



# STAR FLEET MARINES



## HOVERCYCLES

Hovercycles are a new vehicle type. They have no weapons and are not considered armored vehicles. They are used to mobilize infantry for missions that require quick mobility (outside the range of enemy weapons). It is assumed that infantry units given hovercycles have been trained on them before the scenario; other infantry units cannot just jump on an abandoned hovercycle and ride it into the sunset (let alone into combat). (No unit without a hovercycle is trained to use it in a tactical situation.)

### General

Hovercycles can be used by any infantry type, including snipers, engineers, commando, militia, prime team, headquarter, sniper, and heavy weapons units. They cannot be used by civilians.

A marker is provided to note the presence of enough hovercycles to carry one infantry unit. (Militia units would need two hovercycle markers.) An infantry unit riding on hovercycles is placed *with* the marker; when the infantry dismounts the marker (placed in the hex where the infantry dismounted) indicates the place where the hovercycles were left.

Each hovercycle marker costs 0.2 points for (L9.3).

### Movement

Infantry on hovercycles have a movement allowance of eight.

Infantry pay one (of their own) movement points to mount on their hovercycles, and pay one (of their own) movement points to dismount from their hovercycles. If an infantry unit mounts on or dismounts from a hovercycle unit this reduces the movement allowance of the hovercycles by one. (Mounting and dismounting in the same turn would reduce the hovercycle movement allowance to 6.)

Hovercycles treat terrain differently from other units types, as they are a different type of vehicle. Hovercycles pay one movement point per hex for open, rough, light forest, crops, marsh, lake, river, pond, stream, town, sand, scree, or swamp. They do not pay extra to climb hills but cannot cross cliff hex sides (in either direction). They pay two movement points for any kind of forest or town hex. They pay 1/2 movement point to move from one road hex to another along the road. Hovercycles can cross lava (up to three hexes during any given turn) but cannot stop on lava hexes. They can stop on water hexes but if the infantry dismounts on a water hex the hovercycles are lost.

Experimental: Hovercycles can fly "over" forest or town hexes, paying one movement point per hex, but if they do so they are move vulnerable; enemy units firing on them gain a -1 die roll bonus.

### Combat

Infantry on hovercycles can fire their weapons but are sometimes more vulnerable to enemy fire. (The firing is actually done when the unit is stopped.) Enemy units firing at an infantry unit mounted on hovercycles gain a -1 for their die rolls. Opportunity fire at a moving hovercycle unit has a +1 penalty.

If using (L7.27) four stun results destroy a hovercycle marker.

If a unit mounted on hovercycles (or dismounted in the same hex as their hovercycle marker) is destroyed, the hovercycles are also destroyed.

The hovercycle marker cannot move unless infantry is mounted on it. The general concept is that hovercycle infantry move quickly

to find the enemy and then dismount (preferably outside the field of fire of enemy weapons).

A given dismounted squad leaves their hovercycles unguarded; a larger unit could leave a squad or two behind to protect the hovercycles from a small enemy force that gets behind the deployed hovercycle infantry. Enemy units can destroy an unoccupied hovercycle marker by entering the hex and spending one movement point, or by attacking them from another hex using weapons and treating the unoccupied hovercycles as a "truck" for combat purposes. Enemy infantry cannot "capture and use" hovercycles unless they are themselves hovercycle infantry.

A mounted hovercycle unit which is stunned automatically dismounts unless it uses (L7.22) to retreat.

Hovercycle units must dismount to gain the benefits of improved battle positions (L7.24), vehicle battle positions (L7.25c), towns, or bunkers.

