range up to 40					Up to 80					Over 80				
	Un	LTA	MA HMA	AFV	In Air	Un	LTA	MA HMA	AFV	In Air	Un	LTA	MA HMA	AFV	In Air
SLA Normal mode	2	4	7	-	9	2	4	7	-	9	3	5	8	-	11
SLA Sniper mode (1)	1	3	7	-	-	1	3	7	-	-	1	3	8	-	-
Heavy SLA	2	4	6	8	9	2	4	6	9	9	3	5	8	9	10
SCA1	2	4	9	-	-	-	-	-	-	-	-	-	-	-	-
SCA2	2	3	8	-	-	-	-	-	-	-	-	-	-	-	-
SCA3	2	2	7	9	-	-	-	-	-	-	-	-	-	-	-
Pistol	6	9	-	-	-	-	-	-	-	-	-	-	-	-	-
Assault rifle	4	8	10	-	9	7	9	-	-	-	-	-	-	-	-
LMG	4	8	10	-	9	6	8	10	-	9	8	10	12	-	-
AT Missile	6	7	8	7	9	6	7	8	7	9	6	7	8	7	9
HE Missile	1	3	8	-	9	2	4	8	-	9	2	4	8	-	9
AA Missile	7	8	9	-	6	7	8	9	-	6	7	8	9	-	6
Vehicle HMG	4	7	9	-	9	4	7	10	-	9	7	9	11	-	-
Vehicle M/C	4	7	8	-	8	4	7	9	-	9	7	9	10	-	10
Die rolls below are score for a 'good shot'.															
G-Launcher	3	5	8	10	-	4	7	9	-	-	6	9	9	-	-
RPG	4	6	8	10	-	6	8	10	12	-	-	-	-	-	-
Hand Grenade	5	7	9	-	-	-	-	-	-	-	-	-	-	-	-

(1) takes one turn to change target

Factors:

Firer moving	-4 (EXCEPT if in Heavy Mobility Armour)
Target in cover	-2
Firer Militia	-1
Firer civilian	-2
Target prone in open	-1
Chaff/Smoke	-2
Target in Expected Zone	+1 (firer must be stationary)
Target non-tactical	+1

Multiple Hits

This only applies to direct fire from Auto Mode SLA2, Multi-cannon, Assault rifle or LMG.
If the target is part of a group of nearby figure all other figures within 5cm are potential targets. If a multiple of the score needed to hit the target is rolled, that multiple of casualties is scores.

Effect of Grenades, SLA3 Burst Mode, G-Launchers and LPGM

Roll to 'hit' using fire table above – if a hit then this is a 'good shot'. A 'miss' is a 'poor shot'.

Burst radius is 6cm - roll 1d10 for each in area, score to hit:

Type of hit:	'Good Shot'			'Poor Shot'		
Target type:	LTA	HMA / MA	Un-armoured	TA	HMA / MA	Un-armoured
HE Grenade	7	7	4	9	9	7
G-Launcher	8	8	4	9	9	7
LPGM	5	6	2	7	8	4
Radiation Grenade	8	9	3	9	-	6

Artillery

Off table artillery can be used. This is pretty nasty if you're unarmoured.

This can be called if the scenario calls for it. It must be allocated to a specific area of the table, and if called down by troops on the table top, it will arrive 10 turns after being called. The target point must be specified when the call is made
A single STONK will affect a square area 60cm x 60cm, centred on the designated aim point.

1d10 Dice for each figure in the affected area, score to become a casualty:

Unarmoured in open 1+	Armoured in open 6+
Unarmoured in trench 4+	Armoured in trench 7+
Unarmoured in bunker 8+ *	Armoured in bunker - 9+ *
Unarmoured in building 4+ *	

 * If a figure in a bunker or building is hit - roll for the structure 8+ for bunker to be destroyed, 4+ for building to be destroyed.

Changing Weapon Mode

The weapon mode must be set at the start of the turn before movement and firing is adjudicated. Each mode has different ammunition requirements.
The default is always 'normal mode'.

SLA 2 Normal and Sniper Mode = 1 shot
SLA 2 Auto mode = 3 shots
SLA 3 Normal = 2 shots
SLA 3 Blast mode = I Explosive shot

Anti-Vehicle Fire

a. Unarmoured civilian vehicles always count as unarmoured target. Roll 1d6 for each hit:

1-2   Vehicle shot up, but superficial damage
3-6   Vehicle wrecked – must stop. If moving roll for damage to each occupant, d6:

	Unarmoured	**TMA**	**HMA / MA**
1	Dead	Dead	Ok
2-4	Dead	Ok	Ok
5-6	Ok	Ok	Ok

b. Light Armoured Military vehicles (AFV)

Dice for hit on the vehicle – then roll 1d6 for KO

Hit by…	On APC	On HoverBus
ATGW	Auto KO	2+
LPGM	2+	3+
Multi-Cannon	3+	5+
SLA3 Blast mode	5+	6+

KO'd vehicles stop immediately. Roll for occupant escape:
Unarmoured   4+
LTA   2+
HMA   Auto
MA   Auto

c. Heavy Armoured Military Vehicles
Just don't go there…..

Movement

In cm	Tactical	Non-tactical
Unarmoured	15	30
Light Tac Armoured	20	40
Marine Armoured	10	20
Heavy Mobility Armoured	35	70

Non tactical movement = can't fire. Easier target.

Vehicle Movement

	Tactical	Non-tactical
Unarmoured vehicle	50	100
APC	40	80
HoverBus	100	Unlimited

Loading/unloading: Stationary vehicles take one complete turn to /load unload their occupants, during which time the occupants cannot fire. Unloaded units can be placed up to half their movement distance from the vehcile.

Flyers have unlimited movement over the battlefield, but are subject to loading unloading. If the movement passes within range of firer then can be fired at.

SHUTTLE ASSAULTS
These are vertical so they can only be fired on while embarking / disembarking or on the ground.
Or turn before and turn after by AA missiles.

FORCE MORALE

There comes a point with any force, when it just 'runs out of steam', or it is ordered to pull back by higher command. This test represents that.

Roll 1d6 when one or more of the following factors applies or changes:

Below 75% strength	-1
Below 50% strength	-2
Below 75% strength and no-one is more than 60cm from start positions	-1
Below 75% strength and no objectives achieved.	-2
Below 50% strength and no objectives achieved.	-3

Add the factors to the die score, and the results are as follows:

Die Score   Resulting Attacker Morale
Less than 2   Attempt to withdraw, recovering casualties and wrecks wherever
                      possible.

2 or more   Morale is Steady - Carry on.

INDIVIDUAL MORALE

This applied to troops or small groups when they come into difficult situations - test when one of the following occurs or changes:
> ***The test is not normally applied to Starship Marines***, except when they are outside their command and control radius.

a.   **Under fire for the first time in the action.**

b.   **Wishing to advance under fire.**

c.   **Wishing to advance into a known fire-swept zone** *("No, you go round that corner first, sir!")*

Roll 1d6 for each individual or small group testing, and add the following factors:

Each friendly non-robot casualty in sight	**-1**
Each enemy non-robot casualty in sight	**+1**
Under fire from Marines or GF Troopers in HMA from within 40 cm	**-1**
Unit Officer also testing at the same time in sight and for the same reason (i.e. leading)	**+1**
Tester is an officer	**+1**
Visibly outnumbered	**-1**
Marines forced to take morale	**+2**
Tester is Militia / COPS	**-2**
Tester is a non-combatant / Civilian	**-4**

Total Score	Resulting Individual Morale
4 or over	**No restrictions**, carry on with whatever they wanted to do.
1 to 3	**Move no closer** to seen enemy. May stand they are and fight. Will not enter a known fire-swept zone
Less than 1	**Duck back** behind nearest cover. If no enemy in sight then count as 'move no closer'. If there is no cover, or nowhere to duck into within a tactical move distance, then stand and fight.
Less than -3	**Surrender** to nearest known enemy (even if not in sight initially).

LOGISTICS

Light Tactical Armoured Soldiers
Each armoured soldier carries the following ammo

SLA 1 armed   effectively unlimited ammo
                     6 grenades

SLA 2 armed: 15 shots of SLA ammo
                     6 grenades

SLA 3 armed: 20 shots of SLA ammo, 6 shots of explosive ammo
                     No grenades

Heavy Mobility Armoured Soldiers
They carry:

SLA 2 armed: Unlimited SLA ammo
                     12 grenades

SLA 3 armed: Unlimited SLA ammo,
                     12 shots of explosive ammo
                     No grenades

Starship Marines
Each Marine carries

12 shots of SCA ammo
4 radiation grenades

RECOVERY

At the end of an action, roll 1d6 for survivability of hits:

	Survived with just a scratch	**Survived wounded**	**Died**
Unarmoured	6	5	1-4
LTA	5-6	3-4	1-2
HMA or MA	4-6	2-3	1