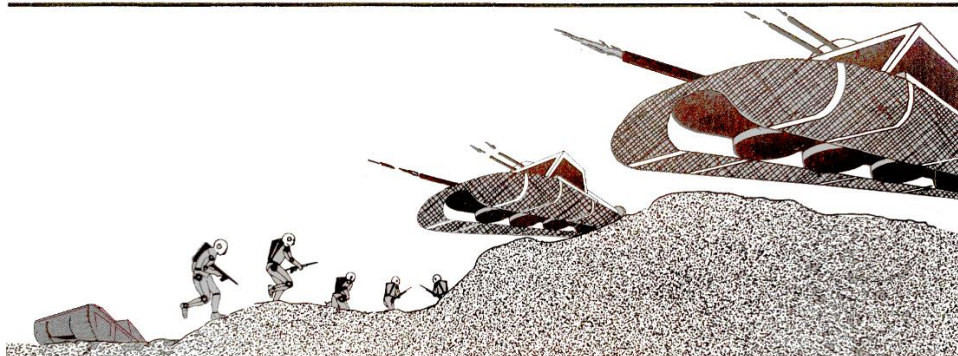# Gunship 2000

Tactical combat rules for use with Stan Johansen's **STAR ARMOR**
or similar, 1/300 scale sci-fi miniatures

Humans always push the limits of technology for an edge against their
adversaries. The first major weapons platform improvement in ages was a
superfast armored assault hovercraft from the Daltom Corp. called the
Gunship Model 2000. Of course, the corporation sold them to all sides in
any dispute; more concerned with profit than any real interest in the basis of
the conflict itself. They followed that with a rapid advancement in vertical
take-off and landing (VTOL) craft, the Heavy Gunship Model 2000-A and
B, and then the rise of the super tanks. These rapid technological
achievements pushed nations to continue developing their military
capabilities. Some countries completely outclassed their neighbors, as those
with more resources and more production means created ever new state-of-
the-art machines of war. Things looked bleak for humanity; however, it
prepared us for the invasion.

Needed for play: Besides these rules, you will need one 6-sided die and
measuring tape per player, plus some 6mm (1/300 scale) sci-fi minis and
terrain.

RULES

Note Regarding Gunships: The word Gunship will be used throughout the rules to refer to both the original Daltom Corp. Gunship Model 2000, and the Heavy Gunship Model 2000-A since they are so similar in operation. Only on the Combat Effects Table (CET), are there separate line entries for the Gunship and the Heavy Gunship individually to define the differences in combat and movement abilities.

UNITS
Units can be an individual vehicle (represented by a single model) or an infantry platoon (represented by a base with 1-3 figures. Because the individual soldiers use powered armor and advanced weapons, each figure is equivalent to a squad of soldiers from previous eras, and 3 of them together are a full strength platoon.

SIDES
The game is designed to be played with two opposing sides with one or more players per side; however, games with 3 or more sides can be played. There are also solo options provided at the end of this rules set.

TURNS
Game turns are taken in an alternating fashion. If not specified in a scenario, dice should be rolled and the high score will go first. For some or all of their pieces: the first side moves, then fires, and then Gunships (because they are so fast compared to other items, their movement is split into 2 half move phases) may move the second half of their movement. Gunships cannot fire after the second half of their move. The only exception to this is when the Gunship moves into a breakthrough situation on its second half of its movement (see BREAKTHROUGH ATTACKS). To avoid confusion, all the pieces that are going to be moved, should do so before any of the attacks are resolved. After the First side has completed their turn, the other side takes their turn in the same fashion. Turns continue to alternate in the same order until the end of the game.

MOVEMENT
Movement is listed as a maximum distance in inches for each unit in the CET. Some things or actions (such as terrain, loading/unloading, landing/taking-off) modify the maximum movement allowance. These modifiers are listed in the appropriate sections.

FIRE

A firer can target any piece within its range and line-of-sight. Hills, cities, or more than 1" of woods block line-of-sight. Only Howitzers and Missiles can fire over terrain obstructions, or while not in sight of the target, but they must have another unit to act as a spotter that does have a clear line-of-sight. Spotter can move and fire normally while acting as a spotter as long as they have a clear line-of-sight at the time of the attack. The maximum firing distance or range for all units is listed on the CET. The Firer and Target each throw one six-sided die. The Firer consults the CET, cross-indexes the unit firing versus the unit targeted, and adds/subtracts the number shown to the die roll. The Target adds any appropriate die roll modifiers from the list just below the CET. If the firers total is higher than the targets roll, the target is destroyed/damaged. Most vehicles are destroyed if hit one time. A few listed can be hit multiple times before being destroyed. If the target is an Infantry Platoon, one squad is destroyed with each successful hit.

AA FIRE

Gunships and Heavy Tanks can fire either their main gun at ground targets, or their AA Cannons at aircraft in a turn but not both. AA Missile Tanks fire only missiles at either ground targets or aircraft.

SECONDARY HITS

Any unit within 1" of a targeted unit must also roll to see if it is destroyed/damaged. Each of the units hit, rolls separately against the firer. The firer's original roll is used (applying the appropriate +/- from the CET for the current target unit). The Secondary Hit target(s) add 1 to their roll since they are not receiving the full effect of the firers shot.

Example: A Heavy Tank fires on a Gunship. The Heavy Tank throws a 2 on the die and adds 2 as indicated on the CET for a total of 4. The Gunship throws a 3. Since the firer's total is higher, the Gunship is Destroyed. A second Gunship is within 1" and must also throw. It gets a 3 also and adds 1 because it is not receiving a direct hit which results in a total of 4. The firer's total of 4 ties the target's, so the target gets away unharmed.

COMBINED ATTACKS

To combine attacks of different weapons on the same target. Using the best weapon firing on the target, look at the CET for +/- modifier as in regular fire, then add an additional point for each additional weapon firing on that target. As above, if firer has a higher total than the target, the target is destroyed/damaged.

Example: A Missile Tank and two Gunships are firing on a Heavy Tank. A Missile Tank firing on a Heavy Tank as the CET shows is even (+0). The firer throws a 3, the target throws a 4, now the firer adds 1 point each for the other weapons firing to give a total of 5 which destroys the Heavy Tank. Secondary hits are taken as described in that section, but it is against the combined attack factors as described here.

BREAKTHROUGH ATTACKS

If a unit attempts to breakthrough and enemy position. The player attempting the breakthrough stops his movement at the point where he would be passing the enemy units. Any enemy units within 3" of the breakthrough can fire on the units trying to breakthrough. Casualties are applied. Then the player attempting the breakthrough can fire with what is left. This alternating fire continues until one side is destroyed. If the breakthrough succeeds that player continues with the rest of the movement. No secondary hits are taken in breakthrough. Combined attacks are permitted. (Note: A breakthrough situation exists any time a unit on its movement phase (including Gunships on their second movement phase) attempts to pass within 3" of an enemy unit.).

CONSTRUCTIONS AS A TARGET

All bridges, buildings, or other type of constructions which are directly fired on, or receive secondary hits, should be considered as Heavy Tanks on the combat effects chart to determine if damage is done to them. Most Construction are destroyed with one such hit. Infantry in buildings that are destroyed are also destroyed. Vehicles or Infantry on bridges that are destroyed are also destroyed.

SUPER TANK AS A TARGET

When firing at super tanks you may fire at the tanks weapons systems, or at its tracks. If firing at a heavy cannon turret, it is considered to be a heavy tank as on the CET. If one of the platforms has AA missiles, it defends as a AA Missile Tank on the CET. If firing at the tracks, see CET. Each successful hit on the tracks slows the tank by 3 inches so after 4 track hits, the tank is disabled.

EFFECTS OF TERRAIN ON MOVEMENT

Rivers/Streams: Slow all ground units including all hovercraft by 2".

Water (Pond, Lake, etc.): No movement for any tracked vehicle. Infantry move 2" per turn in water and cannot fire. All hovercraft lose 2" for entering or leaving water, but add 2" for remaining on water in (including for each half of their move for Gunships and Heavy Gunships). This bonus cannot be used to leave water.

Woods: Infantry, Heavy Tanks and Super Tanks move normally. All other ground units including Gunships move 2" per turn. Gunships also do not get the second half of their move.

Swamp: Infantry move normally. Gunships move 2" per turn and do not get the second half of their move. No other units allowed in swamps.

Cities: Infantry moves normally. Gunships move 2" in each half of their move. All other ground units move 2" per turn.

Roads: Add 2" to all unit movement it they stay on road for entire move. Gunships add 2" to both halves of their move.

STATIC ARTILLERY

The Howitzer, Missile Battery, and AA Missile Battery all are available with a static mount base for less point cost the their mobile mount compatriots. The Light Field Gun is only available with a static base. Although once placed the static weapon cannot move on its own, it can be towed by some vehicles, or it can be transported by VTOLs. All ground vehicles are artillery towing capable accept for Hover Jeeps, Gunships, or Heavy Gunships. It takes one turn to unload & setup (but not fire) if transported inside a VTOL. It can be unhooked and fire on the same turn if towed. It can be packed into at VTOL but not moved in a turn, or hooked up and moved a maximum of ½ the tow vehicle's movement. All static artillery needs at least a 1 squad Infantry Platoon to crew.

EQUIPMENT LIST

Headquarters (HQ), point value 40: This building complex contains a radar dish (treat as a static Radar Carrier), a fuel/amor depot, and a maintenance garage. It defends as a two hit to destroy Construction (Heavy Tank on the CET). Still to come: How to repair/refuel, etc.

Gunship, point value 10: A high speed (150 MPH or more) hovercraft type vehicle armed with a main weapon system which fires laser guided missiles, and an AA weapons system which is also laser guided. This vehicle is only capable of engaging one type of target per turn.

Heavy Gunship-A, point value 15: Essentially the same as a Gunship with heavier armor (defends as Heavy Tank) and better weapons.

Heavy Gunship-B, point value 20: Essentially the same as a Gunship with heavier armor (defends as Siege Tank) and better weapons.

Light Field Gun, point value 5: Not as big or powerful as a static mount Howitzer, but its small size and fitted hover base, makes if very easy to move. This is also capable of firing on either ground or air targets (see STATIC ARTILLERY).

Light Tank, point value 5: A lightly armored vehicle used mainly for recon and infantry support. It is armed with a cannon capable of firing laser guided missiles or high explosive shells.

Heavy Tank, point value 10: And extremely well-armed and armored powerful tank which firers heavy guided missiles, anti-personnel weapons, and anti-aircraft weapons. It can only fire at one target in a turn.

Siege Tank, point value 20: Bigger and improved version of the Heavy Tank. Takes two hits to destroy. It was designed to be a threat to the Super Tank and Giant Mechs.

Super Tank, point value 40: A fortress on tracks, this vehicle although having a crew was controlled by a combat computer was the first step toward a totally computer controlled super weapon. The Super Tank has 4 sets of independently powered tracks, double the armor of the heavy tanks, and is fitted with 2 main weapons platforms. And since they are computer controlled, both main weapons can fire every turn. In addition, since this tank is so big it also has the ability to ram other vehicles (see CET - Super Tank, Ram for ramming). However if the super tank fails to destroy the vehicle it rams, it counts as one track hit on the super tank. The Super Tank can use one or both of the main weapons and use the ramming attack in the same turn. The most common configurations are:
MK1 - has a fore and aft heavy cannon turret each of which fire as a Heavy Tank on the CET.
MK2 - has 1 forward heavy cannon turret which fires the same as a Heavy Tank, and an aft AA Missile.

Howitzer, point value 20: This is a static firing platform with a Howitzer mounted on it. A weapon with extremely long range and fire power (see STATIC ARTILLERY).

Mobile Howitzer, point value 30: A slightly smaller howitzer than the stationary howitzer, mounted on the Universal Carrier chassis. But it still has a respectable range and power. The vehicle may also fire as a 1 Squad Infantry in the same turn as a primary attack.

Missile Battery, point value 5: This is a static firing platform with a heavy missile battery mounted on it giving it good range and knock out power but relatively little protection (see STATIC ARTILLERY).

Mobile Missile Battery, point value 10: This vehicle is a firing platform mounted on the Universal Carrier chassis with a heavy Missile Battery on it giving it good range and knock out power but relatively little protection. The vehicle may also fire as a 1 Squad Infantry in the same turn as a primary attack.

AA Missile Battery, point value 5: A heat seeking missile system mounted on a static firing platform. This is also capable of firing on either ground or air targets (see STATIC ARTILLERY).

Mobile AA Missile Battery, point value 10: A heat seeking missile system mounted on the Universal Carrier chassis. The vehicle may also fire as a 1 Squad Infantry in the same turn as a primary attack.

Mobile Long Range Missile, point value 20: Moves 3" and defends as a Light Armored vehicle. Fires one missile only per game; 12" to infinity. Attacks as a Howitzer with a 3" blast radius (not a Secondary Hit) and an additional 3" that is treated as a Secondary Hit attack.

Mobile Radar, point value 25: Moves 3" and defends as Light Armored vehicle. Provides 6" radius of protection vs all missiles. Targets with the protected are receive a + 4 modifier. Gives entire side +2 to all AA attacks against aircraft.

Infantry Platoon, point value 5: Still the backbone at any conflict the infantry platoon still has its place against these armored monsters with their powered armor and high energy weapons. They can disembark, move, and attack in the same turn even if their transport moved full. Similarly, they can move and load onto their transport which can then still also move full. A full platoon is three squads. Casualties come off one squad at a time. Partial platoons can merge by simple moving into contact.

Hover Jeep, point value 5:   Moves 8". Attacks and defends as 1 squad Infantry Platoon.

AFV, point value 5: Moves 6". Defends as a Light Armored vehicle, transport 1 platoon. AFV turret gun attacks as 2 Squad of Infantry.

Light Hover Truck, point value 5: Move 8". Defends as Artillery, transports 1 platoon.

Heavy Hover Truck, point value 5: Moves 6". Defends as Artillery, transports 2 platoons.

Giant Mech, point value 40: Move through terrain as Infantry Platoon. Takes two hits to destroy.

Similar to a Super Tank with legs, it has a crew with weapon firing controlled by a combat computer. It also contains double the armor of heavy tanks, and is fitted with 2 main weapons platforms. And since they are computer controlled, both main weapons can fire every turn. Giant Mechs carry a heavy cannon rifle which fires as per the Heavy Tank on the CET. They also have a built in AA missile battery which fires the same as a Mobile AA Missile Battery. In addition, since the Mech is so big, it also has the ability to attack other adjacent units in combat (see CET - Giant Mech, HTH for hand-to-hand combat). The Giant Mech can use its AA missile battery and use the HTH attack in the same turn.

VTOL - Transport, point value 5: Can move all or part of its movement per turn, Takes 3" of its movement to load or unload. Landing or taking off takes 1" of its movement. Troops in a destroyed transport are also destroyed. Transport VTOLS can carry 3 Infantry Platoons, or 1 Infantry Platoon & 1 Howitzer, or 1 Light Tank.

VTOL - Combat, point value 25: Can move all or part of its movement per turn, Takes 3" of its movement to load or unload. Landing or taking off takes 1" of its movement. Troops in a destroyed transport are also destroyed. Combat VTOLS can carry 1 Infantry Platoon.

Fighter Bomber, point value 20: A VTOL Fighter Bomber jet aircraft designed for ground support. Armed with a dual capability missile system which allows it to fire on ground or air targets with the same missile. It is also armed with a laser cannon. It is not hover capable so it must use all the movement each turn unless taking off or landing. It loses 3" of movement for each turn of up to 45°. On the ground, aircraft move 3" per turn and cannot fire. Aircraft must land to refuel after 10 turns operating. They carry 1 missile and a laser cannon but can only firer one weapon per turn. And these weapons can only be fired toward at targets within a 45° arc. After firing its missile, the aircraft can land to rearm another missile, which takes 5 turns. They can rearm at a HQ.

SOLO PLAY RULES

DICE
Using two different colored dice when rolling for an attack (i.e. a red die for the attacker and white for the target), will speed play by allowing attacks to be resolved by rolling the set of dice one time.

EASY METHOD
Fight an attack verse a fortified defending force scenario and control both sides. The defending side does not move except to replace losses at key locations or to counter areas that are being heavily pressed. You must commit to playing them smart. For example, do not just keep feeding replacement into a kill zone. Having a 12"x12" city with an HQ at its center, plus 4 Radar Carriers should make a stout fortification. With it, a 200 point force should be able to defend against an attacking 400 point force if playing a complete elimination game. I.e. the attacker only wins if all the defenders (including the HQ) are destroyed. Other scenarios and force sizes will require some experimentation to develop a balanced game.

ADVANCED METHOD
TBD – In development

COMBAT EFFECT TABLE

TARGET	LA @	HG-A, Heavy Tank	Super Tank	HG-B, Siege Tank	Artillery & Trucks	Infantry Platoon	Fighter Bomber	VTOL: Air/Ground	Range Inch	Move Inch
FIRER										
Gunship	+ 0	– 2	– 3	– 4	+ 1	+ 0	– 2	– 2 / + 1	6"	5"+5"
Heavy Gunship-A	+ 1	– 1	– 2	– 2	+ 2	+ 1	– 2	– 2 / + 2	9"	5"+5"
Heavy Gunship-B	+ 2	+ 0	– 1	– 1	+ 3	+ 2	– 2	– 2 / + 3	9"	4"+4"
Light tank	+ 0	– 2	– 3	– 3	+ 1	+ 0	NA	NA / + 1	6"	5"
Heavy Tank	+ 2	+ 0	– 1	– 1	+ 3	+ 2	– 2	– 2 / + 3	9"	4"
Siege Tank	+ 3	+ 1	+ 0	+ 0	+ 3	+ 3	– 2	– 2 / + 4	10"	5"
Super Tank, Ram	+ 2	+ 0	– 2	– 3	+ 2	– 4	NA	NA / + 3	Touch	6""
Giant Mech, HTH	+ 3	+ 0	– 2	– 3	+ 2	– 4	NA	NA / + 3	Touch	5"
Missile Battery *	+ 2	+ 0	– 1	+ 0	+ 3	+ 2	NA	NA / + 3	18" (12")	0" (3")
Howitzer *	+ 3	+ 2	+ 1	+ 0	+ 3	+ 3	NA	NA / + 3	24" (18")	0" (3")
Inf. Platoon, Full	+ 0	– 2	– 3	– 2	+ 1	+ 0	– 4	– 3 / + 1	3"	3"
AFV / 2 Squad	– 1	– 3	– 4	– 3	+ 0	– 1	NA	- 4 / + 0	3"	6" / 3"
Hover Jeep / 1 Squad	– 2	– 4	NA	– 4	– 1	– 2	NA	NA / – 1	3"	8" / 3"
AA Missile Battery *	– 1	– 3	– 4	– 4	– 1	– 1	+ 0	+ 0 / – 1	18" (12")	0" (3")
Fighter Bomber %	+ 3	+ 2	+ 1	+ 1	+ 3	+ 3	+ 0	+ 0 / + 3	12"	12"
Light/Heavy Hover Truck (No fire at all)										8" / 6"
VTOL # (Transport - no fire at all. Combat - fires as Gunship and as AA Missile Battery each turn).										10"

Notes:

NA	Not Allowed
HG-A	Stands for Heavy Gunship-A
HG-B	Stands for Heavy Gunship-B
@	LA means Light Armored: Hover Jeep, AFV, Gunship, Light Tank, Missile Tank, Mobile Howitzer, AA Missile Tank, Long Range Missile,
*	Distanced in ( ) are for Mobile mounted equipment.
%	Matrix lists Fighter Bomber's Rocket attack of which it gets 2 per turn. Plus, its cannon fires as per the Gunship.
#	VTOL landing or taking off, – 1" movement.
+/-	These are the Firer's Die Roll Modifiers. The Target's Die Roll Modifiers are listed below.

Target's Die Roll Modifiers:

+ 1: is receiving a Secondary Hit instead of a directly targeted hit, or is a vehicle in Swamps/Woods

+ 2: is a vehicle in City, or is infantry in Swamps/Woods

+ 3: is infantry in City

+ 4: is in the area protected by radar versus any missile