

Meka Tac – GSRE Combined Arms Rules 0.1 WIP

The Joy of Support Units

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Please note: this is a Work In Progress. It's neither official nor complete. Heck, I haven't ever playtested it yet!

Giant, stompy robots are a reality on the battlefield of Meka Tac and have been for quite some time. Support units are trained to fight in this environment. No "dragon fear" here.

Action Cards may not be played on Support Units.

Mechs attacking a hex containing multiple support units must designate one of those units as the target. HE munitions still damage everything within their blast radius.

All Support Units have unlimited ammunition.

Support Units do not roll on the Critical Hit Table if they receive 10 or more points of damage - most of them do not have 10 Hits.

Infantry and vehicles may cross streams at the usual Move Point cost, but not water hexes. Secure those bridges, dammit.

Only aircraft have facing and must change facing, all other units have 360° facing and do not pay Move Points to change facing.

No more than 3 Support units may be in any one hex.

Combined fire - Support units may combine fire IF in the same hex. Select 1 primary attacker. His roll is +1 for each additional unit combining fire. If attack hits, add $\frac{1}{2}$ the D roll of each additional unit to his full roll. Example: 3 MBTs in the same hex combine fire. The primary attacker gets +2 to hit for the 2 other MBTs. If he hits, the damage will be D10 + D5 + D5. That's 3 separate rolls for damage, not a D20. It does count as a single attack, so - assuming the target was a mech - 10 or more points of damage gets a roll on the Critical Hit chart.

Support Unit Stats

D = Damage die

R = Range (in hexes)

H = Hits

MP = Move Points

Infantry – Ignore all terrain movement modifiers except water & two or more elevation changes. Infantry is -2 to be hit by anything other than another infantry unit due to their ability to find cover. This is in addition to any cover bonuses granted by terrain they occupy. Infantry riders in trucks, APCs or other transports may board or disembark, but not both in the same

turn, yet may attack while doing so.

Light Infantry D4 R2 H5 MP3

Heavy Infantry D6 R3 H6 MP2

Powered Armor Infantry D8 R4 H6 MP6

Vehicles -

Recon Buggy D4 R2 H8 MP8

Truck D0 R0 H6 MP8 - May carry one unit of light or heavy infantry. Riders may attack at normal values.

APC D4 OR +2 to Infantry riding in it, R3 H8 MP6 - May carry one unit of light or heavy infantry. Infantry may survive the destruction of an APC: 1-3 on a D6

Self-Propelled Artillery D12 R12 H8 MP4 - Indirect fire.

Skimmer D8 R8 H8 MP8 - Treat water as clear/road for movement and cannot enter woods or rough terrain.

Missile Tank D10 R14 H10 MP4

Main Battle Tank D10 R8 H15 MP5

Aircraft - Aircraft have facing and must change facing to "turn". All attacks have Front Arc. All attacks at $\frac{1}{2}$ range against a unit in a ground hex are treated as indirect fire.

Attack Gyro D6 R6 H6 MP12

Transport Gyro D4 R3 H8 MP10 May carry one unit of light or heavy infantry.

Fighter D8 R10 H6 MP16

Bomber D6 R4 H8 MP14 - May make a bombing attack at an altitude of 10 hexes or less into the ground hex directly underneath it. This bombing attack is D12 and HE with Indirect fire.

Heavy Bomber D8 R3 H12 MP12 - May make a bombing attack at an altitude of 10 hexes or less into the ground hex directly underneath it. This bombing attack is D16 and HE with Indirect fire.

Suggestions: use a die to keep track of hits on a Support Unit.

New Strategic Support Card: Insertion Pod - 20 points - An insertion pod may transport up to 3 units of Powered Armor Infantry or one small mech anywhere on the battlefield. Select a hex, and then roll 2D6 of two different colors. One is the direction of the drift and the other is the number of

hexes in that direction it actually lands. If it drifts off the battlefield, it is considered lost, out of the game, and counts as Victory Points for the other side.

Things yet to be determined...

"Costs" of units.

END.