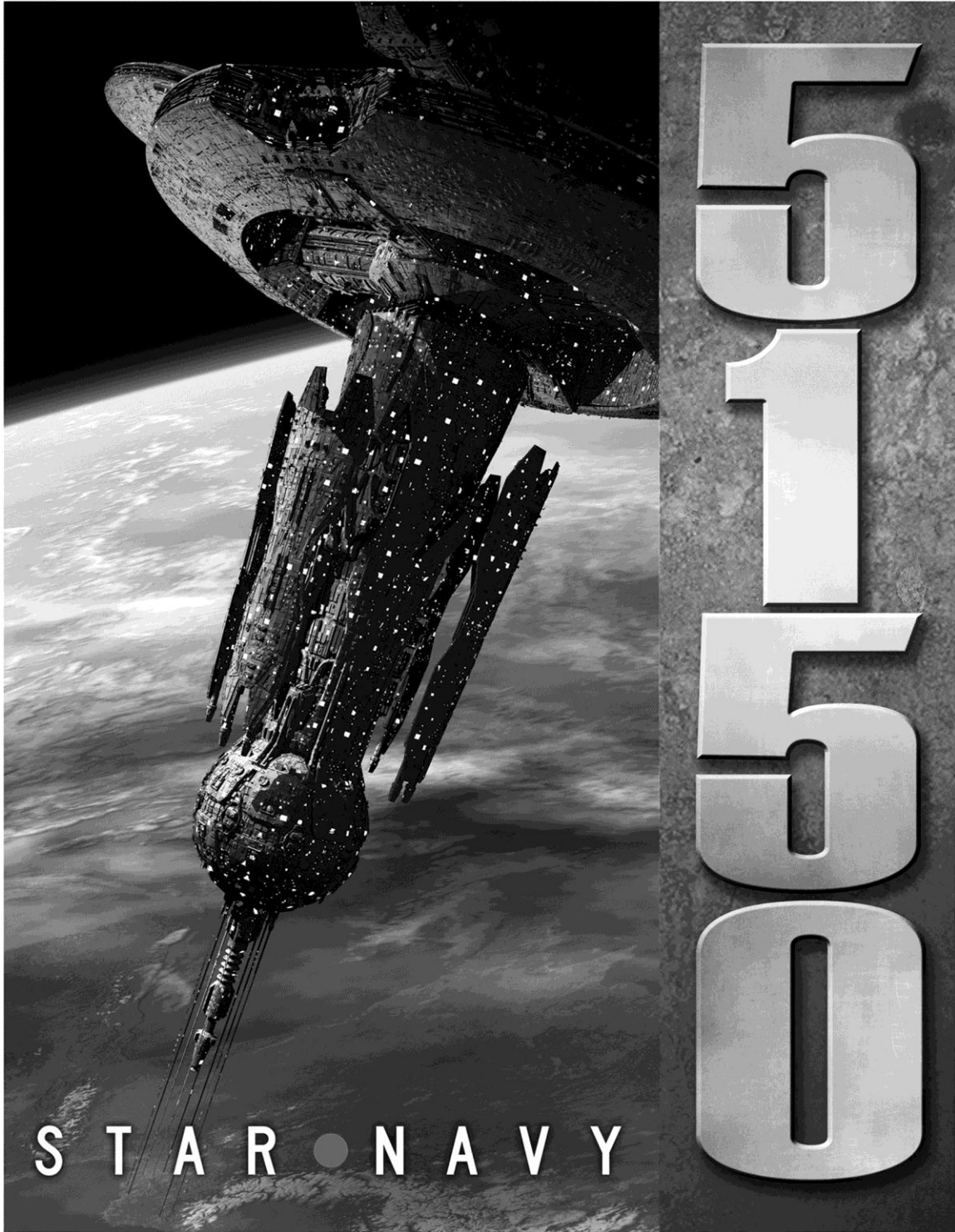


S T A R ● N A V Y

5150



WRITTEN BY MACK HARRISON AND ED TEIXEIRA

ARTWORK BY PAUL KIME

5150: STAR NAVY

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

And Lil...

INTRODUCTION

"WITHOUT THE STAR NAVY THERE IS NO STAR ARMY!"

"The Star Army motto is "We take the war to the enemy; one planet at a time." They do a fine job of it but we take them to those planets and we get them back. And unless we do our job they can't do their job. So listen up Cadet and I'll tell you how we do it..."

In *5150: Star Navy* you can command a squadron of ships or a fleet if you like. Your job is simple; *sweep the stars of the enemy*. For you it's not who the enemies are but where they are. Your missions will range from hunting pirates to flying the flag and in between you'll be fighting other Factions and Races, all intent on seeing your ships turned into debris. In *5150: Star Navy* you'll find rules for ship-to-ship combat, fighter operations, boarding attempts, movement around asteroid belts and post-battle aftermath. In, addition, we have details on how various factions respond during combat. Finally, we've given you a campaign system for operating as a fleet commander from one of several factions or even as a pirate.

No matter how many times you've done it before you still feel the rush when you "blink in". Scanners confirm what you've suspected, the enemy is at hand. As the individual crews rush to battle stations your ships advance in formation. The order to engage is given and the battle is on. Everyone must do their jobs and remember ...

"WITHOUT THE STAR NAVY THERE IS NO STAR ARMY!"

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop sign* at the end of each section. If you have a question about the rules, just keep reading, as the answer will be coming along shortly.

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

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

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

NEEDED TO PLAY

You will need a few things to play *5150: Star Navy* 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 space ships in a consistent scale of your choice.
- Something to represent asteroids if you choose to use them.
- A 4'x6' flat surface, but you can play with a larger or smaller 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.
- Rolling 1/2d6.

PASSING DICE

This way to use the dice is to roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (page, 4), Thrust (page, 5) or something entirely different.

- If the score is *equal or less than the Target Number*, then the d6 has *passed*.
- If the score is *higher than the Target Number*, then the d6 has *not passed*. Isn't this the same as failing the d6?
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner. 0d6, isn't that like failing 2d6? No, as we are counting how many d6 are *passed*.

Example – The Zhuh-Zhuh Gunboat (Rep 4) with four guns declares it will fire on its Hishen counterpart. The Target Number for the test is its Reputation (4). It 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. It has hit the target, but with only half of its guns, two.

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 squadron must roll on the Long Range Scan Table (page 9). They are Contesting the planet so roll 3d6. They score a 1, 2 and 5. This translates into two successes (1 and 2) and one failure (5).

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 Gaea Prime registered Merchant ship has come under fire from a pirate ship. The Merchant ship sends out a distress signal and scores a result of pass 1d6 on the Help Is On the Way Table (page 26). He has a chance of 1/2d6 Class 3 vessels (1) arriving to help. He rolls 1d6 and scores a 1. Help is on the way!

READING & 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 Hit Location Table (page 15) I roll a 3 and an 8 for a total of 8. The target has taken damage to its Hull.

1/2 D6

Occasionally you will be asked to roll 1/2d6. Here's how we do it:

- Roll 1d6.
- Divide the score in half.
- Round up to the nearest whole number.

Example – There is a chance of 1/2d6 Class 4 Cruisers arriving to help in the battle. I roll 1d6 and scores a 3. This means 2 Class 4 Cruisers have arrived.

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. That means roll 2d6, 1d6 or 1d6 for each point of whatever word.

Example – A Star Navy Class 5 Carrier (Rep 5) wants to launch fighters. Looking on the Launch Fighters Table (page 20) we see the number 2 in the upper left corner so I toss 2d6 versus the crew Rep to see if fighters can be launched. I roll 2d6 versus the Rep of 5 and pass 2d6. Fighters are immediately launched.

A Pirate ship (Rep 4) has intercepted a Merchant ship (Rep 3) and wishes to board, send some of the pirate crew onto the Merchant ship for hand to hand combat. I see the word Rep in the upper left hand corner. Each ship will roll 1d6 for each point of crew Rep looking for successes. The Pirate will roll 4d6 while the Merchant will roll 3d6.

SHIP MODELS

Literally hundreds of ship models can be used with *5150: Star Navy*. There aren't any official figures, so play with whatever you already have. Just be sure to use them in a consistent scale for both sides.

BASING MODELS

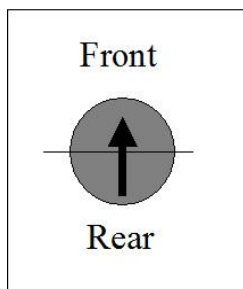
Ship models will usually come with a flight stand of some sort. In any case, just remember that one model represents one ship with the exceptions of *fighters*. While a stand may hold from one to six fighters, in *Star Navy* one stand of fighters represents a squadron of five or more small ships that move, attack and defend together.

DEFINING FACING

Some weapons can only be fired from the front facing. Some ships may be deployed to the rear of existing ships. Here's how we handle facings:

- The front facing is defined as 90 degrees to the left and right of the front of the ship.
- The rear facing is defined as 90 degrees to the left and right of the rear of the ship.

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 Navy* games can be as simple or as detailed as you like. For those who 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 Navy* is like a toolbox. You may not need all the tools but they are there if you do!

STOP!

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

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

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

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

Reading and Adding the Dice = Reading each die score individually and in some cases add the scores of 2d6 together.

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

The game is played with ship models where one model equals one ship, with the exception of fighters, where one model equals one squadron of five ships.

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

Now let's move on to the Ship Basics.

SHIP ORGANIZATION

In *5150: Star Navy*, you are in control of multiple ships. We organize ships in the following fashion:

- **SQUADRON** – Three to five ships commanded by a *Squadron Commander*.
- **TASK FORCE** – Three or more squadrons (nine to fifteen ships) commanded by a *Task Force Commander*.
- **FLEET** – Three or more Task Forces (twenty seven or more ships) commanded by an *Admiral*.

Regardless of how you organize your ships, there cannot be more than one Class 6 ship. Okay, if *you* want, you can use more than one *but we do not recommend it*. Whatever you decide, the Flagship (page 4) will always be the largest ship on the table.

SCALE AND CONCEPTS

Because we are playing at a large scale with large numbers of ships we have taken some liberties with facings and other items to make the game playable in a reasonable amount of time. Because we have done the work at the ship level you can assume the role of the overall commander and *not the captain of each ship*.

FLAGSHIP

The ship with the highest Class is the Flagship. When there is more than one ship of the same Class the ship with the highest Rep will be the Flagship. In cases of a tie the player can choose his flagship. You must declare which ship is your Flagship at the start of the game.

The player is always assumed to be on the flagship.

DEFINING THE SHIPS

5150: Star Navy is played with individual ships that are defined in the following ways.

- What is the crew Reputation?
- What Class is it?
- What type of Systems does it have?

REPUTATION

Reputation, or Rep, is a numeric value assigned to the overall quality of the ship and its ability to perform under fire. Reputation takes into account crew training and morale, ship design and its ability to function while sustaining damage. Here are the three Reps used in *5150: Star Navy*.

REP 5

Rep 5 is reserved for the best and brightest of ships. These ships and their crews will perform exceptionally on a consistent basis. These are the elites of their faction.

REP 4

Rep 4 is applied to the majority of ships found in *5150: Star Navy*. These ships and their crews will perform well on a consistent basis. These are the backbone of their faction.

REP 3

Rep 3 is given to ships and crews that perform on an inconsistent basis. These can be ill-trained or unmotivated ships. Many pirate, mercenary, and merchant crews, and a few other factions fall into this category.

DETERMINING REPUTATION

Players must determine the Rep of each ship under their command. Reputation is determined in the following way:

- Choose what Faction (page 7) you want to play.
- Roll 1d6 and consult the appropriate table for each ship Class for that Faction.

Don't worry about the Reputation of your force commander as it's not needed.

- If you are the force commander you can choose which ship you will be on and the Rep of that ship will dictate its reactions.
- If the force commander is a non-player as when you are playing solo or same-side it will behave as previously outlined. Note that the non-player commander is always on the largest Class ship with the highest Rep.

SHIP CLASS

We further define ships by their Class based on their size. Ships range from Class 3 to Class 6 with 6 being the largest. Here are the four ship Classes:

SHIP CLASS

TYPE	CLASS
Dreadnought ⁽¹⁾	6
Battleship ⁽¹⁾	5
Cruiser	4
Destroyer	3

(1) Only Class 5 or 6 ships can carry fighters.

Note that some Factions may have their own peculiar names for these Ship Classes.

SHIP CLASS SPECIFICATIONS

Each Class has different Specifications that further define them. The Ship Class Specifications Table will tell you the following info:

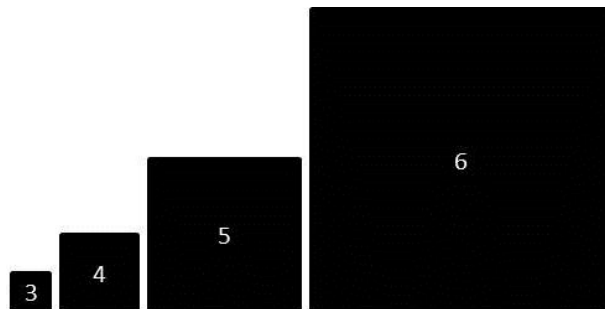
- **CLASS** – The Class of the ship.
- **THRUST** - This is the maximum number in inches the ship can increase or decrease its speed (page 11).
- **HULL** - The Hull represents the actual ship and the number of Hull points that must be used to allocate to each System, usually one or two.

SHIP CLASS SPECIFICATIONS

CLASS	THRUST	HULL
6	1	18
5	2	12
4	3	8
3	4	4

BIGGER SHIP BIGGER CLASS

Going up by one Class represents a *large* jump in size. This picture can better describe the increase in size as ships go up in Classes.



Do not worry if your models do not reflect this difference in such a dramatic way. Just be sure that there is an obvious difference in size between models. Be sure to let your opponent know the Class of each model before the battle.

CLASS 1 AND CLASS 2 SHIPS

You might be wondering why there are no Class 1 or Class 2 ships in *5150: Star Navy*. That's because these Class sizes represent individual fighters, drones, gunboats, attack shuttles and the like. At the level of command of *5150: Star Navy*, admirals are more concerned with the overall effects fighters have on the enemy than on the details regarding those attack craft. Therefore we have folded movement and attacks for individual Class 1 and Class 2 vessels into the rules for fighter operations. For a more detailed look at fighters and other small spaceships, check out the upcoming *5150: Fringe Space* and *5150: Fighter Command*.

SPACE STATIONS

Players can choose to use space stations instead of ships. When doing so reduce the Thrust to "0" as they are actually in orbit around a planet and never change course.

SYSTEMS

For simplicity we use the term *system* to describe a part of the ship that has a specific function. There are a wide variety of systems used in *5150: Star Navy*. Each system costs one or two Hull points. Here's a list of the types available:

- Anti-Aircraft Batteries.
- Bridge.
- Engine.
- Guns.
- Hangar.

- Life Support.
- Missile Launcher.
- Shields.

COMMON SYSTEMS

Each ship has the following systems. These systems do not count against the number of available Hull locations.

- **BRIDGE** – This is the area of the ship where the ship’s command center is located.
- **ENGINE** – This is the area of the ship that provides the power to operate the ship.
- **LIFE SUPPORT** – This is the area that contains the system that allows the crew to survive in space while aboard the ship.

DESIGNED SYSTEMS

Players can choose the number and types of systems for each of their ships in addition to the Common Systems. Each ship can add the following systems, on a one-for-one basis, up to its maximum Hull points.

- Anti-Aircraft Batteries.
- Guns.
- Missile Launchers.
- Shields.

HANGARS

These areas house storage and launch facilities for fighters, their needed maintenance equipment, fuel and weapons, as well as their pilots. Each Hangar can launch a single fighter squadron per turn and costs two Hull points. When Hangars are damaged the ship takes the Received Damage Reaction Test (page 18).

Example – I have a Class 4 Cruiser with 8 Hull points. It automatically comes with a Bridge, Engine, and Life Support system. I then add 3 Shields, 3 Guns and 2 Missile Launchers using its 8 Hull points.

SYSTEMS DEFINED

Now let’s go over each system in detail and in alphabetical order. For ease of play we’ve added the abbreviation for each system as it is found on the Ship Roster.

Note that the number of each systems do not reflect *how many* but instead *how effective* they are.

ANTI-AIRCRAFT BATTERIES (AA)

Still referred to by the archaic term *anti-aircraft batteries*, these automated defensive systems are used to destroy any incoming missiles or fighters. When Anti-Aircraft batteries are damaged the ship takes the Received Damage Reaction Test (page 18).

BRIDGE (BR)

This is the nerve center of every ship. When the Bridge takes damage, bad things can happen. When the Bridge is damaged the ship takes the Bridge Hit Reaction Test (page 18).

Note that the Bridge does not appear on the Ship Roster as tracking it is unnecessary.

ENGINE (EG)

The engine allows for the ship to increase or decrease its thrust or speed. When the Engine is damaged the ship takes the Engine Hit Reaction Test (page 18).

Note that the Engine does not appear on the Ship Roster.

GUNS (GUNS)

This represents direct fire energy weapons. When Guns are damaged the ship takes the Received Damage Reaction Test (page 18).

HANGAR (HG)

These areas house a squadron of five fighters, their needed maintenance equipment, fuel and weapons, as well as their pilots. Each Hangar costs two Hull points. When Hangars are damaged the ship takes the Received Damage Reaction Test (page 18).

LIFE SUPPORT (LS)

Life Support provides the necessary atmosphere, water, or whatever the crew needs to survive. When the Life Support System is damaged the ship takes the Life Support Hit Reaction Test (page 18).

Note that the Life Support does not appear on the Ship Roster as tracking it is unnecessary.

MISSILE LAUNCHER (ML)

These weapons fire a self-propelled and guided projectile. The term *missile* refers not to only one missile but numerous missiles of various strengths. When Missile Launchers are damaged the ship

takes the Received Damage Reaction Test (page 18).

SHIELDS (SH)

Shields are energy powered force fields used to defend against *gunfire*. They do not protect against *missiles* or *fighters*. One shield eliminates one roll on the Hit Location Table (page 15). Shields are always functioning unless lost due to damage. When Shields are damaged the ship takes the Received Damage Reaction Test (page 18).

STOP!

In *5150: Star Navy* each player will command a Squadron, Task Force or Fleet depending upon how large of a game they wish to play.

The Flagship is the ship with the highest Class that has the highest Rep for its Class.

All ships are defined by the following three characteristics:

Reputation: The overall quality of the ship and its crew. How many Rep are used in *5150: Star Navy* and what are they?

Class: The size of the ship. How many Classes are used in *5150: Star Navy* and what are they?

Systems: Systems are used to represent specific functions of a ship. Each system costs one Hull point except for Hangars which cost how many?

Take a Class 3 Cruiser. How many Hull points does it have? Choose the type and number of systems you want to add to the ship. Fill out the following Ship Roster for the Cruiser.

When you have finished move on to the next section, Setting Up to Play.

NAME		CLASS	SPEED	THRUST	REP
HULL	SH	GUNS	ML	HG	AA

SETTING UP TO PLAY

In this section we cover what you need to do to set up a game. Here's how we do it:

- Choose a Faction (page 7).
- Build your Fleet and fill out a Ship Roster for each ship (page 54).
- Organize your Fleet (page 8).
- Lay out the table and place any Planets or Asteroids (page 9).
- Decide who will be the Controlling and Contesting side.
- Perform a Long Range Scan.
- Determine the Distance between the opposing ships.
- Place the ships.
- Set the Entry Speed.

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

FACTIONS

A Faction in *5150: Star Navy* can be a Race, Political Group, or Nationality that differentiates it from other Factions. We use the following six Factions based on the 5150 Universe (page 42) but you can use any Faction from any universe with these rules. Future Star Navy supplements will include additional factions for your games.

- **FREE COMPANY** – Free Company actually includes a variety of smaller Factions. Use the Free Company Faction for Pirates and Rebels against Gaea Prime as well as Mercenaries. When encountered Free Companies will usually be grouped into Squadrons (1-5) and rarely in a Task Force (6).
- **HISHEN** - Inhabitants of the middle Rings of the 5150 Universe, 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, their slaver fleets spreading terror throughout the Rings.
- **PLANETARY DEFENSE FORCE** - The PDF are regular Gaea Prime forces equipped with second rate Star Navy ships. The crews of PDF ships are not recruited from the planet they are assigned to protect. They routinely rotate out to other planets

so as not to develop an affinity for their current assignment.

- **STAR NAVY** – The Star Navy of Gaea Prime consist of first line well-trained crews with the best ships possible. While Gaea Prime PDF is a purely defensive force the Star Navy is used on the offense. Star Navy ships are used to invade hostile worlds, suppress rebellions and insure the expansion of Gaea Prime influence.
- **XEOG** – The Xeog lineage can be traced back thousands of years to the ancient Shikar Empire. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. Those are not the ones you're likely to run into. The ones you'll meet are Smugglers, Mercenaries, and Pirates. Consequently when encountered, Xeogs will usually be grouped into four (1-5) and occasionally six ship (6) Squadrons.
- **ZHUH-ZHUHS** - Zhuh-Zhuhs own and occupy a large number of planets and are aggressive in their desire to expand. Constant contact in Gaea Prime space has earned them the status of Gaea Prime *trusted alien*⁽¹⁾. Unfortunately, this has done little to offset the hostility that sometimes exists between Gaea Prime and Zhuh-Zhuh. Witness the derogatory term *monkey boy* as applied to Zhuh-Zhuhs.

(1) Trusted alien status means different things to different people. To some it means advancement towards Citizen Status, although there are no Zhuh-Zhuh GP Citizens, while to others, it represents a sell out to Gaea Prime.

FLEET SIZE

You can play as small or as large of a game as you like. We recommend starting with 3 ships per side then growing as large as you can comfortably handle. As you play more games the larger the forces you can easily play.

BUILDING YOUR FLEET

If using the 5150 Universe, use the ship types that are available to your Faction (page 44). If not, take a look at them to give you some ideas.

Once you have decided on your ships fill out a Ship Roster for each. Going from left to right, here's how we do it:

TASK FORCE – Write in a name or number to be used to differentiate one Task Force from another.

SQUADRON – Write in a name or number to be used to differentiate one Squadron from another.

NAME – Write in a name or number to be used to differentiate one ship model from another.

CLASS – Write in the Class of the ship.

THRUST – Write in the Thrust of the ship. Change this during the game if the Thrust decreases.

SPEED – Write in the Entry Speed (page 11) of the ship. Change this during the game as the speed increases or decreases.

HULL – Write in the Hull points of the ship. Change this during the game if the Hull points decrease. *If the Hull points are reduced to zero the ship explodes, killing all aboard.*

SH – Write in the number of Shields the ship has. Change this during the game if the Shields decrease.

GUNS – Write in the number of Guns the ship has. Change this during the game as Guns are destroyed.

ML – Write in the number of Missile Launchers the ship has. Change this during the game as Missile Launchers are destroyed.

HG – Write in the number of Hangars the ship has. Change this during the game as Hangars are destroyed.

AA – Write in the number of Anti-Aircraft Batteries that the ship has. Change this during the game as AA Batteries are destroyed.

REP – Write in the Rep of the ship. Change this during the game if the Rep decreases.

ORGANIZE YOUR FLEET

Now it's time to divide your Fleet into different Squadrons. This can range from 3 to 6 ships. Ships in the same squadron must remain within 4" of another ship in the same Squadron. If a ship finds itself over 4" between another ship it will move to close the distance and rejoin the Squadron unless under attack.

Squadrons may be grouped into Task Forces (page 4) but these are more book keeping than combat formations. Ships remain in the same squadron but Squadrons are routinely shifted from Task Forces or Fleets.

LAYING OUT THE TABLE

Now let's lay out the table. Here's how we do it:

- Clear out a 4x6 foot area. You can cover this with a cloth or commercially available *space mat* as can be found at Hotz Art Works. See them here http://www.hotzmats.com/mat_1-deep_space.html
- Next decide which table edge the Contesting side will enter from and which edge the Controlling side will set up on.
- Lastly place any Asteroids (page 23) if you choose to use them.

PLANETS OR SIMILAR LARGE MASSES

What about planets? This is totally a matter of personal taste. I prefer to think that the planet is behind the Controlling side's short table edge and if the Contesting side drives off the defenders they are able to invade or bombard the planet as desired. But if you choose you can place a planet on the table anywhere you want and as big as you want. It really is your game.

CONTROLLING OR CONTESTING

Determine which side is Controlling (owns) the nearest planet or is Contesting (does not own) the nearest planet. This will determine which table edge each player will use.

LONG RANGE SCAN

Before the game begins each side must determine their Long Range Scanning ability. This represents the Factions ability to detect enemy ships *prior* to battle. Think high tech radar. Here's how we do it:

- Determine if the Faction is Controlling (owns) the planet or is Contesting (does not own) the planet.
- Consult the Long Range Scanning Capability Table.
- Go down the Faction column to the appropriate row.
- Go across to the appropriate column depending if the faction is Controlling or Contesting the planet. This tells you how many d6 to roll on the Long Range Scan Table.
- In the rare cases where both sides are Contesting, in the case of Pirates for example, the side moving into contact is considered to be the Contesting side.

X LONG RANGE SCANNING CAPABILITY

FACTION	CONTROLLING	CONTESTING
	PLANET	PLANET
Free Companies	3	3
GP -PDF	3	na
GP - Rebellion	na	2
GP - Star Navy	5	3
Hishen	4	4
Xeog	4	4
Zhuh-Zhuh	4	3

Example – The Hishen Faction is Contesting a Zhuh-Zhuh Controlled planet. This means the Hishen roll 4d6 while the Zhuh-Zhuhs roll 4d6.

TAKING THE SCAN

Here's how we take the Long Range Scan

- Each Faction rolls their d6 counting successes (scores of 1, 2 or 3).
- *The Controlling Faction adds one success to their total.*
- Be sure to remember the total number of successes both sides scored.
- This will tell which side is the attacker and which is the defender.
- Consult the Long Range Scan Table and set up the fleets as described.

X LONG RANGE SCAN

# OF SUCCESSES	CONTROLLING PLANET	CONTESTING PLANET
2 or more successes than opponent	<i>The Controlling ships are the attackers.</i> Controlling ships contact at 45 degrees to the front of the Contesting ships. Controlling ships move first with all of their ships counting as active. Activation is then rolled normally.	<i>The Contesting ships are the attackers.</i> Contesting ships contact at 180 degrees to the rear of the Controlling ships. Activation rolled normally.
1 more success than opponent	<i>The Contesting ships are the attackers.</i> Contesting ships contact head on. Activation rolled normally.	<i>The Contesting ships are the attackers.</i> Contesting ships come in at 45 degrees to the front of the Controlling ships. Activation rolled normally.
Same number of successes as opponent	<i>The Contesting ships are the attackers.</i> Contesting ships contact head on. Activation rolled normally.	<i>The Contesting ships are the attackers.</i> Contesting ships come in head on. Activation rolled normally.

Example – The Hishen score 3 successes while a Free Company Faction, Controlling a planet, scores 1 success. Looking on the Long Range Scan Table we see that the Hishen are the attacking side. The defending Free Company ships are placed on the table 12” from the edge. The attacking Hishen ships are placed 48” from the Free Company ships. As the Hishen are attacking at 180 degrees to the rear of the Free Company the Free Company ships are turned around and will not face the Hishen.

HOW FAR APART

Once you have determined how the Factions will contact each other by rolling on the Long Range Scan Table we must determine how far apart they are from each other. Here’s how we do it:

- Set up the *defending* ships on one short edge of the table no more than 12” from the edge.
- Count the total number of successes scored by both sides. Set the attacking ships this many feet from the defending ships but never closer than two feet or farther than six feet away.
- The first ship placed by the defender establishes the maximum distance from the defender’s edge of the table that its ships can be placed. The distance between the opposing fleets is measured from this ship.

Example – The Zhuh-Zhuh player places a Class 3 Gunboat 8” from his short table edge. The total number of successes scored by both players was 4. The Hishen player cannot place any ships closer than 4 feet from the Zhuh-Zhuh ship, 56” from the Zhuh-Zhuh short table edge.

Example – The attacking Hishen scored 3 successes while the defending Zhuh-Zhuhs scored 1 success. The Zhuh-Zhuhs place ships first and place 3 ships 8” from their short table edge. The Hishen now place 1 ship no closer than 48” from the closest Zhuh-Zhuh ship. The Zhuh-Zhuhs now place 3 more ships followed by the Hishen placing 1 ship. The process continues until all the Zhuh-Zhuh ships have been placed. The Hishen then place their remaining ships on the table.

PLACING THE SHIPS

After distance apart has been determined we must see who will set up their ships first. Here’s how we do it:

- The defender places a number of ships on the table equal to the number of successes scored by the attacker on its Long Range Scan.
- The attacker then places a number of ships on the table equal to the number of successes scored by the defender on its Long Range Scan.
- The two sides alternate until one side has placed all its ships on the table.

- The other side then places the remainder of their ships.

ENTRY SPEED

Now that we know who the attacker and defender are, and how far apart they start, we need to determine their Entry Speeds. This is the speed that the ships will move each turn unless altered. Here's how we do it:

- The attacker writes down the Entry Speed, in inches, of each attacking ship. These speeds can vary.
- The minimum attacking speed is 1.
- The maximum attacking speed is equal to twice the Thrust of the ship with the highest Thrust value.
- The defender then declares the speeds of all their ships.
- The minimum defending speed is 0.
- The maximum defending speed is equal to the Thrust of the ship with the highest Thrust value.
- Ships can set their speed at the maximum regardless of their actual Thrust.

Example – The Hishen write down their entry speeds. The ship with the highest Thrust (4) is a Class 3 Patroller. This makes their maximum entry speed 8". The Hishen decide to set their Patrollers at entry speed 8 and their remaining ships at 4". The Zhuh-Zhuh player declares their entry speed is 2" for all their ships.

ADJUSTING SPEED

The defender has a chance to adjust their speed if they choose to do so. Here's how we do it:

- The attacker reveals its speed.
- The defender can attempt to adjust its speed.
- Each player rolls 1d6 for each point of Rep their Flagship has looking for successes (score of 1, 2 or 3).
- If the defender scores more successes than the attacker it can increase or decrease the speed of its ships by their individual Thrust value.
- If the defender scores an equal or less number of successes than the attacker it cannot adjust its speed.
- The battle can now start.

Example – The Hishen declare their entry speed and the Zhuh-Zhuh player wants to increase his entry speed. The Hishen rolls 5d6 as its Flagship has a Rep of 5. He scores 2 successes. The Zhuh-Zhuh has a Flagship Rep of 4 so rolls 4d6. He scores 3 successes, more than the attacker, so increases the speed of his ships by their individual Thrust or 2", whichever is smaller.

STOP!

We have included Factions from the 5150 Universe but you can use these rules with others found in fiction.

Each ship must have a filled out Ship Roster.

Squadrons consist of from 3 to 6 ships.

The Controlling player owns the planet while the Contesting player does not. *Controlling and Contesting is not the same as attack and defender.*

Each Faction has a Long Range Scan value that determines how many d6 they will roll. The LRS determines the attacking side, where it starts and how far apart the ships start. It also plays a role in how many ships each side places on the table and in what order.

The attacker writes down its Entry Speed and the defender can attempt to change its speed if desired.

TURN SEQUENCE

After the ships have been placed the battle can begin. The battle may last a set or unlimited number of turns based on the scenario but each turn follows a strict Turn Sequence. The only exception is at the very start of the battle when we must determine which side will *activate* first. Here's how we do it:

- Each side rolls 1d6 per each success that it scored on the Long Range Scan.
- Add the scores of each d6.
- The higher total will activate first.
- Any ties result in the defender activating first.
- After determining which side activates first activation is alternated between sides the rest of the game.

When *active* the player will move and attack in this order:

1. Move ships, in order, from right to left.
2. Adjust speed for the following turn.
3. Launch fighters from right to left.
4. Move fighters from right to left.
5. Carry out fighter attacks from right to left.
6. Fire each ship one at a time from right to left.
7. Asteroids (page 23), if being used, are now moved.

MOVEMENT

Ships will move at their current *speed*. This is either their Entry Speed (page, 11) or the speed that they were moving during the previous turn unless it was adjusted up or down during that turn.

Example – The Xeog Carrack starts the turn at a speed setting of 8", its Entry Speed. It moves 8". It now can adjust its speed up or down by its Thrust of 4. The Carrack increases its speed by 3 to 11".

The next turn it moves 11". It then decreases its speed by the maximum Thrust down to 7". On the next turn it will move 7".

Ships will move in a straight line in the current direction that they are facing. This is either the direction they were placed when entering the table or the direction that they were facing during the previous turn. Ships can change their direction during the movement portion of their turn. This is done by Turning.

SPEED UP OR SLOW DOWN

At the *end* of its movement a ship can increase or decrease its speed in the following way:

- A ship can decrease its speed up to its current Thrust in inches.
- A ship can increase its speed up to its current Thrust in inches.

Be sure to note the change of speed at the end of movement and before firing as per the Turn Sequence.

Increasing or decreasing speed takes effect on the following turn.

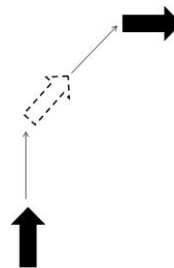
Example – My current speed is 12". I move 12" this turn. My Thrust is 4. I want to decrease my speed and can do it up to 4". I use my maximum Thrust and set my new speed to 8". I will move this distance on my next turn.

TURNING

Ships will move in the direction that they are facing. During its movement a ship can make one or more turns depending upon its Class.

CLASS 3 AND 4

- *Must* move half their current speed.
- Then *may* change direction up to 45 degrees.
- *Must* move the rest of their current speed.
- Then *may* change direction up to 45 degrees even if they have turned previously during their move.



Example – The Zhuh-Zhuh Missile Boat has a speed of 8". It moves 4" then turns up to 45 degrees. It then moves its remaining 4" and makes another turn.

CLASS 5 AND 6

- *Must* move their current speed.
- *May* change direction up to 45 degrees at the end of their move.



STATIONARY SHIPS

Ships moving at “0” speed can turn in place as outlined previously, but up to 90 degrees per turn.

STOP!

5150: Star Navy can last an unlimited or set number of turns but each turn follows a strict sequence.

How do you determine which side activates first?

Ships are activated (move, fire etc.) from right to left.

When do you increase or decrease a ship’s speed?
What is used to increase or decrease the speed of a ship?

How many and when can a Class 3 ship turn?
How about a Class 5?

When you feel comfortable with the rules you have learned, move on to the next section, Combat.

COMBAT

Ranged combat is done subject to firing arc and distance. Ranged combat, whether Gunfire or Missiles, is carried out in the following way:

- An active ship may fire at any ship in its firing arc and if in range.
- It may fire at multiple ships if there are enough weapon systems to do so.
- Ships may fire through enemy and friendly ships as desired.
- Asteroids block ranged attacks. When firing Guns or Missiles past an asteroid, trace a line between the center of the firing ship and the center of the target ship. If the line passes across the asteroid (or, if players agree, across the base on which the asteroid sits), the Gunfire or Missile misses.
- Guns have a 360 degree firing arc and unlimited range. However, firing at targets over 36” away is done at a -1 to Rep penalty.
- Missiles have a 180 degree arc to the front of the shooter and a range of 12”.

GUNFIRE

Gunfire is the most common way to inflict damage on the enemy. It is affected by Shields but not by Anti-Aircraft fire. Here’s how we do it:

- Start with the Rep of the firing ship.
- Declare how many guns are firing at the target.
- Measure the distance from the shooter to the target.
- Consult the Gunfire Table.
- Modify the Rep of the firing ship if applicable.
- Roll 2d6 versus the modified Rep of the firing ship.
- Determine how many d6 are passed.
- Check the Gunfire Table and carry out the result.
- Determine how many guns have hit the target.
- Subtract one hit for each functioning Shield (page 7).
- Roll once on the Hit Location Table (page 15) for each remaining hit scored.

2 GUNFIRE

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1
Firing at over 36” from target	-1
Firing is a Merchant Ship	-1

# D6 PASSED	RESULTS
2	All weapons hit and are effective. Subtract one hit for each functioning shield on the Target. Roll once on the Hit Location Table for each hit scored.
1	Half the number of weapons fired, rounded down, hit and are effective. Subtract one hit for each functioning shield on the Target. Roll once on the Hit Location Table for each hit scored.
0	Weapons are not effective.

Example – A PDF Rep 4 Class 4 Cruiser fires 4 guns at a Hishen Patroller. The range is 43” so the Rep is reduced by 1. I roll 2d6 versus the modified Rep of 3 and score a 4 and 2, passing 1d6. This means only half the guns (2) have hit with effect. The Hishen Patroller has 1 Shield which reduces the number of hits by 1. The Hishen Patroller takes 1 hit.

MISSILES

Missiles are not as common as Guns. They are not affected by Shields but are subject to Anti-Aircraft (AA) fire. Here’s how we do it:

- Missiles have a 180 degree firing arc and a range of 12”.
- Missiles automatically move directly to the target.
- The firing player announces the number of missiles and the target.
- If the target ship has AA on it or if there are other ships with AA within 2” of the target ship the player can allocate these AA batteries to fire at the missiles coming in on the target ship.
- Roll 1d6 versus the Rep of each AA battery firing.
- Consult the AA Fire vs. Missiles Table and carry out the results.

1 AA FIRE VS. MISSILES

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost (AA) only	-1

# D6 PASSED	RESULTS
1	Missile is shot down.
0	Missile hits. Roll once on the Hit Location Table.

Example – A Hishen Slaver fires 2 Missiles at a Star Navy Heavy Cruiser with 1 AA battery. The Rep 5 Star Navy Cruiser fires at the oncoming missile and scores a pass 1d6. One Missile is shot down. The other Missile continues towards the target and hits.

EVADING MISSILES

After all AA firing is resolved the target ship, if it did not fire any AA, can attempt to evade each missile. Here’s how we do it:

- The firing player rolls 2d6 versus the current Thrust, *not speed*, of the ship.
- Consult the Evade Missile Table.

2 EVADE MISSILE

(Taken versus Thrust)

# D6 PASSED	RESULTS
2	Missile is evaded. If another target past the original target within 6” and 3” arc they are now targeted.
1	Missile hits. Roll once on the Hit Location Table.
0	Missile hits. Roll once on the Hit Location Table.

Example – A Hishen Slaver fires 2 Missiles at a Star Navy Heavy Cruiser with 1 AA battery. The Rep 5 Star Navy Cruiser chooses to evade instead of firing its AA. It has a Thrust of 3. It rolls 2d6 versus its Thrust for each incoming Missile and scores a 2 and 3 for the first. The Missile has been evaded and it continues on attacking any enemy target within 6” and within 3” of its original path. The next 2d6 roll scores a 2 and 6, the Missile hits, and damage is rolled for.

DAMAGE

Damage consists of two parts. The first is where did the damage occur? The second is how bad was the damage? Let's start with Hit Location.

HIT LOCATION

Once a target is hit by Gunfire or by a Missile, where the target was hit must be determined. Here's how we do it:

- Roll 2d6, adding the results together, for each hit scored.
- Consult the Hit Location Table to determine what was hit.

2 HIT LOCATION

(Add the scores together)

#	RESULT
2	Bridge! Take Bridge Hit Test.
3	Engine! Take Engine Hit Test.
4	Shield! Go to Damage Table.
5	Shield! Go to Damage Table.
6	Hull! Go to Damage Table.
7	Hull! Go to Damage Table.
8	Hull! Go to Damage Table.
9	Guns (1-4) AA (5-6)! Go to Damage Table.
10	Missiles! Go to Damage Table.
11	Hangars! Go to Damage Table.
12	Life Support! Take Life Support Hit Test.

Example – One Missile makes it through the AA fire of the Star Navy Heavy Cruiser. I now roll 2d6 and score a total of 7. The Hull of the Heavy Cruiser is hit.

APPLYING DAMAGE

Once the Hit Location has been determined we must see how bad the damage was. Here's how we do it:

- Consult the Damage Table.
- Compare the Class of the firing ship to the target.

X

DAMAGE

(Applied for each hit)

COMPARE CLASSES OF SHIPS	RESULT
Firer is higher Class than the target	Scores damage equal to Class of firer.
Firer equal or lower Class than the target	Scores one point of damage.

Example – One Missile makes it through the AA fire of the Star Navy Heavy Cruiser, hitting the Hull. The firing ship was a Class 4 Hishen Slaver. The Star Navy Cruiser is Class 4 as well. As the firing ship is equal in Class to the target ship one point of damage is scored and the Hull is reduced by one. Mark it off on the Ship Roster.

Later the Heavy Cruiser scores a hit on a Hishen Class 3 Patroller. As the Heavy Cruiser has a higher Class (4) it scores damage equal to its Class on the location. The location was the Hull so the Hishen Patroller takes 4 Hull hits, reducing it to "0". The ship explodes!

ZERO SYSTEM DAMAGE

If a hit is scored on a location that isn't on the ship or has already been eliminated (reduced to zero) do not re-roll for location but the ship still takes the Received Damage Test (page 18).

Example – A Hishen Class 5 Mother Ship with 4 Shields is hit by gunfire from a Rep 5 Class 6 Star Navy Dreadnought. The Dreadnought passes 2d6 and hits with all 8 guns. The Hishen reduces damage to 4 hits due to its 4 Shields. The Dreadnought now rolls for four Hit Locations, one per hit. I roll a 4 and hit the Hishen in the Shields. As the Dreadnought firer is a higher Class than the Hishen target it does damage equal to its Class. The Hishen marks off 6 Shields. As it only has 4 the additional damage is not counted. Another 4 is rolled on the Hit Location Table. As there are no Shields left no additional damage is taken.

REPAIRING DAMAGE

Systems damaged cannot be repaired during the battle. To find out whether a ship can be repaired for the next Mission, see After the Battle (page 19).

STOP!

Guns have a 360 degree firing arc and unlimited range. Firing Guns at what range causes a -1 to Rep?

What is Missile range? What is its firing arc?

Missiles can be shot down by Anti-Aircraft fire. How else can Missiles be stopped? Can AA fire come from ships beside the target ship?

How do Shields work?

I score a hit with a ship of higher Class than the target. How is that different than scoring damage with a ship of the same Class as the target?

As a System takes damage adjust it in its box on the Ship Roster.

BOARDING

There may come a time during the battle when a player wishes to board and capture an enemy ship. This is a risky proposition. Here's how we do it:

- The boarding ship must move to within 1 inch of its target and then match course by traveling at the same Speed and in the same direction as the opposing ship.
- Once the ship is in position the boarding attempt is made.
- Both vessels start with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Circumstances.
- Each vessel rolls the modified number of d6 counting the number of successes scored.
- Compare the difference of successes between the two vessels and consult the Boarding Table.
- Immediately carry out the result.

REP

BOARDING

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each point of Class of ship	+1d6
Military ⁽¹⁾	+2d6
Merchants.	-1d6
Resisting Hishen boarders.	+1d6

# OF SUCCESSES	BOARDERS	DEFENDERS
Score more than opponent	Boarders win. Go to Terms of Surrender.	Defenders win. Boarders return to ship and reduce Rep by 1.
Score same as opponent	Standoff. Both sides lose 1d6 from current d6 total and Immediately re-take the test.	Standoff. Both sides lose 1d6 from current d6 total and Immediately re-take the test.

(1) Pirates and Rebels are neither Military nor Merchants. All others are Military.

Attempting to board or defending against boarding takes nearly all the resources of a ship's crew. To reflect this we use the following rules:

- Ships involved in a boarding action cannot fire Guns or Missiles, launch Fighters, or evade Missiles, but they can use AA.
- While boarding, a ship uses its Shields to disrupt the Shields of the target. This means that for the ships taking part in a boarding action, neither ship's shields are working.
- Because the ships are so close to each other, Guns, Missiles, and Fighter attacks on either ship in a boarding will hit both ships (determine damage as normal).

SUCCESSFULLY BOARDING RESULTS

A newly captured ship cannot change course, fire weapons, or launch fighters for two turns. After that, the boarding player takes control of the captured ship, but a captured carrier cannot launch fighters.

If the boarding is successful, go to the Terms of Surrender to find out what happens to the captured ship's passengers and crew. Here's how we do it:

- The boarding ship starts with 2d6.
- Modify this for any applicable Circumstances.

- Roll the modified total versus the original Rep of the ship.
- Determine how many d6 are passed and consult the Terms of Surrender Merchant or Military.

<h2 style="margin: 0;">2 TERMS OF SURRENDER</h2> <p style="margin: 0;"><i>(Taken versus winner's Rep)</i></p>

CIRCUMSTANCE	MODIFIER
Opponent resisted boarding.	-1d6
Opponent did not resist boarding.	+1d6
Military ship.	+1d6
Hishen always count as if pass 0d6.	na

#D6 PASSED	RESULT
2 or more	<p>Merchants: Take all cargo and valuables but crew and passengers are left alive. All allowed to leave on the ship.</p> <p>Military: Ship captured, crew set adrift in Life Pods.</p>
1	<p>Merchants: Seize ship and take all cargo and valuables. Capture any passengers that can be ransomed and drop the rest in Life Pods at the next inhabited planet.</p> <p>Military: Ship captured, crew taken as prisoners of war.</p>
0	<p>Merchants: Take all cargo and valuables. Kill all that resisted and capture the rest. Ship destroyed!</p> <p>Military: Ship captured, crew killed or enslaved.</p>

WHAT ABOUT PIRATES?

Pirates are neither Military nor Merchants so they are handled a bit differently on the Terms of Surrender Table. Here's how we do it:

- Pirates count as Military unless they were captured by Pirates. In this case they count as Merchants.

STOP!

Ships may attempt to board if they reach 1" from the target ship and match its course and Speed.

The boarding attempt occurs immediately when the ships are in position.

Boarding takes place using the Boarding Table. Losing boarders will always return to their ship.

When boarding, Shields on both ships do not work. If either ship is hit by Gunfire, Missiles or Fighters both ships are hit.

Determine the results of a successful boarding action by rolling on the Terms of Surrender. What are the dangers of resisting boarders? How do Hishen behave differently after successfully boarding enemy ships?

After reviewing the section on Boarding, move on to the Reaction Tests section: the core of the THW gaming system.

REACTION TESTS

During the battle certain circumstances may arise that are considered *critical* to the welfare of the ship and its crew. At these times Reaction Tests must be taken to determine what the ship will do.

Reaction Tests are taken after all attacks from the same ship have been resolved on the testing ship.

HOW TO TEST REACTION

Players will be called upon to take a Reaction Test for a variety of reasons. Here's how we do it:

- When called upon to take a test roll 2d6 versus the current Rep of the ship taking the test.
- Read the two d6 individually.
- You will pass 2d6, 1d6, or 0d6.
- Consult the Reaction Test using the appropriate column and immediately carry out the result.

Example – The Rep 4 Hishen Capital Ship takes damage from the Star Navy Dreadnought. After all fire from the Dreadnought is resolved the Hishen ship must take any applicable Reaction Tests. In this case it is the Received Damage Test. I roll a 3 and 4, pass 2d6, and looking at the test under the Pass 2d6 column I see that the result is “Continue the fight”.

MULTIPLE REACTION TESTS

When a ship must take multiple Reaction Tests it will roll each test individually, taking the worse result. When rolling multiple tests always go from the top to the bottom of the list of tests.

Example – A Rep 4 Class 3 Rebel Destroyer is hit by a Rep 4 Class 4 PDF Cruiser. The Destroyer takes damage to its Hull and an Engine hit. The Hull hit causes the Received Damage Reaction Test to be taken. I roll 2d6 and score a 2 and 5, pass 1d6, and this reduces its Rep by 1 as the firer was a higher Class (4) than the target (3). The Engine Hit needs to be taken next but against a Rep of 3. I score a 2 and 3, pass 2d6, and reduce the Destroyer’s Thrust by 1. Refer to the Free Company QRS to see how the results were arrived at.

RECEIVED DAMAGE

Anytime a ship receives a hit to its weapons, shields, hull or hangars, it must take this test, even if that system has already been reduced to zero.

The target ship will take only one Received Damage Test and only *after* all firing from the shooting ship has been resolved.

A ship must take the Received Damage Test first, and apply the results, before taking any other Reaction Test caused by other hits from the shooting ship.

FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF

Anytime a ship is destroyed or if a ship of a higher Class breaks off the fight (page 19) all friendly ships within 6” of that ship must take this test. There are a few exceptions. They are:

- If there is all or part of a friendly ship between the testing and cause ships the test is not taken.

- If the testing ship is a higher Class than the cause ship the test is not taken.
- If there is a friendly ship of a higher Class than the cause ship within 2” of the testing ship the test is not taken.

Example – A Class 3 Zhuh-Zhuh Gunboat explodes. A Class 4 Zhuh-Zhuh Interdictor is 5” away. It does not take the test. Two inches from the Interdictor is a Class 3 Gunboat. It also does not take the test. Four inches from the Interdictor is another Class 4 Gunboat. It has to take the test.

BRIDGE HIT

Anytime a ship receives damage to its Bridge it must take this test. A Bridge hit does not cause a Received Damage Test.

Optional Rule – Anytime a ship takes a Bridge hit the owning player must grab the bottom of his chair and sway left and right signifying a hit was made. Hey, c’mon, relax a little.

LIFE SUPPORT HIT

Anytime a ship receives damage to its Life Support it must take this test. A Life Support hit does not cause a Received Damage Test.

ENGINE HIT

Anytime a ship takes an Engine hit it must take this test. An Engine hit does not cause a Received Damage Test.

STOP!

Taking a Reaction Test is done by rolling 2d6 versus the current Rep of the ship. You will pass 2d6, 1d6 or 0d6.

Be sure to use the appropriate Reaction Test and the correct column based on the number of d6 passed.

Multiple tests are taken from top to bottom of the appropriate Quick Reference Sheet found in the rear of the book.

Bridge, Engine and Life Support hits have their own unique tests and do not cause a Received Damage Test.

BREAKING OFF

Breaking off the fight means the ship is using all resources and systems to leave the battle. Here's how we do it:

- A ship can choose to break off from the fight at the start of its turn in lieu of moving. This can even be before the battle begins if the player desires.
- A ship may be forced to break off from the fight by a Reaction Test result.
- Ships that break off the fight are immediately removed from the table. This may save them from taking additional damage.
- Ships that break off the fight are still subject to the After the Battle Test (page 19).

FLAGSHIP BREAKING OFF

When the Flagship breaks off the fight or is destroyed every ship in the Fleet will take the Friend Destroyed or Higher Class Friend Breaks Off Test. There is a -1 to Rep penalty for the "Original Flagship lost".

TRANSFERRING THE FLAG

If any ships remain on the table after all tests are taken a new Flagship is assigned following the normal rule (highest Class and highest Rep).

ADDITIONAL PENALTIES

The -1 to Rep penalty will also apply to:

- All subsequent Reaction Tests.
- The Gunfire Table.
- The Launch Fighters Table.
- The AA Fire vs. Fighters Table.
- The AA Fire vs. Missiles Table.

MOVING AWAY

There is no edge of the world in space. If a ship voluntarily moves ships off the table all the ships are moved in relation to that ship so all ships are on the table.

AFTER THE BATTLE

After each battle *all* ships that were not destroyed in the fighting must roll to see if repairs can be made in a timely manner and returned to service. This applies even to ships that did not get hit during the battle, as combat maneuvers put stress on all vessels involved. Here's how we do it:

- Check one ship at a time.
- Start with 3d6.
- Modify this number by any applicable circumstance.
- Roll the remaining number of d6 versus the current Rep of the ship.
- Determine how many d6 were passed.
- Immediately remove the ship or return it to the fleet as directed. \

3 AFTER THE BATTLE

(Taken versus current Rep)

CIRCUMSTANCE	MODIFIER
If Thrust was reduced	-1d6
Merchant Ship	-1d6

# D6 PASSED	RESULTS
2+	<p>Undamaged ships are available for next Mission.</p> <p>Damaged ships fully repaired and available for next Mission.</p> <p>All Merchant ships available for next Mission.</p>
1	<p>Undamaged ships are available for next Mission.</p> <p>Damaged ships that were <i>Controlling</i> the planet fully repaired and available for next Mission.</p> <p>Damaged ships that were <i>Contesting</i> the planet fully repaired but unavailable for next Mission. Returns to Fleet on the following month</p> <p>All Merchant ships caught and boarded. Go to Boarding Table. Use enemy Flagship as opponent for Boarding Table.</p>

0	<p>Undamaged ships malfunction and unavailable for next Mission. Returns to Fleet on the following month.</p> <p>Any damaged ships rolling doubles means ship was destroyed.</p> <p>Damaged ships that were <i>Controlling</i> the planet fully repaired but unavailable for next Mission. Returns to Fleet on the following month</p> <p>Damaged ships that were <i>Contesting</i> the planet fully repaired but unavailable for next two Missions. Returns to Fleet on the subsequent month</p> <p>Merchant vessel surrenders and boarded. Go to Terms of Surrender.</p>
---	--

- Fighters are launched when the player is active and after all ships have moved and adjusted their speed.
- Each Hangar can attempt to launch only one squadron of fighters every turn. Hangars launch additional fighters from Carrier reserves or from returning squadrons; therefore there is no need to track the amount of fighters per Hangar.
- When launched the fighters can move up to 24", their normal move per turn.
- Fighters are launched by rolling 2d6 versus the Rep of the ship, determining how many d6 are passed and consulting the Launch Fighters Table.

2	LAUNCH FIGHTERS
<i>(Taken versus Rep)</i>	

<i>CIRCUMSTANCE</i>	<i>MODIFIER TO REP</i>
Original Flagship lost	-1

STOP!

Breaking Off means that the ship has voluntarily or been forced by a Reaction Test to leave the battle.

The Flag can be transferred to another ship but losing the original Flagship will result in penalties. What are they?

Now that you have learned the basic rules play a game or two starting with one Class 4 and two Class 3 ships from any two Factions. After you have familiarized yourself with the game mechanics, move on to the next section, Fighters.

<i># D6 PASSED</i>	<i>RESULTS</i>
2	Fighters immediately launch.
1	If 1 st time launching fighters, fighters immediately launch. If 2 nd or later time launching fighters, fighters do not launch.
0	Fighters do not launch.

FIGHTERS

Fighters are small one-crew ships that operate in squadrons of five ships. Fighters are usually brought to the battle by Class 5 or Class 6 ships called Carriers. On some occasions they will be planet or Space Station based. Fighters are used to attack opposing ships, opposing fighters or to defend friendly ships.

LAUNCHING FIGHTERS

As fighters are based on a Carrier, Space Station or planet they need to be launched into space. Here's how we do it:

FIGHTER MOVEMENT

Fighters can move 24" in any direction making as many turns as desired. Fighters remain on the table until driven off by opposing fighters or AA fire.

FIGHTER MISSIONS

Fighters can be used in three ways. They can:

- **ATTACK** - When they contact enemy ships they will attack them.
- **FIGHTER INTERCEPT** - When they contact enemy fighters they will attack them.
- **COMBAT AIR PATROL (CAP)** - The fighters remain in contact with friendly ships, defending them from enemy fighters.

When carrying out missions, Fighters have the same Rep as the ship that launched them. Let's cover each mission in more detail.

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ATTACK

In the attack mission fighters are attacking ships. Here's how we do it:

- Fighters move into contact or start the turn in contact with the target ship.
- If the target is protected by fighters flying CAP the two sides go into combat using the Fighter Intercept Table.
- Surviving attacking fighters are now subject to AA fire from the target ship and any others within 2" of the ship.
- Surviving attacking fighters will now make their attack on the target and always score one hit. Roll on the Hit Location Table (page 15) to see what was hit then roll 1d6 to see how much damage was done.

Example – Three Star Navy fighter squadrons attack a Hishen Slaver. One Hishen fighter squadron is flying CAP and drives off one Star Navy squadron. The two surviving fighters now come under AA fire from the Hishen ship. One additional squadron is driven off. The surviving squadron now makes its attack. It rolls 2d6 and scores a 5. Looking on the Hit Location Table we see that it has hit the Shields. It now rolls 1d6 for the extent of damage and scores a 4. The Hishen player reduces its Shields by 4 in the appropriate box on the Ship Roster.

INTERCEPTOR

Fighters are defined by their current mission as the Interceptor or the Intercepted. Here's how we do it:

- Active fighters moving into contact and attacking enemy Fighters are the Interceptors.
- Inactive Fighters flying CAP (defending friendly ships) are the Interceptors.

FIGHTER INTERCEPT

In the Fighter Intercept mission fighters are attacking enemy fighters. This can happen when they are active and move into contact with the enemy fighters or if they are inactive and the enemy fighters move into contact with them. Here's how we do it:

- The active fighters move into contact with the inactive fighters.
- Pair off the fighters against each other on a one to one basis.

- After all fighters are paired off extra fighters may double or even triple up on the enemy.
- Each squadron rolls 1d6 versus its Rep modified by -1 to Rep for each additional opponent it is fighting. If fighting multiple opponents roll 1d6 against each one.
- Opposing squadrons determine how many d6 are passed.
- Consult the Fighter Intercept Table.
- Go down the left column to the row that reflects the d6 passed.
- Go across to the appropriate column and carry out the results.

1 FIGHTER INTERCEPT

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Each additional opponent	-1

#D6 PASSES	INTERCEPTOR	INTERCEPTED
Pass 1 more than opponent	<i>Intercepted fighters driven off and removed from table. Intercepting fighters remain on table.</i>	<i>Intercepted fighters remain on table. Intercepting fighters driven off and removed from table.</i>
Pass same as opponent	<i>Intercepted fighters driven off and removed from table. Intercepting fighters remain on table.</i>	<i>Intercepted fighters driven off and removed from table. Intercepting fighters remain on table.</i>

Example – Three squadrons of Rep 4 Hishen fighters are active and move into contact (intercept) with two squadrons of Rep 5 Star Navy fighters. One Hishen squadron is paired off with each Star Navy squadron. After this is done the third squadron doubles up on one of the Star Navy squadrons. The order of combat is chosen by the active player. The one on one fight is resolved first. The Hishen player rolls a 5 passing 0d6. The Star Navy player rolls a 4 passing 1d6. As the Star Navy squadron (intercepted) passed 1d6 more than the Hishen (interceptor) the Hishen squadron is removed from the table.

The next combat begins. The same process is followed but the Star Navy squadron will count as one Rep lower for fighting one additional opponent. The Star Navy squadron will fight both opponents even if it loses against the first. The Star Navy squadron chases off one opponent but loses to the second. The Star Navy squadron is driven off. The remaining Hishen and Star Navy fighters, who did not fight against each other, remain in place. When one side or the other activates the active side can move into a fight or move away. When fighting multiple opponents it's not if you win, but if you lose, causing you to be driven off.

COMBAT AIR PATROL

Fighters may choose to defend friendly ships. Here's how we do it:

- When a fighter is defending a friendly ship, or flying Combat Air Patrol (CAP), place it in contact with that ship.
- Any active enemy fighters wishing to attack that ship must engage the defending fighters flying CAP using the Fighter Intercept procedure (page 21).
- Each CAP fighter is paired off against one attacking fighter. Any excess attacking fighters can attack the ship without being subjected to Fighter Intercept.
- Fighters can only defend one ship at a time. They can change the ship to be defended only when active.
- They can choose to leave the ship and move to attack enemy fighters instead.

Example – Six Star Navy fighter squadrons are attacking a Class 5 Hishen Mother Ship. There are three Hishen fighters flying CAP. They are paired against three opponents and Fighter Intercept is fought. One Star Navy fighter is driven off. The other two continue on to the target giving the Star Navy player five fighter squadrons to attack the target. They are now subject to AA fire.

FIGHTERS AND AA FIRE

Once fighters have gotten past any defending fighters they may still have to face AA fire. Here's how we do it:

- AA fire can come from the ship being attacked and any other ship within 2", measured from base to base, next to the target ship. These ships firing their AA in defense of the target cannot use their AA

in their own defense if attacked at the same time.

Example – A Hishen Mother Ship is being attacked by five Star Navy fighter squadrons. A Hishen Slaver is also being attacked by two Star Navy fighter squadrons. The Slaver is 2" from the Mother Ship and declares it will use its 2 AA batteries in defense of the Mother Ship instead of itself.

- Each AA gun gets to shoot at one Fighter during each attack regardless of the number of separate attacks made.
- Place the attacking fighters in contact with the target ship. It does not matter on what side of the ship they are placed as they are assumed to be eligible AA targets regardless of location.
- Each side rolls 1d6 versus its Rep.
- Each side determines how many d6 are passed and consults the AA Fire vs. Fighters Table and immediately carry out the results.

1 AA FIRE VS. FIGHTERS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost (AA) only	-1

# D6 PASSES	AA FIRE	ATTACKING FIGHTERS
Pass 1 more than opponent	Fighters driven off and removed from the table.	Fighters attack ship and remain on the table. Each fighter scores 1 hit. Roll for Hit Location. Then roll 1d6 per hit to determine damage.
Pass same as opponent	Fighters driven off and removed from the table.	Fighters driven off and removed from the table.

STOP!

Each Hangar may attempt to launch one fighter squadron per turn using the Launch Fighters Table.

Each Hangar has an unlimited number of fighters.

Fighters can move up to 24" when active.

Fighters can attack other fighters using the Fighter Intercept Table.

Fighters can defend friendly ships using the Fighter Intercept Table. This is called flying CAP.

Fighters are subject to AA fire before attacking enemy ships.

Each fighter that successfully defeats enemy CAP and AA fire will score one hit on the target doing 1d6 points of damage on one location.

Take one Carrier per side, set them 48" apart and fight a battle.

ASTEROIDS

Using Asteroids is optional. In a Campaign (page 27) situation where asteroids are used there is a chance (1) that they will be present. This chance increases (1-2) if Pirates are present.

It is possible that there could be asteroids and other floating debris on the table top. Here's how we do it:

- If the battle takes place near a planet, there will not be any asteroids unless the scenario calls for them.
- If the battle takes place in an asteroid belt, there will automatically be asteroids.
- If the battle takes place away from a planet or an asteroid belt, roll 2d6 and add the scores together. If a "7" is rolled asteroids are present.

HOW MANY ASTEROIDS?

Now that we know asteroids are present. Here's how we do it:

- Roll 3d6 and add the scores together.
- To this total add 6. This is the number of asteroids present.

PLACING ASTEROIDS

Once we know how many asteroids are present we must place them using the following procedure.

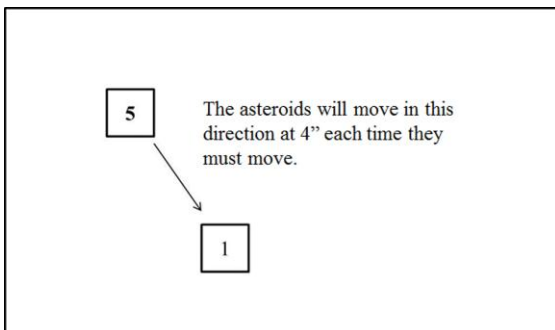
- Divide the table into six numbered sections and roll a d6. This score indicates which section of the area contains asteroids.
- The Controlling player places one asteroid in that section, no closer than six inches to the edge of the table.
- The other player rolls 1/2d6 and places another asteroid that many inches away from the asteroid that's on the table.
- The players take turns placing asteroids within 1/2d6 inches of any asteroid that's already on the table, until all the asteroids are placed.

ASTEROID MOVEMENT

Once placed, we have to determine how the asteroids move. Here's how we do it:

- The Controlling player rolls 2d6 on the table.
- If doubles are rolled the asteroids will not move.
- If the numbers are different, trace a line from the higher die roll to the lower die roll. That's the direction of travel.
- Take the difference between the two numbers rolled. That's the number of inches the asteroids will move in that direction when they must move.
- All asteroids will move in the same direction at the same speed.
- Asteroids move after each side has completed their turn. This means the asteroids will move twice in one turn!

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Example – In the previous picture 2d6 are rolled and they score a 5 and 1, landing in this position. A line is traced from the higher to the lower score (5 to 1). This is the direction that the asteroids will travel each time they must move. Subtract the lower score from the higher. This is the number of inches (4 inches) each asteroid will travel each time they move.

2 ASTEROID EVASION TEST

(Taken versus Thrust)

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Ship's current Speed is twice or more than the ship's current Thrust.	-1d6

<i>#D6 PASSES</i>	<i>RESULT</i>
2	Asteroid passes harmlessly by.
1	Asteroid grazes the ship on the way by. Roll once on the Hit Location Table counting as if hit by a ship of <i>equal or lower</i> Class.
0	Asteroid slams into the ship on the way by. Roll once on the Hit Location Table counting as if hit by a ship one Class <i>higher</i> .

ASTEROID COLLISIONS

There is a chance that asteroids and ships could collide. Here's how we do it:

- A collision with a spacecraft will not harm an asteroid or alter its course.
- If a ship moves to one inch or closer to an asteroid, or if an asteroid moves to one inch or closer to a ship, that ship must take an Evasion Test to avoid a collision.
- Start with 2d6.
- Subtract 1d6 if the ship's current Speed is twice or more than the ship's current Thrust.
- Roll the modified number of d6 versus the ship's current Thrust, *not* Speed.
- Determine the number of d6 passed and consult the Evasion Table.
- Because of their maneuverability, fighters do not need to take an evasion test.

Example - A Xeog Class 4 Galleon is being pursued by three Hishen Overseers. The Xeog player takes the ship into an asteroid belt and comes within 1" of an asteroid, actually making contact. The current speed is 5", not twice the current Thrust of 3. The Xeog player rolls 2d6 versus the Thrust of 3 and passes 1d6. The asteroid glances off the ship. I roll 2d6 for the Hit Location and score a 5. The Shields are hit and reduced by 1. Continuing on the Galleon passes within 1" of another asteroid and the test is taken again. This time the Xeog passes 0d6 and has been hit by an asteroid counting as a Class 5 ship. I roll for location and score an 8. The Xeog ship now takes 5 Hull point hits.

STOP!

Roll 2d6. Draw a line from the higher die to the lower die to determine the course of the asteroid.

Determine how many asteroids are to be placed by roll 3d6 and adding 6 to the total.

Divide the table into six sections numbered from 1 to 6.

Roll 1d6 and place the first asteroid.

Continue to place the remaining asteroids 1/2d6 inches apart.

Take a Hishen Patroller and move through the asteroids at speed 6.

Take the Evasion Test when coming within 1" of an asteroid.

Do the same but at speed 10. Did you remember to subtract 1d6 from the Evasion Test for doubling your current Thrust (4)?

Move on to the last section, Merchant Ships.

Example – In the above Ship Roster the total Systems exceed the Hull points by 2. This is because the Thrust was reduced from 3 to 2 and 2 extra Cargo Bays were added.

DISTRESS CALL

“May Day! May Day! This is the Merchant Ship Hercules. We are under attack!”

Anytime during a battle after a Merchant Ship has been fired upon it can send out a *distress call* in hopes of attracting a patrol ship or similar law enforcement vessel. Here’s how we do it:

- The Merchant has been fired on.
- When next active, the signal is sent. Go to the Help Is On The Way Table.
- The distress call can be repeated on subsequent turns as desired, even if help has already arrived!

HELP IS ON THE WAY!

Once a distress signal has sent there is a chance that help may arrive. Here’s how we do it:

- Roll 2d6 versus the current Campaign Morale (page 27) of the closest controlling faction. It’s important to know in whose space you are traveling! If you are playing a one off battle then use “3” instead.
- Determine how many d6 are passed.
- Consult the Help Is On The Way Table.
- Arriving ships will enter the table on the following Merchant activation.

MERCHANT SHIPS

The use of Merchant ships are optional and scenario driven.

Merchant ships are designed to carry cargo from point A to point B. Lots of cargo. To reflect this, *only* Merchant ships can use Cargo Bays. Any hit on a Hanger location becomes a Cargo Bay instead.

CARGO BAY COST

Cargo Bays cost one Hull point.

In addition, *only* Merchant ships can trade out Thrust points for Cargo Bays at the rate of 1 Thrust value for 2 Cargo Bay. These additional Cargo Bay can allow the ship to exceed its total Hull points but does not increase it.

Here is a Ship Roster for a Merchant Ship reflecting these rules.

MERCHANT

<i>NAME</i>		<i>CLASS</i>	<i>SPEED</i>	<i>THRUST</i>	<i>REP</i>
Hercules		4	4	2	4
<i>HULL</i>	<i>SH</i>	<i>GUNS</i>	<i>ML</i>	<i>CB</i>	<i>AA</i>
12	2	2		10	

2 HELP IS ON THE WAY
(Taken versus the current Campaign Morale)

<i>CIRCUMSTANCE</i>	<i>RESULTS</i>
If just left or entering orbit ⁽¹⁾	+1d6
Location is 1 st or 2 nd Ring.	+1d6
If help is on the way but has not arrived.	+1d6
If help already arrived this Encounter	-1d6

<i># D6 PASSED</i>	<i>RESULTS</i>
2	<i>Good news!</i> Help arrives from the Controlling planet. Roll 1d6: <ul style="list-style-type: none"> • 1: One Class 4 • 2: 1/2d6 Class 3 • 3-4: One Class 3 • 5-6: 1/2d6+1 fighters Help will enter from a randomly determined table edge at an entry speed of 12" for ships and 24" for fighters.
1	<i>Help on the way!</i> Contact made. Resend Distress Call when next active.
0	<i>Is anybody out there?</i> No luck.

(1) To see if this has occurred roll 1d6 versus the current Campaign Morale of the planet or "3" if playing a one-off game. If the score is higher the ship has been attacked, while entering or leaving orbit around the planet. If using the Campaign Map (page 28) any ships in or adjacent to the gray squares are entering/leaving orbit.

MERCHANT SHIP GUNNERY

Merchant ships are slower ships with non-military crews who rarely fire their weapons. To reflect this they always count a -1 to their Rep when firing their guns.

FIGHT OR SURRENDER

Merchant ships cannot voluntarily break off from attackers. They have only two options. They can choose to surrender when first fired upon or they can hope the attackers are driven off the table.

FIGHT

If the Merchant Ship chooses to fight it will do so until the attackers are driven off the table, they are destroyed or the Merchants surrender.

SURRENDER

Surrender can be voluntary anytime the Merchant is active or surrender is automatic if a Reaction Test result of "Surrender" is scored.

When the attackers are next active, after the Merchant has surrendered, the Terms of Surrender Test is taken. Here's how we do it:

- Start with 2d6.
- Modify this by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the attacker.
- Determine how many d6 are passed.
- Consult the Terms of Surrender Table (page 65) and carry out the result.
- Merchants that surrender voluntarily or automatically as a result of a Reaction Test get the "did not resist boarding" modifier.

STOP!

Fight a battle between one Rep 3 Class 4 Merchant ship and a Rep 5 Class 3 Pirate Marauder.

Be sure to subtract one from the Merchant ship Rep when firing its guns.

Send out a distress call when given the first chance.

Roll on the Help Is On The Way Table as needed.

That's it, that's all the rules. What follows are the Campaign rules and Missions.

CAMPAIGNS

A Campaign is a series of battles where the result of one affects the course of the next. Campaigns can be as simple or as detailed as you want. The choice is up to you. Feel free to use as little or as much of the following rules as desired.

TIME IN THE CAMPAIGN

For simplicity we use the current calendar to track months. Players will have two Missions per month one early in the month and one later in the month.

THE ENEMY

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

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

1 GOING TO WAR

(Read the result as rolled)

FACTION	1	2	3	4	5	6
Free Companies	HS	HS	PD	RB	XE	ZZ
GP - PDF	HS	HS	HS	FC	PI	RB
GP - Rebellion	SN	SN	FC	PI	PD	PD
GP - Star Navy	HS	HS	HS	XE	ZZ	RB
Hishen	SN	SN	SN	PD	XE	ZZ
Xeog	HS	HS	HS	SN	ZZ	FC
Zhuh-Zhuh	HS	HS	PI	SN	XE	FC

EXPLAINING THE GOING TO WAR TABLE

FC = Free Companies

PD = GP - PDF

PI = Pirates

RB = GP - Rebellion

SN = GP - Star Navy

HS = Hishen

XE = Xeog

ZZ = Zhuh-Zhuh

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

CAMPAIGN MORALE

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

FACTION	CAMPAIGN MORALE
Free Companies	3
GP - PDF	3
GP - Rebellion	3
GP - Star Navy	4
Hishen	4
Xeog	3
Zhuh-Zhuh	4

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

There isn't a maximum Campaign Morale.

CONTROLLED OR CONTESTED

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

- Decide which Factions 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 force. Note that the PDF is always controlling and Rebels are always Contesting.
- Re-roll all ties.

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

CAMPAIGN MAP

We use the following Campaign Map, a six by six grid with the planet represented by the black circle in the lower right hand corner.

Because we have done all the work, you can use this two-dimensional map to track campaign movement in the three-dimensional space surrounding a world. The four shaded squares represent close orbits around the planet. The five squares next to them represent distant orbits around the planet. If an encounter takes place in any of these nine orbital squares in the lower right quadrant of the map, the ships are entering or leaving orbit.

COORDINATES

Each section of the map corresponds to a 2d6 roll. Here's how we do it:

- Choose 2d6 of opposite colors.
- Nominate one as the horizontal columns and the other as the vertical rows.
- Roll the 2d6, read each score individually to determine the section.

Example – I nominate a red d6 as the horizontal die and a white one as the vertical die. I roll a red 5 and a white 5. This is the upper left gray section on the map.

MAP MOVEMENT

Movement on the Campaign Map is from section to section. Movement is from one section to the adjacent section even if diagonally.

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

MINIMUM SHIPS

When forming a force for moving on the Campaign Map the minimum number of ships that can operate as an independent force is three.

When you have less than three ships remaining they must operate together.

CAMPAIGN ACTIVATION

When using the Campaign Map, both player and non-player forces, whether PEFS or actual ships, will move on the Campaign Map. Here's how we do it:

- Before the game begins both sides choose a d6 of different colors.

Example - I choose a blue d6 for my side and a red one for the other.

- At the start of the Campaign Map movement turn both dice are rolled. This is called rolling for *activation*.
- If the die scores are the same (*doubles*) neither side will activate.
- 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 red 4 are rolled. I scored higher so I can activate my forces first.

- Only PEFs or ships with a Flagship with Rep equal to or higher than its activation die score can be activated.

Example – I scored a 5 for activation. I have two forces. One has a Flagship with a Rep of 5 and the other has a Flagship of 4. Only the Force with the Rep 5 Flagship can move.

- After I have finished moving all of my eligible forces it is the other side's turn. It will move their Forces based on their activation score.

Example I have finished moving my Forces. The red side can now move based on its activation score of 4. It has two PEF's with Reps of 3 and 5 and a Force of ships with a Flagship of 4. The Rep 3 PEF cannot move. The Rep 5 PEF can move and does so using the appropriate PEF Movement Table (page 33). The Force with a Flagship of Rep 4 moves, using the appropriate PEF Movement Table as well.

MISSIONS

You are in charge of a Fleet of a Faction of your choice. You can send as few or as many as you like on a Mission.

Your objective is to reduce the Enemy Campaign Morale to zero, winning the Campaign.

The campaign in *5150: Star Navy* revolves around how your Fleet carries out its 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 (page 36).

FIRST MISSION

Your first Mission will be a Patrol. Subsequent Missions will depend upon your success or failure in the Mission (page 29).

PATROL

OBJECTIVE

- Your objective is to patrol the map and then to return to your planet. To be a success you must resolve all PEFs.
- When no PEFs are left on the map the Mission is over.

FORCES

- You will patrol with a squadron.
- Decide which Faction the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page 32).
- Deploy your force in any of the gray shaded sections of the map. After the game starts you can divide your force if desired.

SPECIAL INSTRUCTIONS

- Establish your Campaign Morale, (page, 27).
- Establish the Enemy Campaign Morale, (page 27).
- Generate and place 3 PEFs on the map but not in the gray sections. Re-roll any gray

section results. It is possible to have more than one PEF in the same section.

- Whenever doubles are scored when rolling for campaign movement and they are equal or less than the Enemy Morale another PEF is generated and placed as previously outlined.
- Roll activation.
- If the enemy activates first then go to the PEF Movement Table (page 33).
- When active move your forces one section per turn.
- When any of your ships enter a section containing a PEF or any PEF enters a section containing your forces the PEF is resolved (page 33).
- When enemies are contacted a tabletop battle is fought and all campaign map movement stops until the battle is completed.
- Play continues normally until all PEFs have been resolved, the player has been defeated or any PEF enters the planet section.

ATTACK

OBJECTIVE

- Your objective is to bombard the enemy planet. To be a success you bombard the enemy planet.

FORCES

- You may choose up to as many ships as desired but not less than six. We recommend at least one Task Force.
- *Be sure to bring at least one Class 5 or Class 6 ship to be used for bombarding the planet.*
- Decide which Faction the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

DEPLOYMENT

- PEFs are generated as outlined in the PEF section (page 32) and are deployed as per the Special Instructions.
- Deploy your force in section 1-1. After the game starts you can divide your force if desired.

SPECIAL INSTRUCTIONS:

- Establish your Campaign Morale (page, 27).
- Establish the Enemy Campaign Morale (page 27).
- Generate and place 3 PEFs on the map but not in the gray sections. Re-roll any gray section results. It is possible to have more than one PEF in the same section.
- Place one PEF on the planet.
- Roll activation.
- If the enemy activates first then go to the PEF Movement Table (page 33).
- When active move your forces one section per turn.
- When any of your ships enter a section containing a PEF or any PEF enters a section containing your forces the PEF is resolved (page 33).
- When enemies are contacted a tabletop battle is fought and all campaign map movement stops until the battle is completed.
- Play continues normally until the planet has been bombarded or the player has been defeated or cannot bombard the planet.

BOMBARDING

Bombarding the planet can only occur if a Class 5 or Class 6 ship spends three turns of activation in the planet section. If you find yourself without a Class 5 or Class 6 ship you have failed this Mission.

DEFEND

OBJECTIVE

- In this Mission your objective is to prevent the enemy from bombarding your planet. To be a success the enemy must not be allowed to bombard the planet.

FORCES

- You may choose up to as many ships as desired but not less than six. We recommend at least one Task Force.
- Decide which Faction the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

DEPLOYMENT

- PEFs are generated as outlined in the PEF section (page 32) and are deployed as per the Special Instructions.
- Deploy your force in any of the gray shaded sections of the map. After the game starts you can divide your force if desired.

SPECIAL INSTRUCTIONS

- Establish your Campaign Morale (page, 27).
- Establish the Enemy Campaign Morale (page 27).
- Generate and place 3 PEFs on the map but not in the gray sections. Re-roll any gray section results. It is possible to have more than one PEF in the same section.
- Roll activation.
- If the enemy activates first then go to the PEF Movement Table (page 33).
- When active move your forces one section per turn.
- When any of your ships enter a section containing a PEF or any PEF enters a section containing your forces the PEF is resolved (page 33).
- When enemies are contacted a tabletop battle is fought and all campaign map movement stops until the battle is completed.
- Play continues normally until the planet has been bombarded or the enemy forces have been destroyed.

BOMBARDING

The enemy can bombard the planet with any Class 5 or higher ship.

HUNT

OBJECTIVE

- In this Mission your objective is to hunt down and destroy any Pirates in the area. To be a success all PEFs must be resolved and all Pirate ships destroyed or driven off the map.

FORCES

- You may choose up to as many ships as desired but not less than six. We recommend at least one Task Force.
- The enemy will be Pirates, using the Free Company QRS. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

DEPLOYMENT

- PEFs are generated as outlined in the PEF section (page 32) and are deployed as per the Special Instructions.
- Deploy your force in any of the gray shaded sections of the map. After the game starts you can divide your force if desired.

SPECIAL INSTRUCTIONS:

- Establish your Campaign Morale (page, 27).
- Establish the Enemy Campaign Morale (page 27).
- Generate and place 3 PEFs on the map but not in the gray sections. Re-roll any gray section results. It is possible to have more than one PEF in the same section.
- Whenever doubles are scored when rolling for campaign movement and they are equal or less than the Enemy Morale another PEF is generated and placed as previously outlined.
- Roll activation.
- If the enemy activates first then go to the PEF Movement Table (page 33).
- When active move your forces one section per turn.

- When any of your ships enter a section containing a PEF or any PEF enters a section containing your forces the PEF is resolved (page 33).
- When enemies are contacted a tabletop battle is fought and all campaign map movement stops until the battle is completed.
- Play continues normally until all Pirate ships have been destroyed or driven off or the player has been defeated.

CONVOY

OBJECTIVE

- In this Mission your objective escort a convoy of six Merchant ships. To be a success you must escort the Merchant ships from the planet to section 1-1 and back.

FORCES

- You may choose up to as many ships as desired but not less than six. We recommend at least one Task Force.
- Decide which Faction the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

DEPLOYMENT

- PEFs are generated as outlined in the PEF section (page 32) and are deployed as per the Special Instructions.
- Deploy your force in any of the gray shaded sections of the map. After the game starts you can divide your force if desired.

SPECIAL INSTRUCTIONS:

- Establish your Campaign Morale (page, 27).
- Establish the Enemy Campaign Morale (page 27).
- Generate and place 3 PEFs on the map but not in the gray sections. Re-roll any gray section results. It is possible to have more than one PEF in the same section.
- Whenever doubles are scored when rolling for campaign movement and they are equal or less than the Enemy Morale

another PEF is generated and placed as previously outlined.

- Roll activation.
- If the enemy activates first then go to the PEF Movement Table (page 33).
- When active move your forces one section per turn.
- When any of your ships enter a section containing a PEF or any PEF enters a section containing your forces the PEF is resolved (page 33).
- When enemies are contacted a tabletop battle is fought and all campaign map movement stops until the battle is completed.
- Play continues normally until the Merchant ships have completed their journey.

VICTORY CONDITIONS

Victory is determined by the number of Merchant ships that complete their journey safely. Here's how we do it:

- **Major Victory** – Five or six ships complete the journey safely.
- **Minor Victory** – Three or four ships complete the journey safely.
- **Failure** – Two or less ships complete the journey safely.

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.

GENERATING PEFs

PEFs are generated in two ways, at the start of the Mission and during the Mission.

START OF THE MISSION

After the player has deployed on the campaign map we must generate the starting PEFs

- Unless instructed differently by the Mission, roll 2d6 as outlined in the Coordinates section (page 28).

- Place the PEF in that section. If it is in a section occupied by a player force this will be resolved after the other PEFs are generated.
- Repeat this process until you have three PEFs placed on the campaign map. It is possible to have more than one PEF in the same section.

DURING THE MISSION

The second way to generate PEFs is during the Mission. This applies only when on a Patrol, Hunt or Convoy Mission. Here's how we do it:

- Whenever doubles are scored when rolling for campaign movement and they are equal or less than the Enemy Morale, another PEF is generated and placed as previously outlined.

PEF REP

Just as ships have a Rep, so do PEFs. Here's how we do it:

- Roll 2d6 for each PEF.
- Read each result separately from the other.
- The higher score is the Rep of the PEF.
- Treat any result of "6" as "5".
- Use either d6 if doubles are rolled.
- Once the PEF is resolved as ships the PEF Rep is no longer needed.

MOVING PEFs

Until it is resolved the enemy will be in the form of PEFs. Here's how PEFs move:

- When active, based on their Rep and the campaign movement activation score the PEF will move.
- Go to the appropriate PEF Movement Table based on the Mission that the player is on.
- Roll 2d6 versus the current Enemy Morale and determine how many d6 were passed.
- Move the PEF as directed.

MOVING ENEMY SHIPS

Once the PEF has been resolved and replaced with ships, there comes a time when these ships must move. Instead of using the Rep of the PEF, replace it with the Rep of the Flagship (page 4). Use the appropriate PEF Movement Table based on the Mission that the player is on.

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2 PATROL PEF MOVEMENT

(Taken versus Enemy Morale)

#D6 PASSED	RESULT
2	PEF moves one section towards the planet.
1	PEF moves one section towards the closest player force.
0	PEF does not move.

2 ATTACK PEF MOVEMENT

(Taken versus Enemy Morale)

#D6 PASSED	RESULT
2	PEF moves one section towards the nearest player force.
1	PEF moves one section towards the nearest player force or nearest PEF, whichever is closest.
0	PEF does not move.

2 DEFEND PEF MOVEMENT

(Taken versus Enemy Morale)

#D6 PASSED	RESULT
2	PEF moves one section towards the planet.
1	PEF moves one section towards the planet or nearest PEF, whichever is closest.
0	PEF does not move.

2 HUNT PEF MOVEMENT

(Taken versus Enemy Morale)

#D6 PASSED	RESULT
2	PEF moves one section away from the nearest player force. If on the edge of the map the PEF leaves the map.
1	PEF moves one section towards the planet.
0	PEF does not move.

2 CONVOY PEF MOVEMENT

(Taken versus Enemy Morale)

#D6 PASSED	RESULT
2	PEF moves one section towards the convoy.
1	PEF moves one section towards the convoy or nearest PEF, whichever is closest.
0	PEF does not move.

RESOLVING PEFs

When a PEF enters a section containing a player force or a player force enters a section containing a PEF the PEF is resolved. Here's how we do it:

- Roll 2d6 versus the current Enemy Morale and consult the appropriate PEF Resolution Table based on the Mission that the player is on.
- Determine how many d6 are passed and carry out the result.
- Remove the PEF and replace it with ships if called for.

2 PATROL PEF RESOLUTION

(Taken versus Enemy Morale)

#D6 PASSED	RESULT
2	Contact! Go to the Contact Table. Roll 1d6 and add the Enemy Morale to the score.
1	Contact! Go to the Contact Table. Roll 1/2d6 and add the Enemy Morale to the score.
0	Nothing but empty space! Remove the PEF.

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2 **ATTACK PEF RESOLUTION** *(Taken versus Enemy Morale)*

#D6 <i>PASSED</i>	<i>RESULT</i>
2	Major Contact! Go to the Contact Table. Roll 2d6 and add the Enemy Morale to the score.
1	Contact! Go to the Contact Table. Roll 1d6 and add the Enemy Morale to the score.
0	Nothing but empty space! Remove the PEF.

2 **DEFEND PEF RESOLUTION** *(Taken versus Enemy Morale)*

#D6 <i>PASSED</i>	<i>RESULT</i>
2	Major Contact! Go to the Contact Table. Roll 2d6 and add the Enemy Morale to the score.
1	Contact! Go to the Contact Table. Roll 1d6 and add the Enemy Morale to the score.
0	Nothing but empty space! Remove the PEF.

2 **HUNT PEF RESOLUTION** *(Taken versus Enemy Morale)*

#D6 <i>PASSED</i>	<i>RESULT</i>
2	Contact! Go to the Contact Table. Roll 1d6 and add the Enemy Morale to the score.
1	Contact! Go to the Contact Table. Roll 1/2d6 and add the Enemy Morale to the score.
0	Nothing but empty space! Remove the PEF.

2 **CONVOY PEF RESOLUTION** *(Taken versus Enemy Morale)*

#D6 <i>PASSED</i>	<i>RESULT</i>
2	Major Contact! Go to the Contact Table. Roll 2d6 and add the Enemy Morale to the score.
1	Contact! Go to the Contact Table. Roll 1d6 and add the Enemy Morale to the score.
0	Nothing but empty space! Remove the PEF.

CONTACT!

When PEFs are resolved it could be empty space or enemy ships. If the result is Contact then roll on the appropriate Contact Table based on the Mission that the player is on. Note that there is a minimum of one ship regardless of what the Contact Table may say.

2/1 **PATROL CONTACT** *(Read the results as rolled)*

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Encountered a Navy patrol	+5

#	<i>RESULT</i>
4 or less	3 ships less than your total.
5 or 6	2 ships less than your total.
7	1 ship less than your total.
8	Ships equal to your total.
9	1 ship more than your total.
10 or 11	2 ships more than your total.
12 or more	3 ships more than your total.

2/1 **ATTACK CONTACT** *(Read the results as rolled)*

#	<i>RESULT</i>
4 or less	50% less ships than your total.
5 or 6	25% less ships than your total.
7	2 ships less than your total.
8	1 ship less than your total.
9	Ships equal to your total.
10 or 11	2 ships more than your total.
12 or more	3 ships more than your total.

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2/1

DEFEND CONTACT

(Read the results as rolled)

#	RESULT
4 or less	2 ships less than your total.
5 or 6	1 ship less than your total.
7	Ships equal to your total.
8	2 ships more than your total.
9	3 ships more than your total.
10 or 11	50% more ships than your total.
12 or more	Twice your number of ships.

2/1

HUNT CONTACT

(Read the results as rolled)

#	RESULT
4 or less	50% less ships than your total.
5 or 6	25% less ships than your total.
7	3 ships less than your total.
8	2 ships less than your total.
9	1 ship less than your total.
10 or 11	Ships equal to your total.
12 or more	1 ship more than your total.

2/1

CONVOY CONTACT

(Read the results as rolled)

#	RESULT
4 or less	3 ships less than your total.
5 or 6	2 ships less than your total.
7	1 ship less than your total.
8	Ships equal to your total.
9	1 ship more than your total.
10 or 11	2 ships more than your total.
12 or more	3 ships more than your total.

Note - Merchant ships are not included in your total on the Convoy Contact Table.

GENERATING ENEMIES

Once you have rolled on the appropriate Contact Table, you know the number of ships you have run into but not the types. Here's how we do it:

- Start with the highest Class ship in your force.
- Go to the What Are They Table.
- Roll 1d6 for each enemy ship.

- Go down to the total and across to the appropriate column for your highest Class.
- This tells you the Class of the ship you have met.
- Do this for each enemy ship you have met.

Example – I have a fleet of 6 ships with the biggest Class being a 5. I roll a 10 on the Attack Contact Table. The enemy will have 2 more ships than me or 8. I will now roll 1d6 8 times on the 5 column. I roll a 3. Looking on the 5 column I have met a Class 4 ship.

1

WHAT ARE THEY

(Read result as rolled)

#	3	4	5	6
1	3	3	3	3
2	3	3	3	4
3	3	3	4	5*
4	3	4	4	5*
5	4	4	5*	6*
6	4	5*	6*	6*

* If you have already rolled an enemy Class 6 ship, or if enemy's fleet list does not contain Class 5 or Class 6 ships, roll on that fleet's highest Class Table instead and give the ship a Rep of 5.

WHAT TYPE

Now that you know the Class you need to know the ship type. Here's how we do it:

- Go to the appropriate enemy Fleet List.
- Go to the appropriate ship Class.
- Roll 1d6 and go down to the row on the List that corresponds to the result.
- This tells you the ship type and Rep.

AFTER THE 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:

- Each side starts with 2d6.
- If they were successful they will add 1d6.
- Each side rolls their total d6 versus their respective current 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.

2 CAMPAIGN MORALE

(Taken versus Campaign Morale)

A result of "6" is always a failure

CIRCUMSTANCE	MODIFIER
Last Mission was a failure	-1d6

# OF SUCCESSES	YOU	THE ENEMY
2+ more successes than opponent	Your Campaign Morale increased by one. Enemy Campaign Morale reduced by one.	Your Campaign Morale reduced by one. Enemy Campaign Morale increased by one.
1 more success than opponent	Enemy Campaign Morale reduced by one.	Your Campaign Morale reduced by one.
Same number of successes as opponent	No changes to either Campaign Morale	No changes to either Campaign Morale

REP ADJUSTMENT

After each Mission there may be a chance of the Rep of a ship increasing or decreasing. Here's how we do it:

- Roll 1d6 versus the Rep of the ship prior to the battle.
- Read the result as scored.
- If the result was higher than the Rep or a "6" and the ship inflicted damage to an enemy, increase its Rep by one. This reflects the crew becoming more efficient and an overall feeling of satisfaction with their performance.
- If the result was equal or less, the Rep remains the same.
- If the result is a "1" and the ship received damage, reduce its Rep by one. This reflects casualties, fatigue or an overall feeling of disappointment with their performance.

Rep can go up and down many times during a Campaign.

NEW ARRIVALS

After each Mission there is a chance that you will receive more ships or lose some of the ones in your Fleet. Here's how we do it:

- Roll 2d6 versus your current Campaign Morale.
- Determine how many d6 you have passed and consult the New Arrivals Table.
- Carry out the results. Any new ships are available for the next Mission. Any transferred ships are removed from your force.

2 NEW ARRIVALS
(Taken versus current Campaign Morale)

# D6 PASSED	RESULT
2	<p>Ah, times are good! Roll 1d6 and see what has arrived from the home world.</p> <ul style="list-style-type: none"> (1-3) One Class 3 ship from your Fleet List. (4-5) One Class 4 ship from your Fleet List. (6) One Class 5 from your Fleet List. If you do not have a Class 5 then use a Class 4.
1	No news is good news? No new arrivals.
0	<p>Things are going badly elsewhere! Roll 1d6 for each of your ships, starting with the highest Class. If a "6" is scored the ship has been transferred from your force and can no longer be used.</p>

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 in your next campaign your 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 your Campaign Morale is decreased by one.

If you are still fighting after the Campaign Morale has been checked you have to determine your next Mission. This is based on the success or failure of your last Mission. Here's how it's done:

- Consult the Next Mission Table.
- Go down the Last Mission column to the type of Mission you have just completed.
- Go across to either the Success or Failure column based on your last Mission
- This may require a 1d6 roll.

- This is your next Mission.

X NEXT MISSION
(Based on your last Mission)

LAST MISSION	SUCCESS	FAILURE
Patrol	(1-4) Hunt (5-6) Attack	(1-4) Defend (5-6) Convoy
Attack	(1-4) Attack (5-6) Hunt	(1-4) Patrol (5-6) Defend
Defend	(1-4) Patrol (5-6) Hunt	(1-4) Defend (5-6) Convoy
Hunt	(1-4) Hunt (5-6) Attack	(1-4) Patrol (5-6) Convoy
Convoy	(1-4) Patrol (5-6) Hunt	(1-4) Defend (5-6) Convoy

PIRATES

What good is having Merchant ships if you don't have Pirates? While you'll probably never get a really big Fleet it still can be fun to play a Pirate. Here's how we do it:

- Choose what type of Pirate to be. This is done by deciding which Ring you wish to move in. The corresponding Pirate types are listed on the corresponding Contact – Ring Table.

Example – I want to be a Zhuh-Zhuh Pirate. Looking at the Contact – Ring Tables I can be in Ring 3, 4, 5 or 6. The Ring I choose will also determine the type of prizes (Merchant ships) and opposition I can encounter.

- The sole exception is you can choose to be a Gaea Prime Pirate and cruise in Rings 1 or 2. Good luck with that.
- As a Pirate you can only have one ship but you can choose what type it will be. The other ships in your fleet must be recruited (page 40).
- When you are a Pirate you are limited to the Patrol Mission. Regardless of the result of your previous Mission, success or failure, you will always have a Patrol Mission.
- When keeping track of your Campaign Morale it is handled differently than normal (page, 36). You do not track the enemy Campaign Morale but yours only.

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The enemy Campaign Morale is always a 3 regardless of who you may have encountered.

Example – I have just plundered a Gaea Prime Merchant. I now take my Campaign Morale Test and score a result of pass 2d6. (Your starting Campaign Morale is based upon your Race). The GP result is a result of pass 0d6. This means I have passed 2d6 more than the enemy. Looking on the Campaign Morale Table my morale is increased by 1. The enemy morale should have been reduced by 1 but is not, it will always remain at 3.

- Pirates are limited to the ships types from the Pirate Fleet List regardless of Race.
- Use the appropriate Race Fleet List to generate their Rep.

Example – I choose to be a Xeog Pirate. I am allowed one ship and choose a Class 4 Ravager. I then go to the Xeog Fleet List (page 51) and roll 1d6 on the Class 4 Table and score a 3. My initial Rep is 5.

CONTACT

Pirates on Patrol will use the same procedure to resolve PEFs but will go to the Contact – Ring Table *after* going to the Patrol Contact Table and What Are They Tables. Here’s how we do it:

- Go to the Patrol – Contact Table (page 34).
- If contact was made go to the What Are They Table (page 35).
- Next go to the appropriate Contact – Ring Table.
- Roll 2d6 and add the scores together.
- Modify the total by -1 or -2 for each time you have attacked one or more Merchant ships, in that Ring, up to a maximum of 3 times.
- Read the result down the left column and go across to determine what Race you have encountered.
- Go to the appropriate Fleet List (page 44) and see what types of ships are involved.

Example – I am playing a Zhuh-Zhuh Pirate in the 4th Ring and just resolved a PEF as contact.

I roll on the Patrol Contact Table and score an 8. This means there will be one ship less than what I have in my Fleet. As I have 3 ships I have encountered 2 ships.

I then go to the What Are They Table and roll for each of the 2 ships I have met. My highest Class ship is a Class 4 Ravager so I will use the 4 column. I roll a 3 and a 4. This gives me one Class 3 and one Class 4 opponent.

I next go to the Contact – Ring 4 Table and score an 8. I have attacked Merchant Ships 3 times previously. This means I must subtract 3 from my total so have a modified total of 5. Looking on the Contact – Ring 4 Table I have contacted Zhuh-Zhuh Merchant ships. I now roll on the Zhuh-Zhuh Fleet List (page 52) to determine the Reps and on the Merchant Fleet List to determine the type of Class 3 and Class 4 ships.

2 CONTACT – RING 1

(Add the results together)

CIRCUMSTANCE	MODIFIER
Each time attacking Merchant ships	-2

#	RESULT
2	Star Navy Patrol
3	Star Navy Patrol
4	Gaea Prime Merchant
5	Gaea Prime Merchant
6	Gaea Prime Merchant
7	Gaea Prime Merchant
8	Gaea Prime Merchant
9	Gaea Prime Merchant
10	Gaea Prime Merchant
11	Gaea Prime Merchant
12	Gaea Prime Merchant

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2 CONTACT – RING 2

(Add the results together)

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Each time attacking Merchant ships	-1

#	<i>RESULT</i>
2	Star Navy Patrol
3	Star Navy Patrol
4	PDF Patrol
5	PDF Patrol
6	Gaea Prime Merchant
7	Gaea Prime Merchant
8	Gaea Prime Merchant
9	Gaea Prime Merchant
10	Gaea Prime Merchant
11	Gaea Prime Merchant
12	Gaea Prime Merchant

2 CONTACT – RING 3

(Add the results together)

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Each time attacking Merchant ships	-1

#	<i>RESULT</i>
2	PDF Patrol
3	Zhuh-Zhuh Patrol
4	Zhuh-Zhuh Merchant
5	Zhuh-Zhuh Merchant
6	Gaea Prime Merchant
7	Gaea Prime Merchant
8	Gaea Prime Merchant
9	Gaea Prime Merchant
10	Gaea Prime Pirates
11	Zhuh-Zhuh Pirates
12	Gaea Prime Pirates

2 CONTACT – RING 4

(Add the results together)

#	<i>RESULT</i>
2	PDF Patrol
3	Zhuh-Zhuh Patrol
4	Gaea Prime Merchant
5	Zhuh-Zhuh Merchant
6	Zhuh-Zhuh Merchant
7	Zhuh-Zhuh Navy
8	Gaea Prime Pirates
9	Hishen Navy
10	Zhuh-Zhuh Pirates
11	Xeog Pirates
12	Zhuh-Zhuh Pirates

2 CONTACT – RING 5

(Add the results together)

#	<i>RESULT</i>
2	Gaea Prime Merchant
3	Zhuh-Zhuh Pirates
4	Gaea Prime Pirates
5	Gaea Prime Merchant
6	Hishen Merchant
7	Hishen Navy
8	Hishen Navy
9	Hishen Navy
10	Zhuh-Zhuh Merchant
11	Xeog Pirates
12	Zhuh-Zhuh Pirates

2 CONTACT – RING 6

(Add the results together)

#	<i>RESULT</i>
2	Gaea Prime Merchant
3	Zhuh-Zhuh Pirates
4	Gaea Prime Merchant
5	Gaea Prime Pirates
6	Zhuh-Zhuh Merchant
7	Hishen Merchant
8	Hishen Navy
9	Hishen Merchant
10	Zhuh-Zhuh Pirates
11	Xeog Pirates
12	Zhuh-Zhuh Pirates

WHAT NOW?

This depends upon what you have encountered. Let's explain the options.

- **Merchants** – When you have met Merchants you can choose to attack them or leave them alone and simply continue to move on the map.
- **Patrol** – When you meet a Patrol immediately roll 2d6. If doubles are scored they will insist on boarding your ship. If you agree go to the Terms of Surrender Table. If you refuse, fight the battle as normal. Patrols, if you have attacked their Merchant ships in this Campaign will attack you regardless of number. If doubles were not rolled or you did not attack their Merchant ships they will ignore you.
- **Navy** – When you meet Navy ships immediately roll 2d6. If doubles are scored they will insist on boarding your ship. If you agree go to the Terms of Surrender Table. If you refuse, fight the battle as normal. Navy ships, if you have attacked their Merchant ships in this Campaign will attack you regardless of number. If doubles were not rolled or you did not attack their Merchant ships they will ignore you. The Navy will not accept any surrender if you refused to allow them to board. BTW – When you run into Navy ships add 5 to your total when rolling on the Patrol – Contact Table (page 34).
- **Pirates** – When you meet Pirates you must determine if they are enemies or friends. Here's how we do it:
 - If you are of the same Faction you are automatically friends and can ignore or attack them.
 - If they are of another Faction determine the Class total of each fleet. This is done by adding the Class of each ship to arrive at a total. Each side then rolls 1d6 and adds the result to their total. If the opposing Faction total is greater than your total they will attack. If your total is equal or higher you can choose to ignore or attack them.

CONTROLLING FACTION

When you encounter opponents you must determine who counts as the Controlling side. Here's how we do it:

- In the 1st Ring Gaea Prime is the Controlling side. This is where their Home World, Gaea Prime, is located.
- In the 2nd Ring Gaea Prime is the Controlling side.
- In the 3rd Ring Gaea Prime is the Controlling side.
- In the 4th Ring Zhuh-Zhuh and the Xeog are both Controlling sides. This is where their respective Home Worlds are located.
- In the 5th Ring Zhuh-Zhuh and the Hishen are both Controlling sides. This is where the Hishen Home World is located.
- In the 6th Ring the Hishen are the Controlling side.

Pirates are always Contesting. This is important when taking the After the Battle Test.

MOVING BETWEEN RINGS

Pirates may decide that it is getting too dangerous to continue their activities in the current Ring. This may mean it's time to leave. Here's how we do it:

- At the start of the Campaign month roll 1/2d6. It will take this many months to arrive in an adjacent Ring. You can go on a Patrol Mission the following month.
- When you leave a Ring your Campaign Morale reverts back to its starting value.
- Once you leave a Ring you can return to it in 1/2d6 months. When you do you count as not having attacked any Merchant ships.

RECRUITING PIRATES

As Pirates are independent sorts there isn't a Home World that will send them replacement ships or transfer them from their Fleet. Instead we use the Recruitment Table. Here's how we do it:

- Each time a Pirate captures 200 points of Cargo Value it is allowed to roll on the Recruitment Table.
- Roll 2d6 versus the current Campaign Morale of the Pirate.
- Determine how many d6 are passed.
- Consult the Recruitment Table and carry out the results.

2 RECRUITMENT
(Taken versus current Campaign Morale)

# D6 PASSED	RESULT
2	<p><i>Your Fame precedes you!</i> Roll 1d6 and see what has been recruited to your fleet.</p> <ul style="list-style-type: none"> • (1-3) One Class 3 ship from your Fleet List. • (4-5) One Class 4 ship from your Fleet List. • (6) A Pirate of a different Race joins you. Re-roll for Class.
1	<i>No one takes note.</i> No recruitments are available.
0	<i>Take the money and run!</i> Roll 1d6 for each of your ships, starting with the highest Class. If a “6” is scored the ship has taken its share of the loot and deserted from your force and can no longer be used.

CARGO

Here’s a quick and easy way to handle Cargo in *5150: Star Navy*. There are four types of cargo. They are:

- **Commodities** – Non-refined or non-finished bulk goods needed by industrial worlds, including common minerals, raw materials and basic foodstuffs. Commodities have a Cargo Value modifier of 1.
- **Goods** - These are manufactured or processed items for sale on all worlds such as clothing, machinery, prepackaged meals and electronics. Goods have a Cargo Value modifier of 3.
- **Rarities** - Items such as antiques, high-end consumer items, specialized devices, rare foods, Enhancements and precious metals that are valued by the wealthy on rich planets and even not-so-well-off worlds,. Rarities have a Cargo Value modifier of 5.
- **Contraband** - These are items that are illegally traded within and between Rings. Weapons, restricted tech, certain narcotics, dangerous Xenofoms, Turing AIs or even slaves are examples of Contraband. Contraband has a Cargo Value modifier of 10.

WHAT TYPE OF CARGO

Once you have captures a Merchant ship you must determine the type of cargo in each Cargo Bay. If desired you can roll once and count the result for all of the Cargo Bays. Here’s how we do it:

- Consult the Cargo Table.
- Tankers and Supertankers will roll 1d6.
- All other Merchants will roll 2d6.
- Modify the total for any applicable Circumstance
- Go down the to the modified dice total to see what is the ship’s cargo.

2/1

CARGO

(Add the results together or read the result as rolled)

CIRCUMSTANCE	MODIFIER
Runner	+4
Grand Freighter	-1

#	RESULT
5 or less	Commodities
6 - 8	Goods
9 - 10	Rarities
11 or more	Contraband

SELLING THE CARGO

Cargo does not have to be sold. Instead we use an abstract system where the Pirate gains the benefits of selling the cargo without having to actually go through it. It eliminates lots of book keeping and moves the story. Here's how we do it:

- When a Pirate captures Cargo from another ship immediately calculate the Cargo Value of the ship.
- Start with the Class of the ship that the Cargo was taken from.
- Multiply that number by the Cargo Value modifier.
- This the Cargo Value of the Cargo for *that* Cargo Bay. All Cargo Bays are assumed to be full so be sure to figure the Cargo Value for each bay!
- Be sure to keep a running total that the Pirate takes and remember 200 points of Cargo Points allows a roll on the Recruitment Table.

Example – I capture a Class 5 Grand Freighter. Rolling on the Cargo Table, the first Cargo Bay is filled with Goods. The Cargo Value would be 5x3, or 15 for that Cargo Bay. I then repeat this process for the remaining Cargo Bays, gaining a total of 150 C.V. points from the Grand Freighter. I add this to the 60 C.V. points I already have, giving me 210 points. I spend 200 to roll once the Recruitment Table and have 10 C.V. left over.

FREE COMPANIES

Players can choose to be a Free Company instead of a military Faction. Free Companies can only fight in Rings 4, 5 or 6 and must choose one of the Factions found on the appropriate Contact – Ring Table (page 38).

Free Companies behave as military forces in all other ways.

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 take 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 and Xeogs, to be concerned about Gaea Prime pressure. As long as the Hishen Empire remains powerful, Gaea Prime is held in check. The Bug intervention is threatening to disrupt this and causing a ripple throughout the 5150 universe.

Look for details on the Bugs and their interstellar capability in a future supplement to *5150: Star Navy*.

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.

ZHUH-ZHUH – THE ENEMY OF MY ENEMY

While not overly friendly with Gaea Prime the Zhuh-Zhuhs are not enemies. Relations between the two are frosty due to trade conflicts in the Third and Fourth Rings. There have been unconfirmed reports of military clashes between the two Races but these have been conveniently overlooked. That’s because the larger problem for the Zhuh-Zhuhs is Hishen expansion and open conflict. And as the saying goes...*the enemy of my enemy is my friend*.

XEOG – MERCENARY FOR HIRE?

Xeog lineage can be traced back thousands of years to the ancient Shikar Empire. With enhanced bio systems and strength, female Xeogs strike a stunning pose. Tall and slender these *divas* are not

afraid to use whatever wiles are at their disposal to further their aims. Unfortunately, one would be hard pressed to understand these aims as they appear to have an appetite for everything and are insatiable in many ways. Xeogs are often found working in the intelligence field on many worlds. Due to this they have earned the reputation of being involved in the darkest of plots and subversion. ASI speculates it's a desire to be or be near the power. If you run into a Xeog Mercenary Expedition there’s no telling what they may actually be up to.

THE FUTURE IS YOURS

This is the current 5150 universe that you have been thrust into. Choose your side, fight well and affect the future as best you can.

(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 Navy takes place in the Fourth Ring. (4)All of the conflicts between Gaea Prime and these Rebels in 5150: Star Navy takes place in the Third Ring.

POINTS

Although most Two Hour Wargames don't use a points system, we have included one in Star Navy to give you an idea of the relative strength of each ship Class at each level of Rep. While we think the sometimes unequal forces of the campaign system create more interesting battles that result in a better story, we realize that sometimes players just want to face off against an evenly matched opponent. Therefore, we've given you the tools to do so. After all, it is your game.

SHIP POINT COST BY CLASS AND REP

<i>CLASS</i>	<i>REP 3</i>	<i>REP 4</i>	<i>REP 5</i>
6	140	188	236
5	36	48	60
4	9	12	16
3	3	4	5

Please note that there is no point cost associated with Systems.

FLEET LISTS

In this section you find the Fleet Lists for all the 5150 Factions used in the rules. This will list the type of ships for each Class, how to randomly determine a ship and its Rep, and a sample Fleet. Players can choose to use as little or as much of the Fleet information as desired for their games and campaigns.

FREE COMPANIES

CLASS	TYPE
5	Battleship
5	Fast Attack Carrier
4	Heavy Cruiser
4	Light Cruiser
3	Frigate
3	Destroyer

3 SHIP SQUADRONS

#	CLASS 3	REP
1	Frigate	5
2	Frigate	4
3	Frigate	4
4	Destroyer	5
5	Destroyer	4
6	Destroyer	3
#	CLASS 4	REP
1	Heavy Cruiser	5
2	Heavy Cruiser	4
3	Light Cruiser	5
4	Light Cruiser	4
5	Light Cruiser	4
6	Light Cruiser	3
#	CLASS 5	REP
1	Battleship	5
2	Battleship	4
3	Battleship	4
4	Fast Attack Carrier	5
5	Fast Attack Carrier	5
6	Fast Attack Carrier	4

FREE COMPANY BATTLESHIP

CLASS	THRUST	HULL	SH	GUNS	AA
5	2	12	4	6	2

FREE COMPANY FAST ATTACK CARRIER

CLASS	THRUST	HULL	SH	GUNS	HG
5	2	12	2	2	3
AA					
2					

FREE COMPANY HEAVY CRUISER

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	3	2

FREE COMPANY LIGHT CRUISER

CLASS	THRUST	HULL	SH	GUNS	ML
4	3	8	3	2	2
AA					
1					

FREE COMPANY FRIGATE

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	2	1	1

FREE COMPANY DESTROYER

CLASS	THRUST	HULL	SH	GUNS
3	4	4	2	2

5150: STAR NAVY

FREE COMPANY CONTRACT FLEET

(54 ships total):

COMMAND SQUADRON (1):

- Fast Attack Carrier
- Battleship
- Battleship

TASK FORCE (3):

Able Squadron:

- Heavy Cruiser
- Light Cruiser
- Light Cruiser

Baker Squadron:

- Light Cruiser
- Destroyer
- Destroyer

Charlie Squadron:

- Destroyer
- Frigate
- Frigate

LOGISTICS CONVOY (4):

- 1 Tanker
 - 3 Freighters
 - 2 Runners
-

GAEA PRIME PDF

CLASS	TYPE
5	Battleship
5	Fast Attack Carrier
4	Heavy Cruiser
3	Destroyer

3 SHIP SQUADRONS

#	CLASS 3	REP
1	Destroyer	5
2	Destroyer	5
3	Destroyer	4
4	Destroyer	4
5	Destroyer	4
6	Destroyer	3
#	CLASS 4	REP
1	Heavy Cruiser	5
2	Heavy Cruiser	4
3	Heavy Cruiser	4
4	Heavy Cruiser	4
5	Heavy Cruiser	4
6	Heavy Cruiser	3
#	CLASS 5	REP
1	Battleship	5
2	Battleship	4
3	Battleship	4
4	Fast Attack Carrier	5
5	Fast Attack Carrier	4
6	Fast Attack Carrier	4

PDF BATTLESHIP

CLASS	THRUST	HULL	SH	GUNS	AA
5	2	12	3	6	3

PDF FAST ATTACK CARRIER

CLASS	THRUST	HULL	HG	AA
5	2	12	4	4

PDF HEAVY CRUISER

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	4	1

5150: STAR NAVY

PDF DESTROYER

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	1	1	2

PDF HOME DEFENSE FLEET

(57 ships total):

HEADQUARTERS SQUADRON (1):

Battleship
Heavy Cruiser
Heavy Cruiser

TASK FORCE (4):

Strike Squadron:

Fast Attack Carrier
Light Cruiser
Light Cruiser

Intercept Squadron:

Heavy Cruiser
Light Cruiser
Light Cruiser

Patrol Squadron:

Light Cruiser
Destroyer
Destroyer

Patrol Squadron:

Light Cruiser
Destroyer
Destroyer

RESUPPLY CONVOY (1):

5 Tankers
1 Freighter

GAEA PRIME REBELS

CLASS	TYPE
4	Heavy Cruiser
3	Destroyer

2 SHIP TEAMS

#	CLASS 3	REP
1	Destroyer	4
2	Destroyer	4
3	Destroyer	4
4	Destroyer	4
5	Destroyer	3
6	Destroyer	3

#	CLASS 4	REP
1	Heavy Cruiser	4
2	Heavy Cruiser	4
3	Heavy Cruiser	4
4	Heavy Cruiser	4
5	Heavy Cruiser	4
6	Heavy Cruiser	3

REBELLION HEAVY CRUISER

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	4	1

REBELLION DESTROYER

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	1	1	2

REBEL LIBERATION FLEET

(43 ships total):

GROUP LEADER (1):

Heavy Cruiser

TASK FORCE (3):

Assault Team

Heavy Cruiser
Heavy Cruiser

Strike Team

Heavy Cruiser
Destroyer

Strike Team

Heavy Cruiser
Destroyer

Scout Team

Destroyer
Destroyer

Scout Team

Destroyer
Destroyer

SUPPLY CONVOY (2)

1 Freighter
5 Runners

5150: STAR NAVY

GAEA PRIME STAR NAVY

CLASS	TYPE
6	Dreadnought
6	Carrier
5	Battleship
5	Fast Attack Carrier
4	Heavy Cruiser
4	Light Cruiser
3	Frigate
3	Destroyer

3 SHIP SQUADRONS

#	CLASS 3	REP
1	Frigate	5
2	Frigate	5
3	Frigate	4
4	Destroyer	5
5	Destroyer	4
6	Destroyer	4
#	CLASS 4	REP
1	Heavy Cruiser	5
2	Heavy Cruiser	4
3	Light Cruiser	5
4	Light Cruiser	5
5	Light Cruiser	4
6	Light Cruiser	4
#	CLASS 5	REP
1	Battleship	5
2	Battleship	4
3	Fast Attack Carrier	5
4	Fast Attack Carrier	5
5	Fast Attack Carrier	5
6	Fast Attack Carrier	4
#	CLASS 6	REP
1	Dreadnought	5
2	Dreadnought	5
3	Dreadnought	5
4	Carrier	5
5	Carrier	5
6	Carrier	4

STAR NAVY DREADNOUGHT

CLASS	THRUST	HULL	SH	GUNS	AA
6	1	18	6	8	4

STAR NAVY CARRIER

CLASS	THRUST	HULL	SH	HG	AA
6	1	18	3	6	3

STAR NAVY BATTLESHIP

CLASS	THRUST	HULL	SH	GUNS	AA
5	2	12	4	6	2

STAR NAVY FAST ATTACK CARRIER

CLASS	THRUST	HULL	SH	HG	AA
5	2	12	3	3	3

STAR NAVY HEAVY CRUISER

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	4	1

STAR NAVY LIGHT CRUISER

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	2	3

STAR NAVY FRIGATE

CLASS	THRUST	HULL	SH	GUNS
3	4	4	2	2

STAR NAVY DESTROYER

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	1	1	2

5150: STAR NAVY

STAR NAVY PATROL FLEET

(93 ships total):

FLAG SQUADRON (1):

- Dreadnought or Carrier
- Battleship
- Battleship

TASK FORCE (4):

- Alpha Squadron
 - Fast Attack Carrier
 - Light Cruiser
 - Light Cruiser
- Beta Squadron
 - Battleship
 - Heavy Cruiser
 - Heavy Cruiser
- Gamma Squadron
 - Heavy Cruiser
 - Destroyer
 - Destroyer
- Delta Squadron
 - Light Cruiser
 - Frigate
 - Frigate
- Epsilon Squadron
 - Light Cruiser
 - Frigate
 - Frigate

SUPPORT CONVOY (5):

- 1 Tanker
 - 1 Grand Freighter
 - 4 Freighters
-

HISHEN

CLASS	TYPE
6	Planetary Conquest Ship
5	Capital Ship
5	Mother Ship
4	Overseer
4	Slaver
3	Monitor
3	Patroller

5 SHIP SQUADRONS

#	CLASS 3	REP
1	Monitor	5
2	Monitor	4
3	Monitor	3
4	Patroller	4
5	Patroller	4
6	Patroller	3
#	CLASS 4	REP
1	Overseer	5
2	Overseer	4
3	Slaver	3
4	Slaver	4
5	Slaver	4
6	Slaver	3
#	CLASS 5	REP
1	Capital Ship	5
2	Capital Ship	4
3	Capital Ship	3
4	Mother Ship	5
5	Mother Ship	4
6	Mother Ship	4
#	CLASS 6	REP
1	Planetary Conquest Ship	5
2	Planetary Conquest Ship	5
3	Planetary Conquest Ship	5
4	Planetary Conquest Ship	4
5	Planetary Conquest Ship	4
6	Planetary Conquest Ship	4

5150: STAR NAVY

HISHEN PLANETARY CONQUEST SHIP

CLASS	THRUST	HULL	SH	GUNS	AA
6	1	18	6	10	2

HISHEN CAPITAL SHIP

CLASS	THRUST	HULL	SH	GUNS	AA
5	2	12	4	6	2

HISHEN MOTHER SHIP

CLASS	THRUST	HULL	HG	AA
5	2	12	4	4

HISHEN OVERSEER

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	4	1

HISHEN SLAVER

CLASS	THRUST	HULL	SH	GUNS	ML
4	3	8	2	2	2

AA
2

HISHEN MONITOR

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	1	1	2

HISHEN PATROLLER

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	1	2	1

HISHEN CONQUEST FLEET

(120 ships total):

OVERLORD SQUADRON (1):

Planetary Conquest Ship
Capital Ship
Mother Ship
Overseer
Overseer

CONQUEST GROUP (3):

Liege Squadron

Capital Ship
Capital Ship
Mother Ship
Overseer
Overseer

Reprisal Squadron

Capital Ship
Overseer
Overseer
Overseer
Slaver

Reprisal Squadron

Capital Ship
Overseer
Overseer
Overseer
Slaver

Appraisal Squadron

Slaver
Monitor
Monitor
Patroller
Patroller

Appraisal Squadron

Slaver
Monitor
Monitor
Patroller
Patroller

REPLENISHMENT CONVOY (8):

1 Supertanker
3 Grand Freighters
1 Freighter

5150: STAR NAVY

MERCHANTS

CLASS	TYPE
6	Supertanker
5	Grand Freighter
4	Tanker
3	Freighter
3	Runner

6 SHIP CONVOYS

#	CLASS 3	REP
1	Freighter	4
2	Freighter	3
3	Freighter	3
4	Runner	4
5	Runner	4
6	Runner	3
#	CLASS 4	REP
1	Tanker	4
2	Tanker	4
3	Tanker	4
4	Tanker	3
5	Tanker	3
6	Tanker	3
#	CLASS 5	REP
1	Grand Freighter	4
2	Grand Freighter	4
3	Grand Freighter	4
4	Grand Freighter	4
5	Grand Freighter	3
6	Grand Freighter	3
#	CLASS 6	REP
1	Supertanker	5
2	Supertanker	4
3	Supertanker	4
4	Supertanker	4
5	Supertanker	4
6	Supertanker	3

MERCHANT SUPERTANKER

CLASS	THRUST	HULL	SH	GUNS	CB
6	1	18	1	1	16

MERCHANT GRAND FREIGHTER

CLASS	THRUST	HULL	SH	GUNS	CB
5	1	12	2	2	10

MERCHANT TANKER

CLASS	THRUST	HULL	SH	GUNS	CB
4	2	8	1	1	8

MERCHANT FREIGHTER

CLASS	THRUST	HULL	SH	GUNS	CB
3	2	4	1	1	6

MERCHANT RUNNER

CLASS	THRUST	HULL	SH	GUNS	ML
3	3	4	1	1	1
CB					
3					

5150: STAR NAVY

PIRATES

CLASS	TYPE
4	Ravager
3	Raider
3	Marauder

SHIPS

#	CLASS 3	REP
1	Marauder	4
2	Marauder	4
3	Marauder	3
4	Raider	5
5	Raider	4
6	Raider	3
#	CLASS 4	REP
1	Ravager	5
2	Ravager	4
3	Ravager	4
4	Ravager	4
5	Ravager	3
6	Ravager	3

PIRATE RAVAGER

CLASS	THRUST	HULL	SH	GUNS	ML
4	3	8	3	2	2
AA					
1					

PIRATE MARAUDER

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	2	1	1

PIRATE RAIDER

CLASS	THRUST	HULL	SH	GUNS
3	4	4	2	2

XEOG

CLASS	TYPE
4	Galleon
3	Carrack

5 SHIP SQUADRONS

#	CLASS 3	REP
1	Carrack	5
2	Carrack	5
3	Carrack	4
4	Carrack	4
5	Carrack	4
6	Carrack	4
#	CLASS 4	REP
1	Galleon	5
2	Galleon	5
3	Galleon	5
4	Galleon	4
5	Galleon	4
6	Galleon	4

XEOG GALLEON

CLASS	THRUST	HULL	SH	GUNS	ML
4	3	8	2	2	2
AA					
2					

XEOG CARRACK

CLASS	THRUST	HULL	SH	GUNS	ML
3	4	4	2	1	1

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XEOG EXPEDITION

(89 ships total):

FACILITATOR (1):

Galleon

DIVISION (4):

First Section

Galleon

Galleon

Carrack

Carrack

Carrack

Second Section

Galleon

Galleon

Carrack

Carrack

Carrack

Third Section

Galleon

Carrack

Carrack

Carrack

Carrack

Fourth Section

Galleon

Carrack

Carrack

Carrack

Carrack

RESOURCES (4):

1 Supertanker

1 Grand Freighter

4 Runners

ZHUH-ZHUH

CLASS	TYPE
6	Command Assault Ship
5	Assault Ship
5	Interceptor Carrier
4	Interdictor
4	Cutter
3	Missile Boat
3	Gunboat

4 SHIP SQUADRONS

#	CLASS 3	REP
1	Missile Boat	5
2	Missile Boat	4
3	Missile Boat	4
4	Gunboat	5
5	Gunboat	4
6	Gunboat	3
#	CLASS 4	REP
1	Interdictor	5
2	Interdictor	4
3	Cutter	5
4	Cutter	4
5	Cutter	4
6	Cutter	3
#	CLASS 5	REP
1	Assault Ship	5
2	Assault Ship	5
3	Assault Ship	4
4	Interceptor Carrier	5
5	Interceptor Carrier	4
6	Interceptor Carrier	4
#	CLASS 6	REP
1	Command Assault Ship	5
2	Command Assault Ship	5
3	Command Assault Ship	5
4	Command Assault Ship	4
5	Command Assault Ship	4
6	Command Assault Ship	4

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ZHUH-ZHUH COMMAND ASSAULT SHIP

CLASS	THRUST	HULL	SH	GUNS	AA
6	1	18	4	8	6

ZHUH-ZHUH ASSAULT SHIP

CLASS	THRUST	HULL	SH	GUNS	AA
5	2	12	3	6	3

ZHUH-ZHUH INTERCEPTOR CARRIER

CLASS	THRUST	HULL	SH	HG	AA
5	2	12	3	3	3

ZHUH-ZHUH INTERDICTOR

CLASS	THRUST	HULL	SH	GUNS	AA
4	3	8	3	4	1

ZHUH-ZHUH CUTTER

CLASS	THRUST	HULL	SH	GUNS	ML
4	3	8	3	2	2

AA

1

ZHUH-ZHUH MISSILE BOAT

CLASS	THRUST	HULL	SH	ML
3	4	4	1	3

ZHUH-ZHUH GUNBOAT

CLASS	THRUST	HULL	SH	GUNS
3	4	4	1	3

ZHUH-ZHUH FLEET

(76 ships total):

COMMAND SQUADRON (1):

Command Assault Ship
 Interceptor Carrier
 Interceptor Carrier
 Assault Ship

TASK FORCE (3):

Squadron 1:

Interceptor Carrier
 Assault Ship
 Interdictor
 Cutter

Squadron 2:

Assault Ship
 Interdictor
 Cutter
 Gunboat

Squadron 3:

Cutter
 Gunboat
 Missile Boat
 Missile Boat


Squadron 4:

Cutter
 Gunboat
 Missile Boat
 Missile Boat

SUPPLY UNIT (4):

1 Supertanker
 5 Freighters

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	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						

MONTHLY TIME LINE

<i>MONTH</i>	<i>CAMPAIGN MORALE</i>	<i>MISSION</i>	<i>RESULT</i>	<i>NOTES</i>
1 - Early				
1 - Late				
2 - Early				
2 - Late				
3 - Early				
3 - Late				
4 - Early				
4 - Late				
5 - Early				
5 - Late				

5150: STAR NAVY

2 FREE COMPANY REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If Rep reduced to "2" then break off the fight.	Reduce Rep by 1. If Rep reduced to "2" then break off the fight.
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF <i>Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.</i>	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> Continue the fight	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> <i>Destroyed friend was same or lower class than tester:</i> Continue the fight. <i>Destroyed friend was higher class than tester:</i> Break off the fight.	<i>All:</i> Break off the fight.
BRIDGE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If Rep reduced to "2" then break off the fight.	<i>All:</i> Reduce Rep by 1. If Rep reduced to "2" then break off the fight.	<i>All:</i> Break off the fight.
LIFE SUPPORT HIT	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
ENGINE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Thrust by 1.	<i>Firer was same or lower class than target:</i> Reduce Thrust by 1. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Reduce Thrust by 1. Break off the fight

5150: STAR NAVY

2

HISHEN REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If Rep reduced to "0" then break off the fight.	<i>All:</i> Reduce Rep by 1. If Rep reduced to "0" then break off the fight.
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF <i>Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.</i>	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> Continue the fight	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> <i>Destroyed friend was same or lower class than tester:</i> Continue the fight. <i>Destroyed friend was higher class than tester:</i> Break off the fight.	<i>All:</i> Break off the fight.
BRIDGE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If Rep reduced to "0" then break off the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
LIFE SUPPORT HIT	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
ENGINE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Thrust by 1.	<i>Firer was same or lower class than target:</i> Reduce Thrust by 1. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Reduce Thrust by 1. Break off the fight

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2

MERCHANT REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	All: Continue the fight.	Firer was same or lower class than target: Continue the fight. Firer was higher class than target: Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" or if not fighting Hishen and Rep reduced to "2" then Surrender ⁽¹⁾ .	All: Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" or if not fighting Hishen and Rep reduced to "2" then Surrender ⁽¹⁾ .
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF <i>Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.</i>	If Friend was Flagship: Surrender ⁽¹⁾ . Otherwise: Continue the fight	If Friend was Flagship: Surrender ⁽¹⁾ . Otherwise: Destroyed friend was same or lower class than tester: Continue the fight. Destroyed friend was higher class than tester: Surrender ⁽¹⁾ .	All: Surrender ⁽¹⁾ .
BRIDGE HIT	Firer was same or lower class than target: Continue the fight. Firer was higher class than target: Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" or if not fighting Hishen and Rep reduced to "2" then Surrender ⁽¹⁾ .	Firer was same or lower class than target: Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" or if not fighting Hishen and Rep reduced to "2" then Surrender ⁽¹⁾ . Firer was higher class than target: Surrender ⁽¹⁾ .	All: Surrender ⁽¹⁾ .
LIFE SUPPORT HIT	All: Continue the fight.	Firer was same or lower class than target: Continue the fight. Firer was higher class than target: Surrender ⁽¹⁾ .	All: Surrender ⁽¹⁾ .
ENGINE HIT	Firer was same or lower class than target: Continue the fight. Firer was higher class than target: Reduce Thrust by 1.	Firer was same or lower class than target: Reduce Thrust by 1. Firer was higher class than target: Surrender ⁽¹⁾ .	All: Reduce Thrust by 1. Surrender ⁽¹⁾ .

(1) Go to Terms of Surrender Table (page 65).

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2

PDF REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" then break off the fight. If not fighting Hishen and Rep reduced to "1" then break off the fight.	<i>All:</i> Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" then break off the fight. If not fighting Hishen and Rep reduced to "1" then break off the fight.
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF <i>Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.</i>	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> Continue the fight	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> <i>Destroyed friend was same or lower class than tester:</i> Continue the fight. <i>Destroyed friend was higher class than tester:</i> Break off the fight.	<i>All:</i> Break off the fight.
BRIDGE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" then break off the fight. If not fighting Hishen and Rep reduced to "1" then break off the fight.	<i>Firer was same or lower class than target:</i> Reduce Rep by 1. If fighting Hishen and Rep reduced to "0" then break off the fight. If not fighting Hishen and Rep reduced to "1" then break off the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
LIFE SUPPORT HIT	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
ENGINE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Thrust by 1.	<i>Firer was same or lower class than target:</i> Reduce Thrust by 1. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Reduce Thrust by 1. Break off the fight

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2

STAR NAVY REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "0" then break off the fight.	<i>All:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "0" then break off the fight.
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF <i>Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.</i>	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> Continue the fight	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> <i>Destroyed friend was same or lower class than tester:</i> Continue the fight. <i>Destroyed friend was higher class than tester:</i> Break off the fight.	<i>All:</i> Break off the fight.
BRIDGE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "0" then break off the fight.	<i>Firer was same or lower class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "0" then break off the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
LIFE SUPPORT HIT	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
ENGINE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Thrust by 1.	<i>Firer was same or lower class than target:</i> Reduce Thrust by 1. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Reduce Thrust by 1. Break off the fight

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2

XEOG REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	na

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If Rep reduced to "1" then break off the fight.	<i>All:</i> Reduce Rep by 1. If Rep reduced to "2" then break off the fight.
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.	<i>All:</i> Continue the fight	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> <i>Destroyed friend was same or lower class than tester:</i> Continue the fight. <i>Destroyed friend was higher class than tester:</i> Break off the fight.	<i>All:</i> Break off the fight.
BRIDGE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "2" then break off the fight.	<i>Firer was same or lower class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "2" then break off the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
LIFE SUPPORT HIT	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
ENGINE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Thrust by 1.	<i>Firer was same or lower class than target:</i> Reduce Thrust by 1. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Reduce Thrust by 1. Break off the fight

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2

ZHUH-ZHUH REACTION TESTS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost	-1

REASON	PASS 2D6	PASS 1D6	PASS 0D6
RECEIVED DAMAGE	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> <ul style="list-style-type: none"> • Reduce Rep by 1. If contesting and Rep reduced to "2" then break off the fight. If controlling and Rep reduced to "0" then break off the fight. 	<i>All:</i> Reduce Rep by 1. If contesting and Rep reduced to "2" then break off the fight. If controlling and Rep reduced to "0" then break off the fight.
FRIEND DESTROYED OR HIGHER CLASS FRIEND BREAKS OFF <i>Taken if within 6" and no intervening ship. Ignore if tester is higher Class ship or if a ship of higher Class than the cause of the test is within 2" of tester.</i>	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> Continue the fight	<i>If Friend was Flagship:</i> Break off the fight. <i>Otherwise:</i> <i>Destroyed friend was same or lower class than tester:</i> Continue the fight. <i>Destroyed friend was higher class than tester:</i> Break off the fight.	<i>All:</i> Break off the fight.
BRIDGE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "2" then break off the fight.	<i>Firer was same or lower class than target:</i> Reduce Rep by 1. If contesting and Rep reduced to "1" then break off the fight. If controlling and Rep reduced to "2" then break off the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
LIFE SUPPORT HIT	<i>All:</i> Continue the fight.	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Break off the fight.
ENGINE HIT	<i>Firer was same or lower class than target:</i> Continue the fight. <i>Firer was higher class than target:</i> Reduce Thrust by 1.	<i>Firer was same or lower class than target:</i> Reduce Thrust by 1. <i>Firer was higher class than target:</i> Break off the fight.	<i>All:</i> Reduce Thrust by 1. Break off the fight.

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2 GUNFIRE *(Taken versus Rep)*

<i>CIRCUMSTANCE</i>	<i>MODIFIER TO REP</i>
Original Flagship lost	-1
Firing at over 36" from target	-1
Firer is a Merchant Ship	-1

<i># D6 PASSED</i>	<i>RESULTS</i>
2	All weapons hit and are effective. Subtract one hit for each functioning shield on the Target. Roll once on the Hit Location Table for each hit scored.
1	Half the number of weapons fired, rounded down, hit and are effective. Subtract one hit for each functioning shield on the Target. Roll once on the Hit Location Table for each hit scored.
0	Weapons are not effective.

1 AA FIRE VS. MISSILES *(Taken versus Rep)*

<i>CIRCUMSTANCE</i>	<i>MODIFIER TO REP</i>
Original Flagship lost (AA) only	-1

<i># D6 PASSED</i>	<i>RESULTS</i>
1	Missile is shot down.
0	Missile hits. Roll once on the Hit Location Table.

2 EVADE MISSILE *(Taken versus Thrust)*

<i># D6 PASSED</i>	<i>RESULTS</i>
2	Missile is evaded. If another target past the original target within 6" and 3" arc they are now targeted.
1	Missile hits. Roll once on the Hit Location Table.
0	Missile hits. Roll once on the Hit Location Table.

2 HIT LOCATION *(Add the scores together)*

<i>#</i>	<i>RESULT</i>
2	Bridge! Take Bridge Hit Test.
3	Engine! Take Engine Hit Test.
4	Shield! Go to Damage Table.
5	Shield! Go to Damage Table.
6	Hull! Go to Damage Table.
7	Hull! Go to Damage Table.
8	Hull! Go to Damage Table.
9	Guns (1-4) AA (5-6)! Go to Damage Table.
10	Missiles! Go to Damage Table.
11	Hangars! Go to Damage Table.
12	Life Support! Take Life Support Hit Test.

X DAMAGE *(Applied for each hit)*

<i>COMPARE CLASSES OF SHIPS</i>	<i>RESULT</i>
Firer is higher Class than the target	Scores damage equal to Class of firer.
Firer equal or lower Class than the target	Scores one point of damage.

2 LAUNCH FIGHTERS *(Taken versus Rep)*

<i>CIRCUMSTANCE</i>	<i>MODIFIER TO REP</i>
Original Flagship lost	-1

<i># D6 PASSED</i>	<i>RESULTS</i>
2	Fighters immediately launch.
1	If 1 st time launching fighters, fighters immediately launch. If 2 nd or later time launching fighters, fighters do not launch.
0	Fighters do not launch.

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1 FIGHTER INTERCEPT

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Each additional opponent	-1

#D6 PASSES	INTERCEPTOR	INTERCEPTED
Pass 1 more than opponent	<i>Intercepted fighters</i> driven off and removed from table. <i>Intercepting fighters</i> remain on table.	<i>Intercepted fighters</i> remain on table. <i>Intercepting fighters</i> driven off and removed from table.
Pass same as opponent	<i>Intercepted fighters</i> driven off and removed from table. <i>Intercepting fighters</i> remain on table.	<i>Intercepted fighters</i> driven off and removed from table. <i>Intercepting fighters</i> remain on table.

1 AA FIRE VS. FIGHTERS

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER TO REP
Original Flagship lost (AA) only	-1

# D6 PASSES	AA FIRE	ATTACKING FIGHTERS
Pass 1 more than opponent	Fighters driven off and removed from the table.	Fighters attack ship and remain on the table. Each fighter scores 1 hit. Roll for Hit Location. Then roll 1d6 per hit to determine damage.
Pass same as opponent	Fighters driven off and removed from the table.	Fighters driven off and removed from the table.

2 ASTEROID EVASION TEST

(Taken versus Thrust)

CIRCUMSTANCE	MODIFIER
Ship's current Speed is twice or more than the ship's current Thrust.	-1d6

#D6 PASSES	RESULT
2	Asteroid passes harmlessly by.
1	Asteroid grazes the ship on the way by. Roll once on the Hit Location Table counting as if hit by a ship of <i>equal or lower</i> Class.
0	Asteroid slams into the ship on the way by. Roll once on the Hit Location Table counting as if hit by a ship one Class <i>higher</i> .

2 HELP IS ON THE WAY

(Taken versus the current Campaign Morale)

CIRCUMSTANCE	RESULTS
If just left or entering orbit ⁽¹⁾	+1d6
Location is 1 st or 2 nd Ring.	+1d6
If help is on the way but has not arrived.	+1d6
If help already arrived this Encounter	-1d6

# D6 PASSED	RESULTS
2	<i>Good news!</i> Help arrives from the Controlling planet. Roll 1d6: <ul style="list-style-type: none"> • 1: One Class 4 • 2: 1/2d6 Class 3 • 3-4: One Class 3 • 5-6: 1/2d6+1 fighters Help will enter from a randomly determined table edge at an entry speed of 12" for ships and 24" for fighters.
1	<i>Help on the way!</i> Contact made. Resend Distress Call when next active.
0	<i>Is anybody out there?</i> No luck.

(1) See page 26 for more info.

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REP BOARDING <i>(Looking for successes)</i>

CIRCUMSTANCE	MODIFIER
Each point of Class of ship	+1d6
Military ⁽¹⁾	+2d6
Merchants.	-1d6
Resisting Hishen boarders.	+1d6

# OF SUCSESSES	BOARDERS	DEFENDERS
Score more than opponent	Boarders win. Go to Terms of Surrender.	Defenders win. Boarders return to ship and reduce Rep by 1.
Score same as opponent	Standoff. Both sides lose 1d6 from current d6 total and Immediately re-take the test.	Standoff. Both sides lose 1d6 from current d6 total and Immediately re-take the test.

(1) Pirates and Rebels are neither Military nor Merchants. All others are Military.

2 TERMS OF SURRENDER <i>(Taken versus winner's Rep)</i>

CIRCUMSTANCE	MODIFIER
Opponent resisted boarding.	-1d6
Opponent did not resist boarding.	+1d6
Military ship.	+1d6
Hishen always count as if pass 0d6.	na

#D6 PASSED	RESULT
2 or more	Merchants: Take all cargo and valuables but crew and passengers are left alive. All allowed to leave on the ship. Military: Ship captured, crew set adrift in Life Pods.
1	Merchants: Seize ship and take all cargo and valuables. Capture any passengers that can be ransomed and drop the rest in Life Pods at the next inhabited planet. Military: Ship captured, crew taken as prisoners of war.
0	Merchants: Take all cargo and valuables. Kill all that resisted and capture the rest. Ship destroyed! Military: Ship captured, crew killed or enslaved.

WHAT ABOUT PIRATES?

Pirates are neither Military nor Merchants so they are handled a bit differently on the Terms of Surrender Table. Here's how we do it:

- Pirates count as Military unless they were captured by Pirates. In this case they count as Merchants.

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