
STARSHIP SOLDIER

Combat Skirmishes Planetside

Version 1.7 October 2005

Introduction

These rules and notes are an add-on to Starship Marine Streamline. They are not intended as a complete set of rules for general ground combat, because the marines lack a whole range of weapons systems such as GEVs, AIR, Artillery, Satellite etc. (See the 'On The Bounce' 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 etc 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 capable of greater speeds and prolonged operations than the lightweight armour of used by marines. They are supported by a range of armoured vehicles, AIR and heavy weapons.

Weapons

Self-Loading Automatic Gun (SLA) Class Weapons

SLA 1 One-handed weapon. Only very simple laser aiming aids.

- SLA 2** Two handed weapon - keyed to tactical armour and HUD and good targeting information. Has a sniper mode and automatic burst mode.
- SLA 3** 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.
- LPGM** Light Precision Guided Munitions. 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.
- ATGW** Anti-Tank Guided Weapon. Like the LPGM 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.

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. The basic rules assume all targets are in body armour.

Marine Armour (MA)

This is specialised space armour used by the Starship Marines. It is similar in terms of support and protection to TA, but a lot less maneuverable 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.

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 not much better ballistically protected than LTA.

Vehicles

On the whole, vehicles do not feature much in these rules. As a result they are treated in a very general way. The types considered are:

Unarmoured vehicles – civilian transports etc

Armoured Personnel Vehicles – tracked armoured troop carriers. Not usually used for troops in combat armour – but unarmoured militia use them quite often.

HoverBus – armoured ground effect personnel carrying vehicle. Designed to carry 10 fully equipped GF troops. It also has a crew of 2 and usually some sort of multi-cannon armament.

STARSHIP SOLDIER : THE RULES

SEQUENCE OF ACTION

- a. Selecting weapon mode
- b. Hand to hand combat, if any.
- c. Movement
- d. Assessing Order of Fire.
- e. Calculating fire effects (including grenades)
- f. Effect of Artillery and LPGM firing indirect.
- g. Test Force Morale, if applicable
- h. Individual Morale.

SHOOTING

Order of Fire

- a. Stationary before moving.
- b. Tactical Armoured or Marine before unarmoured
- c. Otherwise simultaneous

Fire Chart

Roll 1d10 (0=0) score in chart to hit. Ranges in cm.

Weapon	Short Range (up to 40)	Medium Range (up to 80)	Long Range (over 80)
SLA 1	4	8	-
SLA 2 Normal	3	3	4
SLA 2 Sniper mode	4	3	3
SLA 2 Auto mode	2	5	9
SLA 3	3	3	3
SLA 3 Blast mode*	-	4	5
SCA 1	4	-	-
SCA 2	3	-	-
SCA 3	2	8	-
Pistol	9	-	-
Assault Rifle	6	7	9
LMG	7	7	8
ATGW	8	5	5
LPGM *	9	5	6
G-Launcher *	5	7	9
Hand Grenade*	8	-	-
Vehicle Multi-Cannon	1	4	6

*Score for a 'good shot' (see below)

Factors:

Firer moving	-4 (EXCEPT if in Heavy Mobility Armour)
Target unarmoured	+3
Target in MA or HMA	-2
Target in cover	-2
Target prone in open	-1
Chaff/Smoke	-2
Target in Expected Zone	+1 (firer must be stationary and indicated expected zone last turn)
Target non-tactical	+1
Each turn aiming after first	+1 (sniper mode SLA2 only - firer must be stationary)
Target stationary vehicle	+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.

Other Weapon Ranges:

Hand-thrown Grenade - range 40cm

G-Launcher - range 100cm

LPGM and ATGW - range unlimited (in practice).

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

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

Burst radius is 8cm - roll 1d10 for each in area, score to hit:

Type of hit: Target type:	'Good Shot'			'Poor Shot'		
	LTA	HMA / MA	Un- armoured	TA	HMA / MA	Un- armoured
SLA3 Blast Mode	7	7	3	8	9	5
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 = 1 Explosive shot

Multiple hits

If the score rolled on the die is a multiple of the number needed to hit, then that multiple of hits have been scored on any other potential targets within 10cm of the main target. You'll notice this happens a lot with unarmoured targets.

Anti-Vehicle Fire

a. Unarmoured civilian vehicles can be damaged by every weapon – always count as unarmoured target. Roll 1d6 for each hit:

- 1 Occupants hit instead – if hit roll was high enough, then they become casualties.
- 2-3 Vehicle shot up, but superficial damage
- 4-6 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 These can be knocked out by Multi-Cannon, SLA3 in blast mode, LPGM and ATGW.

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 vehicle.

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 Combat Robots from within 15cm	-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 a non-combatant	-3

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

PLAYSHEET

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.

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

Weapon	Short Range (up to 40)	Medium Range (up to 80)	Long Range (over 80)
SLA 1	4	8	-
SLA 2 Normal	3	3	4
SLA 2 Sniper mode	4	3	3
SLA 2 Auto mode	2	5	9
SLA 3	3	3	3
SLA 3 Blast mode*	-	4	5
SCA 1	4	-	-
SCA 2	3	-	-
SCA 3	2	8	-
Pistol	9	-	-
Assault Rifle	6	7	9
LMG	7	7	8
ATGW	8	5	5
LPGM *	9	5	6
G-Launcher *	5	7	9
Hand Grenade	6	-	-
Multi-Cannon	1	4	6

Factors:

Firer moving (not HMA)	-4
Target unarmoured	+3
Target MA/HMA	-2
Target in cover	-2
Target prone in open	-1
Chaff/Smoke	-2
Target in Expected Zone	+1
Target non-tactical	+1
Each turn aiming after first	+1
Target stationary vehicle	+1

*Score for a 'good shot' (see below)

Other Weapon Ranges: Hand-thrown Grenade - range 40cm G-Launcher - range 100cm

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

Burst radius is 8cm - roll 1d10 for each in area, score to hit:

Type of hit: Target type:	'Good Shot'			'Poor Shot'		
	LTA	HMA / MA	Un-armoured	TA	HMA / MA	Un-armoured
SLA3 Blast Mode	7	7	3	8	8	6
Grenade	7	7	4	9	9	7
G-Launcher	8	8	4	9	9	7
LPGM	6	7	2	8	9	4
Radiation Grenade	8	9	3	9	-	6

Artillery :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.

Anti-Vehicle Fire

a. **Unarmoured civilian** Roll 1d6 for each hit:

- 1.6 Occupants hit instead – if hit roll was high enough, then they become casualties.
- 2-3 Vehicle shot up, but superficial damage

4.6 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. **Armoured Military vehicles** 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

Movement In cm	Tactical	Non-tactical
Unarmoured	15	30
Light Tac Armoured	20	40
Marine Armoured	10	20
Heavy Mobility Armoured	35	70
Unarmoured vehicle	50	100
APC	40	80
HoverBus	100	Unlimited

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

Below 75% strength	-1	Below 75% and no objectives	-2
Below 50% strength	-2	Below 50% and no objectives	-3
Below 75% <60cm from start	-1		

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

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

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

Each friendly casualty in sight	-1	Tester is an officer	+1
Each enemy casualty in sight	+1	Visibly outnumbered	-1
Under fire from Marines within 15cm	-1	Non-combatant	-3
Unit Officer present	+1		

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.
Less than 1	Duck back If no enemy in sight then count as 'move no closer'. If impossible then stand and fight.
Less than -3	Surrender to nearest known enemy (even if not in sight initially).

SCENARIO IDEAS

1. Operation Counterstrike

Situation:

The Democracy and Freedom Today terrorists movement have captured a number of respected genetic scientists and are demanding an end to genetic discrimination, 1 million credits, and free passage out of the system. Unless their demands are met, they will liquidise their hostages (that's like liquidate, but far messier).

The ESS Agamemnon has arrived in-system, and the colonial government has requested that the heavy cruiser's elite marines be tasked with rescuing the hostages.

DAFT Terrorist Force:

About 40+ unarmoured gunmen with assault rifles, a few grenades and some explosives.

Government Force:

'A' Group, 130th Earther Marine Regiment. 33 Marines in marine armour. 1 x 20-man shuttle, 1 x 12 man shuttle, 1 x 8-man shuttle.

Tactical support from missile-armed Pacifiers (= an artillery strike).

Mission

Rescue all the hostages alive.

Environment

A building in a rocky canyon, with 2-stories, cellars, sewers and a garage.

2. OPERATION REBEL SCUM

Situation:

The planet Binni has a number of colonies on it, most of whom are independent of each other. One of these colonies recently became very militaristic and has, with the help of off-world interests, built up a sizable armed militia and was effectively conquering the planet. This caused a response from the interstellar community, who rapidly shipped aid to the oppressed colonies. This culminated in an assault landing by Martian GF Troops in support of their oppressed brothers and sisters.

The Democratic Republic of Binni (the militarists) have some advanced equipment and have the advantage of numbers, until more Martian troops can be brought to bear.

The Martian forces are holding out in the hills – the DRB troops are attempting to dislodge or destroy them.

DRB Militia

1 Company of militia (3 platoons each of 20 unarmoured with assault rifles, 3 LMG and 1 GL)

1 Armoured Platoon (20 men in LTA with SLA2)

2 LPGM launchers

Martian Colonists

30 Colonists with assault rifles

4 colonists with GL

Martian GF

10 HMA + SLA2

2 HMA + SLA3

2 LPGM Launchers

Mission

The DRB Militia must clear a path up the valley, removing all opposition.

Environment

The playing area represents a mountain pass (the table edges being unscalable cliffs).

There is a small colonial settlement at one end. The 'Rebel' Martian Colonists can have up to 1m of trenches pre-positioned.