

STARSHIP MARINE

STREAMLINE



**The Original Starship Boarding Action
Wargame Rules**

30th Anniversary Special Edition 2005

Jim Wallman © 1975, 2005

STARSHIP MARINE

The Original Starship Boarding Action Game

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PART 1 - INTRODUCTION

Starship Marine is a set of science fiction wargame rules, designed for use with toy soldiers.

The basic idea is that there is a battle to control and capture a starship by a boarding party moving down the corridors and rooms of the ship. One side controls the attackers, who are mostly composed of the eponymous 'Starship Marines', and the defenders, usually less well armed crewmen, with perhaps a smattering of Marines to stiffen the defence.

The deck plans can either be drawn out or built in 3D, depending on your preferences and time available. The scale of toy soldier is 25mm or 1/72, and any make of figures can be used - although Games Workshop figures are not recommended for two reasons...they are heavily over-priced, and the models are much too big. Anything else will do, Ground Zero Games do a very good range.

There is a lot more about the background universe in which Starship Marine is set to be found at www.theuniverse.org.uk.

These web pages have more explanation on the background of the game and how to set it up. The minimum you need are a few toy soldiers, some dice, a large sheet of paper with a deck plan on it, and these rules. A typical small game takes about a hour or so (longer if you like arguing about rules). The largest game we know of, to date, involved some 60 people, hundreds of toy soldiers, and many very very big sheets of paper.

It is now 30 years since the first edition of these rules saw print in 1975. Much has changed in that time. Science fiction war gaming has gone from a small, minority interest activity to a huge and popular genre within wargaming – with commercial giants such as Games Workshop bringing SF gaming to the masses in a big way. Starship Marine is still in there, and thanks to the internet retains its dedicated followers, and continues to attract those who like their games simple. This 30th Anniversary Edition corrects and updates some of the explanations, and adds a significant section of extra rule we have been using for some time to help long term campaigns. We're also added some Order of Battle information for anyone starting out for the first time in the Starship Marine Universe.

The new sections can still be safely ignored by anyone just wanting a straightforward simple battle.

Finally, this edition is dedicated to the late Steve Hale - an old and much missed friend, without whom these rules would not have existed.

Jim Wallman
Streatham 2005



Part 2 - TROOPS & WEAPONS

2.1 Starship Marines

The Starship Marines are the elite troops of space. They are trained to a peak of efficiency and obedience, and are specialists at fighting in the corridors of starships, in airless and weightless conditions (which occur very commonly in disabled starships).

As a secondary role they are sometimes employed in ground combat planetside, though their training and equipment are not optimum in this role.

Their normal equipment consists of powered space-armor, which contains a variety of specialised systems, and a portable directed-energy weapon.

The Marine Armour is dealt with in more detail in section 2.6 and the weapons in 2.4.

In virtually all combat situations, the Marine has a distinct advantage over all other personnel as a result of their superior training, psychological preparation, motivation, equipment and the large quantities of personality-altering drugs they are given just before an action to make them utterly fearless.

2.2 Crew

These are the men and women that run the starships. On the whole, they are not trained to operate Marine Armour - but like everyone else on a spacegoing vessel they will have spacesuits.

Being working specialists, and not soldiers, they will be nervous and inefficient in combat; they will (and should) be kept away from harm wherever possible.

After all, its no good winning the fight if the survivors can't fly the ship!

2.3 Robots

In our version of *The Universe* the combat robots have some intelligence, but they are not as good, or efficient as the Marines. The highest class of combat robot can cope adequately with normal combat situations, and can, most of the time be treated just like a Marine.

There is one important difference, however, the robot is always regarded as expendable. Marines are more expensive, and regarded as more valuable and more important than robots.

You may notice a number of circumstances where this is so, for example robot casualties never count for or against morale. So guess who goes into a room first?

The main types of robots are:

Combat Robot.

This is standard issue to most Starship Marine units, and is to be found attached to most squads. It is approximately humanoid in appearance, although usually visually distinguishable from a Marine (which is important for morale reasons as stated above). They can think in a limited way, and are programmed for standard tactics and squad battle drills.

They are not programmed to function independently in all-robot units.

In addition, any Marine (via equipment in his armour) may 'Direct Control' a combat robot, which means that he can see through the eyes of, and take action as if he were the robot. A Marine doing this cannot, of course, be doing anything else at the same time.

Close Support Robot.

This is a small robotic missile carrier. It is constructed for cheapness and not much else. It fires the support missiles (APGW) described below. They function rather like the mortar troops in a modern army, and add a considerable amount of firepower to the corridor battle.

They are not really intelligent, except in a sort of 'faithful hound' fashion. They are usually box-like in appearance with tracks or wheels - like little tanks.

TRUC Robots.

These cannot fight or employ weapons. They have exceptionally simple brains, and will move as directed by a human. They can be thought of as a sort of semi-intelligent fork-lift truck. They can pick up and put down pallets of ammunition and move them around as directed by the Marines.

They can also pick up and put down marines or robots that have been hit and are in need of casualty evacuation (CasEvac). They will normally only be necessary during larger boarding actions where heavy casualties or high ammunition use is expected (such as those played out in the various Starship Marine Megagames).

Usually cheaply constructed of the 'box on tracks/wheels' variety.

'Clankers'.

These are extremely cheap humanoid maintenance robots, not originally designed for combat but used in extremis for close-in melee fighting using big spanners and welding torches etc.

Against properly organised marines, these are really a weapon of last resort and likely to be very ineffective unless they are available in very large numbers.

Their combat programming is minimal, so they will not, for example, take cover from incoming fire. Their main tactic is the suicidal charge. These are most usually encountered when fighting the feared **Exterminator** machines.

2.4 Energy Weapons

The directed energy weapon (DEW) is the main type of personal weapon carried for starship boarding actions. It has the major advantages of being recoilless, doesn't usually penetrate the hull and is extremely damaging to men and robots. As ever, there are three main classes of man-portable energy weapons:

SCA I : Self-Charged Automatic Energy Weapon, Mod.1. This is the basic weapon, from which all the others are expansions. Carried alone, it has a rudimentary electronic sight, and is reasonably lethal. Usually carried by crewmen and combat robots.



SCA II : Self-Charged Automatic Energy Weapon, Mod.2. This is exactly the same as the SCA I, but it is carried by a Marine in armour. Because of the vast array of additional ranging and computing facilities built into the armour, the SCA + Armour combination is much more effective than the SCA I.

SCA III : Self-Charged Automatic Energy Weapon, Mod.3. This is a converted SCA 2. It can only function when used in conjunction with Marine Armour. It is converted to fire a double charge, boosting (but not doubling) the effect of the standard SCA by widening the spread of energy and hence increasing the chance of a hit. It can also fire the single charge if necessary, at SCA II effect. Generally it is regarded as a squad heavy weapon, and most units carry at least one per squad. Squads on campaign also try to 'acquire' extra SCAIII mods to boost their unit's firepower.

2.5 Other Weapons

The energy weapons, whilst representing state of the art lethality technology, still cannot kill everything in every situation (do I hear cries of disbelief?). Yes its true. So here is the rest of the armoury, and by no means are these also-rans.

Radiation Grenade.

Obviously, in a vacuum, a blast or concussive grenade would be useless. A shrapnel grenade was tried, but it proved too indiscriminate because the shrapnel reflected off most surfaces and ricocheted into the corridor, and all over the ship, making the grenades almost as lethal for the user as the victim.

Eventually, the short-pulse radiation grenade was developed. Its main means of damage is to scramble the systems of the victim's suit (which although usually shielded against hard radiation, it not invulnerable to high intensity at short range). Obviously, hard radiation can also kill directly. This is why the grenades have what appears to be such a small effective burst area. There is a side effect, since radiation grenades can also scramble the enemy ship's systems too. Lobbing grenades into control rooms serious damage ship's systems (especially if you are trying to capture the ship intact!).

APGW : Anti-Personnel Guided Weapon.

These are small, fairly 'smart' guided weapons, developed specifically for use inside the cramped conditions of a ship's corridors and rooms.

Their big advantage is in their very high in-flight vector modification parameters (= they fly round corners). They are normally 'called' by a Marine from the close support robot (which sorts out conflicting calls itself, or can refer to the unit commander for priorities). Once launched, the missile homes in on the calling Marine's IFF identification transmitter until it is in the battle area.

It is then finally targeted by friendly illumination of the target.

This target illumination is automatically carried out by the sighting system on a Marine's SCA II (or III). In the rules, the APGW effect as supporting weapons is shown by

allowing them to count as a 'second shot' in the same move, after all the direct fire has been resolved. This gives the side with them quite an advantage, and can speed up what might otherwise be a long-winded stalemate fire fight situation.

Note that only Marines with SCA II or SCA III can call for APGW supporting fire.

2.6 Specialised Equipment

There is more to the equipment used than armour, robots, and SCAs. As seen below:

The Standard Spacesuit

Whilst not armoured, or fitted with all the latest in combat-ready computers, it provides reasonable protection to allow safe activity outside a starship (where conditions are much more uncertain), and enough electronics to make life in combat possible, if not entirely lengthy.

Door Charges.

Doors are a problem. Especially since they were designed strong to keep air pressure in during a hull breach. Energy weapons can blow open a door, but it usually takes a longer time. So, the boffins back at Starship Marine Tech produced the Door Charge. Guaranteed to take out a door at one go. What more could you want?

SuperCharges

Invented by Tech Corporal Branestawn of the 291st Regiment way back in 2855, these are 10 standard Door Charges fixed together in such a way as to produce a blast capable of making a hole in a wall. A SuperCharge cannot be attached to racks or hard-points and must be carried by either a man or a robot (who cannot be doing anything else at the time, like firing weapons etc)

Marine APGW Pack.

The Close Support Robot is all very well, but it is poorly protected and fairly slow-moving.

When fighting in the largest warships the Marines had the problem of having to stop to allow the Close Support Robots to catch up with their lightning advances.

Solution: mount the missile launcher on a Marine's armour.

Unfortunately, the Marine has to give up a few luxuries (like his personal weapon for example), but then "war is hell".

This is an expensive option, and not all Marine forces use it, some preferring to have more robot launchers and taking their chances on outstripping their support.

Part 3 - RULES OF THE GAME

3.0 Introduction

Please note that in these rules the single d10 (or percentage die as it used to be known) is scored on a scale of 0 - 9. A '0' on the die is **not** '10' it is '0'.



Like gravity, temperature and pressure in space, zero is always zero in the *Starship Marine* rules (unless otherwise indicated).

3.1 Sequence of Action

TABLE 3.1 – Sequence of Action

- a. Activating or deactivating robots (3.8)
- b. Controlling the opening or shutting of ship's doors. (3.9)
- c. Hand to hand combat, if any. (3.16)
- d. Movement. (3.2)
- e. Assessing Order of Fire. (3.4)
- f. Calculating fire effects (including grenades (3.5-3.7 3.17))
- g. Effect of APGW firing indirect. (3.11)
- h. Destruction of doors. (3.9 & 3.10)
- i. Test Ship Morale, if applicable. (3.12 & 3.13)
- j. Test Attacker's Morale, if applicable. (3.12 & 3.14)
- k. Individual Morale. (3.15)
- l. Mark destroyed doors and place anything thus revealed.

It is quite important to follow this sequence, especially when using the rules for the first time, since the order of events can be absolutely crucial to the outcome of a combat. See Table 3.1.

3.2 Movement

The movement rules assume that all combat takes place in weightless conditions.

Obviously there are circumstances when artificial gravity due to spin or acceleration is still functioning, but these are rare enough to be excluded.

TABLE 3.2 : MOVEMENT Troop Type	Tactical Move (cm)	Non-Tactical Move (cm)
Starship Marine	15	30
Crewman	10	20
Combat Robot and Clanker	12	24
Close Support, Recovery, and Ammunition robots	10	20

Obviously the tactical move provides a stable base for firing and assumes a certain amount of dodging and weaving and using cover.

The humanoid is the one with arms and legs, and hence is able to make maximum use of them when moving in weightless conditions.



The marines and robots are trained/programmed for combat and movement in free fall, and so have slightly faster movement rates than the crewmen who have not. Non-humanoid robots have tracks, wheels, hover-platforms, or small

thrusters, and cannot make the best use of hand-holds etc.

The non-tactical move is in a straight line and therefore easier to hit, and the mover is less ready to fight. Those moving non-tactically cannot fire or throw grenades at all.

3.3 Command & Control

Command Hierarchy

In *Starship Marine* we try and simulate some of the realistic command and control problems.

The Marine forces have command structures and specific military ranks are identified. These are, in order of seniority;

LEIUTENANT COLONEL: Usually commands a whole Regiment.

MAJOR: Usually commands a Marine Group.

CAPTAIN: Usually 2iC of a Marine Group

LIEUTENANT: Usually commands a Marine Squad

SERGEANT: Usually commander of Marine Point Section

CORPORAL: Usually commander of Marine Reserve Section

PRIVATE: Poor bloody infantry. (not usually a player)

Players represent a specific, named and ranked individual in this hierarchy - usually Lieutenant or above, but it could be lower in a small game.

Controlling Troops.

The figures on the table-top can only be touched, moved or diced for by their lowest commanding officer player. For example, a Marine Squad can only be handled by the Marine Lieutenant player in charge - they CANNOT be handled by the Group Captain or Major.

Group commanders can only handle their HQ troops directly.

So where there are several Marine players on the same side, it would be normal for one to be in command, and the others subordinated to him (or her).

In addition, Marine privates should not normally be moved more than 20cm from an officer/NCO of their Squad.

For information on the composition of a Starship Marine Regiment, see **Part 5 – Orders of Battle**, below

3.4 Order of Fire

This is very important in the sort of fight typical of boarding actions. Sudden encounters or ambushes are decided, often, by whoever shoots first. It is therefore very important that you understand this rule thoroughly. All targets must be nominated before firing is adjudicated. The order of fire can then be summarised in two basic points:

**Stationary figures always fire before moving figures.
THEN
If both are moving or both are stationary then all shots are simultaneous.**

In a simultaneous fire Marines and Combat Robots always shoot before ordinary crewmen. A rotation on the spot of more than 90° is always considered as movement. Given a choice of targets, crewmen and clankers will normally engage the closest targets. Marines and Robots can normally pick and choose (ie. they have better fire discipline). Resolve firing by calculating the order of fire as above, then work out the effect of direct energy weapon fire, then the effect of grenades (which go off *after* all direct DEW fire). Once all of these are resolved, work out the effect of indirect APGW fire.

3.5 Firing

Roll 1d10 for each weapon firing at a single target (which most are). Grenades and APGW are described in greater detail later in the rules. Basic fire factors are in Table 3.5.

To read table 3.5, cross refer the type of target (Unarmoured or Armoured) with the range and the weapon. The number in the table is the score (or higher) needed to hit on 1d10 (0 = 0).

Target types are:
Unarmoured. Includes crew in spacesuits or survival suits, and all robots

Armoured. Usually only armoured Starship Marines. The die score is modified by a number of factors.

FACTORS:

Target is partially concealed by a section of wall/doorway	-1
Disappearing Target – i.e. The target was in view at the start of the move, but moved out of sight during the move.	-1
Target moving non-tactically	+1
Target 'bunched' within 3cm of another target in the open	+1
If the target is equipped with ECM pack, or within 10cm of ECM pack and under fire by APGW.	-1

TABLE 3.5 BASE FIRE FACTORS

RANGE:	Up to 15cm	Up to 15cm	Up to 40cm	Up to 40cm	Over 40cm	Over 40cm
TARGET:	Unarmoured	Armoured	Unarmoured	Armoured	Unarmoured	Armoured
Crewman or Combat Robot (SCA I)	4	6	7	9	8	11
Marine SCA II	4	6	6	8	7	10
Marine SCA III	4	6	5	7	6	9
Close Support APGW	8	9	5	7	5	7

If the score rolled on the die is a multiple of the score needed to hit then that multiple of secondary hits may be scored (if potential targets are available), including the designated target.

3.6 Grenades

These are projected at a designated ideal target point by the firer. It is a good idea to have some small counters or markers to indicate this designated location (for example, I use .22 air gun pellets as grenade markers, but beads or washers will do)

Because, normally, the ship is without air or gravity, or subject to acceleration, the grenades will faithfully obey Newton's First Law of Motion.

This makes it possible to hit what you can see with much greater accuracy than planeside.

Of course it cannot help when trying to hit things you cannot see, such as when lobbing grenades around corners or into rooms.

There is therefore a distinction between throwing in the line of sight, and not.

In any event, given the short ranges the grenade is a very accurate weapon, if not very damaging against armoured targets.

GRENADE RESULTS TABLE (Roll 1d6)

Range Thrown	Target within Line of Sight	Target Out of line of Sight (= round a corner)
Up to 15cm	Automatic 'Good Throw'	4,5,6 for 'Good Throw'
Up to 40cm	3,4,5,6 for a 'Good Throw'	Prohibited
Over 40cm	5,6 for a 'Good Throw'	Prohibited

All grenades are assumed to detonate on impact, so grenades hitting walls or other objects go off.

Anyone within 8cm radius of the grenade must roll to see if they have been hit, as follows: roll 1d10

GRENADE EFFECTS TABLE:

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

Notice that Marines have a very high resistance to grenade damage. It is not unknown for them to set off grenades at their own feet when surrounded by a mob of hostile crewmen or clanker robots!

Note that Robots cannot use grenades (this is one of their limitations).

3.7 Combat Robots

Any combat robot counts as unarmoured on the fire table but take up to two hits to destroy.

After the first hit, roll 1d6:

ROBOT DAMAGE TABLE:

Die Score	Effect
1 or 2	Weapon control destroyed : NO FIRING
3, 4 or 5	Immobilized
6	Lucky Shot - Destroyed outright.

All other types of robot (i.e. the logistic and support robots or armoured robots) are knocked out with a single hit.

Controlling Robots

All robots can be deactivated from the owning ship's control room. If the control room is destroyed accidentally in the fighting, then all the robots controlled from it are deactivated automatically (its a failsafe device you see).

Similarly, robots can be reactivated again from the owning ship's control room, if it is intact.

All this assumes, of course, that the control room in question is being manned.

Armoured Robots

These are rare and represent an attempt to armour a robot to Marine Armour standards. In this case treat a Armoured type target in the fire table in all respects. It therefore is harder to hit, but *only takes one hit to KO*.

3.8 Doors

Doors are very important things. On starships the walls are very tough, and the easiest and quickest way into a room is usually through the door. If the defenders are particularly obliging they may leave the door unlocked, or even open!

However, doors are always declared open or closed at the start of a move. A manned control room can designate where doors are open, closed and/or locked and there does not have to be someone on the spot to open or close a door.

Locked doors can only be blasted open by either energy weapons, APGW or door charges.

SCA fire must be directed from within 1cm of the door (measured from the end of the figure's modelled gun). See 3.9 and 3.10 for details of Door Charges and APGW.

SCA cannot be fired at the same door that APGW are fired at (its too risky!).

Add up the total number of damage points fired at a door, and roll 1d10 (0=0).

If the score rolled is *less than or equal to* the total number of points, then the door is successfully (and permanently) destroyed.

The points are added up as follows:

DOOR DAMAGE POINTS TABLE:

Weapon(s)	Points value
SCA I or I	1
SCA III	2
Door Charge	9
APGW	4

3.9 Door Charges**Basic Charges**

These are specially designed shaped charges designed to destroy doors quickly (see 3.8 above). They only affect the object they are attached to, and have no additional destructive effects

Door charges take one move to position, and may be command detonated any time after that. They are set off during the firing phase, but the door they destroy only ceases to be an obstacle at the very end of the move. (This may seem strange but it makes the sequence of action easier to keep track of).

SuperCharges

A SuperCharge takes 2 moves to set up and prepare for firing. It can blow a man-sized hole 3cm across in an internal wall or floor. All figures remaining within 5cm of the charge going off (both inside and outside) must test as if within grenade effect radius.

External hull walls cannot be breached in this way. The SuperCharge can also be used as a command detonated mine with the same effect.

3.10 Anti Personnel Guided Weapons (APGW)

As mentioned in Part 2 above, these are the support missiles that fire round corners.

The sequence by which they operate is important to understand, so a read of the relevant section of Part 2 is worth the effort.

To roll to hit, the spotter must be still alive, his weapon must still be functioning, and the potential target must be in the line of sight of the spotter.

Any number of missiles can be called by the same spotter, subject to the maximum number of launchers, and that they would all have to go on to the same target.



Each APGW launcher can only launch one missile per move.
 Only Marines and Combat robots can detect hostile target illumination on themselves.
 Robots CANNOT call APGW fire (this is another of their limitations).
Due to maneuver fuel constraints, an APGW has a maximum range of 100cm.

3.11 Objectives

Even in a damaged or crippled starship, there are key locations which an attacker will try and capture as a matter of priority. These are the two important control rooms: Main Control and Power Control. They are important because they give access to critical ships systems, and because of the morale effect on the crew of losing access to them (this is often decisive). The most efficient attackers try and break the defender's morale rather than wipe them all out.

The Main Control room is the nerve centre of the ship. Apart from the obvious navigation and computing facilities, the following key functions are carried out here:

- a. **All ship's doors can be overridden and controlled.**
- b. **The ship's internal sensors are monitored here.**
- c. **Any of the ship's own robots may be deactivated (or reactivated) from here. If the control room systems are damaged, all defending robots are deactivated.**

In addition, if the ship's control room systems are destroyed in the fighting, then all these functions become inoperative (together with the ability to fly the ship).

The Power Control room has fewer important functions, but is critical nevertheless. Power for any or all ship's systems can be switched off from here. This offers a crude but effective option in the event of the Main Control but not the Power Control being captured.

3.12 Ship Morale

This is distinct from individual morale (see below in 3.15) in that it represents the fighting spirit of the crew, especially the officers, and their willingness to fight on.

This is based on their *perceived* losses, and whether control rooms remain in their hands. At the start of the game add up the defending ship's *morale value*, worked out as follows:

Ship Morale Value is Calculated as:
 Ordinary crewmen count as 1 each.
 Officers count as 2 each.
 Marines count as 3 each.

Robots do not count at all (they're only machines after all.). Then keep track of losses in terms of their morale strength
 Roll 1d6 when one of the following factors first applies, or changes:

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

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

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

If the ship is demoralised, then the commanding officer and all crew in the control room surrender, and all defending Marines (wherever they are) surrender at the command of the surviving senior officer.

All ship's robots are deactivated if possible.

Any crewmen not in the control room or with the commanding officer roll 1d6, scoring 6 to fight on, otherwise the crewman will surrender.

Note that if at any time the attackers shoot at defenders trying to surrender or are seen to kill prisoners, then the ship morale rule is suspended, and those able to do so will fight to the death.

3.13 Attacker's Morale

This is the attacker's counterpart to the ship morale rule at 3.12 above.

It is a test to see whether they will press home their attack when things start to go bad. It is especially important when the attacker are Marines, because they are very likely to keep on attacking until there are none left, if their officers ask it of them. Higher command's decisions are reflected in this rule.

As above, the *morale strength* of the attacking forces *actually on the defending ship only* are counted.

Attacker Morale Value is worked out as follows:
 Marines count as 2 each.
 Non-marines count as 1 each.
 Robots (as usual) don't count.

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

Below 50% Morale strength	-1
Below 25% Morale strength	-2
Below 50% Morale strength and not more than 40cm 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

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

Die Score	Resulting Attacker Morale
Less than 2	Attempt to withdraw, recover casualties and wrecks if possible.
2 or more	Morale is Steady - Carry on.

An 'attempt to withdraw' result is irreversible.

3.14 Individual Morale

In the confusion of corridor fighting, small groups become isolated or subjected to the severe pressure of combat stress.

This rule is to determine the immediate reaction of individuals or small groups.

Because of the nature of Marines and Robots, they do not normally have to take this sort of test, it is mainly for crew.

Marine privates placed more than 20cm from an officer/NCO are subject to the full morale rules however.

Take an individual Morale test when:

- 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 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
Friendly Marines in sight or within 15cm	+1
Friendly Combat Robots in sight or within 15cm	+1
Defenders when their ship morale is Poor	-2
Ship's 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. Duck back behind nearest cover. If no enemy sight then count as 'move no closer'.
Less than 1	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).

3.15 Hand to Hand Combat

This is something of a misnomer. Close Combat would, perhaps, be a better term. Some physical contact is possible, but in weightless conditions this is often difficult. What is much more likely is a brief struggle to bring the combatant's personal weapon to bear at point blank range.

It is therefore quite short and decisive.

In order to count as being in hand to hand combat, all figures involved must be touching at the start of the move.

They may not move away after hand to hand combat in the same move.

Roll 1d10 per combatant, per combat. The highest score, after additions, is the winner. If both roll the same, the fight is inconclusive that move.

Hand to Hand Combat Additions:

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

Some robots (such as TRUCs and CS Robots) are not equipped for close combat, so you can assume that they automatically lose in hand to hand combat.

Note that a figure cannot fire and engage hand to hand in the same turn.

The only possible exception is when a defender (such as a marine) sets off a grenade at his feet as a defensive manoeuvre against clanker attacks.

If marine elects to use a grenade, he will count as 'Unarmed' in the subsequent melee.

Combatants with no ammo count as unarmed. Ammo is used in a hand to hand combat.

3.16 Ammunition

Each Squad keeps a squad ammo record. In normal operations, SCA ammo is rarely exhausted



(and spare charges can be obtained easily from fallen comrades), so this is not recorded at all (though it could be if you really want to).

The main consumption items are grenades, Door charges and SuperCharges. These are recorded for the squad as a whole.

They are represented by counters which must be placed on the combat map and then handed over when consumed, and are stored in a tray/box that the squad leader keeps with him.

This assumes that these items are handed round the squad as required.
The normal scale of issue of these items are based on the strength of the squad and is calculated on 4 grenades per man and 2 Door charges per marine.

The total of the items per marine cannot exceed - so that as a squad takes casualties, the amount of ammo it can carry is reduced.

Surplus counters must be left on the playing area (so that other squads can pick them up if required).

Players are expected to be honest about this, and umpires will take spot checks as necessary.

3.17 Casualty Evacuation (CasEvac)

It is a fundamental part of the Starship Marine Tradition that all human casualties are extracted from the battle as soon as possible.

In combat conditions it is impossible to tell whether a man has been killed, wounded, or has suffered some minor incapacitating suit system failure.

For this reason (and *knowing* what the enemy does to POWs) all casualties are routinely evacuated to a safe area (preferably the base ship).

A TRUC robot has the capacity to move 2 casualties at a time at its normal speed.

It is equipped with specialised attachments, cables, grabs etc to help it do this.

Any man or combat robot can move 1 casualty at his normal speed (although obviously he cannot fight whilst doing so).

3.18 Logistics

As discussed above in section 3.16, ammunition is taken seriously in *Starship Marine*, and this is especially so when, in the large games, the troops might have a long way to go to reach their objective, and a lot of fighting to do on the way.

Squads can be resupplied from Ammo pallets transported on TRUC Robots. Each TRUC Robot can carry one pallet

To keep it simple, each pallet may only contain a single type of ammunition/supply.

GRENADES - 24 per pallet

Door CHARGES - 12 per pallet

APGW Missiles - 10 per pallet (i.e one launcher reload)
SuperCharges - 1 per pallet

The contents of a pallet CANNOT be intermixed
A marine can carry 1 pallet at half speed (or 2 marines at normal speed).

PART 4 - ADDITIONAL CAMPAIGN RULES

This section is a collection of additional rules that allow you to play ongoing campaigns, or run scenarios in different environments to the default airless weightless starship.

4.1 Fighting On Stations / Planetside

On occasions, the marines have to fight on board the orbital space ports to be found at all colonies. These are large spinning cylinders, and have both gravity (caused by the spin) and atmosphere. This requires some amendments to the main rules.

1. Movement is reduced as in the following table

Table 4.1 – Movement in Varying Gravitational Conditions

	TACT	TACT	NON TACT	NON TACT
Gravity:	Zero g	1 g	Zero g	1 g
MARINES	15	10	30	20
COMBAT ROBOTS	12	10	24	20
CREW & TRUCs	10	8	20	16

2. Grenades have a maximum range of 50cm, and a -1 on accuracy die rolls.

3. APGW have a maximum range of 50cm.

4. Wirepod has a 1 in 6 chance of faulty deployment due to coriolis forces.

5. Spacefoam only deploys up to half the height of a corridor.

6. There is a maximum range to direct fire weapons caused by the 'horizon' of the curved deck. This will vary according to the size of the station, and the deck number you are on. The umpire will rule as appropriate.

4.2 Fighting Underwater

TRUCs cannot move effectively (they need to be towed by a marine). Movement speeds as under 1g (see table 4.1)

- APGW and Grenades cannot be used.



- Spacefoam can't deploy.
 - Wirepod has a 2 in 6 chance of failing to deploy properly.
 - Maximum range of energy weapons of 40cm
- Otherwise everything is as before.*

4.3 Casualties

Marine casualties are usually either a 'suit kill' in which the occupant survives, or a 'marine kill' where the marine inside is killed.

Damage to a suit sufficient to inflict a serious wound on the marine would be sufficient to breach the suit - and in a vacuum this would kill the marine anyway. So, marines that survive in a suit kill, are much more likely to only have a minor wound or no serious injury at all.

For each armoured marine casualty roll 1d6

In Atmosphere	In Vacuum	Result
1	1	No injury
2-3	2	Just a scratch
4	3	Minor wound
5	-	Serious wound
6	4-6	Killed

For each space suited casualty roll 1d6

In Atmosphere	In Vacuum	Result
1	-	No injury
2	-	Just a scratch
3	1	Minor wound
4-5	-	Serious wound
6	2-6	Killed

+1 to above die roll if the casualty can be brought to a ship's sickbay and doctor within an hour of the hit (see also hospital ships rule below)

Substandard Armour

Some armour is of poor standard and not well maintained. This is typical of armoured combat crew and pirates.

In this case, survivability suffers - use the following table for armoured crew and pirates.

For each substandard armour casualty roll 1d6

In Atmosphere	In Vacuum	Result
1	-	No injury
2	1	Just a scratch
3-4	2	Minor wound
5	3	Serious wound
6	4-6	Killed

In the case of a minor wound, roll 3xd10 and add the scores for the number of days that the person is unfit for combat duty.

Serious wounds mean that the marine will live, but no longer be fit for duty. They will be invalidated out of the service when you reach the next base / colony.

4.4 Lost Equipment

In most cases, marines have access to repair facilities for damaged armour and weapons. Where this is not readily available - such as during a prolonged detached operation, it is necessary to know what damage the 'suit kill' did to the suit.

In addition, combat robots can be recovered because slight damage on a critical system can cause the robot to be knocked out for the duration of the battle - but still fixed afterwards.

For each casualty - irrespective of the injuries to the occupant - roll 1d6 for each suit of armour/spacesuit.

Marine Armour	Space suit	Combat Robot	Close Support Robot	Result
6	4 - 6	6	6	Trashed beyond economic repair. Bin it.
5	-	5	5	Repairable only in a maintenance workshop - 2d6 days to fix
3 - 4	3	4	4	Repairable on site by a technician - 1d6 days
2	1 - 2	3	2 - 3	Repairable on site by the user - 1d3 days
1	-	1 - 2	1	Minor system failure - just needs rebooting (= no damage)

For ease of record keeping, the weapon is included with the suit/robot. Ammo (i.e. door charges and grenades) is always recovered.

4.5 Hospital Ships

If a casualty can be brought aboard a specialised hospital ship within 15 minutes (90 turns), then apply this to any that roll 'killed' or 'serious wound' on the above tables. Roll 1d6 again for each killed or serious wounded, read off the score in the table below:

Initial Result (from table above)	The doctors say...	...which means:
'Killed'	'Serious'	
5,6	-	"Sorry, we tried, but there was nothing we could do..." = Dead. Deceased. Finito.
4	6	"We've saved their life, but they'll never walk again" = serious wound
3	4,5	"It was close, but their situation is still critical" = minor wound x 2 (double recovery time)
2	2,3	"They're in a pretty bad way, but they'll pull through" = minor wound
1	1	"Resuscitation successful - we've brought them back!" = "just a scratch"

4.6 Fighting Whilst Wounded

It is possible for marines recovering from a minor wound to be thrust back into action in an emergency. They will, of course be much less effective.

Any further injuries are, of course added to the existing injuries. Only marines with less than 15 days to go of recovery time can fight at all.

1. Wounded marines have the same reaction speed as crew
2. Wounded marines move at half speed
3. Wounded marines are easier to hit - +1 on any incoming fire
4. Wounded marines can't shoot straight -2 on any outgoing fire.
5. Wounded marines can't throw straight - all grenades count as indirect

Wounded Marines must be clearly marked.

4.7 Gaining Experience

Marine Experience

Combat experience is important to marines, even though they already start at a peak of training and efficiency, they get better as a result of real combat experience.

We reflect experience as the regiment's marines indulge in more combat.

It also allows us to distinguish between veterans and drafts of novices just joining the regiment from the depot. There are, at present, 4 classes:

Class	Description	Effect on rules	Colour (2)
Novice	Fresh out of the training depot. No combat experience.	-1 on direct fire. -1 on grenade accuracy roll. Counts as crewman on order of fire rule.	Green
Experienced	Fought at least one action ⁽¹⁾	All standard rules apply. This is the baseline.	No sticker
Seasoned	Fought at least 15 actions	+1 on grenade accuracy and SCA direct fire roll (not APGW).	Yellow
Veteran	Fought at least 30 actions	VETERAN : +1 on ALL die rolls. Fire before combat robots and other marines in order of fire. Counts as 'disappearing target' at all times (= harder to hit)	Red

- (1) *Fighting an action is defined as being in a squad that has boarded a hostile ship and fired its weapons in anger.*
- (2) *We use small coloured stickers on the marine figure's base to indicate experience.*

Being wounded in action counts as 2 actions for the above.

Non-Marine Experience

Non-marines (such as pirates and combat crew) can gain experience in combat, but they start off at a lower base, and gain benefits much more slowly.

Class	Description	Effect on rules	Colour (2)
Raw	First time in space armour	Counts as non-combatant in rules.	White
Novice	Only a bit of combat experience	-1 on direct fire. -1 on grenade accuracy roll. Counts as crew on order of fire rule.	Green
Experienced	Fought at least 5 actions	All standard rules apply.	No sticker
Seasoned	Fought at least 20 actions	+1 on grenade accuracy and SCA direct fire roll (not APGW). +1 on Morale rolls	Yellow
Veteran	Fought at least 40 actions	+1 on grenade accuracy and SCA direct fire roll (not APGW). Does not need to take morale rolls.	Red

4.8 More Logistics

See the rules at 3.18 above. Some items are not listed there - this is the complete list of stores and pallet loadings.

To keep it simple, each pallet may only contain a single type of ammunition/supply.

Nature	per pallet
GRENADES	24
DOOR CHARGES	12
APGW Missiles	10
SuperCharge	1
Survival Suits	6
Portable airlock	1
Marine Armour	1
Spacesuit	2
Atomic Explosive Device	1
Plasmatic Boring Device	2

In gravity/Underwater: 2 men must carry a pallet, at half speed. If there is space, four men can carry a pallet at normal speed.

4.9 Additional Troop Types

Close Support Marine: Marine with a modified APGW launcher attached to their armour.

The Marine has to give up a personal weapon (and therefore cannot 'paint' targets) and grenades / demo charges.

Otherwise rules as before. The manpack APGW unit can carry only 6 missiles per man.



Fusilier Robot: Armoured combat robot equipped with an SCAIII. As an armoured target only takes one hit to kill.

4.10 Additional Weapons and Equipment

WirePod™: A man portable unit that acts as a corridor blocking unit. The 2 metre high end pieces deploy explosively to opposite sides of a corridor, and deploy between them an array of monofilament razor wire.

Employment:
The barrier provides no effective obstacle to SCA or APGW fire, but prevents all movement of larger bodies such as men or robots. Works on corridors 8cm wide or less with near-parallel facing walls (+5 degrees). The *WirePod™* takes one turn to place against one wall (in firing phase), and is then command deployed the following turn (or later), the barrier becoming fully effective at the end of the turn.

The *WirePod™* unit can be man carried (no other actions are possible) at normal speed. It will also fit on a TRUC, occupying a full pallet load. The unit can be destroyed by close range SCA fire or a door charge or APGW fire. Treat as equivalent to a door.

SpaceFoam™ : A development of the standard planetside police store *RiotFoam™*, modified for marine operations.

This is a dispenser of fast-hardening foam that fills a space up to 8cm across with a temporary obstacle. The version of foam used is optimised for zero-G vacuum operations. SpaceFoam Dispensers take one turn to deploy (in firing phase), and then are command activated. The foam takes one complete turn to deploy and the barrier is fully effective by the end of the turn. Foam dispensers are quite large, and can be marine portable with little effect on mobility.

They comprise a full pallet load for logistic purposes. SpaceFoam can be dissolved by a specific solvent, which can be deployed by a man-pack spray gun. It takes 2 turns to remove the obstacle by close range spraying.

The foam can be destroyed by SCA fire, APGW or demo charges, taking two hits to fully remove the obstacle. SpaceFoam takes damage like a ship's door.

PART 5 – ORDER OF BATTLE

5.1 EARTHER MARINE REGIMENT

This order of battle has been adopted by a great many other nations, most particularly the Venerian Republic, though the Republic's tactical doctrine differs from Earths.

Qty	Rank	Equipment
Regimental HQ		
1	Lt Colonel	Armour SCA2
1	Staff Captain	Armour SCA2
1	Staff Major	Armour SCA2
1	Regimental Sergeant Major	Armour SCA3
3	Marine	Armour SCA2
4	Close Support Robot	APGW
2	Combat Robot	CR SCA1
6	TRUC	-
Each Regiment has three Marine Groups - Each Composed of:		
GROUP HQ		
1	Major	Armour SCA2
1	Captain	Armour SCA2
1	Corporal	Armour SCA3
3	Marine	Armour SCA2
2	Combat Robot	CR SCA1
4	Close Support Robot	APGW
2	TRUC	-
Each Group has 3 Marine Squads – each of		
1	Lieutenant	Armour SCA2
1	Sergeant	Armour SCA3
1	Corporal	Armour SCA3
6	Marine	Armour SCA2
2	Combat Robot	CR SCA1
Each Regiment has a Logistics Group composed of		
1	Naval Lt Commander	Spacesuit + SCA1
10	Naval Logs personnel	Spacesuit + SCA1
20	TRUC	-

Human		Robot	
Marine Officers	18	Combat Robots	26
Marine other ranks	88	Close Support Robots	16
Non-Marines	11	TRUC	32
117		70	

5.2 MARTIAN MARINE REGIMENT

For cultural and historical reasons the Martians prefer not to rely on combat robots, and this is reflected in their order of battle – have significantly fewer robots than any other marine corps. The higher proportion of marines also reflects the fast-moving Martian style of combat.

Qty	Rank	Equipment
Regimental HQ		
1	Lt Colonel	Armour SCA2
1	Staff Captain	Armour SCA2
1	Staff Major	Armour SCA2
1	Regimental Sergeant Major	Armour SCA3
5	Marine	Armour SCA2
4	Close Support Robot	APGW
2	TRUC	-
Each Regiment has three Marine Groups - Each Composed of:		
GROUP HQ		
1	Major	Armour SCA2

1	Captain	Armour SCA2
1	Corporal	Armour SCA3
5	Marine	Armour SCA2
4	Close Support Robot	APGW
Each Group has 3 Marine Squads – each of		
1	Lieutenant	Armour SCA2
1	Sergeant	Armour SCA3
1	Corporal	Armour SCA3
8	Marine	Armour SCA2
Each Regiment has a Logistics Group composed of		
1	Naval Lt Commander	Spacesuit + SCA1
16	Naval Logs personnel	Spacesuit + SCA1
10	TRUC	-

Human		Robot	
Marine Officers	18	Combat Robots	0
Marine other ranks	104	Close Support Robots	16
Non-Marines	17	TRUC	18
	139		34

5.3 ESTEELER MARINE REGIMENT

The Greater Federation of Asteel doesn't like to take casualties, hence the higher scale of combat robots. Their doctrine is also one of short sharp actions, hence the lower level of logistic support in the Logs Platoon. They are also less officered than other Marine corps in the Universe, preferring a more relaxed 'flat' hierarchy. It is said that the GFA Marine Corps is entirely run by its Sergeants.

Qty	Rank	Equipment
Regimental HQ		
1	Lt Colonel	Armour SCA2
1	Lieutenant	Armour SCA2
1	Staff Major	Armour SCA2
1	Sergeant	Armour SCA3
3	Marine	Armour SCA2
2	TRUC	-
Each Regiment has Two Marine Companies - Each Composed of:		
Company HQ		
1	Major	Armour SCA2
2	Combat Robot	CR SCA1
Each Company has 2 Marine Platoons – each of		
Platoon HQ		
1	Captain	Armour SCA2
2	Marine	Armour SCA2
Each Platoon Has 4 Sections each of:		
1	Sergeant	Armour SCA3
1	Corporal	Armour SCA3
4	Marine	Armour SCA2
2	Combat Robots	CR SCA1
Each Regiment has a Logistics Platoon composed of		
1	Marine Captain	Armour SCA2
4	Marine Logs Specialists	Armour SCA2
14	TRUC	-

Human		Robot	
Marine Officers	9	Combat Robots	40
Marine other ranks	105	Close Support Robots	16
Non-Marines	0	TRUC	14
	114		70

5.4 SIRIAN MARINE COMPANY

The Sirian Socialist Republic's marine corps chose not to follow earlier practice and call their basic unit a Regiment – instead they call their units 'Companies' in line with the equivalent sized Ground Force formation. The Sirians use far more robots than anyone else, and the Sirian doctrine does not regard a robot as expendable – a robot is (quite literally) a worker like anyone else – in fact they are rather fond of their robots and give them all names.

Qty	Rank	Equipment
Company HQ		
1	Major	Armour SCA2
1	Staff Captain	Armour SCA2
1	Sergeant	Armour SCA3
1	Marine	Armour SCA2
4	Combat Robot	CR SCA1
6	Close Support Robot	APGW
4	TRUC	-

Each Company has three Marine Platoons - Each Composed of:

Platoon HQ		
1	Lieutenant	Armour SCA2
1	Sergeant	Armour SCA3
2	Marine	Armour SCA2
4	Combat Robot	CR SCA1
4	Close Support Robot	APGW

Each Platoon has 3 Marine Squads – each of:

1	Sergeant	Armour SCA3
2	Corporal	Armour SCA3
2	Marine	Armour SCA2

Each Regiment has a Logistics Platoon composed of

1	Naval Lieutenant	Spacesuit + SCA1
4	Naval Logs personnel	Spacesuit + SCA1
20	TRUC	-

Human		Robot	
Marine Officers	5	Combat Robots	52
Marine other ranks	57	Close Support Robots	18
Non-Marines	5	TRUC	20
	61		80

5.5 Marine Deployment

Marine regiments are generally deployed to major interstellar warships.. A full regiment would be the normal complement of a battleship, carrier or heavy cruiser – the heavy hitters of the fleet. In fact the marines often make up 30-40% of the entire crew. During a space battle the marines are used for damage control and are often employed in the weapons control centres.

If an enemy ship is crippled, the marines assemble and use shuttles to board the enemy and secure it. Surviving enemy marines might put up some resistance – but often they do not.

The Marine regiment is regarded by the Navy as one of the primary weapons of a major warship. It provides the Ship's captain with a flexible force that can be used in a variety of roles, where blasting something with heavy ship's energy weapons or nuclear missiles might be regarded as overkill.



The nature of Naval operations is such that fleet units are often sent off on missions on their own. Communication delays with HQ can be periods of days or even months, so ship's captain (and their ships) have to be able to cope with a wide range of situations, from all out military combat to subtle diplomacy. The Marines can provide that subtlety.

Marines are then expected to be able to turn their hand to a range of missions. Here are examples of the sorts of missions marines typically get involved in:

Naval Boarding Action

Following an engagement between major naval vessels, it is often enough to weaken the enemy Starship to the point where the marines can board.

Interstellar starships are enormously expensive and well worth capturing, even if severely damaged. During the



Exterminator war the Marines had some early (but costly) successes when attacking Exterminator Super Battleships when it was discovered that the Exterminators were not configured to defend themselves effectively against an enemy that had boarded them.

Counter-pirate operations

Piracy continues to be widespread – especially in the outer colonial quadrants. Local colonial governments often employ marines to help protect trade from piracy. The most common use is outfitting a 'q-ship'. This is a basic merchant ship, but with a force of marines on board. When the ship is overtaken and boarded by pirates, the marines immediately counter-attack and take the pirate ship before they know what hit them.

VIP Protection

The government often has key personnel that need protecting. The Starship Marines combat expertise, fast reaction speeds and high morale mean that small groups of marines are used as VIP guards in places where the risk is high – for example in embassies to frontier independent worlds (which tend to be a bit lawless).

Raiding

Sometimes a pirate base is found, or a punitive expedition against a rogue independent state is required.

The marines make excellent spearhead troops – landed by shuttle deep in enemy territory and capturing or assassinating key enemy personnel.



STARSHIP MARINE - QUICK REFERENCE SHEET

Sequence of Action

- a. Activating or deactivating robots
- b. Opening or shutting 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.

MOVEMENT TABLE

Troop Type	Tactical	Non-Tact
Starship Marine	15	30
Crewman	10	20
Combat Robot	8	16
CSR and TRUC robots	10	20

FIRE TABLE : Roll 1d10 per weapon firing

RANGE:	<=15	<=15	<=40	<=40	>40	>40
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' 3cm	+1
Target within 10 of ECM & 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 15 cm	Auto	4,5,6
Up to 40cm	3,4,5,6	NO
Over 40cm	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

INDIVIDUAL MORALE – test if:

- 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

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 15	-1
Friendly Marines in sight or within 15	+1
Friendly Combat Robots in sight or within 15	+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 : 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: crew = 1, Officers = 2, Marines = 3.	
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 : Roll d6 when factor applies or changes

< 50% Morale strength	-1
< 25% Morale strength	-2
< 50% Morale strength and not more than 40cm in	-1
< 50% Morale strength and no control rooms	-2
< 25% Morale strength and no control rooms	-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

Don't forget... 0 on the die = 0