5150

STAR • ARMY

Written by Ed Teixeira & Artwork by Paul Kime

5150: STAR ARMY

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SPECIAL THANKS TO:

Paul Kime - Another bang up cover.

Ken Hafer, Bob Minadeo and Ron "Baddawg" Strickland - For insisting that, "It's not just a gang warfare game."

The THW Yahoo Group - For continued support 4800 members and still growing!

And Lil ☺

Coming later this year Part Two

5150: NEW HOPE CITY

PROLOGUE

"JOIN THE STAR ARMY!"

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 Army is hell. 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 a Platoon Leader trying to keep your men alive while completing your missions. Make that you're trying to complete your mission and if your men stay alive that's even better. You're the tip of the Gaea Prime spear and your enemies are many. The Empire is hungry and growing and that means you're always at war. As a Star Army Platoon 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 go do it soldier!

You don't even feel the bumps anymore, too many jumps for that. Damn, the soldiers are getting younger and younger or maybe you're just getting older? The green light flashes and you run your final check. All's good and you brace for touchdown. Bam! The door drops and your squad piles out immediately coming under fire. The last thing you remember is …

"STAR ARMY!"

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

5150: STAR ARMY is a very good set of rules to recreate *military combat.* Military combat. It's a game about soldiers, tanks, platoons, strafing runs, artillery barrages, hordes of Bugs and much more.

It's a military game.

If you're looking for a RPG type game with a small band of figures gaining experience and using a variety of skills, this ain't it!

THAT would be 5150: New Hope City.

Now off to war soldier!

INTRODUCTION

5150: STAR ARMY is a set of man-to-man skirmish rules that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name. Before we go into detail about the game let's explain the cornerstone of all Two Hour Wargames, *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.

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. Here's an example of both systems using one figure on each side.

IGO UGO

Our figures start on opposite sides of a building *and are out of sight* of each other.
- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.
- If you don't get a hit maybe I take a morale test or maybe I don't.
- Now it's my turn again.

The big thing is I get to move and shoot at you and you can't do anything about it.

THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.

- I activate and move first.
- I move my figure around the corner and your figure can see me.
- You take an In Sight Reaction Test.
- Maybe you shoot at me.
- Maybe you don't.
- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me I take a Received Fire Reaction Test.
- Maybe I shoot you.
- Maybe I duck back for cover.
- Or maybe I run away.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

There are a variety of Reaction Tests in *5150: STAR ARMY* but don't let that discourage you. You'll be using only two of them 95% of the time. After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the advice at the end of each section. 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 linked below for answers to questions and free downloads.

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

With over 4500 members you can expect a response within 24 hours.

NEEDED TO PLAY

You will need a few things to play *5150: STAR ARMY* 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 figures in a consistent scale of your choice.
- Something to represent buildings and other 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.

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. T*he Target Number can be Reputation *(page, 6),* Investment Level *(page, 49)* 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.

Example – Sgt 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 Free Company Partner enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. This translates into three successes (1, 3, and 3) and one failure (4).

POSSIBILITIES

At times you may 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 – The Machine Gunner may also have access to a submachine gun (1). This means that on a result of 1 when rolling 1d6 the Machine Gunner has a submachine gun.

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, 43) I roll a 3 and a 6 for a total of 9.

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be 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.

Example – A Star Army soldier (Rep 4) must roll an In Sight Test. Looking on the In Sight Test (QRS) we see the number 2 in the upper left corner so I toss 2d6 versus his Rep to see a Hishen soldier that has come into sight. The Star Army soldier and the Hishen soldier (Rep 3) later go into Melee. Looking on the Melee Combat Table (page, 78) we see the word Rep. This means they will roll 1d6 per point of Reputation. The Star Army soldier will roll 4d6 while the Hishen soldier will roll 3d6.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with *5150: STAR ARMY*. There aren't any official figures so play with whatever you already have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *5150: STAR ARMY.* If you don't already have figures, you can find them in gaming stores, at conventions, or online.

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

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 FIGURES

Each figure represents one real man, Bug or vehicle and crew. The easiest way to base your figures for *5150: STAR ARMY* is one figure on a round or square base as either style will work.

Crew served weapons and vehicles may not need to be mounted and if they are just be sure to use the smallest base necessary.

DEFINING FACING

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker. To qualify as a rear attack the attacker must begin and 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 figure.
- The rear facing is defined as 90 degrees to the left and right of the back of the figure.

The following illustration helps to define the front and rear facings.
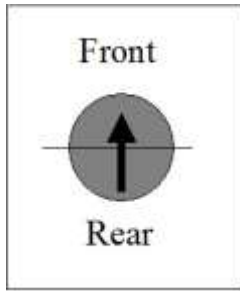
TABLES

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: *STAR ARMY* 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 numerous tables that are provided. 5150: *STAR ARMY* is like a toolbox. You may not need all the tools but they are there if you do!

1-INFANTRY

In this first section you will be introduced to the Infantry rules. We recommend that you read the first section and then play a *small game with two or three figures to learn the game mechanics.*

In this section you will learn how to move your figures, fire with them, take Reaction Tests and much more. Learning the rules will be a simple process and you should be able to get started in thirty minutes or less.

In *5150: STAR ARMY* you can easily handle a squad to start with but as the mechanics become more familiar to you, running multiple squads or a *platoon* will be very easy for you. *The game is made to play a platoon or company per player.* Stick with it and play a few games and you'll easily be playing a platoon or more.

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

DEFINING THE FIGURES

5150: STAR ARMY is played with individual figures that are defined in the following ways.
- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of defensive *armor* is it wearing?
- What type of *weapon* does it have?
- Does it have any Special Attributes?

STARS AND GRUNTS

There are two types of figures, called *Stars* and *Grunts.*

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

GRUNTS – These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. 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, 17).*

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. 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: STAR ARMY* you have four important advantages. These are:
- Star Power
- Larger Than Life
- Cheating Death
- Free Will

STAR POWER

Usually reserved for Stars but sometimes found in some Grunts, Star Power is the ability of a figure to ignore normally disabling damage.

Stars start with Star Power equal to their Rep. Whenever a figure with Star Power takes damage from ranged fire or in melee (hand-to-hand combat) it will roll a number of d6 equal to its 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 that die is removed from the figure's Star Power *for the rest of the Mission.*

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result becomes a Stunned result.
- A Stunned result becomes a Carry On result.

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 LMG fire. He takes one Out of the Fight and two Obviously Dead results. The player rolls one d6 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 the two Obviously Dead results to two Out of the Fight results.*

- *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.*

However, this won't do the Star much good since he is still Out of the Fight.

LARGER THAN LIFE (LTL)

5150: STAR ARMY can be used to capture the *cinematic flavor* of modern 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 *Out of the Fight.*

Example- A Free Company Star (Rep 5) is shot by a Grath soldier (Rep 4). The Grath scores an Obviously Dead result. The Free Company Star uses his Star Power but to no avail. The Free Company Star declares he is using his Larger Than Life advantage and is Out of the Fight instead.

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 is 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 Free Company Star (Rep 5) is shot by a Star Army soldier (Rep 5). The soldier scores an Obviously Dead result. The Free Company Star uses his Star Power but to no avail. The Free Company Star declares he his Cheating Death and is whisked from the table to safety. He is still alive but 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 certain 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, 18).*
- Man Down *(page, 18).*
- Cohesion Test *(page, 19).*

Free Will does not apply to the following two Reaction Tests.

- In Sight Test *(page, 17).*
- Recover From Knock Down *(page, 19).*

Example - Star Army Sergeant Riker (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 Sergeant Riker is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power (page, 5).

REPUTATION

Reputation or Rep represents a combination of training, experience, morale and motivation. Rep is an expression of a figure's overall fighting quality. Both Stars and Grunts use Rep.

5150: Star Army deals with military battles so all of the figures in the same unit will have the same Rep with the exception of the Leader. The Leader could have a lower, higher or same Rep as the unit.

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 veterans of numerous successful missions. Combat experienced officers, NCO's, and elite troops would have a Rep of 5.
- **REP 4** - These are reliable soldiers of some experience or highly trained highly motivated troops. These troops make up the bulk of most armies.
- **REP 3 -** These are fighters of unknown quality who have seen little or no action. Newly trained troops going into combat for the first few times would have a Rep of 3.
- **REP 2 -** This Rep is reserved for civilians or injured soldiers.

Remember, Stars always start with a Rep of 5.

ARMOR

In *5150: STAR ARMY* we use a wide variety of armor. In this section we explain their use and how they differ from each other. For simplicity and playability we use the same armor types for personal armor, structures *(page, 38)* and vehicles *(page, 30)*.

Basically armor is used to reduce the Impact *(page, 20)* of the weapon that is being used against it. The better the armor the lower will be the Impacts. There are four armor types used in *5150: STAR ARMY*. They are:

- **Soft Body (SB)** – Lightweight minimal body armor that is capable of reducing the Impact of weapons both from ranged fire and in melee. Soft body armor may nor may not be paired with a helmet. Light transport vehicles and frame structures also are considered to be Soft Body Armor.
- **Hard Body (HB)** – Rigid body armor that can greatly reduce the Impact of a weapon. Usually covers the majority of the wearer

and may be paired with a helmet. Armored Personnel Carriers and brick/stone structures are also considered to be Hard Body Armor.

- **Exo-Armor (EXO)** – Flexible body armor with internal modifications that enhance the natural abilities of the wearer while greatly reducing the Impacts of the weapons used against it. See the Exo-Armor section *(page, 6)* for more info. Medium Tanks and concrete bunkers are considered to be Exo-Armor.
- **Battle Tactical Armor (BTA)** - Fully enclosed integrated body armor with lots of modifications that super-enhance the wearer while drastically reducing the Impacts of the weapons used against it. See the Battle Tactical Armor section *(page, 6)* for more info. Heavy Tanks and reinforced steel and concrete bunkers are considered to be Battle Tactical Armor.

EXO-ARMOR

Exo-Armor is available only to Star Army personnel. Exo has the following enhanced capabilities:

- Able to reduce the Impact of a weapon and render some as ineffective. Those weapons with a NE impact against Exo-Armor will not damage the wearer nor even knock them down. Those wearing Exo-Armor and fired at by a NE weapon must still take the Received Fire Reaction test *(page, 18)*.
- Normal movement for the Exo-Armor wearer is 16". They cannot take a Fast Move test but will count as moving fast when moving over 8".
- Exo-Armor gives the wearer the Infrared Vision Special Attribute *(page, 8)*.
- Wearing Exo-Armor allows for grenades to be hand-tossed up to 8".
- Exo-Armor gives the wearer the Targeting *(page, 23)* modifier when shooting.
- Exo-Armor provides enhanced protection when in melee and allows the wearer to roll 3d6 on the Recover From Knock Down Test.
- Exo-Armor is fully Com-linked *(page, 12)* and has Evac Request *(page, 66)* capabilities.

BATTLE TACTICAL ARMOR

ISS troopers wearing full Battle Tactical Armor are *jacked in* to their suits giving them seamlessly meshed, fully-enhanced abilities making them

formidable in battle. The enhancements are as follows:

- Able to reduce the Impact of a weapon and render many as ineffective. Those weapons with a NE Impact against BTA will not damage the wearer nor even knock them down. Those wearing BTA and fired at by a NE weapon *do not* take the Received Fire Reaction test *(page, 18).*
- Normal movement for the BTA wearer is 12". They cannot take a Fast Move test but will count as moving fast when moving over 8".
- BTA gives the wearer the Infrared Vision Special Attribute *(page, 8).*
- Wearing BTA allows for grenades to be hand-tossed up to 12".
- BTA gives the wearer the Targeting *(page, 23)* modifier when shooting.
- Troops wearing BTA ignore all Duck Back results unless outgunned.
- BTA provides enhanced protection when in melee and allows the wearer to roll 3d6 on the Recover From Knock Down Test.
- BTA is fully Com-linked (page, 12) and has Evac Request *(page, 66)* capabilities.
- BTA troopers have Jump Capabilities that allow them to move up to 24" in a straight line. This jump allows all enemy within 24" and in LOS to take an In Sight test but at -1 to their Rep.
- BTA troopers that *jump* into melee are allowed to count the Death From Above melee modifier.
- BTA is a self-contained environment not subject to gas attacks or lack of oxygen. BTA troopers may move as normal under water. In addition they can be *dropped* from orbit to the surface of a planet. In the following way:
  - Roll 2d6 per BTA trooper.
  - The lowest score is the section of the table that the trooper will land. Troopers will land 1d6" North of any other trooper, at random, in that section.
  - A result of *doubles* means the trooper rolls on the BTA Penetration Table against an Impact of 1.
- Disabled BTA troopers must be carried by either two BTA troopers or by vehicles.
- BTA has advanced med-tech built into the suit. This means that they are allowed the use of 1d6 extra when rolling for Recovery *(page, 29).*

- BTA takes damage in a different way than other armor. When a hit is scored roll 1d6 and consult the BTA Penetration Table.

1	**BTA PENETRATION** *(Taken versus Impact)*

SCORE	RESULT
"1"	BTA explodes and becomes irreparable. Operator is Obviously Dead.
Impact or less but not a "1"	BTA is damaged and knocked down. Roll on the BTA Damage Table. Operator takes the Recover From Knock Down test.
Higher than Impact	BTA unharmed but knocked down. Operator takes Recover From Knock Down test.

1	**BTA DAMAGE** *(Taken versus Impact)*

SCORE	RESULT
Impact or less	Total systems failure! BTA is immobile and Out of the Fight. Operator trapped inside and must be recovered.
Higher than Impact	Power loss! BTA switches to backup power and can function normally. If already on backups then treat as total systems failure.

WEAPONS

Most figures are assumed to have a ranged weapon whether rifle, submachine gun, etc. Some figures such as civilians may not.

Players are encouraged to count the figure to be armed with the weapons it has.

Weapons are covered in more detail in the appropriate sections entitled Ranged Weapons *(page, 20)* and Melee *(page, 26).*

Example – I have three infantry figures. One is an NCO with a submachine gun and the other two have assault rifles.

YEAH, BUT WHERE'S THE…

In *5150: STAR ARMY* we have grouped weapons into broad categories. If you don't see a weapon listed in *5150: STAR ARMY*, use the stats for a weapon in the category that best fits it.

SPECIAL ATTRIBUTES

Special Attributes are used to further define the different types of troops and races found in *5150: STAR ARMY*. Using them will really make your figures unique but if you desire a more vanilla game, simply delete them.

Note that Special Attributes apply to all figures of that type but not all types will have Special Attributes.

ATTRIBUTE LIST

Here are the Special Attributes for each troop type and race in *5150: STAR ARMY*.

SPECIAL ATTRIBUTES

TYPE	SPECIAL ATTRIBUTE
BUGS	*Hard as Nails -* Roll 3d6 when taking the Recover From Knock Down test. *Infrared Vision -* Able to see normal distances in the dark. *Steady -* Move 12" regardless of terrain type. *Terror -* Will cause *Fear* in certain enemies. See the Special Attribute *Subject to Fear* for more information. *Vicious -* Add 2d6 in melee.

TYPE	SPECIAL ATTRIBUTE
PDF REBELS FREE COMPANY	**Subject to *Fear* :** • Minus 1d6 when rolling on the Charging into Melee Table. • Minus 1d6 when in Melee. • Always counts as *Fast Moving* when shooting.

TYPE	SPECIAL ATTRIBUTE
STAR ARMY	*Agile -* Able to fire without penalty when Fast Moving. *Fast -* Normal movement is 10". **Subject to *Fear* :** • Minus 1d6 when rolling on the Charging into Melee Table. • Minus 1d6 when in Melee. • Always counts as *Fast Moving* when shooting. Negates *Agile.*

TYPE	SPECIAL ATTRIBUTE
ISS	*Agile -* Able to fire without penalty when Fast Moving. *Hard as Nails -* Roll 3d6 when taking the Recover From Knock Down test. *Vicious -* Add 2d6 in melee.

TYPE	SPECIAL ATTRIBUTE
SYMONS	*Combat Artist -* Add 1d6 in melee. *Hard as Nails -* Roll 3d6 when taking the Recover From Knock Down test. *Infrared Vision -* Able to see normal distances in the dark.

TYPE	SPECIAL ATTRIBUTE
GRATH	*Hard as Nails -* Roll 3d6 when taking the Recover From Knock Down test. *Slow -* Normal move is 6". *Vicious -* Add 2d6 in melee.

TYPE	SPECIAL ATTRIBUTE
HISHEN	*Slight -* Minus 1d6 when in melee. *Slow -* Normal move is 6". **Subject to *Fear* :** • Minus 1d6 when rolling on the Charging into Melee Table. • Minus 1d6 when in Melee. • Always counts as *Fast Moving* when shooting.

2-THE LISTS

This section will explain the Lists that are used in *5150: STAR ARMY.* The following Lists are provided:

- Bugs *(page, 82)*
- Gaea Prime *(page, 80)*
  - o Planet Defense Force *(page, 80)*
  - o Rebels *(page, 80)*
  - o Free Companies *(page, 80)*
  - o Star Army *(page, 84)*
  - o ISS *(page, 86)*
  - o Symons *(page, 87)*
- Hishen Empire *(page, 89)*
  - o Grath *(page, 88)*
  - o Hishen *(page, 89)*

USING THE LISTS

Here's how to use the lists.

- Decide which army you want to use and go to that list.
- Choose which unit type or types you want to play.
- Go to the appropriate unit and determine their stats.

Every army is built around the basic unit called a squad.

UNIT ORGANIZATION - SQUAD

The building block of every army in *5150: STAR ARMY* is the *squad.* Squads are commanded by a *squad leader (page, 14).* Information on each squad can be found on the List. Here's the information from the Lists and what it means*:*

- **# -** This is the number of soldiers in the squad. These are further divided by the weapons they carry. The number in this column corresponds to the weapon found in the Weapon column.
- **Type -** This tells you the type of troop the unit is composed of.
- **Rep -** This tells you the possible Reps of the unit and its leaders. This will require three 1d6 rolls.
  - o The first tells you the Rep of the unit.
  - o The second tells you the Rep of the squad leader.
  - o The third tells you the Rep of the assistant squad leader.

- **Armor -** This is the type of armor each figure wears.
- **Move -** This is the normal movement rate of each figure in the unit.
- **Weapons -** This is the type of weapon the figure is armed with.
- **Range -** This is the maximum range that the weapon can fire out to.
- **Target -** This is the Target Rating *(page, 20)* or number of d6 that the shooter will roll when firing the weapon.
- **SB -** This is the Impact of the weapon when used against Soft Body Armor targets.
- **HB -** This is the Impact of the weapon when used against Hard Body Armor targets.
- **Exo -** This is the Impact of the weapon when used against Exo-Armor targets.
- **BTA -** This is the Impact of the weapon when used against Battle Tactical Armor targets.

Example - I decide to play the Star Army so go to its List (page, 84). I want to play a Ranger squad and go to that section of the list. I see that there are 8 figures in a squad. Two are armed with Grenade Launchers, four with Laser Rifles and two with Rapid-Fire Laser Rifles. I roll 1d6 and score a 5. This means the figures in the unit are Rep 4. I then roll for 1d6 and score a 5 giving me a Rep 4 squad leader. I roll a third 1d6 and score a 2. This gives me a Rep 5 assistant squad leader. I see that the unit has Exo Armor and a normal move of 16".

UNIT ORGANIZATION - PLATOON

Every army groups their squads into *platoons.* Each platoon is commanded by a platoon leader *(page, 14).* Here's the platoon organization for each army.

PLATOON TYPE	# SQUADS	# ASSETS
Free Companies	3	2
GP - ISS	3	2
GP - PDF	3	2
GP - Star Army	3	2
GP - Symons [1]	na	na
Grath [2]	na	na
Hishen	3	2

(1) Symons can replace a third squad in a Star Army Platoon or be added to the platoon instead of an Asset.

(2) Grath can either replace one squad in a Hishen Platoon or be added to the platoon instead of an Asset.

- **Platoon Type -** This is the type of force.

- **# Squads -** This tells you how many squads are in one platoon.
- **# Assets -** This tells you the number of Platoon Assets *(page, 10)* that are added to the platoon when all of its squads are present. Unless specified differently these Assets will appear when the last squad arrives on the table.

Each platoon has one half-squad or fire team that is attached to it. One figure represents the platoon leader and three others represent average soldiers.

*U*NIT *O*RGANIZATION - *C*OMPANY

Every army groups their platoons into *companies.* Each company is commanded by a *company commander (page, 14).* Here's the company organization for each army.

*C*OMPANY *T*YPE	*#* *P*LATOONS	*#* *A*SSETS	*O*FF *B*OARD *S*UPPORT
Free Companies	2 Platoons	1	SN, SR, V
GP - ISS	2 Platoons	1	FS, SR,
GP - PDF	2 Platoons	1	SN, SR, V
GP - Star Army	2 Platoons	1	BR, FS, SN, SR, V
GP - Symons	na	na	na
Grath	na	na	na
Hishen	2 Platoons	1	BR, FS, V

- **Company Type -** This is the type of force.
- **# Platoons -** This tells you how many platoons are in one company.
- **# Assets -** This tells you the number of Company Assets *(page, 11)* that are available to the company during the Mission. Unless specified differently these Assets will arrive when the company commander enters the table.
- **Off Board Support -** This tells you the type of support that the company and its squads can hope for during their Mission. They are:
  - **BR -** Bombing Run *(page, 61).*
  - **FS -** Fire Support *(page, 60).*
  - **SN -** Sniper *(page, 57).*
  - **SR -** Strafing Run *(page, 62).*
  - **V -** Vehicle *(page, 30).*

Each company has one half-squad or fire team attached to it. One figure represents the company leader and three others represent average soldiers.

*P*LATOON *A*SSETS

Each platoon has a chance of receiving support *assets* based on their type or race and the Investment Level of the Mission. Here's how it's done:

- Start with the type of Mission that can be found across the top of the Assets Availability Table *(page, 11).*
- Next go down the Investment Level column on the left to the correct level.
- Cross-indexing the two will see the type of assets available to the force *if* it is on their List. If the asset does not appear on the List then it cannot be used by that force.
- Non-player forces will roll 1d6 for each available type with the highest score being available. Ties are re-rolled.
- Players can choose any two assets for each platoon that they field. There are three ways to determine when the assets arrive.
  - If the whole platoon is on the table at the start it has both assets with it.
  - If the whole platoon is not on the table roll 1d6 for each squad on the table. On a score of "1" or "2" the squad has one of the assets. Any other score means it does not. When the last squad arrives it will bring any assets not already on the table.
  - When rolling on the Reinforcements Table *(page, 59)* it is possible that you will receive one of the assets. In no case can you exceed two assets per platoon.

Example - A Hishen squad is on a Defense Mission with an Investment Level of 2 and starts on the table. I roll 1d6 and score a "3". It does not have any assets. Later a second squad arrives. I roll 1d6 and score a "1". I look at the Defense/IL 2 box and see that I can have any of the following:

> *Anti-Air Launcher*
> *Rocket Launcher*
> *Satchel Charge*

I roll 1d6 for each and the highest score is the Satchel Charge. This means the second squad has a Satchel Charge. Later in the game a third squad arrives and it must be the third squad of the platoon. I now roll for the remaining asset and score another Satchel Charge.

C*OMPANY* A*SSETS*

Just as platoons receive assets so will companies. Here's how it's done:

- Start with the type of Mission that can be found across the top of the Assets Availability Table.
- Next go down the Investment Level column on the left to the correct level.
- Cross-indexing the two will see the type of assets available to the force if it is on their List.
- Non-player forces will roll 1d6 for each available type with the highest score being available. Ties are re-rolled.
- Players can choose any one asset for each company that they field. This is in addition to any platoon assets. There are two ways to determine when the asset arrives.
  - When the first platoon is *completely* on the table roll 1d6. On a score of "1", "2" or "3" the company commander fire team and one asset have arrived. Any other score means it has not.
  - When the second platoon arrives it will bring the company commander fire team and one asset if it is not already on the table.

> *Example - The third Hishen squad from the previous example has arrived. I roll 1d6 and score a "2". The company commander fire team and one asset arrive with it. I look at the Defense/IL 2 box and see that I can have any of the following:*
>
> > Anti-Air Launcher
> > Rocket Launcher
> > Satchel Charge
>
> *I roll 1d6 for each and the highest score is the Rocket Launcher.*

H*ERE* T*ODAY,* G*ONE* T*OMORROW*

Additional starting forces, assets and conveyances *(page, 64)* are not carried forward from one battle to the next, as higher echelons may need them elsewhere.

A*SSETS* A*VAILABILITY* T*ABLE*

INVESTMENT LEVEL	PATROL	ATTACK	DEFENSE
1	Grenade, Rifle Launched	Grenade, Rifle Launched LAW	Grenade, Rifle Launched LAW
2	Grenade, Rifle Launched Rocket Launcher	Anti-Air Launcher Grenade, Rifle Launched LAW Rocket Launcher Satchel Charge	Anti-Air Launcher Grenade, Rifle Launched LAW Rocket Launcher Satchel Charge
3 or higher	Grenade, Rifle Launched Rocket Launcher	Anti-Air Launcher Flame Thrower Grenade, Rifle Launched LAW Machine Gun, Heavy Machine Gun, Light Plasma Gun Rocket Launcher Satchel Charge	Anti-Air Launcher Grenade, Rifle Launched LAW Machine Gun, Heavy Machine Gun, Light Rocket Launcher Satchel Charge

3-ORGANIZING YOUR FORCE

Individual figures combine to form your basic squad. During your Mission you will use one or more squads. There are two special rules that can affect how your squad can move. They are the Group and Leader rules.

GROUPS

At the start of the Mission each side must divide their figures into squads (units) or groups of 8 figures or of 12 figures if Bugs. Figures that start the turn in the same group will activate *(page, 14)* at the same time. With one exception [1] the smallest group allowed is the squad of eight figures. Grouping squads together will form larger groups or formations. In *5150: STAR ARMY* squads can be grouped in the following ways:

- Three squads are grouped together to form a *platoon.* They are known as the 1[st,] 2nd, and 3rd squads
- Two platoons are grouped together to form a *company.* They are known as the 1st and 2nd platoons.

(1) If desired the player may choose to split their squad into two equal groups of figures. These smaller groups are called fire teams and are usually of four figures and commanded by the assistant squad leader. When figures are involuntarily separated from their squad they will always attempt to immediately rejoin the squad.

SQUAD COHESION

The squad consists of eight figures with one being the squad leader. There is an assistant squad leader as well. He will assume command of the squad if the squad leader is injured or command a fire team if the squad is split into two groups.

Squads will activate on the Rep of the squad leader. Figures in the same squad must:

- Remain within 4" of one or more figures in the squad.
- Have a LOS to one or more figures in the squad and/or be in LOS of one or more figures in the squad.

If any of the above two requirements no longer apply, then the figure or figures are in a separate group, and will activate on the highest Rep in the group.
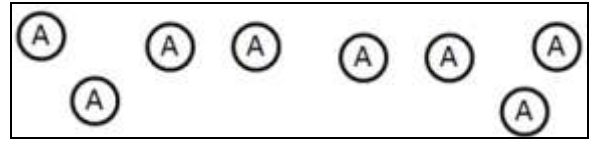
In the picture above we see an 8 figure squad. All of the figures are within 4" of another figure.
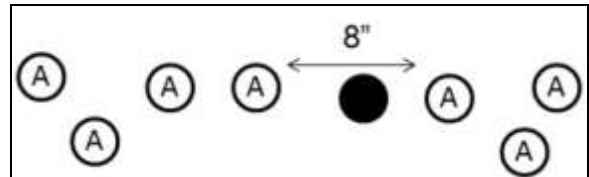
In this picture one member of the squad has been hit and is no longer functioning. This could be stunned, out of the fight, or obviously dead but as he is not in carry on status the link between figures is broken. There are now two groups that will activate separately.

COM-LINKED

Star Army troops are considered to be linked together with local communication devices. This allows them to extend the 4" group requirement to 12" and eliminates the need to be in LOS.

PLATOON COHESION

Three squads will group together to form a platoon. Added to the platoon will be a fire team consisting of the *platoon leader* and three regular soldiers. Platoons will activate on the Rep of the platoon leader. Squads in the same platoon must:

- Remain within 4" of one or more figures in the platoon.
- Have a LOS to one or more figures in the platoon and/or be in LOS of one or more figures in the platoon.

If any of the above two requirements no longer apply, then the squad is a separate group and will activate on the Rep of the squad leader.
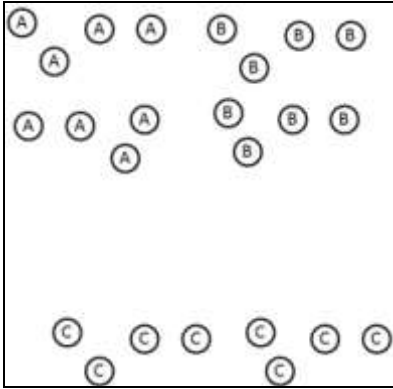
In the picture above we see a full platoon of three squads. Squads A and B are grouped together and activate at the same time. Squad C is more than 4" from A and B so will activate separately.
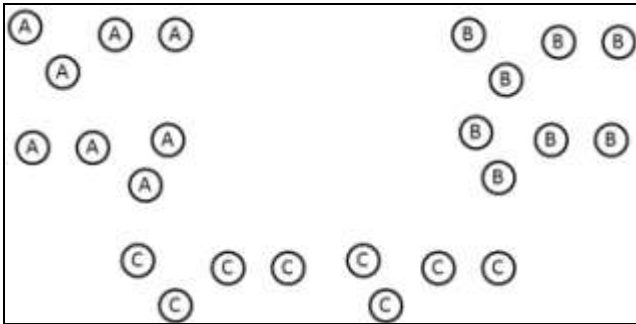
In the picture above squads A and B have spread apart into separate groups. Squad C then activated and moved within 4" of the other squads. The squads are now grouped together into a platoon and will activate at the same time. If the platoon leader was with squad C it could activate squads A and B as soon as it comes into contact.

C*OMPANY* C*OHESION*

Two platoons will group together to form a company. Added to the company will be a fire team consisting of the *company commander* and three regular soldiers. Companies will activate on the Rep of the company commander. Platoons in the same company must:

- Remain within 4" of one or more figures in the company.
- Have a LOS to one or more figures in the company and/or be in LOS of one or more figures in the company.

If any of the above two requirements no longer apply, then the platoon is in a separate group and will activate on the Rep of the platoon leader.

C*HAIN OF* C*OMMAND*

Groups, whether they are composed of squads, platoons or companies will always activate on the

Rep of the highest ranking officer in the group. Here's the chain of command:

- Fire teams that have voluntarily been separated from their squad will activate on the Rep of the assistant squad leader.

- Squads activate on the Rep of the squad leader.

- Platoons activate on the Rep of the platoon leader.

- Companies activate on the Rep of the company commander.

S*PLITTING* U*P* G*ROUPS*

Groups are not permanent. You can form up or break apart your group into larger or smaller groups at anytime during the turn when you are active or when forced to by reaction.
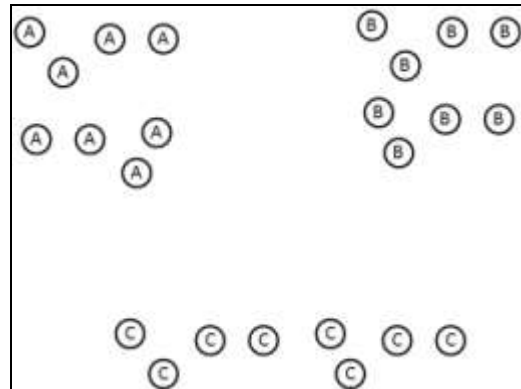
In the picture above the platoon from the previous example activates at the same time and squads A and B move away. As none of the squads are within 4" of each other the platoon is now in three groups and will activate separately.

Units are not the same as groups. Units are organized groups such as fire teams, squads, and platoon. Groups are individual figures that start the turn within 4" of each other.

All figures within a group must be from the same unit, unless a leader from another unit takes command of the figure(s).

Example – A soldier from 1st squad finds himself alone and next to figures from 3rd squad. The 3rd squad leader can declare the figure now attached to 3rd squad until further notice.

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.

LEADERS

Assistant squad leaders, squad leaders, platoon leaders and company commanders are all considered to be *Leaders.* Leaders have the following benefits:

- The Leader allows for all figures in his group to activate when he does.
- When the Leader is with the squad he is allowed to roll a Leader Die when the Received Fire, Man Down or Cohesion Reaction Tests are taken. An *Ldr* will be found next to these Reaction Tests on the QRS located in the rear of the rules.
- To use Leader Die throw 1d6 and compare the result to the Rep of the Leader. If the result is, *pass 1d6* then this pass result may be added to the reaction results of figures in 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 - Sgt. Gnarr (Rep 4) is the squad leader of a Hishen squad composed of seven Rep 3 soldiers. Three members of the squad come under fire. I roll 2d6 for the three soldiers under fire and score a 5 and a 3. This means that they have passed 1d6. I now roll 1d6 for the Leader Die as Gnarr is with the squad. I score a 4 so have passed 1d6. This is added to the squad result so the squad has passed 2d6. Remember that reaction dice are rolled for the group but applied individually to only the figures taking the test.

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

Example – A Platoon Leader (Rep 5) joins a squad in his platoon. The squad will use his Leader Die as long as he is with the squad.

ASSUMING COMMAND

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

- Whenever a fire team loses its team leader or if the group becomes separated from the squad the soldier with the highest Rep will assume command. *He functions as a leader but does not provide Leader Die.*
- Whenever a squad loses its squad leader the assistant squad leader takes over command of the squad.

- Whenever a platoon loses its platoon leader the 1st squad leader takes over command.
- Whenever a company loses its company commander the 1st platoon leader takes over command.
- Remember that as leaders move up when assuming command someone will step up and replace those leaders.

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: STAR ARMY is played in turns, with one phase of activation per side. 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 different colors.

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.
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my groups first.

- Only groups with a Rep equal to or higher than their Activation die score can be activated. Groups are activated from highest to lowest Reps with ties activating in the order the player desires.

Example: A Blue 5 and a Yellow 4 were rolled. The Blue side scored higher so his side activates first. Blue can activate only groups that are led by a Rep 5 or higher Leader.

- After the first group has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next group.
- After all of one side's groups have been activated the other side can activate one group at a time based on the result of his activation die roll.

Example: A Blue 5 and a Yellow 4 were rolled. The Blue side has finished activating all the groups he wanted to. It is now the Yellow sides turn. Yellow can activate only groups that are led by a Rep 4 or higher Leader.

- After both sides have activated all of their eligible groups and all reactions have taken place the turn is over and Activation dice are rolled again.

This system will mean that many times lower Rep figures will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher Rep Leaders!

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. *This may be different than traditional rules but is much more effective.*

Let's start with actions.

ACTIONS

When a group is *active* they can voluntarily do one of the following actions.

- Move up to full distance and fire at *anytime* during its move. A group can *always* fire once when active, called active fire, regardless of any firing called for due to a reaction result.

Example – Billy Pink walks around a corner and an enemy gets an In Sight test, fires and misses. Billy takes the Received Fire test, fires, and takes out the enemy. Billy continues his move and decides to active fire at another enemy later during the turn.

- Stay in place, changing the way it is faced if desired, and fire.
- Charge into melee *(page, 26)* or attempt a Close Assault *(page, 36)* in lieu of taking active fire.

OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed and still make a normal move.

- Pick up dropped weapons or other items.
- Reload a weapon.

In addition these other actions can be performed but they will take one full turn of uninterrupted activation to do so.

- *Set up* a non-vehicle crew served weapon such as a machine gun.

MOVEMENT

There are two types of movement, voluntary, when the figure is *active*, and involuntary when caused by a Reaction Test.

NORMAL MOVEMENT

Normal movement for all infantry figures is 8" unless specified otherwise on their List*.*

FAST MOVEMENT

If desired a group can attempt to move at a faster speed than normal. Here's how it's done.

- Declare the intent of the group to Fast Move.
- *Move* each figure wanting to Fast Move their full normal move distance.
- Roll 2d6 for each figure and compare each die score individually to the Rep of each figure Fast Moving.
- For each d6 passed, the figure is allowed to move that many inches. The figure *must* move that many inches whether the player wants it to or not.

Example – A group of four figures want to Fast Move. I move them 8", their normal movement distance. I now roll 2d6 for each figure. Here's how the group will move.

- *I roll 2d6 for the Rep 5 leader and score a 3 and 4. He passes 2d6 and moves 7 extra inches or 15" total.*

- *I roll 2d6 for the first Rep 4 soldier and score a 4 and 5. He passes 1d6 and moves 4 extra inches or 12" total.*

- *I roll 2d6 for the second Rep 4 soldier and score a 2 and 5. He passes 1d6 and moves 2 extra inches or 10" total.*

- *I roll 2d6 for the Rep 2 civilian and score a 3 and 6. He passes 0d6 and moves zero extra inches or 8" total.*

G*OING* P*RONE*

Figures can go prone at anytime during their turn. This ends their movement. To regain their feet takes half of their movement distance.

Active figures that *choose* to go prone can fire immediately after going prone. A figure *forced* to go prone by a reaction result cannot fire when going prone.

I*NVOLUNTARY* M*OVEMENT*

Figures 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, 16).* However, the possible involuntary actions and moves are as follows.

C*HARGE INTO* M*ELEE* - If within 12" of the enemy the group will go to the Charging into Melee Table *(page, 26).*

C*OHESION* T*EST* - The group immediately takes the Cohesion Test *(page, 19).*

D*UCK* B*ACK* – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

F*IRE* - The group immediately fires at the cause of the test.

H*ALT* – Must immediately halt movement but can still react normally.

L*EAVE THE* B*ATTLEFIELD* - Figure will leave the battlefield. Those that caused this result are allowed a Parting Shot, firing at the fleeing figure at full Target Rating with the target counting as Fast Moving. Parting shots do not cause a Received Fire Reaction test. After any parting shots are taken the figures are removed from the table.

S*NAP* F*IRE* - The group immediately fires at the cause of the test but takes the Snap Firing penalty.

R*EACTION*

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System.* Figures will take Reaction Tests during the game when called upon. Reaction Tests reflect how a figure will perform when under physical, mental, or emotional stress during the fight. Here's a list of the Reaction Tests in *5150:* S*TAR* A*RMY*.

- In Sight
- Received Fire
- Man Down
- Cohesion
- Recover from Knock Down

All of the tests are grouped together on the individual Quick Reference Sheets in the rear of the book.

M*ULTIPLE* T*ESTS*

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled and the results applied to *all* the tests with the *worse* result being counted. For an example of how this can occur and how it is handled see the Man Down example *(page, 18).*

C*OMPLETING* R*EACTIONS*

There may be times when a figure is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for the figure immediately takes the second Reaction Test, cannot score better than the first result, but can score worse.

Example - A figure takes a Received Fire Test and scores a result of Duck Back. The figure moves towards cover and into the sight of another enemy figure triggering an In Sight Test. The enemy fires and misses at the ducking back figure before it has completed its move. The ducking back figure takes the Received Fire Test and passes 2d6 which would allow him to return fire. However, he cannot score better than the Duck Back result.

C*HARGING* I*NTO* M*ELEE* P*RECEDENT*

Reaction Tests are taken when called for. This is explained in greater detail in each section that explains each Reaction Test.

However there is one exception. Note that the only Reaction Test that is taken when a *charge* is declared and when rolling on the Charging into Melee Table is the Cohesion Test. This is only taken if directed by a Charging into Melee result. See the

example in the Melee section *(page, 27)* for more details.

HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.
- Determine which test or tests apply.
- Determine which figures in the group must take the test. Note that there will be times when some figures will take the test and others will not.
- Roll 2d6 for the figure(s) taking the test.
- Roll any applicable Leader Die.
- Determine how many d6 were passed based on the individual Rep of each figure taking the test. *This may result in figures in the same group behaving in different ways.*
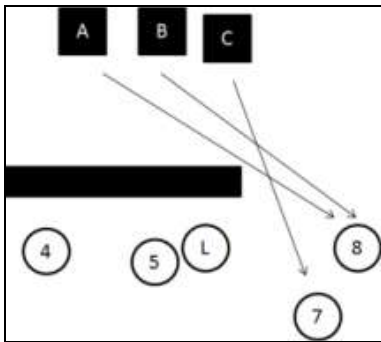
In the picture above we see a group of five soldiers come into sight of a group of three enemy soldiers. Soldiers "A" and "B" can only see soldier "8" while soldier "C" can see both soldiers "7" and "8". After taking an In Sight Test the "A", "B" and "C" fire at "7" and "8". As both are missed they take a Received Fire Test. 2d6 are rolled and a 5 and a 3 are scored. As the leader is within 4" and part of the group that was fired on he is allowed to roll one Leader Die. He rolls a 4 and passes 1d6. Added together the group that was fired on passes 2d6 and returns fire at whomever shot at them.

THE REACTION TESTS

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It is hot and you immediately let go of it. That's a reaction.

Next you grab a towel and then grab the pot. That's an action. Let's look closer at each Reaction Test.

IN SIGHT

Whenever a group has an opposing group enter its LOS and that group was not seen previously during this activation phase, the group takes this test. Here's how it's done:

- The In Sight test is triggered as soon as *any* figure in the moving group comes into sight.
- Once the test is triggered the moving group is allowed to move its figures up to two additional inches.
- The test is then taken.
- All reactions from the test are carried out.
- After the test the moving group that triggered the test can continue their movement and active fire if they have not already done so.
- New figures coming into sight, even if from the same group will trigger a new In Sight Test.
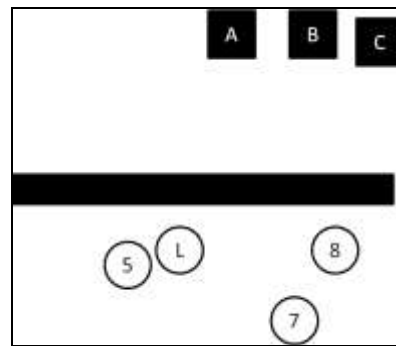
In the previous picture both sides are out of sight of each other. The white side activates.
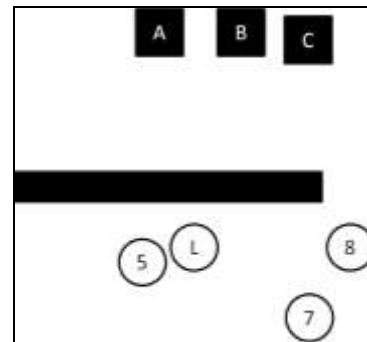
The white side moves out from behind the wall. As figure "8" enters the sight of at least one enemy the In Sight Test is triggered.
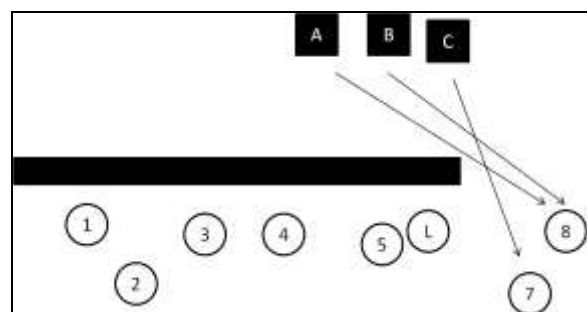
The white side is allowed to move the rest of its figures 2" after the In Sight Test is triggered.
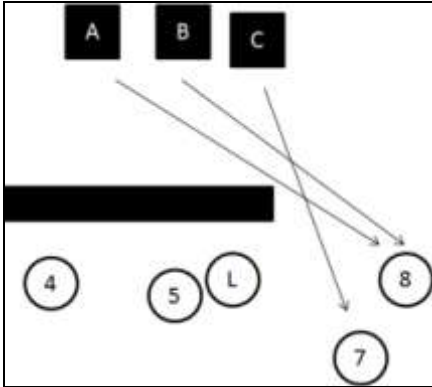
The enemy will now take the In Sight Test.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when –
- An enemy figure can trace a line of sight to that figure. This still applies even if that figure is *in* cover or concealed.

A figure is not in sight when-
- It cannot be seen because of intervening terrain. Figures ducked back *behind* cover fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.

Example – SGT Billy Pink is inactive and behind a building. Gnarr is on the other side and not in sight. Gnarr is now active, moves up to the corner of the building and can now be seen by SGT Billy. Gnarr is considered to be In Sight yet still in cover. SGT Billy takes the In Sight Test, passes 2d6 and fires.

RECEIVED FIRE

Whenever a figure has been shot at and not hit it will take this test. All figures within 4" of the targeted figure will also take the test and react accordingly if possible.
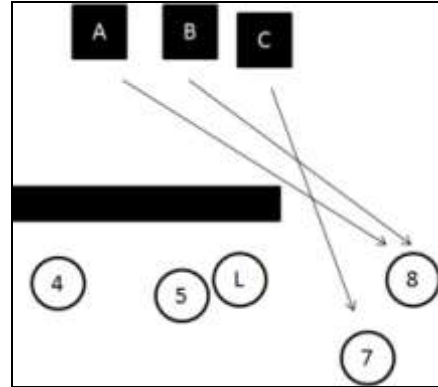
Example #5 - Continuing from the previous example "A" and "B" fire at "8". "C" fires at "7". All of them miss causing "7" and "8" to take the Received Fire Test. Even though "8" has been shot at by two shooters he will only take one test. "L" is within 4 of "7" so will take the test as well. All three pass 2d6 which results in their being able to return fire. "L" does not have LOS to a target so will carry on instead. If the result had been Duck back all three would have ducked back.

MAN DOWN

Any figure within 4" and LOS to a friendly figure that suffers a result of *stunned*, *out of the fight*, or *obviously dead* will take this test.
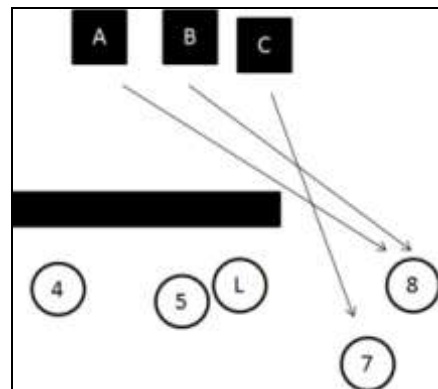
Example - Using the previous example "A" and "B" fire at "8". "C" fires at "7". "8" is still missed but let's assume that "7" is hit and goes down. This could be stunned, out of the fight, or obviously dead, it doesn't matter; "7" still goes down. Figures "5", "L" and "8" are all within 4" and LOS to "7" so they must take the Man Down Test. I roll 3d6, 2d6 for the test and 1d6 Leader Die and score a result of Duck Back. In addition, "8" takes the Received Fire Test using the 3d6 that are rolled and scores a result of snap fire. But when taking two Reaction Tests you have to count the worse result so "8" Ducks Back instead.

COHESION TEST

This Reaction Test is only taken when called for by the results of another Reaction Test. *The test is taken by the whole group whether or not they were involved in the original Reaction Test.* This is different than all the other Reaction Tests.

The Cohesion Test will only be taken at the following times:
- When called for by the Man Down Test.
- When called for when a Bug takes a Received Fire Test.
- When called for by a Charging into Melee result.
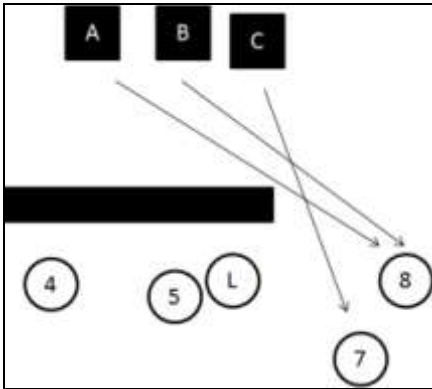
Example - Staying with the previous example where figures "5", "L" and "8" are all within 4" and LOS to "7" so they must take the Man Down Test. I roll 3d6, 2d6 for the test and 1d6 Leader Die and score a result of Cohesion Test. The Cohesion Test is the only test taken by the whole group. I roll 3d6 again and pass 1d6. As the group is not at half strength or less it will carry on but 1 in 3 figures will leave the field. This means 2 figures will leave the battlefield so I choose which two to remove.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Down it will immediately take this test. Note that in some circumstances 3d6 may be rolled instead of 2d6. This is noted on the individual QRSs.

Example – Pfc. Char has been hit by fire and is Knocked Down. She rolls 2d6 versus the Recover From Knock Down Test and passes 1d6. Char is now out of the fight.

STATUS AND ACTIONS

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

CARRY ON – The figure is in good order and can act and react as desired. A figure is considered to be *carrying on* if it is *not* doing any of the following.
- Ducked Back
- Leave the Battlefield
- Obviously Dead
- Out of the Fight
- Stunned

Halted figures can conditionally carry on. They cannot move but function as carry on in every other way.

DUCK BACK – Move to the nearest cover within 6". This can be in any direction, even forward. If no cover is available within 6" then the figure will drop prone in place, ending its turn. It may not fire until active or caused by a subsequent Reaction Test. Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

HALT – Must immediately halt movement but can still fire and react normally.

LEAVE THE BATTLEFIELD - Sometimes during a battle combatants will decide that they will no longer participate. This could mean they have run away, ducked for cover and will not pop back up into sight or maybe they have made an orderly withdrawal back to a rally point.

The common thread is that they will no longer influence the outcome of the battle.

For simplicity we call it *leave the battlefield* and the figures are immediately removed from the table. Those that caused this result are allowed a Parting Shot, firing at the fleeing figure at full Target Rating with the target counting as Fast Moving. Parting shots do not cause a Received Fire Reaction Test. After any parting shots are taken the figures are literally removed from the table.

OBVIOUSLY DEAD – The figure has taken damage that is so severe it is obvious that the figure is dead.

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others *(Medics, page, 29)*. If contacted by an enemy he is considered to be captured or dispatched as desired.

SNAP FIRE – Stop in place and fire rushing the shot and at full Target Rating. Snap firing appears as a penalty on the Ranged Combat Table *(page, 23)*.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

RANGED WEAPONS

There are two ways to inflict damage *in 5150: STAR ARMY.* The first way is through ranged weapons fire and the other is through melee (hand-to-hand combat). Trust me on this. Melee is considered to be a last resort.

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 figure. Each d6 has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the arc of fire (spread) of the weapon.

> *Example – A submachine gun with a Target of 3 may fire at up to three targets in a three-inch swath (arc of fire).*

IMPACT – The lethality of the weapon. This can be modified by the armor of the target but the higher the Impact the more deadly the weapon.

LIST OF RANGED WEAPONS

Here's a list of the weapon types used in *5150: STAR ARMY.* If a specific weapon does not appear on the list use the type it most closely resembles. Here's a brief description of each weapon type. Usage and specifics can be found on the appropriate Lists*.*

- *Grenade, Fragmentation -* Small anti-personnel bomb either hand delivered or fired from a rifle.
- *Grenade, Inferno -* Plasma like grenade effective against everything. Can be hand tossed or delivered from a rifle. Plasma remains on the table for the remainder of the game. Crossing it causes an automatic ranged combat attack on the target based on a Rep 4 shooter.
- *Grenade, Inferno Launcher -* Long range inferno grenade delivery system.
- *Grenade, Rapid Fire Laser/Grenade Launcher -* Over/under combination weapon with grenade launcher fixed over an automatic fire beam rifle. May fire one or the other but not both at the same time. May switch freely during the turn.
- *Grenade, Rifle Launched -* Long range grenade delivery system.
- *Rifle, "Big Ass" Assault -* Larger caliber automatic projectile firing rifle.
- *Rifle, Assault -* Automatic projectile firing rifle.
- *Rifle, Laser -* Single fire beam rifle.
- *Rifle, Rapid-Fire Laser -* Automatic fire beam rifle.
- *Rifle, Semi-Auto -* Semi-automatic projectile firing rifle.
- *SAW -* Squad Automatic Weapon. Usually a projectile weapon but could be beam based in some circumstances.
- *Submachine Gun -* Small caliber automatic projectile firing weapon.
- *Submachine Gun, "Big Ass" -* Large caliber automatic projectile firing weapon.

LIST OF SUPPORT WEAPONS

Here's a list of the support weapons used in *5150: STAR ARMY*. If a specific weapon does not appear on the list use the type it most closely resembles. Usage and specifics can be found on the appropriate Lists*.*

- *Anti-Air Launcher -* A small, man-portable, rocket launcher designed specifically to down aircraft. The AA launcher can only fire once per turn whether active or in reaction.
- *Flame Thrower -* Weapon capable of firing flammable liquid over short distances. When fired it will lay a path 1" wide ending in a 3" circle of flame. Flame remains on the table the remainder of the game. Crossing it causes an automatic ranged combat attack on the target based on a Rep 4 shooter. The flame thrower can only fire once per turn whether active or in reaction.
- *LAW -* One time use rocket launcher.
- *Machine Gun, Heavy -* Large caliber high-rate of fire automatic projectile weapon.
- *Machine Gun, Light -* Small caliber high-rate of fire automatic projectile weapon.
- *Mine, Anti-Personnel -* Fragmentation bomb used against personnel.
- *Mine, Anti-Tank -* Anti-vehicle bomb.
- *Mine, Inferno -* Plasma like bomb effective against everything. Plasma remains on the table for the remainder of the game. Crossing it causes an automatic ranged combat attack on the target based on a Rep 4 shooter.
- *Mortar, Heavy -* Large caliber bomb delivering device used at long ranges.
- *Mortar, Light -* Small caliber bomb delivering device used at long ranges.

- *Plasma Gun* - Weapon capable of firing flammable plasma over long distances. When fired it will lay a path 1" wide ending in a 3" circle of flaming plasma. Plasma remains on the table the remainder of the game. Crossing it causes an automatic ranged combat attack on the target based on a Rep 4 shooter. The plasma gun can only fire once per turn whether active or in reaction.
- *Rifle, Sniper -* Single shot weapon used at extreme distances and specializing in high-priority targets such as leaders.
- *Rocket Launcher -* Device capable of delivering a large charge of explosives at both personnel and vehicle targets. The rocket launcher can only fire once per turn whether active or in reaction.
- *Satchel Charge-* Packet of explosives used against vehicles and to breach walls and similar structures.

SETTING UP SUPPORT WEAPONS

The following support weapons are manned by two or more crew members and they take one full turn of activation to set up for operation. During setup the team may not move, fire or commit any other action. For each crewman the team is missing or does not have, setup will take an additional turn of activation.
- Machine Gun, Heavy
- Machine Gun, Light
- Mortar, Heavy
- Mortar, Light
- Rocket Launcher

HASTY SET UP

When active all fully crewed teams may attempt to hastily setup their support weapon by rolling 2d6 versus their Rep on the Hasty Setup Table.

2	HASTY SETUP
	(Taken vs. Rep of the crew leader)

# D6 PASSED	RESULT
2	The weapon is ready to fire during this activation.
1	The weapon will be ready to fire in reaction.
0	The weapon will be ready to fire when next active.

OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking (OR).
- If a figure is shot at by a weapon with a higher OR than what it is carrying or if the figure cannot shoot back due to being out of ammo or range, that figure is *outgunned*. The figure will take the Received Fire Test but cannot score a result better than Duck Back regardless of whatever is actually rolled or listed on the test.

Example – SGT Billy has a submachine gun (OR 3) but is <u>out of ammo</u>. He is fired on by Slag who is using a semi-automatic rifle. SGT Billy takes the Received Fire Test and passes 2d6. Although SGT Billy has a weapon with a better OR than the shooter as he cannot fire, because he is out of ammo, he must duck back instead.

X	OUTGUNNED RANKINGS

OUTGUNNED RANKING	WEAPON TYPE
5	Flamethrowers, Plasma Guns, Grenades, Satchel Charges, and all blast effect weapons - those with a blast circle.
4	Weapons with a Target Rating of 4 or higher.
3	Weapons with a Target Rating of 3.
2	Weapons with a Target Rating of 2.
1	Weapons with a Target Rating of 1.
0	Those that cannot return fire whether out of ammo, out of range or only armed with a melee weapon.

NEVER OUTGUNNED

Stars, figures retrieving wounded and chargers are never outgunned.

TIGHT AMMO

Ammo in *5150: STAR ARMY* is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded. Anytime two or more *ones* are rolled when firing a weapon it is out of ammo and cannot be fired again until reloaded. It takes one turn of activation to reload the weapon. Figures reloading weapons may move but cannot exceed their normal movement.

The weapon is considered out of ammo *after* all d6 have been applied for the purposes of hitting.

DEDICATED LOADERS

Support weapons with dedicated loaders who are serving the weapon have to have three or more "ones" rolled when firing to be out of ammo. A dedicated loader cannot do anything except feed the weapon.

> *Example – Pvt. Gnarly fires with a SMG and rolls a 1, 1, and 5. He scores one hit with the 5 but the two "ones" mean he is out of ammo. A Hishen heavy machine gun rolls 4d6 and scores a 1, 1, 4 and 6. As the machine gun has a dedicated loader the weapon is not out of ammo.*

SHOOTING

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in *5150: STAR ARMY.*

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 extends across the whole table and is blocked only by friendly figures, terrain, buildings and sometimes weather.

- LOS is to the front of the figure up to a 180 degree arc.
- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS between figures inside woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of the woods the figure can see and be seen from outside the woods as normal.
- LOS in *inclement weather (page, 49)* is reduced to 12" in the daytime and 6" at night.
- Those with Infrared Vision equipment or as a Special Attribute can see in nighttime as if it were day.

RESOLVING FIRE

Fire continues between two or more figures until one side is unable to return fire. This can happen for the following reasons.

- Run out of ammo by rolling two or more *ones.*

- The weapon, such as a Rocket Launcher, can only fire once per turn.
- One side has ducked back.
- One side has left the battlefield
- One side has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

> *Example – Pfc. Char fires her laser rifle at Gnarly and misses. Gnarly takes the Received Fire Test. Gnarly fires back with his SMG and misses as well. Pfc. Char takes the Received Fire Test and passes 2d6. Normally she should return fire but instead Pfc. Char will duck back as she is outgunned. This ends the fire between the two figures.*

ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1" for each point of Target Rating it has. The first figure fired at defines where the arc of fire begins. All figures in the arc, up to the Target Rating, can be hit.

In the picture above the shooter has a 3" swath, defined by the Target Rating of 3. He is allowed to shoot up to 3 targets, one per inch of swath if desired

TARGET SELECTION

Figures match up one on one when targeting each other whether firing or charging into melee. The firing side when shooting or the charging side if going into melee determines target allocation.

After one side has all of their figures targeted the other, more numerous side, will randomly roll to determine who the left over shooters will target or chargers will melee.

Figures in reaction will always target the figures that shot at them. When taking an active fire the player may choose his targets.

FIRING THE WEAPON

A figure can fire at up to one target per point of Target Rating of the weapon.

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.
- Roll the dice and arrange them from the highest to the lowest.

- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example –Pvt. Gnarly fires his SMG at Pfc. Char and SGT Billy Pink. He declares to fire 1d6 at the first target, Char, and the rest at Billy. Gnarly rolls a 3, 5 and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 will be applied to Char and the rest applied to Billy.

Remember that the swath is measured from the first target then to the left or right. Using the swath may take an eligible figure that is closer to the shooter, out of the swath, even if that figure could be targeted. The swath is most effective when firing an automatic weapon along a line of figures from the front or back, or a column of figures from the side.

ORDER OF FIRE RESOLUTION

Here's the easiest way to resolve fire between two groups.

- Designate all targets.
- Resolve *all* fire from *all* shooters.
- Designate OOF and OD results.
- Carry out all Knock Downs.
- Take any Reaction Tests from fire.
- Those that can will return fire.

SHOOTING A WEAPON

Here's how to shoot a weapon.

- First establish a LOS between the shooter and the target figure.
- Roll a number of d6 depending upon the Target Rating of the weapon. Place each d6 next to each target figure with the highest score on the first target and working to the lowest score.
- Next add them individually to the shooter's Reputation.
- Compare these totals individually to the Ranged Combat Table. There is no need to test any modifiers prior to rolling as the modifiers are already built into the hit table.

Target	RANGED COMBAT
	(1d6 + Rep)

A result of two or more "ones" means out of ammo.

CIRCUMSTANCE	MODIFY TO DIE SCORE
Shooter using Targeting [(1)]	+1

(1) Includes all Star Army units except PDF.

#	RESULT
3 to 7	**SHOOTER MISSED**
8	**SHOOTER MISSED IF** • Moved fast. • Snap firing. **TARGET WAS MISSED IF** • Concealed. • In Cover. • Prone. • Moved fast. • Is second or higher target. **OTHERWISE – HIT.**
9	**SHOOTER MISSED IF** • Moved fast. • Snap firing. **TARGET WAS MISSED IF** • In Cover. • Is third or higher target. **OTHERWISE – HIT.**
10+	**SHOOTER HITS TARGET**

Example - SGT Billy Pink (Rep 5) fires his Semi-automatic Rifle at Glitz who is in cover. SGT Billy rolls a 3 and 6. Each die is added to the Rep of SGT Billy (5), which results in an 8 (5+3 = 8) a miss and an 11 (6+5 = 11) a hit.

DETERMINING DAMAGE

Each time a figure is hit the shooter must roll on the Ranged Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon. Remember that the Impact may be modified by the type of armor the target is wearing.

1	RANGED COMBAT DAMAGE
	(Taken versus Impact)

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is Knocked down and Out of the Fight.
Higher than Impact	Target is Knocked down and immediately takes Recover From Knock Down Test.

Example – SGT Billy Pink has hit Glitz with his Semi-Auto Rifle. SGT Billy rolls 1d6 and scores a 4. This is higher than the Impact of 3 so Glitz is knocked down and must take the Recover From Knock Down Test. Glitz rolls and passes 2d6. He is knocked down and stunned.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with a *stunned or out of the fight* figure he can choose to automatically dispatch the figure or capture him. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

Example – SGT Billy Pink activates and runs up to the stunned Glitz and chooses to capture him.

PITIFUL SHOT

Rep 3 figures and only Rep 3 figures are allowed to use the *pitiful shot* rule. Whenever a Rep 3 fires and rolls a "6" but still cannot hit the target, such as when a target is in cover, he is allowed to roll 1d6 again. If the score is equal to or lower than his Rep (3) then a hit is scored. Otherwise, treat the result as a Miss requiring the target to take a Received Fire Test.

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

THROWING GRENADES

A figure can only throw one grenade per turn. This can be when active or in reaction. Prior to throwing the grenade it must be readied. Here's how you ready a grenade:
- Roll 2d6 versus the Rep of the active figure.
- Consult the Ready the Grenade Table.
- Carry out the results.

2 READY THE GRENADE
(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade is readied and can immediately be tossed.
1	Grenade is not readied but can be tossed in reaction or when next active.
0	Grenade is not readied but can be tossed when next active.

Rifle launched grenades will also use the Ready the Grenade Table.

DISABLING THE GRENADE

If needed a figure can declare he is disabling the grenade, taking it out of its readied state. This can only be done when active.

Note that a figure hit by fire or in melee and becoming *stunned, out of the fight* or *obviously dead* will drop any grenade that they are holding. If it has been readied it will immediately go off on the spot occupied by the figure.

THROWING A GRENADE

Grenades can be thrown up to 6" or more in some cases. Here's how it's done:
- Nominate the spot the grenade is to land.
- Roll 2d6 versus the thrower's Rep.
- Consult the Throwing a Grenade Table. This table is used *instead* of the Ranged Combat Table.

2 THROWING A GRENADE
(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Received Fire test. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the nominated spot and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.

In the above illustration "A" is active and wants to toss a grenade. He first must ready it so rolls 2d6 versus his Rep of 4. He scores a 1 and 3, passing 2d6 and consults the Ready the Grenade Table. He now has a grenade ready to throw. He cannot see over the wall so must choose to either throw the grenade blindly over the wall at a nominated spot or drop it over the wall.
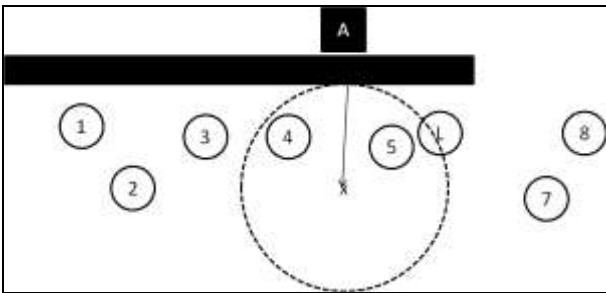
"A" decides to throw blindly and nominates a spot on the other side of the wall 6" away from where he is at. He rolls 2d6 on the Throwing the Grenade Table and passes 1d6. As he cannot see the nominated spot he has missed but all the enemy figures within the blast circle, dotted line, must now take the Received Fire Test.
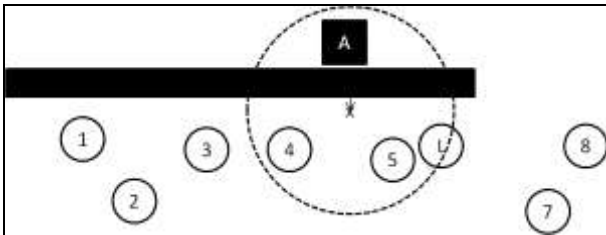
"A" decides to drop the grenade over the wall. He rolls 2d6 on the Throwing the Grenade Table and passes 1d6. The grenade lands on the nominated spot and all within the blast circle can be hit. This also includes "A" who will count as being in cover. I now roll 1d6 for each target against the Impact of the grenade based on the armor of the target.

"WHO'S GOT THE GRENADE?"

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. Yes, it's *fudging* but it makes the game move more quickly! Doesn't that allow for the whole squad to ready grenades? It sure does, give it a try and let me know how it works out for you!

BLAST EFFECT WEAPONS

If a weapon *fires* a round that explodes, such as a LAW or rocket launcher, the weapon will use a *blast circle* instead of a swath. Here's how they are used:

- Be sure you have a LOS to the target.
- Nominate the spot where you want the round to land.
- Roll on the Ranged Combat Table *(page, 23)* as you would normally do.
- If a hit is scored center the 1", 3" or 5" blast circle, depending upon weapon type, on the spot.
- All targets inside this circle will be affected by the blast.
- Roll 1d6 versus the Impact of the weapon based on the Armor Value of the target.

ESCAPING DAMAGE

Any figure, friend or foe, within a blast circle may be damaged with the following exceptions:

- Anyone with cover between themselves and the nominated spot must test against the cover to see if it is negated. Roll 1d6 versus the Impact of the weapon based on the Armor Value of the cover.
  - If the result is equal or lower than the Impact the cover is negated and roll for damage against the target figure.
  - If the result is higher than the Impact then the target figure will take the Received Fire Test instead counting no better than Duck Back.
- Anyone that is prone will take the Received Fire Test instead counting no better than Duck Back.
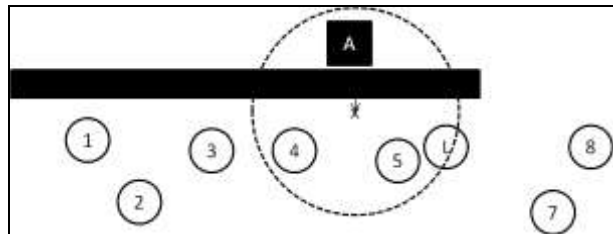
In the previous illustration "4", "5", "L" and "A" are all eligible targets. I roll 1d6 versus the Impact of 1 based on their Armor Value of Hard Body Armor. I score a 1 versus "4" who is now Obviously Dead and a 2 and 5 against the other two which means they will each roll on the Recover From Knock Down Test (page, 19). The best they can hope for is to be stunned. I now roll against the Impact of 2 versus the cover value of Soft Body Armor. I score a 3, higher than the Impact, so "A" must take the Received Fire Test scoring no better than Duck Back. But he threw the

grenade! Yes he did and not very well so must suffer the consequences.

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat). Before doing this please remember that you have a gun!

MELEE WEAPONS

There are two types of hand to hand weapons.
- *One Hand Weapon* – Those used with one hand. Swords, knives or a club would be an example of a one hand weapon. Using a one hand weapon gives the user +1d6 in melee.
- *Two Hand Weapon* – Those used with two hands. Using a rifle, whether it has a bayonet or not, is an example of a two hand weapon. Using a two hand weapon gives the user +2d6 in melee.

HOW TO MELEE

Melee is carried out in the following manner.
- When a group has LOS to a target and enough movement to contact it, even if it requires a successful Fast Move, it can attempt to charge. If it takes a Fast Move and comes up short it cannot melee and the target group is allowed an In Sight Test instead.
- The charging group declares which group it will target.
- Both groups take the Charging into Melee Test *(page, 26)* at the same time.
- Each group starts with 2d6 and adds and subtracts d6 as circumstances and troop modifiers apply.
- Both sides roll the modified total of d6 and compare the scores against the Rep of the group.
- Carry out the results on the Charge Resolution Table based on the number of d6 passed by each side.
- A result of fire is applied to every eligible figure in the Target group.
- Note that the only Reaction Test that is taken when a charge is declared and when rolling on the Charging into Melee Table is the Cohesion Test and this is taken only if directed by a Charging into Melee result.

2	**CHARGING INTO MELEE**
	(Taken versus Rep)

TROOP TYPE…	MODIFIER
Bugs, Grath or ISS	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Either group outnumbered 3:1 or more	-1d6
Subject to Fear	-1d6
Leader with group	Leader Die

CHARGE RESOLUTION TABLE

#D6 PASSED	*CHARGER*	*TARGET*
3+ more than opponent	*Target* takes Cohesion Test. *Charger* moves into melee. If target leaves the battlefield then occupy the vacated spot and take *Parting Shot* (1).	*Target* fires at Full Target Rating. *Charger* takes Cohesion Test.
2 more than opponent	*Target* may not fire. *Charger* moves into melee	*Target* fires at Full Target Rating. *Charger* moves into melee.
1 more than opponent	*Target* fires one shot. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.
Same as opponent	*Target* fires at Full Target Rating. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.

(1) Parting Shot means eligible shooters will fire at Full Target Rating at the fleeing target.

*C*HARGING *I*NTO *M*ELEE *E*XAMPLE

Here's a detailed example of how the Charging into Melee Test is carried out.
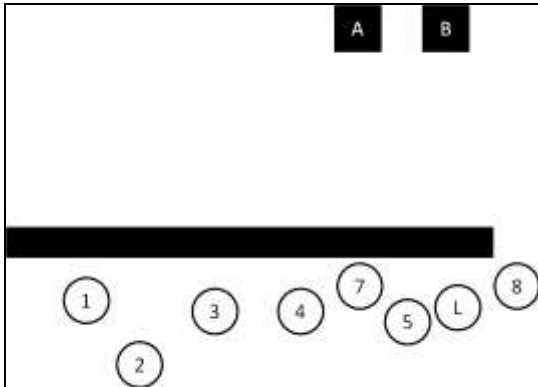
The white side starts their turn out of sight of the black side.
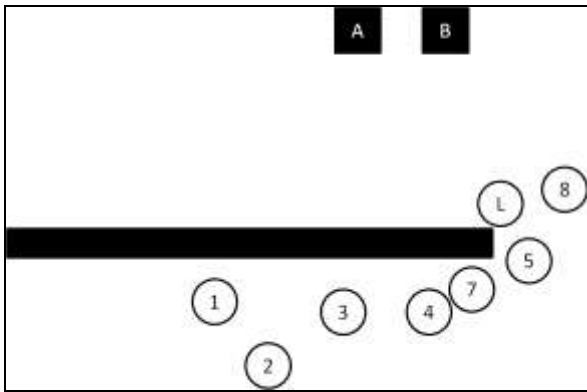
The white side activates and "8" and "L" move into sight. They declare their intent to charge into melee. This move would usually trigger an In Sight Test but their charge declaration takes priority and no In Sight is taken. Instead both sides go to the Charging into Melee Test. If need be white can take a Fast Move Test after the charge is declared in hopes of getting more figures into melee.
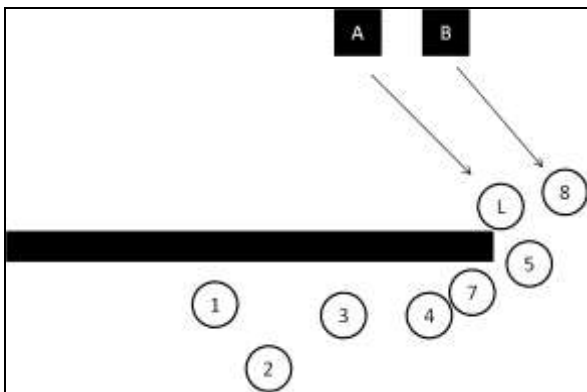
Each group starts with 2d6 and adds and subtracts modifiers based on Troop Type and Circumstances. After the number of d6 are determined each side rolls against the Rep of the unit. The result is the charging group (white) passing 1d6 more than the target group (black).

This allows all the figures in the target group to fire one shot at the chargers. "A" fires at "L" and misses while "B" fires at "8" causing it to go down, Obviously Dead.
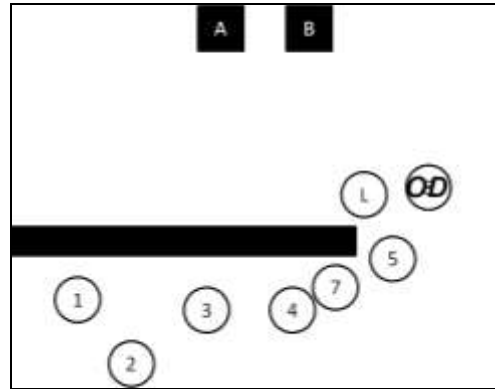
No Reaction Tests are called for by the results of the Charging into Melee Table so the charging group is allowed to move into melee.
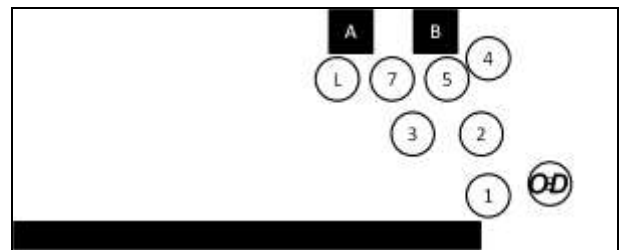
The white side has moved into contact (melee) and melee combat can now begin.

*M*ELEE *C*OMBAT

Any figures that pass the Charge Resolution Table and come into contact will now go into melee. Line up the charging figures in contact with the target figures. Now it's time to melee.

- Start with 1d6 for each point of Rep of the group.
- Add or subtract d6 as outlined based on melee weapon, armor and circumstance.
- Both sides roll their modified total of d6 counting all successes, scores of 1, 2 or 3.
  - If both sides score the same number of successes both sides will lose one figure.
  - If one side scores fewer successes than the other it will lose the difference between their successes and those of their opponent.
- Figures that become casualties will take a Recover From Knock Down Test counting all results of Stunned as Out of the Fight.
- For each figure lost roll 1d6. If a "6" is scored then a leader has been hit.

- After one round of melee is resolved each side must take a Man Down Test if they have taken any casualties.
- After one round of melee either side, when next active, can choose to continue the melee or break off the melee *(page, 28)*.

Melee is a very bloody crapshoot and the last resort of the desperate!

Rep	Melee Combat
	(Looking for successes)
	A score of 1, 2, or 3 is a success
	A score of 4, 5, or 6 is a failure.

MELEE WEAPON	MODIFIER
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
ARMOR	**Modifier**
Target wearing Soft Body Armor or less	+2d6
Target wearing Hard Body Armor	+1d6
Target wearing Exo Armor	-1d6
Target wearing BTA	-3d6
CIRCUMSTANCE	**Modifier**
Performing Death from Above	+3d6
Vicious	+2d6
Combat Artist	+1d6
Each figure in melee	+1d6
Subject to Fear	-1d6
Slight	-1d6
Bugs in melee	Total d6 x 2

In the above melee the black side starts with 4d6 as the unit Rep is 4. Here are their applicable modifiers:

- *+2d6 as their rifles count as two hand melee weapons.*
- *+2d6 for the target wearing Soft Body Armor.*
- *+2d6 for having two figures in melee. They roll a total of 10d6 (4+2+2+2).*
- *They toss 10d6 and score a 1, 1, 2, 2, 3, 4, 5, 5 and 6 or 5 successes (scores of 1, 2 or 3).*

The white side starts with 4d6 as the unit Rep is 4. Here are their applicable modifiers:

- *+2d6 as their rifles count as two hand melee weapons.*
- *+1d6 for the target wearing Hard Body Armor.*

- *+4d6 for having four figures in melee. They roll a total of 11d6 (4+2+1+4).*
- *They toss 11d6 and score a 1, 1, 2, 2, 3, 3, 4, 5, 5, 5 and 6 or 6 successes (score of 1, 2 or 3).*

White has scored one more success than black (6 to 5) so black takes one casualty. Each casualty (one in this case) takes the Recover From Knock Down Test. He passes 2d6 which would normally be a stunned result but this becomes an Out of the Fight result instead. The remaining figures on the black side and now take the Man Down Test.

*B*REAKING *O*FF *M*ELEE

Anytime a group that is in melee becomes active it may choose to end the melee by moving at least 1" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. Once the melee has been broken off the other side will take an immediate In Sight Test and will carry out the result. This could result in the breaking off side being fired upon!

*R*ETRIEVING *W*OUNDED

Some armies and races place a premium on the lives of their soldiers. Some do not. The following armies will try to retrieve their wounded, to one degree or the other, when given the chance.

- Planet Defense Force
- Star Army.
- ISS.
- Symons.

When a figure is retrieving wounded figures it will behave as follows:

- Figures can voluntarily choose to retrieve wounded figures.
- Others may be directed by a Reaction Test result and if the wounded figure is within 4" and LOS.

Example – Star Army SGT Billy Pink (Rep 5) scores a result of Duck Back by passing 1d6 on the Received Fire Test. Out of the Fight Pvt. Char is within 4" of SGT Billy so he must move to the wounded soldier, pick her up and finish the remainder of his move. He moves 3" to Pvt. Char, picks her up, and then moves the remaining 7" of his normal move. He then attempts to Fast Move, rolls 2d6 and scores a 2 and 4. Passing both d6 he can move an additional 6" but only moves 4" to cover ending his move ducked back.

- Any figure may pick up a wounded figure and continue moving its remaining distance, then take a Fast Move Test if desired.

- Figures cannot fire weapons when retrieving wounded figures.
- Figures charged while retrieving wounded must drop the wounded or keep them but will melee at –2d6 while holding a wounded figure.
- Those retrieving wounded are never outgunned.

MEDICS

We now introduce those unsung heroes of every war, the *medic.* These are figures with limited medical training but their presence on the field can be the difference between life and death.
- Medics are always Rep 4.
- They always count as retrieving wounded when they come under fire.
- They will only defend themselves in hand to hand if charged.

Here's how they work.
- If a medic can reach the fallen figure within three activation rolls of when the wound occurs he *may* apply medical assistance. There may be times when the medic cannot activate due to Rep limitations but it will still count as one of the three activation rolls.
- When the medic reaches the downed figure, roll 2d6 on the *Medic Table* versus the Rep of the medic. This may be only attempted *once* on an Out of the Fight figure.

Note that players can choose *not* to attempt to use a Medic.

2	MEDIC!
	(Taken when a medic contacts an OOF figure)

# D6 PASSED	RESULT
2	Just a flesh wound. Figure returns to the fight at normal Rep when next active.
1	Figure remains Out of the Fight.
0	Figure becomes Obviously Dead

MEDICS - WHO HAS THEM?

Gaea Prime squads have a chance (1-2) that their platoon medic is attached to their squad. If he is not, check each time another squad from their platoon reaches the board. If all three squads are on the table then the medic will be there as well.

The Rebels, Free Companies and Hishen have a chance (1) that a medic will be attached to their squad. If he is not, each time an additional squad enters the table check to see if the medic is present. However, the chance will increase by 1 each time a squad enters but there will not be more than one medic per every six squads.

Example - Three Hishen squads are on the table. There is a chance (1-3) that the medic is already there. I roll and score a 5, no medic. A fourth squad enters the table and there is a chance (1-4) that a medic will be with them. A 4 is rolled and the medic is with that squad. Until the seventh squad reaches the table there is no chance of another Hishen medic being present.

WOUNDED WAY STATION

Players may choose to leave or group their wounded in one place protected by at least one non-wounded figure. This can be used instead of carrying them off the table.

AFTER THE BATTLE

After the battle, if playing a campaign, Out of the Fight figures and those that have left the battlefield must test to see if they return to the campaign. Here's how it's done:
- Roll 2d6 vs. the Rep of each figure that went *Out of the Fight* or left the battlefield.
- Count the number of d6 passed then consult the After the Battle Recovery Table.

2	AFTER THE BATTLE RECOVERY *
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Figure returns to the squad.
1	Out of the Fight returns to the squad. Those that left the battlefield do not return.
0	Figure does not return.

(*) Out of the Fight figures captured by the enemy do not test for After the Battle Recovery but may be exchanged for enemy prisoners on a one for one basis.

STOP!

This completes the infantry section of the rules. I suggest that you play a small game with two or three figures 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 and learn how to use vehicles.

5-VEHICLES

In this section you will learn the rules that pertain to vehicles and the weapons used to kill them. Basically when we speak of vehicles we are talking about two types based on their *battlefield purpose:*

- **Fighting Vehicles -** Their battlefield purpose is to engage other vehicles and destroy them.
- **Transport Vehicles -** Their battlefield purpose is to transport troops and supplies.

VEHICLE BASICS

In *5150: STAR ARMY,* vehicles are the *primary support weapons* of the infantry. Vehicles may punch holes in the enemy but it is the infantry that holds the ground.

Each vehicle consists of *both* the vehicle and its crew. Players will usually start with one or two vehicles and work their way up to larger numbers. No matter what size formation you decide to use, the basic starting point is the individual vehicle and its crew.

DEFINING VEHICLES

Vehicles are defined in the following ways.
- What is its *unique ID*?
- What *Type* is it?
- What is its Armor Value (AV)?
- What is its *Capacity?*
- What type of *Main Gun* does it have?
- What type of *Secondary Weapons* does it have?
- What is its *Traction:* Tracked, Wheeled, or Anti-Gravity Powered vehicle?
- What is its *Speed*?
- How good is its *Crew*?

Let's explain each of these in more detail.

For ease of play all the defining elements of each vehicle have been grouped together in one place. This is called the *Vehicle Roster Sheet (QRS).*

UNIQUE ID

This is how the vehicle differentiates itself from each other. For ease of play we number them by first the platoon number (1 to 3) then the vehicle number (1 to 3).

Example - The Hishen medium tank 3/2 would be the second tank in the third platoon.

TYPE

As we mentioned previously there are two types of vehicles based on their battlefield purpose, fighting vehicles and transport vehicles. These are further divided into sub-types. Here are the sub-types used in *5150 - STAR ARMY:*

- **Truck -** These are unarmed and unarmored vehicles used to haul supplies and sometimes troops. They do most of their work behind the lines. Trucks are transport vehicles.
- **Armored Personnel Carrier -** These are lightly armored vehicles used to transport infantry on the battlefield. These will have one *secondary weapon.* APCs are transport vehicles.
- **Soft Fighting Vehicles -** These are unarmored vehicles used primarily by recon and scout units. These will have one *secondary weapon* and rely on their speed to get in and out of trouble. Soft Fighting Vehicles are fighting vehicles.
- **Light Tanks -** These are lightly armored and armed tanks used to engage and destroy opposing armor units and infantry. These will have one *primary weapon* and one *secondary weapon.* Light Tanks are fighting vehicles.
- **Medium Tanks -** These are heavier armored and armed tanks used to engage and destroy opposing armor units. These will have one *primary weapon* and two *secondary weapons.* Medium Tanks are fighting vehicles.
- **Heavy Tanks -** These are the heaviest armored and armed tanks used to engage and destroy opposing armor units. These may have more than one *primary weapon* and multiple *secondary weapons.* Heavy Tanks are fighting vehicles.

ARMOR VALUE

Each vehicle, whether transport or fighting has armor. We use the same armor values found in the infantry section for ease of play. Here are the Armor Values by vehicle type:
- **Truck -** Soft Body Armor.
- **Armored Personnel Carrier** - Hard Body Armor.
- **Soft Fighting Vehicles** - Soft Body Armor.
- **Light Tanks -** Hard Body Armor.
- **Medium Tanks -** Exo Armor.

- ***Heavy Tanks -*** Battle Tactical Armor.

Vehicles fired to the rear or from above and through the top will count their armor two steps lower than normal.

> *Example - A Heavy Tank is fired on to the rear, from section 6 on the Armor Location Grid (page, 37). The armor is reduced from BTA to HB.*

CAPACITY

This is the number of infantry squads that can ride inside the vehicle. Occasionally there will be a [1] in the column noting that the vehicle can carry one squad on top of the vehicle but it is fully exposed.

MAIN GUN

This is the *primary* weapon of the vehicle. The main gun will have a different Impact based on the armor of the target. The higher the Impact range the better the weapon.

Note that when firing the main gun you must be sure to use the correct Impact for the target type and its armor.

> *Example - Looking on the Small Beam weapon row on the Vehicle Mounted Weapons Table we see that the weapon has an Impact of 3 against Hard Body Armor but only 2 against Exo-Armor*

Basically there are four major weapon types that are used on vehicles. They are:

- ***Projectile –*** Weapons that fire good old-fashioned explosive shells.

- ***Beams –*** Photons in a coherent beam.

- ***Pulse –*** Basically a more powerful beam weapon.

- ***Particle*** – ***Plasma Gun –*** A weapon that fires plasma charged particles at extremely high speeds.

MINIMUM RANGE

The Main Gun has a minimum range of 4". Any targets within 4" of the Main gun can only be fired on by Secondary Weapons.

TARGET RATING

Each weapon will have a one or more Target Ratings.

- When a circle appears this is the blast circle that is used when firing at structures and infantry.

- When a number appears by itself this is the number of d6 it will roll against infantry targets.
- When the words "1 vehicle" appears this is the number of vehicle targets that the weapon can fire at.

IMPACT

To the right of the Target Column are the Impact values of each weapon versus the Armor Value of the target.

SECONDARY WEAPONS

In addition to the main gun weapons listed above it is common to find secondary weapons on most vehicles as well. Secondary weapons can only fire directly ahead up to 45 degrees to the left or right. Following is the list of secondary weapons.

- ***Anti-Air Launcher (AAL) -*** Similar to that introduced in the infantry section of the rules *(page, 20).*
- ***Rocket Launcher (RL) -*** Similar to that introduced in the infantry section of the rules *(page, 21).*
- ***Machine Gun, Heavy -*** Similar to that introduced in the infantry section of the rules *(page, 20).*
- ***Small Beam Weapon -*** Smaller version of those used as a Main Gun.
- ***Small Projectile Weapon -*** Smaller version of those used as a Main Gun.

VEHICLE OR INFANTRY TARGETS

Some weapons like the Rocket Launcher appear on two or more tables. They are:

- *Infantry Anti-Vehicle Weapons Table (page, 92).* AKA Anti-Tank Guns. Used when infantry fire at vehicles and buildings.
- *Vehicle Mounted Weapons Tables (QRS).* Used when a vehicle fires at infantry, buildings or other vehicles.
- *Support Weapons and Mines Tables* (QRS). Used when firing at infantry targets.

Be sure to use the Impact values found on the appropriate table based on the shooter and Armor Value of the target.

TRACTION

Vehicles are usually *wheeled (W)* or *tracked (T)* but occasionally there will be *anti-gravity powered (G)* capable of skimming over the surface of a planet on an anti-gravity cushion of some sort. The easiest way to determine this is by looking at the model!

There are, however, some hybrids such as armored personal carriers called half-tracks. For movement purposes half-tracks are treated like fully tracked vehicles.

Note - Grav vehicles move at road speed when off road but are still subject to terrain penalties.

COMBAT WALKERS

Combat walkers are treated as tracked vehicles.

SPEED

This is the maximum speed, in inches, that the vehicle may move when it is active. You will see two entries for each vehicle in the Speed column of the Vehicle Roster Sheet or VRS *(QRS).*
- The figure before the slash is how far the vehicle may move if it stays on a road for its entire move. This rate *cannot* be affected by terrain.
- The figure after the slash is the vehicle's cross-country movement rate. This rate can be affected by terrain.

CREW

Just as infantry units have a Rep each crew of a vehicle has a Rep as well. Crew Rep is assigned based on the army. Here's how to determine the crew Rep of a vehicle:
- Roll 1d6 for the crew of each vehicle.
- Modify the result by any applicable circumstances.
- Check the modified total on the appropriate army row on the Crew Rep Table to arrive at the crew Rep of the vehicle.

1	CREW REP
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Truck	-1
Vehicle is Medium or Heavy Tank	+1

ARMY	1	2	3	4	5	6
Free Company	3	4	4	4	5	5
PDF / Rebels	3	3	4	4	4	5
Star Army	4	4	4	5	5	5
Hishen	3	3	4	4	4	5

VEHICLE LISTS

This section will provide you with the Vehicle Lists, for each force used in *5150: STAR ARMY.* Note that Free Companies and Rebels will use the PDF list.

1	PDF VEHICLE TYPE
	(Read result as rolled)

#	TYPE
1	Truck
2	Truck
3	Armored Personnel Carrier [1]
4	Armored Personnel Carrier
5	Light Tank
6	Medium Tank [2]

(1) Substitute Truck when rolling for Free Companies. (2) If rolled by Rebel forces immediately re-roll. If a 1-3 is scored then count the first roll as a 6. If a 4-6 is rolled then count the first roll as a 5.

1	STAR ARMY VEHICLE TYPE
	(Read result as rolled)

#	TYPE
1	Armored Personnel Carrier
2	Armored Personnel Carrier
3	Light Tank
4	Medium Tank
5	Medium Tank [1]
6	Heavy Tank

(1) If an Attack Mission count as Heavy Tank.

1	HISHEN VEHICLE TYPE
	(Read result as rolled)

#	TYPE
1	Armored Personnel Carrier
2	Armored Personnel Carrier
3	Armored Personnel Carrier
4	Medium Tank
5	Medium Tank [1]
6	Heavy Tank

(1) If a defense Mission count as Heavy Tank.

INFANTRY ANTI-VEHICLE WEAPONS

Here's a list of the infantry weapons that can be used against vehicles. Be sure to use *this* table when firing with them at a vehicle target.

INFANTRY WEAPON TYPE	RANGE	TARGET	SB	HB	EXO	BTA
Anti-Air Launcher	48	1 vehicle	5	3	2	1
Flame Thrower	12	1 vehicle	4	3	3	2
Grenade, Fragmentation	6/1	5" circle	2	NE	NE	NE
LAW	36	1 vehicle	5	3	2	1
Machine Gun, Heavy	60	1 vehicle	5	4	1	0
Machine Gun, Light	48	1 vehicle	3	2	NE	NE
Mine, Anti-Personnel	x	5" circle	2	1	NE	NE
Mine, Anti-Tank	x	1vehicle	6	5	4	3
Mine, Inferno	x	5" circle	6	5	5	4
Mortar, Light	Unlimited	5" circle	2	NE	NE	NE
Plasma Gun	24	1 vehicle	6	6	5	4
Rocket Launcher	48	1 vehicle	5	3	2	1
Satchel Charge	3 [(1)]	1 vehicle	5	4	3	2
SAW	48	4	3	2	NE	NE

(1) The satchel charge can be thrown up to 3" counting the Impact as listed. When placed in contact with a vehicle or structure add 2 to the listed Impact.

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

GROUPS

All Group rules *(page, 12)* previously learned in the Infantry section also apply to vehicles.

VEHICLE FORMATIONS

Just like their infantry counterparts vehicles are organized into basic formations.
- The Rep of the vehicle represents the *vehicle leader.*
- Three vehicles form a platoon under a *platoon leader.*
- Three platoons form a company under a *company commander.*

TURN SEQUENCE

Vehicles follow the Turn Sequence normally.

ACTIVATION

During the turn *active* vehicles may perform any two of the following actions but not two of the same type.

Vehicles may:
- Move up to full movement forward or up to 45 degrees to the left or right of their front.
- Move up to half movement straight back and end facing the same direction as they were, prior to moving.
- Perform a turn *(page, 34).*
- Conduct an Overrun Attack *(page, 35).*
- Active Fire.

MOVEMENT

There are two types of movement, *voluntary* (when the unit is Active) and *involuntary* (caused by a Reaction Test).

VOLUNTARY MOVEMENT

Vehicles can move either on road or off road. The first number listed on the Vehicle Roster Sheet in the Speed column is the distance while moving on road.

The second number is the speed the vehicle can move when off road. This can be further reduced by terrain *(page, 42).*

Grav vehicles will use the road movement speed subject to terrain.

STOPPING

Vehicles may stop whenever they desire when Active. Unless declared to have stopped vehicles are always considered to still be moving when inactive.

TURNING

If desired a vehicle can come to stop and make a 90 degree turn at the cost of half of their movement.

Stopped vehicles may turn about in place at a cost of 1/4 of their movement.

INVOLUNTARY MOVEMENT

Vehicles may be forced into involuntary actions and movement due to the results of a Reaction Test *(page, 34).* The possible involuntary actions and moves are as follows.

- *FIRE -* The vehicle opens fire at the cause of the test. This may be at a -1 to Rep.
- *HALT –* Must immediately halt movement but can still react normally.
- *SEEK COVER -* The vehicle will move towards cover, even if it must move forward, up to 6" away and duck out of sight. If no cover available the vehicle will move in reverse half speed away from the enemy.
- **Leave the Battlefield-** Vehicle will leave the battlefield. Those that caused this result are allowed a Parting Shot, firing at the fleeing vehicle at full Target Rating with the target counting as Fast Moving. Parting shots do not cause a Reaction Test by the target vehicle. After any parting shots are taken the vehicle is removed from the table.

REACTION TESTS

Vehicles are subject to their own Reaction Tests. Tests are taken as previously outlined in the infantry section and are grouped together on the individual Quick Reference Sheets in the rear of the book. Let's look closer at each Reaction Test.

IN SIGHT

Handled just like the one previously outlined.

CLANK TEST

Whenever a vehicle has been hit but not penetrated it will take the Clank Test.

Example – A Hishen Medium Tank gets shot at and hit by a small beam weapon. The hit did not penetrate so the Hishen vehicle takes the Clank Test, passes 2d6 and returns fire.

CRISIS TEST

The Crisis Test is taken when a vehicle is within 6" and has LOS to a friendly vehicle that is destroyed, disabled or leaving the battlefield. Transport vehicles will take the test due to any vehicle while tanks will only take it for the same type or heavier tanks.

Example – A Hishen Medium Tank is hit and explodes. A Truck and Light Tank are within 6" and have LOS to the explosion. Both must now take the Crisis Test.

NON -REACTION TESTS

There are two additional tests on the vehicle QRS that must be taken but they are not Reaction Tests. They are:

- *PENETRATION TEST -* Taken when the vehicle has been hit and its armor could possibly be penetrated.

Example - A Hishen Medium Tank fires its main gun at a Star Army Light Tank. The Impact against the Hard Body Armor is 3. The Hishen player rolls 2d6 versus the Impact value and scores a 1 and 5. Looking on the Penetration Table (Vehicle QRS) under pass 1d6 means the vehicle is disabled and the crew abandons the wreck and leaves the battlefield.

- *AFTER FIGHT RECOVERY -* Taken after the battle, by vehicles that left the battlefield due to failing a Reaction Test or have been disabled and recovered.

SHOOTING

Vehicles may be armed with a Main Gun and /or Secondary Weapons. In this section we cover how they are fired.

LINE OF SIGHT

LOS rules *(page, 22)* apply to vehicles normally.

FIRING THE MAIN GUN

Here's how vehicles fire at other vehicles and buildings.

- Declare which vehicle is firing.
- Declare the target.
- Establish the armor type *(page, 6)* being fired at.
- Roll 2d6 versus the Rep of the shooter.
- Modify the Rep if circumstances apply.
- Determine how many d6 are passed.
- Consult the Vehicle Ranged Combat Table and immediately carry out the results.

2	VEHICLE RANGED COMBAT
	(Taken versus Rep)

Circumstance	Modifier
Firing at target over 48" away	-1

# D6 PASSED	RESULT
2	Shooter scores a solid hit! • Roll 2d6 versus the Impact of the weapon, based on the armor of the target, then consult the Penetration Table
1	Target in cover. • Miss. Target ignores fire and carries on. Shooter firing at the side, top, or rear armor. • Score a solid hit! Shooter firing at frontal armor. • Score a glancing hit! Count as if passed 2d6 but reduce Impact by "1". Impact of "0" causes a Clank Test instead.
0	Shooter misses target. • Target ignores fire and carries on.

FIRING SECONDARY WEAPONS

Secondary Weapons are fired using the Ranged Combat Table *(page, 23).*

UNDERGUNNED

When a vehicle is confronted by an enemy vehicle that its weapon cannot penetrate it is said to be *undergunned.* This must be determined on a case by case basis as it occurs.

Undergunned vehicles have the option of using the Hands of Fate shot. There is a chance (1-2) that an undergunned non-player vehicle will use the Hands of Fate shot if given the opportunity.

HANDS OF FATE SHOT

An undergunned vehicle can use the Hands of Fate shot. Here's how it is done:

- Declare which vehicle is firing.
- Declare the target vehicle.
- Roll 2d6.
- If double ones or "snake eyes" are rolled the Hands of Fate shot has been successful. Roll on the Penetration Table versus an Impact of 1.
- Any other result rolled causes the target vehicle to take a Clank Test.

OVERRUN ATTACK

Active vehicles may attempt to engage infantry targets by coming into contact during an Overrun Attack. Contact is defined as any part of the bases in contact including tip to tip. Here's how it's done:

- The active vehicle must have enough movement to reach the target.
- Both the overrunning vehicle and the target infantry roll 2d6 versus their respective Reps.
- Modify the number of d6 rolled if any circumstances apply.
- Determine the number of d6 passed and consult the Overrun Table.
- Immediately carry out the results.

2	OVERRUN TABLE	
	(Taken versus Rep of the vehicle and infantry)	

CIRCUMSTANCE	MODIFIER
The infantry target gains the modifier if they have an anti-tank weapon facing the overrunning vehicle.	+1d6
The overrunning vehicle gains the modifier if they are attacking to the flank of the infantry target.	+1d6
The overrunning vehicle gains the modifier if they are attacking to the rear of the infantry target.	+2d6

#D6 PASSED	VEHICLE	INFANTRY
2+ more than opponent	Infantry leaves the battlefield. Vehicle is allowed a Parting Shot with their Secondary Weapons at full Target Rating before the infantry is removed.	Anti-tank gun is allowed to fire then go to Close Assault Resolution.
1 more than opponent	Vehicle fires Secondary Weapons then moves remaining distance *through* the infantry target. Target infantry takes a Cohesion Test.	Anti-tank gun is allowed to fire then go to Close Assault Resolution.
Same as opponent	Go to Close Assault Resolution.	Go to Close Assault Resolution.

2	CLOSE ASSAULT TABLE	
	(Taken versus Rep of the vehicle and infantry)	

CIRCUMSTANCE	MODIFIER
The target vehicle gains the modifier if they have Secondary Weapons facing the active infantry.	+1d6
The active infantry gains the modifier if they are attacking to the flank of the target vehicle.	+1d6
The active infantry gains the modifier if they are attacking to the rear of the target vehicle.	+2d6

#D6 PASSED	VEHICLE	INFANTRY
2+ more than opponent	Infantry leaves the battlefield. Vehicle is allowed a Parting Shot with their Secondary Weapons at full Target Rating before the infantry is removed.	Go to Close Assault Resolution.
1 more than opponent	Vehicle fires Secondary Weapons and active infantry halts in place. Active infantry takes a Cohesion Test.	Go to Close Assault Resolution.
Same as opponent	Go to Close Assault Resolution.	Go to Close Assault Resolution.

CLOSE ASSAULT

Active infantry may choose to attempt to Close Assault enemy vehicles. When close assaulting the infantry are trying to disable or destroy the enemy vehicle. Here's how it's done:

- The active infantry must have enough movement to reach the target vehicle.
- Both the active infantry and the target vehicle roll 2d6 versus their respective Reps.
- Modify the number of d6 rolled if any circumstances apply.
- Determine the number of d6 passed and consult the Close Assault Table.
- Immediately carry out the results.

CLOSE ASSAULT RESOLUTION

When directed by the Overrun or Close Assault Table the infantry will carry out their attack. This is called Close Assault Resolution and here's how it's done:

- The infantry count as if they have a Satchel Charge *(page, 21)*.
- Roll 2d6 versus the Impact found on the Infantry Anti-Vehicle Weapons Table *(page, 92)* based on the armor of the target vehicle.
- Count the number of d6 passed and consult the Penetration Table on the Vehicle QRS.
- Immediately carry out the results.

INFANTRY FIRING AT VEHICLES

Infantry can fire at vehicles if they have an Infantry Anti-Vehicle Weapon *(page, 92).* Here's how it's done:

- Declare which figure is firing.
- Declare the target vehicle.

- Establish the armor location *(page, 37)* being fired at.
- Roll 2d6 versus the Rep of the shooter.
- Modify the Rep if circumstances apply.
- Determine how many d6 are passed.
- Consult the Infantry Anti-Vehicle Fire Table *(page, 92)* and immediately carry out the results.

2	**INFANTRY ANTI- VEHICLE FIRE**
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Firing at over 1/2 range	-1
Firing at target in cover	-1

# D6 PASSED	RESULT
2	Shooter scores a solid hit! • Roll 2d6 versus the Impact of the weapon, based on the armor of the target, then consult the Penetration Table
1	Shooter firing to the side. • Score a solid hit! Shooter firing at frontal armor or rear armor. • Score a glancing hit! Count as if passed 2d6 but reduce Impact by "1". Impact of "0" causes a Clank Test instead.
0	Shooter misses target. • Target ignores fire and carries on.

ARMOR LOCATION GRID
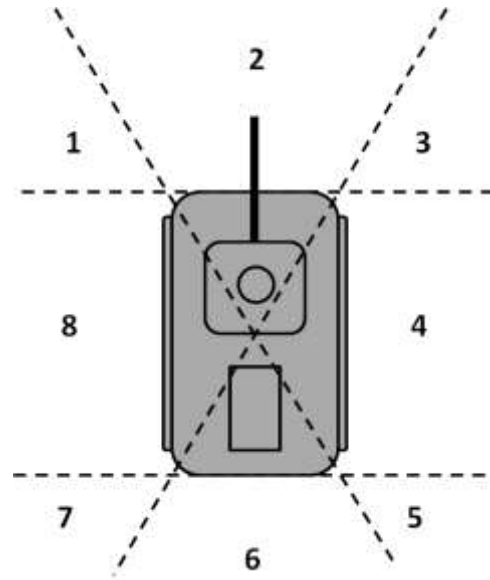
X	**ARMOR LOCATION TABLE**
	(Based on the relationship of the shooter to the target)

IF FIRING FROM AREA…	YOU WILL HIT THE…
1	Front armor
2	Front armor
3	Front armor
4	Side armor
5	Side armor
6	Rear armor
7	Side armor
8	Side armor

STOP!

This completes the vehicle section of the rules. I suggest that you play a small game with one or two vehicles 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 and learn how to add structures and terrain.

6-STRUCTURES

In this section we cover Structures. Structures vary greatly in size and in materials. In the context of the game, structures include bunkers and other defensive constructs as well as above-ground dwellings, including warehouses and buildings.

The rules for structures are intentionally abstracted to allow for a wide variety of types without having to model each type, or pack more figures into them than will fit.

BUNKERS

Bunkers in the 5150 universe run the gamut of design from simple thinly-covered pits to heavily reinforced structures. These structures are used to house troops, artillery pieces, headquarters facilities, etc. These bunkers are well made and carefully concealed.

The entrance opening to the bunker always faces towards the baseline of the owner. If connected to a trench the opening will face the trench. Weapons *can* face out from all the faces of the bunker, even the entrance. These facing are usually divided into four sides but some bunkers may not have weapons or viewing/firing slits, reducing the number of facings that fire can come from. Refer to the actual model to determine the actual number of facings capable of fire.

BUILDINGS

Buildings are treated in a similar fashion as bunkers, but can face any direction.

DEFINING STRUCTURES

Just like figures and vehicles are defined so are structures. Here's how you define the structure:
- What *type* is it?
- What is its *size?*
- What is its *Rep?*
- What is its *Firepower Value?*
- What is its *Armor Value?*

TYPE

For game purposes, structures are divided into two types: bunkers and buildings.
- Bunkers are military constructs built to protect and defend military assets, namely soldiers and the equipment they use.
- Buildings are used to house everything else, including civilian living quarters, governmental offices and commercial properties.

SIZE

Structures come in three sizes:
- Small
- Large
- Massive

REP

Structures are assigned a Rep that has nothing to do with the Rep of the figures that may occupy it. Instead it represents the morale value it imparts to the occupants and comes into play when being exposed to suppressing fire *(page, 40).* The Rep of the structure corresponds to the size of the structure in the following way:
- Small structures have a Rep of 3.
- Large structures have a Rep of 4.
- Massive structures have a Rep of 5.

FIREPOWER VALUE

Firepower Value is an indication of the fighting ability of the structure. The higher the value the more firepower it can deliver in its defense.

ARMOR VALUE

We use the same armor types as found in the infantry and vehicle sections for structures as well. Unless specified differently look at the actual model to determine what type of armor it has. Here's a list of the armor types used in *5150: STAR ARMY*:
- **Soft Body Armor -** Lightweight structures of organic material.
- **Hard Body Armor -** Heavier stone or sandbagged structures.
- **Exo-Armor -** Concrete or metal structures.
- **Battlefield Tactical Armor -** Reinforced concrete or metal structures

REVEALING STRUCTURES

Structures are either revealed via the PEF Resolution Table *(page, 53)* or are determined by the scenario. When structures are revealed we must determine its specifics. Here's how it's done:

- Determine the type of the structure. This is either by the scenario or from the Enemy Defensive Position Table *(page, 53)*.
- Determine the size of the structure in the same way.
- Determine the Rep of the structure based on the size of the structure.
- Determine the Firepower Value of the structure. Roll 1d6, read the result as rolled, modify it by applicable circumstance and consult the Firepower Value Table.

1	FIREPOWER VALUE (FV)
	(Read the result as rolled)

CIRCUMSTANCE	DIE SCORE MODIFIER
Bunker	+4
Controlled World	+1
Contested World	-1
Rebel or Free Company structure	-1
Star Army structure	+1

#	SMALL (REP 3)	LARGE (REP 4)	MASSIVE (REP 5)
1	2	4	8
2	2	4	8
3	2	4	8
4	4	6	10
5	4	6	10
6	4	6	10
7	6	8	12
8	6	8	12
9	8	10	12
10+	8	10	12

- Determine the Armor Value of the structure. Roll 1d6, read the result as rolled, modify it by applicable circumstance and consult the Armor Value Table.

1	ARMOR VALUE (AV)
	(Read the result as rolled)

CIRCUMSTANCE	DIE SCORE MODIFIER
Bunker	+4
Controlled World	+1
Contested World	-1
Rebel or Free Company structure	-1
Star Army structure	+1

#	SMALL	LARGE	MASSIVE
1	SBA	SBA	SBA
2	SBA	SBA	SBA
3	SBA	SBA	HBA
4	SBA	HBA	HBA
5	HBA	HBA	HBA
6	HBA	HBA	EXO
7	HBA	EXO	EXO
8	EXO	EXO	EXO
9	EXO	EXO	BTA
10+	EXO	BTA	BTA

Example - I run into a Large Bunker on the Enemy Defensive Position Table (page, 53) and must now roll 1d6 to determine its Firepower Value.

I roll a 4, modify the score by a +4 for it being a bunker, it's on a Contested World so that's a -1, and it's a Rebel structure so another -1. The modified total is 6 so its Firepower is 6.

I now must determine its Armor Value. Keeping the same modifiers I roll a 3 and have a modified total of 5. It has Hard Body Armor.

FIRING FROM STRUCTURES

The amount of fire (number of d6 rolled on the Ranged Combat Table) that comes from a given facing of a structure is based on the Firepower Value (FV) of that structure. A structure can never have a total number of dice higher than its FV or 12, whichever is lower.

To fire from a facing the structure must have an aperture. This can be windows, doors, holes, openings, etc. The actual number of them per facing does not influence firing as we handle it in an abstract way.

When firing, a bunker or building divides its fire dice as follows:
- The *largest target group* gets half of the available dice.
- The *second largest target group* gets half of that.

- The *third largest target group* gets half of that.
- The *last target group* gets what is left of the dice.
- Fractions are rounded up.

Firing is done on the basis of one facing per target group.

FIRE FROM BUNKERS

In addition to the previously explained rules the following applies to bunkers:

- Bunkers roll their fire dice and add to their Rep when firing. They use the Ranged Combat Table *(page, #23)*.
- Bunkers fire with an Impact of 3.
- Bunkers never suffer from Tight Ammo rules.

FIRE FROM BUILDINGS

In addition to the previously explained rules the following applies to buildings:

- Buildings roll their fire dice and add to their Rep when firing. They use the Ranged Combat Table *(page, 23)*.
- Buildings fire with an Impact of 2.
- Buildings never suffer from Tight Ammo rules.

Example - A bunker with a FV of 10 is confronted by three groups of 7, 5 and 4 men each. The largest target group (7) gets 5 dice, the second largest group (5) gets 3 dice, and the last group (4) gets 2 dice fired at it.

Note that the number of dice coming from a given facing will change over the course of the game as targets come and go.

Example - A building of FV of 7 is attacked from two sides by a group of six and seven figures respectively. The largest target group gets four dice. The second largest group gets three. The larger target withdraws, so the second group now gets four dice fired at it instead of three as it is now the largest target group.

ATTACKING STRUCTURES

There are two ways to attack structures. You can *suppress* the occupants, taking away their ability to fire or *reduce* the structure, physically destroy it. Let's go over each in more detail.

SUPPRESSING STRUCTURES

When you try to suppress a structure you are trying to get the shooters on the inside to duck back from the apertures so they can no longer fire out. Instead of using the normal small arms fire rules we substitute the following procedures when attempting to suppress structures:

- Declare the targeted structure and all figures firing at it.
- Determine the Fire Value of the structure.
- Add all dice firing at the structure into one total. Compare this total to the Fire Value of the structure.
  - If the total number of d6 firing is less than the Fire Value of the structure the fire is ineffectual and ignored.
  - If the total number of d6 firing is equal or greater than the Fire Value of the structure the fire is effective.
  - Roll 2d6 versus the Rep of the structure, consult the Structure Suppression Table and carry out the results.

2	**STRUCTURE SUPPRESSION TABLE**
	(Taken vs. Rep of the Structure)

# D6 PASSED	RESULT
2	Carry on. The structure is not suppressed.
1	If firing with at least twice as many dice as the Fire Value of the structure: • Suppressed. Structure may not react or fire until they are next active. Otherwise: • Carry on and the structure is not suppressed.
0	Suppressed. Structure may not react or fire until they are next active.

Example - There is a small bunker with a Fire Value of 4 and a Rep of 3. I have a squad totaling 9d6 firing at it and I want to suppress the bunker. I have more d6 firing than the FV of the bunker so can attempt to suppress it. I roll 2d6 versus the Rep of the structure (3) and score a 5 and a 1, passing 1d6. Since I have twice the FV of the bunker the occupants are suppressed and may not react or fire until they are next active.

RECOVERING FROM SUPPRESSION

When a structure is suppressed it cannot fire or react until it is next active. When a suppressed structure activates it recovers and is allowed to immediately open fire without causing the enemy to take an In Sight Test.

REDUCING STRUCTURES

In order to permanently reduce or destroy a structure you must reduce its FV to zero. Here how it's done:

- Only anti-vehicle weapons with an Impact of "1" or more against the Armor Value of the structure can be used to reduce it.
- This Impact must be found on the Infantry Anti-Vehicles Weapons Table *(page, 33)* or on the Vehicle Mounted Weapons Tables *(QRS)* if fired from a vehicle.
- Fire at the structure is resolved using the Ranged Combat Table *(page, 23)*. When a hit is scored reduce the Fire Value of the structure by the Impact of the weapon.
- Reduction caused in this manner is permanent.

Once a structure's FV is permanently reduced to zero, the structure is destroyed, in the case of a building, or knocked out, in the case of bunkers. All occupants of the structure are Obviously Dead [(1).]

(1) If desired players may roll for the occupants. To do this each occupant takes the Recover From Knock Down Test counting a result of Stunned as Out of the Fight.

> *Example - A Hishen squad has come upon a bunker with a FV of 12 and a Hard Body Armor Value. I want to reduce the bunker so must use a weapon that is effective against it. I have a rocket launcher in range and choose to use it. I fire at the bunker and score a hit on the Ranged Combat Table. The Impact against HBA is 3 so the FV of the bunker is now permanently reduced to 9 (12-3). This means it can only fire out with 9 dice instead of its original 12.*

CLEARING THE STRUCTURE

One the structure is reduced to zero FV there *may* remain one more thing to do before the structure is secured. A table section is not considered secure until all buildings and bunkers have been checked.

You may have to perform a Check for Dead Test [(1)]. Here's how it's done:

- When a building or bunker has been reduced you must roll 1/2d6 times on the Check for Dead Table.

(1) This will only occur when non-Hishen troops must check Hishen bodies whether they are in structures on not.

CHECK FOR DEAD TEST

Even near death there is chance that an enemy will make one last attempt to cause casualties. Non-Hishen troops must check any Hishen Out of the Fight or Obviously Dead figure to see if they are truly dead. Here's how it's done:

- Move one or more of your figures to within 3" of the downed Hishen figure.
- Your figure then rolls 2d6 vs. its Rep on the Check for Dead Table.
- If more than one of your figures moves to within 3" of the downed enemy figure only the closest figure takes the test and then only once.

2	CHECK FOR DEAD TABLE
	(Taken vs. the Rep of the checking figure)
	A result of "6" is always a failure

# D6 PASSED	RESULT
2	Enemy figure is Obviously Dead.
1	Enemy figure takes a final shot at the tester before expiring. Roll 1d6. • (1) The tester has been shot once with the weapon that the enemy would normally have. • (2-6)The enemy has shot and missed and is now Obviously Dead.
0	The enemy figure explodes a fragmentation grenade. All figures within a 5" blast circle are possible casualties as previously outlined. Regardless of the outcome, the enemy figure is now Obviously Dead

ENTERING AND EXITING STRUCTURES & MODIFYING FV

As the rules governing structures are abstracted, the following mechanism for entering, inhabiting, and exiting these structures are as well.

- Enter a structure through a door, hole or other entryway by subtracting 2" from the movement distance of the figure entering the structure.
- Upon entering a structure, remove the figure(s) from play and set aside. Add the

Target Rate of the weapon carried by the entering figure to the FV of the structure.

- When exiting, do the reverse and subtract the Target Rate. Place the figure by the exit and continue movement, if desired or directed.
- The total number of Target Rating is equal to the FV of the structure but the listed FV of the structure cannot be exceeded.

Example - Eight Rebels armed with SA rifles enter a building with a FV of 8. The total of their Target Rating is 16 but the allowable FV is still 8. Why place all those extra soldiers in there if they cannot fire? For protection and to soak off casualties to its FV!

STOP!

This completes the structures section of the rules. I suggest that you play a small game with one structure against a squad of infantry with one infantry anti-vehicle weapon. 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 and learn how to add terrain.

7-TERRAIN

In this section we cover the *types of terrain* you will fight your battles over. This will cover a *general description* of the terrain and what effect it may have on your figures. For ideas on terrain and buildings I would suggest viewing movies of the appropriate genre. There are three types of terrain:

- Clear.
- Cluttered.
- Closed.

Each section of the table will contain one of the three types. Let's cover each type in more detail.

CLEAR

Clear table sections are flat and empty with nothing to break up LOS or provide cover. Nada, zippo, nothing. This is the most dangerous type of terrain to pass through.

CLUTTERED

Cluttered sections will have 1+1/2d6 pieces of terrain that will provide LOS blocking cover. The pieces are 3+1/2d6" apart. If you run out of room when placing the terrain, make it work, as long as there is a 4" gap between pieces.

CLOSED

Closed sections are heaven to defend and hell to attack. There will be 2+1/2d6 pieces of terrain that will provide LOS blocking cover. The pieces will be 1d6" from any other piece. Keep in mind that when an In Sight is triggered the triggering figure is allowed to move 2" *before* the test is taken. Are you picking up what I'm putting down?

IMPORTANT!

The defender is allowed to generate the terrain for the table. In some cases this may be dictated by the scenario.

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 and divide the table into nine equal sections.

- Starting with section #1 roll 2d6 and consult the Terrain Generator Table to see what *type of terrain* that section will have. This will be *clear, cluttered* or *closed.*

2	TERRAIN GENERATOR
	(2d6 added together)

#	*TYPE OF TERRAIN*
2	Closed
3	Closed
4	Clear
5	Clear
6	Cluttered
7	Clear
8	Cluttered
9	Clear with 1/2d6 buildings [(1)]
10	Clear
11	Closed with 3+1/2d6 buildings [(1)]
12	Closed

(1) Each building could be small (1-3), large (4-5) or massive (6). Roll 1d6 on the Firepower Value and Armor Value Tables (page, 39) for the specifics of each building.

- Continue rolling 2d6 for each section as you did for section #1.
- When all nine sections have been rolled the terrain type in section #5 remains whatever was rolled.
- Move the remaining terrain types around so like types are adjacent.

Example - I roll up the following terrain types for the table. Here's what it looks like as rolled. Section #5 remains as rolled (clear) and the rest of the terrain is moved about so like types are adjacent.

1 Clear	2 Closed	3 Clear
4 Cluttered	5 Clear	6 Closed
7 Cluttered	8 Cluttered	9 Clear

Here's what it looks like after the terrain is moved.

1 Cluttered	2 Closed	3 Closed
4 Cluttered	5 Clear	6 Clear
7 Cluttered	8 Clear	9 Clear

WHAT TYPE OF TERRAIN PIECES?

We have learned that a table section can be clear, cluttered or closed. But what actual type of terrain pieces will be in those sections? Let's discuss *the types of terrain pieces* that can be used.

- ***Type "A" -*** The terrain piece provides LOS blocking cover but does not restrict movement. A ruined building or patch of rocks would be an example of a type "A" terrain piece.
- ***Type "B" -*** The terrain piece provides LOS blocking cover and restricts movement causing those moving through it to do so at half speed. A patch of woods would be an example of a type "B" terrain piece.
- ***Type "C" -*** The terrain piece *does not* provide LOS blocking cover but restricts movement causing those moving through it to do so at half speed. A marshy or muddy field would be an example of a type "C" terrain piece.
- ***Type "D" -*** The terrain piece *does not* provide LOS blocking cover and is impassable [(*)]. A river of lava would be an example of a type "D" terrain

(*) Grav vehicles or those capable of flight may be able to pass over this type of terrain unless specified differently in the Mission Brief.

HOW BIG?

That's up to you. Isn't this kind of sketchy?

You may be fighting on a world totally covered in rocks and lava. Or maybe one covered in water with small blocks of ice to fight over. Or maybe it's dense jungle with man-eating plants. Just use whatever you have. The thing is its science fiction so use whatever you already have on hand and your imagination.

GENERATING TERRAIN PIECES

If needed you can use this procedure to determine what type of terrain pieces are in each section.

- Determine if the section you are rolling for is *cluttered or closed. Remember that clear terrain has zero terrain pieces in it!*
- Determine how many terrain pieces the section will have *(page, 42).*
- Roll 2d6 for each piece and consult the Terrain Piece Generator Table based on the type of terrain for that section.

2	TERRAIN PIECE GENERATOR
	(2d6 added together)

#	*CLUTTERED*	*CLOSED*
2	A	A
3	A	A
4	A	A
5	A	B
6	A	B
7	A	B
8	B	B
9	B	C
10	B	C
11	C	D
12	D	D

LAYING OUT THE PIECES

After the terrain types are laid out simply fill in each section with the number of terrain pieces in each section as outlined earlier *(page, 42).*

CONNECTING BUILDINGS

The last thing to do is connect any buildings that may have been generated with roads. These can be one lane dirt roads or four wide paved roads. Here's how it's done:

- If there is *only one section* of the table with buildings the road will be unpaved. The road enters from one table edge, bisects the buildings and exits on the opposite table edge.
- If there is *more than one section* on the table with buildings the road will be paved. The road enters from one table edge, bisects all the buildings and exits on the opposite table edge.
- If there is *one or more sections with four or more buildings* on it there will be a second road intersecting that section. The road enters from one table edge, bisects one

section at random forming a crossroads and exits on the opposite table edge.

STOP!

This completes the terrain section of the rules. I suggest that you generate three or four tables of terrain before moving on. Once you have learned how to do this you can put together all that you have learned.

- Start with a small 3'x3' table and generate the terrain.
- Sprinkle in a building or two if you did not generate them.
- Grab a squad of infantry and one to fight against.
- Add a vehicle to each side.
- Now play a game or two. When you're comfortable with the mechanics move on to the next section, Bugs.

8-BUGS

Mention *Bugs* and all Sci Fi gamers know what you're *really* talking about. Bugs are giant-sized multi-legged ugly creatures that want to *slice and dice you into pink mist.* Bugs are a radically different army to play. Here's all you need to know about what it takes.

DEFINING BUGS

Five things define each Bug:

- What *type* is it?
- What is its *Reputation*?
- What type of defensive *armor* does it have?
- What type of *weapon* does it have?
- Does it have any Special Attributes?

TYPE

In *5150: STAR ARMY* we use one type of Bug, the Warrior Bug. These are the building blocks of the Bug Empire. They are fast, extremely vicious in melee combat and relentless.

REPUTATION

All Warrior Bugs are Rep 4.

ARMOR

Warrior Bugs count as Hard Body Armor.

WEAPONS

Warrior Bugs rip and shred in melee using jaws and claws.

SPECIAL ATTRIBUTES

Bugs have the following Special Attributes.

TYPE	SPECIAL ATTRIBUTE
BUGS	**Hard as Nails -** Roll 3d6 when taking the Recover From Knock Down test. **Infrared Vision -** Able to see normal distances in the dark. **Steady -** Move 12" regardless of terrain type. **Terror -** Will cause *Fear* in certain enemies. See the Special Attribute *Subject to Fear* for more information. **Vicious -** Add 2d6 in melee.

BUG GROUPS

Bugs do not form up into Squads, Platoons, or Companies. Bugs will always move towards the closest larger group of Bugs when within 3" of it. They will make a new, larger, group of up to a maximum of twelve figures. Any Bugs over twelve will break off and form another group.

LEADERS

Bugs do not have a Leader to speak of, but are instead genetically linked together. This means that they will always activate at the same time. Here's how it's done.

- Looking from behind the Bugs, start with the Bug group closest to the right table edge. This is the first group to move.
- After this group has moved *and only moved* move the next group closest to the right table edge.
- Continue until all Bug groups have moved.
- After all the Bug groups have moved return to the first group and carry out all reaction, firing and melee that it's movement has caused.

- After this group has carried out all its reactions, firing and melee move to the next group closest to the right table edge. Continue until all Bug groups have finished.

Now let's go over the rules you learned in the previous sections and see how they apply to Bugs.

TURN SEQUENCE

Bugs follow the same Turn Sequence as do all others.

ACTIONS

During the turn *active* Bug groups will perform the following actions in any combination.
- Attempt to group together into larger groups.
- Move towards the closest group of infantry and attempt to enter melee.
- If fired upon by vehicles they will attempt to melee the vehicles instead.

MOVEMENT

Bugs are also subject to voluntary and involuntary movement.

VOLUNTARY BUG MOVEMENT

Bugs can move up to 12" when active at no penalties regardless of the type of terrain.

INVOLUNTARY MOVEMENT

Bugs will halt or leave the battlefield when called upon by a Reaction Test.

REACTION

Bugs are subject to the following Reaction Tests:
- In Sight
- Received Fire
- Cohesion
- Recover From Knock Down.

MELEE

Bugs can melee infantry, buildings and vehicles.

*M*ELEEING *I*NFANTRY

Bugs will melee infantry normally using the Charge into Melee and Melee Combat Tables. They do not count as using a one or two hand weapon but they will count twice their total modified melee d6.

*M*ELEEING *B*UILDINGS

Bugs will always attempt to reduce structures. Bugs count as a satchel charge for reducing the FV of structures.

*M*ELEEING *V*EHICLES

Bugs will melee vehicles using the Close Assault procedure *(page, 36).* Each Bug counts as a satchel charge in this case.

*C*ONTINUOUS *M*ELEE

Bugs always continue the melee.

*B*REAKING *O*FF *M*ELEE

Bugs will never voluntarily Break Off.

*F*REE *H*ACK

Bugs do not get a Parting Shot *(page, 26)* but instead receive a Free Hack. When a Parting Shot is called for each Bug in the charging group is allowed to roll 1d6 scoring an Obviously Dead on a result of "1" or an Out of the Fight on a result of "2" or "3" regardless of the armor type of the target.

*R*ISK *T*O *L*EADERS

The Risk to Leader rules do not apply to Bugs.

*S*TOP!

This completes the Bug section of the rules. If you are interested in playing Bugs now is the time to give them a try. Start with two or three Bugs against three or four infantry and see how it plays. If you're really interested in playing Bugs you'll find more info on how they work in the Playing Bugs section *(page, 68).*

*9-*P*LAYING THE GAME*

As you may or may not know all Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively). Everyone knows the benefits and pitfalls of head to head but let's discuss solo and same side.

*T*HE *G*OOD *O*LD *D*AYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

Play on the same side? No way. That was until Two Hour Wargames came along.

*S*OLO

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.

*S*AME *S*IDE

So we've explained how THW handles solo play so 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 (gasp) your wife or girlfriend! Give it a try.

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times you want to play head to head? It's real simple.

- Decide who Controlling or Contesting the battlefield *(page, 47)*.
- Agree on the Mission Type *(page, 48)* and what role each player will play.
- 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 actual troops or empty decoys.
- PEFs are placed as outlined in the Mission and PEFs are used to replace the figures of the entering force. When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Mission as written.

PEFs? Mission Type? What the…?

No worries, just keep reading.

Now that we've explained the ways to play the game let's get started. First off, let's talk about Campaigns.

10 - CAMPAIGN

Campaigns can be as simple or as detailed as you want. The choice is up to use. Feel free to use as little or as much of the following rules for your battles and campaigns. In this part you will learn how to link your battles together into a continuous campaign where the result of one battle affects the course of the next.

TIME IN THE CAMPAIGN

For simplicity's sake we track time in the campaign by the 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

ARMY	CAMPAIGN MORALE
Bugs	4
Free Company	2
Hishen	3
ISS	3
PDF	2
Rebels	2
Star Army	3

CONTROLLED OR CONTESTED

Now you must determine which side controls the planet (defending) and which side is contesting it (attacking). Here's how it's done:

- Decide which armies will be opposing each other.
- Each side now rolls 1d6 and adds their score to their Campaign Morale.
- The side with the higher total is the contesting army. *Note that the PDF is always Controlling and Rebels always Contesting.*
- Re-roll all ties.

Example - I am playing Star Army versus Bugs. I roll 1d6 for the Star Army. I score a 3 and add it to the Campaign Morale of 3 for a total of 6. I roll 1d6 for the Bugs. I score a 5 and add it to the Campaign Morale of 4 for a total of 9. The Bugs are contesting the planet while the Star Army is controlling it.

AFTER EACH MISSION

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 it's done:

- After the mission each side rolls 2d6 versus their current respective Campaign Morale.
- Determine how many d6 each side passed.
- Compare the number of d6 passed by both sides to each other and consult the Campaign Morale Table. Be sure to use the column based on whether the Mission was a success or failure.

2	CAMPAIGN MORALE
	(Taken versus Campaign Morale)
	A result of "6" is always a failure

# D6 PASSED	LAST MISSION WAS A SUCCESS	LAST MISSION WAS A FAILURE
2 more than opponent	If a Patrol: • Your next Mission is Attack. If a Defend Mission: • Your next Mission is Attack. Your Campaign Morale is increased by one. Enemy Campaign Morale and Investment Level are reduced by one. If an Attack Mission: • Your next Mission is Attack. Your Campaign Morale is increased by one. Enemy Campaign Morale and Investment Level are reduced by one.	If a Patrol: • Your next Mission is Defend. If a Defend Mission: • Your next Mission is Defend. Enemy Campaign Morale is increased by one. Your Campaign Morale and Investment Level are reduced by one. If an Attack Mission: • Your next Mission is Defend. Enemy Campaign Morale is increased by one. Your Campaign Morale and Investment Level are reduced by one.
1 more than opponent	If a Patrol: • Your next Mission is Patrol. If a Defend Mission: • Your next Mission is Patrol. Enemy Campaign Morale reduced by one. If an Attack Mission: • Your next Mission is Attack. Enemy Campaign Morale reduced by one.	If a Patrol: • Your next Mission is Patrol. If a Defend Mission: • Your next Mission is Defend. Your Campaign Morale reduced by one. If an Attack Mission: • Your next Mission is Patrol. Your Campaign Morale reduced by one.
Same as opponent	Any Mission: • No changes. Next Mission is a Patrol.	Any Mission: • No changes. Next Mission is a Patrol.

ENDING THE CAMPAIGN

If 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 the campaign 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.

MISSIONS

The campaign in *5150: STAR ARMY* revolves around how your squad or platoon carries out their Missions. The Missions are interlocking and the results of one can affect the results of the next. This is determined by the Campaign Morale Table.

FIRST MISSION

Your first Mission will be a Patrol *(page, 69).* But before you can go on your Mission you must determine the following:
• Investment Levels of both sides.
• What's the weather like?

- Is Aerial Reconnaissance available?
- What's your Intel Level?

INVESTMENT LEVEL

Not all of the areas fought over during a campaign are equally contested. Whether you were in the thick of things or on the fringe of the fight determined the level of enemy activity you could expect. The important question you have to ask is how important is this campaign area to the enemy and to your superiors?

The Investment Level (IL) is a number that reflects how important the campaign area is and the probability of a side receiving Reinforcements *(page, 59)*. Those areas with a higher IL can expect to receive more reinforcements than those with a lower IL.

- Each army has two Investment Levels as listed on the Maximum Investment Level Table. One is when they are the Controlling force (defending the area or planet) and the other if they are the Contesting force (attacking the area or planet).
- The numbers listed are the *maximum* possible IL and not guaranteed.

MAXIMUM INVESTMENT LEVELS

Here are the Maximum Investment Levels for each army. If the modified Investment Level exceeds the actual Maximum Investment Level reduce it to the maximum level instead.

MAXIMUM INVESTMENT LEVEL

TROOP TYPE OR RACE	CONTROLLED AREA OR PLANET	CONTESTED AREA OR PLANET
Free Companies	3	3
GP - ISS	3	5
GP - PDF	3	na
GP - Rebel	na	2
GP - Star Army	5	3
Hishen	4	4

DETERMINING THE IL

Here's how we determine the Investment Level of an army.
- Before each battle, each side will roll 2d6.
- Compare the score from each d6.

- The higher d6 score will be the Investment Level of that force. The IL cannot exceed the maximum IL level for that force.

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 on the attack at a Gaea Prime planet. 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 GP 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 Gaea Prime Planetary Defense Forces when defending is a 3. Therefore the IL of the PDF is 2, the result that I rolled.

INCLEMENT WEATHER

Unless specified otherwise there is a chance (1) that there could be inclement or bad weather that will affect LOS *(page, 22)*. When inclement weather occurs (fog, rain, haze, etc), roll 1d6 and consult the Inclement Weather Table to determine the particulars of the weather.

1	INCLEMENT WEATHER
	(Read result as rolled)

#	RESULT
1	Terrible weather. All aircraft are grounded. Inclement weather during the whole Mission.
2	Inclement weather but getting better. Count as if scored a result of "3" at the start of the Mission. When *doubles* is scored for activation weather lifts and becomes clear.
3	Inclement weather during the whole Mission but aircraft can fly.
4	Inclement weather during the whole Mission but aircraft can fly.
5	Inclement weather worsening. Count as if scored a result of "4" at the start of the Mission. When *doubles* is scored for activation weather turns to a result of "6".
6	Terrible weather. All aircraft are grounded. Inclement weather during the whole Mission.

AERIAL RECONNAISSANCE

Prior to each Mission you must determine if your side has provided you with intelligence gathered by aerial reconnaissance. Here's how it's done:

- Your side rolls 1d6 and adds the result to your Investment Level. Next roll 2d6 and add the results together.
- If your score is higher than the result your side successfully conducted aerial reconnaissance.
- If your score is equal or lower than the result your side did not.

Successful aerial recon allows you to use the Aerial Recon modifier when rolling on the Pre-Mission Intel Table. It also lets you find buildings when rolling on the Enemy Defensive Position Table *(page, 53).*

INTEL LEVEL

Once the Investment Level of your force is determined it is time to see what the Intel Level for the campaign area is. This is done prior to beginning the Campaign.

- Roll 1d6 for each level of Investment that you have.
- A result of 1, 2, or 3 is a success. Count the number of successes that were rolled.
- Add them to any of the following Circumstances that may apply. This is your total number of successes.
- This is your Intel Level for the Mission.

IL	MISSION INTEL LEVEL
	(Looking for successes)

CIRCUMSTANCE	MODIFIER
Controlled world	Add 2 successes
Contested world	Add 1 success

Example - Continuing the previous examples the Hishen have an IL of 4. I roll 4d6 and score a 1, 2, 3, and 5 for 3 successes. As they are attacking (contesting) they add 1 more success for a total of 4. This is the Hishen Intel level for the campaign.

GP has an IL of 2 so rolls 2d6 and scores a 1 and 5 for one success. As they are defending (controlling) they add 2 successes. Their Intel is 3.

PRE-MISSION INTEL

Prior to fielding your force for the Mission you are allowed to gather Intel to determine what type of enemy activity you may face. Here's how it's done:

- Start with your Intel Level.
- Modify it by any applicable Circumstances if you are on Patrol, are using Aerial Recon or experiencing Inclement Weather *(page, 49).*
- Roll 2d6 versus your modified Intel Level and consult the Pre-Mission Intel Table.

2	PRE- MISSION INTEL
	(Taken versus Intel Level)

CIRCUMSTANCE	MODIFIER TO INTEL LEVEL
Aerial Recon used	+1
Inclement weather	-1
Patrol Mission	-1d6

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

BUILDING YOUR FORCE

You are *always* expected to do the job with the least amount of troops. The size of your force and Assets available to you depends upon the type of Mission, your Investment Level and the *known* Investment Level of the enemy.

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

X	FORCE AVAILABILITY		

TOTAL	*ATTACK*	*DEFEND*	*PATROL*
2 or more	A	A	C
1	A	B	C
0	A	B	C
-1	B	B	C
-2	B	B	C
-3 or less	B	C	C

EXPLAINING THE FORCE AVAILABILITY TABLE

A = 1 Platoon w/Assets.

B = 2 Squads plus one Asset.

C = 1 Squad plus zero Assets.

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 good way to resolve your first contact with the enemy. It can only happen if you scored a result of *Good Intel* on the Pre-Mission Intel Table *(page, 50).*

- If you did, the first time you contact a PEF you will roll 2d6 on the PEF Resolution Table *(page, 53).* This is also the way you will resolve all subsequent PEFs during your Mission.

BAD INTEL

This is the bad way to resolve your first contact with the enemy. It can only happen if you scored a result of *Bad Intel* on the Pre-Mission Intel Table *(page, 50).*

- If you did, 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 with the PEF Resolution Table *(page, 53).*
- Determine the Enemy Investment Level if it has not already been done.

2	FIRST CONTACT
	(Taken versus Intel Level)

# D6 PASSED	*RESULT*
2	*No surprises.* Mission is handled normally.
1	*Things are sketchy.* Roll 1d6. (1-3) Count as if passed 2d6. (4-6) Count as if passed 0d6.
0	*Mission goes wrong!* Go to Mission Goes Wrong section.

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 to unexpected resistance. The first time you resolve a PEF use this procedure instead of the normal procedure. Here's how we determine what has gone wrong:

- Consult the Mission Gone Wrong Table.
- Roll 1d6.
- Read the result as rolled and cross-index it to the Mission type to determine what has gone wrong.
- Read the appropriate section and immediately carry it out.

1	MISSION GONE 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 *(page, 70)* with your force as the objective. Roll on the appropriate Reinforcements Table 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.

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.

THEY WERE WAITING FOR US!

You have run into an Enemy Defensive Position between you and your objective. Roll on the Enemy Defensive Position Table *(page, 53)* to determine the type. The enemy will take the In Sight Test using 3d6 instead of 2d6.

11-PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the 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 and forces generated roll 1d6. The score indicates which numbered section of the map could contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type in this section of the board to represent the possible PEF.
  - o 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.
  - o 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.
- Now roll 2d6 for each PEF. Take the higher score. If doubles are rolled simply count either score. This score is the Rep of the PEF that will be used for activation while it still is a PEF.

MOVING PEFS

The enemy will take two forms. It will either be a PEF or it will actually be a group of figures. Let's see how each type moves starting with PEFs.

PEF MOVEMENT

PEFs move just like they were groups of enemy figures. Here's how it's done:

- When the enemy are active start with the PEF with the highest Rep and work to the lowest Rep.
- Roll 2d6 for each and compare the scores versus its Rep.
- Determine how many d6 it has passed.
- Consult the PEF Movement Table and carry out the results. Any contact that the PEF causes must be resolved prior to the moving the next PEF*.

2	PEF MOVEMENT
	(Taken versus the Rep of the PEF)

#D6 PASSED	RESULT
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: • (1-3) - PEF splits into two separate PEFs. Roll 2d6 for Rep of new PEF. • (4-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: • (1-2) - PEF splits into two separate PEFs. Roll 2d6 for Rep of new PEF. • (3-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

PEFS THAT HAVE PREVIOUSLY MOVED

PEFs that have previously moved can still be Enemy Defensive Positions. This represents the uncertainty of their location and not actual movement.

RESOLVING PEFs

When a group or friendly PEF comes into LOS of an opposing PEF it's time to determine what that PEF is composed of. It could be enemy forces, an Enemy Defensive Position or maybe just a bad case of nerves. Here's how PEFs are resolved:

- Be sure that there is a valid LOS to the PEF. PEFs in cover can be seen while those with cover between the tester and PEF cannot.
- Roll 2d6 versus the Enemy Investment level and consult the PEF Resolution Table.
- Immediately carry out the result based on the number of d6 passed.

2	PEF RESOLUTION
	(Taken versus Enemy Investment Level)

# D6 PASSED	RESULT
2	Contacted enemy force. Roll 1d6. Add 1 to the score if you are contesting the world. • (1-4) Roll on the Enemy Reinforcements Table. • (5-6) Roll on the Enemy Defensive Position Table.
1	There might be something there. Roll 1d6. Add 1 to the score if you are contesting the world. • (1-4) Roll on the Enemy Reinforcements Table but use the Pass 1d6 column. A result of "0" or less results in no contact. • (5-6) Roll on the Enemy Defensive Position Table.
0	False alarm. Just a case of the nerves!

2	ENEMY DEFENSIVE POSITION TABLE
	(Add results together)

#	RESULT
2	One Enemy Platoon in Defensive Position [1]
3	Small Bunker
4	Two Enemy Squads + 1 Asset all in Defensive Position [1]
5	Building [2]
6	One Enemy Squad in Defensive Position [1]
7	One Enemy Squad in Defensive Position [1]
8	One Enemy Squad in Defensive Position [1]
9	One Enemy Squad + 1 Asset in Defensive Position [1]
10	Two Enemy Squads in Defensive Position [1]
11	Large Bunker
12	One Enemy Platoon + 2 Assets in Defensive Position [1]

(1) The Defensive Position will be 6 + 1/2d6 inches per squad in length. (2) Buildings are only found if the player has aerial reconnaissance. If no aerial reconnaissance was performed then re-roll.

NP ENEMY FORCES MOVEMENT

Once a PEF has been resolved and replaced with actual enemy forces, these Non-Player or NP Enemy Forces are moved in the following way:

- Activation is handled normally.
- Starting with the NP Enemy Force with the highest Rep and working to the one with the lowest Rep roll 2d6 for each.
- Determine how many d6 it has passed.
- Consult the NP Enemy Movement Tables *(page, 54-55)* 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 are on a Defend (1-3) or Attack (4-6) Mission.
  - If you are on a Defend Mission they are on an Attack Mission.
  - If you are on an Attack Mission they are on a Defend Mission.
- Any contact that the NP Force causes must be resolved prior to the next NP Force moving.

NP FORCE TACTICS

We've already explained how PEFs move and how enemy figures move now let's go into some detail of the *basic* tactics they will use when they move on the battlefield.

- NP infantry will move in the following manner.
  - o They will stay in cover as long as the end point of the move meets the requirement listed in their NP Infantry Movement Table.
  - o If no cover then concealment as long as the end point of the move meets the requirement listed in their NP Infantry Movement Table.
  - o If no concealment then in the open as long as the end point of the move meets the requirement listed in their NP Infantry Movement Table.
- NP squad members will stay 3" apart except when in melee and duck back. In cases where squad members are closer than 3", spread the squad out at the next available opportunity to maintain distance.
- Make sure that as much of the squad's firepower as possible is directed toward their target when firing.

ATTACK MISSION TACTICS

The attack is conducted to carry a position and to occupy ground. A group following Attack Tactics will roll on the NP Infantry Movement - Attack Table when active and act as follows:

- The group will always fast move when possible.
- Support weapons will move to a position, in cover if possible, which allows them a clear LOS to the attack objective. This objective can be a terrain feature, vehicle or enemy force.
- When beginning its move within 12" of the enemy it will attempt to charge *(page, 26).*

2	NP INFANTRY MOVEMENT - ATTACK

(Taken versus Rep)

+1d6 if the NP side has twice as many figures on the board

# D6 PASSED	RESULT
2	If the NP infantry has 2x or more of your number: • Half of their force, with the support weapon, will move to cover* to fire at you. • The other half will move to encircle your left (1-3) or right (4-6) flank. Otherwise: • Will advance to closer cover to fire at you. • If no cover will drop prone and fire at you.
1	If the NP infantry has 2x or more of your number: • The force will advance directly at you with the support weapons firing if within LOS and range. Otherwise: • Will move to cover* to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to cover* to fire at you. • If no cover will move to nearest cover whether in their weapon range or not.

* If already in cover and in range, will fire at you instead.

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 Infantry Movement - Defend Table when active and act as follows:

- The group will start or move to cover then stay put and fire.
- When additional NP groups arrive they will deploy to the left (1-3) or right (4-6) of the group or groups already in Defensive Positions. If the group cannot tie in to a flank, then it will take up position behind the NP groups already on the table.
- When an enemy group approaches within 6" of an NP group, but is not charging, roll 1d6 for each figure. On a score of "6" the figure will attempt to toss a grenade. If the figure starts out of sight it will pop up, causing an

In Sight test, then attempt to throw the grenade.

- NP groups in Defensive Positions will stay in those positions and shoot unless another group loses a Defensive Position in sight and within charge distance. In this case when active that group will attack to retake the position using any support weapons to support the attack.

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2   NP INFANTRY MOVEMENT - DEFEND
(Taken versus Rep)

+1d6 if the group is in cover
+1d6 if the NP side has twice as many figures on the board

# D6 PASSED	RESULT
2	If the NP infantry have 2x or more of your number: • Half of the force, with the support weapon, will move to cover* to fire at you. • The other half, if there is cover or concealment available, will move to encircle your left (1-3) or right (4-6) flank. Otherwise: • Will move to cover to fire at you. • If no cover will drop prone and fire at you.
1	All - • Will remain in cover to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will remain in cover to fire at you. • If in open will move to nearest cover whether in weapon range or not.

PATROL MISSION TACTICS

NP infantry that were on a Patrol Mission and contact enemy forces will either go to the defensive, hoping for reinforcements or withdraw from the table back the way they entered. Here's how this done:

- When the NP patrol runs into the enemy roll 2d6 versus their Investment Level.
- Determine how many d6 are passed, consult the NP Patrol Reaction Table and carry out the results.

---

2   NP PATROL REACTION
(Taken versus Enemy Investment Level)

+1d6 if the NP side has twice as many figures on the board

# D6 PASSED	RESULT
2	Patrol takes cover and converts to a Defend Mission. If beat away enemy will revert to a Patrol Mission.
1	Patrol takes cover and converts to a Defend Mission. If beat away enemy will withdraw from the table back the way they entered.
0	Will convert into a fighting withdrawal moving from cover to cover until withdraw from the table back the way they entered.

NP VEHICLES

When NP vehicles enter the table they will move in a set manner.

TRANSPORT VEHICLES

Transport vehicles will move towards the closest friendly infantry and remain within 12" of them.

- If unarmed they will remain 12" to the rear of the infantry ready to transport them if needed.
- If armed they will move up in support of the infantry acting as cover and providing additional firepower.

TANKS

Tanks are handled in a different manner. Here's how it's done:

- Activation is handled normally.
- Starting with the NP Enemy Tank Force with the highest Rep and working to the lowest Rep roll 2d6 for each.
- Determine how many d6 it has passed.
- Consult the NP Enemy Tank Movement Table and carry out the results.

2   NP ENEMY TANK MOVEMENT
(Taken versus Rep)

Tanks coming under fire will seek cover

# D6 PASSED	RESULT
2	If on an Attack Mission: • Will move at maximum speed down road or over open terrain to engage enemy vehicles first. Engage enemy infantry if enemy vehicles are not present. If on Defend Mission: • Will move to occupy cover directly in the path of enemy vehicles but out of LOS. Will move to occupy cover directly in the path of enemy infantry, but out of LOS, only if enemy vehicles are not present.
1	If on an Attack Mission: • Will move at half speed down road or over open terrain to engage enemy vehicles first. Engage enemy infantry if enemy vehicles are not present. If on Defend Mission: • Will move to occupy cover directly in the path of enemy vehicles but out of LOS. Will move to occupy cover directly in the path of enemy infantry, but out of LOS, only if enemy vehicles are not present.
0	If on an Attack Mission: • Vehicle will not move. If on Defend Mission: • If in cover will remain in place. If in open will move directly to nearest cover and occupy within 6".

12-RANDOM EVENTS

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. *Note that using Random Events is optional.*

Here's how we handle this in *5150: STAR ARMY:*
- Whenever doubles are rolled for Activation and the number on the die is equal to or less than the Enemy Investment Level *(page, 49)* a Random Event has occurred. *Note that if players are playing head to head each rolls 1d6 with the higher player 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 rolled. The Enemy Investment level is five so a Random Event has happened. I have four groups on the table and roll 1d6 for each. I score a "1", "2", "4" and "5". The group that rolled the "1" is the target of the Random Event.

- Next roll 1d6, and consult the appropriate Random Event Table based on the enemy that you are fighting. This tells you what the Random Event will be. *When fighting against Bugs only no random events will occur.*

1   RANDOM EVENTS TABLE
(Reading the result as rolled)

#	GAEA PRIME	HISHEN
1	Sniper	Sniper
2	Sniper	Sniper
3	Sniper	Spider Hole
4	Mine [1]	Spider Hole
5	Mine [2]	Mine/Booby Trap [1]
6	Artillery strike [3]	Artillery strike

(1)All will use Anti-Personnel mines except for ISS which will use Inferno mines. (2) Rebels will substitute a Spider Hole instead. (3) Free Companies and Rebels will substitute one mortar fire mission (page, 60).

Now let's go over each event in more detail.

SNIPER

Snipers have been used in warfare since the invention of ranged weapons. Firing from concealment at far distances the sniper will pick his target, take his shot and blend into the landscape. Here's how snipers are handled:

- After determining which group is the target of the event as previously described in the Random Events section we have to decide who is the target in the group.
- Determine the target by rolling 1d6 per figure and modifying the result by any applicable circumstances.
- The highest score is the target.

TARGETED BY SNIPER

CIRCUMSTANCE	MODIFIER
Platoon leader or company commander	+2
Squad leader	+1
Armed with special weapon such as Plasma Gun or Rocket Launcher	+1

- Once the target is determined roll 1d6 on the Ranged Combat Table *(page, 23)* as if firing with a Rep 4 soldier.
- Roll for damage versus an Impact of 3 regardless of the Armor Value of the target.
- The sniper will only target one figure and with only one shot then disappear from sight.

SPIDER HOLE

A spider hole is a camouflaged covered Defensive Position that allows the soldier in the hole some observation out of the hole, provides concealment until he opens fire and cover after he starts shooting. These holes are used by Hishen and occasionally by Gaea Prime Rebels. Here's how we resolve them when they are a Random Event.

- The group that is the target of the Random Event rolls 1d6 and consults the Spider Hole Table to determine its location.

1   SPIDER HOLE

(Reading the result as rolled)

#	GAEA PRIME
1	Spider hole is to the rear of the group.
2	Spider hole is to the rear of the group.
3	Spider hole is to the rear of the group.
4	Spider hole is to the left of the group.
5	Spider hole is to the right of the group.
6	Spider hole is to the front of the group.

- Once the direction of the hole is determined roll for the distance it is from the group. The distance is 1d6 + 6" or LOS, whichever is shorter.
- Next, the closest infantry figure to the spider hole will test to see if he notices the cover being lifted before the ambusher inside can attack. If the testing figure has the spider hole in its LOS he is allowed to roll 2d6 vs. its Rep and consult the Spider Hole Discovery Table.
- If there are no infantry facing the Spider Hole, the result is treated as if passing 0d6.

2   SPIDER HOLE DISCOVERY

(Taken versus Rep)

# D6 PASSED	RESULT
2	Place the spider hole. Figure spots the spider-hole and can make a free Ranged Combat attack once the spider-hole is placed.
1	Place the spider-hole. The occupants of the hole open fire if to the front of the group. If to the rear the occupant will charge the nearest target figure instead. Go directly to melee and do not take the Charge into Melee Test. Support weapons team fires instead of charging.
0	Place the spider-hole. The occupants fire then charge closest enemy in LOS. Go directly to melee and do not take the Charge into Melee Test. Support weapons team fires instead of charging.

- Once placed, a spider hole contains one of the following determined by rolling 1d6 on the Spider Hole Occupant Table.

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1   SPIDER HOLE OCCUPANT

(Reading the result as rolled)

#	HISHEN
1	One Rep 4 soldier with rocket launcher.
2	One Rep 4 soldier with assault rifle.
3	Two Rep 4 soldiers with SMGs.
4	Two Rep 3 soldiers with SMGs.
5	Two Rep 3 soldiers with SMGs.
6	Three man Rep 3 heavy machine gun

MINES/BOOBY TRAP

Mines can be on the table either as a Random Event or by design in the scenario. Random Event Mines will always be of the Anti-Personnel type with the exception of the ISS which use Inferno mines. When a mine or booby trap is called for as a Random Event here's how it is handled:

- After determining which group is the target of the event as previously described in the Random Events section *(page, 56)* we have to decide who is the target figure in the group.
- Determine the target by rolling 1d6 per figure. The highest score is the target.
- Once the target is determined center a 5" blast circle or 10" blast circle if using an Inferno mine, on the target.
- Roll 1d6 versus the Impact of the weapon based on the Armor Value of the target.
- See the section called Escaping Damage *(page, 25)* for more info.

ARTILLERY STRIKE!

An artillery strike has landed on your position. The enemy has you zeroed in on the center point of the section that the target group is occupying. Here is how it is resolved:

- The section that contains the most of your figures is the target. All ties are re-rolled.
- It is possible that there can also be enemy groups in the same section with your forces.
- Next place a marker on the center spot of the section.
- Center a 10" blast circle on this spot.
- All figures or buildings in this circle may be hit.
- Roll 1d6 per target in the circle.

INFANTRY TARGETS

Each infantry figure in the blast circle will use the following procedure:

- Roll 1d6 for each infantry target in the blast circle.
- A result of 1, 2 or 3 the target takes a Received Fire test, counting as outgunned.
- A result of 4, 5, or 6 the target has been hit with an Impact of 4 *regardless of armor type.*

BUILDING & VEHICLE TARGETS

Each building or vehicle totally or partially in the blast circle will use the following procedure:

- Roll 2d6 and add the results for each building or vehicle in the Blast Circle. If the dice come up two sixes, *boxcars*, the building or vehicle has taken a direct hit. Any other result is an indirect hit.
- If taking a direct hit reduce the armor level of the building or vehicle by two levels.
- If taking an indirect hit use the normal armor level of the building or vehicle.
- Roll on the Artillery Penetration Table if the target is a building using the Artillery Impact Values found under the Artillery Penetration Table.

2   ARTILLERY PENETRATION TABLE

(Taken vs. Impact)

# D6 PASSED	RESULT
2	Building area under fire collapses. All inside are Obviously Dead (1-3) or Out of the Fight (2-6).
1	Building area under fire collapses and all inside take Recover From Knock Down Test.
0	Building area undamaged and occupants take Received Fire Test.

WEAPON TYPE	SB	HB	EXO	BTA
Satchel Charge	5	4	3	2

13-ESCALATING BATTLES

In this section you will be introduced to the other assets that are available at higher levels of command. By using this section you can watch your battles escalate into larger engagements on their own. Naturally you can choose to use or not use this section and still have an enjoyable game.

HQ SECTION AND PLATOON/COMPANY ASSETS

As mentioned previously each platoon and company will have a four man fire team representing the command for that formation.

In addition each platoon and company may receive support weapons called Assets to assist in their Mission. These Assets are assigned to the player's force when they start with a platoon or company. The number of Assets can be found in the respective Organization sections of the platoon or company *(page, 10)*.

REINFORCEMENTS

Support arrives on the battlefield as reinforcements and can take many forms. The number of reinforcements that each side will receive is in direct relationship to their Investment Level.

In traditional gaming, the players usually 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 squad or platoon leader could be sure was available to him were his men. In theory he had other forces and assets but these were doled out by the higher ups based on certain priorities. Sure you'd like to have a tank for support but perhaps there are pressing issues elsewhere that need it more. 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.

WHEN REINFORCEMENTS ARRIVE

Whenever the Activation dice, when added together, come up "7", there is a chance that the side with the higher score will receive Reinforcements. Here's how we do it.

- Determine which side scored the higher number.
- If the number is equal or less than the Investment Level *(page, 49)* of that army there is a chance that they will receive reinforcements.
- Roll 2d6 versus the Investment Level and consult the Reinforcements Table
- If the army 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.

2	REINFORCEMENTS TABLE

(Taken versus the Investment Level of the army)

# D6 PASSED	RESULT
2	Roll 1d6 and compare the result to the appropriate Reinforcements Table, using the Pass 2d6 column.
1	Roll 1d6 and compare the result to the appropriate Reinforcements Table, using the Pass 1d6 column.
0	No Reinforcements.

1	FREE COMPANY REINFORCEMENTS

(Read the result as rolled)

#	PASS 2D6	PASS 1D6
1	Off Board Fire Support (M)	Vehicle
2	Strafing Run	Sniper [1] or LMG
3	Vehicle	Squad with one asset
4	Sniper [1] or LMG	None
5	Squad with one asset	None
6	Squad	None

(1) Sniper if defending, LMG if attacking.

1	REBELS

(Read the result as rolled)

#	PASS 2D6	PASS 1D6
1	Off Board Fire Support (M)	Rest of Platoon [1] with remaining assets
2	Vehicle	Squad
3	Rest of Platoon [1] with remaining assets	None
4	Squad	None
5	Squad	None
6	None	None

(1) If there is an incomplete Platoon then the balance arrives. Otherwise, receive one squad. Note that each squad that arrives belongs to the same platoon that is on the table so if a third squad is rolled it will be treated as the rest of the platoon with remaining assets.

1   GP - ISS REINFORCEMENTS
(Read the result as rolled)

#	PASS 2D6	PASS 1D6
1	Off Board Fire Support (A)	Strafing Run
2	Strafing Run	Rest of Platoon [(1)] with remaining assets
3	Rest of Platoon [(1)] with remaining assets	Squad with one asset
4	Squad with one asset	Squad
5	Squad	None
6	Squad	None

(1) If there is an incomplete Platoon then the balance arrives. Otherwise, receive one squad. Note that each squad that arrives belongs to the same platoon that is on the table so if a third squad is rolled it will be treated as the rest of the platoon with remaining assets.

1   GP - PDF REINFORCEMENTS
(Read the result as rolled)

#	PASS 2D6	PASS 1D6
1	Off Board Fire Support (M)	Vehicle
2	Strafing Run	Rest of Platoon [(1)] with remaining assets
3	Vehicle	Squad
4	Rest of Platoon [(1)] with remaining assets	None
5	Squad	None
6	None	None

(1) If there is an incomplete Platoon then the balance arrives. Otherwise, receive one squad. Note that each squad that arrives belongs to the same platoon that is on the table so if a third squad is rolled it will be treated as the rest of the platoon with remaining assets.

1   GP - STAR ARMY REINFORCEMENTS
(Read the result as rolled)

#	PASS 2D6	PASS 1D6
1	Off Board Fire Support (A)	Vehicle
2	Bombing Run	Rest of Platoon [(1)] with remaining assets
3	Vehicle	Squad
4	Rest of Platoon [(1)] with remaining assets	Squad
5	Squad	None
6	Squad	None

(1) If there is an incomplete Platoon then the balance arrives. Otherwise, receive one squad. Note that each squad that arrives belongs to the same platoon that is on

the table so if a third squad is rolled it will be treated as the rest of the platoon with remaining assets.

1   HISHEN REINFORCEMENTS
(Read the result as rolled)

#	PASS 2D6	PASS 1D6
1	Off Board Fire Support	Rest of Platoon [(1)] with remaining assets
2	Bombing Run	Squad
3	Vehicle	Squad
4	Rest of Platoon [(1)] with remaining assets	None
5	Squad	None
6	Squad	None

(1) If there is an incomplete Platoon then the balance arrives. Otherwise, receive one squad. Note that each squad that arrives belongs to the same platoon that is on the table so if a third squad is rolled it will be treated as the rest of the platoon with remaining assets.

DEFINING REINFORCEMENTS

In this section we'll define what each Reinforcement entry means and show you the mechanics you'll use when they are rolled.

OFF BOARD FIRE SUPPORT

Off Board Fire Support represents an artillery barrage (A), mortar fire mission (M) on a combination of the two in support of the troops on the battlefield. Once used, *all future reinforcements will come from the Pass 1d6 column of their Reinforcement Table whether they pass 2d6 or 1d6.*

ARTILLERY STRIKE

If Off Board Fire Support (A) is rolled you have an artillery strike coming in support. The strike will come in this turn and lasts for only one turn. Use the procedure found in the Artillery Strike section *(page, 58).*

MORTAR FIRE MISSION

If Off Board Fire Support (M) is rolled you have a Mortar Fire Mission coming in support. The fire mission will come in this turn and lasts for only one turn. Here's how it's done:

- Target any section that has one or more enemy groups that you have LOS to from any friendly figure on the table.
- Announce the target spot in the section that you are aiming for. This can be an enemy

figure, vehicle or terrain feature such as a building.

- The fire mission will consist of three rounds for one turn.
- Roll 2d6, adding the results together, and consult the Mortar Deviation Table for each round as it is fired.

1	MORTAR DEVIATION TABLE

(Reading the result as rolled)

#	ROUND LANDS
1	On target
2	Long past the target 1d6"
3	Long past the target 2d6"
4 (1-3)	Left of the target 1d6"
4 (4-6)	Right of the target 1d6"
5	Short of the target 1d6"
6	Short of the target 2d6"

- Center a 10" blast circle on the spot where each round lands.
- Roll 1d6 versus the Heavy Mortar Impact Values of the weapon based on the Armor Value of the target.
- See the section called Escaping Damage *(page, 25)* for more info.

BUILDING & VEHICLE TARGETS

Each building or vehicle totally or partially in the blast circle will use the following procedure:

- Roll 2d6 and add the results for each building or vehicle in the Blast Circle. If the dice come up two sixes, *boxcars*, the building or vehicle has taken a direct hit. Any other result is an indirect hit.
- If taking a direct hit reduce the armor level of the building or vehicle by two levels.
- If taking an indirect hit use the normal armor level of the building or vehicle.
- Roll on the Mortar Penetration Table if the target is a building using the Heavy Mortar Impact Values.
- Roll on the Vehicle Penetration Table *(QRS)* if the target is a vehicle using the Heavy Mortar Impact Values.

2	MORTAR PENETRATION

(Taken vs. Impact)

# D6 PASSED	RESULT
1	Building area under fire collapses. All inside are Obviously Dead (1) or Out of the Fight (2-6).
1	Building area under fire collapses and all inside take Recover From Knock Down Test.
0	Building area undamaged and occupants take Received Fire Test.

WEAPON TYPE	SB	HB	EXO	BTA
Heavy Mortar	3	2	0	NE

BOMBING RUN

A Bombing Run combines the potential devastation of an artillery barrage with the surgical strike precision of a Strafing Run, well sort of. *Once used, all future reinforcements will come from the Pass 1d6 column of their Reinforcement Table whether they pass 2d6 or 1d6.*

Here's how it's done.

- The side with the Bombing Run picks the target section to be bombed.
- Roll 2d6 versus the Investment Level modifying it by any applicable Circumstances of the side and compare the results on the Bombing Run Table *(page, 62)*.

2   BOMBING RUN TABLE
(Taken versus the Investment Level)

CIRCUMSTANCE	MODIFIER
Investment Level of Bombing Side is two points higher than enemy	+1d6
Investment Level of Bombing Side is two points lower than enemy	-1d6

# D6 PASSED	RESULT
3	*Bombing run hits hard!* Each enemy unit in the section gets hit. Roll 1d6 for each figure in the unit versus the Bomb Impact Values of the weapon.
2	*Bombing run on target!* Each enemy unit in the section, up to the Investment Level of the Bombing side, gets hit, with the bombing side deciding which units are targeted. Roll 1d6 for each figure in the unit versus the Bomb Impact Values of the weapon.
1	*Bombing run on target!* Each enemy unit in the section, up to the 1/2 the Investment Level of the Bombing side, rounded up, gets hit, with the side being bombed deciding which units are targeted. Roll 1d6 for each figure in the unit versus the Bomb Impact Values of the weapon.
0	*Bombing run off target!* Bombs land short (1-3) or long (4-6) one section. Treat as if passed 1d6. Possible friendly fire!

WEAPON TYPE	SB	HB	EXO	BTA
Bomb	5	4	3	2

STRAFING RUN

A low flying gunship enters the table from a section at random, makes a strafing run, and then exits the table at the opposite end. *Once used, all future reinforcements will come from the Pass 1d6 column of their Reinforcement Table whether they pass 2d6 or 1d6.*

PILOT REP

When the gunship arrives you must determine the Rep of the pilot. Unless specified by the scenario, roll 1d6 and read the modified result on the Pilot Rep Table to determine the Rep of the gunship pilot.

1   PILOT REP
(Result read as rolled)

CIRCUMSTANCE	MODIFIER TO DIE SCORE
Gaea Prime aircraft	+1

#	PILOT REP
1	3
2	4
3	4
4	4
5	5
6+	5

TRACING THE FLIGHT PATH

Once the gunship arrives and the Pilot Rep is determined it's time to see the Flight Path the gunship will take.
- The player receiving the run rolls 1d6.
  - (1 to 3) It arrives on the table edge behind the player's front lines and exits on the opposite table edge.
  - (4) It arrives on the table edge to the left of the player's front lines and exits on the opposite table edge.
  - (5) It arrives on the table edge to the right of the player's front lines and exits on the opposite table edge.
  - (6) It arrives on the table edge behind the enemy's front lines and exits on the opposite table edge.

ENTRY AND EXIT POINTS

Once the flight path has been determined we now place the entry and exit points of the run. Here's how it's done:
- Roll 1d6 on the table edge that the run is entering.
  - (1-2) The entry point is a spot in the center of the top section of the table.
  - (3-4) The entry point is a spot in the center of the center section.
  - (5-6) The entry point is a spot in the center of the lower section.

- Roll 1d6 on the table edge that the run is exiting.
  - (1-2) The exit point is a spot in the center of the top section of the table.
  - (3-4) The exit point is a spot in the center of the center section.
  - (5-6) The exit point is a spot in the center of the lower section.

*M*AKING *T*HE *R*UN

When the ship becomes active and after the flight path has been determined place the gunship on the entry point.

- Place a string from the declared entry point to the declared exit point.
- Move the gunship along the flight path 12".
- Measure 6" to the left and right of the flight path (string). This is the Gunship Firing Arc.
- Any enemy *unit* in the Gunship Firing Arc is now at risk.
- Starting with one unit at a time we resolve fire.
  - The target unit rolls 1d6 per point of Rep looking for successes.
  - The gunship pilot rolls 1d6 per point of Rep looking for successes.
- Compare the number of successes rolled by each and consult the Incoming Table.

REP	INCOMING *(Looking for successes)*	
# OF SUCCESSES	**PILOT**	**TARGET**
2+ more than opponent	Gunship lays down effective fire on 3+1/2d6 figures in the center of the target. Roll 1d6 for damage against Impact of 3 regardless of Armor Value of the target [1].	If have LOS to the gunship the gunship breaks off its run and exits the battlefield. If no LOS to the gunship the gunship lays down ineffectual fire [1].
1 more than opponent	Gunship lays down effective fire on 1+1/2d6 figures in the center of the target. Roll 1d6 for damage against Impact of 3 regardless of Armor Value of the target [1].	Gunship lays down ineffectual fire [1].
Same as opponent	*No casualties but target takes Cohesion Test* [1].	*No casualties but target takes Cohesion Test* [1].

(1) Gunship continues on to next target in path until it finishes its run or breaks off and exits the table.

*S*NIPER

See the section on Snipers *(page, 57)* to see how it works.

*V*EHICLE

When a result of Vehicle is rolled it will require an additional roll of 1d6 on the appropriate Army Vehicle Table *(page, 32)* to determine what type of vehicle will show.

If a transport vehicle is rolled they will be carrying one infantry squad.

Note that this will be the first vehicle of a three vehicle platoon the next two future vehicle reinforcements being the same type of vehicle.

*R*EST OF *P*LATOON WITH *S*UPPORT *W*EAPON

If there is partial platoon on the table, one or more squads, the remainder of its platoon will arrive. They will be carrying any platoon assets not already on the table.

Example - I roll this result for the Hishen army. There are two full platoons and a single squad with one asset on the table. As the Hishen have three squad platoons they received two squads. I now bring on two additional squads and a Rocket Launcher.

*W*HERE *R*EINFORCEMENTS *A*RRIVE

When vehicles and infantry reinforcements are called for we must determine where they will arrive. Here's how it's done:

- Roll 1d6
- Read the result as rolled and consult the Reinforcement Entry Table.

1	REINFORCEMENT ENTRY *(Read the result as rolled)*
#	**RESULT**
1	Enter the table edge to the player's left at a maximum of 12" up that edge.
2	Enter the left side of the table edge behind the player up to 12" towards the center.
3	Enter the table behind the player up to 6" to either side of the center.
4	Enter the table directly behind the player up to 6" to either side of the center.
5	Enter the right side of the table edge behind the player up to 12" towards the center.
6	Enter the table edge to the player's right at a maximum of 12" up that edge.

14 - INSERTIONS

The players force can enter the battlefield in a variety of ways. The way you enter the battlefield will affect the way you leave the battlefield. Here's how it's done:

- Determine the Mission that you will be going on.
- Roll 1d6 on the appropriate Insertion Table. Be sure to use the Controlling or Contesting column, whichever applies.
- Modify the result by the Mission Type if applicable.

1   INSERTION - PDF
(Reading the result as rolled)

MISSION TYPE	MODIFIER TO DIE ROLL
Patrol	-2
Attack	+1

#	CONTROLLING	CONTESTING
1 or less	Walking in	Walking in
2	Walking in	Walking in
3	Walking in	Truck
4	Truck	Truck
5	Truck	APC
6 or more	APC	APC

1   INSERTION - REBEL
(Reading the result as rolled)

#	CONTROLLING	CONTESTING
1 or less	Walking in	Walking in
2	Walking in	Walking in
3	Walking in	Walking in
4	Walking in	Truck
5	Truck	Truck
6 or more	APC	APC

1   INSERTION - FREE COMPANY
(Reading the result as rolled)

#	CONTROLLING	CONTESTING
1 or less	Walking in	Walking in
2	Walking in	Walking in
3	Walking in	Truck
4	Truck	Truck
5	Truck	APC
6 or more	APC	APC

1   INSERTION - STAR ARMY
(Reading the result as rolled)

#	CONTROLLING	CONTESTING
1 or less	Walking in	Walking in
2	Walking in	Walking in
3	Walking in	APC
4	APC	APC
5	APC	Medium Tank
6 or more	Medium Tank	Dropship

1   INSERTION - ISS
(Reading the result as rolled)

#	CONTROLLING	CONTESTING
1 or less	Walking in	Dropship
2	Walking in	Dropship
3	Walking in	Dropship
4	Walking in	Dropship
5	Dropship	Dropship
6 or more	Dropship	Dropship

1   INSERTION - HISHEN EMPIRE
(Reading the result as rolled)

#	CONTROLLING	CONTESTING
1 or less	Walking in	Walking in
2	Walking in	Walking in
3	Walking in	APC
4	APC	APC
5	APC	Medium Tank
6 or more	Medium Tank	Dropship

EXPLAINING INSERTIONS AND EXTRACTIONS

In this section we explain how you arrive and leave the battlefield. This procedure is used whether you have a Patrol, Defend or Attack Mission. Take note:

- Forces on Patrol or on the Attack will enter the table normally.

- Forces in Defense are allowed to enter the table and setup their figures before activation is rolled for turn one.

WALKING IN

Just like it says, you walk onto the table.

TRUCK

You get trucked in, one truck per squad. After you reach 12" into the table you must disembark [1].
- Next roll1d6 versus your Investment Level *(page, 49).*
- If the result is higher than the Investment Level the trucks will leave the table back the way they came. You will have to walk out if need be.
- If the result is equal or less the trucks will remain on the table, in cover if possible. They will be there if you need to leave the table.

(1) If an Attack Mission the squads will remain on the trucks as long as the player desires.

ARMORED PERSONNEL CARRIER

You arrive in armored personnel carriers, one per squad. You can choose when to disembark and the APCs will fight as the player desires.

MEDIUM TANK

You arrive in style with each squad riding in on a medium tank. After you reach 12" into the table you must disembark.
- Next roll1d6 versus your Investment Level *(page, 49).*
- If the result is higher than the Investment Level the tanks will leave the table back the way they came. You will have to walk out if need be.
- If the result is equal or less the tanks will remain on the table and will fight as the player desires.

DROPSHIP

Coming in via a Dropship is very dramatic. A low flying transport craft enters the table from a section at random, makes a quick landing, and then exits the table at the opposite end. Each drop ship can only carry one squad of infantry or eight figures. That's' coming in and going out!

PILOT REP

When the ship arrives you must determine the Rep of the pilot. Unless specified by the scenario, roll 1d6 and read the modified result on the Pilot Rep Table to determine the Rep of the drop ship or gunship pilot.

1	PILOT REP
	(Result read as rolled)

CIRCUMSTANCE	*MODIFIER TO DIE SCORE*
Gaea Prime aircraft	+1

#	*PILOT REP*
1	3
2	4
3	4
4	4
5	5
6+	5

ENTRY AND LANDING ZONE

Once the Pilot Rep has been determined we now determine the entry point of the run. Here's how it's done:
- The player using the drop ship rolls 1d6.
  - (1 to 3) It arrives on the table edge behind the player's front line.
  - (4) It arrives on the table edge to the left of the player's front line.
  - (5) It arrives on the table edge to the right of the player's front line.
  - (6) It arrives on the table edge behind the enemy's front line.

Now we determine the exact entry point of the drop ship.
- The player using the drop ship rolls 1d6 for the entry point on the table edge of entry.
  - (1-2) The entry point is a spot in the center of the top section of the table.
  - (3-4) The entry point is a spot in the center of the center section.
  - (5-6) The entry point is a spot in the center of the lower section.

The player determines where the Landing Zone (LZ) is and selects the spot.

MAKING THE RUN

When the drop ship becomes active and after the entry point and LZ have been determined place the drop ship on the entry point.

- Place a string from the declared entry point to the declared LZ.
- Move the drop ship along the flight path 12".
- Measure 6" to the left and right of the flight path (string). This is the Drop Ship Danger Zone.
- Any enemy *unit* in the Drop Ship Danger Zone with LOS can fire at the incoming craft.
- Starting with one unit a time we resolve fire.
  - The enemy unit rolls 1d6 per point of Rep looking for successes.
  - The drop ship pilot rolls 1d6 per point of Rep looking for successes.
- Compare the number of successes rolled by each and consult the Coming in Hot Table.

REP	**COMING IN HOT!**
	(Looking for successes)

# OF SUCCESSES	PILOT	ENEMY UNIT
2+ more than opponent	Drop ship ignores the fire and continues on [1].	Drop ship breaks off its run and exits the battlefield [1].
1 more than opponent	Drop ship ignores the fire and continues on [1].	Pilot evades fire counting one Rep lower when rolling on this table the next time [1].
Same as opponent	Drop ship ignores the fire and continues on [1].	Drop ship ignores the fire and continues on [1].

(1) Drop ship continues on towards the LZ subject to next enemy in path.

LANDING THE DROPSHIP

If the drop ship survives all incoming fire it will land on the LZ and the troops inside will exit the ship. Here's how it's done:

- Drop ship lands on the LZ on turn X.

- When the Pilot next activates the doors open and up to four of the figures that are inside will exit. They are allowed to move up to half their normal move and end facing as desired.
- When the Pilot next activates the rest of the troops inside the drop ship can exit. They are allowed to move up to half their normal move and end facing as desired. The doors will now shut.
- When the Pilot next activates the drop ship will lift off.
- Establish the Flight Path as you did when coming in and complete the procedure as you did but in reverse.
- When coming back to pick up the troops follow the same procedure as dropping off.

CALLING IN THE EVAC

If fighting in a *contested* world ISS can only leave the battlefield via a drop ship pickup. If they cannot due to inclement weather then the Mission is finished and a failure. The ISS will immediately go to a Defend Mission and try for a drop ship pickup as soon as possible. This is called an Evac.

Non-ISS troops that were not inserted by drop ship can request an Evac if they are facing three times their number of enemy. In both cases the only question is when the drop ship will arrive. Here's how we determine this:

- The Leader or any ISS trooper if need be can make the call.
- When active roll 1d6, read the result as rolled and add the Investment Level of the Mission.
- Consult the Evac ETA Table to determine when the drop ship will arrive.

1	**EVAC ETA TABLE**
	(Read the result as rolled)

#	RESULT
2 or 3	*"Sorry!"* No assets are available this turn, but another request attempt may be made on a later turn.
4 or 5	*"Coming quickly."* Drop ship will arrive in 1d6 turns, but can only carry out 4 figures as it already has half a load onboard.
6 or 7	*"On our way."* Drop ship will arrive in 1/2d6 + 1 turns.
8 or 9	*"Almost there."* Drop ship is close by and will arrive in 2 turns.
10+	"Overhead now!" Drop ship is standing by and will arrive next turn.

Evac always arrive on the turn listed regardless of the Rep of the Pilot and activation score rolled. Once on the table the drop ship will activate normally!

15-AFTER THE MISSION

After the Mission is over its time to see what happens to your infantry squads.

REPLACEMENTS

After all figures have rolled on the After the Battle Table *(page, 29)* it's time to see if your squads will receive any replacements. Here's how it's done:

- Roll 1d6 versus the Rep of the squad leader. If he was a casualty then roll versus the number 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 vs. the Rep of the Squad Leader & I-Level)

# D6 PASSED	**RESULT**
2	Contesting squad that is over 1/2 strength will receive one replacement. Controlling squad that is over 1/2 strength will receive two replacements. All squads at or below 1/2 strength will receive replacements to bring the squad back up to paper strength.
1	All squads that are over 1/2 strength will not receive any replacements. All squads at or below 1/2 strength will receive one replacement.
0	All squads that are over 1/2 strength will not receive any replacements. All squads at or below 1/2 strength will not be available for any Missions next month. Available the following month and at full paper strength.

Replacements are rolled normally from the Lists.

REPLACING LEADERS

Leaders lost during the battle is covered in the section called Assuming Command *(page, 14)*.Leaders lost during the battle will leave openings for new leaders.

All current leaders will move up if there is an opening and the lowest leaders are always the ones that are replaced. Replacements are rolled normally from the Lists.

PROMOTIONS & IMPROVING REP

Your Star can start as a squad leader or platoon leader at your choice. You also start as a Rep 5. During your battles your success can be rewarded with Fame Points that can be used to improve your position and Rep. Here's how it's done:

- 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.
- 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.

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.

Your Rep can go up or down but once promoted you cannot get busted down.

16-PLAYING BUGS

In *5150 - STAR ARMY,* the Bugs are *usually* played by the game mechanics. It is not necessary for someone to actually *run* the Bugs but if a player decides to do so they most certainly can. What follows are all the rules you'll need to do it!

BUG INVESTMENT LEVEL

At the start of every game the Bug Investment Level must be determined. When playing a campaign, refer to the following, while in a pickup game just use "3" as the Bug Investment Level.

Each planet has its own Investment Level from 1 (low) to 5 (high). These Investment Levels are not to be taken lightly. Here's a quick synopsis of what they mean.

- *Investment Level 1* – This occurs on non-Bug controlled planets. This means that the Bugs are either just scouting out the planet or have just landed.
- *Investment Level 2* – This occurs on non-Bug controlled planets where they have taken an interest. The Bugs have landed and are contesting the planet. It is just a matter of time before their numbers grow larger.
- *Investment Level 3* – This occurs on contested planets where Bugs and non-Bugs are fighting to eradicate each other. The Bugs are now fighting in force.
- *Investment Level 4* – This occurs on Bug controlled planets. It's a Bug world get over it. Only visit this place if you intend to conquer it. There are too many Bugs for a half-hearted attempt so come *loaded for, uh, Bugs.*
- *Investment Level 5* – This occurs in the home system of the Bugs. This is Bug heaven. They are well entrenched and you better have a real good reason why you're going there.

What type of planet are you on? That depends on the force that you are playing.

- Roll 1d6.
- Consult the Bug Investment Table.
- Use the column for the appropriate force to determine the Bug Investment Level.

X	BUG INVESTMENT			
	(Read the result as rolled)			

#	PDF	STAR ARMY	ISS	HISHEN
1	1	3	3	2
2	1	3	3	2
3	2	3	4	3
4	2	3	4	3
5	3	4	5	3
6	3	4	5	4

BUG HOLES

Bugs enter the table by exiting from holes in the planet's surface. Let's go into detail of the how and what of the Bug Hole.

BUG HOLES - WHEN DO THEY APPEAR

During the game there is a chance that a Bug Hole has been generated. Think of this as Reinforcements for them. Here's how it's done:

- Every time the Activation d6 total "7" and the Bugs roll the higher score or a PEF is resolved there is a chance of a Bug Hole opening.
- Roll 2d6 versus the Investment Level of the planet, see how many d6 you pass (a score equal or less than the Investment Level) and consult the Bug Hole Generation Table.
- Carry out the results immediately.

2	BUG GENERATION TABLE
	(Taken versus Bug Investment Level)

# D6 PASSED	RESULT
2	Bug Hole! A gigantic hole forms in the ground and Bugs start to pour out of it.
1	*If a Bug Hole is already in play* then another one appears. *If no Bug Hole is in play* then no Bug Hole appears.
0	No Bug Hole.

HOW MANY BUG HOLES

During the battle there may only be one Bug Hole per point of Bug Investment Level.

Example: Planet Cestus IV has a Bug Investment Level of 3. This means that the players will only face a maximum of three Bug Holes.

B<small>UG</small> H<small>OLES</small> - W<small>HERE</small> T<small>HEY</small> A<small>PPEAR</small>

Bug Holes will appear at random on the table. To determine where the Bug Hole is generated we use the following procedure.

*   Once a Bug Hole is generated roll 1d6 for each section of the table with the highest score being where the Bug Hole appears. Re-roll any ties.
*   Be sure to place it in the center of the section or 2d6 inches from the closest enemy unit if enemy are in that section.
*   Note that Bug Holes will not appear in *closed* terrain or under type "D" terrain pieces. So if the result places a Bug Hole in one of these areas move it to any adjacent section in a random direction even if it is off the table.

H<small>OW</small> M<small>ANY</small> B<small>UGS</small> P<small>ER</small> H<small>OLE</small>

So you understand that there will potentially be one Bug Hole per point of Bug Investment Level, but how many Bugs will there be? Here's how we find out:

*   Roll 1d6, add the result to the Bug Investment Level, and consult the How Many Bugs Table to determine how many Bugs are expelled from the hole.

1	HOW MANY BUGS
	(Add the result to the Bug Investment Level)

#	NUMBER OF BUGS IN THE HOLE
6 or less	1/2 as many Warrior Bugs as the number of enemy figures *on the table.*
7 or 8	As many Warrior Bugs as the number of enemy figures *on the table.*
9	One more Warrior Bug as the number of enemy figures *on the table.*
10	Twice as many Warrior Bugs as the number of enemy figures *on the table.*
11	Three times as many Warrior Bugs as the number of enemy figures *on the table.*

Be sure to count all enemy figures on the table when consulting the Bug Generation Table *including* civilians or in some cases forces that may be in battle with each other [1]. Vehicles count as six figures for the purpose of determining how many Bugs will be generated.

(1)There may be times when two opposing forces may be fighting each other and a previously unknown Bug Hole opens.

B<small>UG</small> P<small>LACEMENT</small>

The Warrior Bugs will exit the hole when they activate, including the turn the hole appears. They are allowed to move 6" away from it towards the nearest enemy. If there isn't enough room within 6" of the Bug Hole for all the Bugs to exit, the remainder is assumed to be underground and will exit as soon as room allows.

17-P<small>ATROL</small>

This will be your first Mission. Your objective is to recon the area.

O<small>BJECTIVE</small>

*   Your objective is to recon the table.
*   To be successful *you* or one of your squad leaders or assistant squad leaders must spend *one turn of activation* within 6" of the edge of the table in sections 1, 2, *and* 3. Once you have accomplished this you must report back by exiting the table from the edge that you entered.

F<small>ORCES</small>

*   You will patrol with a squad.
*   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.

T<small>ERRAIN</small>

*   The board is divided into nine sections and terrain generated normally *(page, 42).*

D<small>EPLOYMENT</small>

*   PEFs are generated and deployed as outlined in the PEF section.
*   Your patrol will enter the board from the edge bordering sections 7, 8, and 9.

S<small>PECIAL</small> I<small>NSTRUCTIONS</small>

*   The Mission takes place during the day.
*   There is a chance of Inclement Weather *(page, 49).*
*   Determine if any side can use Aerial Reconnaissance *(page, 50).*
*   Establish your Investment Level *(page, 49).*
*   Establish the Enemy Investment Level *(page, 49).*
*   Resolve your Pre-Mission Intel *(page50).*

- Determine how your force will arrive on the battlefield *(page, 64).*
- Once the terrain has been set and the PEFs generated the mission can begin.
- Roll activation*.*
- If the enemy activates first then go to the PEF Movement Table *(page, 52).*
- Move your patrol onto section 7, 8, 9 or any combination of those sections if you choose to split your squad.
- The first time you have LOS to a PEF resolve your First Contact *(page, 51).*Subsequent PEFs are resolved normally *(page, 53).*
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

18-ATTACK

In this Mission the attacker must pursue his objective.

OBJECTIVE

- In this Mission there are two possible objectives.
- The first is to destroy as much of the enemy as possible, driving them off the table in the process. The Mission is over when you have chased off or destroyed all enemy forces and PEFs on the table.
- The second is to exit the table at the opposite edge from where you entered. The Mission is over when you have exited the table with at least 3/4 of your forces and have inflicted more casualties than you received.
- When the player has the Attack Mission he writes down which objective he is trying to achieve and reveals it at the end of the Mission.
- A Non-Player will roll 1d6 for their objective prior to entering the table.
  - If they Control the planet they will have either the first (1-4) or second objective (5-6).
  - If they Contest the planet they will have either the first (1-2) or second objective (3-6).

PURSUING THE OBJECTIVE

The 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 it's done:

- Anytime the attacking force is a Non-Player you must use this procedure.
- 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. This could lead to them diverting their attack onto another target.

2	NP PURSUING THE OBJECTIVE

(Taken versus Rep of each group Leader)

# D6 Passed	Result
2	Group attacks in accordance with its objective. Roll on the NP Movement Tables*.*
1	If enemy within 24" and on NP's flank or rear: • Armor units will attack nearest enemy target to flank or rear. Roll on the NP Movement Tables. • Infantry units will attack nearest enemy target within 24". Roll on the NP Movement Tables. Otherwise - • Group attacks in accordance with its objective. Roll on the NP Movement Tables*.*
0	All: • All NP units will attack nearest enemy target. Roll on the NP Movement Tables.

FORCES

- You may choose up to a platoon. We recommend at least two squads.

- 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 *(page, 42)*.

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section *(page, 52)*.
- Your force will enter the board from the edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS:

- The Mission takes place during the day (1-5) or night (6).
- There is a chance of Inclement Weather *(page, 49)*.
- Determine if either side can use Aerial Reconnaissance *(page, 50)*.
- Establish your Investment Level *(page, 49)*.
- Establish the Enemy Investment Level *(page, 49)*.
- Resolve your Pre-Mission Intel *(page, 50)*.
- Determine how your force will arrive on the battlefield *(page, 64)*.
- Once the terrain has been set and the PEFs generated the mission can begin.
- Roll activation.
- If the enemy activates first then go to the PEF Movement Table *(page, 52)*.
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your squad.
- The first time you have LOS to a PEF resolve your First Contact *(page, 51)*.Subsequent PEFs are resolved normally *(page, 53)*.
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

19-DEFEND

In this mission you must defend the table and prevent the enemy from accomplishing their objective.

OBJECTIVE

- Your objective is to prevent the enemy from exiting the table. To be successful you must prevent any enemy forces from exiting the table through sections 7, 8, or 9. The Mission is over when you have chased off or destroyed all enemy forces and PEFs on the table.

FORCES

- You may choose up to a platoon. We recommend at least two squads.
- 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 *(page, 42)*.

DEPLOYMENT

- You can set up anywhere in sections 7, 8, and 9
- PEFs are generated and deployed as outlined in the PEF section (page, 52).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day (1-5) or night (6).
- There is a chance of Inclement Weather *(page, 49)*.
- Determine if either side can use Aerial Reconnaissance *(page, 50)*.
- Establish your Investment Level *(page, 49)*.
- Establish the Enemy Investment Level *(page, 49)*.
- Resolve your Pre-Mission Intel *(page, 50)*.
- Determine how your forces will arrive on the battlefield *(page, 64)*.
- Once the terrain has been set and the PEFs generated the mission can begin.
- Roll activation.
- If the enemy activates first then go to the PEF Movement Table *(page, 52)*.
- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your squad.
- The first time you have LOS to a PEF resolve your First Contact *(page, 51)*.Subsequent PEFs are resolved normally *(page, 53)*.
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

20-OUTLINE

Here's a step-by-step outline that will help you with 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)*.

2 - Choose which army you want to play *(page 9)*.

3 – Roll up the Reps of your squad and or platoon *(page, 9)* from your List *(QRS)*.

4 – Assign squad and assistant squad leaders *(page, 14)* from your List *(QRS)*.

5 – Fill out the Infantry Roster Sheet *(QRS)*.

6 – Choose any vehicles you may want to use from the Vehicle Lists *(QRS)*.

7 – Determine the crew quality *(page, 32)* of your vehicles.

8 – Fill out the Vehicle Roster Sheet *(QRS)*.

9 – Choose the Mission you want to play *(page, 48)*.

10 – Lay out the terrain *(page, 42)*.

11 - Check for Inclement Weather *(page, 49)*.

12 - Check for Aerial Reconnaissance *(page, 50)*.

13 – Determine your Investment Level *(page, 49)*.

14 - Determine the Enemy Investment Level *(page, 49)*.

15 – Resolve Pre- Mission Intel *(page, 50)*.

16 - Determine how your troops arrive on the battlefield *(page, 64)*.

17 - Deploy the forces as per the Deployment section of the Mission you are playing *(pages, 69, 70, or 71)*.

18 - Generate and place PEFs *(page, 52)*.

19 – Roll for Activation to start the Mission.

20 – Resolve any possible Random Events if the Activation dice comes up *doubles (page, 56)*.

21 - Resolve any Reinforcements if the Activation dice comes up "7" *(page, 59)*.

22 - Continue the Mission until one side or the other achieves their objective *(pages, 69, 70, or 71)*.

23 - After the battle check for Recovery of figures *(page, 29)* and vehicles *(QRS)*.

24 - After the battle check for Replacements *(page, 67)*.

25 - After the battle replace and recruit new leaders *(page, 67)*.

26 - After the battle check to see if you must adjust the Rep of your Star *(page, 67)*.

27 - If playing a Campaign consult the Campaign Morale Table *(page, 48)* and adjust Campaign Morales, Investment Levels and receive your next Mission depending upon the success or failure of the Mission*.*

21-FINAL THOUGHTS

Here are some final thoughts and perhaps some answers to questions you may have.

WHERE'S THE POINTS?

There aren't any, it's not that kind of game. Let me ask you a question.

Do points 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 in the army. Points give new players a sense of a fair fight then when they get the crap kicked out of them they think that they aren't any good. But it really wasn't fair 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 unit or two from either side until both sides think they have a good chance of winning.

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 built up urban area as many troops 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 that you win. Sometimes just getting you

and your men off the field means you win. Winning is up to you.

And sometimes you can't win! Maybe your opponent receives a tank and you can't beg, borrow, or steal an anti-vehicle weapon. 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 I look back at the end of a fight and say *"Hey, I had a good time and it was fun,"* then I won.

DESIGNER NOTES AND OTHER RAMBLINGS

Why a second edition of 5150? Well for a number of reasons. The original came out five years ago and since then there have been great changes in the THW game mechanics and the way the games now play.

I also wanted a game where players could *choose* to play platoon and company level games. You can still have an enjoyable squad game but now there's the ability to play bigger games *if you want.*

I wanted to expand, yet simplify, the campaign game as well. With the great ideas introduced by Jeff McCullough *(War Against Japan)* and Mike Reese *(Fire in Korea)* I was able to do a realistic yet easy to track campaign system.

5150: STAR ARMY is all about potential. We've giving 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" details rules to cover all aspects of sci-fi warfare but easy to follow rules that cover all aspects of sci-fi warfare.

In *5150: STAR ARMY* the infantry are the stars. Every other aspect of the game is subordinate to the ground pounders. The infantry hold the ground. Yes, the tanks can punch holes in the enemy line but without infantry support the tanks get butchered when they reach the cities. You can bomb the enemy over and over but it's the infantry that has to go in and clean them out of their sheltered hiding places. Learn good infantry tactics and you'll do well.

STAR ARMY is not for everyone. You'll find that you do not have total control of your forces, this isn't chess, that you will often not know what you're facing, and the reinforcement system can be cruel at times. But you will be presented with challenges 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,

Ed

22 - THE 5150 UNIVERSE

We've saved this section for last as it's informative and not part of the rules.

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.

PLANETARY MILITIA

Bringing *order from chaos* requires a variety of forces. The most common one is the Planetary Militia. All populated worlds that have progressed

from *resurrection to colonization* have a Planetary Militia. These are colonists that live on the world and act as a defensive force. They are expected to keep order and defend the planet from *indigenous enemies.* However, they are not an organized military force but instead band together in time of need. Although not directly linked to the Star Army all Planetary Militia units fall under their jurisdiction. As the population grows in size additional military forces are sent out from Gaea Prime. These are called the Planetary Defense Forces or PDFs.

PLANETARY DEFENSE FORCE

The PDF are regular second line Star Army units whose members are not recruited from the planet they are assigned to guard. They routinely rotate out to other planets so as not to develop an affinity for their current assignment. The PDF does not replace the Planetary Militia but instead is intended to supplement them. Co-operation between the two will vary dependent upon many factors. In a perfect world the two work hand in hand but in reality the relationship can become strained and in some cases have fomented rebellion. The PDF, like the Planetary Militia, are planet bound.

STAR ARMY

The Star Army is a combined arms force with interplanetary capabilities. Unlike the PDF all Star Army regular units consist of first line well-trained soldiers that have seen combat at one level or the other. While the PDF is a purely defensive force the Star Army is used on the offense. Star Army troops are 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 Army 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 Army. The ISS is a self-governing entity that has its own interplanetary travel capabilities, air support, armored fighting vehicles and supply centers. The special units known as Symons only work under ISS supervision even when attached to Star Army units. Only veterans with extensive Star Army experience are considered for placement in the ISS.

SYMONS

Symon is the familiar term used for the current generation of Synthetic Humans. The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found anywhere else in Gaea Prime space. The current version is the SYN-2. The SYN-2 is not a mindless fighting machine and has built-in survival instincts. They will fight and keep fighting long after many humans would give up but they will not fight to the death… unless necessary.

REBELS

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.

FREE COMPANY

It may not be the oldest profession in the universe but it's pretty darn close. Mercenaries are people willing to do a job, usually dirty, for pay. You got the "cause". I got the gun. But in the 5150 universe there are two types of mercenaries but all are called Free Companies. One type is the salvage company where their livelihood depends upon recovering abandoned property and selling it off to the highest bidder.

The second type is the one we deal with in *5150: STAR ARMY.* These are the true mercenaries that lay down their life for money. Yes, they will fight for your cause but only as long as the money lasts. *"When do I get paid?"* and *"How do I stay alive?"* These are the only things the mercenary cares about. Mercenaries will fight for you but usually not to the death. No profit in that, you know?

Free Companies may (1-3) or may not (4-6) own interplanetary ships. Those that don't are at the whim of their employer for transportation and there are many stories of companies being left behind after a fight has ended badly.

HISHEN EMPIRE

Inhabitants of the middle rings the Hishen are the most technologically advanced of all the *clone races*. They also prize order above all else but order under their control. Slightly less than human size these

gray skinned beings are the bane of freedom. For 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 100 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 decimate the population. The bulk of the Hishen army 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 on the battlefield.

Interestingly the Hishen will always attempt to capture disabled enemy but never bother to retrieve their own casualties. In fact, it is quite common for a disabled Hishen to explode a grenade killing itself in hopes of disabling more enemy.

GRATH

The Grath are definitely Xenoforms 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. 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.

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.

BUGS

Xenoform is the generic term used for all *non-humanoid alien life forms*. There are currently 53 catalogued Xenoforms according to the Alien Studies Institute (ASI) located on Gaea Prime. Xenoforms are considered to be any alien species that share less than five of the major DNA codes that define humanoids. Not all Xenoforms are hostile or should be considered dangerous.

Bugs are and should be.

Bugs come in a wide variety of shapes with the most common ones being arachnid like. But don't be confused, no matter what they look like they are big. When first encountered it was thought that these creatures were simply killing machines bent on destruction. Recent contact with some species of Bugs has made the ASI rethink this. It appears that now these creatures have the ability to communicate with non-Bug races and are actively doing so. The purpose of this has yet to be determined but there have been an increase in reports of Bug victims being captured instead of immediately killed.

Bugs are not planet bound being capable of interplanetary travel at a slow rate. This is done via *organic ships* resembling cocoons in appearance. As the cocoons are defenseless, attacking the Bugs in transit is the easiest way to destroy them. There is speculation that there is a Bug planet of origin but as to its location or other information nothing is known. For simplicity the ASI refers to this unknown world as Migune.

First contact with the Bugs was on *resurrected* worlds but now the Bugs appear to be on the offensive having been *confirmed* as close as the seventh ring. Reports place them in the sixth ring as well but as of yet this is unsubstantiated.

Bugs live in colonies referred to as *havens.* Rarely is a Bug encountered alone. These colonies range in size from dozens, when acting as advanced scouts, to thousands when a full-scale invasion occurs.

23 - 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)* [1]

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 [2].

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 [3]. 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.

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 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 [4]. 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.

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.

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(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 pre-emptive 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. (3)All of the conflicts between Gaea Prime and the Hishen Empire in 5150: Star Army takes place in the Fourth Ring. (4)All of the conflicts between Gaea Prime and these Rebels in 5150: Star Army takes place in the Third Ring.

INDEX OF TABLES

Target   RANGED COMBAT
(1d6 + Rep)

A result of two or more "ones" means out of ammo.

CIRCUMSTANCE	MODIFY TO DIE SCORE
Shooter using Targeting [1]	+1

(1) Includes all Star Army units except PDF.

#	RESULT
3 to 7	**SHOOTER MISSED**
8	**SHOOTER MISSED IF** • Moved fast. • Snap firing. **TARGET WAS MISSED IF** • Concealed. • In Cover. • Prone. • Moved fast. • Is second or higher target. **OTHERWISE – HIT.**
9	**SHOOTER MISSED IF** • Moved fast. • Snap firing. **TARGET WAS MISSED IF** • In Cover. • Is third or higher target. **OTHERWISE – HIT.**
10+	**SHOOTER HITS TARGET**

1   RANGED COMBAT DAMAGE
(Taken versus Impact)

SCORE	RESULT
"1"	Target is Obviously Dead.
Impact or less but not a "1"	Target is Knocked down and Out of the Fight.
Higher than Impact	Target is Knocked down and immediately takes Recover From Knock Down Test.

2   MEDIC!
(Taken when a medic contacts an OOF figure)

# D6 PASSED	RESULT
2	Just a flesh wound. Figure returns to the fight at normal Rep when next active.
1	Figure remains Out of the Fight.
0	Figure becomes Obviously Dead

2   READY THE GRENADE
(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade is readied and can immediately be tossed.
1	Grenade is not readied but can be tossed in reaction or when next active.
0	Grenade is not readied but can be tossed when next active.

2   THROWING A GRENADE
(Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
1	• If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade misses. The explosion causes the target to take a Received Fire test. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and check for damage.
0	Oops! Grenade is dropped at the feet of the thrower. Center the blast circle on the nominated spot and check for damage. All within the blast circle must roll their Rep or less on 1d6 to drop prone and escape damage.

QRS

2   CHARGING INTO MELEE
(Taken versus Rep)

TROOP TYPE…	MODIFIER
Bugs, Grath or ISS	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Either group outnumbered 3:1 or more	-1d6
Subject to Fear	-1d6
Leader with group	Leader Die

CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3+ more than opponent	*Target* takes Cohesion Test. *Charger* moves into melee. If target leaves the battlefield then occupy the vacated spot and take *Parting Shot* (1).	*Target* fires at Full Target Rating. *Charger* takes Cohesion Test.
2 more than opponent	*Target* may not fire. *Charger* moves into melee	*Target* fires at Full Target Rating. *Charger* moves into melee.
1 more than opponent	*Target* fires one shot. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.
Same as opponent	*Target* fires at Full Target Rating. *Charger* moves into melee.	*Target* fires at Full Target Rating. *Charger* moves into melee.

(1) Parting Shot means eligible shooters will fire at Full Target Rating at the fleeing target.

QRS

MELEE

1) Start with 1d6 for each point of Rep of the group.
2) Add or subtract d6 as outlined based on melee weapon, armor and circumstance.
3) Both sides roll their modified total of d6 counting all successes, scores of 1, 2 or 3.
    4) If both sides score the same number of successes both sides will lose one figure.
    5) If one side scores fewer successes than the other it will lose the difference between their successes and those of their opponent.
6) Figures that become casualties will take a Recover From Knock Down Test counting all results of Stunned as Out of the Fight.
7) For each figure lost roll 1d6. If a "6" is scored then a leader has been hit.
8) After one round of melee is resolved each side must take a Man Down Test if they have taken any casualties.
9) After one round of melee either side, when next active, can choose to continue the melee or break off the melee.

Rep	Melee Combat
	(Looking for successes)
	A score of 1, 2, or 3 is a success *A score of 4, 5, or 6 is a failure.*

MELEE WEAPON	MODIFIER
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon	+2d6
ARMOR	*Modifier*
Target wearing Soft Body Armor or less	+2d6
Target wearing Hard Body Armor	+1d6
Target wearing Exo Armor	-1d6
Target wearing BTA	-3d6
CIRCUMSTANCE	*Modifier*
Performing Death from Above	+3d6
Vicious	+2d6
Combat Artist	+1d6
Each figure in melee	+1d6
Subject to Fear	-1d6
Slight	-1d6
Bugs in melee	Total d6 x 2

2 PDF[1] REACTION TESTS

(Taken versus Rep)
* = Star May choose to pass 2d6, 1d6, or 0d6

(1) Includes Free Company and Rebels.

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	Out of ammo or range or melee weapon only: • Duck Back. All will try and retrieve wounded. Others: • Fire.	Out of ammo or range or melee weapon only: • Duck Back. Others: • Snap Fire.	All: • Halt.
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back. All will try and retrieve wounded. Others: • Snap fire.	Retrieving wounded: • Carry On. Outgunned: • Duck Back. Others: • Duck Back.	All: • Leave the battlefield
Man Down (Ldr) *	All: • Carry On.	All : • Duck Back.	All: • Cohesion Test.
Cohesion Test (Ldr) *	All: • Carry On.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave the battlefield.	All: • Leave the battlefield.
Recover From Knock Down	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the fight.	All: • Obviously dead.

TYPE	SPECIAL ATTRIBUTE
PDF **REBELS** **FREE** **COMPANY**	**Subject to *Fear :*** • Minus 1d6 when rolling on the Charging into Melee Table. • Minus 1d6 when in Melee. • Always counts as *Fast Moving* when shooting*.*

QRS

GAEA PRIME - PLANET DEFENSE FORCE

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
5	Infantry	1 = 5	1 - 4 =SB	8	Rifle, Assault	48	3	3	2	NE	NE
1		2 - 4 = 4	5 - 6 = HB		SAW	48	4	3	2	0	NE
2		5 - 6 = 3			Submachine Gun [1]	24	3	1	0	NE	NE

(1) Restricted to the two team leaders.

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA
Anti-Air Launcher	Unlimited	3" circle/1 vehicle	6	5	5	4
Grenade, Fragmentation	6/1	5" circle	2	1	NE	NE
Flame Thrower	12	1" wide w/3" circle	4	3	3	2
Grenade, Rifle Launched	24	5" circle	2	1	NE	NE
LAW	36	3" circle/1 vehicle	6	5	5	4
Machine Gun, Heavy	60	4/ 1 vehicle	5	4	1	0
Mine, Anti-Personnel	x	5" circle	2	1	NE	NE
Mine, Anti-Tank	x	1 vehicle	4	3	5	4
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4
Satchel Charge	3 [1]	3" circle/1vehicle	6	5	4	3

(1) The satchel charge can be thrown up to 3" counting the Impact as listed. When placed in contact with a vehicle or structure add 2 to the listed Impact.

REBELS

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
5	Infantry	1 = 5	1 - 5 = SB	8	Rifle, Assault	48	3	3	2	NE	NE
1		2 - 4 = 4	6 = HB		SAW	48	4	3	2	0	NE
2		5 - 6 = 3			Submachine Gun [1]	24	3	1	0	NE	NE

(1) Restricted to the squad leader.

FREE COMPANIES

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
6	Infantry	1 = 5	1 - 3 =SB	8	Rifle, Assault	48	3	3	2	NE	NE
2		2 - 4 = 4	4 - 6 = HB		Submachine Gun [1]	24	3	1	0	NE	NE
		5 - 6 = 3									

(1) Restricted to the squad leaders.

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA
Anti-Air Launcher	Unlimited	3" circle/1 vehicle	6	5	5	4
Grenade, Fragmentation	6/1	5" circle	2	1	NE	NE
Flame Thrower	12	1" wide w/3" circle	4	3	3	2
Grenade, Rifle Launched	24	5" circle	2	1	NE	NE
LAW	36	3" circle/1 vehicle	6	5	5	4
Machine Gun, Heavy	60	4/ 1 vehicle	5	4	1	0
Mine, Anti-Personnel	x	5" circle	2	1	NE	NE
Mine, Anti-Tank	x	1 vehicle	4	3	5	4
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4
Satchel Charge	3 [1]	1 vehicle	6	5	4	3

(1) The satchel charge can be thrown up to 3" counting the Impact as listed. When placed in contact with a vehicle or structure add 2 to the listed Impact.

1   **PDF VEHICLE TABLE**
(Read result as rolled)

#	TYPE
1	Truck
2	Truck
3	Armored Personnel Carrier [1]
4	Armored Personnel Carrier
5	Light Tank
6	Medium Tank [2]

(1) Substitute Truck when rolling for Free Companies. (2) If rolled by Rebel forces immediately re-roll. If a 1-3 is scored then count the first roll as a "6". If a 4-6 is rolled then count the first roll as a 5.

PDF, REBEL AND FREE COMPANY VEHICLE TABLE

TYPE	AV	CAPACITY	MAIN GUN	SECONDARY	TRACTION	SPEED
Truck	SB	2	na	na	W/G/T	24/12
Armored Personnel Carrier	HB	1	HMG	na	W/G/T	24/12
Light Tank	HB	1 [1]	Projectile, Light	HMG	W/G/T	36/18
Medium Tank	EXO	1 [1]	Projectile, Medium	2 x HMG	W/G/T	24/18

(1) Up to one squad can ride on top of the vehicle fully exposed.

VEHICLE MOUNTED WEAPONS	RANGE	TARGET	SB	HB	EXO	BTA
Projectile, Medium	60	5" circle/1 vehicle	5	4	3	2
Projectile, Small	60	3" circle/ 1 vehicle	4	3	2	1
Machine Gun, Heavy	60	4/1 vehicle	5	4	1	0

QRS

3 **BUG REACTION TESTS**

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	All: • Move 12" directly towards nearest enemy and into melee if possible.	All: • Move 12" directly towards nearest enemy and into melee if possible.	All: • Halt.
Received Fire	All: • Move 12" directly towards nearest enemy and into melee if possible.	All: • Halt.	All: • Cohesion Test.
Cohesion Test *Taken by unit*	All: • Carry On.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 3 figures (minimum of 1) will leave the battlefield.	All: • Leave the battlefield.
Recover From Knock Down *Roll 3d6 instead of 2d6 but only count 2 best scores*	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the fight.	All: • Obviously dead.

BUGS

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
12	Warrior	4	HB	12 [(1)]	Warrior	X	1	4	3	2	1

Notes: Bugs do not suffer any terrain penalty when moving and will always move 12". Bugs also have infrared capabilities and do not suffer any negative LOS effect due to weather, darkness, etc. Bugs LOS is always treated as if it is daylight.

TYPE	SPECIAL ATTRIBUTE
BUGS	*Hard as Nails -* Roll 3d6 when taking the Recover From Knock Down test. *Infrared Vision -* Able to see normal distances in the dark. *Steady -* Move 12" regardless of terrain type. *Terror -* Will cause *Fear* in certain enemies. See the Special Attribute *Subject to Fear* for more information. *Vicious -* Add 2d6 in melee.

QRS

2 STAR ARMY REACTION TESTS

(Taken versus Rep)
* = Star May choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. All will try and retrieve wounded. Others: • Fire.	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. All will try and retrieve wounded. Others: • Fire.	All: • Snap Fire.
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back. All will try and retrieve wounded. Others: • Fire.	Retrieving wounded: • Carry On. Outgunned: • Duck Back. All will try and retrieve wounded. Others: • Snap Fire.	All: • Halt.
Man Down (Ldr) *	All: • Carry On.	All : • Duck Back. All will try and retrieve wounded.	All: • Cohesion Test.
Cohesion Test (Ldr) * *Taken by unit*	All: • Carry On.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 3 figures (minimum of 1) will leave the battlefield.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave the battlefield.
Recover From Knock Down *Exo Armor will roll 3d6 instead of 2d6 but only count 2 best scores*	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the fight.	All: • Obviously dead.

TYPE	SPECIAL ATTRIBUTE
STAR ARMY	**Agile -** Able to fire without penalty when Fast Moving. **Fast -** Normal movement is 10". **Subject to *Fear* :** • Minus 1d6 when rolling on the Charging into Melee Table. • Minus 1d6 when in Melee. • Always counts as *Fast Moving* when shooting. Negates *Agile.*

QRS

Gaea Prime - Star Army

#	Type	Rep	Armor	Move	Weapon	Range	Target	SB	HB	Exo	BTA
1	Infantry	1 - 2 = 5	HB	10	Grenade, Launcher	24	5" circle	6	5	5	4
6		3 - 5 = 4			Rifle, Laser	48	1	4	3	2	1
1		6 = 3			Rifle, Rapid-Fire Laser	48	3	4	3	2	1
#	Type	Rep	Armor	Move	Weapon	Range	Target	SB	HB	Exo	BTA
2	Rangers [(1)]	1 - 3= 5	Exo	16	Grenade, Launcher	24	5" circle	6	5	5	4
4		4 - 6 = 4			Rifle, Laser	48	1	4	3	2	1
2					Rifle, Rapid-Fire Laser	48	3	4	3	2	1

(1) Up to one platoon of Rangers can be used but only if the GP Investment Level is 3 or more.

Support Weapons & Mines	Range	Target	SB	HB	Exo	BTA
Anti-Air Launcher	Unlimited	3" circle/1 vehicle	6	5	5	4
Grenade, Fragmentation	6	5" circle	2	1	NE	NE
Machine Gun, Heavy	60	4/1 vehicle	5	4	1	0
Mine, Inferno	x	5" circle	6	5	5	4
Plasma Gun	24	3" circle/1 vehicle	6	6	5	4
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4

1   Star Army Vehicle Table
(Read result as rolled)

#	Type
1	Armored Personnel Carrier
2	Armored Personnel Carrier
3	Light Tank
4	Medium Tank
5	Medium Tank [(1)]
6	Heavy Tank

(1) If an Attack Mission count as Heavy Tank.

Star Army Vehicle Table

Type	AV	Capacity	Main Gun	Secondary	Traction	Speed
Armored Personnel Carrier	HB	1	Rocket Launcher	HMG	W/G/T	24/12
Light Tank	HB	1[(1)]	Beam, Small	Rocket Launcher	W/G/T	36/18
Medium Tank	EXO	1[(1)]	Beam, Heavy	2 x HMG	W/G/T	24/18
Heavy Tank	BTA	1[(1)]	Particle-Plasma Gun	2 x HMG 1 AAL	W/G/T	24/12

(1) Up to one squad can ride on top of the vehicle fully exposed.

Vehicle Mounted Weapons Table

Vehicle Mounted Weapons	Range	Target	SB	HB	Exo	BTA
Anti-Air Launcher	48	1 vehicle	5	3	2	1
Beam, Heavy	48	3" circle /1 vehicle	6	4	4	3
Beam, Small	48	1" circle/1 vehicle	3	3	2	1
Machine Gun, Heavy	60	1 vehicle	5	4	1	0
Particle - Plasma Gun	24	3" circle/1 vehicle	6	6	5	4
Rocket Launcher	48	1 vehicle	5	3	2	1

2 ISS REACTION TESTS

(Taken versus Rep)
* = Star May choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. All will try and retrieve wounded. Others: • Fire.	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. All will try and retrieve wounded. Others: • Fire.	All: • Fire.
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Carry On Others: • Fire.	Retrieving wounded: • Carry On. Outgunned: • Duck Back. All will try and retrieve wounded. Others: • Snap Fire.	All: • Halt.
Man Down (Ldr) *	All: • Carry On.	All : • Carry On.	All: • Cohesion Test.
Cohesion Test (Ldr) * *Taken by unit*	All: • Carry On.	If under half-strength: • Carry On but 1 in 3 figures (minimum of 1) will leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave the battlefield.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave the battlefield.
Recover From Knock Down *Roll 3d6 instead of 2d6 but only count 2 best scores*	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the fight.	All: • Obviously dead.

TYPE	SPECIAL ATTRIBUTE
ISS	**Agile -** Able to fire without penalty when Fast Moving. **Hard as Nails -** Roll 3d6 when taking the Recover From Knock Down test. **Vicious -** Add 2d6 in melee.

QRS

GAEA PRIME - ISS

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
2	Infantry	1 - 4 = 5	BTA	12	Grenade, Rapid Fire Laser/Grenade Launcher [1]	48/24	3/5" circle	4/6	3/5	2/5	1/4
6		5 - 6 = 4			Rifle, Rapid-Fire Laser	48	3	4	3	2	1
#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
2	Special Forces (1)	1 - 2 = 6	BTA	12	Grenade, Rapid Fire Laser/Grenade Launcher [1]	48/24	3/5" circle	4/6	3/5	2/5	1/4
6		3 - 6 = 5			Rifle, Rapid-Fire Laser	48	3	4	3	2	1

(1) Up to one platoon of Special Forces can be used but only when the Bug Investment Level is 4 or more.

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA
Anti-Air Launcher	Unlimited	3" circle/1 vehicle	6	5	5	4
Grenade, Inferno	6	5" circle	6	5	5	4
Mine, Inferno	x	10" circle	6	5	5	4
Plasma Gun	24	3" circle/1 vehicle	6	6	5	4
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4

(1)First stat refers to RFL while second refers to grenade launcher. May choose to fire with one or the other when active firing or in reaction firing.

1   BTA PENETRATION
(Taken versus Impact)

SCORE	RESULT
"1"	BTA explodes and becomes irreparable. Operator is Obviously Dead.
Impact or less but not a "1"	BTA is damaged and knocked down. Roll on the BTA Damage Table. Operator takes the Recover From Knock Down test.
Higher than Impact	BTA unharmed but knocked down. Operator takes Recover From Knock Down test.

1   BTA DAMAGE
(Taken versus Impact)

SCORE	RESULT
Impact or less	Total systems failure! BTA is immobile and Out of the Fight. Operator trapped inside and must be recovered.
Higher than Impact	Power loss! BTA switches to backup power and can function normally. If already on backups then treat as total systems failure.

QRS

2 SYMONS REACTION TESTS

(Taken versus Rep)
* = Star May choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. All will try and retrieve wounded. Others: • Fire.	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. All will try and retrieve wounded. Others: • Snap Fire.	All: • Halt.
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back. All will try and retrieve wounded. Others: • Fire.	Retrieving wounded: • Carry On. Outgunned: • Duck Back. All will try and retrieve wounded. Others: • Snap Fire.	All: • Halt.
Man Down (Ldr) *	All: • Carry On.	All : • Carry On.	All: • Cohesion Test.
Cohesion Test (Ldr) * *Taken by unit*	All: • Carry On.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave the battlefield.	All: • Leave the battlefield.
Recover From Knock Down *Roll 3d6 instead of 2d6 but only count 2 best scores*	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the fight.	All: • Obviously dead.

GAEA PRIME - SYMONS

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
8	Infantry	4	EXO	16	Rifle, Rapid-Fire Laser	48	3	4	3	2	1

TYPE	SPECIAL ATTRIBUTE
SYMONS	**Combat Artist -** Add 1d6 in melee. **Hard as Nails -** Roll 3d6 when taking the Recover From Knock Down test. **Infrared Vision -** Able to see normal distances in the dark.

QRS

2 GRATH REACTION TESTS

(Taken versus Rep)

* = Star May choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. Others: • Fire.	Out of ammo or range: • Charge into melee if possible, otherwise Duck Back. Others: • Snap Fire.	All: • Halt.
Received Fire (Ldr) *	If in charge reach: • Charge into melee. Outgunned: • Duck Back. Others: • Fire.	If in charge reach: • Charge into melee. Outgunned: • Duck Back. Others: • Snap Fire.	All: • Halt.
Man Down (Ldr) *	All: • Carry On.	All : • Carry On.	All: • Cohesion Test.
Cohesion Test (Ldr) * *Taken by unit*	All: • Carry On.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 3 figures (minimum of 1) will leave the battlefield.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave battlefield.
Recover From Knock Down *Roll 3d6 instead of 2d6 but only count 2 best scores*	All: • Carry On and remain standing.	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Obviously dead.

GRATH

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
1	Infantry	4	Exo [(1)]	6	Grenade, Rifle Launched	24	5" circle	2	1	NE	NE
6					Rifle, "Big Ass" Assault	48	3	4	3	2	1
1					Submachine Gun , "Big Ass"	24	3	5	4	2	1

(1) Counts as Exo armor for Impact purposes only.

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA
Anti-Air Launcher	Unlimited	3" circle/1 vehicle	6	5	5	4
Grenade, Fragmentation	6	5" circle	2	1	NE	NE
Machine Gun, Light	48	6	3	2	0	NE
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4

TYPE	SPECIAL ATTRIBUTE
GRATH	**Hard as Nails -** Roll 3d6 when taking the Recover From Knock Down test. **Slow -** Normal move is 6". **Vicious -** Add 2d6 in melee.

2 *HISHEN REACTION TESTS*

(Taken versus Rep)

* = Star May choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
In cover	+1d6
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight	Out of ammo or range or melee weapon only: • Duck Back. Others: • Fire.	Out of ammo or range or melee weapon only: • Duck Back. Others: • Snap Fire.	All: • Halt.
Received Fire (Ldr) *	Outgunned: • Duck Back. Others: • Fire.	Outgunned: • Duck Back. Others: • Snap Fire.	All: • Duck Back.
Man Down (Ldr) *	All: • Carry On.	All : • Duck Back.	All: • Cohesion Test.
Cohesion Test (Ldr) * *Taken by unit*	All: • Carry On.	If under half-strength: • Leave the battlefield. Otherwise: • Carry On but 1 in 2 figures (minimum of 1) will leave the battlefield.	All: • Leave the battlefield.
Recover From Knock Down	All: • Stunned and may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the fight.	All: • Obviously dead.

TYPE	SPECIAL ATTRIBUTE
HISHEN	**Slight -** Minus 1d6 when in melee. **Slow -** Normal move is 6". **Subject to Fear :** • Minus 1d6 when rolling on the Charging into Melee Table. • Minus 1d6 when in Melee. • Always counts as *Fast Moving* when shooting.

QRS

HISHEN

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
6	Infantry	1 - 3 = 4	SB	6	Rifle, Assault	48	3	3	2	NE	NE
2		4 - 6 = 3			Submachine Gun	24	3	1	0	NE	NE

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA
Anti-Air Launcher	Unlimited	3" circle/1 vehicle	6	5	5	4
Grenade, Fragmentation	6	5" circle	2	1	NE	NE
Machine Gun, Heavy	60	4	5	4	1	0
Mine, Anti-Personnel	x	5" circle	2	1	NE	NE
Mine, Anti-Tank	x	1	4	3	5	4
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4
Satchel Charge	3 [1]	1	6	5	4	3

(1) The satchel charge can be thrown up to 3" counting the Impact as listed. When placed in contact with a vehicle or structure add 2 to the listed Impact.

1	HISHEN VEHICLE TABLE
	(Read result as rolled)

#	TYPE
1	Armored Personnel Carrier
2	Armored Personnel Carrier
3	Armored Personnel Carrier
4	Medium Tank
5	Medium Tank
6	Heavy Tank

(1) If a defense Mission count as Heavy Tank.

HISHEN VEHICLE TABLE

TYPE	AV	CAPACITY	MAIN GUN	SECONDARY	TRACTION	SPEED
Armored Personnel Carrier	HB	1	Rocket Launcher	HMG	W/G/T	24/12
Medium Tank	EXO	1[1]	Beam, Medium	HMG	W/G/T	24/18
Heavy Tank	BTA	1[1]	Beam, Heavy	HMG & RL	W/G/T	24/12

(1) Up to one squad can ride on top of the vehicle fully exposed.

VEHICLE MOUNTED WEAPONS TABLE

VEHICLE MOUNTED WEAPONS	RANGE	TARGET	SB	HB	EXO	BTA
Beam, Heavy	48	3" circle /1 vehicle	6	4	4	3
Beam, Medium	48	2" circle/1 vehicle	4	3	3	2
Machine Gun, Heavy	60	4/1 vehicle	5	4	1	0
Rocket Launcher	48	5" circle/1 vehicle	5	3	2	1

QRS

2 VEHICLE REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
In cover	+1d6
If Star Army Armored Fighting Vehicle	+1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
In Sight *Taken when an enemy comes into sight*	If in range and facing: • Fire. Otherwise: • Carry on.	Undergunned: • Seek cover, even if forward, up to 6" away and duck out of sight. If no cover available move in reverse half speed away from the enemy. If in range and facing: • Fire at -1 to Rep. Otherwise: • Carry on.	All: • Halt in place.
Clank Test *Taken when hit by fire that does not penetrate.*	If in range and facing: • Fire. Otherwise: • Carry on.	Undergunned: • Seek cover, even if forward, up to 6" away and duck out of sight. If no cover available move in reverse half speed away from the enemy. Beams in range and facing: • Fire. Otherwise: • Carry on.	Undergunned: • Leave the battlefield. Otherwise: • Seek cover, even if forward, up to 6" away and duck out of sight. If no cover available move in reverse half speed away from the enemy.
Crisis Test *Taken when within 6" and has LOS to a friendly vehicle destroyed, disabled or leaving the battlefield.*	All: • Carry on.	Undergunned: • Seek cover, even if forward, up to 6" away and duck out of sight. If no cover available move in reverse half speed away from the enemy. Otherwise: • Carry on.	*Undergunned*: • Leave the battlefield. Last vehicle in platoon: • Leave the battlefield. Otherwise: • Seek cover, even if forward, up to 6" away and duck out of sight. If no cover available move in reverse half speed away from the enemy.
Penetration Table *Taken versus the Penetration Value when the vehicle is hit*	All: • Vehicle explodes into pieces with whole crew lost.	All: • Vehicle is disabled and must be recovered. Crew abandons vehicle and leaves the battlefield.	All: • No effect. Immediately take Clank Test.
After Fight Recovery *Taken by those that left the battlefield and recovered disabled vehicles*	All: • Return to service.	Left the battlefield: • Return to service. Disabled: • Do not return.	Left the battlefield: • Return to service at -1 to Rep. Disabled: • Do not return.

INFANTRY ANTI-VEHICLE WEAPONS

Here's a list of the infantry weapons that can be used against vehicles. Be sure to use *this* table when firing with them at a vehicle target.

INFANTRY WEAPON TYPE	*RANGE*	*TARGET*	*SB*	*HB*	*EXO*	*BTA*
Anti-Air Launcher	48	1 vehicle	5	3	2	1
Flame Thrower	12	1 vehicle	4	3	3	2
Grenade, Fragmentation	6/1	5" circle	2	NE	NE	NE
LAW	36	1 vehicle	5	3	2	1
Machine Gun, Heavy	60	1 vehicle	5	4	1	0
Machine Gun, Light	48	1 vehicle	3	2	NE	NE
Mine, Anti-Personnel	x	5" circle	2	1	NE	NE
Mine, Anti-Tank	x	1vehicle	6	5	4	3
Mine, Inferno	x	5" circle	6	5	5	4
Mortar, Light	Unlimited	5" circle	2	NE	NE	NE
Plasma Gun	24	1 vehicle	6	6	5	4
Rocket Launcher	48	1 vehicle	5	3	2	1
Satchel Charge	3 [1]	1 vehicle	5	4	3	2
SAW	48	4	3	2	NE	NE

(1) The satchel charge can be thrown up to 3" counting the Impact as listed. When placed in contact with a vehicle or structure add 2 to the listed Impact.

2 — VEHICLE RANGED COMBAT
(Taken versus Rep)

Circumstance	Modifier
Firing at target over 48" away	-1

# D6 PASSED	RESULT
2	Shooter scores a solid hit! • Roll 2d6 versus the Impact of the weapon, based on the armor of the target, then consult the Penetration Table
1	Target in cover. • Miss. Target ignores fire and carries on. Shooter firing at the side, top, or rear armor. • Score a solid hit! Shooter firing at frontal armor. • Score a glancing hit! Count as if passed 2d6 but reduce Impact by "1". Impact of "0" causes a Clank Test instead.
0	Shooter misses target. • Target ignores fire and carries on.

2 — INFANTRY ANTI- VEHICLE FIRE
(Taken versus Rep)

CIRCUMSTANCE	*MODIFIER*
Firing at over 1/2 range	-1
Firing at target in cover	-1

# D6 PASSED	RESULT
2	Shooter scores a solid hit! • Roll 2d6 versus the Impact of the weapon, based on the armor of the target, then consult the Penetration Table
1	Shooter firing to the side. • Score a solid hit! Shooter firing at frontal armor or rear armor. • Score a glancing hit! Count as if passed 2d6 but reduce Impact by "1". Impact of "0" causes a Clank Test instead.
0	Shooter misses target. • Target ignores fire and carries on.

2   STRUCTURE SUPPRESSION TABLE
(Taken vs. Rep of the Structure)

# D6 PASSED	RESULT
2	Carry on. The structure is not suppressed.
1	If firing with at least twice as many dice as the Fire Value of the structure: • Suppressed. Structure may not react or fire until they are next active. Otherwise: • Carry on and the structure is not suppressed.
0	Suppressed. Structure may not react or fire until they are next active.

2   OVERRUN TABLE
(Taken versus Rep of the vehicle and infantry)

CIRCUMSTANCE	MODIFIER
The infantry target gains the modifier if they have an anti-tank weapon facing the overrunning vehicle.	+1d6
The overrunning vehicle gains the modifier if they are attacking to the flank of the infantry target.	+1d6
The overrunning vehicle gains the modifier if they are attacking to the rear of the infantry target.	+2d6

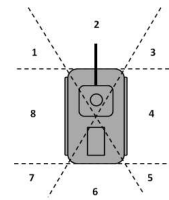| #D6 PASSED	VEHICLE	INFANTRY
2+ more than opponent	Infantry leaves the battlefield. Vehicle is allowed a Parting Shot with their Secondary Weapons at full Target Rating before the infantry is removed.	Anti-tank gun is allowed to fire then go to Close Assault Resolution.
1 more than opponent	Vehicle fires Secondary Weapons then moves remaining distance *through* the infantry target. Target infantry takes a Cohesion Test.	Anti-tank gun is allowed to fire then go to Close Assault Resolution.
Same as opponent	Go to Close Assault Resolution.	Go to Close Assault Resolution.

2   CLOSE ASSAULT TABLE
(Taken versus Rep of the vehicle and infantry)

CIRCUMSTANCE	MODIFIER
The target vehicle gains the modifier if they have Secondary Weapons facing the active infantry.	+1d6
The active infantry gains the modifier if they are attacking to the flank of the target vehicle.	+1d6
The active infantry gains the modifier if they are attacking to the rear of the target vehicle.	+2d6

#D6 PASSED	VEHICLE	INFANTRY
2+ more than opponent	Infantry leaves the battlefield. Vehicle is allowed a Parting Shot with their Secondary Weapons at full Target Rating before the infantry is removed.	Go to Close Assault Resolution.
1 more than opponent	Vehicle fires Secondary Weapons and active infantry halts in place. Active infantry takes a Cohesion Test.	Go to Close Assault Resolution.
Same as opponent	Go to Close Assault Resolution.	Go to Close Assault Resolution.

ARMOR LOCATION GRID

X   ARMOR LOCATION TABLE
(Based on the relationship of the shooter to the target)

IF FIRING FROM AREA…	YOU WILL HIT THE…
1	Front armor
2	Front armor
3	Front armor
4	Side armor
5	Side armor
6	Rear armor
7	Side armor
8	Side armor

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2   **PEF MOVEMENT**

(Taken versus the Rep of the PEF)
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#D6 PASSED	RESULT
2	If there are other PEFs on the table roll 1d6: • (1-2) - PEF moves 16" directly towards nearest PEF and stops 4" away. • (3-6) - PEF moves 16" towards nearest enemy through cover at all times. If no other PEFs are on table roll 1d6: • (1-3) - PEF splits into two separate PEFs. Roll 2d6 for Rep of new PEF. • (4-6) - PEF moves 16" towards nearest enemy through cover at all times.
1	If there are other PEFs on the table roll 1d6: • (1-3) - PEF moves 8" directly towards nearest PEF and stops 4" away. • (4-6) - PEF moves 8" towards nearest enemy through cover at all times. If no other PEFs on table roll 1d6: • (1-2) - PEF splits into two separate PEFs. Roll 2d6 for Rep of new PEF. • (3-6) - PEF moves 8" towards nearest enemy through cover at all times.
0	PEF doesn't move.

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2   **PEF RESOLUTION**

(Taken versus Enemy Investment Level)
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# D6 PASSED	RESULT
2	Contacted enemy force. Roll 1d6. Add 1 to the score if you are contesting the world. • (1-4) Roll on the Enemy Reinforcements Table. • (5-6) Roll on the Enemy Defensive Position Table.
1	There might be something there. Roll 1d6. Add 1 to the score if you are contesting the world. • (1-4) Roll on the Enemy Reinforcements Table but use the Pass 1d6 column. A result of "0" or less results in no contact. • (5-6) Roll on the Enemy Defensive Position Table.
0	False alarm. Just a case of the nerves!

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2   **ENEMY DEFENSIVE POSITION TABLE**

(Add results together)
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#	RESULT
2	One Enemy Platoon in Defensive Position [1]
3	Small Bunker
4	Two Enemy Squads + 1 Asset all in Defensive Position [1]
5	Building [2]
6	One Enemy Squad in Defensive Position [1]
7	One Enemy Squad in Defensive Position [1]
8	One Enemy Squad in Defensive Position [1]
9	One Enemy Squad + 1 Asset in Defensive Position [1]
10	Two Enemy Squads in Defensive Position [1]
11	Large Bunker
12	One Enemy Platoon + 2 Assets in Defensive Position [1]

(1) The Defensive Position will be 6 + 1/2d6 inches per squad in length. (2) Buildings are only found if the player has aerial reconnaissance. If no aerial reconnaissance was performed then re-roll.

INFANTRY ROSTER

COMPANY INFO

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA

1ST PLATOON INFO

# FIGS	ID	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA

# FIGS	ID	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA

# FIGS	ID	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA

2ND PLATOON INFO

# FIGS	ID	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA

# FIGS	ID	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA

# FIGS	ID	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA

5150: STAR ARMY

VEHICLE ROSTER

COMPANY INFO

1ST PLATOON INFO

ID	TYPE	AV	CAPACITY	MAIN GUN	SECONDARY	TRACTION	SPEED

2ND PLATOON INFO

ID	TYPE	AV	CAPACITY	MAIN GUN	SECONDARY	TRACTION	SPEED

3RD PLATOON INFO

ID	TYPE	AV	CAPACITY	MAIN GUN	SECONDARY	TRACTION	SPEED

INFO

INCLEMENT WEATHER ____

AERIAL RECON ____

INVESTMENT LEVEL _____

ENEMY INVESTMENT LEVEL ____

INTEL LEVEL ____

PRE-MISSION INTEL ____

5150 RPG

BOOK TWO

"THERE'S TWO SIDES TO EVERY COIN..."

Coming in August 2011