



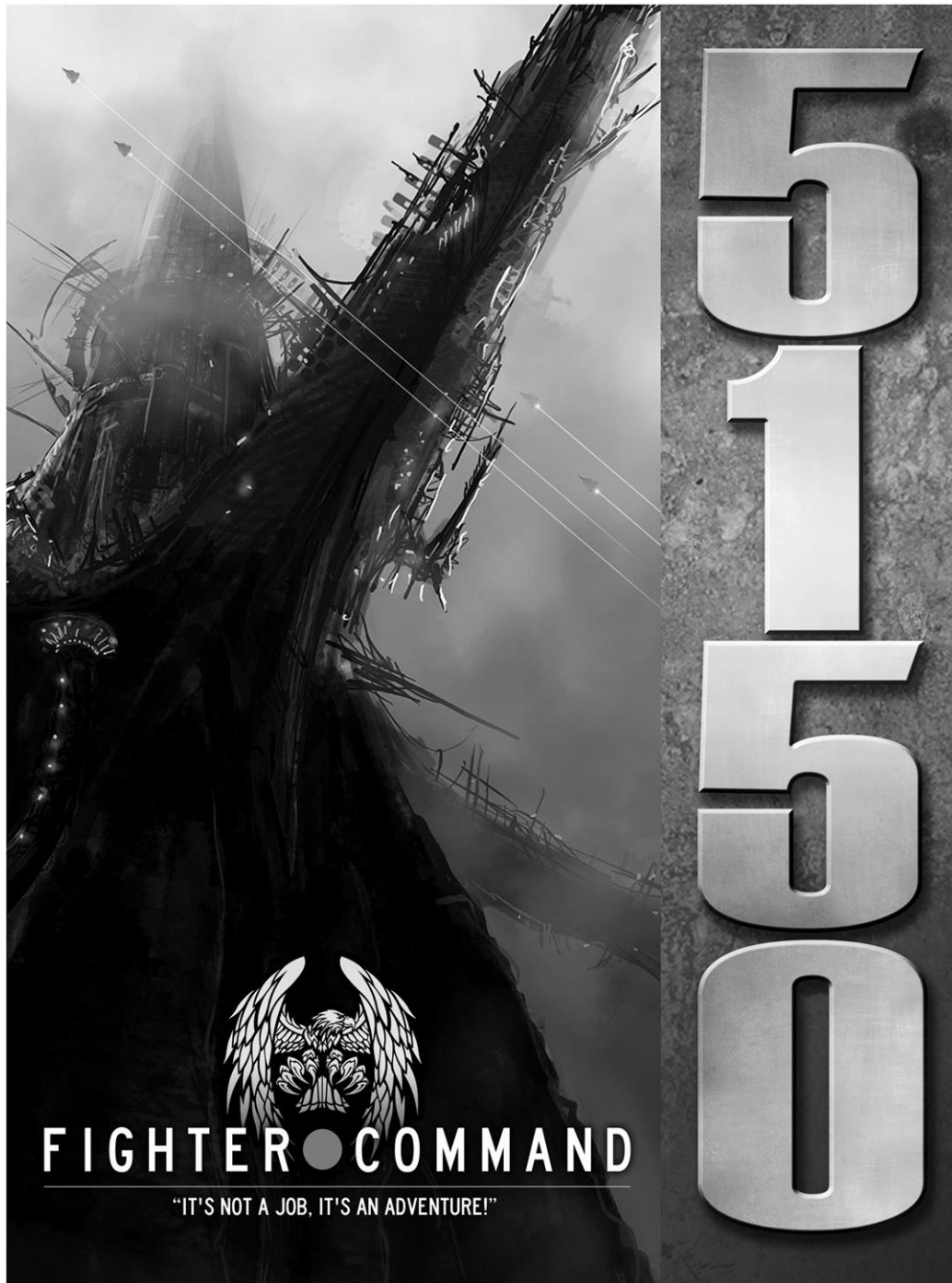
# FIGHTER ● COMMAND

"IT'S NOT A JOB, IT'S AN ADVENTURE!"

5150

**5150: FIGHTER COMMAND**

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***BY JAVIER HERRERO & ED TEIXEIRA***

***COVER BY PAUL KIME***

## ***5150: FIGHTER COMMAND***

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# 5150: FIGHTER COMMAND

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**The THW Yahoo Group:** For continued support and ideas. 5600 members and still growing!  
**And Lil...**



# ***5150: FIGHTER COMMAND***

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## PROLOGUE

### JOIN THE FIGHTER COMMAND!

*It's not a job, it's an adventure!*

*"Yeah right, whatever. Okay, listen up kid. I'm not going to sugar-coat it for you. The Star Navy is hell and Fighter Command is even worse. You're the first to arrive and the last to leave. What do you really do? Well, let me tell you son..."*

\*\*\*\*\*  
Simply put you're the Commander of a Flight of combat spacecraft trying to keep your men alive while completing your Missions. They say the Star Navy is the tip of the Gaea Prime spear; *well that makes you the tip of the tip!* Your enemies are many. The Empire is hungry and growing, and that means you're always at war. As a Star Navy Flight Leader you'll be fighting other humanoids, alien races and --- things that don't fit into either class. Their faces may change, but the enemy is still the enemy, and you have a job to do.

So hop to it Pilot!

\*\*\*\*\*  
*You don't even feel the bumps anymore, too many launches for that. Damn, Pilots are getting younger and younger -- or maybe you're just getting older? The green light flashes and you run your final systems check. All's good and you brace for blast off. BAM! The gate drops and the fighters of your Squadron hurtle away from their carrier and immediately spread out as they come under fire. This furball is danger close!! The last thing you remember is ...*

### FIGHTER COMMAND!

*It's not a job, it's an adventure!*

### FIGHTER COMMAND - WHAT IS IT?

5150: FIGHTER COMMAND is a complete set of miniature rules that allows you to take your spacecraft into combat across known (and unknown) space. It's a game about Pilots, Fighters, Capital Ships, strafing runs, torpedoes, minefields, asteroids and much more. While it's designed for the THW's 5150 Universe, you can use these rules for any setting and figures.

*What's more – it's Hollywood space opera, baby!* If you're looking for a hard sci-fi type game with a few Capital Ships gaining experience, and using a variety of skills, this ain't it!

THAT would be 5150: FRINGE SPACE, coming in the near future.

However, there are enough general similarities between 5150: STAR NAVY and 5150: FIGHTER COMMAND that you can easily set up a Fleet Mission with 5150: STAR NAVY, and then “zoom” in on the action using 5150: FIGHTER COMMAND for that close and personal combat.

Now, it's time to kick the tires and light the fires, flyboy!

## INTRODUCTION

5150: FIGHTER COMMAND is a set of fast-paced space combat skirmish rules that can be played with any ships, of any scale, you may already have. Games are usually finished in two hours or less. Before we go into detail about the game, let's explain the cornerstone of all Two Hour Wargames rules, *the Reaction System*.

Traditional games use a turn sequence known as “IGO, UGO”. This means that I move my figures, fire, we do some melee and maybe you do a morale test or two – and then you go and do the same.

THW uses what is called the *Reaction System*. In this system your side *activates* and you move part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Pay particular attention to the Reaction Tests as it may be different than what you are used to!

### WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. Some will have small exercises to do or questions to answer. Doing them will allow you to learn the rules faster and correctly. If you have a question about the rules, just keep reading, as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group link below for answers to questions and free downloads.

<http://games.groups.yahoo.com/group/twohourwargames/>

With over 5500 members you can expect a response within 24 hours. Now let's get started.

## 5150: FIGHTER COMMAND

### NEEDED TO PLAY

You will need a few things to play *5150: FIGHTER COMMAND*. They are:

- Six-sided dice, also known as d6. It is best to have at least six of these, and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player.
- Any combination of metal, plastic or paper ships in a consistent scale of your choice.
- Something to represent terrain features.
- A 3'x3' flat surface but you can play with a larger one if desired.

### THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- Scoring a 1/2D6.

### PASSING DICE

This way to use the dice is to roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be *Reputation* (page 6), *Investment Level* (page 44) or something entirely different.

- If the score is *equal or less* than the Target Number the d6 has been passed.
- If the score is *higher than* the Target Number then the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.

*Isn't passing 0d6 like failing 2d6?* No, because we are counting the number of *passed* d6.

*Example – 2<sup>nd</sup> Lieutenant Spellman (Rep 4) must take a Received Fire Test. The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed.*

### COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

*Example: The Pirate Pilot (Rep 4) wants to taunt his Hishen opponent. Both roll d6 equal to their Rep. The Pirate rolls 4d6 and scores a 1, 3, 3, and 5. This translates into three successes (1, 3, and 3).*

### POSSIBILITIES

When you see numbers in parenthesis such as (1-2), this means that there is a chance of that event happening based on a 1d6 roll.

*Example – (1-2) - PEF moves 8" directly towards nearest player group. I roll a 1 so the PEF moves in this manner.*

### READING AND ADDING THE DICE

And sometimes you simply read the result as rolled. When rolling 2d6 you add the scores together to get a total.

*Example – On the Terrain Generator Table (page 42) I roll a 3 and a 6 for a total of 9.*

### SCORING A 1/2D6

There may be times when you need to generate a 1/2D6 result. Here's how we do it:

- Roll 1d6.
- Divide the score by 2.
- Round up to the nearest whole number.

*Example – Lt. Pink is flying a Patrol Mission and encounters 1/2D6 Hishen fighters. I roll 1d6 and score a 5. This is converted into a result of 3.*

### HOW MANY D6?

How many d6 do you roll? Look in the upper left corner of each table. The number tells you how many d6 are rolled. This will usually be 2 or 1 or maybe a word like Rep or Target. That means roll 2d6, 1d6 or 1d6 for each point of whatever word.

## 5150: FIGHTER COMMAND

*Example – A Star Navy Pilot (Rep 4) wants to use afterburners so I toss 2d6 versus his Rep to see how many extra inches he will move. The Star Navy Pilot later fires his two laser cannons at a Hishen fighter. Looking on the Fighter Ranged Combat Table (page 26) we see the word Target. This means he will roll 1d6 per point of his weapon Target Rating. The Star Navy Pilot will roll 6d6, 3d6 for each laser cannon.*

## MODELS AND TERRAIN

Literally dozens of ships can be used with 5150: FIGHTER COMMAND. There aren't any official ships, so play with whatever you already have.

You can choose from metal ships, plastic ships, or even paper ships of any scale. The best part is that you can use any of them and still play 5150: FIGHTER COMMAND. If you don't already have ships, you can find them in gaming stores, at conventions, or online. Some good examples of fighters can be found here:

- Brigademodels.co.uk
- StudioBergstrom.com
- EM4miniatures.com.

For Capital Ships I suggest looking for toy star ships from movies like Star Wars, etc.

Finding terrain can be handled the same way, or you can build it from scratch. Some very nice terrain mats are available online that will work just fine. I use EBay as one source for terrain; it is also a good way to find painted ships.

The game can be played either on a hexagonal or a non-hexagonal surface. When playing on hexagonal surfaces just convert hexagons into inches. That is, one hexagon equals one inch.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

<http://games.groups.yahoo.com/group/twohourwargames/>

## BASING SHIPS

Each ship represents one real Fighter or Capital Ship. The easiest way to base your ships for 5150: FIGHTER COMMAND is one ship on one hexagonal base, two or more bases if needed for a large Capital Ship model.

Big Capital Ships, Asteroids, and Mine Fields may not need to be mounted, but if they are, be sure to use the smallest basing necessary.

In terms of model size, use what feels right to you. As a rough guide, if a Fighter is 1" long, then a Light Capital Ship may be 2-3 x larger than the Fighter, a Medium

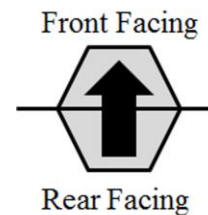
Capital Ship may be 4-5 x larger than the Fighter, and a Heavy Capital Ship may be 7-8 x larger than the Fighter. Make sure to mark the "center" point on the base from which you'll measure all ranges, LOS, etc.

Yes, this is fudging a bit but we want to make it easy to see the Class of the ship without going overboard.

## DEFINING FACING

Shooting to the rear of an enemy depends upon the actual physical location of the attacker when it is firing. To qualify as a rear attack, the attacker must end its movement behind the front facing of the target.

- The front facing is defined as 90 degrees to the left and right of the front of the ship. When using hexagons this would be the three front hexes based on the way the ship is facing.
- The rear facing is defined as 90 degrees to the left and right of the back of the ship. When using hexagons this would be the three rear hexes opposite the way the ship is facing.



## DEFINING ASPECT

There's one more important concept in 5150: FIGHTER COMMAND, which is *Aspect*. Aspect is the direction from which an enemy Fighter is attacking. This helps determine what Special Maneuver (page 16) a Fighter will choose during a Dogfight (page 17). Here's an illustration showing the six aspects as they apply to a target.



If not playing on a hexagonal grid the players simply eyeball the Aspect and agree to it before firing.

### TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the Quick Reference Sheets, also called the QRS. When reading a section it is recommended that you review the table in question.

### WHY SO MANY?

Your *5150: FIGHTER COMMAND* games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want a realistic campaign then use the tables that are provided. *5150: FIGHTER COMMAND* is like a toolbox. You may not need all the tools, but they are there if you do!

### STOP!

*5150: Fighter Command* uses six-sided dice called d6. You will be asked to roll them in five different ways.

*Passing Dice* = Score equal or less than the Target Number.

*Counting Successes* = A score of 1, 2 or 3.

*Possibilities* = Numbers in parenthesis providing a chance of an occurrence.

*Reading and Adding the Dice* = Reading each die score individually and when rolling 2d6 adding the scores together.

*1/2D6* = Used to get a result of from 1 to 3 cutting the score in half and rounding up.

The game is played with ship models where one model equals one Fighter or Capital Ship.

There are two facings: the front and rear, each 180 degrees wide.

There is also Target Aspect which is the direction an enemy ship is coming from, using a 1-6 number corresponding to hex side facings, or a 60° direction.

### PILOTS, CAPTAINS AND CREW

Where applicable and for continuity sake we will sometimes refer to Pilot, Captain and Crew in the same section. This is when the subject applies to two or more so as to not repeat the information.

FYI – Non-Player Capital Ships will have a Crew only. Player Capital Ships will have a Captain (you) and the Crew.

### STARS AND GRUNTS

There are two types of Pilots (or Captains for Capital Ships), called *Stars* and *Grunts*.

**STARS** – This represents you, the player. We suggest your Star begin with a Reputation of 5.

**GRUNTS** – These are the Pilots and Captains that do not represent a player. They may be friends or foes and will come and go as the game progresses. All Grunts are controlled by the game mechanics.

### WHY USE STARS?

One question that may be asked is why do we use Stars in Two Hour Wargames? It's because of the Reaction Tests (page 21).

All Grunts are controlled by the Reaction Tests. They will behave according to their quality and training, but more importantly will respond to the situations that *you* put them in. This is important to remember. You *act* with the Grunts; they *react* to what you do. Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.

But Stars? *That's you*. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separates you from the Grunts.

### STAR ADVANTAGES

As a Star in *5150: FIGHTER COMMAND* you have five important advantages. These are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will
- Bonus Dice

### STAR POWER

Usually reserved for Stars but sometimes found in some Grunts if players desire, Star Power is the ability of a Pilot to ignore normally disabling damage. This ability can only be used when the *Pilot* is injured and does not affect the ship. Pilots will be injured when the cockpit has been hit or the Fighter destroyed. Let's explain the three stages of injury, from least to worst.

- **Stunned** - When the Pilot is Stunned he cannot respond and cannot act or react for one full turn of *activation*.
- **Out of the Fight** – In *5150: FIGHTER COMMAND* the Pilot is *temporarily* unconscious. He cannot

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act or react until he recovers. To recover, when the Pilot is next *active* roll 1d6 versus its Rep. On a result of pass 1d6 he recovers and acts normally while a result of 0d6 he remains Out of the Fight. *Note that this is different than other THW games that you may be familiar with.*

- **Obviously Dead** – The Pilot has sustained obviously fatal injuries.

Stars start with Star Power equal to their Rep. Whenever a Pilot with Star Power takes damage it will roll a number of d6 equal to its *current* Star Power. Read each d6 as rolled:

- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays but the d6 is retained for future use.
- Any result of 6 means the damage stays but the die is removed from the Pilot's Star Power for the rest of the Mission.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

*Example: A Star with a Rep of 5 is hit by Laser Cannon fire. He takes one hit in the cockpit which results in being Obviously Dead. The player rolls 1d6 per point of the Star's REP or 5d6 in this case.*

*The results are 2, 2, 4, 5, and 6.*

*The two 2s reduce Obviously Dead to being Stunned.*

*The 4 and 5 have no effect and the 6 means the d6 is discarded and the Star has only 4 points of Star Power for the remainder of the Mission.*

### LARGER THAN LIFE (LTL)

5150: FIGHTER COMMAND can be used to capture the cinematic flavor of Sci-Fi action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star.
- The worse result a Star could receive would be Eject (page 22).

*Example- A Hishen Star (Rep 5) is shot at by a Star Navy Pilot (Rep 4) and the hit results in the ship being destroyed. The Hishen Star uses his Star Power but to no avail. The Hishen Star declares he is using his Larger Than Life advantage and is Ejected instead of being killed.*

*Note that Larger Than Life is applied after Star Power is used.*

### CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He and his ship are immediately removed from the table and whisked to safety.

When a player chooses to Cheat Death his Rep is immediately reduced by one level.

*Example - A Hishen Star (Rep 5) is shot by a Star Navy Pilot (Rep 5) and his ship is destroyed. The Hishen Star uses his Star Power but to no avail. The Hishen Star declares he is Cheating Death and is whisked from the table to safety. He and his ship are still alive but he is now reduced to Rep 4.*

*Note that Cheating Death is applied after Star Power is used.*

### FREE WILL

Each time a Star must take either of the following two Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice*. These are the following tests and are noted with an asterisk (\*) next to it on the QRS:

- Received Fire (page 22).
- Ship Down (page 22).

*Example - Star Navy 1<sup>st</sup> Lieutenant Viker (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and return fire. Later 1<sup>st</sup> Lieutenant Viker is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 and is Stunned. He can now use his Star Power (page 4).*

### BONUS DICE

Every Star is allowed Bonus Dice during each Mission (page, 44). Here's how it works:

- The Star receives one Bonus Die for each level of Rep. A Rep 5 Star would receive 5 Bonus Dice.
- The Star can choose to use one or more Bonus Die anytime during the Mission for anything. Once a Bonus Die is used it is discarded but recovered after the Mission.
- Bonus Dice can be rolled one at a time and do not have to be declared to being used at the same time. If you do not like the result simply roll another die!

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*Example - 1<sup>st</sup> Lt. Blacksmith must take the Recover From Knock Down Test. He rolls 2d6 and scores a result of pass 1d6. He does not like that result so rolls a Bonus Die. As it doesn't change the result he chooses to roll another Bonus Die. This gets him to passing 2d6 so he is happy. After he rolls the Bonus Dice he loses them until after the Mission.*

## REPUTATION

*Reputation or Rep* represents a combination of training, experience, morale and motivation. Rep is an expression of a Pilot's overall combat ability. Both Stars and Grunts use Rep.

There are five possible starting levels of Reputation:

- **Rep 6** - These action heroes are few and far between. They are the stuff of legends.
- **Rep 5** - These are veteran of numerous successful missions. Combat experienced officers, elite Pilots and Aces would have a Rep of 5.
- **Rep 4** - These are reliable Pilots and Crews of some experience. These personnel make up the bulk of most Navies.
- **Rep 3** - These are personnel of unknown quality who have seen little or no action. Newly trained Pilots and Crews going into combat for the first few times would have a Rep of 3.
- **Rep 2** - This Rep is reserved for Civilians or injured Pilots.

*Remember, Stars always start with a Rep of 5.*

### NOTE

Okay flyboy, here's the deal. Your Star will be Rep 5 but you will be Rep 3. Here's what I'm talking about. It takes time to learn the rules. Not just how to move, shoot, etc. I mean really learn them. Like when to fight, when to run, how to handle two enemies at once. So making you a Rep 5 at the start gives you some cushion while you're learning and making mistakes. Now let's start learning those rules!

## ATTRIBUTES

Attributes are used to further define the different types of Pilots, Crews, and Races found in 5150: FIGHTER COMMAND. Using them will really make your ships unique. But if you desire a more vanilla game, simply ignore them.

When using Attributes it's best to limit them to your Star and the Grunts of your Flight, and not use them for the NPCs unless using Aliens or as noted in the Mission. But the choice and level of detail you desire is yours.

*An Attribute is an ingrained trait or behavior that is demonstrated over the life of the Pilot, Crew, or Race.*

There are three types of Attributes.

- *Fighter Attributes* are only available to fighter Pilots.
- *CapShip Attributes* are only available to the Captains and Crews of Capital Ships.
- *Crew & Race Attributes* are available to Fighter Pilots, CapShip Captains and their Crews and are based on their Race and Navy.

## HOW MANY

Humans or Basics, as they are called in the 5150 Universe, will have one or more Attributes. Stars are allowed two Attributes. Grunts are allowed only one. Some Crew Attributes may be added to them as well.

## HOW TO DETERMINE ATTRIBUTES

Attributes are determined in the following ways:

- Stars are allowed to choose one Attribute and then roll for the second.
- Grunts must roll for their Attribute.

Here's how you roll for an Attribute.

- If you're a Fighter Pilot roll 1d6. This tells you which Fighter Attribute Table to consult.
- If you're a Capital Ship commander go to the Capital Ship Attributes Table.
- Next roll 1d6 to determine which Attribute to use from that table.

*Example - Char is a Rep 4 lieutenant. She rolls a 1 and then a 5. Looking on the 1 Fighter Attribute Table I go to the 5<sup>th</sup> Attribute. Char is a Born Leader.*

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### FIGHTER PILOT ATTRIBUTES

TABLE 1 (1-2)

#	FIGHTER PILOT ATTRIBUTE
1	<b>Initiative:</b> Counts one Rep higher for <i>activation</i> purposes when operating alone.
2	<b>Lucky Bastard:</b> Can change a result of Obviously Dead or destroyed Fighter to a miss but only once per Campaign.
3	<b>Iceman:</b> Treat Change Course as if Carry On.
4	<b>White Knight:</b> Will not shoot defenseless targets.
5	<b>Born Leader:</b> When taking the Received Fire and Ship Down Tests any friendly ship within 5" and in LOS to the Born Leader will react as it does regardless of what their reaction would have actually been.
6	<b>Poser:</b> Will roll only 1d6 when taking the Received Fire and Ship Down Tests.

TABLE 2 (3-4)

#	FIGHTER PILOT ATTRIBUTE
1	<b>Expert gunner:</b> +1 to hit when firing your guns.
2	<b>Coward:</b> Treats a result of Change Course as Retire.
3	<b>Rage:</b> Count a +1d6 bonus for attempting Special Maneuvers when behind an enemy.
4	<b>Taunting:</b> Character must Taunt every enemy Fighter he sees.
5	<b>Slow to React:</b> Suffers a -1d6 penalty when taking the In Sight Test.
6	<p><b>Drunkard (or Druggie):</b> Roll 1d6 at the start of every Mission. If the score is higher than the Pilot's Rep or a "6" is rolled toss another 1d6 and consult the table below:</p> <ul style="list-style-type: none"> <li>• (1 - 2) Takes the Afterburners Test with only 1d6. Will also Side Slip randomly halfway through its move, once per <i>activation</i>.</li> <li>• (3 - 4) Performs as if has Slow to React Attribute.</li> <li>• (5 - 6) Performs as if has Iceman Attribute.</li> </ul>

TABLE 3 (5-6)

#	FIGHTER PILOT ATTRIBUTE
1	<b>Lightning Reflexes:</b> Counts a +1d6 bonus when taking the In Sight Test.
2	<b>Unlucky:</b> Anytime a friend within 3" of the Pilot is hit by weapons fire there is a chance (1-3) that you will suffer the result instead.
3	<b>Resilient:</b> Once during each Mission the Pilot will treat its first Out of the Fight result as a Stunned result instead.
4	<b>Maverick:</b> Will ignore the Mission and separate from the formation to go check any single PEF on the map.
5	<b>Stone Cold:</b> Will roll an extra +1d6 when taking the Received Fire and Ship Down Tests.
6	<b>Exceptional Pilot:</b> Counts a +1d6 bonus when taking the Landing and Collision Reaction Tests and when attempting a Special Maneuver.

### CAPITAL SHIP ATTRIBUTES

#	CAPITAL SHIP CREW ATTRIBUTE
1	<b>Accurate Gunnery:</b> Your ship's gun crew are veterans of many battles and able to lay down a devastating barrage. Count a +1d6 when rolling on the CapShip Ranged Combat Table.
2	<b>Skilled Engineers:</b> Engineering is highly motivated and trained, able to respond quickly to orders for more or less power. Count a +1d6 when taking the Phase Shield Test.
3	<b>Outstanding Navigator:</b> Your helmsman can fly through an asteroid field blindfolded! Count a +1d6 when taking the Asteroid Collision Test.
4	<b>Excellent Launch Crews:</b> Your ship is famed for the skill of its launch crews. Count a +1d6 when taking the Launch or Recover Small Ships Test.
5	<b>Disciplined Crew:</b> Your ship's crew is well drilled and responsive. Count a +1d6 when taking the Repair and Ship Down Tests.
6	<b>Elite Command Crew:</b> Your ship's command crew is cut from the finest cloth, combining initiative and discipline to successfully undertake any unexpected situation. Once per Mission the ship may automatically pass a Repair Test – there is no need to roll any dice. Also count a +1d6 when taking the Incoming Torpedoes Test.



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### CREW & RACE ATTRIBUTES

TYPE	SPECIAL ATTRIBUTE
<b>FREE COMPANY</b>	<b>Risk Averse</b> – Count a -1 to Rep when taking the Ship Down Test.

TYPE	SPECIAL ATTRIBUTE
<b>HISHEN</b>	<b>Slight</b> – When outnumbered by 2:1 or more will count a -1d6 when taking the Ship Down Test. <b>Evil</b> – Never helps or recovers friendly ships or Pilots.

TYPE	SPECIAL ATTRIBUTE
<b>PDF</b>	<b>Determined</b> – When defending their home world will count a +1 to Rep when taking the Ship Down Test.

TYPE	SPECIAL ATTRIBUTE
<b>PIRATES</b>	<b>Evil</b> – Never helps or recovers friendly ships or Pilots. <b>Greedy</b> – Will launch Assault Boats to capture any Merchant ship, or any CapShip that is Retiring.

TYPE	SPECIAL ATTRIBUTE
<b>STAR NAVY</b>	<b>Better Trained and Equipped</b> - Able to fire without penalty when Afterburning.

TYPE	SPECIAL ATTRIBUTE
<b>XEOG</b>	<b>Bio-Enhanced</b> – Counts a +1 to Rep when taking the Afterburner Test. Also able to fire without penalty when Afterburning. <b>Risk Averse</b> – Count a -1 to Rep when taking the Ship Down Test.

TYPE	SPECIAL ATTRIBUTE
<b>ZHUH- ZHUH<sup>(1)</sup></b>	<b>Superb Reflexes</b> – Counts a +1 to Rep when attempting any Special Maneuver Test.

(1) Applies only to the smaller Muggy Zhuh-Zhuh Pilots.

### TAUNTING CHALLENGE

Taunting is insulting and annoying “open comms” chatter that can anger opponents and make them change course or deviate from their Mission. *It can be done by any Star and must be done by those with the Taunting Attribute.* It is done against any new Flight of enemy Fighters appearing within Scanner Range. Here’s how we do it:

- The Taunter and *all ships* in the target Flight each roll a number of d6 equal to their Rep, looking for successes (score of 1, 2 or 3).
- Determine the difference between the Taunter and the Target results.
- Consult the Taunting Table for the side that scored more successes.
- Carry out the results. Note that this could mean more than one Fighter going after the Taunter!

REP	TAUNTING
	<i>(Counting successes of 1, 2, 3)</i>

# SUCCESSES	TAUNTER	TARGET
2+ more than opponent	Target engages Taunter for remainder of the Mission. Target counts a -1 to Rep for remainder of Mission or until Taunter is destroyed.	Target mocks Taunter. Taunter engages Target for the rest of the Mission. The Taunter will count a -1 to Rep, for the remainder of the Mission, or until the Target is destroyed.
1 more the opponent	Target deviates from its objective to pursue Taunter for two turns.	Taunter deviates from its objective to pursue Target for two turns.
Same as opponent	Mutual exchange of curses without further consequence.	Mutual exchange of curses without further consequence.

*Example - Lt. “Maniac” Rush (Rep 5) decides to taunt a Flight of two Pirate Fighters (Rep 4). Maniac rolls 5d6 scoring 1, 3, 3, 4, and 6 for 3 successes. The Pirates roll separately with the first rolling 4d6 scoring 1,2,4,4 for 2 successes. Maniac (the Taunter) wins the Taunting challenge, and scoring 1 success more than his opponent. Consulting the table, the Pirate deviates from its objective to pursue “Maniac” for two turns.*

*The second Pirate scores 3 successes so curses “Maniac” but continues on with his Mission.*

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### STOP!

In *5150: FIGHTER COMMAND* there are two types of Pilots or Captains. They are *Stars* and *Grunts*. Stars are you, the player, and start with a Rep of 5. Stars also have five important advantages that make you different than Grunts, but more importantly, help to keep you alive. What are they?

Reputation defines the quality of the Pilot, Captain, or Crew when playing a Capital Ship. The higher the Rep the better the ship will perform.

Attributes are used to differentiate Pilots, Crews, Navies and Races. Fighter Attributes are used by Pilots while CapShip Attributes are used by CapShip Captains.

Navy and Race Attributes apply to both.

### 1-FIGHTERS

In this first section you will be introduced to Fighters.

You will learn how to move, shoot, take Reaction Tests and more. Learning the rules will be a simple process as long as you read and use the Stop Boxes. You should be able to get started in thirty minutes or less.

In *5150: FIGHTER COMMAND* you can easily handle a *Flight* of Fighters to start with, but as the mechanics become more familiar to you, running several *Flights* will be very easy for you. *The game is made to play up to three Flights, a Squadron, per player.* Stick with it and play a few games and you'll easily be playing a Squadron or more.

The first thing you need to know is how your Fighters are defined. What makes them special?

### DEFINING FIGHTERS

*5150: FIGHTER COMMAND* is played with individual ships that are defined in the following ways. *Note that the term ship includes the Pilot as well.*

- Is the Pilot a Star or a Grunt?
- What is the Pilot's Reputation?
- Does the Pilot have any Attributes?
- What type of Fighter is it?
- What types of Weapons does it have?

Since we've covered the Pilots let's go into detail about their Fighters.

For ease of play all the defining elements of each ship have been grouped together in one place. This is called the Fighter Roster Sheet.

### TYPE OF FIGHTERS

In *5150: FIGHTER COMMAND* we use a variety of fighters.

Fighters can be *light, medium and heavy*. They will have a light, medium or heavy shield corresponding to their type.

### WHAT ARE SHIELDS?

Simply put, energy shields are used to reduce the *Impact* (page 36) of the weapon that is being fired at a ship or other target. The better the shield the more the Impact of the weapon is reduced. The bigger the ship, the stronger its shields will be. There are two shield types used in *5150: FIGHTER COMMAND*. They are:

- Shields for Fighters.
- "Phase" Shields for Capital Ships (page 9).

### TYPES OF FIGHTER SHIELDS

Fighter Shields are further divided into three types:

- **Light Fighter Shield (LFS)** – Lightweight shields that slightly reduce the Impact of weapons.
- **Medium Fighter Shield (MFS)** – Medium weight shields that substantially reduce the Impact of a weapon.
- **Heavy Fighter Shield (HFS)** – Heavy weight shields that greatly reduce the Impact of a weapon. Bombers and some Light Freighters also carry this type of shield.

### TYPES OF PHASE SHIELDS

Officially called Capital Ship Phase Shields (CSPS) these are fully enclosed integrated energy shields fed by huge generators. As these can only be contained by CapShips they are impractical for Fighters. These shields drastically reduce the Impact of a weapon and in some cases make them unable to do damage to the target.

Like Fighter Shields, Phase Shields come in three types, Light (CSLPS), Medium (CSMPS), and Heavy (CSHPS), depending upon the size of ship.

### TORPEDOES AND MORE

Torpedoes, Mines and colliding ships are not affected by Fighter or Phase shields.

### WEAPONS

Most ships are assumed to have a ranged weapon, whether its guns, Defensive AA Turrets, missiles, torpedoes, etc. Some ships, such as civilian transports and the like, may not. Weapons are covered in more detail in the appropriate sections entitled Guns (page 23) and Missiles (page 24).

#### YEAH, BUT WHERE'S THE...

In *5150: FIGHTER COMMAND* we have grouped weapons into broad categories. If you don't see a weapon listed in *5150: FIGHTER COMMAND*, use the stats for a weapon in the category that best fits it. Better yet, come up with the stats and share it on the THW Yahoo Group!

### STOP!

When we use the word *ship*, we include the Pilot, Captain, and Crew.

There are three Classes of Fighters, Light, Medium, and Heavy. Each has Fighter Shields of the same type, Light Fighter Shields, Medium Fighter Shields and Heavy Fighter Shields.

Shields reduce the Impact (damage) a weapon can inflict on a ship. Capital Ships (CapShips) have bigger and better shields called Phase Shields.

## 2-THE LISTS

This section will explain the Lists of ships in each Navy found in *5150: FIGHTER COMMAND*. They are:

- Gaea Prime Star Navy (QRS)
- Gaea Prime PDF (QRS)
- Hishen Empire (QRS)
- Free Company (QRS)
- Pirates (QRS)
- Xeog (QRS)
- Zhu-Zhu (QRS)

### USING THE LISTS

Here's how to use the Lists.

- Decide which Navy you want to use and go to that List.
- Choose which ships you want to play.
- Go to the each ship and determine its stats.

Let's explain the Lists and how to use them:

- **REP** - Roll 1d6 and read the result on the appropriate Fighter and Cap Ship Rep Table. This will be the Rep of the Pilot, Captain, or Crew of the Capital Ship. Note that if you are playing a CapShip you are the Star, in this case the Captain.
- Next roll 1d6 for each of the remaining Fighter Pilots or for the Crews of each Capital Ship.

*Example – I decide to play a flight of two Free Company GA-35 Heavy Fighters. Going to the Free Company List I do not have to roll for the Rep of the Flight Commander as that's me, a Rep 5 Star (remember?). But I do roll for the Rep of the other Pilot and score a 4. Her Rep is a 4.*

Now let's get the details of the GA-35 Heavy Fighters. Going from left to right on the appropriate List:

- **Type** – This is the type of the ship inside its Class.
- **Class** – This is the Class of the ship and the type of shield it has.
- **Speed** – This is the maximum movement rate of the ship.
- **Acceleration (Acc.)** - This is the maximum a ship can accelerate (increase) or decelerate (decrease) it's Speed.
- **Turn** – The Turn Rate is the number of 60° turns a ship can make in a Turn.
- **Guns** - This is the type of direct fire weapons the ship is armed with.
- **Hard Points** – These is the number of weapon mounts that are on the ship. This is the maximum

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combined Hard Point value (page 25) of the missiles and torpedoes it can carry.

- **Standard Load** - This is the type of rockets, missiles and torpedoes a Fighter carries unless it has been customized by the player (page 25).
- **Decoy** – This is the number of Decoys the Fighter is carrying.
- **Notes** – This covers any special equipment the Fighter may be carrying such as Mines.

### ORGANIZATION - FLIGHT

The building block of every Navy in *5150: FIGHTER COMMAND* is the *Flight*. Flights are commanded by the *Flight Leader*.

Flights are composed of two Fighters with the exception of Hishen and Zhuh-Zhuh Flights which have three.

### ORGANIZATION - SQUADRON

Every Navy groups their *Flights* into *Squadrons*. Each squadron is commanded by a *Squadron Leader*. Here's the Squadron Organization for each Navy.

NAVY	FLIGHTS	ASSETS
Pirates & Free Company	2 (4)	2
Star Navy & PDF	3 (6)	2
Hishen	3 (9)	2
Xeog	2 (4)	1
Zhuh-Zhuh	3 (9)	2

- **Navy** - This is the Navy.
- **Flights** - This tells you how many Flights and Fighters (in parenthesis) there are in one Squadron.
- **Assets** - This tells you the number of Squadron Assets (page 46) that may be added to each of your Fighters prior to each Mission.

## STOP!

The Lists tell you how to determine the Rep of your Pilots, Captains, and Crews. In addition it provides all the information and specifics relating to your ships.

Fighters are grouped into Flights of 2 or 3. Which two Navies have 3 Fighters per Flight?

Flights are grouped into larger formations called Squadrons. Each Squadron *may* have access to Squadron Assets. Squadron Assets are added to your Fighters for that Mission only (page 44).

## 3-ORGANIZING YOUR FORCE

Two or three Fighters combine to form your basic Flight. During your Mission you will use one or more Flights. In this section we go over Flights and Squadrons in detail.

### FLIGHT COHESION

The Flight consists of two or three Fighters with one being the *Flight Leader*.

Flights *activate* (page 13) on the Rep of the Flight Leader. Ships in the same Flight *must* protect the Flight Leader. This is represented by each Fighter remaining with 5" of the Flight Leader and the other Fighters in the Flight.

If the above requirement no longer applies, then the ship or ships are in a separate group, and will activate on the highest Rep in the group.

Ships that find themselves separated from their Flight, unless ordered by the Flight Leader, will always move to re-group with the Flight.

*Example – Cheeky a Rep 3 Zhuh-Zhuh Fighter Pilot is part of 1<sup>st</sup> Flight. The Flight Leader is a Rep 5 and the Flight activates on his Rep. During the Mission Cheeky finds himself 6" from the rest of the Flight. The Flight is now divided into two groups, Cheeky and the other two Fighters. Cheeky will activate on his Rep and must try to return to the Flight ASAP.*

### SQUADRON COHESION

Flights are banded together to form a Squadron. The Squadron is led by the *Squadron Leader*. Squadrons will activate on the Rep of the Squadron Leader. Flights in the same Squadron must remain within 5" of one or more Flights in the Squadron.

If the above requirement no longer applies, then the Flight is a separate group and will activate on the Rep of the Flight Leader.

### CHAIN OF COMMAND

Formations of ships, whether they are composed of Flights or Squadrons, will always activate on the Rep of the highest ranking officer in the group. Here's the chain of command:

- Pilots who have voluntarily or involuntarily been separated from their Flight will activate on their Reps.
- Flights activate on the Rep of the Flight Leader.

## 5150: FIGHTER COMMAND

- Squadrons activate on the Rep of the Squadron Leader.

### GROUP VERSUS FORMATIONS

A formation is a permanent unit designation. This can be a Flight of two Fighters, a Squadron of three Flights, or other formal grouping of ships.

A group is a temporary cluster of ships functioning as one unit. Two Flights banding together is an example of a group.

In 5150: FIGHTER COMMAND Flights are grouped together to form a Squadron per the Squadron Organization Table (page 11). They are known then as the 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> Flight of the 1<sup>st</sup>, 2<sup>nd</sup> or whatever squadron.

### SPLITTING UP GROUPS

Groups are not permanent. Remember that a group differs from a unit in that groups are created and disbanded on an ad hoc basis, while units are permanent organizational structures.

Units are not the same as groups. Units are organized groups such as Flights and Squadrons. Groups are individual ships that start the turn within 5" of each other.

You can form up or break apart your group into larger or smaller groups at any time during the turn when you are active or when forced to by reaction.

*Example – Lt. Pink has been pressed into service as the Squadron Leader of 1<sup>st</sup> Squadron. He has three Flights under his command consisting of six fighters. At the start of his movement Billy activates the whole squadron. He dispatches 1<sup>st</sup> Flight to check out Nav Point #1 and they speed off, ending their movement six inches away from the rest of the Squadron. At the next activation 1<sup>st</sup> Flight is in a separate group from the rest of the Squadron and will activate on the Rep of the Flight Leader.*

All ships within a group must be from the same unit, unless a leader from another unit takes command of the ships.

*Example – A Pilot from 1<sup>st</sup> Flight finds himself alone and next to ships from 3<sup>rd</sup> Flight. The 3<sup>rd</sup> Flight Commander can declare the ship now attached to 3<sup>rd</sup> Flight until further notice.*

### LEADERS

Flight Leaders and Squadron Leaders are all considered to be Leaders. Leaders have the following benefits:

- The Leader allows for all ships in his formation to activate when he does.
- When the Leader is with the Flight he is allowed to roll a Leader Die when the Received Fire and the Ship Down Tests are taken. A (Ldr) note will

be found next to these Reaction Tests on the QRS located in the rear of the rules.

- To use a Leader Die throw 1d6 and compare the result to the Rep of the Leader. If the result is, pass 1d6 this pass result is added to the number of d6 passed by the group. A failure result on the Leader Die is ignored and the group uses the unmodified results of their Reaction Test. Leader Die is used even if the Leader does not have to take the test.

*Example - 1<sup>st</sup> Lieutenant Gnarr (Rep 4) is the Flight Leader of a Hishen Flight composed of him and two Rep 3 Pilots. Two members of the Flight come under fire. I roll 2d6 for the two Pilots under fire and score a 5 and a 3 and a 4 and a 3. This means that they have passed 1dd6 each. I now roll 1d6 for the Leader Die as Gnarr is with the Flight. I score a 4 so have passed 1d6. This is added to the Flight results so the Flight has passed 2d6. Remember that reaction dice are rolled for the ship.*

In situations where more than one Leader may be present only the Leader Die of the highest ranking officer is used.

*Example – A Squadron Leader (Rep 5) joins a Flight in his squadron. The Flight will use his Leader Die as long as he is with the Flight, within 5".*

### ASSUMING COMMAND

When Leaders go down someone will always step up and replace them. Here's how this is done:

- Whenever a Flight loses its Leader or if the group becomes separated from the Flight the Pilot with the highest Rep will assume command. He functions as a Leader but does not provide Leader Die.
- Whenever a Squadron loses its Squadron Leader the 1<sup>st</sup> Flight Leader takes over command. Then the 2<sup>nd</sup> and finally the 3<sup>rd</sup> Flight Leader.
- Remember that as Leaders move up when assuming command someone will step up and replace those Leaders, the highest remaining Rep in that group.

*Example – A Zhuh-Zhuh Fighter Squadron of 3 Flights come under fire. The Squadron Leader goes down and command now falls to the 1<sup>st</sup> Flight Leader. The next highest Rep in 1<sup>st</sup> Flight now steps up as the Flight Leader.*

## 5150: FIGHTER COMMAND

### STOP!

Ships in a Flight must stay within 5" of the Flight Leader. Together they move at the same time.

Squadrons, multiple Flights grouped together, are commanded by a Squadron Leader. Flights in the same Squadron can move together as long as they stay within 5" or less of another Flight in the Squadron.

The highest ranking officer decides when the formation moves or activates. This is based on its Rep.

Ships that involuntarily get separated from their formation will always try to return.

Leaders allow for the use of Leader Die. How does it work?

Review how Pilots will "assume command". This is important as the formation will activate on the new commander's Rep.

### 4-RULES OF WAR

Now let's go over the rules in the order that you will use them during the game.

### TURN SEQUENCE

5150 *Fighter Command* is played in turns with each side having a *movement* and *action phase*. This is slightly different than the normal THW turn sequence. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins, each side chooses a d6 of a different color.

*Example - I choose a blue d6 and Jim Bob Joe chooses yellow.*

At the start of the turn both dice are rolled. This is called rolling for *activation*.

- If the die scores are the same (doubles) re-roll them.

**Optional:** If the combined die rolls come up doubles for the *first time*, check for Random Events (page, 53).

- If the die scores are not doubles, but higher than all the Reps of both sides, re-roll them.

- If the die scores are not doubles, nor higher than all the Reps of both sides, read each die individually.

**Optional:** If the combined die rolls add up to "7," then check for Reinforcements (page 54).

- The *lower side* (the side that scored the lower *activation* score) moves all of its ships <sup>(1)</sup>, missiles, torpedoes and PEFs (page 48) from right to left.
- When the *lower side* has finished, the *higher side* (the side that scored the higher activation score) moves all of its ships, missiles, torpedoes and PEFs (page 48) from right to left.
- When finished, the *higher side acts*, or carries out their actions, from right to left.
- When the *higher side* has finished, the *lower side acts*, or carries out their actions, from right to left.
- Once the *lower side* has finished the turn has ended. *Activation* rolls are made again and a new turn starts.

*Example: A Blue 5 and a Yellow 4 were rolled. The Yellow side moves first from right to left. When it has finished the Blue side moves its ships and PEFs from right to left.*

*When the Blue side has finished moving, its active ships can act. When it has finished acting the Yellow side can act.*

*The Yellow ships that are active can act. After Yellow has finished the turn has ended.*

*Both sides now roll for activation and the next turn begins.*

This system will mean that many times lower Rep Pilots will not be able to act as they wish, whereas higher Reps will have an advantage in acting more often. This reflects the lower Rep's lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher Rep Leaders!

*(1) Movement of ships is by groups (page 12) and not individually. This allows for formations to remain intact.*

### ACTIONS

Ships are *active* or *inactive* based on what their side rolled for *activation*.

Ships that have a Rep equal or higher than their activation score are *active* for that turn:

- *Active* ships can voluntarily act during their *action phase* and take Reaction Tests.

## 5150: FIGHTER COMMAND

During its *action phase*, active Fighters can do two of the following actions, but not the same one twice.

- Fire its weapons.
- Attempt Repairs.
- Attempt to Rally (make a Ship Down Test).

### INACTIVE SHIPS

Ships that have a Rep lower than their *activation* score are *inactive* for that turn:

- *Inactive* ships cannot act during the *action phase* and can only take Reaction Tests.

*Example – Blue rolls a 4 for activation. It is now time for Blue to move. Blue has a group led by a leader with a Rep of 3, lower than the activation score of 3. It is inactive.*

## STOP!

The game is played with an unlimited number of turns but each turn follows a specific sequence.

Roll 2d6 of different colors. If you rolled *doubles* what happens? How about if the total is “7”?

The side with the higher score *wins activation*. Who moves first? Who shoots first?

*Inactive* ships are ships with Reps *lower* than their side’s *activation* score.

The Hishen side rolls a 4 and the Zhuh-Zhuh side rolls a 2. Who moves first? Who fires first? The Hishen Corvette has a Rep of 3. When the Hishen side Activates is the Corvette *active* or *inactive*?

When do Repairs take place?

## MOVEMENT

There are two types of movement, Voluntary, and Involuntary. Voluntary is made during you side’s movement phase and Involuntary is caused by a Reaction Test.

### NORMAL MOVEMENT

Normal movement for all ships is the result of three key factors:

- **Speed** is the maximum distances in inches that a ship or missile/torpedo can move during one turn with two exceptions – Afterburners and Involuntary Movement.
- **Acceleration** is how many inches a ship can actively increase or decrease its speed. The new

speed is noted on the Black Box (page 55) when it is changed.

- **Turn Rating** is how many 60° turns a ship can make in one turn during its movement phase.

*Example – A Light Fighter has a current Speed of 3. This is the speed it ended its previous turn. It now activates, and before it moves, decides to accelerate and increase its Speed by 2. It will now move 5 inches. Note the new Speed on the Black Box.*

### FAST MOVEMENT: AFTERBURNERS

If desired a Fighter can attempt to move at a faster speed than normal by using *afterburners*. Here’s how we do it:

- When *active* or if called upon by a Reaction Test the Pilot rolls 2d6 versus its Rep.
- Determine how many d6 are passed.
- Consult the Afterburners Test and immediately move the ship.
- The ship will move straight ahead, or in combination with a Side Slip (page 15) at its current Speed plus a distance equal to the ship’s maximum Speed for each 1d6 the Pilot passes.

2	AFTERBURNERS
<i>(Taken vs. Rep)</i>	

CIRCUMSTANCE	MODIFIER TO REP
Xeog – Bio-Enhanced	+1

# D6 PASSED	RESULT
2	Ship moves straight ahead 2 x its maximum Speed in inches.
1	Ship moves straight ahead 1 ½ x its maximum Speed in inches.
0	Ship moves straight ahead its normal move. You have run dry and cannot use <i>afterburners</i> for the rest of the Mission unless you refuel.

You can use *afterburners* at any time during your movement phase and *after* turning in the direction you want to go. Fighters which pass 0d6 will have exhausted their *afterburners* for the rest of the Mission.

*Example – A Light Fighter Rep 4 with a maximum speed of 5 wishes to hit afterburners. He moves 2” and makes a turn. He the rolls 2d6 and scores 2 and 5. He passes 1d6 and moves the remaining 3” + 5” for passing 1d6 on the Afterburners Test.*

## 5150: FIGHTER COMMAND

### AFTERBURNER NOTES

When using *afterburners*, ships will *exceed* their maximum Speed that turn, but will return to the Speed they previously had in the following turn, unless they continue afterburning. When using *afterburners* you will always move the full distance allowed.

*Be careful not to move off the table or collide with another ship.* Ships that leave the table won't be able to return for the duration of the Mission.

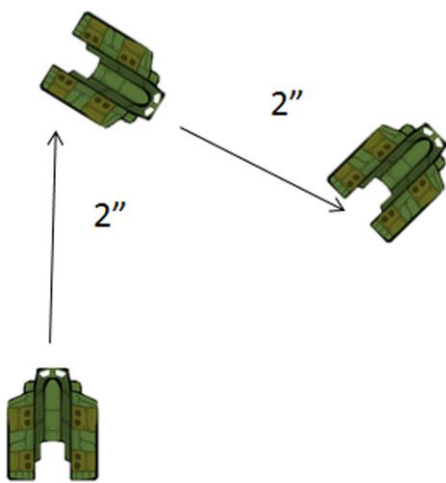
Important! Also note that ships do not take any Reaction Tests while using *afterburners*.

### TURNING

A Fighter's Turn Rate is the number of 60° turns it may turn to Port (left) or Starboard (right). Here's how we do it:

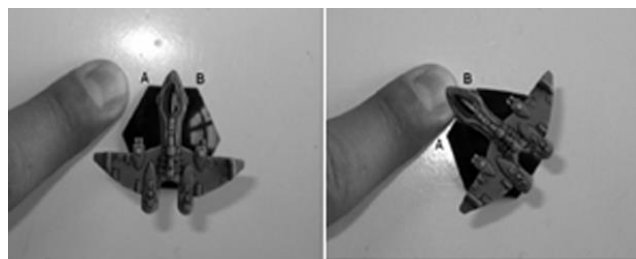
- The Fighter can turn to port or to starboard each time it turns.
- Fighters must move straight ahead half their Speed, and then can turn up to half of their Turn Rating.
- Fighters must move straight ahead the remainder of their Speed and then can turn up to half of their Turn Rating.
- Fighters may turn differently when doing a Special Maneuver.

*Example – Lt. Billy Pink is flying a Light Fighter with a Turn Rating of 3. He is active and wants to turn. As his Speed is 4 he must move at least half speed before making the first turn. He moves 2" straight ahead. He can now turn and as he has moved 2" he can turn up to 120° and does so. This is not more than half of Billy's Turn Rating of 3, rounded up. He then has 2" of movement left so moves 2" and finishes with a 60° turn.*



- Fighters with a Speed 0 can turn up to 180°
- Turning does not reduce remaining movement.

An easy way to turn your ship on a non-hexagonal surface is marking one point as a reference with your finger and then turning the ship.

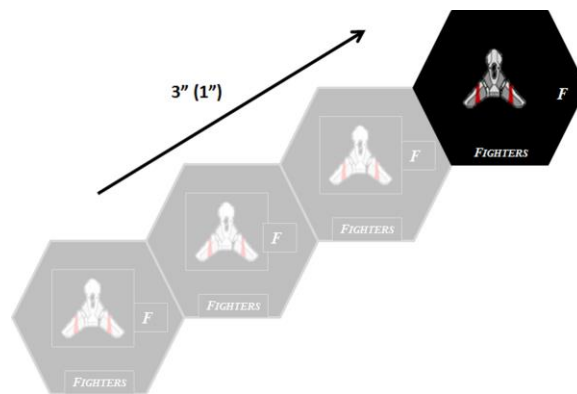


Turning example.

### SIDE SLIP

Instead of a turn, *Fighters*, *Bombers* and *Assault Boats* can perform a Side Slip maneuver by applying thrust at an angle to their direction of movement. This allows you to move your ship one inch to port or starboard while keeping its initial facing. Here's how we do it:

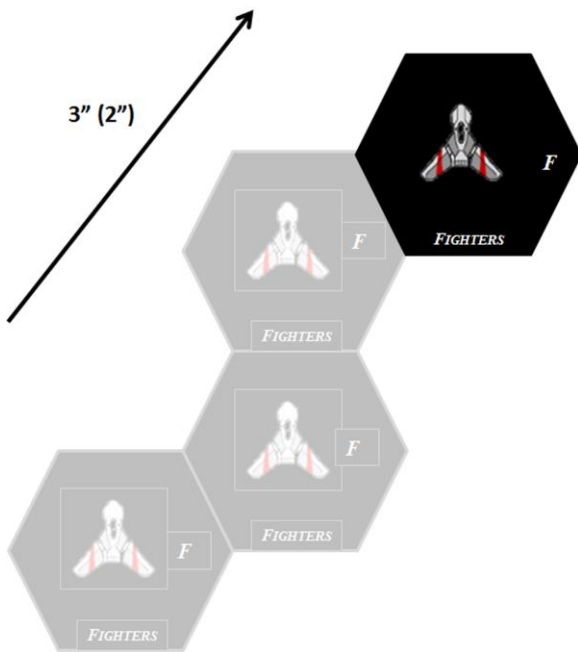
- You can Side Slip at any time during your move.
- You may use *afterburners* while Side Slipping.
- To Side Slip move the ship at a 60° angle forward to the port or starboard of its front without changing the way it is facing.
- You can Side Slip up to your current maximum Speed.
- Each Side Slip costs a 1" penalty to movement.



*Example – Lt. Pink has decided to make a wide Side Slip. He slides to the starboard 60° and moves 3". The Side Slip costs an additional 1" penalty.*



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*Example – Lt. Pink has decided to do two Side Slips. Movement and facing is the same as in the previous example but at a 2" penalty, one for each Side Slip.*

To correctly Side Slip on a non-hexagonal mat you have to put a ruler perpendicular to the side of the ship's base in the direction you want to move.

### SPECIAL MANEUVERS

Special Maneuvers require high Turn Rates and *afterburners* to perform. Therefore *only* Fighters can perform Special Maneuvers. Special Maneuvers enhance a ship's ability to evade enemy attacks or to get into attack positions during a Dogfight (page 17).

- Ships can only perform one Special Maneuver when *active*.
- Ships can perform Special Maneuvers if called upon by a Reaction Test or as a result of Dogfight combat.
- Special Maneuvers lasts only for the turn that it is performed.
- Special Maneuvers are attempted in lieu of normal movement.
- Special Maneuvers are rated by the required Turn Rate a Fighter should have in order to perform the maneuver properly. If the Fighter does not have the required Turn Rate, it may still attempt the maneuver at -1 Rep penalty for each Turn Rate level below the required Turn Rate.

*Example - A Heavy Fighter wishes to perform an Immelmann Turn. The Heavy Fighter has a Turn Rate of 2, one less than the Turn Rate of 3 required. The Heavy Fighter may still attempt the maneuver at -1 to Rep.*

Here's how to perform a Special Maneuver:

- Start with the Rep of the Pilot.
- Those with the Exceptional Pilot Attribute count a +1d6 modifier.
- Zhuh-Zhuhs count a +1 to their Reps when attempting Special Maneuvers.
- Reduce the Rep by 1 for each Turn Rating less than the minimum listed.
- Roll 1d6 versus the modified Rep.
  - Pass 1d6 and the maneuver is performed. Move the ship as diagrammed.
  - Pass 0d6 the attempt was unsuccessful. Carry out the consequences.

*ALL SPECIAL MOVE TABLES ARE GROUPED TOGETHER IN THE REAR OF THE BOOK FOR EASE OF PLAY.*

## STOP!

There are three key elements to movement, Speed, Acceleration, and Turn Rating.

- Speed is the maximum distances in inches that a ship or missile can move in one turn with two exceptions – Afterburners and Involuntary Movement.
- Acceleration is how many inches a ship can increase or decrease its speed.
- Turn Rating is how many 60° turns a ship can make in one turn.

Fighters can choose to use *afterburners* to increase their maximum speed up to three times normal. When using *afterburners* the Pilot cannot take any Reaction Test.

Ships must move half their movement before making their first turn then must move the remainder of its move. Some ships may be able to turn at the end of their movement as well.

Special Maneuvers can be attempted by any Fighter at any time.

Each Maneuver has a minimum Turn Rating. Fighters with less than the minimum Turn Rating will count a -1 from their Rep when attempting the maneuver.

To take a Special Maneuver roll 1d6 versus the modified Rep. Pass 1d6 and successfully carry out the Maneuver, pass 0d6 and you fail. Check the Maneuver for how to carry out the failure.

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### DOG FIGHTING

When Fighters enter into Visual Range (5") of other Fighter, you can be sure that a furbal will follow. *A Dogfight is a special reactive combat phase triggered by an In Sight Test or Received Fire result only between fighters.* CapShips, Bombers and Assault Boats will never trigger Dogfighting.


If a fighter's In Sight Test or Received Fire Test results in a Dogfight result it will immediately attack using the appropriate maneuver relative to the enemy's Aspect. Remember that if the Reaction Test's first result is "Fire" the fighter will fire. If it cannot fire, for whatever reason, it will Dogfight.

### DETERMINING DOGFIGHT MANEUVERS

When a fighter is in Dogfight mode it will use an appropriate Special Maneuver to move and attack the enemy with its weapons. When *active* or called for by a Reaction Test, a Fighter engaged in a Dogfight rolls on the Dogfight Maneuver Table to determine its action. Here's how we do it:

- Consult the Dogfight Maneuver Table.
- Determine the Aspect of the attack on the target. If there could possibly be two aspects roll 1d6 counting a 1-3 as the lower aspect and 4-6 as the higher.
- Look at the Aspect, Stars can choose their maneuver from the options while Grunts roll 1d6. The result tells you the Special Maneuver to attempt.
- If a Dogfighting Fighter performs a Special Maneuver and the target now comes into LOS the Fighter can immediately fire.

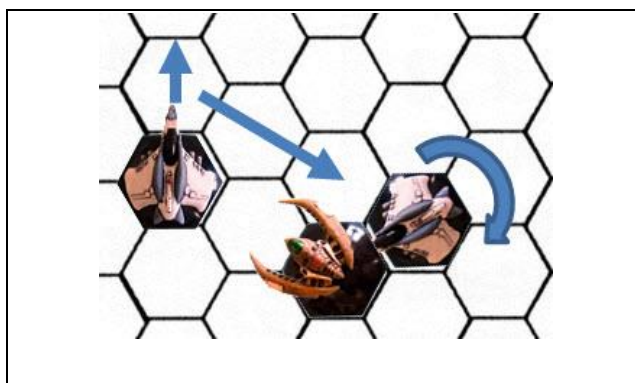
#### DOG FIGHT MANEUVER TABLE

6	1 Tailing if behind target within 3", otherwise Barrel Roll	2
1-3 Hi Energy Yo-Yo 4-5 Attack Curve 6 Yaw Reversal		1-3 Hi Energy Yo-Yo 4-5 Attack Curve 6 Yaw Reversal
5	4	3
1 Hi Energy Yo-Yo 2-4 Yaw Reversal 5-6 Dead Man's Turn	1-2 Immelman 3-4 Reversal 5 Yaw Reversal 6 Dead Man's Turn	1 Hi Energy Yo-Yo 2-4 Yaw Reversal 5-6 Dead Man's Turn

*Example – Lt. Pink rolls a Received Fire Test and passes 2d6. He cannot return fire as he is not facing the enemy. This means he will Dogfight and must immediately determine its action. The attacker is in Target Aspect 3, on his rear-right. Billy, back when he was a Grunt, rolls 1d6 to see what Special Maneuver he will use. He rolls a 4, and will attempt a Yaw Reversal to engage the enemy fighter. See the following diagrams to see how it works.*



*Example - The Gaea Prime fighter has a Hishen fighter attacking from Target Aspect area 3.*



*The Rep 4 Billy must make a Special Maneuver Test to perform the Yaw Reversal and rolls a 1d6 test. A roll of a "3" means he passes 1d6, and completes the Yaw Reversal. He may now fire on the Hishen fighter.*

### NPC DOGFIGHTING

If a Non-Player Fighter finds itself within Visual Range (5") of an enemy Fighter and cannot fire it will Dogfight.

*Example – A Xeog Fighter activates and starts its turn within 5" of a Zhuh-Zhuh Fighter. It does not have it in its firing arc so will roll on the Dogfight Maneuver Table. The Zhuh-Zhuh is in Aspect 3. The Xeog rolls a 2 so will attempt a Yaw Reversal. It passes and ends up able to immediately fire at the Zhuh-Zhuh.*

# INVOLUNTARY MOVEMENT

Ships can be forced into involuntary actions and movement due to the results of a Reaction Test. The procedures for taking a Reaction Test will be described later (page 21). Here are the possible involuntary actions and moves:

## AFTERBURNERS

The ship hits its *afterburners* if it has any left. If no *afterburners* remaining the ship will *Change Course*.

## CHANGE COURSE

Move half distance straight ahead then turn 60° to port (1-3) or to starboard (4-6) and finish rest of move.

## DOGFIGHT

The fighter looks on the Dogfight Maneuver Table (QRS) and rolls for the Special Maneuver that it will perform.

## FIRE

The ship immediately fires at the cause of the test.

## RETIRE

Sometimes during a battle combatants will decide that they will no longer participate. A ship that is retiring will move at maximum possible speed towards the nearest table edge. It will make no attacks.

## SNAP FIRE

The ship immediately fires at the cause of the test but counts the Snap Firing penalty.

# LEAVING THE TABLE

While technically in space there's no "edge of the table," as gamers we run into limits on the size of space we have to play our games. To simplify this, in *5150: FIGHTER COMMAND*, the tabletop gaming area is the "Battle Space" where the Missions occur. Here's how we handle it when a ship leaves the Battle Space:

- If a ship leaves the Battle Space during a Mission, they are out of the battle and cannot

return during the game. Keep this in mind when using *afterburners*!

- Unless the ship was leaving the table to meet a scenario objective (e.g., for a Patrol Mission), it also suffers a -1d6 penalty on the After the Battle Test (page 29).

## PURSUIT

Any ship that is within one normal move, to the table edge that the enemy ship leaves from, may opt to pursue that ship. This may expose the pursuing ship to more danger, but can also result in the destruction of the pursued enemy ship. Here's how we do it:

- When the pursuer *activates* he moves off the table edge that the fleeing enemy ship left.
- When the enemy ship takes the After the Battle Test it will count a -1d6 penalty.

# STOP!

Dogfighting, the mechanics are simple but let's go over them one at a time.

Dogfighting occurs when a Fighter takes an In Sight or Received Fire Test and cannot fire at the cause of the test but only if it is another Fighter.

Then:

- Consult the Dogfighting Maneuver Table.
- Determine the Aspect that the attacker is firing on.
- Stars can choose any Special Maneuver listed for the aspect while Grunts must roll 1d6.
- Next go the Special Maneuver you chose or rolled.
- Perform the Maneuver. Do you remember how to do it?

Do this quick exercise. Take two Fighters and place one on the table and the other 2" behind it at Aspect 3. The Pilot is a Grunt. I roll a 4. What Special Maneuver will it perform? It is a Rep 4 Grunt flying a Star Navy Eel Heavy Fighter. What is the Turn Rating? What will the Grunt need to roll to succeed?

There are five Involuntary Movements, and Actions, which occur due to a Reaction Test result. Review them.

Fighters can leave the table voluntarily by choice, involuntarily by a Reaction Test, and accidentally.

How? Afterburners; use them wisely.

### ***IN SIGHT OR NOT***

The *In Sight Test* is a Reaction Test taken differently than the other Reaction Tests (page 21)

Ships are *always* in sight or not.

### ***SCANNERS & VISUAL RANGE***

In 5150: *FIGHTER COMMAND*, we introduce the concept of *Scanner Range* versus *Visual Range* when taking your In Sight tests. As some weapons may only be used to attack targets in Visual Range, this is an important distinction.

#### ***SCANNER RANGE***

*Scanner Range* is the distance at which sensors, radar and other instruments may *resolve a PEF*. Think of it as your long-range radar and sensor spotting range.

Scanners allow ships to identify enemy PEFs (Possible Enemy Forces) before eye contact, which allow them to react on time to a possible threat and launch missiles and torpedoes with more time.

- Scanner Range is 20”.

***SCANNER RANGE IS ONLY USED FOR RESOLVING PEFs.***

#### ***VISUAL RANGE***

Visual Range is the range where short range sensors and optical systems let a Pilot “see” an enemy ship, allowing more dynamic targeting – particularly for shorter range weapons.

This is the range at which most Fighter weapons will be effective, and Dogfights will occur in this range.

- Visual Range is 5”.

***VISUAL RANGE IS USED FOR IN SIGHT TESTS.***

#### ***HOW SCANNER AND VISUAL RANGE WORK***

Once a PEF is resolved at Scanner Range one of two things will happen:

- You move into Visual Range and the In Sight is triggered.
- The enemy moves into Visual Range and the In Sight is triggered.

*Example – A Xeog mixed squadron of CapShips and Fighters is moving on the table. A PEF approaches it and when it reaches 20” from a CapShip it is resolved as a Hishen CapShip. All Xeog ships now know that the PEF was resolved as a Hishen CapShip.*

*Later the Xeog Squadron moves to 5” of the Hishen CapShip. This now triggers an In Sight Test. Before it is taken the Xeog ships can move one additional inch.*

### ***WHEN IS A SHIP IN SIGHT?***

A ship is in sight when –

- It is in Visual Range.
- Your ship can trace a line of sight from its facing to that ship.

A ship is not in sight when-

- It cannot be seen because of intervening terrain.
- It cannot be seen due to being out of Visual range.
- It cannot be seen as it is out of the facing of the viewing ship.
- Fighters have 180° frontal facing although their cone of fire is only 60°.
- Capital ships have a 360° facing although their cone of fire for batteries is 300° and for torpedoes.

### ***LIKE TO LIKE IN SIGHTS***

In space combat likes seek out likes. This means:

- Capital Ships do not take In Sight Tests for enemy Fighters.
- Fighters do not take In Sight Tests for enemy Capital Ships.

*Example – 1<sup>st</sup> Lt. Billy Pink and Gnarr are on opposite sides of an asteroid and not in sight of each other. Gnarr activates and moves up to the border of the asteroid. He can now be seen by 1<sup>st</sup> Lt. Billy. Gnarr is considered to be In Sight yet still in cover. 1<sup>st</sup> Lt. Billy and Gnarr now take the In Sight Test.*

### ***TAKING THE IN SIGHT TEST***

After the triggering group has moved up to *one additional inch*, all ships in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- The triggering group or PEF moves into Visual Range.
- The test is triggered.
- The triggering group can now move up to 1”.
- Consult the In Sight Test.
- Each ship rolls 1d6 per level of its Rep.
- Modify the number of d6 rolled by any applicable circumstances.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the ship reaches 0d6. At this time it counts as if scoring zero successes.
- Roll the modified d6 total looking for successes (score of 1, 2 or 3).

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- Place a d6 with the number of successes scored, facing up, and next to the ship. This is for ease of play. When the ship resolves its action remove the d6.
- The highest number of successes acts first then moving down to the lowest and last. This is called the *Order of In Sight*.

<b>REP</b>	<b>IN SIGHT</b> <i>(Looking for successes)</i>
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CIRCUMSTANCE	MODIFIER
Afterburners – Ship is using <i>afterburners</i>	1
Attribute – Lightning Reflexes	+1d6
Attribute – Slow to React	-1d6
Concealed - Enemy is concealed, cloaked (Stealth), or in cover.	-1d6
Inactive – Ship’s is Inactive.	-1d6
Retire - Ship is leaving the battlefield.	1
Triggering – Opponent triggered the In Sight	+1d6

*(1) A ship using afterburners or retiring cannot react and will complete its reaction instead.*

### COVER

A ship is in cover if has a non-ship obstacle between it and the viewer. This can be but, not limited to, asteroids, space hulks or the edge of a planet

### RESOLVING IN SIGHT ACTIONS

Once the *Order of In Sight* is determined it's time to carry out the In Sight actions. Here's how we do it:

- Starting with the Pilot/Captain that scored the most successes consult the In Sight Resolution Table.
- Note that those with the same number of successes will resolve their action at the same time.
- Stars can choose to do one of the following actions.
  - Fire.
  - Dogfight.
  - Use Afterburners.
  - Change Course.
  - Finish movement or Retire.
- Grunts will act based on the Available Actions found on the In Sight Resolution Table.

### IN SIGHT RESOLUTION TABLE

#### WHEN IT'S YOUR TURN TO ACT

##### STARS:

- **Can choose** to Fire, Dogfight, use Afterburners, Change Course, Finish Movement or Retire.

##### GRUNTS:

- **Those that can fire** will fire (guns, rockets, swarmers or FF missiles only).
- **Fighters that cannot fire** will Dogfight if enemy target is a Fighter.
- **Otherwise** those that cannot fire will Change Course. Move required distance forward to be able to make a turn then turn 60° to port (1-3) or to starboard (4-6). If within 10” of objective continue course.

*Example – Two ships, A and B, move and trigger an In Sight Test against ship C. B, a Star reacts first, chooses to fires and scores a hit. C's Pilot is knocked out of the fight and cannot act. C has his d6 removed as he has lost his chance to act due to being knocked out. A and B can now finish their movement, note that B has not taken its In Sight action.*

### LOSS OF ACTION

If a Pilot cannot perform an action when it is his turn he forfeits his action.

*Example - B fires and hits C who goes Stunned. C has his d6 immediately removed and must forfeit his action and move according to the “Stunned” result on the Knockdown Recovery table.*

### ADDING TO ONGOING IN SIGHTS

There may be a time when a ship that was not involved in an In Sight suddenly becomes involved in it. In this case the new ship takes the In Sight and will take action depending upon how many successes were scored and in order based on the remaining ships.

*Example - Continuing the previous example, ship B acts and moves towards C and now comes into the Line of Sight of D who was out of Visual Range (5”) earlier. D now does an In Sight Test and rolls his d6, scoring 2 successes. As this is more successes than B he is allowed to carry out his action before B can. He fires and misses. B reacts next and, as he is a Grunt, he looks down the Available Actions on the In Sight Resolution Table for what will apply. He can and will fire at D as he is now afforded a target and has not fired during his In Sight.*

## 5150: FIGHTER COMMAND

### COMPLETED IN SIGHTS

Once all ships that have taken the In Sight Test have completed or forfeited their actions, appropriate Reaction Tests are taken and the *active* side continues its part of the turn.

*Example – After all of the In Sight actions in the previous example have been completed Received Fire and any other necessary Reaction Tests are taken.*

### MOVING AND IN SIGHT

After the In Sight Test is completed and all actions taken, ships in the moving group that triggered the test can continue their movement. This movement could trigger a new In Sight Test.

### TORPEDO TRIGGERED IN SIGHT

This does not happen a lot but it can happen. If a torpedo enters Visual Range (5") to a Fighter or the Fighter enters Visual Range (5") to a torpedo this triggers a special in Sight. Here's how we do it:

- When the In Sight is triggered the triggering ship/torpedo moves 1" before the test is resolved.
- Only the Fighter rolls the In Sight.
- If it scores one or more successes it can act fire at the torpedo if it can.
- If it cannot it carries on.

*Example – Lt. Pink, a Rep 5 Star, is active and comes into Visual Range of a torpedo. This triggers an In Sight Test. He moves one additional inch and the test is resolved. Billy rolls 5d6 and scores 2 successes. He is in range so fires at the torpedo and shoots it down. A great example why CapShips can benefit from Fighter support!*

## REACTION

This section covers the heart of Two Hour Wargames. It is called the *Reaction System*. Ships will take Reaction Tests during the game when called upon. Reaction Tests reflect how a ship will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Fighter Reaction Tests in 5150: FIGHTER COMMAND. CapShips have their own (page 34).

- Received Fire
- Countermeasures
- Ship Down
- Recover from Knock Down
- Eject
- Collision
- Landing
- Repair Damaged Area

Note that some of these may also include actions such as ejecting from a crippled fighter but as the mechanics are the same we have grouped them together on the individual Quick Reference Sheets in the rear of the book.

### EXCEPTION

Reaction Tests are taken when called for with the following exception:

- All Reaction Tests that may be called for by any action taken during the In Sight process are not taken until after all ships have completed their In Sight actions.

*Example - Lt. Pink and a Hishen come into sight and take the In Sight Test. Billy Pink scores more successes so acts first. He fires at the Hishen and misses. Normally this would cause a Received Fire Test to be taken, but all Reaction Tests are postponed until the In Sight is fully resolved.*

*The Hishen can now act. Being a Grunt, he looks at his available In Sight actions. He can see Billy but cannot fire so he must Dogfight. He tries a Special Maneuver but fails and remains unable to fire at Billy. This completes the In Sight actions for all involved so the Hishen takes the Received Fire Test, passes 2d6 and must now Dogfight.*

*He now tries a Special Maneuver and passes, but does not have Billy in his gun sights, so cannot fire.*

### HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Reaction Tests are taken by ships.
- Start with 2d6.
- Add 1d6 if the ship is concealed and taking the Received Fire or Ship Down Test.
- Add the Leader Die if taking the Received Fire or Ship Down Test.
- Roll the modified number of d6 versus the Rep of the ship.
- Determine how many d6 are passed.
- Consult the appropriate test and immediately carry out the result.

*Example - A Pilot, Rep 4, must take the Received Fire Test so rolls 2d6 versus its Rep. He scores a 3 and 5 and passes 1d6. Looking on the Received Fire Test under pass 1d6 I see that he can fire but must take the Snap Fire penalty. If he could not fire he would Dogfight at -1 to Rep or Change Course if facing a CapShip.*

## 5150: FIGHTER COMMAND

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### **RECEIVED FIRE**

Whenever a ship has been shot it will take this test, whether or not it gets hit. Fighters do not take Receive Fire Test from missiles, only from guns and rockets.

**Important Note** – The Fighter that causes a Received Fire Test to be taken cannot take a Received Fire Test due to the return fire of the target.

*Example – Lt. Pink fires at a Xeog fighter. The Pilot takes the Received Fire Test and returns fire. Billy does not take the Received Fire Test and the turn continues.*

### **COUNTER MEASURES**

This Reaction Test is only taken by the Fighter when a missile contacts the Fighter.

### **SHIP DOWN**

Any ship within Visual Range (5") of a friendly Fighter or friendly CapShip that is destroyed will take this test.

### **RECOVER FROM KNOCK DOWN**

Whenever a Fighter takes a cockpit hit from fire the Pilot will immediately take this test.

*Example – Pilot Char has suffered a cockpit hit. She rolls 2d6 versus the Recover From Knock Down Test and passes 1d6. Char is now out of the fight for a number of turns.*

### **EJECT**

When a Pilot wishes to eject from its disabled fighter this test is taken.

### **COLLISION**

When a ship comes into contact with another ship or asteroid this test is taken.

### **LANDING**

When a Pilot wants to land his fighter this test is taken.

### **REPAIR DAMAGED AREAS**

Before moving, an *active ship* may attempt to repair damage to itself.

### **INCOMING TORPEDOES**

This test is only taken by CapShips that have torpedoes coming at them.

### **MULTIPLE TESTS**

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There may be times when a ship qualifies for more than one Reaction Test. In this case one set of d6 are rolled and the results applied to *all* the tests with the *worse* result being counted.

### **STATUS AND ACTIONS**

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The Reaction Tests can change the status of a ship or force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

#### **CARRY ON**

The ship is in good order and can act and react as desired. A ship is considered to be *carrying on* if it is *not* doing any of the following.

- Hit Afterburners
- Retire
- Pilot Stunned
- Pilot Out of the Fight.

#### **HIT AFTERBURNERS**

Hit *afterburners* and fly away from the threat in a straight line, possibly leaving the table. If the ship does not have *afterburners* left it must Change Course.

#### **CHANGE COURSE**

Move half your current speed and then turn 60° to port (1-3) or to starboard (4-6).

#### **OUT OF THE FIGHT**

The Pilot is temporarily Out of the Fight, similar to being unconscious. The ship turns to port (1-3) or to starboard (4-6) with current Speed and without any reactions. Roll 1d6 versus Pilot Rep at the beginning of next *action*. If pass 1d6 regain consciousness and return to action as desired.

#### **RETIRE**

Sometimes during a battle combatants will decide that they will no longer participate. A ship that is retiring will move at maximum possible speed towards the nearest table edge. It will make no attacks, but will continue defensive fire with Defense AA Turrets and Countermeasures.

If it has received Bridge damage and/or its shields are down, the ship will surrender to any Enemy CapShip or Assault Boat that comes within 2".

#### **SNAP FIRE**

This is a quick, hasty shot at the triggering ship, using the full Target Rating. Snap firing appears as a penalty on the

## 5150: FIGHTER COMMAND

Fighter Ranged Combat Table (page 26). Missiles cannot be Snap Fired.

### STUNNED

Pilot may not act or react for that turn.

## STOP!

Ships are always in sight or not in sight.

Only like ships take the In Sight Test. This means a Fighter does not take the In Sight versus a CapShip and vice versa.

Scanner range is greater than Visual range. What are the distances for Scanner and Visual ranges?

Taking an In Sight Test is done by all ships rolling d6 and looking for successes, a score of 1, 2 or 3. In Sights actions take place from the highest to lowest number of successes with ties going simultaneously.

Place two Fighters on the table. One is a Rep 5 Star and the other a Rep 4 Grunt. Move the Rep 4 Grunt to within 5". Is this Scanner or Visual range?

How much farther can the Grunt move before the In Sight is resolved? Take the In Sight Test. Who went first? How does a Grunt know what action it can take? How about a Star?

Assume the first Fighter fired at the second. What happens next?

How many d6 are rolled when taking a Reaction Test? What tests can you use Leader Dice on?

When do you take the Counter Measures Reaction Test?

If you must take more than one Reaction Test only roll one set of d6 taking the worst result.

## WEAPONS

There are several ways to inflict damage in 5150: FIGHTER COMMAND like boarding and ramming ships, but the most damage will be caused by ranged weapons fire.

Each weapon is defined by type, and in some cases weapons have been lumped into broader categories. Weapons are defined by four characteristics.

**TYPE** – What they are.

**RANGE** – The range listed for every weapon is its *effective range* or the range that the shooter feels he has a reasonable chance of hitting the target. This range is considerably shorter than the maximum range of most weapons.

**TARGET** – The maximum number of d6 rolled when the weapon is fired by the ship. Each d6 has the potential to do damage to a target.

**IMPACT** – The lethality of the weapon. The higher the Impact, the deadlier is the weapon.

## WHAT WEAPONS WILL THEY FIRE?

Fighters armed with multiple weapons will use the most appropriate one for the situation. Here's a quick rule of thumb:

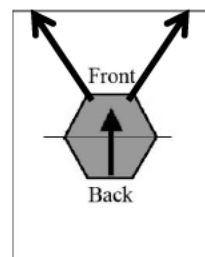
- Fighters armed with rockets and guns will fire all possible.
- Fighters armed with missiles and having a valid shot within range will fire one missile as well. Only one weapon from the Missile category may be fired at a time. The only exception is rockets, and they are fired like guns, using the Fighter Ranged Combat Table.

## LIST OF FIGHTERS RANGED WEAPONS

Here's a brief description of each weapon type used in 5150: FIGHTER COMMAND. Usage and specifics can be found on the appropriate Lists.

## FIGHTER GUN FIRING ARC

Guns mounted on fighters, fire inside the front 60° arc.



Defensive AA Turrets mounted on Fighters and other Small Ships fire into the rear 180° arc.

## GUNS

Here's more information on each weapon.

- **CapShip Defensive AA Turrets** – This is a rapid firing, more powerful version of the Laser Cannon designed for CapShip defense against enemy Fighters and Torpedoes. They have the following unique features.
  - Defensive AA Turrets do not take an In Sight Test and automatically engage enemy Fighters and Torpedoes as soon as they enter range.



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- Defensive AA Turrets always fire with a Rep of 4 on the Fighter Ranged Combat Table.
- Defensive AA Turrets may split fire between multiple targets.
- Defensive AA Turrets have an arc of fire or swath equal to 1" for each point of Target Rating (5). However the first ship fired at defines where the arc of fire begins. All ships in the arc, up to the Target Rating (5), will be targeted, so it could potentially engage up to 5 targets.



*Arc of Fire for AA Defense Cannon.*

*Example - In the above Arc of Fire picture, a CapShip has three enemy Fighters within range, each within 1" of each other. A Defensive AA Turret has a Target Rating of 5, so it will engage all three Fighters with one attack each, and then put its extra two attacks on other Fighters or put more on the three targets.*

- **Inferno Cannon** – Gaea Prime’s latest gun which releases a short range but devastating plasma shot. It has a long reload delay and high energy cost.
- **Laser Cannon** – A low-damage beam weapon (laser or charged particles) that is effective at long ranges. Most preferred by novice Pilots as it allows them to get the first strike.
- **Mass Driver Cannon** – Basic Fighter weapons, a heavier version of a Rail Gun. Medium range, medium damage. You can never go wrong with Mass Drivers.
- **Plasma Cannon** - Weapon capable of firing superheated plasma over long distances.
- **Pulse Cannon** – Fires a bolt of highly energetic charged particle pulses at the target. This medium-range gun packs a solid punch and can tear up a Fighter if a hit is scored.
- **Rail Gun** – Short range high rate of fire gun that is able to deliver a lot of damage. Think of a heavy machine gun using magnetic rails to propel a stream of projectiles and you will get the picture.

## LIST OF MISSILES

Here's a list of the missiles used in 5150: *FIGHTER COMMAND*. Usage and specifics can be found on the appropriate Lists.

- **FIRE AND FORGET (FF)** – Simple fire and forget missile that locks onto the nearest enemy fighter or friendly Fighter with damaged Communications (page 28). It is commonly used to break up enemy formations. Note that FF missiles are the only missiles that may be fired in reaction and then only if the Reaction result is not “Snap Fire.”
- **HARM MISSILE** – An anti-sensor and targeting systems missile designed to specifically disable CapShip Defensive AA Turrets and Scanners. A player must designate the target (AA Turret or Scanners) on a CapShip when launching a HARM missile. A successful hit will disable the chosen target. A Defensive AA Turret will be unable to fire and a Scanner hit means the CapShip can only “see” out to Visual Range until Repaired.
- **IMAGE RECOGNITION (IR)** – A highly capable self-guided missile, the most difficult to shake off. It will pursue its target for two turns moving at 10" per turn during its movement phase.
- **INFERNO MINE** – Proximity mines that explode with a powerful energy blast when approached within 1" by any ship.
- **LEECH MISSILE** – Specifically designed for use against CapShips, these missiles cause an energy surge that causes an immediate Phase Shield Test. Light Phase Shields take the test at a -1 to Rep.
- **ROCKETS** – Simple direct-fire missiles fired like a gun and mostly used against slow moving targets such as CapShips. They are not affected by Fighter Counter Measures. A Fighter can fire up to two rockets at the same time. *Treat rockets as if firing guns.*
- **SWARMER** - A pack of dozens of small rockets fired at very close distance (2"). The Swarms overload the target’s shields with lots of small impacts increasing the chance of defeating them and causing damage to the target. *Swarms work like rockets for all purposes.* This means Fighter Counter Measures will not work. Here’s how we do it versus Fighters:
  - Roll 2d6 and add the results together.
  - Subtract 1 if the target is a Medium Fighter.
  - Subtract 2 if the target is a Heavy Fighter.
  - Divide the result by two, rounding up. This is the Impact of the salvo.

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- Roll 1d6 versus the Impact and if the result is equal or less the target takes two hits. Roll twice on the Fighter Damage Table (page 27).
  - Versus CapShips they work differently.
  - Roll 2d6 and add the results together.
  - On a score of 10+ Light Phase Shields go down.
  - On a score of 11+ Medium Phase Shields go down.
  - On a score of 12 Heavy Phase Shields go down.
  - The shields cannot function for one full turn.
  - No other damage is done to the target.
- **TORPEDOES** – Long-range heavy anti-CapShip missiles. Note Torpedoes may only be launched during an active ship's *action phase* and not as a result of a Reaction Test.

### CUSTOMIZING MISSILE LOADS

A Fighter's guns are built into the space frame and may not be customized. Not so missiles and torpedoes.

Each List provides the information for every Fighter used in the game. On the List you will see the number of *hard points* each Fighter has.

A hard point or HP is a weapons rack on a Fighter onto which missiles and torpedoes are mounted.

The Lists provide the standard load that the Fighter will be armed with at the start of the Mission but a player may customize their loads by switching out missiles. Here's how we do it:

- They can only use missiles that are available to their Navy.
- They cannot exceed their hard point total.
- Reinforcements will always carry the standard weapon load-out.

Each type of missile or torpedo has a hard point value. They are:

- (FF) = 1 HP
- HARM = 2 HP
- (IR) = 2 HP
- Leech = 2 HP
- Rocket = 1 HP
- Swarmer = 2 HP
- Torpedo = 4 HP

*Example: A player wants to customize the missile load-out on a Flight of Gaea Prime Mantis Class Medium Fighters. The Fighters have 3 hard points, and a standard load would be 2 Rockets and 1 FF missile. He'd prefer to be able to engage at Scanner Range with missiles, so he alters the missile load to 1 IR missile (which takes 2 hardpoints) and 1 FF missile for close in dogfighting (which takes 1 hard point). He's now ready to launch from his carrier, and must hope he's chosen the right load-out for his mission.*

### LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight is limited to Visual Range (5") is blocked by friendly ships or terrain.

### RESOLVING FIRE

You fire once in the *action phase*, and can fire in Reaction when called for if in range and facing. But due to the incredibly fast speed of space combat, *the ship which initiates the shooting cannot take a Receive Fire Test from those ships that are responding to its attack.*

*Example – Pilot Char fires her Laser Cannons at Gnarly and hits but fails to penetrate the shields. Gnarly takes the Received Fire Test. Gnarly fires back with his Rail Guns and hits but does not penetrate as well. As Char instigated the firing at Gnarly she does not take a Received Fire Test and cannot return fire. This ends the reactive fire between the two ships.*

#### IMPORTANT

Repeat. *The ship which initiates the shooting cannot take a Receive Fire Test from those ships that are responding to its attack.*

### FIRING WEAPONS

A fighter can only fire at one target at a time unless mounting turrets, which can target a different target. CapShips can fire at multiple targets.

- Before firing, the shooter must declare how many shots will go onto the target. It is possible for one target to take multiple hits.

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### ORDER OF FIRE RESOLUTION

Here's the easiest way to resolve fire between two groups, one ship at a time.

- Designate target.
- Torpedoes are targeted like Fighters.
- Resolve all fire from shooter.
- Designate damage.
- Those that can will return fire.

Any necessary Reaction Tests are taken when called or, if firing during In Sight, after all ships have acted

### SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target ship.
- Roll a number of d6 depending upon the Target Rating of the weapon.
- Next add them individually to the shooter's Reputation.
- Compare these totals individually to the Fighter Ranged Combat Table. There is no need to check for any modifiers prior to rolling as the modifiers are already built into the table.

### DEPLETING ENERGY OR AMMO

When firing guns *of the same type* the player combines all of the d6 and rolls them at the same time. If three *ones* are rolled the Fighter has either depleted energy or temporarily run out of ammo for that type of guns. In either case the Fighter cannot fire its guns until having spent one turn of *action* not firing.

It can, however, fire its missiles.

### TARGET FIGHTER RANGED COMBAT

*(1d6 added to Rep)*

*Score three or more "ones". No fire for one turn.*

CIRCUMSTANCE	MODIFIER
Aspect 4 – If firing guns on Aspect 4	+1
Better Trained and Equipped	(1)
Expert gunner	+1

*(1) Does not count the Afterburners penalty.*

#	RESULT
3 to 6	<b>ALL - Miss.</b>
7	<b>TARGET:</b> <ul style="list-style-type: none"> <li>• CapShip within Visual Range – Hit.</li> <li>• Target at zero Speed – Hit.</li> </ul> <b>OTHERWISE – Miss.</b>
8	<b>SHOOTER:</b> <ul style="list-style-type: none"> <li>• Using afterburners – Miss.</li> <li>• Doing any Special Maneuver – Miss.</li> <li>• Snap Firing – Miss.</li> </ul> <b>TARGET</b> <ul style="list-style-type: none"> <li>• Using afterburners – Miss.</li> <li>• Doing any Special Maneuver – Miss.</li> <li>• Concealed or in Cover– Miss.</li> <li>• Using Stealth Tech (Xeogs) – Miss.</li> <li>• Turret – Miss.</li> <li>• Torpedo – Miss.</li> </ul> <b>OTHERWISE – Hit.</b>
9	<b>SHOOTER:</b> <ul style="list-style-type: none"> <li>• Doing any Special Maneuver – Miss.</li> <li>• Snap Firing except against CapShip– Miss.</li> </ul> <b>TARGET</b> <ul style="list-style-type: none"> <li>• Using Stealth Tech (Xeogs) – Miss.</li> <li>• Turret – Miss.</li> <li>• Torpedo – Miss.</li> </ul> <b>OTHERWISE – Hit.</b>
10	<b>ALL – Hit.</b>

*Example – Lt. Billy Pink (Rep 5) fires his Plasma Gun (Target Rating of 2) at Glitz who is doing a barrel roll. Lt. Billy rolls a 3 and 6. Each die is added to the Rep of Lt. Billy (5), which results in an 8 (5+3 = 8) a miss as Glitz is doing a Special Maneuver and an 11 (6+5 = 11) a hit.*

## 5150: FIGHTER COMMAND

### FIRING MISSILES

To fire a missile at a target you must first lock onto it using Scanners. Here's how we do it:

- Only Fire & Forget missiles may be fired in response to a Reaction Test (except if a "Snap Fire" result is rolled).
- All other missiles are fired during the ship's *action phase*.
- The shooter declares the type of missile he is launching and the target.
- The target consults the Counter Measures Test (QRS) when the missile contacts the Fighter.
- Start with the Rep of the target.
  - Modify the result by any applicable circumstances.
- Roll 2d6 versus the modified Rep. Determine how many d6 are passed.
- Read the results on the Counter Measures Test and immediately carry them out.
- If the result is attempt a Special Maneuver, be sure to use the unmodified Rep of the Pilot.

*Example – Lt. Billy Pink (Rep 5) spots a PEF as it enters Scanner Range (20") from his fighter. It resolves as a Flight of t Hishen Light Fighters. During his action phase Pink fires a Fire & Forget missile at one of the Fighters. The Hishen Pilot (Rep 4) must make a Counter Measures Test. He starts with Rep 4 and subtracts 1 for the FF. The Hishen rolls 3 and a 6 – Pass 1d6. The Hishen Fighter's decoys were launched too late and the missile detonated close to the target, causing a proximity hit for one damage roll.*

### FIRING AT CAPSHIPS

Fighters may specifically choose to shoot at Defense AA Turrets on CapShips, or at the CapShip Hull.

Keep in mind that Defensive AA Turrets will automatically engage enemy Fighters and Torpedoes as soon as they come within range.

See the CapShip section for how Fighters attack CapShips for more info (page 37).

### DETERMINING DAMAGE

Each time a Fighter is hit by gunfire or missiles the shooter must roll on the Fighter Damage Table. Here's how we do it:

- Consult the appropriate Fighter Weapon Table for the weapon that you are firing.
- Go to the column that matches the type of shield that the target has. The number in is the Impact of the weapon. A result of "-", means the weapon cannot affect the target.
- Roll 1d6 versus the Impact.

- If the result is equal or less than the Impact damage has occurred.
- If the result is higher than the Impact no damage has occurred. If fired on by guns or rockets the target takes the Received Fire Test.
- Next roll 1d6 for each hit that did damage and consult the Fighter Damage Table to see what has happened. Immediately carry out the result.

### 1

#### FIGHTER DAMAGE

*(Read the result as rolled)*

CIRCUMSTANCE	MODIFIER
Attack coming in from the rear (Aspect 4).	-1
Attack coming in head on (Aspect 1).	+1

#	AREA HIT	RESULTS OF A 1 <sup>ST</sup> HIT
1	Engine	Reduced to half maximum speed, rounded up, until repaired.
2	Shield	No shields until repaired.
3	Hull	Hull damaged. <i>Can only be repaired inside a CapShip or back at base.</i>
4	Guns	No firing until Repaired.
5	Comm Link	Ship's signal reads as an enemy ship until repaired. The fighter is at risk of being targeted by friendly fire (see Communications Down, page 28). Individual <i>initiative</i> until repaired.
6	Cockpit	Pilot hit! Immediately roll Recover From Knocked Down.

### SHIELDS DOWN

Anytime a Fighter does not have functioning shields, their shields are "down", any hit automatically does damage. It is not necessary to roll versus Impact.

*Example – Aditi, a Rep 5 Xeog Fighter Pilot, takes damage to her ship and the shields go down. Before she can attempt to Repair them she is hit by another Zhuh-Zhuh Fighter. The Zhuh-Zhuh Pilot rolls 1d6 for damage, not having to roll versus the Impact of the weapon as the shields are down. Aditi takes a second hit to her shields, destroying her Fighter. Aditi takes the Eject Reaction Test (QRS).*

### BOOM! 2<sup>ND</sup> HIT ON THE SAME AREA

If a ship receives two or more hits *at the same time* on the same area the ship is destroyed and the Pilot Obviously Dead.

Anytime a damaged area is hit in a subsequent turn, and it has not been repaired, the ship is destroyed and the Pilot may attempt to eject.

## 5150: FIGHTER COMMAND

Note: Zhuh-Zhuh Fighters are notoriously fragile and are destroyed on the first hull hit!

### COMMUNICATIONS DOWN

If a Fighter has suffered a Comm Link (Communications) damage result, its Recognition Signal is no longer broadcasting, exposing it to friendly fire. Here's how we do it:

- If a friendly fighter with Comm Link damage is passed within 3" by an FF missile, it counts as an enemy and becomes the new target.
- If a friendly fighter with Comm Link damage is within range of a friendly CapShip's Defensive AA Turret it counts as an enemy.

### REPAIRING DAMAGE

Fighters have on-board repair systems that can fix damage. Here's how we do it:

- Fighters have one repair roll per *activation*; Bombers and Assault boats have two.
- When *active* during the *action phase* roll 2d6 versus the Rep of the Pilot.
- Determine how many d6 are passed.
- Consult the Repair Damaged Area Test and carry out the results.
- If the Fighter has multiple damaged areas he can choose which one to repair.
- Hull damage is permanent and can only be repaired after the Mission inside a CapShip or back at a base.

*Example – Lt. Billy Pink has hit Glitz once with his Plasma Gun. Lt. Billy rolls 1d6 and scores a 3. This is lower than the Impact of 4 of Plasma Guns vs. the Light Fighter's shields. Glitz' ship suffers one hit and must roll once on the Fighter Damage Table. Billy rolls a 2 and Glitz is without shields until repaired.*

*On his next action phase Glitz attempts to repair the shields by taking the Repair Test. He rolls 2d6 vs. his Rep of 3 and scores a 1 and a 5, passing 1d6. He is still without shields but they will be automatically repaired the next time he attempts to repair them. He does not need to roll for the test but still must use it.*

### PITIFUL SHOT

Rep 3 and lower Pilots are allowed to use the *pitiful shot* rule. Here's how we do it:

- Whenever a Rep 3 or lower Pilot fires and rolls a "6" but still cannot hit the target, such as when a target is cloaked (Xeogs using Stealth Technology), he is allowed to roll 1d6 again.
- If the score is equal to or lower than his Rep a hit is scored.

- If the score is greater than is Rep, treat the result as a miss with the target having to take a Received Fire Test.

*Example – Cadet Char (Rep 3) fires at a Hishen Fighter who is doing a barrel roll. She scores a 6 but still cannot score a hit. Cadet Char can use the Pitiful Shot rule and rolls another 1d6 and scores a 2 which is under her Rep of 3. The Hishen Fighter has been hit.*

### PICKING UP EJECTED CREW

When a Pilot successfully takes the Eject Test (QRS) he escapes death. But what happens next?

Some Navies and Races place a premium on the lives of their spacers. Some do not. The following Navies will try to retrieve their wounded and ejected Pilots when given the chance.

- Star Navy.
- PDF.
- Free Company.
- Zhuh-Zhuhs.

Only Bombers, Assault Boats and CapShips can retrieve ejected Pilot capsules by taking the Launching or Recovering Small Ships Test (QRS). Fighters can mark their position for further rescue by passing within 3" of the capsule.

As an alternative you can have the ejected Pilot land his capsule on a planet and play a 5150: *STAR ARMY* or 5150: *NEW BEGINNINGS* adventure.

## STOP!

Weapons are rated by Target, the number of d6 each rolls on the Fighter Ranged Combat Table, by Range, how far they can shoot out to, and Impact, how much damage it can cause.

Place two Fighters on the table, both are Rep 4. One is armed with a Mass Driver Cannon and a Rail Gun. The range to the other Fighter is 3". The target is a Medium Fighter.

Now fire the weapons at the enemy Fighter. Did you check the ranges on the Fighter Weapon Table? The Rail Gun cannot fire. How many d6 will the Mass Driver Cannon roll? Roll the 3d6 and add each result to the Rep of the shooter. How many hit?

Now check for damage. What is the Impact versus the Medium Fighter? If you roll a 3 what happened? A 2?

Now roll for damage.

How many hull hits destroys a Fighter? What is the only exception? Review the Pitiful Shot rule.

### AFTER THE BATTLE

After each battle *all* Fighters that were not destroyed during the Mission must roll to see if repairs can be made in a timely manner and returned to service. This applies even to ships that did not get hit during the battle, as combat maneuvers put stress on all ships involved.

Here's how we do it:

- Check one ship at a time.
- Start with d6 equal to the ship's original Rep.
- Modify this number of d6 by any applicable circumstance.
- Roll the modified number of d6 versus the *current* Rep of the ship.
- Determine how many d6 were passed.
- Immediately remove the ship or return it to the Fleet as directed.
- Note that some Circumstances will apply to CapShips only.

<b>REP</b> <b>AFTER THE BATTLE RECOVERY</b> *
<i>(Taken vs. current Rep)</i>

CIRCUMSTANCE	MODIFIER
If Engines damaged	-1d6
If Bridge damaged	-1d6
If Cockpit damaged	-1d6
If Retiring	-1d6
If Hostile Boarding Party aboard	-1d6
If left the table and under Pursuit	-1d6

# D6 PASSED	RESULTS
2+	<p><b>Undamaged ships</b> are available for next Mission.</p> <p><b>Damaged ships</b> fully repaired and available for next Mission.</p>
1	<p><b>Undamaged ships</b> are available for next Mission.</p> <p><b>Damaged ships in a Controlled sector</b> are fully repaired and available for next Mission.</p> <p><b>Damaged ships in a Contested sector</b> are fully repaired but unavailable for next Mission. Returns to Fleet on the subsequent Mission.</p>
0	<p><b>Undamaged ships</b> require replenishment and are unavailable for next Mission. Returns to Fleet on the subsequent Mission.</p> <p><b>Damaged ships</b> can't make it back to base. Pilot ejects safely.</p>

(\*): Ejected Pilots and Crew in life pods on the losing side are captured (1-3) or land on the nearest planet (4-6). From there

*you can play a Mission to recover them or do as you please. Ejected Pilots and Crew in life pods of the winning side automatically return to the Flight or Group.*

### STOP!

This completes the Fighter section of the rules. I suggest that you play a small game with one Fighter per side to get used to the game mechanics. Start with an Asteroid between the two Fighters to see how to trigger an In Sight.

If you have questions, be sure to ask them on the THW Yahoo Group previously mentioned.

### 5-CAPITAL SHIPS

In this section you will learn the rules that pertain to Capital Ships (CapShips). When we speak of CapShips we are talking about two types based on their *battlefield purpose*:

- **Combat CapShips** - Their battlefield purpose is to engage other ships and destroy them.
- **Transport CapShips** - Their battlefield purpose is to transport troops and supplies. Transports can be military or civilian.

### CAPITAL SHIP BASICS

In *5150: FIGHTER COMMAND*, Fighters are the primary weapon in space even against Capital Ships. Capital Ships are big lumbering hulks and easy prey for Fighters and Bombers armed with torpedoes unless they are escorted by Fighter protection. But CapShips are needed for deep strike attacks, to carry all the Fighters and troops from one sector to another.

The basic characteristic that all Capital Ships share is their capability to generate Phase Shields. Only ships with large engines and hulls have enough power and room to generate these almost impenetrable shields. Consequently Phase Shields are only found on CapShips

### DEFINING CAPITAL SHIPS

Capital Ships are defined in the following ways.

- What is its unique ID?
- What Type is it?
- What Class is it?
- What is its Shield Value (SV)?
- What is its Speed?
- What is its Acceleration Rate?
- What is its Turn Rating?
- Does it have any Defensive AA Turrets?

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- What type and how many Main Gun Batteries does it have?
- How many Torpedo Tubes does it have?
- What Small Ships (Fighters and Assault Boats) does it carry, if any?
- How many Repair rolls can it make per turn?
- How good is the Captain?
- How good is its Crew?

For ease of play all the defining elements of each ship have been grouped together in one place. This is called the CapShip Roster Sheet.

Let's explain each of these in more detail.

### UNIQUE ID

This is how the ships differentiate themselves from each other. For ease of play we number them by first the Squadron then the ship number. If desired and for a more personal touch feel free to give them proper names.

*Example - The Hishen Corvette 3/2 would be the second ship in the third Squadron.*

### TYPE

There are military and civilian or non-military Capital Ships. These are divided into types. On the Lists (QRS) we use type to differentiate the ship inside its Class.

### CLASS

This is the role of the ship. Here are the Classes used in the game:

- **Star Transport** - These unarmed and unarmored ships are used to haul supplies and troops. They do most of their work behind the lines. They are transport ships.
- **Star Base, Investigation Outpost, or Refinery** - These are static facilities. Some are defenseless and easy to destroy but Star Bases are a different matter. They are heavily armed and include Fighter squadrons as well.
- **Light CapShips** - These are lightly protected and armed ships used to engage and destroy opposing fleets. They are faster and more maneuverable than their heavier counterparts. Some examples are Corvettes, Destroyers and Frigates.
- **Medium CapShips** - These are heavier protected and armed ships used to engage and destroy opposing enemy fleets. Some examples are Cruisers, Heavy Cruisers, and Light Cruisers.
- **Heavy CapShips** - These are the heaviest armored and armed ships, used to engage and destroy opposing enemy fleets. Battleships and Dreadnoughts form this category together with

big Star Fighter Carriers. *Battleships and Dreadnoughts are the only CapShips that can be armed with the feared Inferno Cannon.*

Note that the Dreadnoughts can take *three hull damage* results on the CapShip Damage Table before exploding.

### SHIELD VALUE

Capital Ships do not rely on armor for protection. Few ships in space have armor capable of stopping high velocity rounds and energy blasts without seriously affecting cost, speed and maneuverability. Instead, all space ships are equipped with shields. Capital Ships have Phase Shields which are much stronger than those used by Fighters. They are divided into Light, Medium, and Heavy. Check the Lists to see which type of shields are present on which CapShips.

### SPEED

This is the maximum movement rate of the ship.

### ACCELERATION RATE

This is the maximum a ship can accelerate (increase) or decelerate (decrease) it's Speed at the start of the *movement phase* or if called upon by a Reaction Test. Acceleration works exactly like it does in the Fighter rules (page 10).

*Example - A Freighter is traveling at a Speed of 1. The Freighter wishes to increase its Speed to 2, its maximum. The Freighter has an Acceleration Rating of 1/3. This means it will take the Freighter three turns to increase its Speed by 1 point.*

### TURN RATING

Turning works exactly like it does in the Fighter rules (page 15) except those that can turn only once will do so at the end of their movement.

*Example - A Freighter is traveling at a Speed of 1. The Freighter wishes to make a turn. The Freighter has a Turn Rating of 1. This means it will move its full movement then turn 60°.*

*A Frigate is traveling at Speed 3. It wishes to make two turns. It moves half (2") and turns, then moves the remainder (1") and turns a second time.*

### DEFENSIVE AA TURRETS

All CapShips have a number of Defensive AA Turrets as a point defense system against Fighter, missile, and torpedo attacks. All Defensive AA Turrets firing from CapShips have a standard Rep 4 and will fire 360° at *everything* within range. Firing is done using the Fighter

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Ranged Combat Table and in the following order of preference:

- Incoming torpedoes.
- Bombers and Assault Boats
- Fighters.

Defensive AA Turrets never suffer depleted energy or ammo.

### MAIN GUN BATTERIES

These are the *primary* weapons of the ship. Main guns can be fired up to 300° forward, with a blind spot in the rear 60° arc of the ship (Aspect 4).

### TORPEDOES TUBES

In addition to the Main Guns, it is common to find torpedoes on CapShips as well. Torpedoes launch from the 180° forward arc of a ship.

Similar to that introduced in the Fighter section of the rules except they can be fired at up to Scanner Range of 20" and will travel up to 10" per turn.

*Example – A Free Company RAAM Frigate detects a Hishen CapShip 18" out through its Scanners. The Frigate launches its torpedo and it is moved 10" towards the target. When next active, the torpedo moves up to 10" more, hopefully hitting the Hishen ship.*

### SMALL SHIPS

CapShips may also have Small Ships as part of their complement. These can be launched and retrieved. The three types of Small Ships are:

- **Fighters** – Used to attack other fighters and CapShips.
- **Bombers** – Used primarily to attack CapShips.
- **Assault Boats** – Used to carry troops used in Boarding Actions (page 39).

#### WHAT KIND AND HOW MANY?

In 5150: FIGHTER COMMAND we allow the player to decide, within limits, what CapShips have what Small Ships. Here how we do it:

- Carriers will have up to 1 Assault Boat for every three Fighters/Bombers.
- Other CapShips will usually carry Assault Boats.
- Battleships and Dreadnoughts can have up to one Fighter for every 3 Assault Boats.

### REPAIR ROLLS

The number of times the ship may attempt to repair damage (QRS) it has suffered.

### CAPTAIN

When a player wants to play a CapShip as its primary ship he takes on the role of the Captain. Just like a Pilot the Captain will be a Rep 5 Star.

### CREW

Big ships have lots of crew organized into departments to control engines, armament, etc., but ultimately everything depends on the Captain of the ship and his staff on the Bridge. Every Capital Ship has a Rep representing its Captain and Crew. Crew Rep is assigned based on the Navy. Here's how we do it:

- Go to the appropriate Fighter and CapShip Rep Table (QRS).
- Roll 1d6 for the Crew of each ship.
- Modify the result by any applicable circumstance.
- Check the modified total to arrive at the Crew Rep of the ship.
- The starting Rep of any CapShip can never be below 3.

## STOP!

Capital Ships (CapShips) follow the same rules as you learned in the Fighters section with some differences.

There are two kinds, Combat Capital Ships and Transport Capital Ships which can be military or civilian. CapShips also include Immobile Star Bases, Refineries, and Investigation Outposts as well as mobile ships.

Many of the CapShips will take multiple turns to accelerate, decelerate, and making a 60° turn may come at the end of the their movement.

Capital Ships use Phase Shields which are much stronger than the ones used by Fighters.

Defensive AA Turrets are fired using the Fighter Ranged Combat Table but do not need to take the In Sight Test. They will automatically engage everything in their 360° firing arc up to their Target Rating of 5.

Torpedoes mounted on CapShips can be launched from up to 20" away and travel 10" per turn.

CapShips have a Scanner Range of 20" and a Visual Range of 5".

CapShips can have Small Ships attached to them. There are three types of Small Ships, Fighters, Bombers and Assault Boats.



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### CAPITAL SHIP LISTS

This section will provide you with the CapShip Lists, for each Navy used in 5150: FIGHTER COMMAND.

*Note that Dreadnoughts will only appear based upon a specific scenario, not as reinforcements.*

When a CapShip is required for Reinforcements (page 54) roll 1d6 and read the result as rolled. A second d6 roll may be required.

### BOMBERS AND ASSAULT BOATS

All Medium and Large CapShips can have Bombers and Assault Boats.

#### 1 STAR NAVY CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Frigate (1-3) or Corvette (4-6)
2	Destroyer
3	Destroyer
4	Cruiser (1-5) Star Navy or (6) ISS Strike Cruiser
5	Cruiser <sup>(1)</sup>
6	Battleship (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### INTERPLANETARY SPECIAL SERVICES (ISS)

All Medium and Large CapShips, including the ISS Strike Cruiser, carry ISS troops that can be used both defensively and for boarding actions.

#### 1 PDF & FREE COMPANY CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Corvette
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser <sup>(1)</sup>
6	Battleship (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### 1 HISHEN EMPIRE CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Frigate (1-3) or Corvette (4-6)
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser (1)
6	Battleship (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### GRATH

All Medium and Large CapShip carry one detachment of Grath that can be used both defensively and for boarding actions.

#### 1 PIRATE & PRIVATEER CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Corvette
2	Frigate
3	Frigate
4	Destroyer
5	Cruiser <sup>(1)</sup>
6	Cruiser (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### 1 XEOG CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Frigate
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser <sup>(1)</sup>
6	Heavy Cruiser

*(1) If an Attack Mission count as Heavy Cruiser.*

#### 1 ZHUH-ZHUH CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Corvette
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser
6	Battleship (1-2) Star Fighter Carrier (3-6)

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Now let's review the rules that you have learned to see how they apply to Capital Ships.

### GROUPS

All group rules (page 12) previously learned in the Fighters section also apply to CapShips.

### CAPSHIPS FORMATIONS

Just like their Fighter counterparts, CapShips are organized into basic formations.

Three ships form a Squadron under a Squadron *Leader*.

Three Squadrons form a group under a *Group Commander*.

### TURN SEQUENCE

Capital Ships follow the same Turn Sequence (page 13).

### ACTIONS

CapShips that have a Rep equal or higher than their *activation* score are *active* for that turn:

- *Active* CapShips can voluntarily act during their *action phase* and take Reaction Tests.

During its *action phase*, *active* Capital Ships can do any or all of the following actions but not the same one twice. The only exception is Repairs, as some ships have the ability to make two Repair rolls:

- Fire its weapons.
- Attempt Repairs.
- Launch Torpedoes.
- Launch or Recover Small Ships.
- Attempt to Rally (make a Ship Down Test).

As you can see CapShips can perform many more *actions* than Fighters. This represents the large Crews they have dedicated to different activities during the turn.

### INACTIVE CAPSHIPS

CapShips that have a Rep lower than their *activation* score are *inactive* for that turn:

- *Inactive* ships *cannot act* during the *action phase* and can only take Reaction Tests.

### MOVEMENT

CapShips are subject to Voluntary and Involuntary Movement.

### FAST MOVEMENT

CapShips cannot Fast Move.

### TURNING

CapShip turn just like Fighters except those with a Turn Rating of 1 will make their turn at the end of their movement.

### INVOLUNTARY ACTIONS

CapShips may be forced into involuntary actions and movements due to the results of a Reaction Test. The possible involuntary actions and moves are as follows.

### BRACE FOR IMPACT

The Crew readies for imminent impact. *If the torpedo hits the ship can relocate the damage hit to another area.*

### CHANGE COURSE

Move half distance straight ahead and then turn 60° to port (1-3) or to starboard (4-6).

### FIRE

The ship immediately fires at the cause of the test.

### RETIRE

CapShips will leave the Battle Space. Here's how we do it:

- The ship will immediately move at maximum possible Speed towards the nearest table edge and will continue until it leaves the table or Rallies (page 34).
- It will recall all of its Small Ship as well.
- It will continue defensive fire at enemy Fighters, missiles and torpedoes, but will not otherwise attack.
- If it has received Bridge damage and/or its shields are down, the ship will surrender to any enemy CapShip or Assault Boat that comes within 2".

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- A surrendering ship will make a Scuttle Test to see if the Captain is able to destroy the ship before the enemy can take possession.

<b>1</b>	<b>SCUTTLE</b> <i>(Taken vs. Rep)</i>
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#D6	RESULT
<b>PASSED</b>	
1	The crew abandons ship, and the ship is destroyed by scuttling charges before the enemy takes possession
0	The ship is captured, providing an Intel modifier during campaign play

### RALLY

Whenever a *Retiring* CapShip wishes to return to the fight, it will take the *Ship Down* Reaction Test. It can only be taken when the ship is *active* and in Visual Range of a friendly CapShip in Carry On status.

### SNAP FIRE

The ship immediately fires its Defensive AA Turrets at the cause of the test but takes the Snap Firing penalty.

## STOP!

When a CapShip is needed and it is not pre-generated for the Mission, roll 1d6 on the appropriate CapShip List. Sometimes a second d6 roll will be required.

If a 4 and then a 6 is rolled on the Star Navy List, what is the ship type? How is it different than other ships in its Class?

What does a 1/2 Acceleration Rating mean?

Scoring a Brace for Impact result on the Incoming Torpedo Test is very important. This allows the target to relocate the damage rolled on the Capital Ship Damage Table to another part of their ship.

When a result of Change Course is scored the ship must move half of its move straight ahead before turning to port (1-3) or starboard (4-6).

How is a Snap Fire result on a CapShip different than on a Fighter? Do CapShip Main Guns Snap Fire?

## REACTION TESTS

Capital Ships are subject to their own Reaction Tests. Tests are taken as previously outlined in the Fighters section and are grouped together in the rear of the book. Let's look closer at each Reaction Test.

### IN SIGHT

In Sights are handled as previously outlined with the exception that CapShips have 360° line of sight. *CapShips only take In Sights from other CapShips and not for Fighters.*

### RECEIVE FIRE

This test is taken when the CapShip is fired at by the Main Guns of other CapShips.

### INCOMING TORPEDOES

Whenever a CapShip is contacted by a torpedo it will take this Reaction Test.

*Example – A Hishen Medium Cruiser detects two torpedoes coming at him. The Hishen ship takes the Incoming Torpedoes Test, passes 2d6 and Braces for Impact and accelerates normally to maximum speed. This will allow the ship to relocate one damage hit to a system of choice, and may just move the ship past the incoming torpedo, causing it to miss.*

### EVADING TORPEDOES

Torpedoes can be launched from as far as 20" away from the target by CapShips (Fighters can launch them from up to 10" out). They move 10" per turn. It is possible that the target could evade the torpedo. Here's how we do it:

- Torpedo is launched and moved.
- A CapShip torpedo has 10" of movement available to it per turn but for only two turns.
- When it reaches the target take the Incoming Torpedoes Test.
- If pass 2d6 move the Cap Ship as outlined.
- Measure the distance from the torpedo to the CapShip. If its remaining distance is equal or greater than the new location of the CapShip it has struck the target. If it is less the CapShip has evaded the torpedo.

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*Example – A torpedo is launched from a CapShip and moves 10". This puts it 8" from the target, a Star Navy Destroyer. On its next movement phase the torpedo moves 8" into contact with the Destroyer. The Incoming Torpedoes Test is taken and the Destroyer passes 1d6 and "Changes Course" towards the torpedo, to present the smallest target possible. It accelerates to maximum speed of 3 and moves 3" forward past the point of contact. In addition it is allowed to fire its Defensive AA Turrets (2) and rolls on the Fighter Ranged Combat Table. The result is an 8 and 9, both misses.*

*The torpedo has 2" of remaining movement. As this is less than the distance from the contact point to the Destroyer it misses the target and is removed from the table.*

### REPAIR DAMAGED AREA

CapShips can make repairs to damaged areas as previously outlined. Note that some CapShips may make more than one Repair roll per turn. This is found in the Notes section of the Lists (QRS).

### LAUNCHING OR RECOVERING SMALL SHIPS

This test is taken when the CapShip wishes to Launch or Recover Small Ships (QRS). It cannot do both on the same turn.

### SHIP DOWN

The Ship Down Test is taken when a CapShip is within Visual Range (5") to a friendly CapShip that is destroyed or retiring. Transport ships will take the test due to any ship while military ships will only take it for the same type or heavier ships.

*Example – A Hishen Medium Cruiser is hit and explodes. A Heavy Cruiser, Transport and Frigate are within Visual Range to the explosion. The Heavy Cruiser does not have to take the Ship Down Test, but both the Transport and Frigate must now take the test.*

### PHASE SHIELD TEST

There are two additional tests on the CapShips QRS that must be taken but are not specifically Reaction Tests. But as they use similar mechanics we have grouped them with the Reaction Tests. The first is the Phase Shield Test.

The Test is only taken when fired at by Main Guns and the shooter passes 1d6.

*Example - A Hishen Medium Cruiser fires its Main Guns at a Rep 4 Gaea Prime Star Navy Frigate. He scores a 3 and 6, passing 1d on the CapShip Ranged Combat Table. A hit is scored but no damage is delivered. However, there is a chance that the shields have become disabled.*

*The Star Navy player rolls 2d6 versus his Rep and scores 1 and 5. Looking on the Phase Shield Table (CapShips QRS) under pass 1d6 means the Phase Shield is disabled for 1/2d6 turns. The player rolls 1d6 and scores a 3. The shields will not work for 2 turns.*

Ships with disabled shields will automatically take damage with the shooter not having to roll versus Impact.

*Note that this is the best time to damage CapShips with Fighter Weapons as with a "-" Impact are now increased to 1.*

### ASTEROID COLLISION

The Asteroid Collision Test is taken when a CapShip comes into contact with an asteroid.

## STOP!

Torpedoes have a range of 20" when launched from a CapShip (10" when launched from a Fighter) and can move up to 10" per turn. How many turns can it travel? When is the Incoming Torpedoes Test taken?

Review the evading torpedoes example.

When is the Phase Shield Test taken? Remember that when the Phase Shields go down this is the best time that Fighters can damage CapShips. Weapons with an Impact of "-" are now increased to 1.

## RESOLVING FIRE

Capital Ships may be armed with Main Gun Batteries and Missiles. In this section we cover how each are fired.

### TYPES

There are four gun types that are used on CapShips. Details of each are found on the Capital Ship Weapon Table – Batteries (QRS).

### BEAM CANNON

High energy guns that fire coherent charged particle beams or laser beams.

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### **INFERNO CANNON**

The Inferno Cannon is the ultimate energy weapon able to destroy ships with one shot. Such monstrous cannons can only be mounted on the largest of battleships and dreadnoughts. *CapShip Inferno cannon are slow fire weapons.*

### **PLASMA CANNON**

Plasma cannon fires high velocity plasma bolts. *CapShip Plasma cannon are slow fire weapons.*

### **PROJECTILE CANNON**

Projectile cannon use magnetic rail guns to fire good old-fashioned high velocity shells, with a short range but high damage.

### **TARGET RATING**

As previously described each weapon can target one ship. This is shown with a Target Rating of 1. There are slow fire weapons which take more than one *action* to fire. They are the Plasma Cannon (1/2) and the Inferno Cannon (1/3). Slow fire guns must be declared to be readying in the *action phases* prior to firing.

*Example – The Star Navy Dreadnought player declares on action phase 1 he is readying the weapon. On the 2<sup>nd</sup> activations phase he repeats this. The next turn he is inactive so the weapon is still charging. On the 3<sup>rd</sup> action phase he fires the weapon.*

As you can see it is important to have a high Rep Crew when armed with a slow firing weapon!

### **IMPACT**

Each weapon has an Impact representing its ability to inflict damage. The higher the Impact is the more deadly the weapon.

### **LINE OF SIGHT**

CapShips have LOS of 360° and a cone of fire of 300° for Main Guns (cannot fire through Aspect 4) and 180° for Missiles.

### **FIRING BATTERIES**

Here's how CapShips fire at other CapShips.

- Declare which ship is firing.
- Declare the target.
- Roll 2d6 per each gun battery firing versus the Rep of the shooter.
- Modify the Rep if circumstances apply.
- Determine how many d6 are passed.

- Consult the CapShip Ranged Combat Table and immediately carry out the results.

<b>2</b>	<b>CAPSHIP RANGED COMBAT</b> <i>(Taken versus Rep)</i>
----------	---

CIRCUMSTANCE	MODIFIER
Accurate Gunnery Attribute	+1d6
Firing at target beyond Visual Range	-1
Target concealed, in cover, or using Stealth Technology (Xeogs)	-1

# D6 PASSED	RESULT
2	<b>Shooter scores a solid hit!</b> Roll 1d6 versus the Impact of the weapon. If score equal or less roll on the CapShip Damage Table. If greater than Impact, no effect, target takes Received Fire Test.
1	<b>Impact near hull!</b> Roll Phase Shield Test and Received Fire Test.
0	<b>Shooter misses!</b> Target ignores fire and carries on.

### **FIRING DEFENSIVE AA TURRETS**

Defensive AA Turrets are fired using the Fighter Ranged Combat Table with range and Impacts found on the Fighter Weapon Table – Guns (QRS). They typically will only fire at Fighters and Torpedoes, but can be fired at CapShips with shields are down.

### **LAUNCHING TORPEDOES**

Capital Ships launch torpedoes, heavy anti-CapShip missiles, in the same way as Fighters. CapShips can fire all their tubes at the same time while Fighters can launch only one at a time. CapShips can launch torpedoes from 20” away with the torpedoes traveling 10” per turn for two turns.

Torpedoes are launched during the *action phase* and never in Reaction.

### **DETERMINING CAPSHIP DAMAGE**

CapShip damage is calculated as follows:

- When a CapShip is hit, the shooter must roll 1d6 versus the Impact of the weapon based on the shields of the target. If the shields are down they automatically hit and the Impact roll is not needed.
- If the result is equal or less than the Impact the weapon has caused damage.

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- If the score is greater than the Impact the shields have absorbed all the damage and the target takes the Received Fire Test.
- If damage occurs roll 1d6 and consult the Capital Ship Damage Table to see what area has been damaged. This may require a second 1d6 roll.

<b>1 CAPITAL SHIP DAMAGE TABLE</b> <i>(Read result as rolled)</i>
--

CIRCUMSTANCE	MODIFIER
Attacked from rear (target Aspect 4)	-1

#	RESULT
1	<b>Engine hit!</b> Reduce the maximum ship Speed by 1 until the damage is repaired
2	<b>Thrusters!</b> The ship may not make any turns until the thrusters have been repaired.
3	<p><b>Damage Report!</b> Roll 1d6:                      (1-3) A ship's weapon system is down. Roll randomly for each weapon, including Defensive AA Turret, to see what has gone down. This weapon may not fire until it has been repaired.  <i>If all weapon systems are already damaged treat this as a Hull Breach.</i></p> <p>(4-6) The ship's hangar bay has been damaged. No small ships may be launched or recovered until it has been repaired. <i>If the Hangar Bay exists or is already damaged, treat as a Hull Breach.</i></p>
4	<b>Shields down!</b> The shields no longer function until repaired
5	<p><b>Hull Breach!</b> The ship's Hull is torn open, pressure lost, and killing part of the crew. Count a -1 to Rep for remainder of Mission. Hull damage cannot be repaired during the Mission.</p> <p><i>If a second hull breach (or third for a Dreadnought) occurs:</i>                      The ship explodes in a blazing inferno. Remove the ship from play. Every ship within 1d6 inches of the exploding wreck is struck by 1/2d6 Plasma cannon hits.</p>
6	<b>Bridge smashed!</b> The Bridge of the ship with the Captain and his officers is smashed. The Captain takes the recover From Knock Down Test. Count -2 to the Crew Rep for the remainder of the Mission. Bridge damage cannot be repaired during the Mission.

### DAMAGE TRANSFERENCE

Anytime a damaged area is hit in a subsequent turn, and it has not been repaired, the damage transfers to the Hull.

### BOOM! 2<sup>ND</sup> HIT ON THE SAME AREA

If a CapShip receives two or more hits at the same time on the same area the ship is destroyed and explodes in a fiery mess with all hands Obviously Dead.

If a CapShip later receives a second hit to the Hull, a third if a Dreadnought, the ship is destroyed. The crew is considered to have abandoned ship in life pods.

### CAPSHIPS FIRING AT FIGHTERS

Capital Ships can only fire at Fighters with their Defensive AA Turrets. Their Main Gun Batteries are too big and slow to target a tiny Fighter.

### FIGHTERS FIRING AT CAPSHIPS

Fighters can fire at CapShips, though most Fighter weapons will not penetrate the heavy shields of a CapShip. But it can be done and here's how we do it:

- The Fighter declares which ship it is targeting.
- It then declares which weapon it is firing.
- Torpedoes can only target the CapShip Hull.
- Leech Missiles causes an immediate Phase Shield Test. Light Phase Shields take the test at a -1 to Rep.
- HARM missiles will only target Scanners or Defensive AA Turret, at the shooter's choice.
- Other Fighter weapons target either the CapShip Hull or a Defensive AA Turret.

### BEATING THE CAPSHIP SHIELDS

Any weapon hitting a CapShip must check to see if it can beat the CapShip's shields. Here's how we do it:

- Torpedoes will always penetrate CapShip shields as they are unaffected by them. Roll for damage normally.
- Leech Missile hits will cause a Phase Shield Test (page 35). Light Phase Shields take the test at a -1 to Rep.
- HARM missiles will knock out Scanners or Defensive AA Turrets at the player's choice.
- Other weapons will use the Impact as noted on the Fighter Weapon Table to.

## CAPSHIP COUNTER MEASURES

CapShips targeted by missiles, not torpedoes, always get to make a simple Counter Measure Test to see if the missile has been decoyed, spoofed or jammed. Defensive AA Turret cannot fire at missiles, except for torpedoes, so this is an important section to understand. Here's how we do it:

- Each missile targeting the CapShip is subject to counter measures.
- Start with the Rep of the CapShip.
- Modify the Rep for any applicable circumstance.
- Roll 1d6 versus the modified Rep. Determine how many d6 are passed.
- Consult the CapShip Counter Measures Table.
- Carry out the results.

**1**      **CAPSHIP COUNTER MEASURES**  
*(Taken versus Rep)*

CIRCUMSTANCE	MODIFIER
CapShip has no Defensive AA Turrets	-1
Missile is FF, HARM or Leech,	-1
Missile is IR	-2

# D6 PASSED	RESULT
1	Counter measures succeed. Missile fails to hit.
0	Counter measures fail. Missile hits target.

## CAPSHIPS WITH SHIELDS DOWN

If a CapShip's shields have collapsed, then *any* weapon may cause damage. Here's how we do it:

- When a hit is scored damage is automatically delivered. You do not roll versus Impact!
- CapShip weapons and torpedoes cause normal damage.
- Fighter weapons can cause damage in the following ways:
  - All Guns with an Impact of "-" is now 1.
  - Any Missile hit will result in one CapShip Damage roll.

## REPAIRING DAMAGE

CapShips have on-board Repair systems and Crews that can fix damage. Here's how we do it:

- CapShips have one or two Repair rolls when *active* and during the *action phase*. This is found on the Lists.
- During the *action phase* roll 2d6 versus the Rep of the ship.
- Determine how many d6 are passed.
- Consult the Repair Damaged Area Test and carry out the results.
- If the CapShip has multiple damaged areas it can choose which one to repair. Regardless of the number of damaged areas each Repair Test is taken only once per turn.
- Hull damage is permanent and can only be repaired after the Mission.

## STOP!

CapShip Main Guns have Target Rating, Impact and Range just like Fighter Weapons. Some of the Main Guns are *slow fire* weapons. Which two are they and what does a Target Rating of 1/3 mean?

Unlike Fighter weapons most Main Guns will cause multiple damage rolls on each hit.

Cone of fire for Main Guns is 300° while missiles are 180° to the front.

Take two CapShips and start them 24" apart from each other. Roll *activation* and move the ships until they are within range. Conduct fire and damage. Remember that Main Guns fire by rolling 2d6 versus the modified Rep of the CapShip while missiles are fired using the CapShip Counter Measures Table by rolling 1d6 versus the Rep of the ship.

Review the sections on defeating the CapShip Shields.

## SMALL SHIPS

Small Ships are the Fighters, Bombers or Assault Boats a CapShip may have. Small Ships are launched in the following way:

- The CapShip must be *active*.
- Small Ships are always launched into the 180° forward arc of the CapShip.
- Small Ships must move straight ahead on the turn they are launched.

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- CapShip must take the Launching or Recovering Small Ships Test.
- Up to two Small Ships can be launched in the same turn.

Small Ships may also be Recovered (i.e., they land back in the Hangar Bay) in order to re-arm and re-fuel them, or in case the fleet has to retire. Small Ships are recovered in the following way:

- The Small Ship must move so that it ends up matching the speed and heading of the CapShip, in the same hex or space on the table top.
- The CapShip will then make a Launch or Recover Small Ships Test to see if the Small Ship has successfully landed.

### ***RE-ARMING AND RE-FUELING***

Once a Small Ship is recovered it will take 1+1/2d6 turns of CapShip *action* before it can be launched again.

## ***RAMMING***

Ramming is a desperate action that some Captains do in the heat of battle. Only CapShips can ram other CapShips. To successfully ram a ship, the ramming ship must pass a Ramming Test. Here's how we do it:

- The ramming ship has to move to within 1" of the target ship, during its *movement phase*.
- Start with the Rep of the ramming ship.
- Modify the Rep by any applicable circumstances.
- Roll 2d6 versus the modified Rep. Determine how many d6 are passed.
- Consult the Ramming Table and immediately carry out the results.

2	RAMMING
<i>(Taken versus Rep)</i>	

CIRCUMSTANCE	MODIFIER
Target bigger than ramming ship	+1
Ramming onto the target's flank	+1
Target at "zero" speed	+1

# D6 PASSED	RESULT
2	Ramming attack successful.
1	Ramming attack successful but target Braces for Impact.
0	Miss, ramming ship continues move without collision.

## ***HITTING THE TARGET***

When the ramming attack is successful both the target ship and the ramming ship will take damage. Here's how we do it:

- Light CapShips will inflict one automatic torpedo hit to the opposing ship.
- Medium Cap Ships will inflict two automatic torpedo hits to the opposing ship.
- Heavy Cap Ships will inflict three automatic torpedo hits to the opposing ship.
- If a ship is smaller than the opposing ship it takes an additional hit.

*Example - A Hishen Medium Cruiser rams a Gaea Prime Frigate. The Hishen Ship inflicts three automatic torpedo hits on the Frigate, two for size and one extra for being larger than the target, whereas the Frigate inflicts just one to the Hishen Cruiser.*

## ***BOARDING ACTIONS***

Capital Ships having Assault Boats can launch them to attempt Boarding Actions on the enemy Capital Ships. The Assault Boat moves to the enemy ship, attaches itself to the Hull (hard docks) and troops are sent onto the ship. Here's how we do it:

- The Assault Boat moves to within 1" of the target CapShip.
- Start with the Rep of the Assault Boat.
- Modify the Rep by any applicable circumstances.
- Roll 2d6 versus the modified Rep and determine how many d6 are passed.
- Consult the Boarding Actions Docking Table and immediately carry out the results.

2	BOARDING ACTIONS DOCKING
<i>(Taken versus Rep)</i>	

CIRCUMSTANCE	MODIFIER
Assault Boat damaged	-1
Assault Boat fired at by Defensive AA Turret this turn.	-1
Target already boarded or damaged	+1

# D6 PASSED	RESULT
2	Successful hard dock and infantry assault.
1	Assault Boat still maneuvering. Automatic hard dock next <i>action phase</i> unless fired at and damaged.
0	Unable to hard dock. Must try next <i>action phase</i> .



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Each Assault Boat will carry three infantry squads.

### ***Now What?***

Once the breach is made (hard dock completed) the attackers can choose one of two different types of attack. They are:

- *Hit and run raid* to produce as much as chaos and destruction as possible.
- Try to *capture the ship*.

Once you decide on what type of boarding action you want to do, you can resolve the attack in two different ways:

- Roll on the appropriate Boarding Action Table.
- Conduct a miniatures boarding action battle using *5150: Star Army*, *5150: New Beginnings*, or *Chain Reaction 3.0 - Final Version*.

<b>2</b>	<b>HIT &amp; RUN BOARDING ACTION</b> <i>(Taken versus Rep)</i> <i>Any result of "6" is a failure.</i>
----------	---

CIRCUMSTANCE	MODIFIER
Target is a pirate crew	-1
Target has ISS or Grath detachment	-2
Target already been boarded or damaged	+1
Target is a Heavy CapShip	-1
Assaulting force is ISS or Grath	+2

# D6 PASSED	RESULT
2	Target ship take two automatic torpedo hits. Assaulting force may continue next turn or leave via their Assault Boats.
1	Target ship takes one automatic torpedo hit. Assaulting force may continue next turn or leave via their Assault Boats.
0	Assaulting force is completely neutralized and repulsed. Assault Boat leaves. Count -1 to Rep the remainder of the Mission.

<b>2</b>	<b>CAPTURE THE SHIP BOARDING ACTION</b> <i>(Taken versus Rep)</i> <i>Any result of "6" is a failure.</i>
----------	--

CIRCUMSTANCE	MODIFIER
Target is a pirate crew	-1
Target has ISS or Grath detachment	-2
Target already been boarded or damaged	+1
Target is a Heavy CapShip	-2
Assaulting force is ISS or Grath	+2

# D6 PASSED	RESULT
2	The assaulting force takes the Bridge and captures the ship. The ship is under the capturing player's control, and must Retire.
1	The assaulting force takes the Bridge but it is heavily damaged in the process. The ship is under the capturing player's control, and must Retire. It suffers Bridge damage in the process.
0	Assaulting force is completely neutralized and repulsed. Assault Boat leaves. Count -1 to Rep the remainder of the Mission.

## ***AFTER THE BATTLE***

CapShips follow the same After the Battle Recovery sequence that Fighters do (page 29).

### ***STOP!***

Take a Star Navy Destroyer and ram it with a Hishen Overseer. What damage was given to the Overseer? To the Destroyer?

There are two types of Boarding Actions. What are they and how do they differ? What's a hard dock and what type of Small Ship is required to Board?

Set up a Hit and Run Boarding Action between an attacking ISS Assault Boat and a Zhuh-Zhuh Cruiser. Play it out.

CapShips take the After the Battle Recovery Test just like Fighters.

This completes the Capital Ships section of the rules. I suggest that you play a small game with one or two Capital Ships per side to get used to the game mechanics. Once you have learned where to look on the QRS while you're gaming, and how the mechanics work, you can move on to bigger battles mixing Fighters and Capital Ships.

## 6-TERRAIN

In this section we cover the types of *space terrain* you will conduct your Missions over. This will cover a *general description* of the terrain and what effect it will have on your ships. For ideas on terrain I suggest viewing movies of the appropriate genre. There are five types of terrain:

- Clear
- Dust or Gas Clouds
- Asteroids Fields
- Minefields
- Drifting Space Hulks

Each section of the table will contain one of these types. You can roll for terrain or just set it up anyway you like.

Let's cover each terrain type in more detail.

### **CLEAR**

Clear table sections are flat and empty space with nothing to break up LOS... nothing, nada, zippo.

### **DUST OR GAS CLOUDS**

The interplanetary dust cloud is cosmic dust left over from exploding stars and stellar events which may be ... Okay, let's cut to the chase. Dust or Gas Clouds:

- Prevent PEFs inside of them from being resolved by Scanners.
- Reduce Visual range inside them to 3"

There will be 1/2d6 pieces of dust or gas clouds in the section. Dust Clouds can be as large or as small as you like as long as there is a 4" gap between pieces.

All Dust Clouds are pointing in the same direction. Here's how we do it:

- Nominate one table edge as twelve o'clock. If playing solo or same side this will be the opposite edge from where you are sitting.
- Roll 2d6 and add the scores together. The result will be the "clock hour" in which to point the clouds.

*Example – There is a Dust Cloud field and I rolled 2d6 and score 2 & 4 for a total of 6. All the clouds in the board will be pointing towards six o'clock, opposite the twelve o'clock direction.*

This system is also used when placing ships resolved from PEFs (page 49).

### **ASTEROID FIELDS**

Asteroid Fields are groups of small rocky or metallic objects in the outer systems. There are millions of asteroids, many thought to be the shattered remnants of *planetesimals*, bodies within the young stars that never grew large enough to become planets.

There will be a number of asteroids filling a whole section. The pieces should be at least 4" apart from each other. Asteroids block LOS and prevent Scanners from resolving PEFs inside the asteroid field.

Keep in mind that when an In Sight is triggered the triggering ship is allowed to move 1" *before* the test is taken. This may allow the ship to hide behind another asteroid, preventing the In Sight from being resolved!

### **MINEFIELDS**

Another type of space terrain is uncharted and long forgotten Minefields from past wars. They are very dangerous and may (1-4) go off if a ship comes within 1" of them. When they explode treat them as one torpedo hit for Capital Ships and as a direct missile hit for Fighters, two rolls on the Fighter Damage Table. Fill the whole sections with mines leaving a gap of 4" among them.

### **DRIFTING SPACE HULKS**

Space Hulks are gutted dead ships from past Missions and exploration. PEFs in the same section can only be resolved at Visual Range and with LOS.

Place 1/2d6 big chunks of metal scrap in the section leaving a minimum of 4" gap among them. Treat them as Asteroids for possible collisions.

### **IMPORTANT!**

Unless dictated by the scenario the defender is allowed to generate the terrain for the table.

## GENERATING TERRAIN

Unless previously determined by the scenario terrain is generated in the following way:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter, just be sure to divide the table into nine equal sections.

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1	2	3
4	5	6
7	8	9

- Starting with section #1 roll 2d6, add the results together, and consult the Terrain Generator Table to see what type of terrain that section has.
- Continue rolling 2d6 for each section as you did for section #1.
- Keep section #5 as rolled and group the other terrain pieces together so that similar terrain is adjacent to similar terrain.
- Player and Non-Player Forces will always enter the table from the edge bordering sections 7, 8 and 9.
- PEFs will always be placed in sections 1, 2, 3, 4, 5, or 6.

### 2

#### TERRAIN GENERATOR

(2d6 added together)

#	TYPE OF TERRAIN
2	Minefield
3	Drifting Space Hulks
4	Asteroid Field
5	Dust or Gas Clouds
6	Clear
7	Clear
8	Clear
9	Dust or Gas Clouds
10	Asteroid Field
11	Drifting Space Hulks
12	Minefield

### NAVIGATION POINTS

In Patrol Missions (page 55) there will be three Navigation Points (Nav Points) assigned on the table to which you must explore to complete a Mission. It does not matter in which order you visit them but you must check them all to succeed in the Mission.

They are deployed in the same way as PEFs and *after* you deploy your ships.

## STOP!

This completes the terrain section of the rules. I suggest that you generate a couple of tables of terrain before moving on. Be sure to group like terrain types around section #5. Once you feel comfortable doing this you can put together all that you have learned and play a game.

- Start with a small 3'x3' table and generate the terrain.
- Grab one Flight of fighters and one Flight to fight against.
- Add a Capital Ship to each side.
- Now play a game or two. When you're comfortable with the mechanics move on to the next section.

## 7-PLAYING THE GAME

All Two Hour Wargames rules can be played solo, same side (cooperatively), or head to head (competitively). Everyone knows the benefits and pitfalls of head to head, but let's discuss solo and same side.

### SOLO

Now it's not only possible to play solo it's also a joy. Why? Because when you add the Campaign rules all the work is done for you.

From deciding the forces involved to the scenario you play all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. And by doing this no two games will ever be alike.

### SAME SIDE

Now let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. And it's a great way to get new players into the game whether it's your friend, your kid or spouse. Give it a try.

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### HEAD TO HEAD

So we've talked about solo and same side playing. But what about those times you want to play head to head? We recommend two ways to do it. Here's the first:

- Decide who is *controlling* or *contesting* the space (page 44).
- Agree on the Mission type (page 44) and what role each player will take.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, actually are. They can be ships or empty decoys.
- PEFs are placed as outlined in the Mission, and PEFs are used to replace the ships of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Mission as written.

The other way is to play head to head is have each player take turns having a Mission with the other player controlling the game mechanics as they come up. So when a PEF is resolved the opposing player runs the force, which is generated normally.

### PEFs? MISSION? WHAT THE...?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started on Campaigns.

## 8 - CAMPAIGN

In this part you will learn how to link your Missions together into a continuous campaign where the result of one affects the course of the next.

*Campaigns can be as simple or as detailed as you want.* The choice is up to you. Feel free to use as little or as much of the following rules for your Missions and campaigns.

### TIME IN THE CAMPAIGN

For simplicity's sake we track time in the campaign by month. Players will have two Missions per month one early in the month and one later in the month.

### CAMPAIGN MORALE

Before the campaign starts we must establish your *local campaign morale*. As a soldier you cannot control who your government goes to war with. What you can control

is the morale of your troops. How do you do this? Complete your Missions successfully! So what is your starting Campaign Morale and that of your enemy? Looking at the Campaign Morale Table tells you this.

## X CAMPAIGN MORALE

NAVY	CAMPAIGN MORALE
Free Company	3
PDF	3
Star Navy	4
Hishen Empire	4
Pirates/Privateers	3
Xeog	4
Zhuh-Zhuh	3

As you succeed or fail in your Missions your Campaign Morale will go up or down. The same applies for your enemy as well.

There isn't a maximum Campaign Morale but when the Campaign is over your Campaign Morale returns to normal for the next Campaign. Unless...

### THE ENEMY

Each Campaign will have one Enemy Navy that remains the enemy until one side or the other loses the Campaign. Here's how we do it:

- Choose which Navy you want to play.
- Roll 1d6 and consult the Going to War Table to see who your opponent will be.

## 1 GOING TO WAR *(Read the result as rolled)*

NAVY	1	2	3	4	5	6
Free Companies	HS	HS	PD	RB	XE	ZZ
GP - PDF	HS	HS	HS	FC	XE	PI
GP - Star Navy	HS	HS	HS	PI	XE	ZZ
Hishen	SN	SN	SN	PD	XE	ZZ
Pirates	HS	SN	PD	FC	XE	ZZ
Xeogs	HS	HS	HS	SN	FC	ZZ
Zhuh-Zhuh	HS	HS	PI	SN	XE	FC

### EXPLAINING THE "GOING TO WAR" TABLE

FC = Free Companies  
 PD = GP - PDF  
 PI = Pirates  
 RB = GP - Rebellion <sup>(1)</sup>  
 SN = GP - Star Navy  
 HS = Hishen  
 XE = Xeog  
 ZZ = Zhuh-Zhuh

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(1) Rebels are former Gaea Prime controlled planets. They will have both PDF (1-4) and Free Company (5-6) ships in their force.

*Example – I decide to play the Xeog Faction. I roll 1d6 and score a 3. My enemy is the Hishen.*

### CONTROLLED OR CONTESTED

Now you must determine which side *controls* (defends) the sector and which side *contests* (attacks) it. Here's how we do it:

- Each side rolls 1d6 and adds their score to their Campaign Morale.
- The side with the higher total is the contesting Navy.
- Re-roll all ties.

*Example - I am playing Star Navy versus Hishen. I roll 1d6 for the Star Navy. I score a 3 and add it to the Campaign Morale of 4 for a total of 7. I roll 1d6 for the Hishen. I score a 5 and add it to the Campaign Morale of 4 for a total of 9. The Hishen are contesting (attacking) the sector while the Star Navy is controlling it (defending).*

### ENDING THE CAMPAIGN

When the enemy's Campaign Morale is reduced to zero you have won and they have vacated the area:

- You are a local hero and on your next Campaign the friendly Campaign Morale is increased by one.

If your Campaign Morale is reduced to zero you have lost and your side vacates the area.

- You have questions to answer and are regarded lightly by your superiors. In your next Campaign the friendly Campaign Morale is decreased by one.

## STOP!

5150: FIGHTER COMMAND can be played solo or cooperatively against the game mechanics and head to head. Same side gaming is great for teaching the rules.

Each side starts with a Campaign Morale that will go up when you succeed at a Mission and go down when you fail. This is determined only once for each side before the Campaign starts and tracked as it changes.

Who you fight can be chosen or determined randomly.

Controlling means you are defending the area while contesting means you are attacking the area. This is determined before the Campaign begins.

The Campaign ends when one side has its Campaign Morale reduced to zero.

## MISSIONS

The Campaign in 5150: FIGHTER COMMAND revolves around how your force carries out its Missions.

The Missions are interlocking and the results of one affects the results of the next. This is determined by the Mission Results Table (page 58).

### PRE-MISSION CHECKLIST

Your first Mission will be a Patrol. But before you go on a Mission you must determine the following:

- Investment Levels of both sides.
- What's the weather like?
- What's your Intel Level?

### INVESTMENT LEVEL

Not all of the areas fought over during a Campaign are equally contested. Whether you are in the thick of things or on the fringe of the fight is determined by the level of enemy activity you can expect. The question is; how important is this area to the enemy and to your superiors? This is represented by the Investment Level.

The Investment Level (IL) is a number that reflects how much enemy activity and reinforcements you can expect. The higher the number the more you can expect. The IL for both sides must be determined before the Campaign begins. Here's how we do it:

- Each Navy has two Investment Levels as listed on the Maximum Investment Level Table. One is

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when they are the *controlling* force and the other when they are the *contesting* force.

- The numbers listed are the *maximum* possible Investment Level and not guaranteed.

### DETERMINING THE IL

Here's how we determine the Investment Level of a Navy.

- Before the Campaign each side rolls 2d6.
- The higher d6 score will be its Investment Level. The IL cannot exceed its maximum IL level.
- If playing same side or solo do not determine the IL of the enemy at this time. If playing head to head only divulge the information when directed by the rules.

*Example - A Hishen force is contesting a Gaea Prime system. The Hishen player rolls 2d6 and scores a 4 and a 5. The player counts the higher score, 5. Looking on the Maximum Investment Level Table we see that the highest IL for the Hishen when attacking is a 4. As the maximum Investment Level is 4 the actual level used would be 4.*

*I now roll 2d6 for the Star Navy force and score a 1 and 2. I count the higher score, 2. Looking on the Maximum Investment Level Table we see that the highest IL for the Star Navy when controlling is a 5. Therefore the IL of the Gaea Prime side is 2, the result that I rolled.*

*Note that if I were playing same side or solo I would not have rolled for the enemy Investment Level until directed by the scenario.*

You determine Investment Levels only once, at the start of the campaign.

## 2 MAXIMUM INVESTMENT LEVEL

*(Read the result as rolled, counting the highest score)*

NAVY	CONTROLLING	CONTESTING
Free Company	3	3
Hishen Empire	4	4
PDF	4	2
Pirates	4	2
Star Navy	5	3
Xeog	3	2
Zhuh-Zhuh	4	3

### INCLEMENT SPACE WEATHER

Unless specified otherwise there is a small chance that there could be inclement or bad space weather that will affect the ships. Bad weather comes from huge explosions on the nearest star's surface, sparking huge solar flares and geomagnetic storms. This disrupts power grids,

scanner and causes communication problems. Here's how we do it:

- Roll 1d6.
- On a result of "1" there is bad space weather.
- PEFs can only be resolved by Visual contact and not by Scanners.

*You check for bad space weather before every Mission.*

### INTEL LEVEL

Now it's time to see what your Intel Level will be. The Intel Level is a number that expresses how much you know about the upcoming Mission and the enemy you will face. Here's how we do it:

- Roll 1d6 for each point of Investment Level that you have.
- A result of 1, 2, or 3 is a success.
- Count the number of successes that were rolled.
- Consult the Mission Intel Table.
- Adjust the successes rolled by any applicable circumstances. This is your total number of successes.
- This will give you Good or Bad Intel for the Mission.

*You check your Intel Level before every Mission.*

<b>IL</b>	<b>MISSION INTEL</b> <i>(Looking for successes)</i>
-----------	--

CIRCUMSTANCE	MODIFIER
Patrol Mission	-1 success
Bad Space Weather	-1 success
Controlled sector	+1 success
Captured an enemy CapShip during the last Mission	+1 success

# D6 PASSED	RESULT
2+	<b>Good Intel.</b> You know the Enemy Investment Level prior to building your force. Determine it now.
1	<b>Conflicting reports.</b> Roll 1d6. (1-3) Count as if scored "2" successes. (4-6) Count as if scored "0" successes.
0	<b>Bad Intel!</b> You will learn the Enemy Investment Level when you resolve your first PEF.

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*Example - Continuing the previous examples the Hishen player has an IL of 4. I roll 4d6 and score a 1, 2, 3, and 5 for 3 successes. They have Good Intel.*

*The Gaea Prime player has an IL of 2 so rolls 2d6 and scores a 4 and 5 for zero success. As they are controlling the sector they add 1 success. This gives them conflicting reports so must roll 1d6. He scores a 5 so has zero successes. The Gaea Prime player has Bad Intel.*

*Note that when playing same side or solo you only determine your Intel unless you score Good Intel.*

### **BUILDING YOUR FORCE**

You are *always* expected to do the job with the least amount of troops. The size of your force depends upon the type of Mission, your Investment Level and the *known* Investment Level of the enemy. Here's how we do it:

- Start with your Investment Level.
- Subtract the Enemy Investment Level *only if you scored Good Intel*. This may give you a negative result.
- Look up this result on the Force Availability Table and match it to the Mission to determine what size force you will have.

*If playing a one off game, not campaign related, just pick what you want.*

X			
FORCE AVAILABILITY			
TOTAL	DEFEND	ATTACK	PATROL
2 or more	B	C	C
1	B	B	C
0	B	B	C
-1	A	B	C
-2	A	B	C
-3 or less	A	A	C

#### **EXPLAINING THE FORCE AVAILABILITY TABLE**

**A** = One CapShip with one Medium Fighter Flight escort if the CapShip does not have Fighters inside. Escorts always start at the same speed as the escorted ship.

**B** = One Flight of Heavy Fighters (if defending) or Bombers (if attacking).

**C** = One Flight of Light (1-4) or Medium Fighters (5-6).

### **SQUADRON ASSETS**

Each Squadron has a chance of receiving *Squadron Assets* based on the Navy and the Investment Level of the Mission. Here's how we do it:

- Start with the type of Mission. Go to the appropriate Squadron Assets Table.
- Next roll 1d6.
- Add your Investment Level to the score.
- Go down the left hand column to the modified total.
- Go across to see what Squadron Assets your Flights will have.
- Add them to each Fighter in your Flight even if it theoretically exceeds your Hard Points.

### **HERE TODAY, GONE TOMORROW**

Starting forces and assets are not carried forward from one battle to the next, as higher echelons may need them elsewhere. But if you choose to, you can could your force as you like.

1	SQUADRON ASSETS - PATROL
<i>(Read the result as rolled)</i>	

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1

#	ASSET
2	No assets available.
3	No assets available.
4	No assets available.
5	No assets available.
6	Two extra Rockets per Fighter.
7	Two extra Rockets per Fighter.
8	Two extra Rockets per Fighter.
9	One extra 2 HP missile per Fighter.
10+	One extra 2 HP missile per Fighter.

## 5150: FIGHTER COMMAND

### 1 **SQUADRON ASSETS - ATTACK** *(Read the result as rolled)*

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1

#	ASSET
2	No assets available.
3	No assets available.
4	Two extra Rockets per Fighter.
5	Two extra Rockets per Fighter.
6	One extra 2 HP missile per Fighter.
7	One extra 2 HP missile per Fighter.
8	Improve your Fighters up to Medium Fighters.
9	Improve your Fighters up to Medium Fighters.
10+	Improve your Fighters up to Heavy Fighters.

### 1 **SQUADRON ASSETS - DEFEND** *(Read the result as rolled)*

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1

#	ASSET
2	No assets available.
3	No assets available.
4	Two extra Rockets per Fighter.
5	Two extra Rockets per Fighter.
6	One extra 2 HP missile per Fighter.
7	One extra 2 HP missile per Fighter.
8	Improve your Fighters up to Medium Fighters.
9	Improve your Fighters up to Medium Fighters.
10+	Inferno Mines.

### **FIRST CONTACT**

There are two ways to resolve your first contact with the enemy. The first one is the good way while the second one is the bad way. Let's explain.

#### **GOOD INTEL**

This is the best way to resolve your first contact with the enemy. It can *only* happen if you scored a result of *Good Intel* on the Mission Intel Table. Here's how we do it:

- The *first* time you contact a PEF roll 2d6 on the PEF Resolution Table (page 49). This is also the way you will resolve all subsequent PEFs during your Mission.

#### **BAD INTEL**

This is the worst way to resolve your first contact with the enemy. It can *only* happen if you scored a result of *Bad Intel* on the Mission Intel Table.

- The *first* time you contact a PEF you will roll 2d6 on the First Contact Table. This is only used once with all subsequent PEFs being resolved using the PEF Resolution Table. Determine the Enemy Investment Level if it has not already been done.

### 2 **FIRST CONTACT** *(Taken versus Intel Level)*

CIRCUMSTANCE	MODIFIER
CapShip with your forces	+1 to Intel Level

# D6 PASSED	RESULT
2	<b>No surprises.</b> Mission is handled normally.
1	<b>Things are sketchy.</b> Roll 1d6. (1-3) Count as if passed 2d6. (4-6) Count as if passed 0d6.
0	<b>Mission goes wrong!</b> Roll on Mission Goes Wrong Table.

### **MISSION GOES WRONG**

When you score a result of *Mission Goes Wrong* your Intel has failed you. Whatever they told you was wrong and now you've run into unexpected resistance. Here's how we do it:

- Consult the Mission Gone Wrong Table.
- Go down to the type of Mission you are on.
- Roll 1d6.
- Go across to see what went wrong.
- Read the appropriate section and immediately carry it out.

### 1 **MISSION GOES WRONG** *(Read result as rolled)*

TYPE OF MISSION	RESULT
Patrol	(1-3) = Flank attack! (4-6) = Unexpected resistance!
Defend	(1-2) = Flank attack! (3-6) = Overwhelming odds!
Attack	(1-4) = Unexpected resistance! (5-6) = They were waiting for us!



### **FLANK ATTACK**

An enemy force appears in the section on your left (1-3) or right (4-6) flank. They will behave as on an Attack Mission with your force as the objective. Roll on the appropriate Reinforcements Table (QRS) to determine the enemy force.

### **UNEXPECTED RESISTANCE**

You have run into more enemy than anticipated. Immediately *double* the number of PEFs on the table including the one that you are resolving. Place them normally.

### **OVERWHELMING ODDS**

You have run into more enemy than expected. Immediately *triple* the number of PEFs on the table including the one that you are resolving. Place them normally. Is your Emergency Contact number correct?

### **THEY WERE WAITING FOR US!**

You have run into an Enemy Capital Ship and one Flight of Light (1-4) or Medium (5-6) Fighters, as escorts, between you and your objective. Roll on the appropriate Enemy Capital Ships Table (page 32) to determine the type.

## **STOP!**

Investment Level is a number reflecting how much support and enemy activity you can expect. The higher the value the more you can expect. Investment Level is determined before the start of the Campaign and changes based on your success or failure.

There are Maximum Investment Levels based on whether a Navy controls (defends) or contests (attacks) an area. What is the highest Investment Level a controlling Hishen Navy can have? Contesting?

Roll for bad space weather before every Mission. I score a 3, how bad is the weather?

You can choose your force or use the Force Availability Table. Don't forget those Squadron Assets!

Intel Level, what you know about the area and the enemy, is tied into your Investment Level. What is Good Intel? How does Bad Intel affect the first time you resolve a PEF?

## **9-PEFS**

PEF stands for Possible Enemy Force. We use PEFs to limit the pre-game intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition, and location. PEFs are used in every Mission. Here's how we use PEFs:

- After the table has been set, forces generated, and *you have entered the table* roll 1d6. The score indicates which numbered section of the table will contain a Possible Enemy Force or (PEF).
- Place an enemy Fighter of any type in this section to represent the PEF. If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so. If no such feature is present then place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board. It is possible to have more than one PEF in the same section.

### **PEF REPUTATION**

Just like ships have Reps so do PEFs. PEF always have a Rep of 4. This is used by the PEF for *activation* purposes.

### **MOVING PEFs**

The enemy will take two forms. It will either be a PEF or it will actually be a group of ships. Let's see how each type moves starting with PEFs.

### **PEF MOVEMENT**

PEFs move just like they are ships. Here's how we do it:

- During the enemy *movement phase* PEFs are moved from right to left, just as if they were ships.
- Roll 2d6 versus its Rep.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results based on *your* Mission.
- If the PEF enters Scanner Range (20") continue its movement.
- If the PEF enters Visual Range (5") it has triggered an In Sight (page 19).

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**2**

### PEF MOVEMENT

*(Taken versus Rep of the PEF)*

#D6 PASSED	RESULT
2	If <b>any Mission</b> the PEF moves 8" towards the closest player group.
1	If a <b>Patrol or Defend Mission</b> the PEF moves 4" towards the closest player group.  If an <b>Attack Mission</b> the PEF moves away from the closest player force turning left (1-3) or right (4-6) if reaching a table edge.
0	If <b>any Mission</b> the PEF does not move

### SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties and are unaffected by minefields, drifting space hulks and asteroids. In effect they move through without having to move around. If possible they will always end their move in cover.

### MOVING IMMOBILE PEFs

*What?* PEFs that have previously moved can still be Immobile Enemy Forces. This represents the uncertainty of their location at the start of the Mission and not actual movement.

### RESOLVING PEFs

When a ship or PEF finishes its movement inside Scanner Range (20") of an opposing ship or PEF it's time to determine what the PEF is composed of. It could be enemy forces, an Immobile Capital Ship or maybe just a bad case of nerves. Here's how we do it:

- Consult the PEF Resolution Table.
- Roll 2d6 versus the Enemy Investment level. Determine how many d6 are passed.
- Immediately carry out the result based on the number of d6 passed.
- Continue to move and resolve PEFs until all have been resolved then continue the Turn Sequence.

#### ATTACK: STRIKE MISSION RESOLUTION

When playing an Attack: Strike Mission (page 56) there must *always* be at least one defending enemy Capital Ship. Consequently, if when resolving the last PEF on the table there is not at least one enemy CapShip in play, the last PEF will always be a roll on the Immobile Enemy Force Table.

#### DEFEND: STRIKE MISSION RESOLUTION

When playing a Defend: Strike Mission (page 57) the enemy must *always* have at least one Flight of Bombers, rolled at random. When resolving the last PEF, if there are no Bombers in play, it will be a Flight of Bombers. When playing a Defend: Strike Mission, the player must *always* have at least one Capital Ship. If you do not have any at the start of the game roll once on the Immobile Enemy Force Table.

#### SCANNER INTERFERENCE

PEFs within Scanner Range cannot be resolved in the following situations:

- The PEF is inside a Dust or Gas Cloud.
- The PEF is inside an Asteroid Field.
- The PEF is in the same section as Drifting Space Hulks.

**2**

### PEF RESOLUTION

*(Taken versus the Enemy Investment Level)*

# D6 PASSED	RESULT
2	<b>Contacted enemy force!</b> Roll 1d6. Add 1 to the score if you are contesting the system. <ul style="list-style-type: none"> <li>• (1-4) = Roll on the Enemy Reinforcements Table.</li> <li>• (5-6) = Roll on the Immobile Enemy Force Table if you are on an Attack Mission. Otherwise roll on the Enemy Reinforcements Table.</li> </ul>
1	<b>There might be something there!</b> Increase Enemy Investment Level for this Mission by 1 point to a maximum of 5. If already at 5 then count as if passed 2d6. Contact enemy force!
0	<b>False alarm!</b> Just a case of nerves.

### IMMOBILE CAPITAL SHIPS (ICS)

Immobile Capital Ships are installations such as Star Bases, Refineries and such that do not move during the game but count as a Capital Ship. They are used by all Navies. Here is how we do it:

- The ICS may be generated by the scenario.
- Usually it will be discovered when resolving a PEF.
- When needed roll 1d6 and add the result to the Enemy Investment Level.
- Consult the Immobile Enemy Force Table to determine what you have run into.

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### 1 IMMOBILE ENEMY FORCE

*(Read the result as rolled)*

CIRCUMSTANCE	MODIFIER
Each point of Enemy Investment Level	+1

#	RESULT
2	One Transport convoy with one Light Fighter Flight escort
3	Two transports convoy with one Medium Fighter Flight escort
4	Refinery
5	Investigation Outpost
6	Capital Ship
7	Capital Ship
8	Capital Ship
9	Capital Ship
10	Capital Ship
11	Star Base

### PLACING ENEMY SHIPS

The PEF has been resolved and you have determined what you are fighting. *But which way are they facing?* Here's how we do it:

- Nominate the edge that you are heading towards as twelve o'clock
- Roll 2d6 and add the scores together. The result will be the "clock hour" in which the enemy is heading.

*Example – I resolve a PEF at Scanner Range in section 1. I roll 2d6 and score 2 & 4 for a total of 6. All the enemy ships will be pointing towards six o'clock, opposite the twelve o'clock direction and directly towards me!*

### ENEMY DETECTED

You've resolved the PEF, placed the enemy ships on the table in the direction they are heading. Now what?

- Each side rolls 2d6 versus the Rep of their the highest ranking officer/ship.
- Determine how many d6 are passed.
- Consult the Enemy Detected Table.
- Immediately carry out the results.

### 2 ENEMY DETECTED

*(Taken versus Rep)*

#	RESULT
2	<b><i>If contesting and outnumbered by 2:1</i></b> or more increase Speed to maximum and change course to leave table. <b><i>Otherwise</i></b> increase Speed to maximum and change course to engage the enemy.
1	<b><i>Change course</i></b> to engage enemy.
0	<b><i>Continue on</i></b> course.

### LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs load them yourself.

This means before you play create your PEFs based on the models you already have. Maybe pick an Enemy Squadron and dice up their Reps and stats ahead of time. Or create a NPC Star that can help or hinder your force. You can even use your force as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same Flight of Free Company Fighters but it just may be the "Widow Makers" that you ran into two Missions ago.

Any work you do before your games will help make your games run smoother and easier.

## NP FORCE MOVEMENT

Once a PEF has been resolved and replaced with actual enemy forces, these Non-Player (NP) Forces are moved in the following way:

- *Activation* is handled normally.
- Make a 2d6 Rep roll for each NP Enemy Force, starting in order from the highest Rep force to the lowest Rep force.
- Determine how many d6 it has passed.
- Consult the NP Enemy Movement Tables and carry out the results. Be sure to use the appropriate table based on the type of Mission they are on.
- If you are on a Patrol they will be on either an Attack (1-3) or Defend (4-6). Once the overall Mission type is determined randomly determine which specific type of Mission they are on.
- If you are on a Defend Mission they are on an Attack Mission. Randomly determine which specific type of Mission they are on.

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- If you are on an Attack Mission they are on a Defend Mission. Randomly determine which specific type of Mission they are on.

### ***NP TACTICS - FIGHTER***

We've already explained how PEFs move and how enemy ships move now let's go into some detail of the movement and tactics they will use when they move on the table.

Non-Player forces will behave in the following ways.

- The Flight Leader will move to the front and the rest of the Flight will trail at 3" behind.
- If the Leader is down, the next in Rep will take its place.
- They will try to stay together and fight close to their CapShips for support using the terrain to their advantage as much as possible.
- NP Fighters will stay within 3" of others in their Flight. In cases where Fighter members are closer than 3", spread the Flight out at the next available opportunity to maintain distance.
- Make sure that as much of the Flight's firepower as possible is directed toward their target when firing.

### ***ATTACK MISSION TACTICS***

The attack is conducted to destroy all opposition and to occupy jump points or systems. When it is their turn to move roll on the NP Fighter Movement - Attack Table when *active* and act as follows:

- The group will always fast move using *afterburners* when possible.
- They will use their rockets, missiles, mines and torpedoes on at the first opportunity.
- When one or more CapShips are part of the Attacking NP Force, the Fighters will Retire when the last CapShip Retires.

### **2 NP FIGHTER MOVEMENT - ATTACK**

*(Taken versus Rep)*

CIRCUMSTANCES	MODIFIER
If the NP side has 2x or more ships on the table	+1d6
If there's a CapShip with the group	+1d6
If loss ½ or more of the Fighters on Mission	-1d6

#	RESULT
2	If the NP group outnumbered opponent by 2x or more: <ul style="list-style-type: none"> <li>• Half of the force will change course to engage directly. The other half will move to encircle the left (1-3) or right (4-6) flank.</li> </ul> If the NP group does not outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>• Change course to engage enemy</li> </ul>
1	All NP group: <ul style="list-style-type: none"> <li>• Change course to engage enemy</li> </ul>
0	All NP group: <ul style="list-style-type: none"> <li>• If Hull Damaged - Retire.</li> <li>• Move to join closest friendly PEF or NP force group.</li> </ul>

### ***DEFEND MISSION TACTICS***

This is the tactic used when the NP is on a Defend Mission. A group following Defend Tactics will roll on the NP Fighter Movement - Defend Table when *active* and act as follows:

- The group will start or move close to friendly CapShips or to other Fighters or PEFs.
- When additional NP groups arrive they will deploy to the left (1-3) or right (4-6) of the group or groups already on the table. If the group cannot enter on a flank, it will take up position behind the NP groups already on the table.
- When an enemy group approaches within 5" of an NP group, the NP group will engage.
- When one or more CapShips are part of the Defending NP Force, the Fighters will Retire when the last CapShip Retires.

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### 2 NP FIGHTER MOVEMENT - DEFEND

*(Taken versus Rep)*

CIRCUMSTANCES	MODIFIER
If the NP side has 2x or more ships on the table	+1d6
If there's a CapShip with the group	+1d6
If loss ½ or more of the Fighters on Mission	-1d6

#	RESULT
2	If the NP group outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>• Change course to engage enemy</li> </ul> If the NP group does not outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>• Change course to face enemy keeping current distance and firing if in range.</li> </ul>
1	All NP group: <ul style="list-style-type: none"> <li>• If no CapShips on the table will move to closest friendly Fighter group or PEF.</li> <li>• Stay close to friendly CapShips.</li> </ul>
0	All NP group: <ul style="list-style-type: none"> <li>• If no CapShips - Retire.</li> <li>• If Hull Damaged - Retire.</li> <li>• Otherwise stay within Visual Range (5") of CapShip.</li> </ul>

## NP TACTICS - CAPSHIP

When NP CapShips enter the table they will move in a set manner.

### TRANSPORT SHIPS

Transports will move straight forward to its jump point destination or straight ahead until they get off of the table. Escorts will try to protect them until they exit the table and will engage enemy threats, but never going further than 10" distance from the escorted ship. If they lose their escort they will behave as any other NP ship.

### COMBAT SHIPS

Combat Ships are handled in a different manner. Here's how we do it:

- Activation is handled normally.
- *Active* ships will roll 2d6 versus the Rep of the CapShip with the highest Rep in the group. Determine how many d6 are passed.

- Consult the NP CapShip Movement Table and carry out the results.

### 2 NP CAPSHIP MOVEMENT

*(Taken versus Rep)*

CIRCUMSTANCES	MODIFIER
If there is a CapShip in the enemy force.	+1d6
If loss ½ or more of the CapShips on Mission	-1d6

#	RESULT
2	If on an Attack Mission: <ul style="list-style-type: none"> <li>• Change course to engage enemy CapShips first. Will engage enemy fighters if enemy CapShips are not present.</li> </ul> If on a Defend Mission: <ul style="list-style-type: none"> <li>• Change course to face enemy but keep formation, carry on.</li> </ul>
1	If on an Attack Mission: <ul style="list-style-type: none"> <li>• Will move half speed to engage enemy CapShips first. Engage enemy fighters if enemy CapShips are not present.</li> </ul> If on a Defend Mission: <ul style="list-style-type: none"> <li>• Will move to Visual Range of friendly CapShips or friendly Fighters if other CapShips not present.</li> </ul>
0	Damaged: <ul style="list-style-type: none"> <li>• If Hull Damaged - Retire.</li> </ul> Otherwise: If on an Attack Mission: <ul style="list-style-type: none"> <li>• Treat as if passed 1d6.</li> </ul>

### INACTIVE NP FORCES

Both Fighters and CapShip, when *active*, will roll on their respective NP Movement Tables but what about when they are inactive?

They will move in their *movement phase* as outlined previously continuing on to their objective. They cannot act but will react when called upon to.

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### STOP!

PEF stands for Possible Enemy Force. Until they are resolved they have a Rep of 4 and move using the PEF Movement Table, from right to left, as if they were groups of ships.

When PEFs finish their movement within Scanner Range (20") they are resolved. Using the PEF Resolution Table determines what has been encountered. It is possible that the PEF could only be nerves. Resolved PEFs are removed from the table.

If the PEF is enemy forces roll them from the appropriate Reinforcements Table and place them. The direction they are faced is like the hands of a clock with twelve being the edge away from the player. This is determined by adding the results of 2d6.

After enemy forces are placed each side rolls on the Enemy Detected Table to see their response to the enemy contact.

To save time we suggest loading up your PEFs, review this section for more information.

Non-Player Force Movement is handled by the appropriate table based on the Mission of the NP Force, not yours.

Fighters and CapShips have their own NP Force Movement Tables, be sure to use the appropriate one.

Review the NP Force Movement Tables before playing your first game. Remember each NP group will roll on the appropriate table when active, if inactive they continue their course towards their objective. They cannot act but can react when called upon to.

## 10- RANDOM EVENTS

*Note that using Random Events is optional.*

War is an uncertain event with random occurrences dotting the battlefield. Seemingly with no rhyme or reason Random Events can pop up to ruin your day.

Here's how we handle them in *5150: Fighter Command*.

- Whenever the *first* doubles in the Mission are rolled for *activation*, a Random Event has occurred. Each side rolls 1d6 with the higher side receiving the Random Event. Re-roll all ties.
- Next roll 1d6 for each friendly group on the table. The lowest score is the target of the event. Re-roll any ties.

*Example - Activation dice are rolled and double fours are scored, which means a Random Event has happened. I am playing Xeogs against Zhuh Zhuhs. I roll 1d6 for both sides to determine which side has the event. I score higher so the event happens to my side, the Xeogs. I have four groups on the table and roll 1d6 for each. I score a 1, 2 5 and 6. The group that scored the 1 has the Random Event happen to it.*

- Next roll 1d6.
- Read the result as rolled.
- Consult the Random Events Table to see what has happened.
- Immediately carry out the event.

### 1 RANDOM EVENTS

*(Read the result as rolled.)*

#	RANDOM EVENT
1	Distress Call
2	Enemy Ace
3	Escape Pod
4	Space Pirates
5	Surveillance Satellite
6	System Failure

#### DISTRESS CALL

You encounter a small friendly (1-4) or third party neutral (5-6) vessel in a random position at 10" from you, being pursued by a Flight of enemy Light Fighters, 5" behind. If you escort it safely off the board you will get add a +1 to your Investment Level for the next Mission only.

#### ENEMY ACE

A Rep 5 Pilot with one random Attribute and flying a Light Fighter was floating undetected in space with its ship's systems off, waiting in ambush. Place the Ace Fighter in a random position at 5" from you and at Speed 0. Immediately resolve In Sight. He won't leave the table until he either shoots down one Fighter or takes one point of hull damage.

#### ESCAPE POD

This contains the survivor of a previous patrol, either friend (1-3) or enemy (4-6), and can be picked up as cargo if you have a Heavy Fighter, Bomber or Capital Ship with you, or mark his position with a Fighter and retrieve him later if you win the Mission. The Pod appears 5" away from a ship in the group at random. Successfully retrieving or marking the *enemy* escape pod will add +1 to Intel Level for the next mission only. Successfully retrieving or marking the *friendly* escape pod will add +1 to your Investment Level for the next Mission only.

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### SPACE PIRATES

Space Pirates, lying in ambush with all of their systems off, have just appeared. Roll on the Pirates Reinforcement Table on the Pass 2d6 column. Roll 2d6 and add the results. This is the o'clock that the ships appear at. Place them 10" from you. They will first attack Merchant Ships, otherwise other Capital Ships if present, and if not they attack Fighters. Their goal is to capture a CapShip. Once they have suffered half or more casualties they will leave the area.

### SURVEILLANCE SATELLITE

Your movement triggers an enemy spy satellite causing more enemies to appear. Roll 2d6 and add the results. This is the o'clock that a PEF appears. Place it 10" from you and resolve it.

### SYSTEM FAILURE

A piece of equipment, on one CapShip or Fighter, rolled at random, fails. Roll on the CapShip or Fighter Damage Table to see what has malfunctioned. The failure cannot be repaired until after the Mission.

## 11 - REINFORCEMENTS

*The use of Reinforcements is optional.*

By using this section you can watch your battles escalate into larger engagements on their own. The number of reinforcements that each side will receive is in direct relationship to their Investment Level. In traditional gaming, the players have prior knowledge of the forces that they have available, and sometimes an idea of what the enemy will have as well. This is especially true when playing solo or same side. In reality all that the Flight or Squadron Leader could count on are his men. In theory he had other forces and assets available, but these were doled out by the higher-ups based on certain priorities. Sure you'd like to have a Destroyer for support, but perhaps there are higher priorities than giving a Flight Leader a heavy metal comfort blanket. And as for knowing what enemy force you'd be facing, well good luck!

To recreate this uncertainty we use Investment Level and the Reinforcements Table.

### LOADING REINFORCEMENTS

Just as we suggested loading PEFs (page 50) we suggest you should load Reinforcements. Base this on the models you already have. Just change what you received based on the d6 roll and go from there.

*Example – I decide that a roll of 1 or 2 on the Xeog Reinforcements Table is actual a Fighter Squadron of 6 ships.*

### WHEN REINFORCEMENTS ARRIVE

Whenever the *activation dice*, when added together, come up "7", there is a chance that the side with the higher roll will receive Reinforcements. Here's how we do it.

- Determine which side scored the higher number.
- Roll 2d6 versus their Investment Level and consult the Reinforcements Table
- If the Navy does not have any forces on the table the reinforcement will be a PEF instead. Roll 1d6 and the result is the section that the PEF is placed. If there are enemy units in the section then the PEF is placed in the closest empty section.

<b>2</b>	<b>REINFORCEMENTS</b> <i>(Taken versus Investment Level)</i>
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# D6 PASSED	RESULT
2	Roll 1d6 and compare the result to the appropriate Reinforcements Table.
1	Roll 1d6 and add 2 to the result. Compare the modified result to the appropriate Reinforcements Table.
0	No Reinforcements

Each Navy has their own Reinforcements Table located in the rear of the book next to their List.

*Example: During a Mission between Zhuh- Zhuh ships and Hishen ships, the Zhuh- Zhuh player rolls a "4" and the Hishen player rolls a "3" during the activation phase. The players roll a combined "7," with the Zhuh- Zhuh player making the highest die roll, and makes a Reinforcements check. The Investment Level of the Mission is "3" and the Zhuh-Zhuh player rolls a "1" and a "5" for a "Pass 1d6" result. The Zhuh-Zhuh player rolls 1d6 on the Zhuh-Zhuh Reinforcements Table and scores a 4, 1 Flight of Medium Fighters.*

### TYPE OF CAPITAL SHIP

Roll on the Capital Ships Lists to see which CapShip appears (page 32).

### WHERE DO REINFORCEMENTS ARRIVE?

When CapShip and Fighter Reinforcements are called for we must determine where they will arrive. Here's how we do it:

- Roll 2d6
- Add the results together.

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- This is the o'clock that the Reinforcements enter the table from.

### **STOP!**

Random Events and Reinforcements are optional rules.

Random Events occur the *first* time doubles are rolled. Then roll 1d6 for each side with the event happening to the higher score. It is possible to have the event happen to the Non-Player side when playing solo or same side! How do you know which group/ship suffers the event?

Reinforcements may arrive each time a result of "7" is rolled for *activation*. The higher scoring side rolls 2d6 versus their Investment Level and consults the Reinforcements Table. If you pass 2d6 or 1d6 there is a chance of Reinforcements. Be sure to use the appropriate Reinforcements Table for the Navy and the correct column based on the number of d6 you passed.

Reinforcements are placed by rolling 2d6 for the hands of a clock, like placing resolved PEFs, and on that table edge.

## **12-MISSIONS**

We have included five Missions that you can play in *5150: Fighter Command*. These Missions can be generated dynamically for one-off fights, or linked together to form a Campaign. In this section there is a description of the Missions and how to set them up. Of course, feel free to create your own Missions as well!

### **BLACK BOX**

The Ship Roster is used to track the information of each ship during the Campaign.

The Black Box is used to track the information of the ship as it fluctuates during the Mission. You will need a Black Box for every ship you use.

### **PRE-LOADING BLACK BOXES**

To save time we recommend that when you do a Black Box for a ship for the first time laminate it. This will allow you to use it in future games. Remember, pre-loading Black Boxes, just like PEFs and Reinforcements will speed up play.

### **PATROL**

This will be your first Mission. Your objective is to recon a sector. A space sector contains three Nav Points that you must visit.

### **OBJECTIVE**

- You are the Flight Leader and your objective is to reconnoiter all navigation points and then return to base by leaving the table from the section that you entered.
- Your wingman's objective is to protect his Leader. If you are eliminated, he must accomplish the Mission objective himself.
- *To be successful you or one of your Fighters must pass within 5" of all the Nav Points and return to base. Anything else is considered a failure.*

### **FORCES**

- You will lead a Flight of Light Fighters the first time you do the Patrol Mission. For following Patrol Missions roll on the Force Availability Table (page 46).
- Decide which List the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

### **TERRAIN**

- The board is divided into nine sections and terrain generated normally.

### **DEPLOYMENT**

- Your patrol will enter the table from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 48).
- Nav Points will be generated and placed in the same way as PEFs with the exception that only one Nav Point can occupy a section.

### **SPECIAL INSTRUCTIONS**

- There is a chance of Inclement Space Weather (page 45).
- Establish your Investment Level (page 44).
- Establish the Enemy Investment Level (page 44).
- Resolve your Mission Intel (page 45).
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your group.
- Generate PEFs.
- Resolve any PEFs as needed.
- The first time you resolve a PEF use First Contact (page 47).



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- Subsequent PEFs are resolved normally (page, 49).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

### ***ATTACK: STRIKE***

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Attack: Strike is a Mission to destroy an enemy Capital Ship. Bombers are required to move in quickly, fire torpedoes and escape. Flight Leaders are responsible for firing torpedoes while wingmen are responsible for protecting them from enemy defenders and suppressing CapShip defensive fire.

#### ***OBJECTIVE***

- You must attack and destroy at least one enemy Capital Ship. The Mission is over when you have chased off or destroyed all enemy CapShips and PEFs on the table.

#### ***FORCES***

- You may choose up to one Flight of Bombers and one Flight of escorting Fighters or roll for them on the Force Availability Table (page 46).
- Decide which List the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

#### ***TERRAIN***

- The board is divided into nine sections and terrain generated normally.

#### ***DEPLOYMENT***

- Your force will enter the table from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 48).

#### ***SPECIAL INSTRUCTIONS***

- There is a chance of Inclement Space Weather (page 45).
- Establish your Investment Level (page 44).
- Establish the Enemy Investment Level (page 44).
- Resolve your Mission Intel (page 45).
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your group.
- Generate PEFs.
- Resolve any PEFs as needed.
- The first time you resolve a PEF use First Contact (page 47).

- Subsequent PEFs are resolved normally (page, 48).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

### ***ATTACK: BOARDING ACTION***

---

Attack: Boarding Action is a Mission to board and capture an enemy CapShip.

#### ***OBJECTIVE***

- Your objective is to board an enemy Capital Ship and either exit the table with it or destroy it.

#### ***FORCES***

- You may choose up to two Assault Boats and one Flight of Fighters (we recommend at least Medium Fighters), or roll on the Force Availability Table (page 46).
- Decide which List the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

#### ***TERRAIN***

- The board is divided into nine sections and terrain generated normally.

#### ***DEPLOYMENT***

- Your force will enter the table from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 48).

#### ***SPECIAL INSTRUCTIONS***

- There is a chance of Inclement Space Weather (page 45).
- Establish your Investment Level (page 44).
- Establish the Enemy Investment Level (page 44).
- Resolve your Mission Intel (page 45).
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your group.
- Generate PEFs.
- Resolve any PEFs as needed.
- The first time you resolve a PEF use First Contact (page 47).
- Subsequent PEFs are resolved normally (page, 49).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

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### **DEFEND: STRIKE**

Defend: Strike is a Mission to protect a stationary Capital Ship which is guarding a strategic jump point. The Capital Ship cannot leave the table as its orders are to guard the jump point at all costs.

The enemy must deploy at least one Bomber Flight.

#### **OBJECTIVE**

- Your objective is to prevent the enemy from destroying or boarding your Capital Ship.

#### **FORCES**

- You may choose up to one Capital Ship and one Flight of Fighters if the CapShip comes without any, or roll on the Force Availability Table (page 46).
- Decide which List the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

#### **TERRAIN**

- The board is divided into nine sections and terrain generated normally.

#### **DEPLOYMENT**

- You can set up anywhere in sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 48).

#### **NP FORCE PURSUING THE OBJECTIVE**

The attacking NP will always try to pursue their objective. But there is a chance during the battle that you can disrupt the NP attacking force, forcing them to temporarily divert from their objective. Here's how we do it:

- Roll 2d6 versus the Rep each *active* NP group and determine how many d6 they have passed.
- Next consult the NP Pursuing the Objective Table and immediately carry out the results.

**2**

### **NP PURSUING THE OBJECTIVE**

*(Taken versus Rep of each NP group Leader)*

# D6 PASSED	RESULT
2	Group attacks in accordance with its objective. Roll on the NP Movement Tables.
1	If enemy within 15" and on NP's flank or rear: <ul style="list-style-type: none"> <li>• Capital Ships will attack nearest enemy target to flank or rear. Roll on the NP Movement Tables.</li> <li>• Fighters and Bombers will attack nearest enemy target within 15". Roll on the NP Movement Tables.</li> </ul> Otherwise: <ul style="list-style-type: none"> <li>• Group attacks in accordance with its objective. Roll on the NP Movement Tables.</li> </ul>
0	All: <ul style="list-style-type: none"> <li>• All NP units will attack nearest enemy target. Roll on the NP Movement Tables.</li> </ul>

#### **SPECIAL INSTRUCTIONS**

- There is a chance of Inclement Space Weather (page 45).
- Establish your Investment Level (page 44).
- Establish the Enemy Investment Level (page 44).
- Resolve your Mission Intel (page 45).
- You can set up anywhere in sections 7, 8, and 9.
- Generate PEFs.
- Resolve any PEFs as needed.
- The first time you resolve a PEF use First Contact (page 47).
- Subsequent PEFs are resolved normally (page, 49).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

**DEFEND: RENDEZVOUS**

Defend: Rendezvous is a Mission to meet with a friendly military transport behind enemy lines and escort it back, safely, to base.

**OBJECTIVE**

- Your objective is to Rendezvous with a friendly military transport and exit the table with it through the edge that you entered.

**FORCES**

- You may choose one Light or Medium Fighter Flight, or roll on the Force Availability Table (page 46).
- Decide which List the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

**TERRAIN**

- The board is divided into nine sections and terrain generated normally.

**DEPLOYMENT**

- Your force will enter the table from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (page 48).
- The transport is deployed randomly in one of the sections from 1 to 3 (roll 1/2d6).

**SPECIAL INSTRUCTIONS**

- There is a chance of Inclement Space Weather (page 45).
- Establish your Investment Level (page 44).
- Establish the Enemy Investment Level (page 44).
- Resolve your Mission Intel (page 45).
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your group.
- Generate PEFs.
- Resolve any PEFs as needed.
- The transport can resolve a PEF and *may* be under attack on the first turn.
- The first time you resolve a PEF use First Contact (page 47).
- Subsequent PEFs are resolved normally (page, 49).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

**13 – AFTERWARDS**

After the Mission is over it's time to see what happens to your force.

**ADJUST CAMPAIGN MORALE**

After each Mission you will have been a success or a failure. Let's see how your success or failure affects the Campaign. Here's how we do it:

- Each side starts with their Campaign Morale.
- Consult the Mission Results Table.
- Modify the Campaign Morales by any applicable circumstances.
- Each side rolls 2d6 versus their modified Campaign Morale.
- Determine how many d6 each side has passed.
- Compare the number of d6 passed by both sides to each other and consult the Mission Results Table. Be sure to apply the test based on whether *your* Mission was a success or failure.

<b>2</b>	<b>MISSION RESULTS</b> <i>(Taken versus Campaign Morale)</i> <i>A result of a "6" is an automatic failure.</i>
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CIRCUMSTANCE	MODIFIER
Last Mission was a success	+1d6
Captured enemy CapShip last Mission	+1d6

# D6 PASSED	RESULT
2+ more than opponent	+1 to Campaign Morale. -1 to opponent's Campaign Morale. -1 to opponent's Investment Level.
1 more than opponent	-1 to opponent's Campaign Morale.
Same as opponent	No changes.

*Example – I am playing the Xeogs and have a Campaign Morale of 3. The Hishen have a 4. I had a successful Mission so will roll 3d6 versus my current Morale of 3. I score a 2, 3 and 5, passing 2d6. The Hishen roll 2d6 and score a 1 and 6, passing 1d6. As I passed 1d6 more than the Hishen the Hishen Campaign Morale drops to 3. If the Hishen had passed 1d6 more than me, my Campaign Morale would have dropped by 1, to 2.*

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### NEXT MISSION

Your next Mission will depend upon how you did on your previous Mission. Here's how we do it:

- Got to the Last Mission column.
- Then across to either the Success or Failure column based on how you did on your last Mission.
- This tells you your next Mission.
- Advance your Campaign Timeline.

<i>LAST MISSION</i>	<i>SUCCESS</i>	<i>FAILURE</i>
Patrol	Attack: Boarding	Defend: Rendezvous
Defend	Patrol	Defend: Strike
Attack	Attack: Strike	Patrol

*Example – The Zhuh-Zhuh player was on Patrol and succeeded. His next Mission was Attack: Boarding. He failed on that Mission so his next Mission is a Patrol.*

### REPLACEMENTS

After all ships have rolled on the After the Battle Recovery Table (page 29) it's time to see if your Squadron will receive any replacements. Your Flight will always get first dibs on any Squadron Replacements. Here's how we do it:

- Roll 1d6 versus the Rep of the Squadron Leader. If he was a casualty then roll versus a Rep of 4.
- Roll 1d6 versus the Investment Level of your force.
- Determine how many d6 were passed between both rolls.
- Consult the Replacements Table and immediately apply the results.

## 2

### REPLACEMENTS

*(Taken versus Rep and Investment Level)*

# D6 <i>PASSED</i>	<i>RESULT</i>
2	<p><b>Contesting Squadron that is over half strength</b> will receive one replacement.</p> <p><b>Controlling Squadron that is over half strength</b> will receive two replacements.</p> <p><b>All Squadrons at or below half strength</b> will receive replacements to bring the Squadron back up to paper strength.</p>
1	<p><b>All Squadrons that are over half strength</b> will not receive any replacements.</p> <p><b>All Squadrons at or below half strength</b> will receive one replacement.</p>
0	<p><b>All Squadrons that are over half strength</b> will not receive any replacements.</p> <p><b>All Squadrons at or below half strength</b> will not be available for the next two Missions. Will return for the third Mission at full strength. Roll activation d6. If you score lower than the enemy reduce your Campaign Morale by 1. Any other result and your Campaign Morale remains the same.</p>

Replacements are rolled normally from the Lists.

### REPLACING LEADERS

Leaders lost during the Mission are covered in the section called Assuming Command (page 12). Leaders lost during the Mission will leave openings for new leaders.

After the Mission all current Leaders will move up if there is an opening and the lowest Rep Leaders are always the ones that are replaced first. Replacements are rolled normally from the Lists.

### PROMOTIONS & IMPROVING REP

Your Star starts as the Leader of the lowest Flight in the Squadron. You also start as a Rep 5. During your Missions your success can be rewarded with Fame Points that can be used to improve your Rank and Rep. Here's how we do it:

- You start with zero Fame Points.
- You *gain* one Fame Point for each successful Patrol Mission.
- You *gain* two Fame Points for each successful Defense Mission.
- You *gain* three Fame Points for each successful Attack Mission.

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- You gain 3 Fame Points for each enemy Fighter or Bomber you destroy when you are a Fighter Pilot.
- You gain 3 Fame Points for each enemy CapShip you destroy when you are the Captain of a CapShip. Add 1 additional Fame Point for every step up in Class if you destroy a larger ship than your own.

But just as you can gain Fame Points you can lose them. Here's how we do it:

- You *lose* one Fame Point for each unsuccessful Patrol Mission.
- You *lose* two Fame Points for each unsuccessful Defense Mission.
- You *lose three* Fame Points for each unsuccessful Attack Mission.
- You *lose* five Fame Points if you get your Fighter destroyed.
- You *lose* five Fame Points if you get your CapShip destroyed.

### TRACKING FAME POINTS

Fame Points are tracked after each Mission and can go up or down. There are a few things you need to know about Fame Points:

- Keep a running Fame Points Total.
- You *can* have a negative Fame Points Total.
- When you reach 15 Fame Points Total your Rep will increase by one and your Fame Points Total drops to zero.
- When you reach -15 Fame Points Total your Rep will decrease by one and your Fame Points Total rises to zero.

### PROMOTIONS

You start as the Leader in the lowest Flight of your Squadron but you can get promoted as previously outlined due to casualties (page 59).

When you reach Rep 6 you are promoted to 1<sup>st</sup> Flight Leader, if you have not already reached that status. If you have then you become a Squadron Commander. Now roll up their stats.

Once you are promoted you cannot be demoted but your Rep can go down!

## STOP!

After each Mission do the following things:

- Roll on the Mission Results Table and adjust the Campaign Morale and Investment Levels if needed.
- Determine your Next Mission.
- Roll for Replacements.
- Replace Leaders as needed.
- Gain or lose Fame Points.
- Increase or decrease Rep based on your Fame Point Total.
- Check for Promotions.

## 14-OUTLINE

Here's a detailed step-by-step outline for campaign games that will help you to get started. After a few games it will become second nature and you won't need it anymore.

1. Choose your Star (page 4) be it a Fighter Pilot or CapShip Captain.
2. Choose which Navy you want to play (page 10).
3. Roll up the Reps of your Flight and or Squadron (page 6) from your List (QRS).
4. Fill out the Fighter Roster Sheet (QRS).
5. Choose any Capital Ships you may want to use from the Capital Ships Lists (page 32).
6. Determine the Crew Rep (QRS) of your Capital Ships.
7. Fill out the Capital Ship Roster Sheet (QRS).
8. Fill out a Black Box (page 66) for each ship.
9. Determine who is the Enemy Navy (page 43).
10. Determine the Campaign Morales for both sides (page 43).
11. Determine if you are Controlling or Contesting the sector (page 44)
12. Choose the Mission you want to play (page 44).
13. Lay out the Terrain (page 41).
14. Determine your Investment Level (page 44).
15. Check for Inclement Space Weather (page 45).
16. Resolve Mission Intel (page 45).
17. Determine the Enemy Investment Level (page 44).
18. Deploy the forces as per the Deployment section of the Mission you are playing (page 55).

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19. Generate and place PEFs (page 48).
20. Resolve any possible Random Events the first time the *activation* dice comes up *doubles* (page 53).
21. Resolve any Reinforcements if the *activation* dice comes up "7" (page 54).
22. Continue the Mission until one side or the other achieves their objective (page 55).
23. After the Mission, if playing a Campaign, consult the Mission Results Table (page 58) and adjust Campaign Morales and Investment Levels.
24. Receive your next Mission depending upon the success or failure of the Mission (page 59).
25. After the Mission check for Replacements (page 59).
26. After the Mission replace any lost Leaders (page 59).
27. Adjust the Fame points of your Star and Grunts if you choose to use Fame Points with them (page 60).
28. After the Mission check to see if you must adjust the Rep of your Star (page 60).
29. After the Mission check for Promotions (page 60).

### 15-FINAL THOUGHTS

During my youth I played lots of computer games and a few of them deeply marked me. One was Wing Commander and its sequels. In WC you were a Fighter Pilot on a space carrier who had to fight for mankind's survival through a series of connected scenarios where you had to scout space sectors, intercept alien enemies, escort or torpedo enemy Capital Ships, and many more things. That game opened up my mind to this genre, and ever since then I always wanted to replay it with miniatures on a table.

There are quite a few good games of space dogfighting out there, but I wanted something else. I wanted the possibility of flying in the first person like in the computer games, in which you never knew what you were going to meet or what was going to happen next. I also wanted a game with a standard campaign engine able to allow you to play games and games which are never the same.

Two Hour Wargames gives you all these. It gives you the possibility of playing solo and it also provides you with an outstanding campaign system. But the game did not exist and when Ed asked me to do it, I instantly accepted.

So here it is, *5150: FIGHTER COMMAND*. A game in which you personally fly a Fighter through savage dogfights, but also where you command a Flight or more of space fighters, attack big Capital Ships, launch torpedoes, do boarding actions, fly through asteroid fields and progress through a series of different, linked, scenarios.

*5150: FIGHTER COMMAND* is all about the possibilities. We've given you the tools to play the sci-fi games you want, as big as you want, and as detailed as you want. Not the crunchy "what bolt was hit" detailed type of rules to cover all aspects of sci-fi space warfare, but easy to follow rules that cover all aspects of space combat.

In *5150: FIGHTER COMMAND* the *Fighter Pilot is the star*. Every other aspect of the game is subordinate to the flyboys. Yes, the Capital Ships carry the troops to invade and bomb from orbit, but without Fighter support the Capital Ships get butchered when they close orbit. Learn good Fighter tactics and you'll do well.

*5150: FIGHTER COMMAND* is not for everyone. You'll find that you do not have total control of your forces, this isn't chess, that many times you will not know what you're facing, and the reinforcement system can be cruel at times. But you will be presented with challenges in every battle and the tension that comes from uncertainty. But like I said, not everyone is going to like it.

That's okay and brings me to a good point. Games are a reflection of what the writer believes combat is all about. *But it's your game*. So feel free to tweak rules as you like as the game mechanics are pretty tight and won't suffer from it. Just remember that changing one rule may cause something else to change in an unexpected way. If you get to a point where all your tweaks are confusing even yourself, just go back to the original rules and start over. Remember the goal is to have fun. Well, at least I think it is.

However you decide to play the game, just play it. The game is actually pretty simple once you've played it a few times. Start small and work your way up and you'll be fine. Check out the THW Yahoo Group. It's a great place to get questions answered and very much alive. The group is full of knowledgeable and helpful gamers.

Take care,

Javier

### WHERE'S THE POINTS SYSTEM?

There aren't any, it's not that kind of game. Let me ask you a question.

Does using a points system guarantee a fair game? The answer is *no*.

*"But...but...but."*

Sorry the answer is no and that's because it's the experience of the gamer that counts, not the points on the

table. *Points give new players an artificial sense of a fair fight.* Then when they get the stuffing kicked out of them they think that they aren't any good. But it really wasn't a fair fight to begin with.

### ***FAIR FIGHT***

So how do you determine if the fight is a fair one? It's easy, just pick your force and let your opponent pick his. Then, if either one of you doesn't think you can win with what you have then add or subtract a ship or two from either side until both sides think they have a good chance of winning. Kind of like real life as no commander goes into battle unless he thinks he can win.

Besides, with the way reinforcements are handled, things can swing one way or the other on a moment's notice. Think of it being like a real battle where you don't know what you're facing.

But you might want to give anyone attacking a heavily invested sector as many ships as they think they need. Some believe that's a 3:1 advantage and others believe they need more.

Like we said earlier, if you think you can beat him and he thinks he can beat you then go for it. As you gain more experience you'll get a better idea of what it takes to win. Speaking of winning...

### ***HOW DO YOU WIN?***

Winning will take on many forms. Completing your Mission successfully can mean you win. Failing at your Mission but inflicting heavy enemy casualties can mean you win. Sometimes just getting you and your men off the table means you win. Winning is up to you.

And sometimes you can't win! Maybe your opponent receives a Destroyer and you can't beg, borrow, or steal torpedoes. Maybe you get Bad Intel and face overwhelming odds with no chance to complete the Mission. Live with it, it's going to happen, just like it does in real life. Hopefully you're playing a Campaign game, but if you're not the question is did you have fun?

Me? I prefer to think I'm living a story when I play and each Mission is a chapter and the whole Campaign the book. If we look back at the end of a fight and say "*Hey, we had a good time and it was fun,*" then we all won.

## ***16-THE 5150 UNIVERSE***

*We've saved this section for last as it's informative and not part of the rules. Remember that you can play 5150: FIGHTER COMMAND in any universe of your choice. Watch for some free crossovers from THW.*

In this section we give you a peek behind the curtain that is the 5150 Universe. Not an overwhelming amount of info just enough to give reasons to your battles. We have more supplements and scenarios in the pipeline and will go into more detail at that time. So here's a quick intro.

### ***GAEA PRIME***

*"Gaea Prime is Mother. From her good graces the known worlds were populated. We are all her children and from her all that is good flows. Honor thy Mother."*

So goes the mantra of Gaea Prime. From the randomness of Chaos, Gaea brought order and it is the duty of the children of Gaea to continue to bring order to all they encounter. To this end the Gaea Prime armed forces have evolved.

### ***STAR NAVY***

The Star Navy is a vital part of a combined arms force with interplanetary capabilities. The Star Navy carries the troops used to invade hostile worlds, suppress rebellions and insure the expansion of Gaea Prime influence. "*We take the war to the enemy; one planet at a time.*" On the cutting edge of the Star Navy is the elite force known as Interplanetary Special Services or ISS.

### ***ISS***

The ISS is always at the front of any invasion deployed to step on the throat of the enemy. They are always the ones dispatched when there is a Bug infestation. This elite force is often referred to as the *Hand of Gaea*. They are often dispatched to *stabilize* any situation and then turn it over to the Star Navy. The ISS is a self-governing entity that has its own interplanetary travel capabilities, space ships, air support, armored fighting vehicles and supply centers. Only veterans with extensive Star Navy experience are considered for placement in the ISS.

### ***PDF***

The Planetary Defense Force is viewed by some as glorified cops. What they really are is local Navies that Gaea Prime uses to defend their planets when the Star Navy can't be bothered. Usually less trained and equipped than their Star Navy brothers the PDF is the first line of defense against alien invasion.

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Richer planets choose to supplement their PDF with mercenary Free Companies and Privateers, pirates with a paid for commissions, to fight for the planet.

### **REBELS**

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Most citizens of Gaea Prime are content with their life. They gladly receive her benefits and embrace the duties that come with Gaea Prime rule. Some misguided souls do not. They call themselves a variety of names but collectively they are known as Rebels. Rebels are semi-organized and depend upon captured military equipment. Supplementing these Rebels are mercenaries known as Free Companies. Rebels are usually planet bound and are rarely encountered outside of their home world. They do not own space fleets. When playing them use a blend of captured PDF and Free Company forces.

### **SPACE PIRATES**

---

Space Pirates come from a wide variety of backgrounds, none good. Rebels, failed Free Companies, deserters, misfits, and other space scum; they make the *best* pirates. They are usually found in the Outer Rings where there is less law and military enforcement.

They are not a real threat to military space ships although they can cause great havoc on civilians.

Their fleets usually consist of modified fighters and occasionally one or two small Capital Ships.

### **HISHEN EMPIRE**

---

Inhabitants of the Middle Rings, the Hishen are the most technologically advanced of all the *clone races*. They prize order above all else; order under *their* control. Slightly less than human size these blue skinned beings are the bane of freedom. The sole purpose of the Hishen is to expand their domain and subjugate any and all races they meet. The Hishen Empire consists of many millions of Hishen Drones and a very small ruling class. It is estimated that for every one Drone there are at least one hundred slaves coming from a wide variety of races. These slaves perform a variety of functions from menial chores up to participation in governmental administration. Although slaves have been known to rise to power in the Empire the lowest Drone is still of higher rank than the highest slave, and any Drone may kill any slave without any repercussions.

Hishen slave fleets routinely search out new races to feed the insatiable demands of the Empire. It is customary that these fleets are manned partly by Hishen Drones and partly by *trusted slaves*. The Hishen will use any means available to capture others including seduction, force, and even purchasing from others of a like kind. Where one encounters Hishen slave raiders their battle fleets are sure to follow.

While slave ships scour the universe the bulk of the Hishen Drones are used in warfare. It is not uncommon for the Hishen to invade a planet with the purpose of bringing it into their Empire or to decimate the population. The bulk of the Hishen Navy is made up of Drones with the remainder fleshed out with slaves. The Hishen also have large numbers of Grath units to stiffen their resolve, both on the battlefield and in space.

Interestingly the Hishen will always attempt to capture disabled enemy but never bother to retrieve their own casualties. In fact, it is not uncommon for a Hishen Pilot to crash its disabled fighter against an enemy CapShip in hopes of disabling it.

*No, really? Yes, really.*

To do this use the following procedure anytime a Hishen Fighter is destroyed within 5" of an enemy CapShip roll 1d6 versus the Rep of the Pilot. Pass 1d6 and the Fighter attempts to attack the CapShip. Treat the Fighter as a missile with the CapShip allowed to roll on the CapShip Counter Measures Table (page 38).

### **GRATH**

---

The Grath are definitely Xenofoms and according to the Alien Studies Institute (ASI) located on Gaea Prime, they are truly unique. The Grath is *not* a single living organism but is composed of literally thousands of organisms. The control and function membrane that runs through the interdependent system that comprises the Grath keeps these organisms together. Due to this unique arrangement the Grath can regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the head, which if done instantaneously will provide a terminal system shock to the control and function membrane. Needing only basic fluids to survive, the Grath have the ability to convert most fluids into necessary nourishment. Combine this ability with the knowledge that they do not care where they obtain this fluid makes the Grath a terrifying enemy. *FYI – Try not to get captured.*

The Grath is the perfect warrior. Graths will fight anyone (including each other), any place, anytime, and are in constant demand as mercenaries throughout the 5150 Universe. Only in Gaea Prime controlled areas are the Grath not used. In fact, any Grath caught in Gaea Prime areas are immediately destroyed.

They have no need for sleep or concept of imagination and are basic in their intellect. Graths are extremely loyal to their employers and it is common for a Grath to know only one employer during their lifetime. This can be a very, very, long time as there is no known natural cause of death for a Grath, just death from combat.

Graths do not have flying capabilities but they are used as boarding troops by Hishen.



### ***XEOG***

---

The Xeog lineage can be traced back thousands of years to the ancient Shikar Empire. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. Those are not the ones you're likely to run into. The ones you'll meet are Smugglers, Mercenaries, and Pirates. Consequently when encountered, Xeogs will be flying small CapShips and fighter groups, more interested in obtaining profit and information than battling to the death.

With enhanced bio systems and strength, female Xeogs strike a stunning pose. Tall and slender these *divas* are not afraid to use whatever wiles are at their disposal to further their aims. Unfortunately, one would be hard pressed to understand these aims as they appear to have an appetite for everything.

### ***ZHUH-ZHUHS***

---

Zhuh-Zhuh is the common term for members of the infraorder *Suprasimiiiformes*. When ASI research expeditions had first contact with the Zhuh-Zhuhs they were assumed to be *evolved cousins* of the infraorder *Simiiiformes* or the higher primates that populate many worlds in one form or another. This was incorrect and proven centuries later with data that supports that Suprasimiiiformes are much older than was originally thought.

Further evidence suggests that the Zhuh-Zhuhs have more in common with the average Basic than what is loosely termed a *monkey*. Zhuh-Zhuhs or Zhuhs come in all shapes, colors and sizes ranging from smaller three-foot types, *Muggie Zhuh-Zhuhs*, to those close to seven feet in height.

Zhuh-Zhuhs own and occupy a large number of planets and are aggressive in their desire to expand. Constant contact in Gaea Prime space has earned them the status of Gaea Prime *trusted alien*. Unfortunately, this has done little to offset some of the hostility that sometimes exists between Gaea Prime and Zhuh-Zhuh. Witness the derogatory term *monkey boy* as applied to Zhuh-Zhuhs.

While not overly friendly with Gaea Prime the Zhuh-Zhuhs are not enemies. Relations between the two are frosty due to trade conflicts in the Third and Fourth Rings. There have been unconfirmed reports of military clashes between the two Races but these have been conveniently overlooked.

That's because the larger problem for the Zhuh-Zhuhs is Hishen expansion and open conflict. And as the saying goes...*the enemy of my enemy is my friend*.

## ***17-CURRENT EVENTS***

*This section is informative and not part of the rules.*

The history of Gaea Prime, let alone the 5150 Universe, would fill volumes of books and a lifetime to digest. But to get a better understanding of current events we have provided a quick overview of the known universe.

### ***GAEA PRIME'S PLACE IN THE UNIVERSE***

---

The known universe consists of *Nine Rings or Bands of Life*. Each Ring contains numerous planets, from Class 1 to Class 3, as well as inhabited smaller planetary Colonies and innumerable smaller clusters called Rocks.

*Gaea Prime considers her proper place to be in the center of the First Ring, the center of the universe.*

Such is the dominance of Gaea Prime that no other independent Home Worlds can be found in the first three Rings. It isn't until you reach the Fourth Ring that you find another Home World. This is the Home World of the Zhuh-Zhuh, the largest planet in the six planet confederation known as the *Hapflorean Federation of Worlds (HFW)* <sup>(1)</sup>

Although Gaea Prime dominance is confined to the first Three Rings their influence has spread out as far out as the Fifth Ring with diplomatic overtures and explorers reaching to the Rings far beyond <sup>(2)</sup>

*(1) Note that the HFW was first erroneously reported to be located in the Fifth and Sixth Rings but are actually in the Fourth. (2) The current GP government has authorized ISS preemptive strikes on Bug controlled worlds in the Sixth and Seventh Rings. This has caused numerous protests from the inhabitants of these Rings. Some view these raids as illegal and merely ruses to intimidate and seduce.*

### ***THE HISHEN THREAT***

---

Gaea Prime dominance is threatened by the Hishen Empire. Currently no official war has been declared but both sides acknowledge a high rate of *incidental military contact* occurring between the two. As the Hishen Home World is in the Fifth Ring much of this contact occurs in the Fourth Ring <sup>(1)</sup> As long as Gaea Prime and the Hishen Empire effectively counteract each other the 5150 universe is pretty stable. However, the involvement of a third equally powerful force threatens this delicate balance.

*(1) All of the conflicts between Gaea Prime and the Hishen Empire in 5150: Star Navy takes place in the Fourth Ring.*

### UPSETTING THE BALANCE

*The Bugs are that third force.* With reports of Bug incursions in the Sixth Ring the Hishen find their resources being drawn away from Gaea Prime and towards the Bugs. This allows for more aggressive Gaea Prime behavior. This behavior is forcing many of the independent races, such as the Zhuh-Zhuhs, Drantak, and Scrunts, to be concerned about Gaea Prime pressure. As long as the Hishen Empire remains powerful, Gaea Prime is held in check. The Bug intervention is threatening to disrupt this and causing a ripple throughout the 5150 universe.

### FREEDOM FIGHTERS OR PAWNS?

This ripple also threatens to upset the balance of power in another way. A wave of independence has hit the smaller planetary Colonies and Rocks in the Third Ring <sup>(1)</sup> Some Gaea Prime possessions are expressing their displeasure and this takes a variety of forms from slowing down production of much needed exports to armed aggression and open declarations of independence. While these Rebels insist that they are *self-sufficient freedom fighters* many Gaea Prime officials fear these malcontents are actually propped up by Hishen financial aid. This aid takes the form of *non-military aid* as well as footing the bill for the numerous Free Companies that supplement the Rebel forces.

*(1) All of the conflicts between Gaea Prime and these Rebels in 5150: Star Navy takes place in the Third Ring.*

### THE FUTURE IS YOURS

This is the current 5150 universe that you have been thrust into. *Choose your sides, fight well and affect the future as best you can.*

## 5150: STAR NAVY

If you like 5150: FIGHTER COMMAND you may like 5150: STAR NAVY.

***"Without the Star Navy there is no Star Army!"***

*"The Star Army motto is "We take the war to the enemy; one planet at a time." They do a fine job of it but we take them to those planets and we get them back. And unless we do our job they can't do their job. So listen up Cadet and I'll tell you how we do it..."*



In 5150: STAR NAVY you can command a Squadron of ships or a Fleet if you like. Your job is simple; *sweep the stars of the enemy*. For you it's not who the enemies are but where they are. Your Missions will range from hunting pirates to flying the flag and in between you'll be fighting other Factions and Races, all intent on seeing your ships turned into debris. In 5150: STAR NAVY you'll find:

- Rules for *fleet scale* spaceship combat.
- Pre-generated scenarios covering a variety of missions.
- A variety of Navies and Races including those found in 5150: Fighter Command and 5150: Star Army.
- Rules to BYOS - Build your own ships.
- Complete campaign rules that are easy on the book keeping.

5150: STAR NAVY can be played solo, same side with everyone against the game, and of course head-to-head against your friends. Playable with any ship models, in any scale, this is easy to learn yet tough to master game, is perfect for the casual or battle-hardened space gamer.

*No matter how many times you've done it before you still feel the rush when you "blink in". Scanners confirm what you've suspected, the enemy is at hand. As the individual crews rush to battle stations your ships advance in formation. The order to engage is given and the battle is on. Everyone must do their jobs and remember ...*

***"Without the Star Navy there is no Star Army!"***

## 5150: FIGHTER COMMAND

### FIGHTER BLACK BOX

<b>NAME:</b>	<b>REP:</b>	<b>CLASS:</b>	<b>MAX. SPEED:</b>
<b>ATTRIBUTE:</b>	<b>ATTRIBUTE:</b>	<b>ACCELERATION:</b>	<b>TURN RATE:</b>
<b>CURRENT SPEED:</b>		1 – Engine: Half speed rounded up until repaired.	
<b>AFTERBURNERS:</b>		2 – Shields: No shields until repaired.	
<b>GUNS:</b>		3 – Hull: Only repairable inside a CapShip.	
<b>MISSILES:</b>		4 – Guns: No firing until repaired.	
<b>TORPEDOES:</b>		5 – Comms: Ship's signal reads as an enemy ship and activates individually until repaired.	
<b>DECOYS:</b>		6 - Cockpit: Roll Recover from Knocked Down	

### FIGHTER BLACK BOX

<b>NAME:</b>	<b>REP:</b>	<b>CLASS:</b>	<b>MAX. SPEED:</b>
<b>ATTRIBUTE:</b>	<b>ATTRIBUTE:</b>	<b>ACCELERATION:</b>	<b>TURN RATE:</b>
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<b>TORPEDOES:</b>		5 – Comms: Ship's signal reads as an enemy ship and activates individually until repaired.	
<b>DECOYS:</b>		6 - Cockpit: Roll Recover from Knocked Down	

## 5150: FIGHTER COMMAND

### CAPSHIP BLACK BOX

<b>NAME:</b>	<b>REP:</b>	<b>CLASS:</b>	<b>MAX. SPEED:</b>
<b>ATTRIBUTE:</b>	<b>ATTRIBUTE:</b>	<b>ACCELERATION:</b>	<b>TURN RATE:</b>
<b>CURRENT SPEED:</b>		1 – Engine: -1 to maximum speed until repaired.	
<b>TURRETS:</b>		2 – Thrusters: No turning until repaired.	
<b>BATTERIES:</b>		3 – Damage Report: 1-3 weapons. 4-6 hangars.	
<b>MISSILES:</b>		4 – Shields: No shields until repaired.	
<b>TORPEDOES:</b>		5 – Hull Breach: -1 to Rep. Cannot be repaired. Second hit makes ship explode.	
<b>SMALL SHIPS:</b>		6 - Bridge: -2 to Rep. Cannot be repaired.	

### CAPSHIP BLACK BOX

<b>NAME:</b>	<b>REP:</b>	<b>CLASS:</b>	<b>MAX. SPEED:</b>
<b>ATTRIBUTE:</b>	<b>ATTRIBUTE:</b>	<b>ACCELERATION:</b>	<b>TURN RATE:</b>
<b>CURRENT SPEED:</b>		1 – Engine: -1 to maximum speed until repaired.	
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<b>TORPEDOES:</b>		5 – Hull Breach: -1 to Rep. Cannot be repaired. Second hit makes ship explode.	
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<b>TORPEDOES:</b>		5 – Hull Breach: -1 to Rep. Cannot be repaired. Second hit makes ship explode.	
<b>SMALL SHIPS:</b>		6 - Bridge: -2 to Rep. Cannot be repaired.	

## 5150: FIGHTER COMMAND

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**5150: FIGHTER COMMAND**

**FIGHTER ROSTER**

**NAVY** \_\_\_\_\_ **CAMPAIGN MORALE** \_\_\_\_ **INVESTMENT LEVEL** \_\_\_\_

**FIGHTER SQUADRON** \_\_\_\_\_

**SQUADRON LEADER** \_\_\_\_\_ **REP** \_\_\_\_\_ **FAME POINTS** \_\_\_\_\_

**ATTRIBUTES** \_\_\_\_\_

<i>FLIGHT 1</i>	<i>NAME</i>	<i>REP</i>	<i>ATTRIBUTES</i>	<i>FAME</i>	<i>FIGHTER TYPE</i>	<i>NOTES</i>

<i>FLIGHT 2</i>	<i>NAME</i>	<i>REP</i>	<i>ATTRIBUTES</i>	<i>FAME</i>	<i>FIGHTER TYPE</i>	<i>NOTES</i>

<i>FLIGHT 3</i>	<i>NAME</i>	<i>REP</i>	<i>ATTRIBUTES</i>	<i>FAME</i>	<i>FIGHTER TYPE</i>	<i>NOTES</i>



5150: FIGHTER COMMAND

CAPITAL SHIP ROSTER

NAVY \_\_\_\_\_ CAMPAIGN MORALE \_\_\_\_ INVESTMENT LEVEL \_\_\_\_

CAPSHIP GROUP \_\_\_\_\_

GROUP LEADER \_\_\_\_\_ REP \_\_\_\_\_ FAME POINTS \_\_\_\_\_

ATTRIBUTES \_\_\_\_\_

SQUADRON 1	NAME	REP	ATTRIBUTES	FAME	CAPSHIP TYPE	NOTES

SQUADRON 2	NAME	REP	ATTRIBUTES	FAME	CAPSHIP TYPE	NOTES

SQUADRON 3	NAME	REP	ATTRIBUTES	FAME	CAPSHIP TYPE	NOTES

## 5150: FIGHTER COMMAND

### SHIP LISTS

#### GAEA PRIME – STAR NAVY & PDF

1 **FIGHTER AND CAPSHIP REP**  
*(Read result as rolled)*

CIRCUMSTANCE	MODIFIER
Transport	-1

NAVY	1	2	3	4	5	6
PDF	3	3	4	4	4	5
Star Navy	3	4	4	4	5	5

### 1 STAR NAVY REINFORCEMENTS

*(Read the results as rolled)*

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Medium Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

### 1 PDF REINFORCEMENTS

*(Read the result as rolled)*

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Light Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

#### GAEA PRIME – STAR NAVY & PDF FIGHTERS & ASSAULT BOATS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Bee	Light Fighter	6	3	3	1 Laser 1 Rail	2	2xRockets	-	-
Wasp	Lighter Fighter	5	3	3	2 Rail	2	2x(FF)	2	-
Mantis	Medium Fighter	5	3	3	2 Laser 1 Rail	3	2xRockets 1x(FF)	2	-
Dragonfly	Medium Fighter	5	2	3	2 Pulse 1 Mass Dr.	3	3x(FF)	2	-
Eel	Heavy Fighter	4	2	2	2 Mass Dr. 2 Plasma	6	2x(FF) 2x(IR)	1	1 Mine
Halberd	Heavy Fighter	4	2	2	1 Inferno 3 Plasma	6	1xLeech 2x(IR)	2	1 Mine
Remora	Bomber	3	1	1	3 Mass Dr. 2 AA Turrets	12	2xHARM 2xTorpedoes	2	-
Sabre	Bomber	4	2	2	2 Particle 2 Mass Dr. 2 AA Turrets Aft.	12	2x(FF) 1xHARM 2xTorepdoes	1	-
Shark	Assault Boat	3	2	1	1 AA Turret Aft.	2	2x(FF)	2	-
Thunder Star	ISS Assault Boat	4	2	2	1 AA Turret Aft.	4	4xRockets	2	ISS troops

## 5150: FIGHTER COMMAND

### GAEA PRIME – STAR NAVY AND PDF CAPITAL SHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Freighter	Transport	LPS	2	1/3	1	-	-	-	-	-
Boa	Frigate	LPS	2	1	2	1	1 Projectile 1 Beam	-	1	-
Cobra	Destroyer	LPS	3	1	2	2	1 Beam 1 Plasma	1	-	-
Anaconda	Cruiser	MPS	2	1/2	1	3	1 Beam 2 Plasma	-	2	1
Cobra	ISS Strike Cruiser	MPS	3	1/2	1	3	2 Beam 2 Plasma	2	2	1
Epona	Heavy Cruiser	MPS	2	1/2	1	3	1 Projectile 1 Beam 1 Plasma	-	4	1
Alba	Carrier	HPS	1	1/3	1	4	2 Projectile 2 Beam	-	12	2
Tara	Battleship	HPS	1	1/3	1	4	1 Inferno 4 Plasma	-	8	2
Gael	Dreadnaught	HPS	1	1/3	1	5	1 Inferno 3 Plasma 2 Projectile 2 Beam	2	10	2

## 5150: FIGHTER COMMAND

### HISHEN

<b>1</b>	<b>FIGHTER AND CAPSHIP REP</b> <i>(Read result as rolled)</i>
----------	--

CIRCUMSTANCE	MODIFIER
Transport	-1

NAVY	1	2	3	4	5	6
Hishen Empire	3	3	4	4	4	5

<b>1</b>	<b>HISHEN REINFORCEMENTS</b> <i>(Read the result as rolled)</i>
----------	--

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Medium Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

### FIGHTERS AND ASSAULT BOATS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Hell Bat	Light Fighter	4	2	4	2 Laser	2	2x(FF)	-	-
Vulture	Light Fighter	5	2	4	2 Mass Dr.	2	2xRockets	-	1 Mine
Reaver	Medium Fighter	4	2	3	2 Laser 1 Rail	3	2xRockets 1x(FF)	1	-
Torment	Medium Fighter	4	2	3	2 Plasma 1 Rail	3	2xRockets 1x(FF)	1	1 Mine
Vampire	Heavy Fighter	3	1	2	1 Plasma 3 Laser 1 AA Turret Aft.	6	2xRockets 1x(IR) 1xHARM	1	-
Ravager	Heavy Fighter	3	2	2	2 Plasma 2 Pulse	6	2xRockets 2x(FF) 1xLeech	2	2 Mines
Revenant	Bomber	3	1	1	3 Mass Dr. 1 Turret Aft.	12	3xTorpedoes	3	-
Shuriken	Bomber	3	2	2	2 Mass Dr. 2 Laser 1 AA Turret Aft.	12	1x(IR) 1xHARM 2xTorpedoes	2	-
Harpoon	Assault Boat	3	2	2	1 AA Turret Aft.	2	2x(FF)	2	-

## 5150: FIGHTER COMMAND

### HISHEN CAPITAL SHIPS

<i>TYPE</i>	<i>CLASS</i>	<i>SHIELDS</i>	<i>SPEED</i>	<i>ACC.</i>	<i>TURN</i>	<i>TURRET</i>	<i>BATTERIES</i>	<i>TORPEDO TUBES</i>	<i>SMALL SHIPS</i>	<i>REPAIRS</i>
Freighter	Transport	LPS	2	1/2	1	-	-	-	-	-
Patroller	Corvette	LPS	3	1/2	2	1	2 Projectile	1	-	-
Monitor	Destroyer	LPS	2	1/2	2	2	2 Plasma	2	1	-
Slaver	Cruiser	MPS	3	1/2	1	2	2 Projectile 2 Beam	-	3	1
Overseer	Heavy Cruiser	MPS	2	1/3	1	3	2 Beam 2 Plasma	-	6	1
Mothership	Carrier	HPS	1	1/3	1	4	4 Beam	-	12	2
Capital Ship	Battleship	HPS	1	1/3	1	3	1 Inferno 2 Beam 2 Plasma	-	9	2
Planetary Conquest Ship	Dreadnaught	HPS	1	1/3	1	3	1 Inferno 4 Plasma 2 Projectile 4 Beam	2	6	2

## 5150: FIGHTER COMMAND

### FREE COMPANY

<b>1</b>	<b>FIGHTER AND CAPSHIP REP</b> <i>(Read result as rolled)</i>
----------	--

CIRCUMSTANCE	MODIFIER
Transport	-1

NAVY	1	2	3	4	5	6
Free Company	3	3	4	4	4	5

<b>1</b>	<b>FREE COMPANY REINFORCEMENTS</b> <i>(Read the result as rolled)</i>
----------	--

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Light Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

### FREE COMPANY FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
GA-16	Light Fighter	5	3	3	2 Rail	2	2x(FF)	2	-
GA-22	Medium Fighter	4	3	3	2 Laser 1 Rail	4	2xRockets 2x(FF)	1	-
GA-35	Heavy Fighter	4	2	2	1 Inferno 2 Plasma	6	1xLeech 2x(IR)	2	1 Mine
RB-56	Bomber	3	1	1	2 Mass Dr. 2 AA Turrets	14	2x(FF) 2xHARM 2xTorpedoes	2	-
AS-7	Assault Boat	3	2	1	1 AA Turret Aft.	2	2x(FF)	2	-

### FREE COMPANY CAPITAL SHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Freighter	Transport	LPS	2	1/3	1	-	-	-	-	-
RAAM	Frigate	LPS	3	1	2	1	1 Projectile 1 Beam	1	1	-
Vesta-99	Destroyer	LPS	3	1	2	2	1 Beam 1 Plasma	2	-	-
Z-Class	Cruiser	MPS	2	1/2	1	3	1 Beam 2 Plasma	1	2	1
LCS-46	Heavy Cruiser	MPS	2	1/2	1	3	1 Projectile 1 Beam 1 Plasma	-	4	1
Mistral	Carrier	HPS	2	1/3	1	4	2 Projectile 2 Beam	-	8	2
Avenger	Battleship	HPS	1	1/3	1	4	1 Inferno 4 Plasma	-	8	2

## 5150: FIGHTER COMMAND

### IMMOBILE CAPITAL SHIPS – USE FOR ALL NAVIES

TYPE	CLASS	SHIELDS	TURRET	BATTERIES	SMALL SHIPS <sup>(1)</sup>	REPAIRS
Immobile	Supply Depot	LPS	2	-	2	-
Immobile	Investigation Outpost	LPS	-	-	-	-
Immobile	Refinery	MPS	1	-	2	1
Immobile	Star Base	HPS	4	3 Plasma	12	3

(1) Small Ships will always be fighters.

### FREIGHTERS & CIVILIAN CAPITAL SHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Super Tanker	Freighter	MPS	1	1/3	1	1	-	-	2	1
Grand Freighter	Freighter	MPS	1	1/2	1	2	-	-	2	1
Star Liner	Freighter	LPS	2	1/2	1	1	-	-	2	1
Tanker	Freighter	LPS	1	1/2	1	1	-	-	-	-
Freighter	Freighter	LPS	2	1/2	1	1	-	-	-	-
Runner	Freighter	LPS	3	1/2	1	1	1 Projectile	-	-	-
Belter	Freighter	LPS	3	1/2	1	-	1 Beam	-	1	-

## 5150: FIGHTER COMMAND

### PIRATES

<b>1</b>	<b>FIGHTER AND CAPSHIP REP</b> <i>(Read result as rolled)</i>
----------	--

CIRCUMSTANCE	MODIFIER					
Transport	-1					
<b>NAVY</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>	<b>6</b>
Pirates	3	3	4	4	4	5

<b>1</b>	<b>PIRATES REINFORCEMENTS</b> <i>(Read the result as rolled)</i>
----------	---

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Light Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

### PIRATE FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Piranha	Light Fighter	6	3	3	2 Mass Dr.	2	2xRockets	-	-
Barracuda	Medium Fighter	5	3	2	1 Mass Dr. 2 Plasma	4	3x(FF) 1xHARM	-	1 Mine
Turtle	Assault Boat	3	2	2	1 Turret Aft.	2	2x(FF)	-	Pirate crew

### PIRATE CAPITAL SHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Marauder	Frigate	LPS	3	1	2	1	1 Projectile 1 Plasma	1	1	-
Raider	Cruiser	MPS	3	1/2	1	2	1 Beam 2 Plasma	1	2	1
Ravager	Heavy Cruiser	MPS	2	1/3	1	3	2 Beam 2 Plasma	2	6	1



## 5150: FIGHTER COMMAND

### XEOG

<b>1</b>	<b>FIGHTER AND CAPSHIP REP</b> <i>(Read result as rolled)</i>
----------	--

CIRCUMSTANCE	MODIFIER
Transport	-1

NAVY	1	2	3	4	5	6
Xeog	3	4	4	4	5	5

<b>1</b>	<b>XEOG REINFORCEMENTS</b> <i>(Read the results as rolled)</i>
----------	---

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Light Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

### XEOG FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Sting	Light Fighter	5	3	3	2 Plasma	2	2x(FF)	1	Stealth
Saw	Medium Fighter	4	3	3	2 Plasma 1 Inferno	3	1xIR, 1xHARM	1	Stealth
Scalpel	Heavy Fighter	4	2	2	2 Plasma 2 Pulse	6	2xHARM 1xLeech	2	Stealth
Hammer	Assault Boat	4	3	3	1 Turret Aft.	4	1xLeech 2x(FF)	1	Stealth

All Xeog fighters have a Stealth unique technology which makes them harder to hit (already included in the Fighter Firing Table -cloaked-) and also puts the enemy fighters at disadvantage during an In Sight (ships doing In Sight tests against Xeog Stealth fighters will have -1d6 to their In Sight roll).

### XEOG CAPITAL SHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Cutter	Corvette	LPS	3	1	2	1	2 Beam	-	1	1
Carrack	Destroyer	LPS	3	1	2	2	1 Beam 2 Plasma	1	2	2
Galleon	Heavy Cruiser	MPS	2	1/2	1	3	2 Beam 2 Plasma	2	4	2

All Xeog Capital Ships a unique Stealth technology which makes them harder to spot and to hit (already reflected on the Ranged Combat Table). Ships doing In Sight tests against Xeog Stealth ships will have -1d6 to their In Sight roll.

## 5150: FIGHTER COMMAND

### ZHUH-ZHUH

**1** **FIGHTER AND CAPSHIP REP**  
(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Transport	-1

NAVY	1	2	3	4	5	6
Zhuh-Zhuh	3	4	4	4	5	5

**1** **ZHUH-ZHUH REINFORCEMENTS**  
(Read the results as rolled)

# D6 PASSED	REINFORCEMENT
1	1 CapShip
2	1 Flight of Bombers
3	1 Flight of Heavy Fighters
4	1 Flight of Medium Fighters
5	1 Flight of Medium Fighters
6	1 Flight of Light Fighters
7+	No Reinforcement

### ZHUH-ZHUH FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Krigga!	Light Fighter	6	4	4	2 Mass Dr.	2	1xSwarmers	-	-
Eeeek!	Medium Fighter	5	3	4	1 Rail Gun 2 Laser	3	1xSwarmers, 1x(FF)	1	-
Chimp	Bomber	4	3	3	2 Laser 2 Pulse	12	1xHARM, 1xSwarmers, 2xTorpedoes	-	-
Silverback	Assault Boat	4	3	4	1 Turret Aft.	4	1xSwarmers 2x(FF)	1	Gorilla crew

### ZHUH-ZHUH CAPITAL SHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Gunboat	Corvette	LPS	3	1	2	1	1 Projectile 1 Beam	-	1	-
Missile Boat	Frigate	LPS	3	1	2	1	1 Beam	2	1	-
Cutter	Destroyer	LPS	3	1	2	2	1 Beam 1 Plasma	2	1	-
Interdictor	Cruiser	MPS	2	1/2	1	3	1 Projectile 2 Beam	-	6	1
Interceptor Carrier	Carrier	MPS	2	1/2	1	4	2 Beam	-	18	2
Assault Ship	Battleship	HPS	1	1/3	1	4	1 Inferno 2 Plasma 2 Beam	2	9	2
Command Assault Ship	Dreadnaught	HPS	1	1/3	1	5	1 Inferno 2 Plasma 2 Projectile 2 Beam	2	9	2

## 5150: FIGHTER COMMAND

### CAPITAL SHIP LISTS

This section will provide you with the CapShip Lists, for each Navy used in 5150: FIGHTER COMMAND.

*Note that Dreadnoughts will only appear based upon a specific scenario, not as reinforcements.*

When a CapShip is required for Reinforcements (page 54) roll 1d6 and read the result as rolled. A second d6 roll may be required.

### BOMBERS AND ASSAULT BOATS

All Medium and Large CapShips can have Bombers and Assault Boats.

#### 1 STAR NAVY CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Frigate (1-3) or Corvette (4-6)
2	Destroyer
3	Destroyer
4	Cruiser (1-5) Star Navy or (6) ISS Strike Cruiser
5	Cruiser <sup>(1)</sup>
6	Battleship (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### INTERPLANETARY SPECIAL SERVICES (ISS)

All Medium and Large CapShips, including the ISS Strike Cruiser, carry ISS troops that can be used both defensively and for boarding actions.

#### 1 PDF & FREE COMPANY CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Corvette
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser <sup>(1)</sup>
6	Battleship (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### 1 HISHEN EMPIRE CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Frigate (1-3) or Corvette (4-6)
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser (1)
6	Battleship (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### GRATH

All Medium and Large CapShip carry one detachment of Grath that can be used both defensively and for boarding actions.

#### 1 PIRATE & PRIVATEER CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Corvette
2	Frigate
3	Frigate
4	Destroyer
5	Cruiser <sup>(1)</sup>
6	Cruiser (1-4) Star Fighter Carrier (5-6)

*(1) If an Attack Mission count as Heavy Cruiser.*

#### 1 XEOG CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Frigate
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser <sup>(1)</sup>
6	Heavy Cruiser

*(1) If an Attack Mission count as Heavy Cruiser.*

#### 1 ZHUH-ZHUH CAPSHIPS

*(Read result as rolled)*

#	TYPE
1	Corvette
2	Frigate
3	Destroyer
4	Destroyer
5	Cruiser
6	Battleship (1-2) Star Fighter Carrier (3-6)

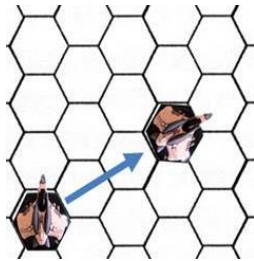
# SPECIAL MANEUVERS

## ATTACK CURVE (TURN RATE: 3)

This is a sharp turn towards the enemy with a reduction in speed so as not to overshoot the target.

**Success:** Make a 60° turn toward the enemy, reduce speed to half movement and complete movement facing the enemy.

**Failure:** Ship changes course. Moves forward half current Speed and turns 60° to port (1-3) or to starboard (4-6).



## BARREL ROLL (TURN RATE: ANY)

Using the main and lateral thrusters you force your ship into a corkscrew-like roll, which will grant you a greater chance of evading enemy fire. However, your own shooting is affected as well.

Ships can combine turning and Side Slip with a Barrel Roll. Barrel Roll happens automatically once you declare it. No adjustment of the model is necessary to represent a Barrel Roll.

## CRASH STOP (TURN RATE: ANY)

Use this maneuver whenever you want your ship to stop dead in space. If the distance you decelerate exceeds your normal deceleration rate, the Pilot counts a -1 to Rep per point over that rate.

*Example – I am traveling at a Speed of 3. My Acc. Rating (deceleration maximum is 1) so I take a -2 to Rep penalty.*

**Success:** Ship comes to an immediate halt and its Speed turns to zero. You can turn once your ship has stopped.

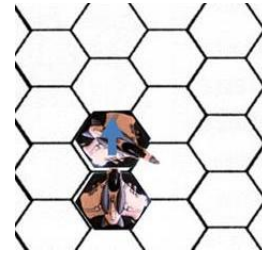
**Failure:** Ship decelerates at its normal rate and its engine is damaged. Reduce maximum Speed by 1 until repaired.

## DEAD MAN'S TURN (TURN RATE: 3)

This is like the Yaw Reversal, except you also Crash Stop instead of continuing to move after the 120° turn.

**Success:** Make a minimum 1" move forward, turn at a 120° angle towards your opponent, then come to an immediate halt with Speed turning to zero.

**Failure:** Ship decelerates at its normal rate and its engine is damaged. Reduce maximum Speed by 1 until repaired.

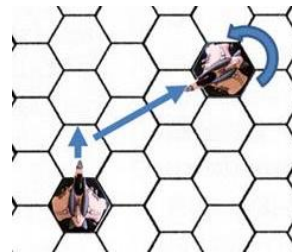


## HIGH ENERGY YO-YO (TURN RATE: 3)

The High Energy Yo-Yo will allow you to target an enemy without having to stay in his line of fire.

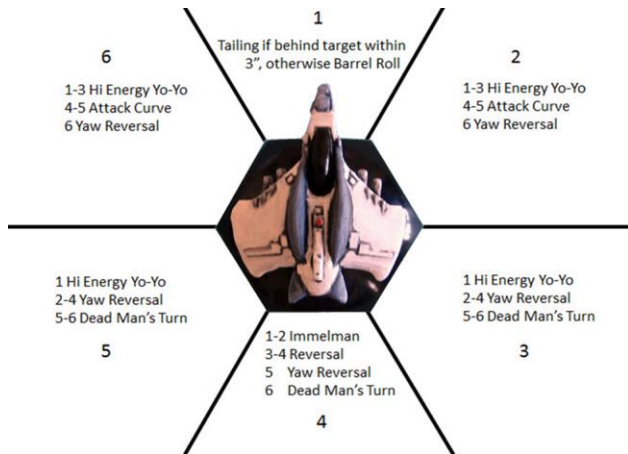
**Success:** Make a minimum 1" move forward, turn at a 60° angle off your opponent, continue remaining movement, and end with a special turn of up to 180° to bring weapons to bear on the target.

**Failure:** Ship changes course. Moves forward half current Speed and turns 60° to port (1-3) or to starboard (4-6).



# 5150: FIGHTER COMMAND

## DOGFIGHT MANEUVER TABLE

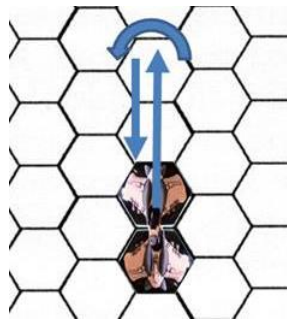


### IMMELMANN TURN (TURN RATE: 3)

The classic Immelmann is a fast way to reverse course upon an enemy. It is as old as it is effective, but it is still difficult to perform.

**Success:** Ship moves forward half its current Speed, rotates 180° on the spot, and moves the remainder of its current Speed.

**Failure:** Ship changes course. Moves forward half current Speed and turns 60° to port (1-3) or to starboard (4-6).

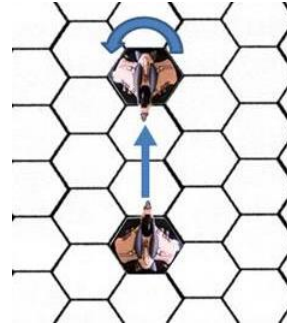


### REVERSAL (TURN RATE: 2)

The Reversal is an easier way to reverse course on an enemy.

**Success:** Ship moves forward half current Speed, rotates 180° on the spot, ending its move.

**Failure:** Ship decelerates at its normal rate and its engine is damaged. Reduce maximum Speed by 1 until repaired.

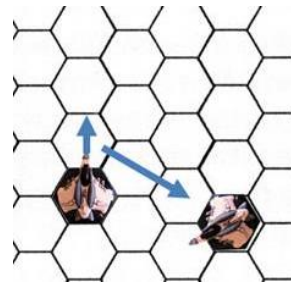


### YAW REVERSAL (TURN RATE: 3)

The Yaw Reversal is similar to the High Energy Yo-Yo in that it will allow you to target an enemy without having to stay in his line of fire.

**Success:** Make a minimum 1" move forward, turn at a 120° angle towards your opponent, continue remaining movement, and end with a special turn of up to 120° to bring weapons to bear on the target.

**Failure:** Ship changes course. Moves forward half current Speed and turns 60° to port (1-3) or to starboard (4-6).



## SPECIAL MANEUVERS

## 5150: FIGHTER COMMAND

# WEAPONS TABLES

### FIGHTER WEAPON TABLE - GUNS & CANNON

**NOTE: IF HITTING A CAPSHIP WITH DOWNED PHASE SHIELDS USE IMPACT OF 1 FOR GUNS WITH AN IMPACT OF “-“.**

WEAPON TYPE	RANGE	TARGET	LFS	MFS	HFS	TURRET/TORPEDO	CSLPS	CSMPS	CSHPS
CapShip AA Turret	6	5	2	2	1	2	-	-	-
Fighter Laser Turret	5	2	2	2	1	2	-	-	-
Inferno Cannon	1	1	5	5	4	3	2	1	1
Laser Cannon	5	3	2	2	1	1	-	-	-
Mass Driver Cannon	4	3	3	2	2	1	-	-	-
Plasma Cannon	4	1	4	3	3	2	1	1	-
Pulse Cannon	3	2	5	4	3	2	1	-	-
Rail Gun	2	5	2	2	1	1	-	-	-

LFS = Light Fighter Shield, MFS = Medium Fighter Shield, HFS = Heavy Fighter Shield, CSLPS = CapShip Light Phase Shield, CSMPS = CapShip Medium Phase Shield, and CSHPS = CapShip Heavy Shield.

### FIGHTER WEAPON TABLE - MISSILES

MISSILE TYPE	RANGE	IMPACT	DAMAGE	HARDPOINTS
Fire and Forget (FF)	8	Automatic	As per Counter Measures	1
HARM	10	Automatic	Disables target so cannot function for one full turn.	2
Image Recognition (IR)	10	Automatic	As per Counter Measures	2
Inferno Mine	1	Automatic	1 roll on the Damage Table vs. CapShip, 2 versus Fighters.	-
Leech	10	Automatic	Disables shields so cannot function for one full turn.	2
Rocket	4	3	1 roll on the Damage Table	1
Swarmer	2	Special	2 rolls on the Damage Table versus fighters. Knock down shields for one full turn versus CapShips.	2
Torpedo	10/20*	Automatic	1 roll on the Damage Table	4

\* 10" when launched from fighters and 20" when launched from CapShips. Moves 10" per movement phase up to 20" total.

### CAPITAL SHIP WEAPON TABLE - BATTERIES

**NOTE: HITTING A CAPSHIP WITH DOWNED PHASE SHIELDS WILL RESULT IN AUTOMATIC DAMAGE.**

WEAPON TYPE	RANGE	TARGET	DAMAGE	CSLPS	CSMPS	CSHPS
Beam Cannon	20	1	1 damage roll	3	3	1
Inferno Cannon	10	1 / 3	5 damage rolls	5	5	4
Plasma Cannon	14	1 / 2	2 damage rolls	4	3	3
Projectile Cannon	12	1	2 damage rolls	3	2	1

CSLPS = CapShip Light Phase Shield, CSMPS = CapShip Medium Phase Shield, and CSHPS = CapShip Heavy Shield.

## 5150: FIGHTER COMMAND

<b>REP</b>	<b>IN SIGHT</b> <i>(Looking for successes)</i>
------------	---

CIRCUMSTANCE	MODIFIER
Afterburners – Ship is using <i>afterburners</i>	1
Attribute – Lightning Reflexes	+1d6
Attribute – Slow to React	-1d6
Concealed - Enemy is concealed, cloaked (Stealth), or in cover.	-1d6
Inactive – Ship’s is Inactive.	-1d6
Retire - Ship is leaving the battlefield.	1
Triggering – Opponent triggered the In Sight	+1d6

*(1) A ship using afterburners or retiring cannot react and will complete its reaction instead.*

WHEN IT'S YOUR TURN TO ACT
<p><b>STARS:</b></p> <ul style="list-style-type: none"> <li>• <b>Can choose</b> to Fire, Dogfight, use Afterburners, Change Course, Finish Movement or Retire.</li> </ul>
<p><b>GRUNTS:</b></p> <ul style="list-style-type: none"> <li>• <b>Those that can fire</b> will fire (guns, rockets, swarmers or FF missiles only).</li> <li>• <b>Fighters that cannot fire</b> will Dogfight if enemy target is a Fighter.</li> <li>• <b>Otherwise</b> those that cannot fire will Change Course to port (1-3) or to starboard (4-6). If within 10” of objective continue course.</li> </ul>

<b>1</b>	<b>FIGHTER DAMAGE</b> <i>(Read the result as rolled)</i>
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CIRCUMSTANCE	MODIFIER
Attack coming in from the rear (Aspect 4).	-1
Attack coming in head on (Aspect 1).	+1

#	AREA HIT	RESULTS OF A 1 <sup>ST</sup> HIT
1	Engine	Reduced to half maximum speed, rounded up, until repaired.
2	Shield	No shields until repaired.
3	Hull	Hull damaged. <i>It can only be repaired inside a CapShip.</i>
4	Guns	No firing until repaired.
5	Comm Link	Ship’s signal reads as an enemy ship until repaired. The fighter is at risk of being targeted by friendly fire (see Communications Down, page ##). Individual <i>initiative</i> until repaired.
6	Cockpit	Immediately roll Recover from Knocked Down.

<b>TARGET FIGHTER RANGED COMBAT</b> <i>(1d6 added to Rep)</i>  Score three or more “ones” and no energy. No fire for one turn.
---

CIRCUMSTANCE	MODIFIER
Aspect 4 – If firing guns on Aspect 4	+1
Better Trained and Equipped	(1)
Expert gunner	+1

*(1) Does not count the Afterburners penalty.*

#	RESULT
3 to 6	<b>ALL</b> - Miss.
7	<b>TARGET:</b> <ul style="list-style-type: none"> <li>• CapShip within Visual Range – Hit.</li> <li>• Target at zero Speed – Hit.</li> </ul> <b>OTHERWISE</b> – Miss.
8	<b>SHOOTER:</b> <ul style="list-style-type: none"> <li>• Using afterburners – Miss.</li> <li>• Doing any Special Maneuver – Miss.</li> <li>• Snap Firing – Miss.</li> </ul> <b>TARGET</b> <ul style="list-style-type: none"> <li>• Using afterburners – Miss.</li> <li>• Doing any Special Maneuver – Miss.</li> <li>• Concealed or in Cover– Miss.</li> <li>• Using Stealth Tech (Xeogs) – Miss.</li> <li>• Turret – Miss.</li> <li>• Torpedo – Miss.</li> </ul> <b>OTHERWISE</b> – Hit.
9	<b>SHOOTER:</b> <ul style="list-style-type: none"> <li>• Doing any Special Maneuver – Miss.</li> <li>• Snap Firing except against CapShip– Miss.</li> </ul> <b>TARGET</b> <ul style="list-style-type: none"> <li>• Using Stealth Tech (Xeogs) – Miss.</li> <li>• Turret – Miss.</li> <li>• Torpedo – Miss.</li> </ul> <b>OTHERWISE</b> – Hit.
10	<b>ALL</b> – Hit.

# FIGHTERS IN SIGHT RANGED COMBAT

## 5150: FIGHTER COMMAND

### 2 CAPSHIP RANGED COMBAT *(Taken versus Rep)*

CIRCUMSTANCE	MODIFIER
Accurate Gunnery Attribute	+1d6
Firing at target beyond Visual Range	-1
Target concealed, in cover, or using Stealth Technology (Xeogs)	-1

# D6 PASSED	RESULT
2	<b>Shooter scores a solid hit!</b> Roll 1d6 versus the Impact of the weapon. If score equal or less roll on the CapShip Damage Table. If greater than Impact, no effect, target takes Received Fire Test.
1	<b>Impact near hull!</b> Roll Phase Shield Test and Received Fire Test.
0	<b>Shooter misses!</b> Target ignores fire and carries on.

### 1 CAPSHIP COUNTER MEASURES *(Taken versus Rep)*

CIRCUMSTANCE	MODIFIER
CapShip has no Defensive AA Turrets	-1
Missile is FF, HARM or Leech,	-1
Missile is IR	-2

# D6 PASSED	RESULT
1	Counter measures succeed. Missile fails to hit.
0	Counter measures fail. Missile hits target.

### 1 CAPITAL SHIP DAMAGE TABLE *(Read result as rolled)*

CIRCUMSTANCE	MODIFIER
Attacked from rear (target Aspect 4)	-1

#	RESULT
1	<b>Engine hit!</b> Reduce the maximum ship Speed by 1 until the damage is repaired
2	<b>Thrusters!</b> The ship may not make any turns until the thrusters have been repaired.
3	<b>Damage Report!</b> Roll 1d6: (1-3) A ship's weapon system is down. Roll randomly for each weapon, including Defensive AA Turret, to see what has gone down. This weapon may not fire until it has been repaired. <i>If all weapon systems are already damaged treat this as a Hull Breach.</i>  (4-6) The ship's hangar bay has been damaged. No small ships may be launched or recovered until it has been repaired. <i>If the Hangar Bay exists or is already damaged, treat as a Hull Breach.</i>
4	<b>Shields down!</b> The shields no longer function until repaired
5	<b>Hull Breach!</b> The ship's Hull is torn open, pressure lost, and killing part of the crew. Count a -1 to Rep for remainder of Mission. Hull damage cannot be repaired during the Mission.  <i>If a second hull breach (or third for a Dreadnought) occurs:</i> The ship explodes in a blazing inferno. Remove the ship from play. Every ship within 1d6 inches of the exploding wreck is struck by 1/2d6 Plasma cannon hits.
6	<b>Bridge smashed!</b> The Bridge of the ship with the Captain and his officers is smashed. The Captain takes the recover From Knock Down Test. Count -2 to the Crew Rep for the remainder of the Mission. Bridge damage cannot be repaired during the Mission.

# CAPSHIPS COUNTER MEASURES RANGED COMBAT



## 5150: FIGHTER COMMAND

### 2 PEF MOVEMENT *(Taken versus Rep of the PEF)*

#D6 PASSED	RESULT
2	If <b>any Mission</b> the PEF moves 8" towards the closest player group.
1	If a <b>Patrol or Defend Mission</b> the PEF moves 4" towards the closest player group.  If an <b>Attack Mission</b> the PEF moves away from the closest player force turning left (1-3) or right (4-6) if reaching a table edge.
0	If <b>any Mission</b> the PEF does not move

### 2 PEF RESOLUTION *(Taken versus the Enemy Investment Level)*

# D6 PASSED	RESULT
2	<b>Contacted enemy force!</b> Roll 1d6. Add 1 to the score if you are contesting the system. <ul style="list-style-type: none"> <li>(1-4) = Roll on the Enemy Reinforcements Table.</li> <li>(5-6) = Roll on the Immobile Enemy Force Table if you are on an Attack Mission. Otherwise roll on the Enemy Reinforcements Table.</li> </ul>
1	<b>There might be something there!</b> Increase Enemy Investment Level for this Mission by 1 point to a maximum of 5. If already at 5 then count as if passed 2d6. Contact enemy force!
0	<b>False alarm!</b> Just a case of nerves.

### 2 ENEMY DETECTED *(Taken versus Rep)*

#	RESULT
2	<b>If contesting and outnumbered by 2:1</b> or more increase Speed to maximum and change course to leave table. <b>Otherwise</b> increase Speed to maximum and change course to engage the enemy.
1	<b>Change course</b> to engage enemy.
0	<b>Continue on</b> course.

### 2 NP CAPSHIP MOVEMENT *(Taken versus Rep)*

CIRCUMSTANCES	MODIFIER
If there is a CapShip in the enemy force.	+1d6
If loss ½ or more of the CapShips on Mission	-1d6

#	RESULT
2	If on an Attack Mission: <ul style="list-style-type: none"> <li>Change course to engage enemy CapShips first. Will engage enemy fighters if enemy CapShips are not present.</li> </ul> If on a Defend Mission: <ul style="list-style-type: none"> <li>Change course to face enemy but keep formation, carry on.</li> </ul>
1	If on an Attack Mission: <ul style="list-style-type: none"> <li>Will move half speed to engage enemy CapShips first. Engage enemy fighters if enemy CapShips are not present.</li> </ul> If on a Defend Mission: <ul style="list-style-type: none"> <li>Will move to Visual Range of friendly CapShips or friendly Fighters if other CapShips not present.</li> </ul>
0	Damaged: <ul style="list-style-type: none"> <li>If Hull Damaged - Retire.</li> </ul> Otherwise: If on an Attack Mission: <ul style="list-style-type: none"> <li>Treat as if passed 1d6.</li> </ul>

# NP CAPSHIPS

## PEFS

### ENEMY DETECTED

## 5150: FIGHTER COMMAND

### 2 NP FIGHTER MOVEMENT - ATTACK

*(Taken versus Rep)*

CIRCUMSTANCES	MODIFIER
If the NP side has 2x or more ships on the table	+1d6
If there's a CapShip with the group	+1d6
If loss ½ or more of the Fighters on Mission	-1d6

#	RESULT
2	If the NP group outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>Half of the force will change course to engage directly. The other half will move to encircle the left (1-3) or right (4-6) flank.</li> </ul> If the NP group does not outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>Change course to engage enemy</li> </ul>
1	All NP group: <ul style="list-style-type: none"> <li>Change course to engage enemy</li> </ul>
0	All NP group: <ul style="list-style-type: none"> <li>If Hull Damaged - Retire.</li> <li>Move to join closest friendly PEF or NP force group.</li> </ul>

#### **NP DOGFIGHTING**

If a Non-Player Fighter finds itself within Visual Range (5") of an enemy Fighter and cannot fire it will Dogfight.

*Example – A Xeog Fighter activates and starts its turn within 5" of a Zhuh-Zhuh Fighter. It does not have it in its firing arc so will roll on the Dogfight Maneuver Table. The Zhuh-Zhuh is in Aspect 3. The Xeog rolls a 2 so will attempt a Yaw Reversal. It passes and ends up able to fire at the Zhuh-Zhuh when it has active fire.*

**NP FIGHTERS**  
**NP DOGFIGHTING**  
**IMMOBILE ENEMIES**

### 2 NP FIGHTER MOVEMENT - DEFEND

*(Taken versus Rep)*

CIRCUMSTANCES	MODIFIER
If the NP side has 2x or more ships on the table	+1d6
If there's a CapShip with the group	+1d6
If loss ½ or more of the Fighters on Mission	-1d6

#	RESULT
2	If the NP group outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>Change course to engage enemy</li> </ul> If the NP group does not outnumber opponent by 2x or more: <ul style="list-style-type: none"> <li>Change course to face enemy keeping current distance and firing if in range.</li> </ul>
1	All NP group: <ul style="list-style-type: none"> <li>If no CapShips on the table will move to closest friendly Fighter group or PEF.</li> <li>Stay close to friendly CapShips.</li> </ul>
0	All NP group: <ul style="list-style-type: none"> <li>If no CapShips - Retire.</li> <li>If Hull Damaged - Retire.</li> <li>Otherwise stay within Visual Range (5") of CapShip.</li> </ul>

### 1 IMMOBILE ENEMY FORCE

*(Read the result as rolled)*

CIRCUMSTANCE	MODIFIER
Each point of Enemy Investment Level	+1

#	RESULT
2	One Transport convoy with one Light Fighter Flight escort
3	Two transports convoy with one Medium Fighter Flight escort
4	Refinery
5	Investigation outpost
6	Capital Ship
7	Capital Ship
8	Capital Ship
9	Capital Ship
10	Capital Ship
11	Star Base

# FIGHTER REACTION TESTS (1)

SHIPS USING AFTERBURNERS DO NOT TAKE REACTION TESTS THAT TURN!

REASON	PASS 2D6	PASS 1D6	
<p><b>RECEIVED FIRE (LDR)*</b>  <i>Star may choose his result.</i>  <i>Only from guns &amp; rockets. If receive fire due to Received Fire Test you <u>do not</u> take test.</i>                      +1d6 if concealed                      -1d6 if Poser                      +1d6 if Stone Cold</p>	<p><i>Fighters</i> will fire if possible.                      Otherwise <b>Dogfight</b>.</p> <p><i>Others</i> will fire if possible.                      Otherwise change course to port (1-3) or to starboard (4-6) unless within 10" of objective.</p>	<p><i>Fighters</i> will Snap Fire if possible.                      Otherwise <b>Dogfight</b> at -1 Rep to all actions.</p> <p><i>Others</i> change course to port (1-3) or to starboard (4-6).</p>	<p><i>Hull damaged Fighters</i> will leave table or return to carrier.</p> <p><i>Others</i> change course to port (1-3) or to starboard (4-6).</p>
<p><b>COUNTER MEASURES</b>  <i>Taken against incoming missiles.</i>                      -1 to Rep if missile attacking Target Aspect 4.                      - 1 to Rep if FF                      -2 to Rep if IR</p>	<p><i>If have Decoy</i>, missile evaded and no damage occurs.</p> <p><i>If no Decoy</i>, the Missile evaded and no damage occurs. Place Fighter 1" away in random direction (high d6 result) and facing (low d6 result).</p>	<p><i>If have Decoy, it is launched too late</i>. Missile detonates nearby. Roll once on the Fighter Damage Table. Place Fighter 1" away in random direction (high d6 result) and facing (low d6 result).</p> <p><i>If no Decoy, take damage as above</i>, Place Fighter 1" away in random direction (high d6 result) and facing (low d6 result).</p>	<p><i>Missile hits the target</i>. Roll twice on the Fighter Damage Table.</p>
<p><b>SHIP DOWN (LDR)*</b>  <i>Taken if:</i>                      Within 5" to a destroyed or running away friendly fighter.                      Within 5" to a destroyed or retiring friendly CapShip.                      +1d6 if concealed.                      -1d6 if Poser.                      +1d6 if Stone Cold</p>	<p><i>Carry on.</i></p>	<p><i>Ship without shields or damaged:</i>                      Change course to port (1-3) or to starboard (4-6) and then hit afterburners.</p> <p><i>Otherwise:</i>                      Carry on.</p>	<p><i>Ship without shields, damaged or last ship in the table will retire or return to carrier.</i></p> <p><i>Otherwise:</i>                      Change course to port (1-3) or to starboard (4-6) and then hit afterburners.</p>

## 5150: FIGHTER COMMAND

# FIGHTER REACTION TESTS (2)

*SHIPS USING AFTERBURNERS DO NOT TAKE REACTION TESTS THAT TURN!*

<i>REASON</i>	<i>PASS 2D6</i>	<i>PASS 1D6</i>	<i>PASS 0D6</i>
<p><b>RECOVER FROM KNOCKED DOWN</b></p>	<p><i>Pilot Stunned.</i> Ship moves current speed straight ahead and without any reactions for one full turn of <i>activation</i>.</p>	<p><i>Pilot Out of the Fight.</i> Ship Side Slips to port (1-3) or to starboard (4-6) with current speed. He cannot act or react until he recovers. To recover, at the start of the Pilot's next <i>activation</i> roll 1d6 versus its Rep. On a result of pass 1d6 he recovers and acts normally while a result of 0d6 he remains OOF.</p>	<p><i>Pilot is Obviously Dead.</i> The ship is "retired" from the game.</p>
<p><b>EJECT</b> <i>Pilot may eject unless ship was destroyed by doubles.</i></p>	<p><i>Pilot ejects safely.</i></p>	<p><i>Pilot ejects in time</i> but is injured. Reduce Rep by 1 point for the next Mission.</p>	<p><i>Ejection attempt fails.</i> Pilot goes down with the ship.</p>
<p><b>COLLISION</b> <i>Taken when reach 1" of each other.</i> <i>+1d6 if Exceptional Pilot.</i></p>	<p><i>Collision avoided, carry on.</i></p>	<p><i>Collision!</i> Ship takes damage as if hit by a rocket.</p>	<p><i>Crash!</i> Ship crashes and explodes, killing the Pilot.</p>
<p><b>LANDING</b> <i>+1d6 if Exceptional Pilot.</i></p>	<p><i>Ship lands safely.</i></p>	<p><i>Ship will land next turn</i> unless forced to move away from the CapShip.</p>	<p><i>Ship must try again next turn.</i></p>
<p><b>REPAIR DAMAGED AREA</b> <i>Hull cannot be repaired.</i></p>	<p><i>Area fully repaired</i> and operational.</p>	<p><i>Next repair roll</i> is an automatic repair of that area</p>	<p><i>Area not repaired</i> but can try again when next Active.</p>

## 5150: FIGHTER COMMAND

# CAPSHIP REACTION TESTS

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<p><b>RECEIVE FIRE (LDR)*</b>  <i>Taken when fired on by CapShips</i>                      +1d6 if concealed</p>	<p><i>Change course</i> towards this enemy. Fire if possible.</p>	<p><b>Keep course.</b> Fire if possible.</p>	<p><i>Change course</i> to port (1-3) or to starboard (4-6) and accelerate to maximum speed.</p>
<p><b>INCOMING TORPEDOES</b>                      +1 d6 if Elite Command Crew</p>	<p><b>Brace for Impact and Change Course</b> towards incoming torpedoes and accelerate normally to maximum speed, All Ahead Full. Fire all Defensive AA Turrets at incoming torpedoes.</p>	<p><b>Change Course</b> towards incoming torpedoes and accelerate to maximum speed. Snap Fire all Defensive AA Turrets at incoming torpedoes.</p>	<p><b>Carry On</b>, not changing course or speed. Not fire Defensive AA Turrets.</p>
<p><b>REPAIR DAMAGED AREA</b>                      +1d6 if Disciplined Crew.</p>	<p><i>Area fully repaired</i> and operational.</p>	<p><i>Next repair roll</i> is an automatic repair of that area</p>	<p><i>Area not repaired</i> but can try again when next Active.</p>
<p><b>LAUNCHING OR RECOVERING SMALL SHIPS</b>  <i>Taken to launch fighters and assault boats.</i>                      +1d6 if Excellent Launch Crews.</p>	<p><i>Small Ship</i> launched or Recovered.</p>	<p><b>Problems at the launching bay.</b> Small Ships automatically launched or recovered next turn.</p>	<p><i>No Small Ships launched or recovered.</i> Try again next turn.</p>
<p><b>SHIP DOWN (LDR)*</b>  <i>Taken when within 10" of a friendly CapShip of the same size or larger if destroyed, or retiring.</i>                      +1d6 if concealed.</p>	<p><i>Carry on.</i></p>	<p><b>Ship without shields:</b>                      Change course to port (1-3) or to starboard (4-6) and accelerate to maximum speed.</p> <p><b>Otherwise:</b>                      Carry on.</p>	<p><b>Ship without shields , Hull damage, or last CapShip on the table:</b>                      Leave the fight</p> <p><b>Otherwise:</b>                      Change course to port (1-3) or to starboard (4-6) and accelerate to maximum speed.</p>
<p><b>PHASE SHIELD TEST</b>  <i>Taken whenever the ship is penetrated by CapShips' guns.</i></p>	<p><b>Shields hold.</b> No effect.</p>	<p><b>Shields disabled:</b>                      Recovers in 1/2d6 turns.</p>	<p><b>Shields collapse:</b>                      Recovers in 1d6 turns.</p>
<p><b>ASTEROID COLLISION</b>  <i>Taken when reach 1" of asteroid.</i></p>	<p><b>Collision avoided!</b> But speed is now zero.</p>	<p><b>Collision!</b> Ship takes damage as if hit by a torpedo.</p>	<p><b>Crash!</b> Ship slams into asteroid causing a breach in the hull and suffers damage as if hit by a torpedo.</p>

# 5150

## JOIN THE STAR NAVY! It's not a job, it's an adventure!

"Yeah right, whatever. That's how they hook you kid. Make you a fighter pilot, travel the galaxies. Yeah, they'll tell you what you want to hear. Right up until you're in the thick with some Hishen puke on your six. What's your six? Holy Gaea, you are fresh! Okay, listen up kid. I'm not going to sugar-coat it for you. The Star Navy is hell. You're the first to arrive and the last to leave. Even worse than that, you're the guy out front. So what do you really do?  
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