



FRINGE ● SPACE

0515



LIFE ON THE EDGE...

5150 Fringe Space is about living life on the edge. Sometimes that means salvaging space wrecks, hunting space pirates, or hauling cargo and passengers from one world to the next. But it also means carousing in a city, rescuing crewmembers from Alien abductors, and fistfights in a low end bar. 5150 Fring Space is a RPG Lite game that can also be played as a man to man or ship to ship combat game. Inside you'll find:

A variety of Classes, Attributes, Professions, and Alien Races to make your characters unique.

Man to man combat rules for when you're on a planet.

Ship to ship combat rules for when you're out in Space.

Rules for character improvement that rewards you when you succeed and brings you down when you don't.

Light bookkeeping Campaign and Economic systems that enhance the game instead of bogging it down.

Color paper character and space ship counters.

And much more...

5150 Fringe Space is designed to be played solo or same side against the game mechanics, but also works just as well when played head to head against your friends.

Playable with any figures you may already have or just with the paper counters we've included. Play it any way you want, just play it!

Welcome to life on the edge. Welcome to...

FRINGE ● SPACE

2HourWARGAMES
JUST PLAY THE GAME

2HW-1084
\$25.00



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5150 FRINGE SPACE

TABLE OF CONTENTS

PROLOGUE	1	Joes	16
INTRODUCTION	1	Criminal Element	16
Word of Advice	1	Professional Skills	16
PLAYING THE GAME	2	SOCIAL STANDING	16
NEEDED TO PLAY	2	AGE	16
The Dice	2	Getting Older	17
Playing With Minis or Counters	3	FAMILY TIES	17
Tabletop	3	STOP!	18
TABLES	3	WEAPONS	18
STOP!	4	Type of Weapons	18
YOUR ROLE IN THE GAME	4	Two Hand Weapons – Long Guns	18
Rep d6	4	BODY ARMOR	19
Retirement	5	ITEMS	19
DEFINING FIGURES	6	Is It a Game Breaker?	19
STARS AND GRUNTS	6	How Do You Lose Items?	19
Star Advantages	6	What Can I Carry?	19
RACE	7	Universal Voice Box	19
Gender	7	Space Suits	20
Racial Attributes	7	CHARACTER JOURNAL	20
ATTRIBUTES	7	Step-By-Step Character Building	20
Basics	8	STOP!	20
Aliens	9	YOUR BAND	20
Grath	9	Recruiting Your Band	20
Hishen	10	GROUPS	21
Razor	10	LEADERS	21
Xeog	11	STOP!	21
Zhuh-Zhuh	12	TURN SEQUENCE	21
STOP!	12	Setting Up the Tabletop	22
HOME WORLD	13	Combat On the Tabletop	22
Home World – Ring	13	Active and Actions	23
Home World – Sector	13	Charge into Melee	23
Home World – Planet Class	13	Duck Back	23
REPUTATION	14	Leave the Tabletop	23
CLASS	14	Pick Up a Weapon	23
What Class Are You?	14	Pick Up a Wounded Character	24
PROFESSIONS	15	Recover From Duck Back	24
Movers	15	Reload a Weapon	24
Shakers	15	Shoot	24
Exotics	15	STOP!	24
Joes	15	REACTION TESTS	24
Criminal Element	15	In Sight	24
What Do You Do?	15	STOP!	25
Job Descriptions	15	Received Fire & Man Down	25
Movers	15	STATUS AND ACTIONS	26
Shakers	15	-1 to Rep	26
Exotics	15	Carry On	26
		Charge into Melee	26
		Duck Back	26
		Leave the Tabletop	27

5150 FRINGE SPACE

Obviously Dead	27	NEW HOPE CITY	37
Out of the Fight	27	Settlement Areas	37
Recover From Duck Back	27	City Center	37
Return Fire	27	Upscale Area	38
STOP!	27	Low End	38
SHOOTING	27	Mid-Level	38
Target Selection	27	Pub & Rec	39
Cover	27	Space Port	39
Firing a Weapon	28	SETTLEMENT MAP	39
Determining Damage	28	Police Are Called	40
Tight Ammo	28	When?	40
Resolving Fire	28	Now What?	40
Auto-Kill or Capture	28	Investigation	41
Firing Two Weapons at Once	28	Warrants	41
Pitiful Shot	28	Justice for All	42
DRAW!	29	The Trial	42
Resolving the Draw	29	Not Guilty	42
Brought a Knife to a Gunfight?	29	Escape	42
MELEE	30	STOP!	43
Melee Weapons	30	ENCOUNTERS	43
Charge into Melee Test	30	Encounter Types	43
Melee Combat	30	Looking for Work	43
Melee Damage	30	Presentation	43
Multiple Figure Melees	31	CHILLIN'	43
RECOVERY	31	Band Availability	44
STOP!	31	NPC Talking the Talking	44
CHALLENGE	32	Robbery	44
PEFs	32	Deal	44
Resolving PEFs	32	CONFRONTATION	45
Who Are They?	32	Band Availability	45
What Now?	33	Walk the Walk?	45
Talk the Talk	33	Non-Lethal Force	45
Favor	33	Okay, Let's Get Started	45
Confrontation	33	Rep d6 to be Gained	45
Meeting Them Again	33	After the Confrontation	46
Target	33	RAID/RESCUE	46
Loading Up PEFs	34	Holstered Weapons	46
DAY PARTS	34	Rep d6 to be Gained	46
What Day Part and When?	34	JOB OFFER	46
STOP!	34	How Many Offers?	46
NEW HOPE	35	The Employer	47
Background	35	The Offer	47
Location & Geography	35	Wages & Expenses	47
People	35	Want the Job?	47
Religion	35	FIGHT	47
Language	35	Ship Specifications	48
Government	35	Ship Roster	48
Economy	36	Rep and Bonus Dice	49
Communication	36	Chance Cards	49
Transportation	36	The Flying Tables	49
Military	36	Flying Table Modifiers	50
Planetary Issues	36	Continue On Table	51
		Target the Engines!	51

5150 FRINGE SPACE

STOP!	51	RUNNING GUNFIGHT	67
Boarding Parties Away	52	PEFS EVERYWHERE	68
Surrender!	52	THE BIG BAD	68
Terms of Surrender	52	REP D6 – OPTIONAL SYSTEM	68
Repairing the Engines	53	CHARACTER JOURNAL	69
STOP!	53		
CAMPAIGN MOVEMENT	53		
HAULING CARGO	53	5150 TOOL BOX #1	90
Cargo in 5150 Fringe Space	53	Word of Advice	90
Contraband	54	Gambling & More	90
HAULING PASSENGERS	55	Companionship	93
Passengers in 5150 Fringe Space	55	CVL Betting	94
Contraband Passengers	56	Enhancements	96
PIRACY	57		
SALVAGE	57		
Where's the Shipwreck?	57		
What's There?	58		
STOP!	59		
RANDOM EVENTS	59		
AFTERWARDS	60		
New Grunts	60		
CAMPAIGN	60		
Time in the Campaign	60		
Factions	60		
5150 Universe	61		
Rings	62		
Sectors	62		
Planets	62		
Alien	62		
Independent Trader & Pirates	62		
NPC Ship Reps	62		
NPC Attributes	62		
What Now?	62		
Ship to Ship Talk the Talk	63		
Inspections	63		
EPILOGUE	63		
BONUS SECTION	64		
MOVEMENT	64		
Normal Movement	64		
Fast Movement	64		
IN THE SETTLEMENT	64		
Placing Terrain	65		
Alley	65		
Intersection	65		
Street	65		
Target Building	66		
OUTSIDE	66		
Generating Terrain	66		
Terrain & Scenery	67		
Types of Buildings	67		

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The THW Guys on the Group and Forum: For the constant support.

And Lil...

5150 FRINGE SPACE

PROLOGUE

"It's Not a Job, It's an Adventure!"

"Hah, yeah right," Jake Curtis thought. He'd heard it all before, done his time as a Star Army Regular, even once got into a fist fight with a Bug. He'd been flung out of a hull breach created by Hishen torpedoes, had leave in New Hope City, been shot at by a Grath. He'd been honorably discharged and spent all of his savings chasing some Xeog who disappeared with the last of his credits.

Well, if that was adventure, Jake had had enough of it. This was a job.

He carefully pushed himself away from The Last Resort's airlock with his EVA suit's thrusters. Jake aimed himself for the battered wreck of some old cargo ship.

"Careful," said Billy Kanelis over the radio, "That wreck's spinning a bit. You'll have to adjust your course to get to the hold."

"Kid, I was doing combat EVAs before you were housebroken. You let me handle the EVAs and I'll let you handle the flying." Jake slowed himself as he reached the wreck's cargo hold, slipping into the slowly rotating cylinder.

Billy could get annoying, but this was a good job. Jake had been working as a salvage contractor for four years now, and it paid well. He met lots of interesting people, too. He didn't own a ship and being part of a regular crew was too limiting for him, so he chose to instead sell his services to any ship that needed the help. Billy was just starting up as a salvager and didn't have enough space on his ship for more than two people, but he promised a 50/50 split on what little cargo they could drag back to base. It wasn't a good business model for Billy, but Jake didn't think it was worth mentioning.

Jake grabbed a container of-- what did it say? -- Medical Supplies, and started heading back to The Last Resort.

Once The Last Resort's cargo hold was full of salvage, Billy came into the airlock with his space suit on and started to help Jake remove his thruster pack.

"Good salvage?" Billy asked.

"Yeah. We're both gonna make a lot off this haul, even with the 50/50 split." Billy hung the thruster pack up on the wall.

"Sure, but I think I'd rather it be more like a 100/0 split." Billy kicked Jake out the airlock and closed it after him.

"That sonuva...", Jake thought as he assessed his situation. "Okay, I have my suit on still, four days of life support, and the distress beacon that comes with it." He turned on the distress beacon as he floated away from the wreck and The Last Resort. There wasn't much hope of salvation. In more well-traveled Rings he would probably be picked up by a Star Navy patrol, but not out here where only salvaging roughnecks, pirates, and smugglers resided. No, he'd probably float, die, and be cremated in some star, out here in the...

FRINGE SPACE

INTRODUCTION

5150 Fringe Space is an RPG Lite game that allows the player to have adventures both in space and on a variety of planets. To do both we've included a realistic set of man-to-man combat rules as well as an easy to play Space Combat game.

We've reduced bookkeeping to a minimum and provided a Campaign system as well. 5150 Fringe Space works well for one off pickup games, but really shines as a Campaign where each adventure (we call them Encounters) affects the next.

Let's get started!

WORD OF ADVICE

Be sure to read the rules one section at a time and do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make it easier to learn. 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 check out the THW Forum link below for answers to questions and free downloads.

<http://site.twohourwargames.com/forum/index.php>

You can expect a response within 24 hours.

5150 FRINGE SPACE

PLAYING THE GAME

5150 Fringe Space can be played in three ways:

- Solo, against the game mechanics.
- Cooperatively, with everyone on the same side against the game mechanics.
- Head to head, against your friends.

No matter which way you choose to play, you can adventure on your own or lead a small Band of Grunts (page 20).

NEEDED TO PLAY

You will need a few things to play 5150 Fringe Space. They are:

- Six-sided dice, referred to as d6. At least six of these and the more you have, the quicker games will play.
- Figures or paper counters for individuals. We've included some paper character and ship counters for your use.
- A 12" x 12" flat area where the characters will be placed during the Encounters when combat occurs (page 22). We also refer to this space as the *tabletop*.

THE DICE

During the game you will be required to roll dice in different ways.

PASSING DICE

Roll one or more d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (page 14) or something entirely different.

- If the d6 score is *equal or less* than the Target Number, the d6 has *passed*.
- If the score is *greater* than the Target Number, the d6 has *not passed*.
- You can only pass 2, 1, or 0d6 regardless of the number you actually roll.

Example – Spellman (Rep 4 Mercenary) comes under fire and must take a Received Fire Test (page 73). The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed. Looking on the Received Fire Test under the Pass 1d6 row we see that Spellman will Duck Back.

COUNTING SUCCESSES

A score of 1, 2, or 3 is a success.

A score of 4, 5, or 6 is a failure.

Example: The Ganger enters melee and rolls 4d6. He scores a 1, 3, 3, and 4. He has scored three successes (1, 3, and 3).

POSSIBILITIES

A number in parenthesis, such as (1 – 2), means there is a chance of that event happening.

Example – The Ganger has a pistol (1 – 3) or a shotgun (4 – 6). 1 roll 1d6 and score a 5, the Ganger has a shotgun.

READING AND ADDING THE DICE

Read the result as rolled. When rolling 2d6 you add the scores together to get a total.

1/2D6

When asked to roll a 1/2d6, here's how we do it:

- (1 – 2) = 1.
- (3 – 4) = 2.
- (5 – 6) = 3.

HOW MANY D6

Look in the upper left-hand corner of each table. There will be a number, 1 or 2, or a word like Rep or Target. That means 1d6 for each point of that word.

Example – A Smuggler (Rep 4 Mercenary) must roll an In Sight Test. Looking on the In Sight Test (page 76) we see the word Rep in the upper left-hand corner so I toss 4d6.

Later he must take a Reaction Test versus his Rep. There is a 2 in the upper left-hand corner so I roll 2d6.

5150 FRINGE SPACE

PLAYING WITH MINIS OR COUNTERS

You can play the *5150 Fringe Space* with miniatures if you have them. We've given you some color paper characters and ships that you can print and play with if you like.



Each character counter has a picture of the character, its Race, and a number that differentiates it from the other characters.

B = Basic.

G = Grath.

H = Hishen.

R = Razor.

X = Xeog.

Z = Zhuh-Zhuh.

BUILD YOUR OWN ALIENS

We've added a few Alien counters (F, Q, S and T) for you to use to create your own Aliens. Here's how we do it:

- Choose an Attribute (page 9) to be common amongst all characters of the Race.
- Roll the other Attributes as you normally would (page 7).
- Give the Race a name.

I'd be interested in what you come up with so feel free to tell us on our Forum.

<http://site.twohourwargames.com/forum/index.php>

BASING FIGURES

Note that we are not concerned with the basing or facing of ships.

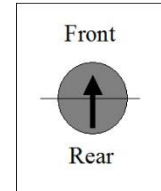
Each figure or counter represents one man. Base one figure on a round or square base as either style will work.

Each ship represents one ship.

DEFINING FACING

The front facing is defined as 180 degrees to the front of the figure.

The rear facing is defined as 180 degrees to the back of the figure.



TABLETOP

The tabletop is a 12" x 12" flat area where the characters will be placed during the Encounters when combat occurs (page 22). You can choose to place pieces of terrain if you like, but this is not necessary. The rules provide for cover even when not using terrain pieces (page 27).

TABLES

All the tables that you will *usually* use during the game have been grouped together in the back of the book. When reading a section it is recommended that you review the table in question.

5150 Fringe Space may seem to have a lot of tables, but in reality you will be using two or three of them 95% of the time and those that you do use are easily memorized. The rest of the tables allow you to play solo or same side, create your Encounters, or govern how your Grunts (Non-Player Characters – NPCs) will behave. We've done the work to give you the level of detail that you want.

5150 Fringe Space is like a toolbox. You may not need all the tools, but they are there if you do!

5150 FRINGE SPACE

STOP!

Fringe Space can be played in three ways:

- Solo, against the game mechanics.
- Cooperatively, with everyone on the same side against the game mechanics.
- Head to head, against your friends.

You can play in any scale, with figures or counters. You can play with as many or as few figures as desired.

5150 Fringe Space is played with six-sided dice called d6.

Passing dice is when you roll a d6 and compare it to a Target Number like Rep. Score equal or less and you have passed; score greater than the Target Number and you have not. You can pass 2d6, 1d6 or 0d6.

A *success* is a score of 1, 2 or 3.

Possibilities are the numbers in parenthesis next to an event. Scoring that number means the event has happened.

You can play with or without terrain and all combat will take place on the tabletop, a 12"x12" flat area.

YOUR ROLE IN THE GAME

Your role in *5150 Fringe Space* is to increase your Fame and Fortune and retire comfortably. Playing the game is what it's all about so we've taken a different approach to tracking how well or poorly you are doing. We call it Rep D6.

REP D6

Instead of cash, wealth, and other heavy bookkeeping mechanics used to see how well a character is doing, we use Rep d6. Here's how we do it:

- There are two types of Rep d6.
- *Increasing Rep d6* is gained when a character accomplishes something positive.
- *Decreasing Rep d6* is gained when a character suffers something negative.

USING REP D6

Rep d6 rewards good results and penalizes bad ones. Here's how we do it:

- Keep track of any Increasing Rep d6 gained during the Campaign Month (page 60).
- Keep track of any Decreasing Rep d6 gained during the Campaign Month.

- Subtract the smaller number of Rep d6 from the larger number of Rep d6. *This will give you all Increasing Rep d6, all Decreasing Rep d6, or no Rep d6 at all.*

LIFETIME REP TOTAL

As mentioned previously, you will end each month with Increasing Rep d6, Decreasing Rep d6, or no Rep d6 at all. To see how well you've done over your career we track these totals. Here's how we do it:

- At the end of each month, note the number of Rep d6 you accumulated during the month on your Character Journal (page 69).
- At the end of each subsequent month add or subtract the new Rep d6 to the number of d6 you already have. This is called your Lifetime Rep Total.
- Each month your Lifetime Rep Total could increase, decrease, or remain the same.
- Your Lifetime Rep Total is used to see how well you will live in Retirement (page 5).

Example – Billy Pink currently has a Lifetime Rep Total of 25. At the end of the month Billy gained 12 Increasing Rep d6 and 9 Decreasing Rep d6 for a net of +3 Increasing Rep d6. This is added to his Lifetime Rep Total for a new total of 28.

INCREASING REP D6

The Reps of you and your Band members could improve at the end of the *month*. For that to occur, you need to gain Increasing Rep d6. Each time you accomplish any of the following things, you gain Increasing Rep d6.

X	INCREASING REP D6
EVENT	D6 GAINED
<i>Fired</i> – You fired at an enemy and caused damage this month.	1
<i>Melee</i> – You won a melee and caused damage this month.	1
<i>Ship</i> – Destroyed a ship or caused it to surrender this month.	1
<i>Wages</i> – Wages earned for a completed Job.	Varies

If you end the Campaign Month with only Increasing Rep d6, roll them all. *You cannot save any Increasing Rep d6.*

- If a score is higher than the current Rep it will go up one level.
- If a score is a "6" the Rep will go up one level regardless of the current level.
- Any other result and the Rep remains the same.

5150 FRINGE SPACE

- Rep can only go up one level regardless of the number of d6 rolled.
- Your character can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.

DECREASING REP D6

Just as Rep can go up at the end of the Campaign Month, it can also go down. For that to occur, you need to gain Decreasing Rep d6. Each time any of the following things occur, you gain Decreasing Rep d6.

X	DECREASING REP D6
----------	--------------------------

EVENT	D6 GAINED
<i>Band Member Left Behind</i> – Each Out of the Fight Band member left behind when leaving an Encounter.	3
<i>Band Member Upkeep</i> – Each Band Member still in the Band at the end of the month.	1
<i>Cheating Death</i> – If used the Cheating Death Star Advantage.	5
<i>Expenses</i> – Expenses spent on a Job.	Varies
<i>Larger Than Life</i> – If using the Larger Than Life Star Advantage.	3
<i>Out of the Fight</i> – If suffered a result of Out of the Fight.	3
<i>Ship Lost</i> – Surrendered a ship or had it destroyed. Each Hull Point.	1
<i>Ship Repair</i> – Each Hull Point repaired during the month. Repairing is done on a planet.	1
<i>Star Power</i> – Each Star Power d6 used successfully.	1

If you end the Campaign Month with only Decreasing Rep d6, roll them all. *You cannot save any Decreasing Rep d6.*

- If a score is a “1” the Rep will go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be.
- You can never have a Rep lower than “2”.
- Any other result and your Rep will remain at its current level.
- Rep can only go down one level regardless of the number of d6 rolled.
- Note that members of your Band who have their Rep increase to higher than yours will leave the Band.

If you want a quicker way to track Rep d6 check out page 68!

Example – Billy Pink (Rep 5) has finished a night of Chillin’. He gained 3 Increasing Rep d6 and 1 Decreasing Rep d6. This leaves Billy with 2 Increasing Rep d6. He rolls them and scores a 6 and a second 6! Although he has qualified to Increase his Rep by one point twice, but can only go up one point.

RETIREMENT

All good things must come to an end and so will your career. When you decide to retire it’s time to see how well you set yourself up. Here’s how we do it:

- You can choose to retire your Star whenever you want to or are forced to due to the effects of Age (page 16).
- Consult the Retirement Table.
- Go down the left-hand column to the appropriate row for your current Lifetime Rep Total (page 4).
- Go across to see how you ended up.

X	RETIREMENT
----------	-------------------

TOTAL	WHAT BECAME OF YOU
1 – 29	Drunk – Living in the Space Port Area.
30 – 39	Panhandling in the Low End.
40 – 49	Living on government assistance in the Low End.
50 – 59	Bounce from ordinary job to ordinary job and living in the Mid-Level.
60 – 69	Working a steady job and living in the Mid-Level.
70 – 79	Living well in a High End Condo in the City Center Area.
80 – 89	Living well with a High End Condo in the City Center Area and a small House in the Upscale Area.
90 – 94	Living very well with a High End Condo in the City Center Area and a large House in the Upscale Area.
95 – 99	Living the Shaker life with a High End Condo in the City Center Area and a large House in the Upscale Area.
100+	Living the Mover life with a High End Condo in the City Center Area and a Mansion in the Upscale Area.

Want to be more competitive? See how young you can retire.

Did you find it too easy? Then maybe you were better than you gave yourself credit for.

Did you find it too hard? Then maybe you weren’t as good as you thought you would be.

5150 FRINGE SPACE

The nice thing is you can come out of retirement or start a new Star!

DEFINING FIGURES

Note that the words *figure* and *character* are interchangeable.

5150 Fringe Space is played with individual figures that are defined in the following ways.

- **STAR/GRUNT**– Is the character a Star or a Grunt?
- **RACE**– What *Race* is the character? This will also tell you the character's *Gender* and *Racial Attribute*.
- **ATTRIBUTES**– What are the Class and Character Attributes of the character?
- **HOME WORLD**– Where was the character born?
- **REPUTATION**– What is its *Reputation*?
- **CLASS**– What *Class* is the character?
- **PROFESSION**– What does the character *do* for a living?
- **SOCIAL STANDING**– Where does the character fit in the *Social Pecking Order*?
- **AGE**– How *old* is the character?
- **FAMILY TIES**– Does the character have any *Family*?
- **WEAPON**– What type of *Weapon* does it have?
- **BODY ARMOR**– Does it have any *Body Armor*?
- **ITEMS**– What *Items* does it have?

We recommend following this for your Star and Band Members only, but feel free to use this on other Grunts if you want more detail.

STARS AND GRUNTS

There are two types of characters, called *Stars* and *Grunts*. Stars represent you, the player. We suggest your Star begins with a Reputation of 5.

Grunts are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics.

STAR ADVANTAGES

As a Star in 5150 Fringe Space you have four important advantages.

STAR POWER

Star Power is the ability of a character to ignore normally disabling damage. Here's how we do it:

- Stars start each Encounter with 1d6 of Star Power for each point of Rep. So a Rep 5 Star starts with 5d6 Star Power.
- Whenever a Star takes damage it rolls its *current* Star Power d6. Read each d6 as rolled.
 - 1, 2, or 3 = reduce the damage by one level.
 - 4 or 5 = damage stays and the d6 is retained.
 - 6 = damage stays, but the d6 is removed *for the rest of the Encounter*.

Damage is reduced in the following ways:

- Damage can be reduced by multiple levels if you roll several results of 1, 2, or 3.
- Obviously Dead becomes Out of the Fight.
- Out of the Fight becomes -1 to Rep if in Melee or a Duck Back if shot at.

COST OF USING STAR POWER

Star Power can save your life, but it comes at a price. Each time you successfully use a Star Power d6 (damage is reduced) you gain 1 Decreasing Rep d6 (page 5).

Example: A Star with a Rep of 5 is hit by fire. He takes one Out of the Fight and one Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case.

- The results are 2, 2, 4, 5, and 6.
- One "2" reduces the Obviously Dead result to an Out of the Fight result.
- The other "2" reduces one Out of the Fight result to a Duck Back.
- The 4 and 5 have no effect, but are retained.
- The 6 has no effect, but is discarded for the remainder of the Encounter.
- The Star gains 2 Decreasing Rep d6 for the reduced damage.

However, this won't do the Star much good since he is still Out of the Fight. He also gains 2 Decreasing Rep d6.

5150 FRINGE SPACE

LARGER THAN LIFE (LTL)

Larger Than Life protects the Star from death. Here's how we do it:

- Larger Than Life is applied *after* Star Power.
- Stars *cannot* be killed by a figure with a lower Rep. Note that even when a Star suffers a -1 to Rep result when in melee, it counts the Rep that is was when the game started and not the reduced Rep.
- The worst result it can suffer is *Out of the Fight*.
- When using Larger Than Life the character gains 3 Decreasing Rep d6.

Example- Flash (Rep 5) is shot by an enemy Mercenary (Rep 4). The Merc scores an Obviously Dead result. Flash uses his Star Power, but to no avail. He declares he is using his Larger Than Life advantage and is Out of the Fight instead. He also gains 3 Decreasing Rep d6.

CHEATING DEATH

Cheating Death saves the Star from death. Here's how we do it:

- Cheating Death is applied *after* using Star Power.
- A Star *can* be killed by any character with an equal or higher Rep.
- The Star declares he is *cheating death*. He is removed from the tabletop.
- *Cheating Death* reduces the Star Rep by one.

Example - Flash (Rep 5) is shot by a Ganger (Rep 5). The Ganger scores an Obviously Dead result. Flash uses his Star Power, but to no avail. He then declares he is Cheating Death and is whisked from the tabletop to safety. He is still alive, but is now reduced to Rep 4.

FREE WILL

The last Star Advantage is Free Will. Here's how we do it:

- Stars can choose how many d6 to pass when taking the Received Fire and Man Down Tests (page 25).

Example - Riker (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and returns fire.

RACE

There are an infinite number of Races in the 5150 Universe; however, in *5150 Fringe Space* we introduce you to six. They are:

- Basics.
- Grath.
- Hishen.
- Razor.
- Xeog.
- Zhuh-Zhuh.

GENDER

The possible genders of each race are included in the appropriate section.

RACIAL ATTRIBUTES

Each Race will have one Racial Attribute. An Attribute is a demonstrated trait that helps to make the character unique. While Aliens (Non-Basics) have one Racial Attribute assigned to them, Basics have their one Racial Attribute assigned randomly by rolling 3d6 on the Basic Attributes Table (page 9).

ATTRIBUTES

There are two additional types of Attributes used in *5150 Fringe Space*; Class and Star/Grunt Attributes.

CLASS ATTRIBUTE

Each character will have one Attribute based on its Class (page 14).

CHARACTER ATTRIBUTE

Each Grunt (Alien or Basic) will have one Basics Attribute assigned to them by rolling 3d6 on the Basic Attributes Table (page 9).

Each Star, regardless of Race, is allowed to *choose* one Attribute from the Basic Attributes Table.

Example – Sooze a female Basic Grunt would have one Race Attribute rolled randomly on the Basics Attributes Table. She scores a 13 on the Basic Attribute Table so is Fast. She is a Ganger from a Class 2 Planet (page 14) so also has the Brawler Class Attribute as well. Finally she rolls for her Character Attribute and scores a 4 – she is also Charismatic.

5150 FRINGE SPACE

Jasmine, a Xeog, starts with the Superior Senses Attribute (page 12) for her Racial Attribute. She is a Mercenary from a Class 2 Planet so gains the Ace Attribute. Lastly she can roll for a Character Attribute and scores a 12 on the Basic Attributes Table – she is a Coward.

Billy Pink is a Basic Star. He rolls for his Racial Attribute and scores a 5 – Resilient. Billy is a Mercenary from a Class 3 Home World so has the Initiative Class Attribute as well. As a Star he can choose one additional Attribute and takes Steely Eyes.

GAINING ATTRIBUTES

Here's totally optional rule that you can choose to use.

At the end of any Campaign Month (page 60) you are able to attempt to gain an Attribute. You must have 5 or more Increasing Rep d6 to try it. Here's how we do it:

- Deduct 5 Increasing Rep d6.
- Roll 1d6 and read the result as rolled.
- If you score a result equal or higher than your current Rep, or a "6", you gain one Attribute of your choice.
- Any other result and you do not.

Example – Char (Rep 4) has had a great month. She has 6 Increasing Rep d6 left at the end of the month. She rolls 1 and scores a 5; her Rep has now gone up to 5. She will now use the remaining 5d6 to attempt to gain an Attribute. She rolls 1d6 and scores a "6"! She is successful and chooses the Brawler Attribute.

BASICS



"Is she dangerous or just a Poser?"

CURRENT HISTORY

According to the *Alien Studies Institute (ASI)* located on Gaea Prime, *Basic* is the common term for any being who has the defining "five major codes of life". Although there are humanoids that may have the "five major codes", in reality, the term *Basic* only applies to those humanoids that can trace their ancestry back to Gaea Prime. Who qualifies for *Basic* status is a bone of contention in the Gaea Prime courts. Anyone interested in this aspect are recommended to read the briefs written by *Judge Xyston V (5150 New Beginnings – Urban Renewal page, 1)*. But we digress...

Basics come in a wide variety of shapes, sizes and more importantly, temperament. "It's not the size of the dog in the fight, but the size of the fight in the dog" is a relevant saying when it comes to Basics. Don't underestimate Basics by their size or gender as they are the true *loose cannons* of the 5150 Universe.

On the worlds where Basics make up the bulk of the inhabitants, the vast majority of them consist of the Law-Abiding Working Class (LWC). These people go about their day-to-day existent with little more than the desire to eat, sleep, and procreate...truly an ideal existence. However, there are other groups that define and separate Basics. These groups range from those who protect and serve the greater good to those selfish individuals who have forsaken their duty. Take heart and take hope knowing that the forces of Gaea, our Mother, are at work to *reform or remove* those malcontents.

- Basics can be male (1 – 3) or female (4 – 6).

BASIC ATTRIBUTES

Basics can have a wide variety of Attributes. Here's how we do it:

- Consult the Basic Attributes Table.
- Roll 3d6 and add the results together.
- Go down the left-hand column to the appropriate row then across to see what Attribute has been gained.

5150 FRINGE SPACE

3 BASIC ATTRIBUTES

(Add the results as rolled)

#	BASIC ATTRIBUTE
3	Genius: Counts a +2 when taking intelligence based Challenges, but counts a -2d6 when taking a Talk the Talk.
4	Charismatic: Counts a +2d6 when taking Talk the Talk against other characters of the same Race. Also counts a +1 on the Continue On Table.
5	Resilient: Once during each Encounter the character will treat its first Out of the Fight result in melee as a -1 to Rep instead.
6	Initiative: Counts Rep at 1 point higher for Activation when operating alone. Also counts a +1 on the Dogfight Table.
7	Poser: Will roll only 1d6 when taking the Received Fire and Man Down Tests. Also counts a -1d6 on the Draw Table as well as the Dogfight Table.
8	Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test. Also counts a +1d6 on the Taking Control Table.
9	Slow to React: Counts a -1d6 when taking the In Sight Test. Also counts a -1d6 on the Draw, Dogfight and Taking Control Tables.
10	Dim: Counts a -1d6 on the Talk the Talk Tables.
11	Brawler: Counts a +1d6 when in melee.
12	Coward: Treats a result of Duck Back as Run Away. Counts a -1d6 when taking the Charge into Melee Test. Also counts a -1d6 on the Draw, Continue On and Boarding Tables.
13	Fast: Counts a +1d6 when charging on the Charge into Melee Table.
14	Drunkard: Roll 1d6 when character is created. This is the Attribute it gains when Drunk. Roll 1d6 at the start of every Encounter. If the score is a "6", the character is drunk. <ul style="list-style-type: none"> • (1 – 2) Dim • (3 – 4) Rage • (5 – 6) Slow to React
15	Cruel: Counts a +1d6 when taking a Talk the Talk against characters with a lower Rep.
16	Stunning: Counts a +2d6 when taking a Talk the Talk versus the opposite sex of the same Race. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.
17	Steely Eyes: Counts a +1d6 when taking the In Sight Test. Also counts a +1d6 on the Draw and Dogfight Tables. Counts a +1 success on the Dogfight Table.
18	Ace: Counts +1 success on the Dogfight and Taking Control Tables.

ALIENS

How many Aliens are there in the 5150 Universe? No one knows for sure. But in this section you'll find info on five *important* Aliens. They may not be the most plentiful, but each of them impacts the 5150 Universe in a significant way.

GRATH



"I didn't ask you how many of them there are; just where they are..."

CURRENT HISTORY

The Grath are definitely Xenofoms. According to the Alien Studies Institute (ASI) they are truly unique. This is because the Grath is *not* a single living organism. The Grath is composed of literally millions of tiny organisms. There is a control and function membrane that encases the interdependent systems comprising Grath keeps these organisms together. Due to this unique arrangement the Grath can rearrange or regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the *head*, which if done instantaneously, will provide a terminal system shock.

Graths survive solely by fluid intake. They have the ability to convert *any* fluid into the necessary nourishment it needs to survive. Just a word to the wise, they do not care where they obtain this fluid.

The Grath is the perfect soldier. Graths will fight anyone (including each other), any place, any time, and are in constant demand as Mercenaries throughout the 5150 Universe. You will find them being frequently being used by the Criminal Element for "muscle". Only in Gaea Prime controlled worlds, with few exceptions, are the Grath not used. In fact, any Grath caught on Gaea Prime controlled worlds are immediately destroyed.

Grath have no concept of sleep or imagination and are basic in their intellect. One shudders at the thought of a Grath developing intelligence and emotions on a level comparable to their physical abilities. ⁽¹⁾ Graths are extremely loyal to their

5150 FRINGE SPACE

employers and it is common for a Grath to know only one employer during its lifetime. This can be a very, very, long time as there is no known natural cause of death for a Grath, just combat.

(1) *There have been rumors of Grath displaying Basic-like Attributes. If true this is a very disturbing development.*

- Grath are always gender neutral but considered to be male.

GRATH ATTRIBUTE

Brick Wall: Any Damage result equal to their Rep or higher but lower than 6+ is considered lower than their Rep. (See Damage Table, page 76.)

HISHEN



"Pure evil or...?"

CURRENT HISTORY

Much is known about the Hishen in general. Slave traders. No regard for life (they are notorious for leaving their wounded on the battlefield while being willing to risk their lives to capture prisoners). For those who wish to learn more about the Hishen Empire consult *5150: Star Army*. Just know that the slightly less than human size, grayish-blue skinned beings you meet in *5150 Fringe Space* are not your Daddy's Hishen. *These Hishen appear to have picked up some traits usually found in Basics.*

The Hishen have a unique way of communicating with each other. Because they share identical genetic code, the Hishen can send vast amounts of communication to each other instantly. To the outsider this may sound like an incessant clicking sound. Perhaps this strange way of communication increases the distrust between Hishen and other Races even though the Hishen have been able to pick up *Gaea Speak* – a pigeon form of the proper Gaea language.

Hishen found in New Hope City and similar “disputed” Basic cities profess to be different from their slave trader brethren.

They claim to have become tired of serving the Hishen Empire and instead seek work and freedom. Maybe so, but a word of advice; be extra careful when dealing with the Hishen.

- Hishen are always male.

HISHEN ATTRIBUTE

Slight: Counts a -1d6 when in melee.

RAZOR



"Trust me, I'm just misunderstood..."

CURRENT HISTORY

Strictly speaking Razors *are* not Xenofoms. Any Basic who encounters a Razor will dispute that fact. According to the ASI, Razors have *more* than the *five major defining codes*.

Razors encountered outside of *5150 Fringe Space* are almost always Leaders of Hishen slavers. However, Razors have been working more and more with Basics as well as working independently.

The Razors have a complex sensory system that allows them to process info and react at an amazing speed. Think of the chess player of antiquity that could *see* ten moves ahead. *We reflect this by always counting the Razor as being in Cover.*

They appear to be self-sufficient and need little to sustain life. Unsubstantiated rumours link Razors to cannibalism. Perhaps this is why no male Razors have ever been seen.

Witnesses report the ability of the Razors to focus a *mental blast* that can cause severe pain and even death in some cases.

Razors have extraordinary reflexes, developed musculature, and excellent hand-to-hand combat skills.

- Razors are always female.

5150 FRINGE SPACE

RAZOR ATTRIBUTE

Mental Blast: Razors have the ability to transform mental energy into a wave that can damage all organic life forms, except for the Grath. Here's how we do it:

- The Razor will always fire with Target Dice (page 18) equal to her Rep, but only 1d6 can be applied to each target.
- The Mental Blast is resolved by rolling on the Ranged Combat Table (page 76).
- Arrange the dice from highest to lowest and apply them, one to each target.
- Targets do not count any benefit for being in cover.
- Razors may fire when active or in reaction.
- Razors are limited to one active fire, but have no limit to reactive fire.
- Those hit by a Mental Blast immediately take Damage (page 77) as if hit by Ranged Weapons.
- If scoring two or more “ones” when firing a Blast, the Razor counts as if Out of Ammo and must spend one Action “reloading”.

Example – A Rep 5 Razor Trophy Wife is walking alone in the Space Port Area after dark, much after dark. Three Active Gangers confront her and In Sights are taken. She acts first and fires a 5d6 Mental Blast at the three Gangers. She rolls on the Ranged Combat Table and scores hits on two of them, but misses the third.

The Gangers that were hit take Damage. One goes Out of the Fight while the other Ducks Back.

The Gangers react and take a Man Down Test. Passing 2d6 the third carries on and fires at the Razor, missing. The Razor takes the Received Fire Test and passes 2d6. She fires another Mental Blast and scores an Out of the Fight result on the third Ganger.

XEOG



“Take a look behind the curtain if you dare.”

CURRENT HISTORY

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 to see the return of the Shikar Empire. *Those are not the ones you're likely to run into.* Those have made a science of moving stealthily through the universe. No, the ones that you will mostly encounter are the *divas*, the *one's that enjoy the attention*.

With naturally enhanced bio systems and strength, female Xeogs strike a stunning pose. Keeping in line with their appearance and mind set Xeogs are too vain to wear any form of armor or form hiding clothing. 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 come in two shades the basic green and a bright shade of blue. It has been speculated that the blue version is a natural progression from the green stage and that some unknown stimulus occurs that causes this transformation. The *blues*, as they are often referred as, almost always “go rogue” and those are the ones you'll encounter most of the time. The *greens* appear to be younger and less experienced. FYI, don't ask a Xeog her age, you don't want to know.

Xeogs are often found working in the intelligence field on many worlds and for many Factions and Races. Due to this fact they have earned the reputation of being involved in the darkest of plots and subversion. ASI speculates it's a desire to be in or be near a position of power.

- Xeog are always female.

5150 FRINGE SPACE

XEOG ATTRIBUTE

Superior Senses: Counts a +1 success when taking the In Sight Test and opponent never counts as being in cover for the In Sight. They also count a +1 success on the Dogfight Table.

ZHUH-ZHUH



"Don't tug on Superman's cape."

CURRENT HISTORY

Zhuh-Zhuh is the common term for members of the infraorder *Suprasimiiformes*. When ASI research expeditions had first contact with the Zhuh-Zhuhs they were assumed to be *evolved cousins* of the infraorder *Simiiformes* or the *higher primates* that populate many worlds in one form or another. This was incorrect as proven centuries later with data that supports that these *Suprasimiiformes* are much older than was originally thought.

Further evidence suggests that the Zhuh-Zhuhs have more in common with the average *Basic* than what is loosely termed a *monkey*. Unfortunately, this evidence has done little to offset the hostility which sometimes exists between *Basic* and *Zhuh-Zhuh*. Witness the derogatory term *monkey boy* as applied to *Zhuh-Zhuhs*.

Zhuh-Zhuhs or *Zhuhs* come in all shapes, colors and sizes ranging from smaller three-foot tall types, *Muggie Zhuh-Zhuhs*, to those close to seven feet in height.

Zhuh-Zhuhs own and occupy a large number of planets and are commonplace on many *Gaea Prime* worlds. Constant contact with the large number of *Zhuh-Zhuhs* in *Gaea Prime* space, has earned them the status of *trusted alien* ⁽¹⁾. This status allows them to hold a variety of Professions including some in Law Enforcement.

Do not underestimate *Zhuh-Zhuhs*. They are intelligent and very physically domineering and should be treated with utmost respect and care.

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

- *Zhuh-Zhuhs* can be male (1 – 3) or female (4 – 6).

ZHUH-ZHUH ATTRIBUTES

Zhuh-Zhuhs have two possible Racial Attributes.

Climb: *Muggie-Zhuh-Zhuhs* are able to climb trees, walls and move along roofs as if moving normally. They can do so without having to take a Challenge (page 78).

Natural Armor: The body structure of the larger *Zhuh-Zhuh* (not *Muggie Zhuh-Zhuhs*) allows it to count +1 to its Rep on the Damage Table.

STOP!

Your objective in *5150 Fringe Space* is to gain Fame and Fortune. This is represented by Rep d6. When you do good things, you gain Increasing Rep d6. When bad things happen, you gain Decreasing Rep d6. At the end of the month we use the Rep d6 to increase or decrease your Rep.

To see how well you have done in your life, we use the Retirement Table. The more Increasing Rep d6 you accumulate during your lifetime the better your Retirement will be.

All characters are either Player characters (Stars) or Non-Player Characters (Grunts.) Review what the four Star Advantages are, how they are used, and their cost.

There are six Races used in *5150 Fringe Space*. Each Race has one or more special Attributes. Attributes are used to define each character.

Each character, including Aliens, will have two additional Attributes – Class (page 14) and Character Attributes (page 9).

5150 FRINGE SPACE

HOME WORLD

Now it's time to get information about your Home World – Ring, Sector, Class, and Law Level. We go over each in detail in the appropriate section, but for now, let's get the general info.

HOME WORLD – RING

The first step for locating your Home World and any planet in *5150 Fringe Space* is determining in which Ring it is in.

Here's how we do it:

- Consult the Home World – Ring Table.
- Go down the left-hand column to the appropriate row for the Race of the character.
- Roll 1d6, reading the result as rolled.
- Go across to the appropriate column to see the Ring where the planet is located.

1	HOME WORLD – RING					
	<i>(Read the result as rolled)</i>					
RACE	1	2	3	4	5	6
Basic	1	1	2	2	3	4
Grath	4	5	5	6	6	7
Hishen	4	5	5	5	6	7
Razor	4	5	5	5	6	7
Xeog	3	4	4	4	5	6
Zhuh-Zhuh	1	2	3	4	5	6

Example – Billy Pink is a Basic. I roll 1d6 and score a 5. Billy's Home World is in the 3rd Ring.

HOME WORLD – SECTOR

After you know in what Ring the planet is located, we need to find out the Sector inside the Ring. Here's how we do it:

- Roll 1d6, read the result as rolled; that's the Sector the planet is located in.

Example – I roll 1d6 and score a 3. Billy's Home World is located in the 3rd Sector.

HOME WORLD – PLANET CLASS

Next you need to determine the Class of the planet and a bit more. For simplicity we've grouped the Law Level on the same table. Here's how we do it:

- Consult the Planet Class Table.
- Roll 1d6 and read the result as rolled.
- Modify the result by any applicable Circumstance.
- Go down the left-hand column to the appropriate row.
- Go across to the appropriate column to see the Class of the planet.
- Repeat the process to determine the Law Level. This number reflects how much Police presence there is on the planet.

1	PLANET CLASS
	<i>(Read the result as rolled)</i>

CIRCUMSTANCE	MODIFIER
Ring 1 to 3	-1
Ring 7 to 9	+1

#	CLASS	LAW LEVEL
0	1	6
1	1	5
2	1	4
3	2	5
4	2	4
5	3	3
6	3	2
7	3	1

Example – Continuing on with Billy Pink's Home World I roll 1d6 on the Planet Class Table and score a 6. This is modified to a 5 as the planet is located in the 3rd Ring. Going down the Planet Class Table to the 3rd row I find out that it is a Class 3 Planet and has a Law Level of 3.

PLANET CLASS

Planets are divided by Class. We use Classes to give the player a "snapshot" of what the world is like.

CLASS 1

A "Garden Planet" within the Goldilocks Zone of a Star, with liquid water, breathable atmosphere, and a rich diversity of biomes. Gaea Prime is a Class 1 Planet. Settlements are plentiful on a Class 1 Planet.

5150 FRINGE SPACE

CLASS 2

A “Desert Planet” at the inner or outer edge of the Goldilocks Zone of a Star. Typically with a breathable atmosphere, but plagued either by blazing hot or freezing cold most of the planetary year, and a more limited range of biomes (sandy desert, snowy desert, water desert, etc.). Settlements are few and far between on a Class 2 Planet.

CLASS 3

A “Dome Planet” that requires a self-contained “space suit” in order to survive. These can range from “young” planets with a harsh CO2 rich atmosphere, to planets with hostile environments, or those whose atmospheres have largely escaped into space. They may support some type of local biomes – typically on either extreme...if it ain’t lichen on rocks it’s likely to be some nasty bug creature that looks like a walking nightmare.

Class 3 Planets is considered to be a “Hostile Environment” and have some special rules that represent a variety of challenges. Here’s how we do it:

- If a character is outside of a domed environment, it must wear a *space suit*.
- Grath never need to wear protective gear when on a Class 3 Planet.

There is never more than 1/2d6 Settlements on a Class 3 Planet.

REPUTATION

Reputation (Rep) represents a figure’s overall quality. We use three starting Reps for the characters in *5150 Fringe Space*.

- **REP 5** – These are veterans of numerous successful Encounters. We recommend that you start your Star with a Rep of 5.
- **REP 4** – These are reliable characters of some experience, well trained or motivated.
- **REP 3** – These are characters of unknown quality that have seen little or no combat.

CLASS

We use Class to further define your characters. All characters fall into one Class or another. We’ve divided them into three Classes:

- **GANGER** – Criminal Element.
- **LWC** – Movers, Shakers, and Joes.
- **MERCENARY** – Exotics.

WHAT CLASS ARE YOU?

Stars can choose their Class. In some Circumstances the Class will be chosen by the Race of the character. Here’s how we do it:

- Consult the Class Table.
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row then across to the appropriate Planet Class. This tells you the Class of the character and it’s Class Attribute.

1	CLASS
	<i>(Read the result as rolled)</i>

CIRCUMSTANCE	MODIFIER
Grath	Always Mercenary
Hishen	Mercenary of LWC
Razor	Always Mercenary
Xeog	Always Mercenary

#	1	2	3
1	LWC Slow to React	LWC Slow to React	LWC Brawler
2	LWC Slow to React	LWC Slow to React	LWC Brawler
3	LWC Slow to React	LWC Drunkard	LWC Brawler
4	LWC Drunkard	LWC Drunkard	Mercenary Initiative
5	Mercenary Resilient	Mercenary Ace	Mercenary Initiative
6	Ganger Cruel	Ganger Brawler	Ganger Drunkard

Example – Billy Pink comes from a Class 3 Planet. I roll 1d6 and score a 5. Looking on the Class Table I see that Billy is a Mercenary and has the Initiative Attribute.

5150 FRINGE SPACE

PROFESSIONS

People work. I work, you work, and in general everybody works. And it doesn't change in the 5150 Universe. For simplicity's sake we've grouped similar Professions together and placed them under five broad categories. We've also used contemporary terminology for ease of play. You'll find the Social Standing (page 16) of the Profession and a Profession Table (page 71) to determine the job within that Profession. If you don't see the Profession you want, just slip it into the most appropriate category.

MOVERS

Movers are wealthy and powerful people. Not rich people, they are those that own the rich such as pro Athletes. These people influence the masses either in person or behind the scenes, usually economically.

SHAKERS

Shakers are people that have access to the Movers and often carry out their desires as well competing with them.

EXOTICS

Exotics are people with "unique" jobs such as Bounty Hunter, Pilot, Athlete and more.

JOES

The vast majority of people who have ordinary jobs and lead, usually, hum drum lives.

CRIMINAL ELEMENT

This covers all criminal professions from the petty thief to the interplanetary smuggler and everything in between

WHAT DO YOU DO?

Time to determine the character's Profession. Stars can choose their Profession. Check the NPC Generators (page 71) by Class to see what is available.

JOB DESCRIPTIONS

In this section we give you a brief description of the Jobs found in *5150 Fringe Space*.

MOVERS

Diplomat: One, such as an ambassador, who has been appointed to represent a planet in its relations with New Hope.

Patron: A supporter, sponsor, or benefactor of someone or something, such as an institution, event, or cause. Often their support takes the form of financial backing. Large amounts of financial backing.

Political Office Holder: Those who are elected or appointed to their office ranging from the Mayor of New Hope City down to low level Area Spokesmen.

Religionist: A religious figurehead varying from a simple Street Preacher to a self-styled Prophet.

Scientist: People having expert knowledge of one or more sciences, especially a natural or physical science.

Trophy: These are highly attractive women (1 – 5) or men (1), with social grace and skills, that are seen as a prize possession of a very wealthy spouse. They are not otherwise employed and may (1 - 2) have children. Trophy Wives are often Patrons as well.

SHAKERS

Accountants: Accounting is the profession of managing and tracking business financial information.

Attorneys: Any form of law practitioner from high-priced lawyers down to para-legal assistants.

Corporate Exec: These are the people who run the Corporations.

Doctor: A person trained in the healing arts and *usually* licensed to practice medicine.

Entertainer: People who are in the business of entertaining people for compensation. This ranges from local singers to inter-planetary vid-stars.

Government Assistant: These are the people who assist the Office Holders.

Professor: An academic professional with vast knowledge in a specific field who chooses to teach.

EXOTICS

Athlete: One of the professional athletes playing a sport found in one or more of the following rules: *Qwik*, *Alien Fight Nights*, *Red Streets Blue Mats*, or *CVL – Competitive Violence League*.

Body Guard: Mercenaries that hire out their martial services to provide security to people.

Bounty Hunter: Bounty Hunters find people who have not Warrants placed on them. Bringing these fugitives back is how the Bounty Hunter makes a living.

Criminal Muscle: These are mercenaries that specialize in providing members of the Criminal Element with security as well as strong arming their competitors.

5150 FRINGE SPACE

Detective: Either a Private Investigator or a member of the NHC Police Department.

Entertainer: People who are in the business of entertaining people for compensation. This ranges from local singers to inter-planetary vid-stars.

Investigative Reporter: Journalists who will do whatever it takes to get a story. These are the high-profile investigators not the vid-screen talking heads. They are always “on assignment”.

Pilot: A Pilot is anyone who pilots a spaceship (1 – 2) or aircraft (3 – 6).

Police Officer: Police characters will usually be Officers, but there is a chance (1) that it could be a SWAT Team Member (1), Sergeant (2 – 3), Detective (4), Lieutenant (5) or Captain (6).

JOES

Food & Beverage: Food and liquor related service jobs including owners as well.

Manufacturing: People who work in factories, machinists.

Medical: Those who work in the medical field from nurses to X-Ray technicians.

Office Workers: White collar workers that work in office buildings out of the public’s eye.

Service: These are non-Food & Beverage people who directly work with the customer. Retail sales people and customer service people fall into this category.

Specialist: These are specialized occupations like Delivery Driver, Translator, and limited only by the player’s imagination.

CRIMINAL ELEMENT

Dealer Person involved in buying, selling, and distributing Contrabands such as Stims (1 - 3), Weapons (4 - 5), or Body Parts (6). Dealers buy from a Smuggler and sell to their customers.

Escort: Those involved in a variety of services for a price.

Ganger: Gangers are members of an organization that cooperate to benefit from illegal activities. Gangers are usually of a violent temperament.

Hacker: This is the person you need to get if you want someone to hack into a computer, dig up information or bring down a security system.

Smuggler: The Smuggler makes his living by moving Contraband from one place to the other, sometimes between planets.

Thief: Thieves specialize in pick pocketing, robbery, or breaking and entering.

Transporter: Transporters move Contraband or people from one destination to another, both inside and outside of New Hope City.

PROFESSIONAL SKILLS

Every character has skills based on their Profession. Characters choose to use these skills to affect how well they perform when taking a Challenge Test (page 78) or when rolling on the Talk the Talk Table (page 78). Here’s how we do it:

- Determine if the character has a Profession based skill that can increase its chance of success. This is up to the player to decide what it is.
- If it does, it can count the +1d6 Professional Skill modifier.

Example – Sooze is trying to influence a Talk the Talk while trying to recruit in a bar, and decides that she’ll use her Entertainer Professional Skill. She hops up on stage and plays a set with the band, wowing the possible recruits. She adds +1d6 to her Talk the Talk when recruiting.

SOCIAL STANDING

Each character has a Social Standing number from a low of 1 to a high of 5. The number is based upon the character’s Profession. Social Standing comes into play on the Talk the Talk Tables (page 78).

AGE

Time to determine the age of your character and for simplicity we include Aliens in the aging process, regardless of their theoretical life expectancy. Here’s how we do it:

- Choose a birthday for your character.
- Roll 3d6 and read each result as rolled.
- Multiply the lower score by ten.
- Add the remaining scores to this sum.
- This is age of your character. Not happy with the result? Then choose your age.

Example – Billy Pink needs to determine his current age by rolling 3d6. I score a 2, 3 and 6; Billy is 29. I now roll for Sooze and score a 1, 4 and 6; Sooze is 20.

5150 FRINGE SPACE

GETTING OLDER

In *5150 Fringe Space* your character will age. Nothing dramatic; but aging is inevitable none the less. Here's how we do it:

- *The Rep of the character at age 50 is the maximum Rep it can have for the rest of its life.*
- Starting at age 50, every Campaign Year, on the character's birthday roll 1d6 versus its current Rep. If the result is higher than the Rep, or a 6, reduce the Rep by one level.
- Starting at age 60, every Campaign Year, on the character's birthday, roll 1d6 versus its current Rep. If the result is equal or lower than the Rep or a 6, reduce it by one level. *Regardless of what the character does from 60 on, its Rep cannot improve.*
- If the Rep ever reaches "0", the character has died. You'll want to retire way before this happens.

Example – Figaro Jones turns 50 and has a Rep of 5. I roll 1d6 and score a 6. Figaro's Rep is reduced to 4. During the year his Rep has increased back to 5 – the maximum it could be.

Years later Figaro turns 60. On his birthday I roll 1d6 and score a 3. This is lower than his current Rep of 5 so he is now Rep 4. This is the highest Figaro's Rep can be as he cannot increase his Rep regardless of what he does!

FAMILY TIES

If playing a Basic or Zhuh-Zhuh we use Family Ties to see if the character has family. Stars can choose if they have family or a spouse, but I prefer rolling randomly. Here's how we do it:

- Consult the Family Ties Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across to the appropriate column to see what Family Ties, if any, the character has.
- Siblings will be a 1d6 years older male (1), 1d6 years younger male (2 – 3), 1d6 years older female (4), or 1d6 years younger female (5 – 6).
- Spouses will be a 1d6 years older (1), 1d6 years younger (2 – 3), 2d6 older (4), or 2d6 years younger (5 – 6).

1

FAMILY TIES

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Home World is a Class 1 Planet	-1
Home World is a Class 3 Planet	+1

#	GANGER	LWC	MERCENARY
0	Spouse	Spouse	Spouse
1	Parents ⁽¹⁾	Spouse	Spouse
2	1/2d6 Siblings	Spouse	Parents ⁽¹⁾
3	1/2d6 Siblings	Parents ⁽¹⁾	1/2d6 Siblings
4	1 Sibling	1/2d6 Siblings	1 Sibling
5	1 Sibling	1 Sibling	1 Sibling
6	No Family	1 Sibling	No Family
7	No Family	No Family	No Family

(1) There will be a father (1), a mother (2 – 3), or both (4 – 6). In addition, roll 1d6 again to see if there are also Siblings, disregarding any parent or spouse result.

Example: Donny Brook (24 year old Rep 5 Star) needs to find out if he has any Family Ties.

I roll 1d6 and score a 2. Donny is a Ganger from a Class 1 Planet so counts a -1 to his score. Looking on the 1 row I see he has Parents. I roll 1d6 and score a 2 – only a mother still alive. I next roll 1d6 again to see if he has any Siblings and score a modified total of 4. He has 1 Sibling.

I roll 1d6 to determine its Age and Gender and score a 3. He has a 1d6 years younger brother. I roll a 6. Donny has an 18 year old brother.

Merry Brook (Rep 4 Grunt), Donny's Mum, is turning 50. On her birthday she rolls 1d6 against her Rep. She rolls a 6, higher than her Rep. She has her Rep reduced to 3. Mum has had a rough year.

If you desire you can skip the Family Ties process, we prefer to use it to provide material for our stories.

5150 FRINGE SPACE

STOP!

Every character comes from somewhere. This is their Home World. To find the Home World we need to know the Ring and Sector it is located in. Review how this is done.

We have 3 Classes of Planets with Class 1 being the most inhabitable while Class 3 is a Hostile Environment.

Reputation or Rep is the quality of the character. There are 3 starting Reps. What are they? What Rep should your Star be?

All characters will fall into one of three Classes – LWC, Ganger and Mercenary. Where do you find the Class Attribute for the character?

All characters will also have two additional Attributes – Race and Character.

Take a character and determine its Home World and all three Attributes.

There are 5 Professions called Movers, Shakers, Exotics, Joes, and Criminals. Each Profession has a variety of Jobs.

Social Standing represents how socially accepted the character is. This is based on its Profession and modifies the Talk the Talk Test.

Take a character, choose a birthday, and roll up its age. If you roll 3d6 and score a 2, 5 and 6 – how old is the character?

Family Ties are optional rules that can be used to give your character more storylines.

The age of the character in the example is 31. Review how we arrived at that.

WEAPONS

Players are encouraged to count the figure to be armed with the weapons it has. Weapons used with one hand can be assumed to be tucked out of sight.

TYPE OF WEAPONS

Ranged Weapons are defined by three characteristics.

TYPE – What it is.

TARGET DICE – The number of d6 rolled when the weapon is fired by the character. Any or all dice may be applied to one or more figures. Also defines the arc of fire of the weapon.

Example – A Submachine Gun with Target Dice of 3 may fire at up to three targets in a three-inch arc of fire.

MODIFIER – The modifier to the Rep of the target when a hit is scored on the Damage Table (page 77).

Here's a brief description of each weapon type:

ASSAULT RIFLE (AR) – The Assault Rifle is a military style, high rate of fire, weapon. Used with two hands.

BA PISTOL (BAP) – The Big A\$\$ Pistol is a large caliber weapon.

MACHINE PISTOL (MP) – The Machine Pistol is a high rate of fire, easily concealed, weapon.

PISTOL (P) – Pistols are the lightest gun used in *5150 Fringe Space*.

RIFLE (R) – A single shot Rifle used for hunting and sniping. Used with two hands.

SHOTGUN (SG) – Shotguns provide a big punch and is a favorite of Class 3 Planet inhabitants. Used with two hands.

SQUAD AUTO WEAPON (SAW) – A military weapon with a high rate of fire. Used with two hands.

SUB-MACHINE GUN (SMG) – High rate of fire weapon favored by Police forces. Used with two hands.

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

TWO HAND WEAPONS – LONG GUNS

Long barrel weapons used with two hands are not generally accepted in civilian areas in the 5150 Universe.

Anyone carrying a two hand weapon (AKA Long Gun) on a planet with a Law Level of 3 or more will cause the character to be arrested (page 40).

Police, Mercenaries and Gangers will always swap out their listed weapon for an Assault Rifle (1), SMG (2 – 3) or Shotgun (4 – 6) when on a Raid (page 46).

5150 FRINGE SPACE

BODY ARMOR

Characters can use Body Armor for added protection. Here's how we do it:

- Wearing Body Armor allows the user to count a +1 to its Rep when rolling on the Damage Table.
- Check the Professions Tables (page 71) to see if a NPC is wearing Body Armor.

Example – Billy Pink (Rep 5) is fired on by a Zhuh-Zhuh Ganger with a BAP. Billy takes a hit. The BAP reduces Billy's Rep down to 4. He's wearing Body Armor so it increases it back to 5. I roll 1d6 on the Damage Table and score a 4 – Billy must Duck Back. If he had not been wearing the Body Armor he would have been knocked Out of the Fight.

ITEMS

We believe that the *game play is the thing and bookkeeping is a chore*. Enter the use of Items.

It is assumed that your Profession provides you with the necessities to live to your standard. Lodging, food, and other Items are taken care of.

Major purchases such as weapons, vehicles, spaceships, etc. are accounted by Items. Basically if you want a major purchase, you have it.

IS IT A GAME BREAKER?

With such a lackadaisical view of Items, couldn't a player decide he had whatever he wanted? Maybe the player could have a spaceship, or ten vehicles, a mansion or even all of them?

Sure, why not? *The only rule on Items is that their use must fit within the rules.*

HOW DO YOU LOSE ITEMS?

Easy come easy go; you will lose Items and quite often during your career. Here's how we do it:

- Someone takes them from you during an Encounter.
- You give them freely to another character.
- Or the big one...you get killed or have to use Cheating Death.

Yes, but I can just get them right back. Yes, yes you can, but after the Encounter that you are on. You'll see that the game

isn't about accumulating Items, but actually about improving your character.

WHAT CAN I CARRY?

How many Items can a character carry? That depends on the Item. Here's how we do it:

- Characters can carry their Rep in Items.
- Characters must decide what they are carrying before each Encounter. If you carry your maximum number of Items you will have to give something up if you add more during the Encounter.
- Items are either used with one hand or two hands.
- Items used with one hand, count as one Item for carrying purposes.
- Items used with two hands, count as two Items for carrying purposes.

SPECIAL CASES

There are some special cases that do not fit into the one hand, two hand categories. Here's how we do it:

- **Clothing** that's worn does not count against carrying limits, but Body Armor does – counting as a one Hand Item.
- **Personal Items** like wallet, watch, etc. do not count against carrying limits.
- **Packs or duffle bags** can hold Items equal to the character's Rep. The pack or duffle bag will count as two Items.
- **A briefcase** can carry three one hand Items. The briefcase will count as one Item.

It takes one complete turn of Activation to switch items from storage to hands. The character cannot do anything else during the Activation.

Example – Billy Pink (Rep 5) is going out on the town. He decides to carry 2 BAPs and wears Body Armor. He counts as carrying 3 Items.

Jim Bob Joe (Rep 3) is going on a Raid. He carries a Submachinegun and wears Body Armor. Jim Bob Joe is carrying his maximum load – 3 Items.

UNIVERSAL VOICE BOX

Although *Gaeen* is universally spoken, at least in its pigeon form of Gaea Speak, many people use the Universal Voice Box. Most conversations with Aliens are carried out with the aid of the UVB.

The UVB is built into all Comm-Link devices to “help the users to be understood” although some say it allows for the monitoring of conversations. It is due to this suspicion that

5150 FRINGE SPACE

Translators (Joe – Specialist) are employed in certain business and criminal settings.

SPACE SUITS

When you're outside a Settlement on a Class 3 Planet – outside of the Dome – you'll need a space suit. You need one, you got one; just like any other Item.

CHARACTER JOURNAL

To help you track your Characters we've included a Character Journal. Just fill in the boxes as needed. Use the Notes section for tracking NPCs, Band Members, and anything else you like.

STEP-BY-STEP CHARACTER BUILDING

The first thing you do is build your Star. Don't worry; it should only take a few minutes. Pull out your Character Journal (page 69) and track the info as needed. Be as simple or elaborate as you like as you create your Star. Here's how we do it:

- **STAR/GRUNT**– Your character is a Star (page 6).
- **RACE**– Choose the Race of your character (page 7).
- **ATTRIBUTES**– Determine your Race, Class, and Character Attributes (page 7).
- **HOME WORLD**– Find or choose your Home World (page 13).
- **REPUTATION**– Your Star starts with a Rep of 5 (page 14).
- **CLASS**– Choose your Class (page 14).
- **PROFESSION**– Choose your Profession (page 15).
- **SOCIAL STANDING**– Your Social Standing is based on your Profession (page 16).
- **AGE**– Roll for or choose your Age (page 16).
- **FAMILY TIES**– Determine if you have any Family (page 17).
- **WEAPON**– Choose your Weapon (page 18).
- **BODY ARMOR**– Choose to use Body Armor or not (page 19).
- **ITEMS**– Choose the Items that you want, spaceship, etc. (page 19).

STOP!

Weapons are used on the tabletop (page 22) and defined by Type, Target, and Notes. What are Target Dice? Which weapon has 2 listed Target Dice?

Body Armor allows the wearer to count a +1 to its Rep on the Damage Table.

You can carry a number of Items equal to your Reputation. What is a Two Hand Item?

You have just learned all you need to know about generating characters. Now go back and complete your Star, writing the info on your Character Journal. This character is *you*, so take your time and make it perfect. When you are finished go to the next section.

YOUR BAND

In *5150 Fringe Space* the game revolves around you, the other characters that make up your Band. Let's define the Band:

- Every Band has one Leader – you.
- The rest of the members are Grunts.

RECRUITING YOUR BAND

You will start the game alone, but you can recruit Grunts to join you. Here's how we do it:

- You can recruit Grunts equal to your one less than your Rep. So if you are a Rep 5, you can recruit 4 Grunts.
- When your Rep goes down, Grunts, rolled randomly, will leave you. When your Rep goes up you can recruit more Grunts.
- You can only recruit Grunts from your Class.
- Use the NPC Generator Table (page 71) to recruit your Grunts.
- Roll 2d6 and add the results together.
- Go down the left-hand column to the appropriate row then across to see who you have recruited.
- You cannot have Grunts with a higher Rep than yours.
- If your Rep goes down, any Grunt with a higher Rep than yours leaves your group!

BAND VERSUS CREW

Like we said, you can start with a spaceship. What about a crew? Here's how we do it:

- You need 1 character per Hull Point (page 48) to man a ship. Count the Captain's Rep at 1 point less for

5150 FRINGE SPACE

each crew member short, when having Ship Combat. You can build your crew up to twice the number of Hull Points. This can be your Band Members or you could hire them (page 21).

RECRUITING VERSUS HIRING

You can recruit a limited number of Grunts for your Band. When you need more Grunts, or special Grunts, you hire them. Here's how we do it:

- You can only find them through a Chillin' Encounter (page 43), where they will count as the Target (page 33).
- You must win a Talk the Talk Test (page 78) with them.
- You gain 1 Decreasing Rep d6 per level of the Grunt's Social Standing when they complete the job you hired them for.

Example – Billy Pink needs to retrieve some information from a Corporation. He needs to use a Hacker, but doesn't have one in his Band. Billy goes on a Chillin' Encounter and finds a Hacker. He hires her for the job. He gains 1 Decreasing Rep d6 when she retrieves the info for him.

GROUPS

A *group* is all the figures on the same side on the 12" x 12" tabletop. As long as figures are on the tabletop they are part of the group. This includes Out of the Fight and Obviously Dead figures as well. *This may be different that other THW rules you might have played.*

Each group will automatically have a Leader and the figures in the group do not have to have the same Rep.

LEADERS

Groups will always have a Leader. Here's how we do it:

- The Star is always the Leader of the group.
- When the Star is not with the group or is Out of the Fight, the figure with the highest Rep is the Leader.
- Leaders take the In Sight Test (page 76) for the group.

Example – Billy Pink (Rep 5) goes on a Chillin' Encounter (page 43) with Sooze (Rep 4), Char (Rep 3) and Fast Eddie (Rep 5). They are all in the same group on the tabletop at the start of the Encounter. They resolve the 1st PEF (page 32) and its Kay Dee, an undercover cop and old friend of Billy's. He decides to leave with her to a Bar. Billy and Kay Dee head off the tabletop. Fast Eddie is now the Leader of the group and continues on towards the Target (page 33) with Sooze and Char.

STOP!

You start the game as a Rep 5 Star.

You can recruit up to one Grunt per point of Rep, less one. As your Rep changes you *can* add or *must* subtract Grunts.

You can never have Grunts with a higher Rep than your own. When your Rep goes down at the end of the month, those with a higher Rep will leave.

Groups are used on the tabletop and may or may not include your whole Band.

TURN SEQUENCE

We've included this Turn Sequence, to use as a checklist for playing *5150 Fringe Space*. We've set it up in the recommended order, for ease of play, but feel free to adjust it as you like. After a few months of game time, this will become second nature. This is set up for a Campaign (page 60), but if choosing not to play a Campaign skip steps 1, 2 and 4. Here's how we do it:

1. Determine in which Ring and Sector (page 62) you are starting the month.
2. Determine if you are on a planet or not.
3. See if there is a Random Event (page 59).
4. Decide if you want to move and move there (page 53). This will end your Campaign Movement.
5. Decide if you want to have an Encounter (page 43).
6. Keep track of any Increasing or Decreasing Rep d6 that you gain during the month.
7. Resolve the 1st PEF (page 32).
8. If NPCs are contacted go to a Talk the Talk (page 78) or to the tabletop for combat (page 22).
9. After all interaction or combat has been completed, resolve the 2nd PEF.
10. If NPCs are contacted go to a Talk the Talk (page 78) or to the tabletop for combat (page 22).
11. After all interaction or combat has been completed, resolve the 3rd PEF – the Target (page 33).
12. After all PEFs are resolved,

5150 FRINGE SPACE

13. Roll for Increasing or Decreasing Rep at the end of the month.
14. Adjust the size of your Band (page 20) if needed.

Example – It's January and Billy Pink is in the 3rd Ring, in Sector 4 on a Class 2 Planet called New Hope. He rolls 1d6 and scores a 4 – no Random Event will occur.

He finishes his Campaign Movement in the Low End area of New Hope City. Billy wants to have a Chillin' Encounter at Piranhas, a Bar, but must resolve 2PEFs before reaching Piranhas – the Target Building (page 33).

He resolves one as Friendly or Neutral NPCs. The second is resolved as a Confrontation with a Ganger and they go to combat on the tabletop (page 22).

After the fight Billy reaches the Target Building, resolves his third PEF and has a Chillin' Encounter.

After the Encounter he tabulates how many Increasing and Decreasing Rep d6 he has earned and rolls to increase his Rep. He has 3d6, rolls them and scores a 2, 3 and 4. No increase in Rep and one month has passed.

SETTING UP THE TABLETOP

When a PEF is resolved as Contact the players and NPCs will resolve their actions. Instead of setting up a table with terrain and moving about the table before resolving the PEF, this method is used. This speeds up play while keeping the tension of the game. Here's how we do it:

- Set aside a 12" x 12" tabletop to play on if using figures or counters. No need to place any terrain in the area, but you can set up small bits of terrain if you like.
- When a PEF is resolved as Contact, determine the type and number of NPCs.
- If combat does not immediately occur, use the Talk the Talk procedure (page 78).
- If combat occurs, gather your figures and the NPCs together.
- Place your figures within 3" of one edge of the 12" x 12" area.
- Place the opposing NPCs 3" from the opposite edge.



A group led by a Xeog confronts a rival group led by a Razor. Here's how we set up the tabletop. As the characters are facing the enemy they are ready for combat.

COMBAT ON THE TABLETOP

Either from History with the NPCs or due to a Talk the Talk result, it's time for combat. Here's how we do it:

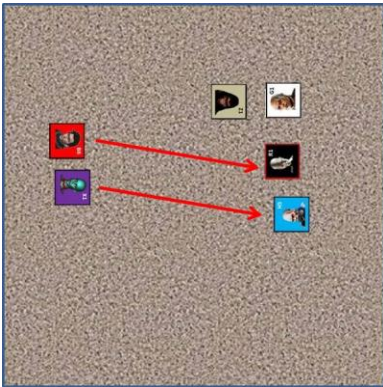
- If combat is due to Talk to Talk, go to the Draw section (page 29).
- If combat is due to History or by the Encounter type, both sides start with their weapons drawn.
- Roll 1d6 – called the Activation d6.
 - If a success is scored – result of 1, 2, or 3, the NPCs are Active (page 23) and moving.
 - If a success is not scored – result of 4, 5 or 6, the player side is Active and moving.
- Roll an In Sight Test (page 76) to begin the fight.
- Stationary figures are considered to be in cover as people will tend to find cover when threatened.
- Moving figures never count as being in cover.
- If in a Draw (page 29), all figures count as stationary to start, but not in cover.
- On a result of Duck Back, turn the figure so its back is facing the enemy. This represents them ducking back behind cover. Any Duck Back that pops into view (turned to face the enemy) when next active triggers another In Sight.
- On a result of Leave the Tabletop, remove the figure.

5150 FRINGE SPACE

ACTIVE AND ACTIONS

When Active a character can do one of the following:

- Charge into Melee (page 23).
- Duck Back (page 23).
- Leave the Tabletop (page 27)
- Pick up a weapon (page 23).
- Pick up a wounded character (page 24).
- Recover from Duck Back (page 24).
- Reload a weapon (24).
- Shoot (page 27).



The Activation d6 is rolled and a 4 was scored. This means the Xeog group was active and moving when contact was made. The Razor and Xeog roll the In Sight and the Xeog wins. Her side acts first. The Zhuh-Zhuh Charges into Melee while the Basic and Xeog open fire.

CHARGE INTO MELEE

The character wants to enter melee. Move the character to within 1" of the target of the charge and both take the Charge into Melee Test (page 77).

DUCK BACK

Figures that Duck Back are seeking Cover and safety. Here's how we do it:

- Turn the figure around so it is facing its edge of the 12" x 12" tabletop – back towards the enemy.
- Figures in Duck Back, by definition, cannot see or be seen unless they are Charged
- Figures in Duck Back may not fire until active or directed to by a subsequent Reaction Test.

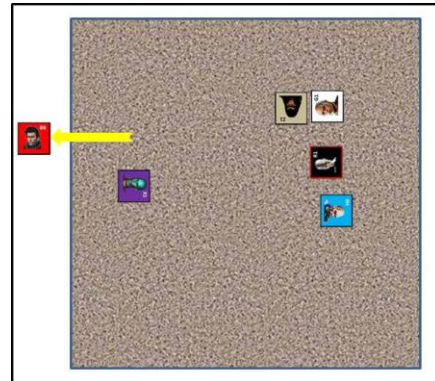


The Zhuh-Zhuh and Grath take the Charge into Melee Test and enter combat. The Grath wins and the Zhuh-Zhuh goes Out of the Fight (page 27). I turn the Zhuh-Zhuh upside down to show this.

The Razor and Hishen take the Received Fire Reaction Test (page 25). The Razor passes 2d6 and returns fire. The Hishen pass 1d6 and Ducks Back, out of sight. I turn the Hishen to face its table edge – back to the enemy – showing that it cannot see or be seen.

LEAVE THE TABLETOP

Remove the figure from the tabletop. If done due to a failed Reaction Test, a Recovery Test must be taken. If done voluntarily a Recovery Test is not taken.



The Razor returned fire and the Basic took the Received Fire Test. It passes 0d6 and Leaves the Tabletop. The Xeog now takes the Man Down Test for seeing the Zhuh-Zhuh go Out of the Fight and the Basic Leave the Tabletop. She passes 1d6 and should Leave the Table, but as a Star I choose to pass 2d6 – Carry On. This ends the Xeog side's In Sight actions.

PICK UP A WEAPON

The character can pick up a weapon from an Out of the Fight character if it is in contact with the character. It can move up to 6" to reach the character before picking up the weapon.

5150 FRINGE SPACE

PICK UP A WOUNDED CHARACTER

Characters can attempt to pick up wounded characters. Here's how we do it:

- Hishen will never attempt to recover their wounded.
- When active or when Ducking Back in reaction, a Grunt will roll 1d6 versus its Rep.
 - If pass 1d6 it will attempt to retrieve the wounded character.
 - If pass 0d6 they will not.
- Stars can always choose to retrieve wounded.
- Move the figure into contact with the wounded figure. If Ducking Back, turn the figure and wounded figure around so they are facing their edge of the 12" x 12" tabletop.
- Once the wounded figure is picked up, it can be carried off the tabletop when next Active.

RECOVER FROM DUCK BACK

A Ducking Back figure is turned back around to face the opposite tabletop edge, returning to the fight. It can now see and be seen. This will trigger an In Sight Test (page 24).



The Razor side now Activates. The Hishen Recovers from Duck Back and is turned to face the Xeog. It cannot shoot. This would trigger an In Sight, but as the Razor and Grath already have the Xeog in sight, they fire before any test is taken. The Xeog takes the Received Fire Test and as a Star, I choose to Leave the Tabletop, being outnumbered 3 to 1.

RELOAD A WEAPON

The character can reload a weapon, but cannot shoot. Will Duck Back when doing so.

SHOOT

The character shoots its weapon.

STOP!

Players start each turn in a Settlement Area or Space Sector. Resolve the PEFs for the Area, one after the other until all are resolved.

When contacting NPCs and combat is not immediate, go to the Talk the Talk. If combat is a result of a Talk the Talk, go to the Draw section.

When combat occurs due to History, roll 1d6 to determine which side is moving and Active.

Place the figures as outlined on the 12" x 12" tabletop. Take an In Sight.

Review the actions available to each figure when active.

How is a Ducking Back figure represented on the tabletop?

REACTION TESTS

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

Figures take Reaction Tests during combat when called upon. Let's look closer at each Reaction Test – In Sight, Received Fire, and Man Down.

IN SIGHT

When figures are placed on the tabletop an In Sight is taken. Here's how we do it:

- Roll 1d6, called the Activation d6.
- If a success is rolled – score of 1, 2, or 3, the NPCs are Active
- If a 4, 5, or 6 are scored, the players are moving.

TAKING THE IN SIGHT

Once you have determined which side is moving it's time to take the test. Here's how we do it:

- Consult the In Sight Table (page 76).
- The Leader of each group takes the In Sight for the group.
- Each Leader starts with 1d6 per point of Rep.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance.
- The Leaders roll their modified d6 total looking for successes, a score of 1, 2 or 3.

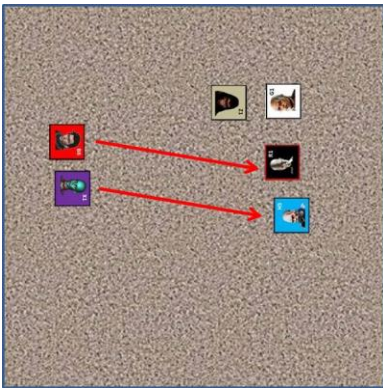
5150 FRINGE SPACE

- The Leader scoring the most successes has won the In Sight.
- Only one side can win the In Sight Test. The moving side wins the In Sight *only* if it scores more successes.
- The side that lost the In Sight will react to the actions of the side that won the In Sight.

RESOLVING IN SIGHT ACTIONS

Each figure on the winning side can now act. Here's how we do it:

- Stars may choose their actions; Grunts will act in the following order.
 - Fire.
 - If unloaded Duck Bank and reload.
 - If not armed with a fire arm, Charge into Melee.
 - Duck Backs Recover.



The Activation d6 is rolled and a 4 was scored. This means the Xeog group was active and moving when contact was made. The Razor and Xeog roll the In Sight and the Xeog wins. Her side acts first. The Zhuh-Zhuh Charges into Melee as he only has a melee weapon while the Basic and Xeog open fire.

COMPLETED TURNS

When combat on the tabletop occurs, whether due to a Draw, In Sight, or Confrontation the sides will alternate their portion of the turn. Here's how we do it:

- Once one side has completed all of its Actions and any Reactions have been carried out, the other side is Active.
- Once both sides have completed their portion of the turn, a new turn begins with each side alternating being Active.



Continuing the example from earlier, the Xeog side has completed its actions and all reactions have been taken. The Razor side now activates. The Hishen Recovers From Duck Back and the Grath and Razor fire. This will cause a Received Fire Test and the gunfight continues.

STOP!

Place one NPC Ganger (Rep 4) and your Star (Rep 5) on the 12" x 12" tabletop facing each other.

Roll 1d6 for Activation. Who is Active? Remember that if you score a 4, 5, or 6, you are Active.

Take the In Sight Test for both sides. Did you modify the number of d6 rolled by the applicable Circumstance? By the one side being active and moving?

Just to recap. The In Sight is taken by the Leader of the group only.

Once all actions and reactions of the side that won the In Sight are completed, the other side activates.

RECEIVED FIRE & MAN DOWN

Here are two additional Reaction Tests taken during combat. They are:

- **RECEIVED FIRE TEST** – The figure was shot at and did not get hit.
- **MAN DOWN TEST** – One or more of the group has become Out of the Fight (page 27), Obviously Dead (page 27) or Left the Tabletop (page 27).

HOW TO TAKE A REACTION TEST

Here's how these Reaction Tests are taken.

- Consult the Reaction Tests Table (page 71).
- Determine what is causing the test; Fired On, Man Down or a combination of both.
- Start with 2d6 for the group taking the test.
- Modify the number of d6 by any applicable Circumstance.

5150 FRINGE SPACE

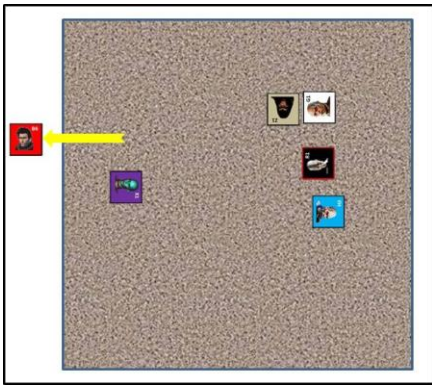
- Roll the modified total of d6.
- Determine how many d6 were passed based on the individual Rep of each figure taking the test. *This may result in figures in the same group behaving in different ways.*
- Go down the left-hand column to the appropriate row and across to the appropriate column.
- Immediately carry out the result.

MULTIPLE RESULTS

There may be times when a figure qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of 2d6 are rolled for the group.
- Apply the results to each cause of the test.
- Take the worst result.

See the Status and Actions section (page 26) for more details.



The Xeog was fired at and her Band members left the table or went Out of the Fight. She now takes the Man Down and Received Fire Reaction Tests. Rolling 2d6 versus her Rep of 5 she scores a 2 and 6, passing 1d6. This results in a Duck Back and Leave the Tabletop result. The Xeog must take the worse result – Leave the Tabletop.

STATUS AND ACTIONS

Here we will explain the terms found on the Reaction Tests and Damage Tables.

-1 TO REP

The character has its Reputation reduced by 1 point by losing a Melee. Rep lost between melees, on the same turn, is kept until the final melee is over. The character's Rep returns to what it was prior to the melee after the final melee, even if it went Out of the Fight.

Example – Billy Pink (Rep 5) is charged by three Gangers. The Charge into Melee Test is taken and Billy fires at one Ganger – taking him Out of the Fight.

The other two Gangers move into melee. Billy fights the 1st one and loses the round of melee. He suffers a -1 to Rep damage. Another round of melee is immediately fought and Billy wins this one, knocking the Ganger Out of the Fight.

The next Ganger enters melee. Billy still counts as Rep 4. After the melee is over, Billy's Rep returns to 5.

CARRY ON

The figure is in good order and can act and react. A figure is considered to be carrying on if it is *not* doing any of the following. We have ranked them from best to worse.

- Return Fire.
- Charge into Melee.
- Recover from Duck Back.
- Duck Back.
- -1 to Rep.
- Leave the Tabletop.
- Out of the Fight.
- Obviously Dead.

CHARGE INTO MELEE

The character wants to enter melee. Move the character to within 1" of the target of the charge and both take the Charge into Melee Test (page 77).

DUCK BACK

Figures that Duck Back are seeking Cover and safety. Here's how we do it:

- Turn the figure around so it is facing its edge of the 12" x 12" tabletop.
- Figures in Duck Back, by definition, cannot see or be seen unless Charged.

5150 FRINGE SPACE

- Figures in Duck Back may not fire until active or directed to by a subsequent Reaction Test.

Example – The Hishen Ganger Ducks Back from fire. He cannot see or be seen. The Zhuh-Zhuh side activates and two of them charge the Hishen. All three take the Charge into Melee Test (page 77). The Hishen passes 2d6, more than the Zhuh-Zhuh and opens fire.

LEAVE THE TABLETOP

Remove the figure from the tabletop. This causes any remaining figures in the group to take a Man Down Test.

OBVIOUSLY DEAD

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

OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others.

RECOVER FROM DUCK BACK

A Ducking Back figure is turned back around to face the opposite tabletop edge, returning to the fight. It can now see and be seen. This will trigger an In Sight Test.

RETURN FIRE

The figure immediately returns fire *at the cause of the test*.

STOP!

One set of d6 are rolled for each group taking the Reaction Test, but the results are applied to the Reps of each figure separately. This means that figures in the group may behave differently.

Take three figures and place them on the tabletop. They are a Rep 5 Ganger, a Rep 4 Ganger, and a Rep 3 Ganger. All three are fired on. If you rolled a 2 and 5, how many d6 does each pass?

Look on the Received Fire Test and see how the three Gangers react.

SHOOTING

Here's how we shoot a Ranged Weapon.

TARGET SELECTION

When shooting when winning an In Sight, the player may choose his targets. NPCs will target the closest figure.

All figures must be targeted at least once before being targeted a second or third time.

Figures in reaction will always target the figures that shot at them.

APPLYING THE TARGET DICE

A figure can apply its Target Dice (page 18) as desired. Here's how we do it:

- Before firing, the shooter must declare how many shots will go onto each target. The farthest distance between targets cannot exceed the Target Dice of the weapon in inches.
- It is possible for one target to have multiple shots applied on it.
- Roll the dice and arrange them from the highest to the lowest.
- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

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

COVER

Being in Cover makes the target harder to hit, but it does not help when the target takes a Reaction Test. *This is different than other THW games you may have played.*

Stationary figures are always in Cover as people seek Cover when threatened.

Moving figures do not count as being in Cover.

Figures that are active due to the In Sight Test will count as stationary and in Cover after the first round of Ranged Combat occurs.

Maybe the character will find itself in the middle of a soccer field or similar open space and there's no cover. No worries; just consider it as going prone and still in Cover. Just remember that if you choose to operate this way, substitute going prone for Duck Back – but you can still be seen!

5150 FRINGE SPACE

Example – The Xeog Bodyguard meets three Mercenaries in an alley. I roll 1d6 and score a 4, this means the Xeog is moving and counts as not being in cover. In Sight is rolled and the Xeog wins. She fires and will now count as being in cover after she has finished firing.

FIRING A WEAPON

Here's how to fire a weapon.

- Consult the Ranged Combat Table (page 76).
- Roll 1d6 per point of weapon Target Dice.
- Place each d6 next to each target figure with the highest score on the first target and working to the lowest score.

Next add each d6 individually to the shooter's Reputation to arrive at a total. There is no need to modify the total as it is built into the table.

- Go down the left-hand column to the appropriate row then across to see the result.

Example - Billy Pink (Rep 5) fires his BAP at Hans who is stationary and in Cover. Billy rolls a 3 and 6. Each die is added to the Rep of Billy (5), which results in an 8 (5+3 = 8) a miss and an 11 (6+5 = 11) a hit.

DETERMINING DAMAGE

Each time a figure is hit the shooter rolls for damage. Here's how we do it:

- Consult the Damage Table (page 77).
- Roll 1d6, read the result as rolled and go down the left-hand column to the appropriate row and across to see the result. Be sure to use the Shooting column and the Rep of the target.

Example – Billy Pink has hit Hans (Rep 4) with his Pistol. Billy rolls 1d6 and scores a 4. This is equal or higher than Hans's Rep, but not a 6, so Hans goes Out of the Fight.

TIGHT AMMO

There is a chance that a weapon may temporarily run out of ammo and must be reloaded. Here's how we do it:

- Anytime two or more ones are rolled when firing, it is out of ammo and must be reloaded.
- The weapon can be reloaded on the next turn of activation at the earliest.
- The weapon is considered out of ammo after all d6 results have been applied to the target.

Example – The Hishen Mercenary fires with a SMG and rolls a 1, 1, and 5. He scores one hit with the 5, but the two "ones" means he is out of ammo.

RESOLVING FIRE

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

- Run out of ammo by rolling two or more ones.
- One figure has Ducked Back.
- One figure has Left the Tabletop.
- One figure has been hit by fire.

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

Example – The Hacker fires his Pistol at the cop and misses. The cop takes the Received Fire Test and fires back with his BAP and misses as well. The Hacker takes the Received Fire Test and passes 0d6. He Leaves the Tabletop.

AUTO-KILL OR CAPTURE

If an active figure comes into contact with an Out of the Fight figure either during the Encounter (count as if charging) or if left behind after the Encounter, he can choose to automatically dispatch the figure or capture it once the Encounter is over.

FIRING TWO WEAPONS AT ONCE

It is possible to fire two weapons at a time. Here's how we do it:

- The player can use any weapons he desires.
- Figures firing two weapons will always count the Firing Two Weapons penalty when firing each.

Example – Billy Pink fires both of his BAPs. He needs to score a result of 10 on the Ranged Combat Table as he is Firing Two Weapons.

PITIFUL SHOT

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

- Whenever a figure fires and rolls a "6", but still cannot hit the target, such as when a target is in Cover, he is allowed to roll 1d6 again.
- If the score is equal to or lower than his Rep a hit is scored.
- Otherwise, treat the result as a miss requiring the target to take a Received Fire Test.

5150 FRINGE SPACE

Example – Benny (Rep 3) fires at Char who is in Cover. He scores a 6 but still cannot score a hit. Benny can use the Pitiful Shot rule and rolls another 1d6 and scores a 2 which is under his Rep of 3. Char has been hit.

DRAW!

When directed by a Talk the Talk result, we use the Draw procedure. Here's how we do it:

- Weapons are considered to be holstered unless specified otherwise.
- Long Guns can still be used in a Draw. They are assumed to be at the side and not pointed at the target until the Draw Test is taken.

RESOLVING THE DRAW

- Consult the Draw Table (page 76).
- Targeting is carried out normally (page 27).
- Each character starts with 1d6 per point of Rep.
- Modify the number of d6 or how successes are scored by any applicable Circumstance.
- Roll the modified number of d6, looking for successes – score of 1, 2 or 3.
- Characters fire using the Ranged Combat Table from most successes scored to least successes scored, with ties being resolved simultaneous.
- Characters during the Draw are considered *not* in Cover.
- If a character is fired at and is missed, it can immediately fire. This is different than taking a Received Fire Reaction Test during an In Sight.
- After all figures have fired or been hit, all will take the appropriate Reaction Tests.
- If any figures are still alive this becomes a Confrontation (page 45). Roll 1d6 to see who is Active and moving. Remember, 1, 2, or 3 and the NPCs are active; 4, 5 or 6 and you are.
- Once one side has completed all of its Actions and any Reactions have been carried out, the other side is Active.
- Once both sides have completed their portion of the turn, a new turn begins with each side alternating being Active.

Example – Billy Pink the notorious Smuggler has found himself in a Draw with Jim Bob Joe and Carl. After all three of the characters have taken the Draw Test, Billy goes 1st, followed by Carl then Jim Bob Joe.

Billy fires with 2d6, 1d6 at both targets. He hits Carl, but misses Jim Bob Joe. Billy rolls on the Damage Table (page 77) and Carl Ducks Back.

Carl cannot fire, but Jim Bob Joe can. He fires at Billy and misses. Now that all firing has been resolved, Reaction Tests are taken. Billy is a Star so uses Free Will on the Received Fire Test and chooses to pass 2d6, returning fire.

Jim Bob Joe takes the Received Fire and Man Down Tests. He rolls 2d6 and passes 1d6. Taking the worse result he Ducks Back. As he heads for Cover Billy fires and misses. Jim Bob Joe takes another Received Fire Test. Passing 0d6 he Leaves the Tabletop.

Carl now takes a Man Down Reaction Test and passes 2d6. He carries on. I roll 1d6 to see who is Active and moving. I score a 1, Carl is moving. He Recovers From Duck Back and an in Sight is taken.

BROUGHT A KNIFE TO A GUNFIGHT?

If a character in the Draw does not have a gun – maybe a Melee Weapon or unarmed, it will melee instead. The procedure is the same. Knife wielders will throw their weapons while a meeleing character charges into contact and melee is fought. No Charge into Melee Test is taken, but the target can fire if he has not done so!

STOP!

Place two Rep 4 Gangers and your Star on the tabletop. Resolve a Draw. Remember that unless a participant is hit, it can fire. If all Reaction Tests are resolved and both sides are still alive, this turns into a Confrontation (page 45).

Roll 1d6 to see who is Active and moving – Activation d6. A score of 1, 2, or 3 means the PEF/NPCs are moving while a result of 4, 5, or 6, means you're moving.

5150 FRINGE SPACE

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat).

MELEE WEAPONS

Melee weapons are designed specifically to inflict damage in combat; not improvised weapons such as a beer bottle. There are two types of melee weapons.

- **One Hand Weapon** – Those used with one hand. A Long Gun will count as a One Hand Weapon. Using a One Hand Weapon gives the user +1d6 in melee.
- **Two Hand Weapon** – Those used with two hands. Using a Two Hand Weapon gives the user +2d6 in melee.

CHARGE INTO MELEE TEST

The only way to enter melee, is via the Charge into Melee Test. Here's how we do it:

- *The test is taken by the figure and not the group.*
- The figure declares its intent to charge.
- Move the charger to 1" from the target. It's now time to take the test.

Example – A Grath comes into sight of two Zhuh-Zhuhs. The Zhuh-Zhuhs win the In Sight and decide to Charge the Grath. All three roll on the Charge into Melee Test and the Grath results are applied separately to each Zhuh-Zhuh.

HOW TO CHARGE INTO MELEE

After the charge has been moved to 1" from the target the Charge into Melee Test is taken. Here's how we do it:

- Consult the Charge into Melee Table (page 77).
- Each charger and target starts with 2d6.
- Modify the number of d6 by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the figure.
- Determine how many d6 each figure has passed.
- Go down the left-hand column to the appropriate row then across to the appropriate column.
- Immediately carry out the results.
- If charged by more than one figure, the target will apply its result against all of the figures separately. This may mean the target could fire at one or more chargers, but only if armed with a weapon with adequate Target Dice (page 18).

Example – The two Zhuh-Zhuhs charge the Grath. The Grath passes 2d6; one Zhuh-Zhuh passes 2d6, and the other 1d6. The Grath can shoot, but as he has a Rifle he only can fire one shot. He fires at the Zhuh-Zhuh that passed 1d6.

MELEE COMBAT

After the Charge into Melee Test is resolved the charger is moved into contact with the target. Now it's time to melee. Here's how we do it:

- Consult the Melee Combat Table (page 77).
- Each figure starts with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Circumstance.
- Each figure rolls its modified number of d6, counting all successes, scores of 1, 2 or 3.
- Compare the number of successes scored by each figure.
- If both sides score the same number of successes, immediately re-fight the melee.
- When one figure scores more successes than the other he has won the melee and will now roll for damage.

MELEE DAMAGE

The figure that scores more successes than his opponent has won the melee and can inflict damage. Here's how we do it:

- Consult the Damage Table (page 77)
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstances.
- Go down the left-hand column to the appropriate row and across to see the result based on the Rep of the loser. Be sure to use the Melee column.
- Immediately carry out the result.

5150 FRINGE SPACE

Example – Billy Pink (Rep 5) is in melee with Jim Bob Joe (Rep 4).

Pink starts with 5d6 for Rep and adds the following modifiers: +1d6 for using a One Hand Weapon. He rolls 6d6 and scores a 1, 2, 2, 3, 4 and 5 for 4 successes.

Jim Bob Joe starts with 4d6 for Rep and adds the following modifiers: +2d6 for a Two Hand Melee Weapon. He rolls 6d6 and scores a 1, 2, 4, 4, 4 and 6 for 2 successes.

Pink scores 2 more successes than Jim Bob Joe. He rolls 1d6, scoring a 3. Adding the 2 more successes he scored over Jim Bob Joe gives Billy a result of 5. Looking on the Damage Table under the Melee column we see he has taken Jim Bob Joe Out of the Fight.

If he had scored less than Jim Bob Joe's Rep of 4, another round of melee would immediately be fought with Jim Bob Joe counting a -1 to his current Rep. Note that after all melees, any Rep lost during the melees is recovered.

MULTIPLE FIGURE MELEES

A figure may be meleed by more than one figure. Here's how we do it:

- Up to three figures can melee one figure.
- The side with more figures decides in what order its figures will attack.
- Attacks are carried out one on one.
- After a melee is resolved, the next melee occurs.
- Any Rep lost during a melee will be recovered after the figure has finished all melees that turn.

Example – A Xeog (Rep 5) is attacked by two Hishen (Rep 3). The 1st Hishen rolls 3d6 and scores three successes. The Xeog rolls 5d6 and scores two successes. The Hishen has won the melee and rolls 1d6 to inflict damage. Scoring a total of 4, the Xeog suffers a -1 Rep. The next round of melee is fought with the Xeog counting as a Rep of 4. She wins the melee and knocks the Hishen Out of the Fight.

The next Hishen goes to into melee. The Xeog remains at Rep 4 and the melee is fought. She wins the second melee. As all melees for the turn are over, her Rep returns to 5.

RECOVERY

If you are keeping the same characters to use in multiple Encounters you must see if those knocked Out of the Fight and those that Left the Tabletop return. Here's how we do it:

- Consult the Recovery Table.
- Roll 2d6, read each result as rolled and compare it to the Rep of the figure.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row, then across and immediately carry out the result.

RECOVERY TABLE

2

RECOVERY

(Taken vs. Rep)

# DICE PASSED	RESULT
2	Figure returns to the Band.
1	Out of the Fight returns to the Band, but at -1 to Rep. Those that Left the Tabletop do not return.
0	Figure does not return.

STOP!

Before going any further take two figures (Rep 4) and do the following.

Place them 6" from each other.

Give them different melee weapons.

Roll Activation d6.

Take a Charge into Melee Test.

Resolve a melee.

Do this a second time, with two figures charging one figure. This time do not give the target any melee weapons. Give him an Assault Rifle instead.

Did you roll one set of d6 for the target when taking the Charge into Melee Test and apply them individually to both chargers? Did you carry out any Ranged Combat?

Resolve a multi-figure melee. How many figures can melee one figure at the same time? Remember that melees are carried out on a one on one basis and that Rep lost in melee is not recovered until the figure has finished all melees.

These are all the rules you need to fight on the tabletop.

5150 FRINGE SPACE

CHALLENGE

There may be times during the game when you want to do something out of the ordinary and not covered by an existing rule. You can do it by taking a Challenge. Here's how we do it:

- Decide on what the *challenge* is.
- Decide what a *success* looks like.
- Decide what the *consequences* of failure will be.
- Consult the Challenge Table (page 78).
- Modify the Rep of the Challenger by any applicable Circumstance.
- Roll 2d6 versus the modified Rep of the challenger and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.

Example – Sooze (Rep 4) is being chased across a rooftop by a Razor and three Hishen. She reaches the edge of the roof and sees another rooftop across a fifteen foot alley. She decides to try and jump it. A success means she makes it unhurt. A failure means she fall and goes Out of the Fight. I decide it is a Difficult Challenge. She counts as a Rep 3 for the Challenge.

I roll 2d6 and score a 3 and 5, pass 1d6. She get so the edge and has a choice. She can try again, but must pass 2d6. If she passes 1d6 she has failed and will hit the ground, going Out of the Fight. Or she could choose not to try and confront her enemies.

I roll 2d6 and score a 1 and 3, pass 2d6, and make it across.

PEFS

We use PEFs to limit the intelligence the player has before and during the Encounter. Although PEF stands for Possible Enemy Force it could be friendly or neutral NPCs as well. It could even turn out to be nothing. PEFs represent the possible contact that your Band can have in a Settlement or in space. Here's how we do it:

- There are always three PEFs whether you end your Campaign move in a Settlement or Sector.
- The third PEF you resolve could be the Target; a person, place or thing you are searching for (page 33).
- All PEFs have a Rep of 4.

What if you choose to be on a planet, but outside of a Settlement? Only one PEF must be resolved before reaching the final PEF that could be the Target.

RESOLVING PEFs

In *5150 Fringe Space* we assume that PEFs will always come into contact with the players. *This is different than other THW rules where PEFs moved on the table.* If in a Settlement this represents people, while in Space this represents ships. In either case, for the purpose of the In Sight Test (page 76), the PEF could be moving towards you or you could be moving towards it. Players must resolve every PEF before finding the Target, the person or thing you are looking for (page 33). Here's how we do it:

- Consult the appropriate PEF Resolution Table – Settlement (page 70) or Sector (page 98).
- Roll 2d6 versus the Rep of 4.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- Immediately carry out the result.
- The PEF has been resolved. Move on to the next one after any tabletop combat or Talk the Talk has been resolved.

WHO ARE THEY?

Now it's time to determine who they are. Here's how we do it:

- Consult the appropriate Who Are They Table – Settlement (page 70) or Sector (page 79) for the Area or Sector you are in.
- Roll 2d6, add the results together and go down the left-hand column to the appropriate row then across to the appropriate Area of the Settlement.
- This tells you what NPCs you have met. You can determine their stats by rolling on the appropriate NPC Generator Table (page 71).
- The 1st NPC determines the Class of all of the NPCs while their Professions can be rolled separately if desired.
- Check out the appropriate NPC Generation Table (page 71) to determine their stats.
- When meeting 2 or more NPCs roll 1d6 for each. If any of the d6 results match then the NPCs are related – spouse or other relative.
- If in a Sector roll 1d6 and if needed a second d6, on the appropriate Who Are They – Ring Table.
- This tells you the Faction and type of ship you have met.

5150 FRINGE SPACE

WHAT NOW?

After you have met the NPCs, determined how many of them there are, and what they are, what happens now? Here's how we do it:

- There is a chance (1) that you have "History" with the NPCs. Go to a Confrontation (page 45).
- Otherwise go to a Talk the Talk or Ship Talk the Talk.

TALK THE TALK

Talk the Talk (page 78) is used when the character interacts with Non-Player Characters in a Settlement. The Ship Talk the Talk (page 79) is used when meeting ships in a Sector. An example would be a Star trying to recruit an NPC. Here's how we do it:

- Consult the Talk the Talk Table.
- Move the characters to within 3" and LOS on the tabletop.
- Each character starts with 1d6 per point of Rep.
- Modify the number of d6 for the character taking the Talk the Talk by any applicable Circumstance.
- Roll the modified number of d6 looking for successes – a score of 1, 2, or 3.
- Determine how many successes each character scores.
- Compare the number of successes scored by the character to the number scored by the NPC Leader – or individual if only one.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

FAVOR

Favors are used on the Talk the Talk Tables. It's used to sweeten the chances of success. Favors could be information, a place to crash for the night, or as simple as a drink. Be sure to decide this before taking the Talk the Talk. Here's how we do it:

- Before taking any Talk the Talk Test declare the intent to use Favors. If doing a Ship Talk the Talk we assume that the Favor is being transferred during the negotiations.
- You count a +1d6 bonus for each favor you choose to give to the NPC. This can be up to +3d6.
- Each +1d6 gains you 1 Decreasing Rep d6.

Example – Billy Pink meets a Dealer while Chillin' (page 43). He really needs to get her to work with him on a deal. He decides use 3 Favors for a +3d6 bonus on the Talk the Talk Table (page 78). He gains 3 Decreasing Rep d6.

CONFRONTATION

When directed by the Talk the Talk Test, characters can have a Confrontation (page 45). In addition, players may choose to have a Confrontation.

Once you have a Confrontation with NPCs they are always considered Enemies if you meet them again.

Example – A rival NPC Mercenary from another Corporation is active and scores a result of exchange pleasantries with you on the Talk the Talk Test.

You activate next and decide to have a Confrontation.

MEETING THEM AGAIN

This is a very important rule so remember it!

When taking either Talk the Talk with NPCs, there is a chance that they will remember you, and that you may have made a good or bad impression on them. To enhance your story, we recommend that you keep track of NPCs you meet, just in case you meet them in the future. Here's how we do it:

- When you run into an NPC Class that is the same as an NPC you have met in the past and have "history" with it, hired it, or recruited it, roll 1d6.
- On a score of "1" you have run into that NPC from the previous Encounter.
- If you have met more than one NPC of the same Class in the past, roll 1d6 for each, and the higher result is the NPC you have met.
- If there is a tie, re-roll.

Example – Billy Pink enters Piranhas, the Target, and resolves a PEF. Billy has run into three NPCs. Rolling on the Who Are They Table (page 70) under the Space Port column has them resolved as Criminals. He rolls 1d6 and scores a "1". This means he has met one of them before. There are two Criminals that Billy has previously met; an Escort and a Ganger. He rolls 1d6 for each and scores a tie. He re-rolls and the Escort scores higher. I decide that she is with two other Escorts.

Billy now takes a Talk the Talk Test.

TARGET

We use Target in two ways in 5150 Fringe Space.

The 1st you have already met; a Target is the character that you are shooting at.

The 2nd Target is the *last* PEF you resolve during your Encounter. This could be a thing (stack of crates in an alley), building (a Bar), or character (an NPC Dealer) that you are trying to find. Here's how we do it:

- The last PEF could be the Target.

5150 FRINGE SPACE

- Resolve a PEF normally.
 - If you are looking for a specific thing or NPC and score a result of Contact, you've met them.
 - If you do not resolve it as Contact, the NPC, place, or thing is not there.

Example – Sooze is supposed to meet Billy Pink at Piranhas. Piranhas is located in the Space Port Area of New Hope City. Sooze must resolve 2 PEFs before resolving the Target - Billy.

I roll 2d6 on the PEF Resolution Table (page 70) versus a Rep of 4 and score a 2 and 5. This means no contact, but the next PEF is resolved using 3d6.

I roll 3d6 and pass 2d6. I roll 1d6 can have met one NPC. I then roll on the Who Are They Table for the Space Port Area and score a 10. Sooze has met a member of the Criminal Element. I go to the Criminal Element Profession Table (page 75) and roll 1d6 – 5, a Hacker. I then roll on the Criminal Element Generator Table 1d6 again and score a 5; a Xeog Hacker. We have a Talk the Talk and exchange pleasantries.

Sooze now enters the Piranhas and resolves one more PEF. I roll 2d6 and pass 1d6, Billy, the Target, is nowhere to be found. Sooze decides to Talk the Talk with other NPCs that are there.

LOADING UP PEFs

From the previous example you can see that rolling up NPCs can take some time. Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs load them yourself.

This means before you play, create your PEFs. Maybe pick three or four Gangers to form a recurring gang for your adventures. Or create a NPC Star that can help or hinder your Band. You can even use your Band as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF. You can do the same with spaceships as well.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same gang that you ran into two Encounters ago, but if you need a gang you have one ready.

Any work you do before your games will help make your games run smoother and quicker. I usually load up PEFs while watching TV, during the commercials.

Keep in mind that the scenario books for *5150 Fringe Space* will have all of this done for you!

DAY PARTS

Encounters can occur at any time of the day and for simplicity we have broken the day into two parts. Here's how we do it:

- **Daytime** – When the sun is up.
- **Night** – When the sun is down.

WHAT DAY PART AND WHEN?

When an Encounter takes place can depend on a variety of factors. We make it simple instead. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- If you score a success – score of 1, 2 or 3 it is during the Daytime. If score a 4, 5, or 6 it is at Night.

Now it's time to give you a place to adventure in; welcome to New Hope.

STOP!

Challenges are used when you want to do something not specifically covered in the rules. This can be a physical, intelligence based, or anything else you desire. Review how a Challenge is carried out. If you pass 1d6 when taking a Challenge, what happens?

You must resolve 3 PEFs in the Area or Sector you end your Campaign Movement in. The last PEF resolved is in the Target you are looking for.

The Talk the Talk is used to interact with the NPCs you will meet. Favors can be used to influence the success of a Talk the Talk test.

How do you know if you have met an NPC in the past? Check the section called Meeting Them Again.

When determining when the Encounter will take place, you can usually choose the Day Part. If needed to be determined at random, roll 1d6 – 1, 2, or 3 is Daytime while 4, 5 or 6 is at Night.

5150 FRINGE SPACE

NEW HOPE

This info was taken directly from the Universal Fact Book provided by the Department of Interstellar Travel.

BACKGROUND:

New Hope is part of the Gaea Prime Hegemony, but not under direct Gaea Prime control.

LOCATION & GEOGRAPHY:

New Hope (3/4/2) is located in the 3rd Ring ^(*), 4th Sector, and is a Class 2 Planet.

**Some dispute this and say New Hope is actually located in the 4th Ring, specifically in Xeog controlled space. Most who say this are Xeog.*

SIZE:

New Hope is a Class 2 Planet.

LAND:

85% of the surface is composed of land.

WATER:

15% of the surface is composed of water or similar.

TERRAIN:

The terrain consists of mostly desert with some hills and a small number of mountains to the north. What water there is consists of mainly lakes.

CLIMATE:

75% of the year the climate is mild, cooling off towards the north. The other 25% (June through August) sees almost a constant rain in addition to higher temperatures.

LAND USE:

85% of the planet is considered to be uninhabitable.

15% of the planet is considered to be inhabitable. Population is centered in New Hope City.

PEOPLE:

New Hope is a progressive world with a wide variety of Basics and Alien Races.

POPULATION:

The population of New Hope is estimated to be between 125,000 to 300,000. No official census has been taken.

Population Growth Rate:

The population growth rate of New Hope is unknown.

NET MIGRATION RATE:

The net migration rate of New Hope is unknown.

URBANIZATION:

It is estimated that 98% of the population lives in New Hope City.

ALIEN GROUPS:

Due to the relatively uncontrolled immigration policy, many types of Aliens can be found on New Hope.

RELIGION:

Keeping with the relatively uncontrolled immigration policy, many types of religion can be found on New Hope. These range from legitimate deities to common self-styled street preachers.

LANGUAGE:

Although *Gaeen* is universally spoken, due to the relatively uncontrolled immigration policy many types of languages can be heard on New Hope. This isn't a problem as most Basics and Aliens have access to the Universal Voice Box or are fluent in *Gaea Speak*, a pigeon version of Gaeen.

GOVERNMENT:

Local government meets with Gaea Prime approval. (*See the Halverson Accord for more details.*)

CAPITAL:

The capital of New Hope is New Hope City.

ADMINISTRATIVE DIVISIONS:

One planetary district located in New Hope City with an unknown number of outlying settlements functioning under a *limited autonomy*.

New Hope City is divided into six recognized Areas, each represented by an Area Spokesmen and overseen by the City Mayor. Spokesmen are elected to three year terms, while the Mayor has a five year term

GAEA PRIME ACCEPTANCE:

New Hope gained Gaea Prime acceptance on 643505. (*See the Halverson Accord for more details.*)

5150 FRINGE SPACE

LEGAL SYSTEM:

The legal system is based upon *legal acts of precedent*.

LAW LEVEL:

The Interstellar Law Level of New Hope is 4 with the levels inside NHC varying by Area. See the New Hope City Info Table (page 37) for more info.

POLITICAL POWER:

Political power lies ultimately in the hands of a few, some in elected office, some not.

ECONOMY:

The economy of New Hope revolves around the importance of New Hope City. As there is no viable product that can be produced for export, the economy is limited at best. *However, the standard of living in New Hope City appears to contradict this.*

PURCHASING POWER:

New Hope Interplanetary Purchasing Power is rated at 33.

EXCHANGE RATE:

The Gaea Prime Credit is the standard currency of New Hope. Other forms of currency are used on a local basis.

GROWTH RATE:

There is little chance of the local economy increasing in the foreseeable future.

IMPORTS:

New Hope relies heavily on off world imports, to satisfy their needs.

EXPORTS:

There are no viable products that can be exported.

COMMUNICATION:

Interplanetary communication is at a minimum, with an estimated 3 month lag from GP Standard.

TRANSPORTATION:

Department of Interstellar Travel (DIT) certified service to New Hope is not available. All transport to and from the planet is by private enterprise and "at risk".

SPACE PORTS:

There is one accessible Space Port on New Hope located in New Hope City. Entry to this port is tightly regulated, with off world application required.

INTERNAL TRANSPORTATION:

There is limited public transportation in New Hope City and no significant transportation system outside of the city limits.

ROADWAYS:

Roads are plentiful in New Hope City, but of limited upkeep in many areas, reflecting the rare usage of vehicles. Almost non-existent outside of the city limits.

MILITARY:

New Hope does not have interplanetary military capabilities and is limited to planet side defense.

MILITARY BRANCHES:

Ad hoc Planetary Militia.

MILITARY SERVICE AND OBLIGATION:

In theory, all inhabitants of New Hope are expected to serve in the Planetary Militia.

MANPOWER AVAILABLE:

The available manpower for military service is estimated at between 15,000 and 35,000.

PLANETARY ISSUES:

New Hope is challenged by the following issues.

INTERPLANETARY DISPUTE:

The biggest challenge comes from the interplanetary dispute that New Hope is not part of the Gaea Prime Hegemony, but actually lies in Xeog space. Currently, attempts at a definitive resolution have been solely diplomatic.

ILLICIT TRADE:

Most of the illicit trade in Ring 3 can trace a connection to New Hope. This has caused relations between neighboring planets and New Hope to be strained at best.

EXTRADITION:

The government of New Hope refuses to recognize interplanetary jurisdiction. Consequently all extradition attempts are ignored, as they fail to meet the standards set by the *legal acts of precedent*.

5150 FRINGE SPACE

NEW HOPE CITY

"Welcome to New Hope City where we like to say that everyone deserves a second chance and a little hope. As an inhabitant of NHC you're expected to get a job and make a better life for yourself. The kind of job is up to you. Hey, we need accountants, bus drivers and even cooks. What? Looking for something a bit more, uh exotic? Oh, I see; something with a little more excitement? Yes, yes, we have those kinds of jobs available too. Yes, you'll do just fine in New Hope City."

This is New Hope City, but you can choose to use it as the basis for any other city. You can alter it, if needed, or leave as is. One easy way to alter it is to replace Basics with whatever Alien you like. Then when you come across that Alien on the Profession Tables, it is actually a Basic.

SETTLEMENT AREAS

New Hope City is divided into six Areas as shown on the Settlement Map (page 70). Although the Law Level of new Hope is 4 I have decided to adjust the Law Levels in the Areas to give each some personality. Note that this does not change the number of PEFs to be resolved, but only influences when the Police could arrive (page 40). You can choose to do this with all of your Settlements.

X NEW HOPE CITY INFO

AREA	LAW LEVEL
City Center	4
Low End	1
Mid-Level	3
Pub & Rec	3
Space Port	2
Upscale	5

CITY CENTER

The City Center Area is the showcase of New Hope City and the economy of the planet flows through it. All of the major interstellar Banks have an office in the City Center Area. Being close to Gaea Prime space, but not on its Information Grid, allows for privacy and encourages discrete "high risk – high reward" investments.

Some of the best shopping happens in the City Center Area, especially around the holidays. With the wide range of Aliens inhabiting NHC, there's a holiday almost every week; well at least for someone.

The City Center Area employs a significant percentage of the NHC population, more than any other Area. Many of the deals that affect the lives of the inhabitants of New Hope are cut in the Bars and Boardrooms of the City Center Area.

In addition to being the financial center, the City Center Area is where the government of the city and planet are located. The Main Police Station, City Jail and Court House are located here as well. There are a variety of buildings present including the Hospital. The City Center Area has a few High End Condos. These Condos are usually (1 – 4) used as the *secondary* residences of many of the Movers and Shakers of NHC. The City Center Area employs a large number of Joes as well.

2 CITY CENTER BUILDINGS

(Add the results together)

#	BUILDING
2	Bank
3	High End Condo
4	High End Retail
5	Restaurant
6	Office Building
7	Office Building
8	Office Building
9	Green (Coffee House)
10 (1 – 3)	Doctor's Office
10 (4 - 5)	Drug Store
10 (6)	Hospital
11	Bar
12	Gentlemen's Club

5150 FRINGE SPACE

UPSCALE AREA

Simply put, this is where the wealthy live. Not the rich, like the top tier CVL players; the ones that own the rich. Gated communities, private security, some high end businesses to cater to the immediate needs of the residents and a very high Police presence at all times. Residents of the Upscale Area rarely go out of the Upscale Area and usually only on business, or for a rendezvous of a clandestine nature.

2	UPSCALE AREA BUILDINGS
----------	-------------------------------

(Add the results together)

#	BUILDING
2	Bar
3	Green (Coffee House)
4	Doctor's Office
5	Restaurant
6	House
7	Gated House
8	House
9	Grocery Store
10	Office Building
11	Bar
12	High End Retail

LOW END

Barrio, 'hood, trailer park, picture it any way you like. The Low End Area of NHC is densely populated with cracker box size Apartments and run down Houses, occupied by the "wealthier" families, Gangs, or run as a Flop House with rent charged on a nightly basis. "You pay to stay" with the form of currency negotiated by the owners.

The Low End Area is also where Aliens tend to live. This is punctuated by the large number of Alien exclusive neighborhoods, within the Area, the largest concentration being known as Little Hisha.

All business is locally owned except for the ever present Greens, found throughout the Gaea Prime Universe. Some of the best food in NHC can be found in the Low End Area at the local Noodle and Chip shops.

2	LOW END BUILDINGS
----------	--------------------------

(Add the results together)

#	BUILDING
2	Drug Store
3	Storage Facility
4	Green (Coffee House)
5	Tavern
6	House
7	Apartment Building
8	Apartment Building
9	Flop House
10	Grocery Store
11	Restaurant
12	Clinic

MID-LEVEL

The Mid-Level Area is where the middle class and "Mover wannabes" live. The Mid-Level Area is where the people that make too much to live in the Low End Area, but not enough to make it to the Upscale Area, live.

Unlike the Low End Area, the Mid-Level Area is relatively safe with a visible Police presence. City Hall views the Mid-Level Area as an important part of NHC, as after the Low End Area, the Middles as they are called, contain the largest percentage of inhabitants. Almost all are LWC Basics striving to get ahead and represent a significant portion of the local economy.

2	MID-LEVEL BUILDINGS
----------	----------------------------

(Add the results together)

#	BUILDING
2	Bank
3	Drug Store
4	Tavern
5	Restaurant
6	House
7	Apartment Building
8	House
9	Grocery Store
10	Green (Coffee House)
11	High End Retail
12	Doctor's Office

5150 FRINGE SPACE

PUB & REC

Where folks go to *have a good time and forget their cares*. How you define a good time and what you're trying to forget is up to you, but anything you want can be found here; *anything...if you know where to look*.

This Area provides entertainment to all inhabitants, Basic or Alien and all incomes, low or high. Restaurants, Bars, Taverns and Gentlemen's Clubs cater to all appetites.

There are live performance theaters, vid-screen centers, a Convention Center and Casinos that feature Boxing and MMA bouts, as well as a Stadium used for Qwik matches and Competitive Violence League games.

2 PUB & REC BUILDINGS
(Add the results together)

#	BUILDING
2	Stadium ⁽¹⁾
3 (1 – 2)	Convention Center
3 (3 – 6)	Parking Garage
4	Green (Coffee House)
5	Tavern
6	Bar
7	Restaurant
8	Restaurant
9	Casino
10	Grocery Store
11	Theater
12	Gentlemen's Club

(1) War Memorial Stadium is home to sixteen NHC Qwik Association teams, the six CVL D League teams, two CVL B League teams and the CVL "A" League NHC Rollers.

SPACE PORT

The New Hope Space Port is the only *legal* way to enter New Hope. The Space Port sees constant traffic coming or going, in one form or another, 24/7. The area around the Space Port caters to the workers, has Storage Facilities for business and personal use, light industry, Restaurants and Bars. There is a chance (1 – 2) that a Bar in the Space Port is actually a low end Gentlemen's Club.

Apartments, Gaming Houses and No-Tell Motels make up a large portion of the Area.

2 SPACE PORT BUILDINGS
(Add the results together)

#	BUILDING
2	Bar
3	Tavern
4	Storage Facility
5	Apartment Building (Office Building)
6	Bar
7	Restaurant
8	No-Tell Motel
9	Gaming House
10	Green (Coffee House)
11 (1 – 2)	Parking Garage ⁽¹⁾
11 (3 – 6)	Space Port
12 (1 – 4)	Grocery Store
12 (5 – 6)	Drug Store

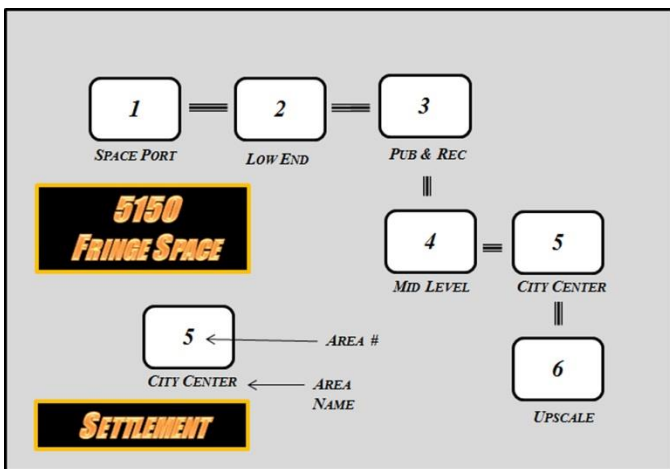
(1) The Parking Garage is at the Space Port.

SETTLEMENT MAP

In *5150 Fringe Space* we're into the story so we've designed a quick and easy, yet challenging system for moving about town. Be it a huge city, medium size town, or tiny village we call them Settlements and we use a Settlement Map (page 70). Here's how we do it:

- Players wanting to land at the Settlement will always land their ship in the Space Port. This is where you start your Encounter.
- From there you travel from Area to Area along the map.
- You can only move between Areas that are adjacent and linked.
- When you need to generate an Area, just roll 1d6. Read the result as rolled and it will tell you where to go next.
- The Law Level is used to see if the Police will respond.

5150 FRINGE SPACE



Example – Billy Pink and Sooze get into a fist fight with two Bodyguards in the Upscale Area of New Hope City. At the end of the turn I need to see if the cops will come. Looking on the New Hope City Info Table we see that the Law Level is 5. I roll 2d6 and pass 2d6. I then roll 1/2d6 and score a 1. The cops will arrive next turn!

Later Billy and Fast Eddie get into a gunfight in the Low End with a small Hishen Gang. At the end of the turn I need to see if the cops will come. Looking on the New Hope City Info Table we see that the Law Level is 1. I roll 2d6 and pass 0d6. The cops ain't coming!

NOW WHAT?

The Police arrive and it's time for a Confrontation (page 45).

BREAK IT UP!

Once the Police arrive, they will assess the situation. Here's how we do it:

- If the disturbance is non-violent, did not include the use of weapons, and no one was Out of the Fight, or worse the Police will simply disperse the crowd.
- If weapons were used, or a result of Out of the Fight, or worse occurred, the Police will draw weapons and attempt to arrest the characters.

THE ARREST

The Police will attempt to arrest the characters for the Crime. Here's how we do it:

- Place the Police on the tabletop (page 22). They will have weapons drawn and will demand that the suspects drop weapons and surrender peacefully.
- *Players have the option to obey or not.*
- When dealing with NPCs the procedure is handled a little differently. The Police and NPC suspects take a Talk the Talk.
- If the Police are successful or score the same number of successes as the NPCs, the arrest goes off without incident.
- If they are not successful, armed characters and the Police go to a Draw. Unarmed NPCs will run for it. Take an In Sight. If the Police win they will shoot, if the NPCs win, they escape the Encounter.

Example – Three Gangers are involved in a shootout. The Police arrive with drawn weapons. The Police take a Talk the Talk with the Gangers. They roll one set of dice, each of the Gangers roll one set of dice.

Comparing the Police results to each Ganger, two decide to surrender and drop their weapons. The third Ganger resists arrest and a Draw occurs. During the shooting the other Gangers run for it.

Example – Billy Pink has landed at the Space Port in a town on Cestus V. He needs to meet a Dealer to unload some Contraband Cargo. I roll 1d6 and score a 3. Billy will meet them in the Pub & Rec Area (3) of town. I roll again to see what type of building they will be in and determine that it is a Bar.

Looking on the Settlement Map I see that Billy must travel from the Space Port Area through the Low End Area to get to the Pub & Rec Area. Once arriving there he must resolve 2 PEFs before entering the Bar, where he must resolve his last PEF – his Target, the Dealer.

POLICE ARE CALLED

"To arrest and serve."

The Police will interact with players for a variety of reasons, some worse than others. Sometimes this will be inside another Encounter, in the form of a routine stop or they have been called to enforce the law. Sometimes you may have a warrant out for your arrest. Sometimes they just want to mess with you.

WHEN?

The Police can arrive at any time. When shots are fired or a fight breaks out, with or without weapons, the Police will be called. Here's how we do it:

- At the end of the turn that shots have been fired or the fight broke out its time to see when they will arrive.
- Roll 2d6 versus the Law Level of the Area and determine how many d6 were passed.
 - Pass 2d6 = Police will arrive in 1/2d6 turns.
 - Pass 1d6 = Police will arrive in 3+1/2d6 turns.
 - Pass 0d6 = Police are not coming.

5150 FRINGE SPACE

INVESTIGATION

If the suspect (this could be you) successfully escaped the Police, or they were never called, it could still be arrested and charged with a Crime. Maybe it's a Vid-Cap, an eye witness or indirect evidence, but whatever it is, it's enough to find the suspect at the Police Station being investigated for the Crime. Here's how we do it:

- At the end of the current Encounter roll 1d6. If the score is equal or less than the Law Level of the Area, the suspect will be questioned by the Police at the precinct. If it chooses not to go, they will issue a Class 3 Crime Warrant (page 41).
- The suspect rolls 1d6 per point of Rep looking for successes – a score of 1, 2 or 3.
- Roll 1d6 per point of Law Level of the Settlement looking for successes – a score of 1, 2 or 3.
- If the Police score more successes the suspect is arrested. Go to the Trial section (page 42).

Example – After the Confrontation with the Hishen Gangers in the Low End, 1d6 is rolled. I score a 1, equal or less than the Law Level, so Billy Pink was called in for questioning over the gunfight. Billy rolls 5d6 and scores 3 successes. The cops roll 1d6 and score 1 success. They let Billy go.

INVESTIGATION IN SPACE

If you commit a Crime in space, you are still subject to an investigation. Here's how we do it:

- Use the previously outlined procedure.
- Subtract the number of the Ring from 6. This will give you a result from 5 to -3. This is the Law Level to use during the investigation.

Example – Jim Bob Joe has just stopped and robbed a Trader in the 4th Ring; an act of piracy. To determine the Law Level for the Crime I subtract 4 from 6, giving me a Law Level of 2. I roll 1d6 and score a 3; Jim Bob Joe does not get questioned.

WARRANTS

Warrants are legal proceedings filed by the authorities, authorizing you to be arrested on sight for a violation of some sort. Warrants can be issued for any Crime that you are accused of. They are issued as needed. After the Encounter in which you are accused of committing a Crime and escaped, the Warrant is issued. If you do not appear for questioning (page 41) a Warrant will be issued. Warrants remain in effect until you have appeared before the Court.

WARRANTS IN SPACE

Who issues the Warrant? Here's how we do it:

- Go to the appropriate Who Are They Table for the Ring where the crime is committed.
- Roll on the table as outlined to see who is issuing the warrant.

Warrants are only valid to the Faction who issued them. Gaea Prime may view you as a Pirate, but you could be a hero to the Hishen. Any passing Military ship of the Faction will try to apprehend you if you have any active Warrants. Bounty Hunters will attack you anywhere in space and try and bring you in.

Here's a list of the Factions used in *5150 Fringe Space*.

X FACTIONS	
FACTION	
Gaea Prime	
Hishen	
Independent Traders	
Pirates	
Razor	
Xeog	
Zhuh-Zhuh	

EFFECTS OF WARRANTS

Having a Warrant has the following affects:

- The character will not be offered a job by a Mover or Shaker. If this Job comes up, treat it as a Chillin' Encounter (page 43) instead.
- If you run into Police *at any time* they will run you for Warrants and attempt to arrest you.

BOUNTIES

Capturing a fugitive that has a Warrant can pay very well. Here's how we do it:

- Multiply the Class of the Crime by the Rep of the fugitive. This tells you the number of Increasing Rep d6 you gain if you bring them in.
- Where do you find fugitives? Use the same procedure as Hauling Passengers (page 55) except in reverse. The pickup point is actually where you must return the fugitive to and the destination point is where the fugitive can be found.
- Use the passenger generation procedure (page 56) to get the stats on the fugitive.
- NPCs will be generated as if passing 2d6 on the PEF Resolution Table (page 70).
- The Class of the Crime is determined by rolling 1d6:
 - (1 – 4) = Fugitive is charged with a Class 3 Crime.

5150 FRINGE SPACE

- (5 – 6) = Fugitive is charged with a Class 5 Crime.
- The Warrant is issued the Faction where the fugitive must be returned to.

JUSTICE FOR ALL

If you are arrested or surrender, you will go before the Court and your case will be heard. Here's how we do it:

- **Class 3 Crime** – You will be charged with a Class 3 Crime for Bribery, Disturbing the Peace, Stealing or any similar offense where no one was injured or illegally detained. Failure to appear for questioning is a Class 3 Crime.
- **Class 5 Crime** – You will be charged with a Class 5 Crime if weapons were used in the commission of the Crime, anyone was injured or illegally detained.

JUSTICE IN SPACE

The Crimes we've listed apply if committed in space as well. In addition to the Crimes already listed we have to account for specific Crimes. Here's how we do it:

- **Contraband** – If you possess Contraband you will be charged with a Class 3 Crime.
- **Piracy** – If you attack a peaceful ship or commit an act of piracy you will be charged with a Class 5 Crime. However, if you attack ships with a Warrant on them it is legal and can grant a reward in some cases.

MULTIPLE CHARGES

It is possible for a character to be charged with multiple Crimes. When it occurs, each Crime is resolved separately, but all penalties are combined.

THE TRIAL

Now it's time to resolve your case. Here's how we do it:

- The suspect starts with 1d6 per point of Rep.
- If desired, the suspect can buy a +1d6 bonus, representing effective counsel. You will gain 1 Decreasing Rep d6. Want more? You can buy exceptional counsel worth a +3d6 bonus, but you will gain 3 Decreasing Rep d6.
- Roll the modified number of d6 for the suspect, looking for successes – a score of 1, 2, or 3.
- Roll d6 equal to the Class of the Crime (3 or 5) looking for successes – a score of 1, 2, or 3.
- Determine how many successes were scored for each Crime. The suspect rolls only one set of d6.

CLASS 3 CRIME RESULTS

If the suspect scored fewer successes than a Class 3 Crime he will gain 1 Decreasing Rep d6 for each fewer success scored, otherwise the suspect is found not guilty.

CLASS 5 CRIME RESULTS

If the suspect scored 1 fewer success than a Class 5 Crime he is found guilty and sentenced to 1 year in jail. In addition he gains 1 Decreasing Rep d6.

If the suspect scored 2 fewer successes than a Class 5 Crime he is found guilty and sentenced to serve time in the nearest Prison Planet equal to $2 + 1/2d6$ years. The character is not eligible for parole and gains 1 Decreasing Rep d6 per year served, rolled on the anniversary date.

If the suspect scored 3 fewer successes than a Class 5 Crime he is found guilty and sentenced to life in the nearest Prison Planet. The character is not eligible for parole and gains 1 Decreasing Rep d6 per year served, rolled on the anniversary date.

Otherwise the suspect is found not guilty.

NOT GUILTY

If you are found not guilty, all Items, ships, and Cargo are returned to you with one exception. *Contraband will be confiscated at your loss.*

ESCAPE

Before you go to jail or prison, you may decide to try and escape. Here's how we do it:

- There is a chance (1 – 3) that one (1 – 3) or more (4 – 6) of your Band is helping you to escape. If they are, they will be investigated (page 41) for a Class 5 Crime.
- Roll 1d6 per point of Rep of the character, looking for successes – a score of 1, 2, or 3.
- If you are having help from a Band member, add 1d6 per point of their Rep.
- Roll d6 equal to the Law Level of the Settlement – 5 if you're in a Prison Planet – looking for successes – a score of 1, 2, or 3.
- If the character scored more successes he escapes. If not, he is imprisoned, cannot try to escape again, and gets double the sentence.
- If you escape, the character starts an Encounter in the City Center Area and must travel to the Space Port. Resolve 1 PEF for each Area as you move through it until you reach the Space Port. Once there resolve three PEFs with the last one being the Target – a hanger housing a spaceship that you can use to escape.

5150 FRINGE SPACE

STOP!

We have provided New Hope and New Hope City for you to adventure in. It's a good place to start and can also be used for any other planet or Settlement you want to use.

Use the Settlement Map (page 70) to determine in what Area of the city where your Encounter takes place.

Law Level determines when the Police will arrive. Review how the Police will behave differently when the suspects are armed versus being unarmed.

After any violent Encounter, your characters could be investigated and arrested. How does the Class of the Crime influence how the trial is carried out? Hint, it influences the number of d6 the prosecution will roll.

Just a word of advice; if you escape jail or prison, leave the planet! Just remember that you will have a Warrant assigned to you by the issuing Faction.

ENCOUNTERS

Your games in *5150 Fringe Space* are called Encounters. You are allowed to choose the Encounters you want to play. You can choose to have up to one Encounter per month either in a Sector or in a Settlement.

ENCOUNTER TYPES

We've listed the type of Encounters that you can have whether you're in a Settlement or in a Sector. Here's how we do it:

- Go to the appropriate Encounter Table, Settlement or Sector, depending on where you ended your monthly movement.

X ENCOUNTER – SETTLEMENT

ENCOUNTER TYPE

CHILLIN'(page 43) – In a Chillin' Encounter, you are interested in getting some rest, fun, recruiting or dealing.

CONFRONTATION(page 45) – In a Confrontation, you have run into or choose to run into NPCs. Use this for robberies and any other situation where combat could occur.

RAID(page 46) – In a Raid Encounter, you are raiding a place. This can be for a variety of reasons.

X ENCOUNTER – SECTOR

ENCOUNTER TYPE

CHILLIN'(page 43) – After a successful Ship to Ship Talk the Talk you can have a Chillin' Encounter either on an NPC ship (1, 2, or 3) or yours (4, 5, or 6). This is a great time to Deal Cargo.

PIRACY(page 57) – You've decided to attack a spaceship.

SALVAGE(page 57) – You've decided to explore a wreck in the hopes of salvaging Cargo.

LOOKING FOR WORK

There are two additional Encounters that you can have, but you must find them. This is done by using the Job Offer procedure (page 46). Note that this does not count as an Encounter and is only used to find a Job.

PRESENTATION

Although they may be different from each other, Encounters are always presented in the same form.

- **Encounter Name** - This tells you the type of Encounter and provides a brief description.
- **Objective** - This tells you how to be successful.
- **Forces** - This tells you the forces involved.
- **Special Instructions** - This is information that is not covered in the other sections.

CHILLIN'

In this Encounter, the player could be out for a good time or on business. How the player interacts with the NPCs he runs into, is through a Talk the Talk. Chillin' is a good place to Recruit (page 20), Hire (page 21), and sell Contraband (page 54). Chillin' can occur in a Settlement or in a Sector.

OBJECTIVE

- You can recruit, cut deals, or just hang out and see what happens.
- The Encounter continues, until you decide to leave.

FORCES

- You *may* take members of your Band, if they are available, and if you choose to. See Band Availability.
- NPCs will be generated normally.

5150 FRINGE SPACE

SPECIAL INSTRUCTIONS

- The player decides in which Day Part, the Encounter is occurring.
- The player decides in which Settlement Area where he is Chillin’.
- Choose the building from the Building Type Tables (page 37).
- Establish the Law Level, based on the Area.
- Resolve two PEFs (page 70) before entering the building where you resolve your third.
- Use the Who Are They Table (page 70), when NPCs are needed.
- Use the Talk the Talk Table (page 78) as needed.

BAND AVAILABILITY

Members of your Band may or may not be available to be used on this Encounter. Here’s how we do it:

- Before the Encounter roll 1d6 versus the Rep of each member of your Band.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

NPC TALKING THE TALK

Once you’ve resolved the 3rd PEF as outlined previously (page 32) you have the option of meeting other NPCs. You can choose to resolve as many NPC PEFs as desired.

Example – Billy Pink has entered Piranhas, looking for Sooze. He failed to find her (PEF resolved as nothing), but he decides to make the best of it. He resolves another PEF and has made Contact. I now follow the normal procedure to find out who he has met.

ROBBERY

One of the pitfalls of Chillin’ is the chance of being robbed as you leave the building. Here’s how we do it:

- Consult the Robbery Table.
- Start with 2d6.
- Modify the Law Level of the Area, by any applicable Circumstances.
- Roll 2d6 versus the modified Law Level. The minimum Area Law Level is “1”.
- Determine how many d6 are passed and immediately carry out the result.
- Carry out the Robbery as you would an Arrest (page 40) with the robbers acting as the Police.

2

ROBBERY

(Taken versus the Law Level)

Any result of a “1” is an automatic pass.

CIRCUMSTANCE	MODIFIER
If alone or accompanied by a female only.	-1
If the Night Day Part.	-1

#D6 PASSED	RESULT
2	<i>No worries bud.</i> Continue on without incident.
1	<i>Your suspicions are confirmed.</i> Go to the Robbery Encounter, counting as “suspicious”.
0	<i>Hands in the Air!</i> Go to the Robbery Encounter.

Example – Billy and Char decide to leave the Pink Door. The Law Level in the Area is 2. This is modified by a -2, as Billy is with a female only and it is at Night. Rolling 2d6 versus the new Law Level of 1, he scores a 4 and 5, passes 0d6, and will now have a Robbery Encounter.

DEAL

In the Deal you are looking to sell Contraband. Here’s how we do it:

- Contraband can only be sold during a Chillin’ Encounter.
- You can only sell Contraband to a Dealer.
- When resolving a PEF as a Criminal Element, generate the NPC normally, but do not determine its Profession as we consider it a Dealer. *He’s heard on the street that you may be selling or buying and is looking for you.*
- Take a Talk the Talk Test (page 78).
- Success means the NPC is a Dealer, agrees to terms, and delivery can be arranged.
- Failure means no deal. If you score zero successes you have met an undercover cop who will attempt to arrest you!
- The buyers will offer to meet the seller in an Area rolled at random from the Settlement Map.
- If you refuse the location then the deal is off.
- The deal will go down 1/2d6 days later.

DOING THE DEAL

Once the buyer is found and the day of the deal arrives the Contraband can be sold. Here’s how we do it:

- Set up the tabletop as a Confrontation.

5150 FRINGE SPACE

- Generate the number of NPCs as you would when passing 2d6 on the PEF Resolution Table (page 70).
- The Dealer will be accompanied by Criminal Muscle found on the Exotic NPC Generator Table (page 73).
- Once the characters are set up take a Talk the Talk Test.
- Consult the Deal Table to see the results.

- Go to Walk the Walk with both sides counting as active.
- Play continues until the player has accomplished his objective, been incapacitated, or leaves the tabletop.

BAND AVAILABILITY

Members of your Band may or may not be available to be used on this Encounter. Here's how we do it:

- Before the Encounter roll 1d6 versus the Rep of each member of your Band.
- If you pass 1d6 that member is available to be used on this Encounter.
- If you pass 0d6 that member is not.

WALK THE WALK?

It's come time to physically settle the issue. The opposition has you cornered and intends to do you physical harm. How bad? Here's how we do it:

- **Gangers** will always use deadly force.
- **Mercenaries versus Mercenaries** may (1 – 2) use deadly force.
- **Mercenaries versus LWC** will not use deadly force, just a good old fashion butt kicking. Unless you make them do it twice, then count them as Gangers.
- **LWC versus LWC** will not use deadly force, just a good old fashion butt kicking. Unless you make them do it twice; then count them as Gangers.

NON-LETHAL FORCE

When not using deadly force, the characters will fight in a melee, but without using weapons. Any result of Obviously Dead becomes Out of the Fight.

OKAY, LET'S GET STARTED

Here's how we do it:

- If using non-lethal force, go to an In Sight with the active side charging into melee. No Charge into Melee Test is taken.
- If using deadly force all characters are involved in a Draw (page 29).

The combat continues until one side has Left the Tabletop or has had all of their characters go Out of the Fight or worse.

REP D6 TO BE GAINED

The characters can gain Rep d6 during this Encounter. Here's how we do it:

X THE DEAL

# SUCSESSES	SELLER	BUYER
More than opponent	The buyer will pay twice the normal rate in Increasing Rep d6.	Roll 1d6: (1 – 5) Will offer to buy at the normal rate. (6) The Dealer Double crosses you. Go to a Draw!
Same number as opponent	The buyer will pay 2 over the normal Increasing Rep d6 to be received.	The buyer will pay 2 over the normal Increasing Rep d6 to be received.

CONFRONTATION

In this Encounter, the player and the opposition have met each other and not on the best of terms. The opposition has you cornered and intends to do you physical harm. Or you could be causing the Confrontation, in that case, just flip the script.

OBJECTIVE

- To escape unharmed if you are being confronted or to cause harm if doing the confronting.

FORCES

- You *may* take members of your Band, if they are available, and if you choose to. See Band Availability.
- NPCs will be generated as if passing 2d6 on the PEF Resolution Table (page 70).

SPECIAL INSTRUCTIONS

- The Encounter happens during the Daytime (1 – 2) or Night (3 – 6).
- Place your Band in the center of the tabletop.
- Place the opposing group 6" away and in LOS of your group.

5150 FRINGE SPACE

- Gain one Increasing Rep d6 for each opposing character you defeat – Out of the Fight, Obviously Dead, or cause a Leave the Tabletop result.
- Gain one Decreasing Rep d6 for each of your Grunts that go Out of the Fight, Obviously Dead, or scored a result of Leave the Tabletop.

AFTER THE CONFRONTATION

You will count as having “History” with the NPCs.

RAID/RESCUE

In the Raid Encounter you will be the raiding side. You can choose to raid anyone you want, for any reason. If you are being raided, just flip the script!

OBJECTIVE

- You can be raiding to rescue a hostage or to take someone or something. Feel free to choose the reason behind your raid.

FORCES

- If playing a rescue, a member of your Band, rolled at random, has been taken hostage. You can use as many of the remaining members as desired.
- Decide ahead of time who is the Enemy. NPCs will be generated as if passing 2d6 on the PEF Resolution Table (page 70).

SPECIAL INSTRUCTIONS

- The player decides in which Day Part, the Encounter is occurring.
- Roll randomly to determine in which Settlement Area you are Raiding.
- Generate the Target Building using the Building Type Tables (page 37).
- Establish the Law Level, based on the Area.
- Resolve two PEFs (page 70) before entering the Target Building where your 3rd PEF will be resolved.
- Use the Who Are They Table (page 70), when NPCs are needed.
- Use the Talk the Talk Table (page 78) as needed.
- When you resolve the PEF in the Target Building as NPCs set them up on the tabletop as normal.
- Play continues normally until the player has accomplished his objective, been destroyed, or leaves the tabletop.

HOLSTERED WEAPONS

If the Encounter takes place outside of a Settlement, weapons are drawn. If the Encounter takes place inside a Settlement, weapons are holstered.

REP D6 TO BE GAINED

The characters can gain Rep d6 during this Encounter. Here’s how we do it:

- Gain one Increasing Rep d6 for each opposing character you defeat – Out of the Fight, Obviously Dead, or cause a Leave the Tabletop result.
- Gain one Decreasing Rep d6 for each of your Grunts that go Out of the Fight, Obviously Dead, or scored a result of Leave the Tabletop.

JOB OFFER

The Job Offer is not an Encounter, but a tool used to find work. By using the Job Offer tool you can find work Hauling Cargo or Hauling Passengers. It also expands the economics of 5150 Fringe Space – Increasing and Decreasing Rep d6.

OBJECTIVE

- To find Job Offers and take a one or more Jobs, if desired.

FORCES

- You *may* take members of your Band on the job after you have accepted it.
- Only the Employer will be generated.

SPECIAL INSTRUCTIONS

- Use the following Special Instructions to find one or more Jobs.
- You can decline or accept all of the Jobs offered.
- The process of a Job Offer is split into three parts; the Employer, the Offer and the Wages.

HOW MANY OFFERS?

There can be more than one Job Offer, but there could also be none. Here’s how we do it:

- Roll 1d6 and read the result as rolled.
- Subtract the result from your Rep.
- This is how many Jobs are available this month.
- You can take as many Jobs as offered.

5150 FRINGE SPACE

- You can interview for each Job but must decide to accept or decline as you interview.

Example – Billy Pink decides he wants to look for work. He rolls 1d6 and scores a 3. Subtracted from his Rep of 5, means there are two Jobs available.

He goes to the 1st Job and declines it. He goes to the 2nd and finds out that it has been filled.

Billy does not have a Job for the month so decides to go Chillin'.

THE EMPLOYER

You've received a Job Offer, but who's footing the bill, who's hiring you? Here's how we do it:

- Consult the Employer Table.
- Roll 2d6 and add the results together.
- Go down the left-hand column and across to see the Profession that the Employer comes from.
- Next go to the appropriate Profession Table (page 71) to see who the Employer is.

2	EMPLOYER
<i>(Add the results together)</i>	

#	EMPLOYER
2 to 3	Movers.
4 to 5	Shakers.
6 to 8	Joes.
9	Exotics.
10 to 12	Criminal Element.

THE OFFER

In this part we determine what the Job is. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- (1) = Hauling Cargo (page 53).
- (2) = Hauling Passengers (page 55).
- (3 – 4) = Rescue (page 46).
- (5 – 6) = Confrontation (page 45).

HAULING CARGO

The Job requires you to pick up and deliver Cargo.

HAULING PASSENGERS

The Job requires you to pick up and deliver 1/2d6 Passengers.

RESCUE

The Job requires you to pick up and deliver Cargo.

CONFRONTATION

The Job requires you to pick up and deliver 1/2d6 Passengers.

WAGES & EXPENSES

Different Jobs will pay different amounts, but all pay in Increasing Rep d6. In addition, some Jobs may have expenses, Decreasing Rep d6.

WANT THE JOB?

Once you have had the Job offered, you have to decide to accept or decline the offer before you go to the next interview.

STOP!

Your games are called Encounters and you can choose to have up to one per Campaign Month.

Chillin' is used to interact with NPC and to find a Dealer to sell Contraband.

A Confrontation is used when you force is necessary with NPCs. You can use lethal (weapons) or non-lethal force (melee). What happens if you score an Obviously Dead result when using non-lethal force?

Raids can be done for a variety of reasons and you could be the raiders or the target of the raid.

Use the Job Offer procedure to find additional Encounters – Hauling Cargo and Hauling Passengers. How many Jobs are available each month?

Remember that you must accept or decline a Job before going to the next interview.

FIGHT

In this Encounter, opposing spaceships will have combat. For whatever reason, it's come to shooting out in the Void. A Fight is a Confrontation in space. Note that you do not need to ever leave New Hope!

OBJECTIVE

- To destroy, board, capture or chase off opposing ships.
- The Encounter continues until you decide to leave, accomplish your objective, or are destroyed or captured.

FORCES

- You may take members of your Band if you already have them on your ship.

5150 FRINGE SPACE

- NPCs will be generated normally.

Space Port at a cost of gain 1 Decreasing Rep d6 per Point.

SPECIAL INSTRUCTIONS

- Fighting in space requires a separate set of combat rules than what is used on a planet.

PLAYING WITH MINIS OR COUNTERS

You can play the Space Combat rules with miniatures if you have them. We've given you some color counters that you can print and play with if you like.



Each counter can be used to represent any Ship Class you desire.

SHIP SPECIFICATIONS

Each ship, including your own will have the following four stats that define it. Here's how we do it:

- **CLASS** – This tells you the type of ship it is.
- **THRUST** – How fast and maneuverable the ship is. The higher the Thrust the better. Thrust is used on the Dogfight Table (page 84).
- **FIREPOWER** – How much damage you can inflict when you hit the enemy. The winner rolls 1d6 for each success scored on the Taking Control Table (page 84) more than the successes rolled by the loser. For each score that is equal or lower than the Firepower of the attacking ship when rolling on the Fire Table (page 85), a hit is scored. You'll see your flying ability (number of successes scored on the Taking Control Table) determines how much damage you can dish out. You can have the biggest and baddest weapon out there but if you can't fly, you can't hit the target.
- **HULL** – That's how much damage you can take. Each hit takes off one Hull Point. Get down to zero and your ship explodes – game over, man, all dead. Damaged Hull can be repaired by landing at any

CLASS	THRUST	FIREPOWER	HULL
Cutter	3	4	4
Heavy Freighter	1	2	6 ⁽¹⁾
Light Freighter	2	1	5 ⁽¹⁾
Pirate	3	3	3
Slaver	3	3	3
Trader	3	2	3

(1) Maximum of 3 crew members per ship.

SHIP ROSTER

Once you have decided what type of ship you will use or run into you need to fill out a Ship Roster. This is used during the Fight. There must be one roster for each ship in the Fight. Here's how we do it:

- **FACTION** – What Faction the ship belongs to.
- **CLASS** – What Class of ship it is.
- **SHIP NAME** – A number or name that differentiates the ship from others.
- **CAPTAIN NAME** – A number or name that differentiates the ship Captain from others.
- **THRUST** – The *current* Thrust of the ship. Adjust this number as damage occurs. Place an X through any unused or lost Thrust.
- **FIREPOWER** – The Firepower of the ship. Place an X through any unused Firepower.
- **HULL** – The *current* Hull of the ship. Adjust this number as damage occurs. Place an X through any unused or lost Hull.
- **PROFESSION** – The Profession of the Captain.
- **REP** – The Rep of the Captain.
- **ATTRIBUTE** – The Attribute of the Captain.
- **BONUS DICE** – The *current* number of Bonus Dice the ship. Adjust this number as they are lost.

FACTION	CLASS	SHIP NAME	CAPTAIN NAME			
PROFESSION	REP	ATTRIBUTE	BONUS DICE			
THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

5150 FRINGE SPACE

REP AND BONUS DICE

On the Dogfight and Taking Control Tables you're trying to roll successes – score of 1, 2, or 3. Score more successes and you win on the table. You will roll 1d6 per each point of Captain Rep. You also have Bonus Dice. Here's how we do it:

- Each Captain starts the fight with 1 Bonus d6 for each point of Rep.
- Players can use them, when they want, on the Dogfight and Taking Control Tables. NPPs will always roll all of their Bonus Dice when they can.
- If a success – score of 1, 2, or 3 – is rolled add it to your other successes.
- If a 4 or 5 are scored, it's not a success, but you can retain the d6 for further use.
- If a 6 is scored, it's not a success, and you lose the d6 for the remainder of the Fight.

Example – Billy Pink (Rep 5) starts the Fight with 5d6 for Rep and 5d6 Bonus Dice. On the Dogfight Table he chooses to use 3d6 Bonus Dice and scores 1, 2, and 6. He has 2 successes and loses the “6” for the rest of the Fight. Why didn't he roll all his Bonus d6? Two reasons; using them would have had him rolling 5d6 more than the NPC opponent – forcing it to go Purely Defensive. The 2nd reason is the chance of losing the unneeded Bonus d6 by rolling sixes.

On the Taking Control Table Billy uses his remaining 4d6 Bonus Dice and scores a 1, 2, 6, and 6. He loses 2 more Bonus Dice and is now down to 2.

CHANCE CARDS

Chance Cards are random events that can affect the Fight. Cards are gained at the start of each turn and lost when they are played.



Here's how we do it:

- *Chance Cards are played the 1st chance they can be used.*
- Once used they are discarded.
- At the start of the game each player rolls 1d6 and reads the result as rolled. Any ties are rolled off. The highest score will draw the 1st Chance Card. The remaining players, starting to the left of the 1st player, will draw at the start of each subsequent turn.
- Each card applies to the ship that the player controls.
- If playing solo draw a card for each NPC ship before any player draws a second card.
- Once all Chance Cards have been drawn, re-shuffle the deck and continue the process.

THE FLYING TABLES

There are four Flying Tables used in Space Combat. During each turn, when you're flying, you go from one table to the next. Here's how we do it:

- You start the turn on the Dogfight Table. If you tie – score the same number of successes – score of 1, 2, or 3 – you stay on the Dogfight Table and a new turn begins.
- The Chance Card for the turn is drawn as described in the previous section.
- If a ship wins on the Dogfight Table – scores more successes – score of 1, 2, or 3 – the winner and loser go to the Taking Control Table.

5150 FRINGE SPACE



In this picture the Gaea Prime Ship won on the Dogfight Table and the loser is flipped 180 degrees signifying that the Gaea Prime Ship is taking control and trying to line up a shot.

- If you tie on the Taking Control Table or if the loser from the Dogfight Table wins, you go back to the Dogfight Table and a new turn begins. A Chance Card is drawn.
- If a ship wins on the Taking Control Table he goes to the Fire Table. The winner rolls 1d6 for each success scored on the Taking Control Table (page 84) more than the successes rolled by the loser. For each score that is equal or lower than the Firepower of the attacking ship when rolling on the Fire Table (page 85), a hit is scored. Mark off a Hull point on the loser.
- If the loser is still alive after the winner rolls on the Fire Table, he goes to the Continue On Table (page 85). The losers will either Run For It or return to the Dogfight Table and a new turn begins. A Chance Card is drawn.

WHO FIGHTS WHO?

The Dogfight Table is where the ships start the turn. At the beginning of the turn each player rolls 1d6. The player scoring higher now places one ship against an enemy ship – this is who it will fight this turn. Then the other side does the same. You can't put a 2nd ship on an enemy ship until all of them have had at least one ship placed on them. But once you have one ship on all enemy ships you can gang up as you like.

YOU CAN FIGHT TWO AGAINST ONE?

You bet, but it's done a little bit differently. Here's how we do it:

- All ships roll their d6 on the Dogfight Table.
- Compare the outnumbered ships results to all of the attacking ships.
- If the outnumbered ship wins against *all* enemy ships it can pick one opponent to take to the Taking Control Table. The rest return to the Dogfight Table, rejoining the fight when the opposing ship returns.
- All outnumbering ships that win against the outnumbered ship proceed to the Taking Control Table. The rest return to the Dogfight Table, rejoining the fight when the opposing ship returns.

This means you could have two enemies attacking one ship on the Taking Control Table.

Example – Two Hishen attack one Zhuh-Zhuh and roll on the Dog Fight Table. The Zhuh-Zhuh beats 1 of the Hishen, but loses to the other. The beaten Hishen is temporarily out of the fight. The Zhuh-Zhuh and winning Hishen head for the Taking Control Table, continuing the fight.

On the Taking Control Table the Zhuh-Zhuh wins and they return to the Dogfight Table. Back on the Dogfight Table the 2nd Hishen returns to the Dogfight.

FLYING TABLE MODIFIERS

Let's go over the modifiers on each Flying Table in more detail.

DOGFIGHT TABLE MODIFIERS

There are modifiers to the dice on the Dogfight Table based on Attribute, Profession and Race. There are also two modifiers based on special Circumstances. Here's how we do it:

- Players can choose to go Purely Defensive. This is declared after the number of dice for each ship is determined, but before they are rolled.
- Any result of 4 counts as a success, but the purely defensive ship cannot score better than a tie. In effect, it cannot win on the Dogfight Table.
- NPCs will go Purely Defensive when they are rolling 3+ fewer d6 than the opponent.
- The 2nd modifier to the dice is the Thrust of the ship. The ship with a higher Thrust receives a +1d6 bonus.

TAKING CONTROL TABLE MODIFIERS

There are modifiers to the dice on the Taking Control Table based on Attribute, Profession and Race. There is also one modifier based on a special Circumstance. Here's how we do it:

- For every success you scored more on the Dogfight Table than the loser you receive a +1d6 bonus. This is called having the Advantage. If you scored 3 more successes on the Dogfight Table, you receive a 3d6 Bonus on the Taking Control Table.

FIRE TABLE MODIFIERS

This is easy. You roll 1d6 for each success more you scored on the Taking Control Table.

5150 FRINGE SPACE

CONTINUE ON TABLE MODIFIERS

There are modifiers to the dice on the Taking Control Table based on Attribute, Profession and Race. There are also three modifiers based on special Circumstances. Here's how we do it:

- Each friendly ship destroyed during the Fight it is a -1 modifier to Rep.
- Each Hull Point of damage to the ship is a -1d6 modifier.
- Each opposing ship you have destroyed during the Fight is a +1 modifier.

CONTINUE ON TABLE

After a ship takes damage, sees a friend leave the fight or is destroyed, a ship must see if they remain in the fight. Here's how we do it:

- When directed by the Fire Table you will go to the Continue On Table.
- Start with 2d6. Apply any modifiers to the number of d6 rolled.
- You want to roll the modified number of d6 looking for a score equal or lower than the Captain's Rep.
- The Rep could go up or down depending upon modifiers that apply.
- Regardless of the number of d6 rolled, you can pass 2d6, 1d6, or 0d6.
- Read the result and immediately carry it out. You will either return to the Dogfight Table or Run For It.

STAR FREE WILL

Stars can choose to pass 2d6, 1d6, or 0d6 on the Continue On Table without having to roll any d6.

RUN FOR IT

The Captain tries to leaves the fight.

TARGET THE ENGINES!

When scoring damage against an opponent you can decide to disable rather than destroy their ship. Here's how we do it:

- The player declares he is targeting his opponent's engines before rolling on the Fire Table.
- All hits are applied to the target's Thrust Rating.
- Hits that exceed the Thrust Rating of the target are lost; do not apply them to the Hull!
- Non-Player Military ships will always target the engines of Non-Military ships. They will also target the engines of Pirate ships until they have taken any damage. Once damaged they will go for the Hull.
- Non-Player Pirates will always target the engines of Non-Military ships.

Example – A Cutter is engaging a Trader and wants to force it to surrender and make sure it doesn't get away. The Cutter ends up scoring four successes more than the Trader on the Taking Control Table. Before rolling on the Firepower Table it declares that it will apply its Firepower against the Trader's engines. It rolls 4d6 versus its Firepower of 4 and scores a 1, 2, 2, and 4 – 4 hits! The first three hits are applied to the Trader's Thrust (3), reducing it to zero. The remaining hit is lost.

STOP!

Here's how you play a turn from start to finish:

- At the start of each turn (when all ships are on the Dogfight Table) every ship matches up against an enemy ship. Place them across from each other and facing.
- One player, in order (page 49), draws a Chance Card and the fight begins.
- After all Chance Cards have been drawn, reshuffle them and continue drawing.
- Next each player rolls on the Dogfight Table. Immediately carry out the result. Any ship that returns to the Dogfight Table has ended its turn. It does nothing until all ships are back on the Dogfight Table – *signaling the start of a new turn.*
- If there is a winner on the Dogfight Table, it and its opponent go to the Taking Control Table. The loser is flipped 180 degrees signifying that the winner is taking control and trying to line up a shot.
- Follow the same procedure as you did on the Dogfight Table. Immediately carry out the result. Both ships could return to the Dogfight Table having ended their turn. They do nothing until all ships are back on the Dogfight Table – *signaling the start of a new turn.*
- If there is a winner on the Taking Control Table, it has successfully lined up a shot. Consult the Fire Table and immediately carry out the result.
- If directed by the Fire Table, consult the Continue On Table and immediately carry out the results.
- When all ships have returned to the Dogfight Table a new turn begins, starting with the drawing of a Chance Card.

5150 FRINGE SPACE

BOARDING PARTIES AWAY

If an enemy ship has been reduced to zero Thrust, ships with a higher Thrust Rating may decide to board that ship, if they win on the Dogfight Table. There are two ways to fight the Boarding Action. Here's how we do it:

- The first way is to use the Boarding Table (page 86).
- Start with 1d6 for each point of Rep of each ship's Captain.
- Modify the number of d6 to be rolled by any applicable modifier.
- Roll the modified total looking for successes – score of 1, 2, or 3.
- Determine how many successes are scored by each ship.
- Go down the left-hand column to the appropriate row, then across to see what has happened.
- Immediately carry out the result.
- In the case of multiple ships boarding a single ship add all their Hull Points together to determine if they have more Hull Points than the target ship.

BOARDING ACTION – CONFRONTATION

The second way to fight the Boarding Action is by using the tabletop (page 22). Here's how we do it:

- Consult the Spaceship Map (page 86).
- Roll 1d6, read the result as rolled. This tells you which area of the ship the boarders will start in.
- The goal of the boarders is to reach and secure the Bridge.
- Only 1 PEF can be found in each area of the ship. Roll to resolve the PEF when you enter the area using the PEF Resolution – Settlement Table (page 70).
- When the boarders eliminate all NPCs in the Bridge area, the ship surrenders. This could take combat in multiple areas of the ship.
- Note that when characters Leave the Table in one Area of the spaceship they will fall back towards the Bridge.
- The total number of NPCs you can run into during a Boarding Action cannot exceed twice the number of Hull Points.

SURRENDER!

The Captain has surrendered the ship. It is out of the fight and will wait to be boarded. If no boarding comes by the end of the fight, the ship escapes.

TERMS OF SURRENDER

If the boarding is successful, go to the Terms of Surrender Table (page 86) to find out what happens to the captured ship's passengers and crew. Here's how we do it:

- The boarders start with 2d6.
- Modify this for any applicable Circumstances.
- Roll the modified total versus the *original* Rep of the boarders.
- Determine how many d6 are passed and consult the Terms of Surrender for the type of boarders.

2	TERMS OF SURRENDER <i>(Taken versus Boarder's Rep)</i>
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CIRCUMSTANCE	MODIFIER
DIDN'T RESIST – Opponent did not fire weapons or resist boarders.	+1d6
HISHEN – Hishen boarders always count as if passing 0d6.	Special
MILITARY – If Military are boarding.	+1d6
PIRATES – If Pirates are boarding.	-1d6
RESISTED – Opponent fired weapons or resisted boarders.	-1d6

#D6 PASSED	RESULT
2 or more	<i>Non-Military ship boarded:</i> Take all cargo and valuables, but crew and passengers are left alive. All allowed to leave on the ship. <i>Military ship boarded:</i> Ship captured, crew set adrift in Life Pods.
1	<i>Non-Military ship boarded:</i> 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. <i>Military ship boarded:</i> Ship captured, crew set adrift in Life Pods.
0	<i>Non-Military ship boarded:</i> Take all cargo and valuables. Kill all that resisted and capture the rest. Ship destroyed! <i>Military ship boarded:</i> Ship captured, crew killed or enslaved.

WHAT ABOUT PIRATES?

Pirates are handled a bit differently on the Terms of Surrender Table (page 86). Here's how we do it:

- Pirates that are boarded count as Military unless they were captured by Pirates. In this case they count as Non-Military.

5150 FRINGE SPACE

REPAIRING THE ENGINES

Zero Thrust can be repaired after the Fight just like Hull Points can (page 48). The ship still has enough power to move, but counts 0 Thrust in any combat.

STOP!

When a ship is reduced to zero Thrust it can be boarded.

You can choose to use the Boarding Table or fight the boarding action on the tabletop using the Spaceship Map (page 86).

Review the Terms of Surrender Table.

How do you repair Thrust damage?

CAMPAIGN MOVEMENT

Each month, after checking for Random Events, you can choose to move. Any movement you do takes one Campaign Month. Here's how we do it:

- You always start in a Sector of a Ring. You may or may not be on a planet.
- You can move from one Area of a Settlement to another Area of a Settlement.
- You can move from any Sector in the Ring to any Sector in the Ring.
- You can move from a planet in the Ring to any Sector in the Ring.
- You can move from a Sector in the Ring to any planet in the Ring.
- You can move from Ring to Ring. This is done by moving from Jump Point to Jump Point. Jump Points are always located in Sector 1 of each Ring.

NOTE – You will always resolve 3 PEFs per month, usually during an Encounter. If you choose not to have an Encounter, resolve 3 PEFs in the Area or Sector you choose to end your movement in.

Example – Billy Pink moves from Sector 3 in Ring 7 to a Class 3 Planet. He lands at the Space Port and chooses to have a Chillin' Encounter, resolving two PEFs on way to the Gaming House, where he resolves the 3rd.

The next month he decides not move and not to have an Encounter. He is in the Low End of the Settlement and must resolve three PEFs.

RING MAP

To help you track your movement we've added a Ring Map (page 82).

HAULING CARGO

In this Encounter, the player must Haul Cargo from one planet to another. It's pretty lucrative and a great way to gain Fame and Fortune. Did we mention that it's dangerous?

OBJECTIVE

- To be successful you must pick up and deliver Cargo.
- The Encounter will start and finish in different locations and could take multiple months to complete.

FORCES

- You *may* take members of your Band.
- NPCs will be generated normally.

SPECIAL INSTRUCTIONS

- Finding the Cargo is done by accepting a Job Offer (page 46). This is also when it is picked up.
- When you arrive at the destination planet you have delivered it.
- Each Job Offer of Cargo occupies one Hull Point. This allows you to accept multiple Hauling Cargo Jobs, even from different locations.

CARGO IN 5150 FRINGE SPACE

We've simplified using Cargo that eliminates extra bookkeeping. Here's how we do it:

- Consult the Hauling Cargo Table.
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.

5150 FRINGE SPACE

2

HAULING CARGO

(Taken vs. Rep)

A d6 result of "6" is always a failure regardless of Rep.

Example – Billy Pink knows the destination is in the 3rd Sector of the 7th Ring. I roll 1d6 on the Sample System Map and score a 4. This means it's a Class 3, Law Level 2, and Pirate owned planet.

# D6 PASSED	RESULT
2	You found Cargo: <ul style="list-style-type: none"> • The higher d6 is how many Rings away the Cargo must be delivered to. Odd score means deliver towards Gaea Prime that many Rings – out to the 1st Ring at the farthest. Even score means deliver away from Gaea Prime that many Rings – out to the 9th at the farthest. • The lower d6 is the Sector of the planet that it is to be delivered to. • Use the same procedure when doubles are scored.
1	You found Cargo: <ul style="list-style-type: none"> • The passing d6 is the Sector of the Ring you are in, where the planet is located, that it is to be delivered to.
0	The Job has already been taken.

HAULING CARGO WAGES & EXPENSES

Hauling Cargo has Wages and Expenses. Here's how we do it:

- You gain 1 Decreasing Rep d6 when you pick up the Cargo.
- You gain 3 Increasing Rep d6 when you deliver the Cargo.
- You gain 2 Increasing Rep d6 for each Ring traveled through with a minimum of 1.

Example – Billy's Job will cost him 1 Decreasing Rep d6. He will receive 3 Increasing Rep d6 when he delivers the Cargo plus 8 Increasing Rep d6 as he is traveling 4 Rings away. That's a profit of 10 Increasing Rep d6. This occupies 1 Hull Point on his ship which leaves him 2 empty Hull Points for additional Jobs. That's the good news.

The bad news is he will have gained 4 Decreasing Rep d6 for two months of Band Member upkeep. This means he has earned 6 Rep Increasing d6.

Need to make more Rep d6? Take more jobs at the same time.

Example – Billy Pink is on New Hope (3rd Ring, 4th Sector) and wants to make some quick money. He looks for a Job Offer (page 46) and has one Hauling Cargo. I roll 2d6 versus his Rep of 5 and score a 3 and 4. He has found a job hauling some Cargo to the 7th Ring (that's the 4 score) in the 3rd Sector (that's the 3 score). So far so good, but he needs more info before taking the Job starting with info on the planet.

CONTRABAND

Contraband is illegal Cargo. It can be whatever you want it to be. Here's how we do it:

- The first time you pass 2d6 on the Hauling Cargo Table and score *doubles*, you have found Contraband Cargo. You can choose to accept the Job or not.
- Once you have successfully delivered the Contraband Cargo, you have experience and gain the following benefit.
 - When rolling on the Hauling Cargo Table roll 1d6 of an off color.
 - If the off color d6 doubles up with one or more of the other dice, you have been offered Contraband Cargo.
 - See the Deal section (page 44) to see how Contraband Cargo is sold.

WHAT PLANET?

You know the Ring and Sector and it's now time to get details on the planet. Here's how we do it:

- Go to the Sample System Map (page 82) and down to the appropriate Ring.
- Roll 1d6 and read the result as rolled.
- Going from left to right the planets are numbered from 1 to 6.
- Going from left to right and top to bottom:
 - 1st number is the Planet Class.
 - 2nd number is the Law Level (page 13) of the planet.
- The final entry is who owns the planet. When Indy Alien appears, this is an Alien Race that you can choose or one that is not found in *5150 Fringe Space*.
- Note about Hishen planets. When you are on a Hishen planet if you are armed this will attract the "Police". However you meet the Police, they will try to capture you and turn you into their slave.

5150 FRINGE SPACE

Example – Billy Pink (Rep 5), still on New Hope, is given a 2nd Job Offer to Haul Cargo. To see what it is he rolls 2d6 versus his Rep on the Hauling Cargo Table. Billy scores a 3 and 6. He has found Cargo that needs to be delivered to a planet in the 3rd Sector of the Ring he is in.

He loads the Cargo onto his ship, the L. A. Woman, occupying one Hull Point.

He gained 1 Decreasing Rep d6 when he picked up the Cargo then gained 1 Increasing Rep d6 for delivery plus 1 Increasing Rep d6 for traveling in 1 Ring. This nets Billy 1d6 Increasing Rep d6. He rolls 1d6 and scores a 2– no Increase in Rep.

Next month he travels to the 7th Ring, Sector 3 to deliver his Cargo. He delivers the Cargo and rolls the 4 Increasing Rep d6he received as payment. He scores a 1, 2, 5 and 5 – his Rep is increased by 1 level.

HAULING PASSENGERS

In this Encounter, the player must Haul Passengers from one planet to another. It's pretty lucrative and good supplement income while on other Encounters. You can even Haul Passengers and Haul Cargo at the same time. Of course, like Hauling Cargo, it could be dangerous. We also use this when Bounty Hunting (page 41).

OBJECTIVE

- To be successful you must pick up and deliver Passengers.
- The Encounter will start and finish in different locations and could take multiple months to complete.

FORCES

- You may take members of your Band.
- NPCs will be generated normally.

SPECIAL INSTRUCTIONS

- Finding the Passengers is done by accepting a Job Offer (page 46). This is also when they are picked up.
- When you arrive at the destination planet you have delivered them.
- Each Passenger Job (1/2d6 passengers) occupies one Hull Point. This allows you to accept multiple Hauling Passengers or Cargo Jobs, even from different locations.

PASSENGERS IN 5150 FRINGE SPACE

We've simplified the process to find and haul Passengers that eliminates extra bookkeeping. Here's how we do it:

- Consult the Hauling Passengers Table.
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.

2

HAULING PASSENGERS

(Taken vs. Rep)

A d6 result of "6" is always a failure regardless of Rep.

# D6 PASSED	RESULT
2	You found 1/2d6 Passengers: <ul style="list-style-type: none"> • The higher d6 is how many Rings away the Passengers must be delivered to. Odd score means deliver towards Gaea Prime that many Rings – out to the 1st Ring at the farthest. Even score means deliver away from Gaea Prime that many Rings – out to the 9th at the farthest. • The lower d6 is the Sector of the planet that it is to be delivered to. • Use the same procedure when doubles are scored.
1	You found 1 Passenger: <ul style="list-style-type: none"> • The passing d6 is the Sector of the Ring you are in, where the planet is located, that the Passenger is to be delivered to.
0	The Job has already been taken.

WHAT PLANET?

You know the Ring and Sector and it's now time to get details on the planet. Here's how we do it:

- Go to the Sample System Map (page 82) and down to the appropriate Ring.
- Roll 1d6 and read the result as rolled.
- Going from left to right the planets are numbered from 1 to 6.
- Going from left to right and top to bottom:
 - 1st number is the Planet Class.
 - 2nd number is the Law Level (page 13) of the planet.

5150 FRINGE SPACE

- The final entry is who owns the planet. When Indy Alien appears, this is an Alien Race that you can choose or one that is not found in *5150 Fringe Space*.
- Note about Hishen planets. When you are on a Hishen planet if you are armed this will attract the "Police". However you meet the Police, they will try to capture you and turn you into their slave.

WHO ARE THEY?

Before you accept the Job you can find out who the Passengers are. Here's how we do it:

- Consult the Passengers Table.
- Go down the left-hand column to the appropriate row for the Ring where you pick them up.
- Roll 1d6 and read the result as rolled.
- Go across to the appropriate column to see what Class they are.
- Next go to the NPC Generator (page 71) to complete the info on the passengers.

1	PASSENGERS
<i>(Read the result as rolled)</i>	

RING	1	2	3	4	5	6
1	M	M	S	S	E	CE
2	M	S	S	E	E	CE
3	S	S	E	E	J	CE
4	S	E	E	J	J	CE
5	E	E	E	J	J	CE
6	E	E	J	J	CE	CE
7	E	E	J	J	CE	CE
8	E	E	J	J	CE	CE
9	E	E	J	J	CE	CE

CE = Criminal Element.
 E = Exotics.
 J = Joes.
 M = Movers.
 S = Shakers.

HAULING PASSENGERS WAGES & EXPENSES

Hauling Passengers has Wages and Expenses. Here's how we do it:

- You gain 1 Decreasing Rep d6 when you pick up the Passengers.
- You gain 3 Increasing Rep d6 when you deliver the Passengers.
- You gain 2 Increasing Rep d6 for each Ring traveled through with a minimum of 1.

CONTRABAND PASSENGERS

Just as you can have Contraband Cargo, you can have Contraband Passengers. Who they are and who they are running from is up to you. Here's how we do it:

- The first time you pass 2d6 on the Hauling Passengers Table and score *doubles*, you have found Contraband Passengers. These could be criminals with Warrants (page 41), political refugees, or whatever you want it to be. You can choose to accept the Job or not.
- Once you have successfully delivered the Contraband Passengers, you have experience and gain the following benefit.
 - When rolling on the Hauling Passengers Table roll 1d6 of an off color.
 - If the off color d6 doubles up with one or more of the other dice, you have been offered Contraband Passengers.
 - Once you have reached the destination for delivery you receive twice your normal pay in Increasing Rep d6.

Example – Billy Pink (Rep 5) is given a Job Offer to Haul Passengers. To see who they are he rolls 2d6 versus his Rep on the Hauling Passengers Table. Billy scores a 3 and 3. He rolls 1/2d6 and scores a modified 2 – two Passengers.

By rolling doubles he has found Contraband Passengers. They need to be taken 3 Rings towards Gaea Prime to a planet in the 3rd Sector.

He loads the Passengers onto his ship, the L. A. Woman, occupying one Hull Point. He takes them to Sector 1, where the Jump Point is located. This ends the movement for the month. Three PEFs are resolved.

He gained 1 Decreasing Rep d6 when he picked up the Passengers so must roll it as it is the end of the month. Billy rolls 1d6 and scores a 5; no Decrease in Rep.

Next month Billy Jumps from Ring 5 where he picked up the Passengers and lands in Ring 2. This ends the movement for the month. Three PEFs are resolved.

The next month Billy moves to Sector 3 and delivers the Passengers at the Space Port. Billy collects 6 Increasing Rep d6 for the Passengers, 6 for the Rings he traveled and doubles the total for them being Contraband – 24 Increasing Rep d6!

However, his expenses were 6 Decreasing Rep d6 per month for Band Member and Ship expenses – for a total of 18. Still this is a profit of 6 Increasing Rep d6.

5150 FRINGE SPACE

PIRACY

It's called Piracy. You attack and board Non-Military ships, take their Cargo, and sell it at no cost to you. Well, no monetary cost.

OBJECTIVE

- To attack and board Non-Military ships, stealing their Cargo. Feeling brave? Try and capture a Military Ship.
- The Encounter continues until you decide to leave, have successfully boarded and taken the Cargo, or been destroyed.

FORCES

- You *may* take members of your Band.
- NPCs will be generated normally.

SPECIAL INSTRUCTIONS

- The NPC ships are generated normally (page 79).
- After generated, a Fight (page 47) occurs.
- Any ship that surrenders will give up their Cargo. Roll once on the Hauling Cargo Table (page 54) for each Hull Point of the captured ship to see how much Cargo it will be carrying. Roll versus the Rep of the surrendering ship, not the boarding ship.
- If desired, the opposing crew can be captured as if Hauling Passengers (page 55). They will occupy 1 Hull Point and the Wages gained represents the Ransom collected when they are delivered.
- If desired the ship may be captured and sold as if Hauling Cargo with each Hull point counting as a separate Job Offer. The ship will count as Contraband.
- Where do you sell the Cargo and ship? Anywhere you want unless it's Contraband (page 54).

Example – Captain Jim Bob Joe has run into a Rep 3 Independent Trader in Sector 3 of Ring 5. After a brief Fight, the Trader has been reduced to one Thrust. The Trader fails to escape and surrenders (page 52).

Jim Bob Joe leads a Boarding Party (page 52) onto the Trader and I roll for Cargo. The Trader has 3 Hull Points so I roll 2d6 three times versus its Rep of 3. I score a 3 and 3 so have 1 Hull Point of Contraband Cargo. I roll a 2 and 4, so have another Hull Point of Cargo. I score a 4 and 6 on the 3rd roll – no Cargo.

Jim Bob Joe cuts the crew loose and leaves. Jim Bob Joe now is investigated (page 41) and has gained a Class 5 Warrant. I roll on the Who Are They – Ring 5 Table (page 80) and score a 3. The Hishen government has issued a warrant for Jim Bob Joe's arrest.

SALVAGE

Whether responding to a Distress Call (page 60) or on a Salvage operation, Shipwrecks can be very profitable, gaining Cargo at no cost.

OBJECTIVE

- To salvage Cargo from a Shipwreck.
- The Encounter continues until you decide to leave or have retrieved the Cargo.

FORCES

- You *may* take members of your Band.
- NPCs will be generated normally.

SPECIAL INSTRUCTIONS

- Determine where the Shipwreck is located.
- Explore the Shipwreck.
- Retrieve the Cargo.

WHERE'S THE SHIPWRECK?

The 1st thing that you must do is find out where the Shipwreck is located. Here's how we do it:

- Consult the Where's the Shipwreck Table.
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.

5150 FRINGE SPACE

2 WHERE'S THE SHIPWRECK? <i>(Taken vs. Rep)</i> <i>A d6 result of "6" is always a failure regardless of Rep.</i>

# D6 PASSED	RESULT
2	You found info on the Shipwreck: <ul style="list-style-type: none"> The higher d6 is how many Rings away where the Shipwreck is located. Odd score means it's towards Gaea Prime that many Rings – out to the 1st Ring at the farthest. Even score means it's away from Gaea Prime that many Rings – out to the 9th at the farthest. The lower d6 is the Sector that it is located in. Use the same procedure when doubles are scored. It costs 1 Decreasing Rep d6 to go for it.
1	You found info on the Shipwreck: <ul style="list-style-type: none"> The passing d6 is the Sector of the Ring you are in, where the Shipwreck is located. It costs 1 Decreasing Rep d6 to go for it.
0	No info on the Shipwreck. Forfeit your Encounter for the month.

WHAT'S THERE?

Once you have reached the Shipwreck it's time to see what you have found. Here's how we do it:

- Roll 1d6. If score a success – 1, 2, or 3 the Shipwreck is on a Class 3 Planet. If score a 4, 5, or 6 it's floating in space. If floating, each character must take a Difficult Challenge to reach the Shipwreck. Failure results in the character rolling on the Shooting column of the Damage Table (page 77).
- Consult the Shipwreck Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstances.
- Go down the left-hand column to the appropriate row, then across to see what you have found.

1 SHIPWRECK! <i>(Read the result as rolled)</i>

CIRCUMSTANCE	MODIFIER
Rings 1, 2, or 3	-1
Rings 4, 5, or 6	+2
Answering a Distress Call.	+1

#	RESULT
0	Looks like an abandoned Independent Light Freighter. There are 1/2d6 + 2 Hull Points of Cargo.
1	Looks like an abandoned Zhuh-Zhuh Heavy Freighter. There are 1/2d6 + 3 Hull Points of Cargo.
2	Looks like an abandoned Gaea Prime Trader. There are 1/2d6 Hull Points of Cargo.
3	Life boat with 1/2d6 survivors. Treat them as you would if scoring a 5 on this table. No Cargo gained.
4	Looks like an abandoned Gaea Prime Trader. There are 1/2d6 Hull Points of Cargo.
5	Not so shipwrecked. It's a Trader with survivors. You have some options. <ol style="list-style-type: none"> 1. Take the survivors on as 1/2d6 Passengers at no pay and drop them off at the next planet. You cannot gain any Cargo. 2. Do nothing. 3. Salvage the ship and gain 1/2d6 Hull Points of Cargo. If you do you can kill the survivors or abandon them. If you kill them there is a chance (1) of a Warrant being issued on you for Piracy Class 5 Crime. If abandon them there is a chance (1 – 3) of a Warrant being issued on you for Piracy Class 5 Crime.
6	It's a Trap! Go to a Confrontation (page 45). Your opponents are Pirates (Mercenaries) and will not Talk the Talk. They have a Trader Class ship, but no Cargo.
7	Might be a Trap! Your opponents are Zhuh-Zhuhs (Mercenaries) and will Talk the Talk. They have a Trader Class ship and 1/2d6 Hull Points of Cargo.
8	It's a Trap! Go to a Confrontation (page 45). Your opponents are Hishen and will not Talk the Talk. They have a Trader Class ship – Slaver, but no Cargo.

5150 FRINGE SPACE

STOP!

You need a Job Offer to find a Hauling Cargo or Hauling Passengers Job. You can haul Contraband Cargo and Passengers that will pay you more but is harder to sell. How do you sell Contraband Cargo?

Piracy is a Class 5 Crime.

It's possible to find survivors when salvaging. Review the options for dealing with them.

If the shipwreck is floating in space you need to pass a Difficult Challenge to enter it. What happens if you fail? You must enter the shipwreck to claim the Cargo which could lead to a Confrontation if it's a trap.

RANDOM EVENTS

Once a month, the player could have a Random Event. This can result in an extra Encounter. Here's how we do it:

- *At the start of the month*, roll 1d6 and read the result as rolled.
- If you score a 1, 2, or 3 you will have a Random Event.
- Roll 1d6 on the Random Event Table. Be sure to use the appropriate table – Settlement or Sector.
- If you score a 4, 5 or 6, you will not.

1 RANDOM EVENT – SETTLEMENT

(Read the result as rolled)

#	ENCOUNTER
1	CHILLIN' (page 43) – You have met some NPCs that want to go out on the town. This will be in the Daytime (1) or Night (2 – 6).
2	CHILLIN' (page 43) – You have met some NPCs that want to go out on the town. This will be in the Daytime (1) or Night (2 – 6).
3	ROBBERY. You are being Robbed. Go to a Confrontation (page 45). Generate the Settlement Area on the Settlement Map, by rolling 1d6. This tells you where the Robbery will occur. This will be in the Daytime (1 – 2) or Night (3 – 6).
4	ROBBERY. You are being Robbed. Go to a Confrontation (page 45). Generate the Settlement Area on the Settlement Map, by rolling 1d6. This tells you where the Robbery will occur. This will be in the Daytime (1 – 2) or Night (3 – 6).
5	WARRANT (page 41). If you have a Warrant the Police will attempt to arrest you. Go to a Confrontation (page 45). Generate the Settlement Area on the Settlement Map, by rolling 1d6. This tells you where the Confrontation will occur. This will be in the Daytime (1 – 3) or Night (4 – 6). If no Warrant, re-roll.
6	POLICE INVESTIGATION (page 41) for a Class 3 Crime. Generate the Settlement Area on the Settlement Map, by rolling 1d6 to see where the investigation occurs. Consult the Planet Class Table (page 13) for what Law Level to use. This will be in the Daytime (1 – 5) or Night (6).

5150 FRINGE SPACE

1 RANDOM EVENT – SECTOR

(Read the result as rolled)

#	ENCOUNTER
1	DISTRESS CALL! Gain 1 Decreasing Rep d6 if you choose to investigate. Will be in the same Sector that you are already in. Roll on the Shipwreck Table (page 58) for specifics after you arrive there.
2	DISTRESS CALL! Gain 1 Decreasing Rep d6 if you choose to investigate. Will be in the same Sector that you are already in. Roll on the Shipwreck Table (page 58) for specifics after you arrive there.
3	COLLISION! Run into meteoroids or space junk! Take a Difficult Challenge. If succeed then no effect. If fail or choose not to take the Challenge, take damage and count -1 to Thrust until repaired.
4	COLLISION! Run into meteoroids or space junk! Take a difficult Challenge. If succeed then no effect. If fail or choose not to take the Challenge, take damage and count -1 to Hull until repaired. If the Hull Point has Cargo inside, the Cargo is lost.
5	INTERCEPT! Military ship. If Hostile ⁽¹⁾ go to a Fight (page 47). Otherwise go to a Ship to Ship Talk the Talk (page 79).
6	INTERCEPT! Pirate ship. Go to a Fight (page 47).

(1) Gaea Prime is at war with the Hishen Empire. These Factions will be Hostile and a Fight (page 47) will occur. When Gaea Prime or Hishen ships meet Zhuh-Zhuh ships, roll 1d6. On a score of 1, 2, or 3 they will be Hostile and a Fight will occur.

AFTERWARDS

Use this section only if you choose to use the same characters for multiple Encounters.

After the Encounter is over it's time to see what happens to you and your Band Members after the Recovery Tests have been taken.

NEW GRUNTS

When your Band takes losses you may be allowed to recruit more Grunts. Here's how we do it:

- Consult the New Recruits Table (page 60).
- Roll 2d6 versus the Rep of your Star.
- Determine how many d6 are passed.
- A result of "6" is always a failure.
- Go down the left-hand column to the appropriate row and across to see the results.
- New Grunts are recruited normally (page 20).

2 NEW RECRUITS

(Taken vs. Rep)

A d6 result of "6" is always a failure regardless of Rep.

# D6 PASSED	RESULT
2	You can recruit new Grunts to bring your Band up to full strength.
1	You can recruit one new Grunt.
0	No new recruits available.

CAMPAIGN

We've already touched on Campaigns earlier, but let's tie it all together. The Campaign rules are simple on purpose, but feel free to add whatever you like; it's your game!

Campaigns are what this game is all about. In this section we'll go into detail about how to link your adventures together where the results of one will influence the next.

TIME IN THE CAMPAIGN

For simplicity's sake we track time in the Campaign by the calendar month. Officially the Campaign starts in January 2220.

FACTIONS

You already have your Home World (page 13), and probably know what Faction you belong to, but let's go over each Faction in detail.

GAEA PRIME

"Gaea Prime is Mother. From her good graces the known planets were populated. We are all her children and from her all that is good flows. Honor thy Mother."

Gaea Prime considers her proper place to be in the center of the First Ring, fittingly 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 Planets (HFW)*.

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.

5150 FRINGE SPACE

Basics are the dominant and most numerable Race in the Gaea Prime Faction, but there are others as well.

HISHEN

Inhabitants of the middle of the Nine Rings, the Hishen Empire are the most technologically advanced of all the *clone races*. Like Gaea Prime, they also prize order above all else, but order under their control. Slightly less than human in size, these gray skinned beings are the bane of freedom. The sole purpose of the Hishen is to expand their domain and subjugate any and all races they meet.

Gaea Prime dominance is threatened by the Hishen Empire. Official war has been recently declared after a period that featured a high rate of *incidental military contact*. As the Hishen Home World is in the Fifth Ring much of the war occurs in the Fourth Ring.

Any non-Hishen Aliens found in Hishen service are slaves.

INDEPENDENT TRADER

Independent Traders ply the space ways trying to buy low and sell high. Indies come in a variety of shapes and sizes, but never, ever Hishen. If you run into a Hishen “Trader” it is actually a Slaver, intent on capturing non-Hishen and turning them into slaves.

Independent Traders come from a wide variety of Races.

PIRATES

Pirates strike quickly and retire just as fast. Avoiding Military ships at all costs, the prey on Non-Military Traders, hoping to steal Cargo and sell it for a profit.

Pirates come from a wide variety of Races.

RAZORS

How do Razors fit inside the 5150 Universe? That’s a good question and not easily answered. Razors were first encountered leading Hishen and Grath Mercenaries, but they have worked their way into positions of trust in the Gaea Prime worlds. True, you will not see them in the 1st and 2nd Rings, but they have been sighted in the 3rd Ring.

The Razor you will find in *5150 Fringe Space* will often be working with the Hishen or Pirates and often in charge.

Razors will work with Hishen, Grath and occasionally Basics...never with Xeogs who they despise.

XEOG

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.* Those have made a science of moving stealthily through the

universe. No, the ones that you will mostly encounter are the *divas, the one’s that enjoy the attention.*

With naturally enhanced bio systems and strength, female Xeogs strike a stunning pose. Keeping in line with their appearance and mind set, Xeogs are too vain to wear any form of armor. 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.

Xeog no longer have a Home World and can be found on almost any planet. In Space, when you meet them, Xeogs will be Traders.

Xeogs work with other Xeogs and the occasional Basic; never, ever with Razors, Grath or Hishen.

ZHUH-ZHUH

When ASI research expeditions had first contact with the Zhuh-Zhuhs they were assumed to be *evolved cousins* of the infraorder *Simiiformes* or the *higher primates* that populate many worlds in one form or another. This was incorrect.

Further evidence suggests that the Zhuh-Zhuhs have more in common with the average Basic than what is loosely termed a *monkey*. Unfortunately, this evidence has done little to offset the hostility that sometimes exists between Basic and Zhuh-Zhuh. Witness the derogatory term *monkey boy* as applied to Zhuh-Zhuhs. This term has haunted Gaea Prime since first uttered by a low-level Gaea Prime attaché during the first diplomatic mission to the Home World of the Hapflorean Federation of Planets, the largest and most powerful political alliance of Zhuh-Zhuhs.

Zhuh-Zhuhs or Zhuhs come in all shapes, colors and sizes ranging from smaller three-foot types, *Muggie Zhuh-Zhuhs*, to those close to seven feet in height.

Zhuh-Zhuhs own and occupy a large number of planets and are commonplace on many Gaea Prime worlds. Do not underestimate Zhuh-Zhuhs. They are intelligent and very physically domineering and should be treated with utmost respect and care.

Zhuh-Zhuhs come in various sizes and color.

THE 5150 UNIVERSE

“The Known Space of the 5150 universe is more a function of the technology of interstellar travel than actual stellar cartography, organized into the nine “Rings” of civilization. Most interstellar travel is conducted via Jump Points known as “Automatic Transfer Points.” These Automatic Transfer Points (ATP) allow movement between star systems by exploiting a network of Cosmic Strings, fracture lines in the universe, that twist and wind their way across the galaxy.”

5150 FRINGE SPACE

So begins the masterwork of the noted physicists J. Beutel and J. Cunningham. For gaming purposes we've simplified things.

RINGS

The 5150 Universe is divided into nine "Rings" which each Ring containing an unknown number of planets.

WHO OWNS WHAT RINGS?

If you're going to be jumping from Ring to Ring ⁽¹⁾ we better give you some information. Just a quick overview of who owns what in the 5150 Universe. Note that even though this is "official", the factions are constantly arguing over who owns what. Here's how we do it:

- Consult the Whose Ring Is It Anyway Table.
- Go down the left-hand column to the appropriate row for the Faction.
- Military ships for that Faction can be found in the Primary Rings.
- Non-Military ships for that Faction can be found in the Primary Rings and the Rings Traveled.

(1) Remember jumping always starts in Sector 1 of the Ring you are in and ends in Sector 1 of the Ring where you end your movement.

X WHOSE RING IS IT ANYWAY?

FACTION	PRIMARY RINGS	RINGS TRAVELED
Gaea Prime	1, 2, 3, 4	5, 6
Hishen	4, 5, 6	7
Independent	1, 2, 3, 4, 5, 6, 7	8, 9
Pirates	7, 8, 9	1, 2, 3, 4, 5, 6
Xeog	-	1, 2, 3, 4, 5, 6
Zhuh-Zhuh	2, 3, 4	1, 5, 6

SECTORS

Each Ring is divided into six Sectors and inside each Sector are the planets.

PLANETS

Each Sector contains an undefined number of planets.

ALIEN

Alien is the term for an Alien not found in *5150 Fringe Space*. If desired you can Build Your Own Alien (page 3).

INDEPENDENT TRADERS & PIRATES

Independent Traders and Pirates can be from a variety of Races. You've run into them so now see who exactly they are. Here's how we do it:

- Consult the Independent Traders and Pirates Table (page 81).
- Go down the left-hand column to the appropriate row for the Ring you are in.
- Roll 1d6 and read the result as rolled.
- Go across to the appropriate column to see what Race they are with.

NPC SHIP REPS

PEFs resolved in space could be Military ships, Pirates, or Independent Traders. Regardless of what they are you need to determine the Reps of the NPC Captain. Here's how we do it:

- Consult the NPC Captain Rep Table (page 81).
- Go down the left-hand column to the appropriate row for the faction.
- Roll 1d6 for each ship, read the result as rolled, and go across to the appropriate row to determine the Captain's Rep.
- The largest ship will always have the highest Rep and be the Leader.

NPC ATTRIBUTES

Now that you know the Rep of the NPC Captain, it's time to see what *one* Attribute he has that can influence the upcoming Ship to Ship Talk the Talk or Fight. Here's how we do it:

- Consult the NPC Ship Captain Attributes Table (page 81).
- Hishen, Razor, and Xeogs Attributes are built into the appropriate Flying Tables (page 84) so there's no need to roll for them.
- Roll 2d6, add the results together, and go down the left-hand column to the appropriate row.
- Go across to see what Attribute the NPC Captain has.

Remember to add any info you get on the Ship Roster (page 83).

WHAT NOW?

After you have met the NPCs, determined how many of them there are, and what they are, what happens now? Here's how we do it:

- There is a chance (1) that you have "history" with the NPCs. If you do they will be Hostile and a Fight (page 47) will occur.

5150 FRINGE SPACE

- Gaea Prime is at war with the Hishen Empire. These Factions will be Hostile and a Fight will occur.
- When Gaea Prime or Hishen ships meet Zhuh-Zhuh ships, roll 1d6. On a score of 1, 2, or 3 they will be Hostile and a Fight will occur.
- Otherwise it's time to do a Ship to Ship Talk the Talk.

SHIP TO SHIP TALK THE TALK

OK, the other guys have decided to talk, what do they do now? Open a hailing channel and Talk the Talk. Here's how we do it:

- Consult the Ship to Ship Talk the Talk Table (page 79).
- Carry out the Ship to Ship Talk the Talk using the previously learned mechanics.

INSPECTIONS

When the Ship to Ship Talk the Talk results in an Inspection you can choose to let them board or go to a Fight. There will be times when it may be beneficial to let them board. Here's how we do it:

- The ship will send over NPC characters (Merc Class) equal to twice the Hull Points of their ship. Generate them using the appropriate NPC Generator Table (page 71).
- Consult the Spaceship Map (page 86).
- Roll 1d6 and read the result as rolled. This tells you the Area of the ship where the Inspectors start in.
- Take a Talk the Talk (page 78).
- You can attempt to bribe the Inspectors by giving them one Hull Point of Cargo. Count the Favor bonus on the Talk the Talk and remove the Cargo from your ship.
- Consult the Inspection Table for the results.

X		INSPECTION
# SUCCESSES	RESULT	
Score more than opponent	Success! Inspectors sign off on the Inspection. You have immunity from future Inspections from this faction for 2+1/2d6 months.	
Score same as opponent	Inspectors exchange pleasantries and then leave.	
Score less than opponent.	Failure! Warrants – If you have a Warrant and the Military is from the issuing Faction, they will attempt to arrest you. Go to a Confrontation (page 45). Bribery – If you attempted a bribe, they will attempt to arrest you. Go to a Confrontation (page 45). Contraband – If you are carrying Contraband, they will attempt to arrest you. Go to a Confrontation (page 45). Otherwise – Inspectors tag you as <i>suspicious</i> then leave. This will affect future Ship to Ship Talk the Talk with this Faction.	

EPILOGUE

Jake watched the stars disappear one at a time. He wasn't sure how many days he'd been drifting, but he knew he was running out of air. As his world slowly faded to black he nodded off, for what he figured would be the last time.

Jake felt the bright light more than he saw it. He was sure he was dead and the lovely female voice he heard was that of an angel.

"The stims should be kicking in any minute now," the voice said. "He'll need a few days of rest. He's lucky he's still alive, Billy."

Hearing "Billy" was like the starting gun of a race. Jake sprang from the hospital bed and lunged. Wrapping his hands around shadowy Billy's neck he felt the barrel of the gun in his ribs. Slowly he relaxed his grip.

"You sure have a funny way of saying thanks, buddy," the man said as he kept the weapon pointed at Jake.

Jake's eyes focused on the man. "I'm sorry," he began. "I thought you were someone else."

The man smiled and replied, "That's okay. I'd be pretty upset too if I'd been left for dead. We came across you a couple of hours ago and I thought you were dead. But Char thought better and now you're here."

5150 FRINGE SPACE

Jake shook the extended hand. "I owe you big time. Thank you both," he said nodding at the man and the lady. "My name's Jake. Jake Curtis."

"Welcome aboard Jake," came the reply. "I'm Billy Pink."

BONUS SECTION

Here are some optional rules that you can use with your 5150 Fringe Space games. Feel free to use as little or as much of it as you want. Like we said before, 5150 Fringe Space is a toolbox and here are more tools.

Okay, maybe you *really* want to use terrain for your 5150 Fringe Space games. Well, we've got it for you. We've taken the "how to" from 5150 Urban Renewal for your Settlement Encounters and from Chain Reaction 2015 when you want to explore outside those Settlements.

MOVEMENT

If you're going to be using terrain you'll need some movement rates for your characters.

NORMAL MOVEMENT

Normal movement for all figures is 8" unless specified otherwise by an Attribute.

FAST MOVEMENT

A group can attempt to *fast move*. Remember that a group is one or more figures. Here's how we do it:

- Declare the intent of the group that wants to fast move.
- Roll one set of 2d6 and compare each die score individually to the Rep of each figure.
- For each d6 passed, the figure is allowed to add half its normal movement.
- If the fast move distance is not far enough for the player to reach cover, he can drop prone at the end of his movement.
- Figures can choose to move less than their total fast move yet still count as fast moving.
- Fast moving targets count as being in Cover when fired at by Ranged Weapons.
- When firing a Ranged Weapon while fast moving, all targets counts as being in Cover.

Example – A group of three figures want to fast move. I roll 2d6 for the group and compare the results to each figure individually. Here's how the group will move.

The Rep 5 Leader passes 2d6 and may add up to 8" to his normal movement of 8".

The Rep 4 Grunt passes 1d6 and may add up to 4" to his normal movement of 8".

The Rep 3 Grunt passes 0d6 and may add up to 0" to his normal movement of 8". He still counts as fast moving.

Fast movement may be attempted regardless of how close the enemy is and at any time during the turn. If attempted after the figure has partially moved, add the additional fast move distance to the remaining distance.

Example – Billy Pink moves 6" into sight of a PEF. The PEF is resolved and is a group of five Gangers. Billy scores higher on his In Sight and he decides to run for it. He takes the Fast Move Test and scores an additional 8" of movement to add to his remaining 2". Billy moves 10" towards cover.

IN THE SETTLEMENT

We recommend that you set up the table as you like with the terrain you may already have. But if needed you can use the following system to generate terrain for your Encounters. Here's how we do it:

- Divide the table into nine roughly equal sections.
- Number each section from 1 to 9. See the following illustration that shows the corresponding number for each section of terrain.
- In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.
- We usually use a 3' x 3' foot table.

1	2	3
4	5	6
7	8	9

5150 FRINGE SPACE

PLACING TERRAIN

5150 Fringe Space can take place inside New Hope City or another Settlement. You can choose the type of terrain to be used or, if not dictated by the Encounter, use the City Terrain Table. Here's how we do it:

- Consult the City Terrain Table.
- Roll 2d6, add the results together.
- Go down the left hand column to the total, then across to the type of terrain.
- Lay out the terrain as instructed in the following section.

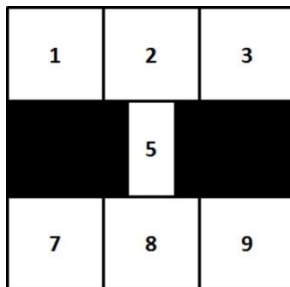
2	CITY TERRAIN <i>(2d6 added together)</i>
----------	--

#	TYPE OF TERRAIN
2	Intersection.
3	Alley.
4	Intersection.
5	Street.
6	Street.
7	Intersection.
8	Street.
9	Street.
10	Alley.
11	Alley.
12	Intersection.

ALLEY

This is an alley between streets. Here's how we do it:

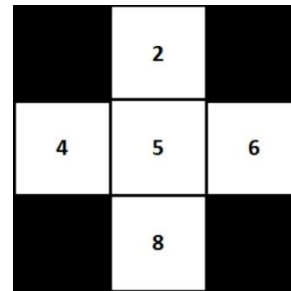
- The first street covers sections 1, 2 and 3.
- The second street covers sections 7, 8 and 9.
- Section 5 contains the alley linking the streets. It is only 5" wide.
- The alley is formed by buildings on each side, extending out into section 4 and 6.
- Each side of the alley has 1/2d6 doors, representing the back entrance to a building.
- The doors may be locked, (1 - 4) or they may be unlocked (5 - 6).



INTERSECTION

This is the intersection of two streets. Here's how we do it:

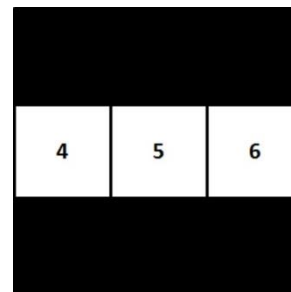
- The first street covers sections 2, 5 and 8.
- The second street covers sections 4, 5 and 6.
- Section 5 is where the two streets intersect.
- Sections 1, 3, 7 and 9 have 1 + 1/2d6 buildings that can be entered from the streets.
- Each entrance facing a street, represents a unique building. No building can be entered from both streets.
- Increase the number of PEFs for the Encounter by one, when at an intersection.



STREET

This is a city street with foot traffic going up and down. Here's how we do it:

- The street covers sections 4, 5 and 6.
- All other sections have 1 + 1/2d6 buildings that can be entered from the street.



5150 FRINGE SPACE

TARGET BUILDING

During your games, you will be heading to a specific building. We call this the Target Building. It could be where you want to have a Chillin' Encounter or maybe to meet an Employer for a Job Offer. Whatever the reason may be we handle the Target Building in the same way.. Here's how we do it:

- Decide which section you will enter the table.
- The Target Building will always be in the section opposite or farthest from the section that you enter the table.
- Usually you will enter the table through section 9 and the Target Building will be in section 1.

OUTSIDE

In this section we cover how to set up terrain for Encounters outside of a Settlement. Encounters may specify what the terrain will look like, but in general just populate the board with appropriate scenery.

We recommend using whatever you already have.

GENERATING TERRAIN

First start with a flat space at least 3'x3'. Unless previously determined by the scenario, players should use the following system to generate terrain for the battlefield.

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

1	2	3
4	5	6
7	8	9

2 – Determine the overall terrain type of the battlefield. You can base this on the actual terrain that the forces fought over or simply roll 1d6 and read the result as rolled.

- 1 – 3 = Clear.
- 4 = Urban.

- 5 = Wooded.
- 6 = Mountainous.

Example – I have divided the table into nine sections, but do not know what type of terrain it will have. I roll 1d6 and score a 4. I will use the urban area column to determine the actual terrain in each section.

TYPES OF TERRAIN

There are four types of terrain. They are-

Clear: This terrain is flat and does not conceal or provide Cover.

Urban: This represents areas with lots of buildings.

Wooded: This represents dense wooded or jungle areas that slow travel and obscure vision.

Mountain: These are legitimate mountains that hinder or prevent movement through them.

HOW MANY PIECES OF TERRAIN?

After you have determined the overall type of terrain on the battlefield it's time to see what the table will look like. Here's how we do it:

- Start from section number one and work your way to section number nine.
- Roll 1d6, read the result as rolled and consult the Terrain Generator Table (Table 9.3.1).
- Go down the left-hand column to the appropriate row and across to the appropriate column for the overall type of terrain.
- This tells you the type of terrain that occupies at least 75% of that section.

TERRAIN GENERATOR TABLE

1	TERRAIN GENERATOR			
	<i>(Read the result as rolled)</i>			

#	CLEAR	URBAN	WOODED	MOUNTAIN
1	Clear	Clear	Clear	Impassable
2	Clear	Clear	Clear	Clear
3	Clear	Clear ^(B)	Woods	Impassable
4	Clear ^(B)	Clear ^(B)	Woods	Woods
5	Hill	Hill ^(B)	Woods ^(B)	Woods
6	Woods	Woods	Wooded Hill	Impassable

(B) See the Building section.

5150 FRINGE SPACE

Example – I have determined that the overall terrain type of the board will be clear. I roll 1d6 on the Terrain Generator Table for section one and score a 3, clear terrain. I roll a 4 for section two, clear with a chance of buildings. I continue to roll until all nine sections are full.

TERRAIN & SCENERY

This section describes terrain and what effects it may have on your figures. Each area of terrain must cover at least 75% of the section that it is in. The boundary of the terrain area should be easy to distinguish.

CLEAR

These are open areas that do not provide Cover or Concealment.

HILL

These are elevations that slope down in two directions and blocks Line of Sight between figures on opposite sides of its crest or ridgeline.

- Figures within 1" of the crest or ridgeline of the hill are considered to be in Cover to those on the opposite side. They can see and be seen from the other side.

IMPASSABLE

These are the bases of inaccessible mountains or sheer cliff sides.

- Movement through Impassable terrain is not allowed.

BUILDINGS

When a result of (B) is rolled on the Terrain Generator Table there will be buildings in the section. Here's how we do it:

- There will be 3 + 1/2d6 buildings if an Urban section, 1/2d6 if not.

After you have determined the number of buildings check the Building Types Table (Table 9.5) to see what they are.

WOODS

These include woods, marshes and areas of rough terrain providing Cover and Concealment.

- Movement is reduced to half speed.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those within one inch of the edge of these terrain features count as concealed and in Cover. They can see out and be seen from outside the area.
- Those farther inside from the edge cannot be seen from anyone outside of the terrain.

TYPES OF BUILDINGS

Once you know how many buildings are in a section we must determine what types they are. We recommend using buildings you already have; just be sure to divide them into 6" x 6" areas. Otherwise, here's how we do it:

- Roll 1d6 for each building.
- Read the result as rolled and consult the Building Type Table (Table 9.5).
- Go down the left-hand column to the appropriate row then across to the appropriate column for the overall terrain type.
- Place that type of building in the center of the section, if it is the first one placed. Otherwise place it 1/2d6" from another in any direction.
- Taller buildings are placed towards the center of the section.

OUTSIDE BUILDING TYPE TABLE

1	OUTSIDE BUILDING TYPE
<i>(Read the result as rolled)</i>	

#	CLEAR OR WOODED	URBAN
1	One area – one floor.	One area – one floor.
2	One area – one floor.	One area – one floor.
3	One area – one floor.	Two areas – one floor.
4	Two areas – one floor.	Two areas – one floor.
5	Two areas – one floor.	Two areas – two floors.
6	Two areas – two floors.	Two areas – two floors.

RUNNING GUNFIGHT

Here's an option that can be used during tabletop combat. Whenever one side wants to leave the tabletop through their opponents table edge it declares a Running Gunfight. Here's how we do it:

- All of the opposing figures are either Obviously Dead, Out of the Fight, or in Duck Back.
- The side desiring to leave can exit the opposing table edge.
- Set up the figures again, but on opposite edges. The opposing figures from the previous tabletop are assumed to have pursued the side that left.
- Resolve another combat normally. If they can exit the tabletop a second time, they have escaped.

5150 FRINGE SPACE

Example – Billy Pink and Ashlynn Cooper are trying to reach Billy’s spaceship, but a PEF is resolved as four Gangers. They are set up on the tabletop and the fight begins. At one point two Gangers go Out of the Fight and the others are in Duck Back. Billy and Ashlynn exit the tabletop through the Gangers table edge.

The figures are set up a second time with the surviving Gangers placed on the opposite edge of the tabletop – Billy and Ashlynn are set up on the other. The gunfight continues and 1d6 is rolled for Activation. Billy scores a 1 and the Gangers are considered to be Active and moving.

An In Sight is taken and the fight begins again. During the fight the Gangers are in Duck Back. Billy and Ashlynn activate and voluntarily Leave the Tabletop – making good their escape. No Recovery Test needs to be taken!

PEF’S EVERYWHERE

Want more action? This will increase the number of PEFs you run into during your Campaign Movement. Here’s how we do it:

- When you enter a settlement Area or Sector resolve one PEF.
- When you enter the Area or Sector where you end your movement, resolve the normal number of PEFs.

THE BIG BAD

There may be a need for you to create the Mastermind or Mr. Big. You know; the guy behind all your problems. Maybe he’s the guy that stole something or the driving force behind the Confrontation. We call him, but it could be her, the Big Bad. Here’s how we do it:

- Use the Employer Table (page 47).

REP D6 – OPTIONAL

If you want a quicker and easier way to track Rep d6 give this a try.

X REP D6

EVENT	D6 GAINED
<i>Band Member Left Behind</i> – You left an Out of the Fight Band Member behind this month.	-3
<i>Cargo Sold</i> – Any Cargo gained outside of a Hauling Cargo Job that was sold.	2
<i>Contraband</i> – If the completed Cargo or Passengers Job was Contraband.	2
<i>Delivered Cargo</i> – Each Cargo Job completed this month.	2
<i>Delivered Passengers</i> – Each Passenger Job completed this month.	2
<i>Expenses</i> – Accepted a Hauling Cargo or Passengers Job this month.	-1
<i>Fired</i> – You fired at an enemy and caused damage this month.	1
<i>Larger Than Life</i> – If used the Larger Than Life Star Advantage at least once this month.	-3
<i>Melee</i> – You won a melee and caused damage this month.	1
<i>Out of the Fight</i> – If suffered at least one result of Out of the Fight this month.	-3
<i>Ship</i> – You destroyed an enemy ship or caused it to surrender this month.	1
<i>Ship Lost</i> – If you surrendered a ship or had it destroyed this month.	-1
<i>Ship Repair</i> – If you had your ship repaired at least once this month.	-1
<i>Star Power</i> – If used Star Power at least once this month.	-1

5150 FRINGE SPACE

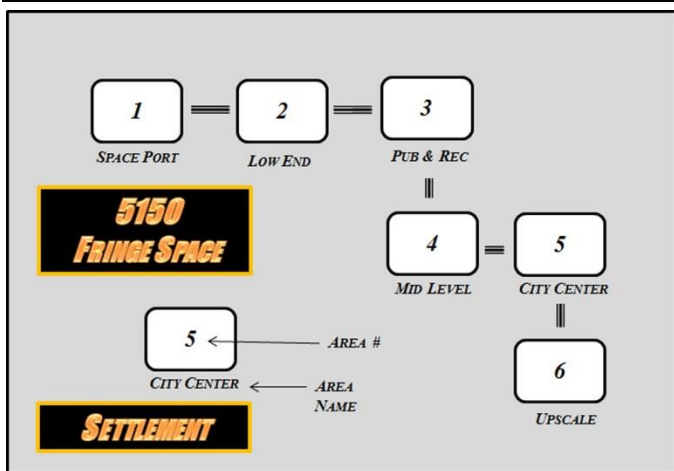
CHARACTER JOURNAL

<i>NAME</i>	<i>STAR/GRUNT</i>	<i>RACE/GENDER</i>	<i>REPUTATION</i>	<i>HOME WORLD</i>	<i>CLASS</i>
<i>PROFESSION</i>	<i>SOCIAL STANDING</i>	<i>AGE</i>	<i>WEAPONS</i>	<i>BODY ARMOR</i>	<i>LIFE REP D6</i>
<i>ITEMS CARRIED</i>	<i>NOTES</i>				<i>ATTRIBUTES</i>

<i>NAME</i>	<i>STAR/GRUNT</i>	<i>RACE/GENDER</i>	<i>REPUTATION</i>	<i>HOME WORLD</i>	<i>CLASS</i>
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<i>ITEMS CARRIED</i>	<i>NOTES</i>				<i>ATTRIBUTES</i>

<i>NAME</i>	<i>STAR/GRUNT</i>	<i>RACE/GENDER</i>	<i>REPUTATION</i>	<i>HOME WORLD</i>	<i>CLASS</i>
<i>PROFESSION</i>	<i>SOCIAL STANDING</i>	<i>AGE</i>	<i>WEAPONS</i>	<i>BODY ARMOR</i>	<i>LIFE REP D6</i>
<i>ITEMS CARRIED</i>	<i>NOTES</i>				<i>ATTRIBUTES</i>

5150 FRINGE SPACE



2 WHO ARE THEY? - SETTLEMENT

(Add the results together)

#	SPACE PORT	LOW END	PUB & REC
2	Joe	Police	Joe
3	Shaker	Joe	Joe
4	Police	Joe Spouse	Police
5	Exotic	Exotic	Exotic
6	Exotic	Joe	Criminal
7	Joe	Joe	Shaker
8	Criminal	Joe	Criminal
9	Joe	Criminal	Shaker
10	Criminal	Criminal	Mover
11	Joe	Criminal	Joe
12	Joe	Criminal	Joe

PEF RESOLUTION- SETTLEMENT

2 PEF RESOLUTION - SETTLEMENT

(Taken versus PEF Rep of 4)

# D6 PASSED	RESULT
2	<p>Contact! You have run into NPCs. Roll 1d6: 1 = Two less than your group. 2 = One less than your group. 3 = Same number as your group. 4 = Same number as your group. 5 = One more than your group. 6 = Two more than your group.</p> <p>Can never run into less than one NPC. Go to the Who Are They – Settlement Table then the appropriate NPC Generator Table.</p>
1	Something's out there! Resolve the next PEF with 3d6 counting the lowest two scores.
0	False alarm! Just a case of nerves. If this is the last PEF and no enemy has been contacted, count as if passed 2d6.

2 WHO ARE THEY? - SETTLEMENT

(Add the results together)

#	MID-LEVEL	CITY CENTER	UPSCALE
2	Joe	Joe	Mover
3	Joe	Exotic	Shaker
4	Police	Joe	Mover
5	Exotic	Mover	Mover
6	Exotic	Exotic	Police
7	Shaker	Shaker	Mover
8	Shaker	Police	Mover
9	Joe	Mover	Shaker
10	Joe	Criminal	Criminal
11	Joe	Police	Shaker
12	Joe	Criminal	Shaker

SETTLEMENT PEFs

WHO ARE THEY?

5150 FRINGE SPACE

NPC GENERATORS

Movers, (page 71)

Shakers, (page 72)

Exotic, (page 73)

Joe, (page 74)

Criminal Element, (page 75)

2 MOVER – SOCIAL STANDING 5

(Add the results together)

#	GEN	AGE	REP	RACE	RACE ATTRIBUTE	CLASS ATTRIBUTE	CHARACTER ATTRIBUTE	WEAPON	BODY ARMOR
2	M	38	5	Zhuh-Zhuh	Climb	Brawler	Resilient	BAP	None
3	F	48	3	Basic	Charismatic	Drunkard	Genius	None	None
4	M	52	3	Basic	Resilient	Brawler	Poser	None	None
5	F	41	4	Basic	Initiative	Drunkard	Brawler	Pistol	None
6	M	35	3	Basic	Poser	Slow to React	Fast	None	None
7	F	32	3	Zhuh-Zhuh	Natural Armor	Slow to React	Brawler	None	None
8	M	28	4	Basic	Slow to React	Brawler	Cruel	None	None
9	F	22	3	Basic	Dim	Brawler	Stunning	None	None
10	M	33	3	Basic	Brawler	Drunkard	Fast	None	None
11	F	42	4	Basic	Coward	Slow to React	Coward	None	None
12	M	35	5	Basic	Fast	Drunkard	Initiative	BAP	None

1 PROFESSIONS - MOVERS

(Read the result as rolled)

#	PROFESSION	BODY ARMOR
1	Diplomat	(1 – 4)
2	Political Office Holder	(1 – 4)
3	Scientist	-
4	Patron	(1 – 2)
5	Religionist	(1)
6	Trophy Wife	-

REACTION TESTS

2 REACTION TESTS

(Taken versus Rep)

Stars can use Free Will

CIRCUMSTANCE	MOD
Coward – Treats Duck Back as Runaway.	Special
Poser	-1d6

MOVER

LWC

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

#D6 PASSED	RECEIVED FIRE	MAN DOWN
2	Return Fire.	Carry On.
1	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: Duck Back.	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: If the last character – Leave the Tabletop. Otherwise Duck Back
0	Leave the Tabletop.	Leave the Tabletop

5150 FRINGE SPACE

2 SHAKER – SOCIAL STANDING 4

(Add the results together)

#	GEN	AGE	REP	RACE	RACE ATTRIBUTE	CLASS ATTRIBUTE	CHARACTER ATTRIBUTE	WEAPON	BODY ARMOR
2	M	38	5	Basic	Resilient	Brawler	Poser	BAP	None
3	F	28	3	Basic	Genius	Drunkard	Rage	None	None
4	M	52	3	Basic	Poser	Brawler	Slow to React	None	None
5	F	21	4	Basic	Brawler	Drunkard	Dim	Pistol	None
6	M	25	3	Razor	Mental Blast	Resilient	Brawler	None	None
7	M	32	4	Zhuh-Zhuh	Climb	Brawler	Coward	None	None
8	M	28	4	Xeog	Superior Senses	Resilient	Fast	None	None
9	F	22	3	Xeog	Superior Senses	Initiative	Drunkard	None	None
10	M	33	5	Basic	Fast	Drunkard	Cruel	None	None
11	F	32	4	Basic	Coward	Slow to React	Stunning	None	None
12	M	35	4	Basic	Initiative	Drunkard	Steely Eyes	BAP	None

1 PROFESSIONS – SHAKERS

(Read the result as rolled)

#	PROFESSION	BODY ARMOR
1	Accountant/Attorney	-/-
2	Corporate Exec	(1 – 2)
3	Entertainer	(1)
4	Professor	-
5	Doctor	-
6	Government Assistant	(1)

SHAKER

LWC

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

REACTION TESTS

2 REACTION TESTS

(Taken versus Rep)

Stars can use Free Will

CIRCUMSTANCE	MOD
Coward – Treats Duck Back as Runaway.	Special
Poser	-1d6

#D6	RECEIVED FIRE	MAN DOWN
<i>PASSED</i>		
2	Return Fire.	Carry On.
1	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: Duck Back.	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: If the last character – Leave the Tabletop. Otherwise Duck Back
0	Leave the Tabletop.	Leave the Tabletop

5150 FRINGE SPACE

2 EXOTIC – SOCIAL STANDING 3

(Add the results together)

#	GEN	AGE	REP	RACE	RACE ATTRIBUTE	CLASS ATTRIBUTE	CHARACTER ATTRIBUTE	WEAPON	BODY ARMOR
2	M	38	5	Basic	Charismatic	Ace	Resilient	BAP	Yes
3	F	38	4	Zhuh-Zhuh	Natural Armor	Initiative	Genius	BAP	Yes
4	M	52	3	Basic	Initiative	Resilient	Poser	BAP	Yes
5	F	31	4	Xeog	Superior Senses	Initiative	Stunning	BAP	Yes
6	M	25	4	Razor	Mental Blast	Resilient	Fast	BAP	Yes
7	M	32	3	Hishen	Slight	Initiative	Brawler	BAP	Yes
8	M	28	5	Basic	Brawler	Resilient	Cruel	BAP	Yes
9	F	22	4	Grath	Brick Wall	Initiative	Brawler	BAP	Yes
10	M	33	4	Grath	Brick Wall	Resilient	Rage	BAP	Yes
11	M	42	4	Hishen	Slight	Resilient	Rage	BAP	Yes
12	M	35	5	Basic	Steely Eyes	Ace	Initiative	BAP	Yes

1 PROFESSIONS – EXOTICS

(Read the result as rolled)

#	PROFESSION	BODY ARMOR
1	Athlete/Entertainer	-(1 – 2)
2	Detective/Investigative Reporter	(1)/-
3	Bounty Hunter	(1 – 4)
4	Pilot	-
5	Bodyguard /Criminal “Muscle”	(1 – 4)/(1 – 2)
6	Police	(1 – 6)

REACTION TESTS

2 REACTION TESTS

(Taken versus Rep)

Stars can use Free Will

CIRCUMSTANCE	MOD
Coward – Treats Duck Back as Runaway.	Special
Poser	-1d6

EXOTIC

MERCENARY

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

#D6	RECEIVED FIRE	MAN DOWN
<i>PASSED</i>		
2	Return Fire.	Carry On.
1	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: Duck Back.	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: If the last character – Leave the Tabletop. Otherwise Duck Back
0	Leave the Tabletop.	Leave the Tabletop

5150 FRINGE SPACE

2

JOE – SOCIAL STANDING 2

(Read the result as rolled)

#	GEN	AGE	REP	RACE	RACE ATTRIBUTE	CLASS ATTRIBUTE	CHARACTER ATTRIBUTE	WEAPON	BODY ARMOR
2	F	38	5	Zhuh-Zhuh	Natural Armor	Brawler	Genius	BAP	None
3	F	38	4	Basic	Fast	Drunkard	Charismatic	None	None
4	F	52	3	Basic	Coward	Slow to React	Resilient	None	None
5	F	31	5	Xeog	Superior Senses	Resilient	Initiative	Pistol	None
6	F	25	4	Basic	Resilient	Brawler	Poser	None	None
7	F	32	4	Basic	Genius	Drunkard	Rage	None	None
8	F	28	5	Basic	Poser	Slow to React	Cruel	None	None
9	F	22	3	Basic	Brawler	Slow to React	Dim	None	None
10	F	33	5	Zhuh-Zhuh	Natural Armor	Brawler	Brawler	None	None
11	F	42	4	Zhuh-Zhuh	Climb	Drunkard	Coward	None	None
12	F	35	5	Zhuh-Zhuh	Natural Armor	Slow to React	Fast	BAP	None

1

PROFESSION – JOES

(Read the result as rolled)

#	PROFESSION	BODY ARMOR
1	Office Workers	-
2	Service Industry	-
3	Food & Beverage	-
4	Manufacturing	-
5	Medical	-
6	Specialist	-

REACTION TESTS

2

REACTION TESTS

(Taken versus Rep)

Stars can use Free Will

CIRCUMSTANCE	MOD
Coward – Treats Duck Back as Runaway.	Special
Poser	-1d6

JOE

LWC

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

#D6	RECEIVED FIRE	MAN DOWN
<i>PASSED</i>		
2	Return Fire.	Carry On.
1	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: Duck Back.	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: If the last character – Leave the Tabletop. Otherwise Duck Back
0	Leave the Tabletop.	Leave the Tabletop

5150 FRINGE SPACE

2 CRIMINAL ELEMENT – SOCIAL STANDING 1

(Add the results together)

#	GEN	AGE	REP	RACE	RACE ATTRIBUTE	CLASS ATTRIBUTE	CHARACTER ATTRIBUTE	WEAPON	BODY ARMOR
2	F	28	4	Razor	Mental Blast	Ace	Genius	M Pistol	None
3	F	28	4	Basic	Fast	Brawler	Charismatic	Pistol	None
4	F	42	3	Basic	Coward	Drunkard	Resilient	BAP	None
5	F	21	5	Xeog	Superior Senses	Resilient	Stunning	Pistol	None
6	F	35	4	Zhuh-Zhuh	Natural Armor	Drunkard	Steely Eyes	BAP	None
7	F	22	4	Razor	Mental Blast	Initiative	Rage	M Pistol	None
8	F	38	5	Basic	Cruel	Brawler	Cruel	BAP	None
9	F	32	3	Basic	Initiative	Cruel	Brawler	Pistol	None
10	F	23	5	Basic	Brawler	Drunkard	Initiative	BAP	None
11	F	32	4	Basic	Stunning	Brawler	Stunning	M Pistol	None
12	F	25	4	Basic	Fast	Cruel	Fast	Pistol	None

1 PROFESSION – CRIMINAL ELEMENT

(Read the result as rolled)

#	PROFESSION	BODY ARMOR
1	Dealer/Smuggler	(1 – 2)/(1 – 2)
2	Ganger	(1)
3	Escort	-
4	Thief	-
5	Hacker	-
6	Transporter	(1)

2 REACTION TESTS

REACTION TESTS

(Taken versus Rep)

Stars can use Free Will

CIRCUMSTANCE	MOD
Coward – Treats Duck Back as Runaway.	Special
Poser	-1d6

CRIMINAL GANGER

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

#D6	RECEIVED FIRE	MAN DOWN
<i>PASSED</i>		
2	Return Fire.	Carry On.
1	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: Duck Back.	Ganger: If the last friendly character – Leave the Tabletop. Otherwise Duck Back. LWC: Leave the Tabletop. Mercenary: If the last character – Leave the Tabletop. Otherwise Duck Back
0	Leave the Tabletop.	Leave the Tabletop

5150 FRINGE SPACE

IN SIGHT

REP	IN SIGHT <i>(Looking for successes)</i>
Moving side wins only if score more successes.	

ATTRIBUTE	MOD
Slow to React	-1d6
Steely Eyes	+1d6
Superior Senses – Target never counts as being in cover and character gains the bonus.	+1d6
CIRCUMSTANCE	MOD
Cover – If opponent is in Cover.	-1d6
Razor – If opponent is a Razor.	-1d6

RESOLVING IN SIGHT ACTIONS

- Stars may choose their actions, Grunts will act as follows.
- Fire.
- If unloaded Duck Bank and reload.
- If not armed with a fire arm, Charge into Melee.
- Duck Backs Recover.

WEAPONS TABLE

TYPE	TARGET DICE	MODIFIER
Assault Rifle (AR)	3	-1 to Rep
BA Pistol (BAP)	1 or 2	-1 to Rep
Rifle (R)	1	-1 to Rep
Machine Pistol (MP)	3	
Pistol (P)	1	
Shotgun (SG)	3	-1 to Rep
Squad Auto Weapon (SAW)	4	-2 to Rep
Submachine Gun (SMG)	3	-1 to Rep

IN SIGHT RANGED COMBAT DRAW

RANGED COMBAT

TARGET DICE RANGED COMBAT <i>(Read the result as rolled)</i> <i>A result of two or more “ones” means out of ammo.</i>
--

RACE	MODIFIER
Razor	Always count as in Cover.

#	RESULT
3 to 7	<i>SHOOTER MISSED</i>
8	<i>SHOOTER MISSED IF</i> <ul style="list-style-type: none"> • Firing Two Weapons. <i>TARGET WAS MISSED IF</i> <ul style="list-style-type: none"> • In Cover. • Second or higher target. <i>OTHERWISE – HIT.</i>
9	<i>SHOOTER MISSED IF</i> <ul style="list-style-type: none"> • Firing Two Weapons. <i>TARGET WAS MISSED IF</i> <ul style="list-style-type: none"> • In Cover. • Third or higher target. <i>OTHERWISE – HIT.</i>
10+	<i>SHOOTER HITS TARGET</i>

DRAW!

REP	DRAW! <i>(Looking for successes)</i>
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CIRCUMSTANCE	MOD
Experienced – Character has won a previous Draw in its life.	Counts a result of 1 to 4 as a success.
Long Gun	-1d6
Joe	“3” is a failure
Razor	+1d6
Terrified – Character is terrified.	-1d6
Weapon drawn – Weapon drawn.	+1d6
ATTRIBUTE	MOD
Coward	-1d6
Drunk	-1d6
Poser	-1d6
Slow to React	-1d6
Steely Eyes	+1d6

5150 FRINGE SPACE

DAMAGE

1	DAMAGE <i>(Read the result as rolled)</i>
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CIRCUMSTANCE	MODIFIER
Natural Armor (Zhuh-Zhuh)	+1 to Rep
Resilient Target. Once during each Encounter treat first Out of the Fight result in melee as a -1 to Rep instead.	OOF to -1 to Rep
Each success scored more than the opponent in melee.	+1
Body Armor – If wearing Body Armor.	+1 to Rep

SCORE	SHOOTING	MELEE
6+	Obviously Dead.	Obviously Dead.
Rep of Target or higher, but not 6+	Out of the Fight. <i>Brick Wall</i> counts as scored lower than Rep of Target. <i>If in a Hostile Environment</i> Obviously Dead.	Out of the Fight. <i>Brick Wall</i> counts as scored lower than Rep of Target. <i>If in a Hostile Environment</i> Obviously Dead.
Lower than Rep of Target	Duck Back – no Reaction Test taken.	Loser -1 to Rep. Immediately fight another round of melee.

CHARGE INTO MELEE

2	CHARGE INTO MELEE <i>(Taken versus Rep)</i>
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ATTRIBUTE	MODIFIER
Coward	-1d6
Fast – If charging.	+1d6
Rage	+1d6
CIRCUMSTANCE	MODIFIER
Target in Cover	+1d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	<i>Target</i> may not fire. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> fires. <i>Charger</i> moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	<i>Target</i> fires 1 shot. <i>Charger</i> moves into melee. No Reaction Tests taken.	<i>Target</i> fires 1 shot. <i>Charger</i> moves into melee. No Reaction Tests taken.

MELEE COMBAT

REP	MELEE COMBAT <i>(Looking for successes)</i>
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ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
Slight	-1d6
MELEE WEAPON	MOD
One Hand Melee Weapon	+1d6
Two Hand Melee Weapon.	+2d6

DAMAGE CHARGE INTO MELEE

MELEE COMBAT

5150 FRINGE SPACE

RECOVERY

2	RECOVERY <i>(Taken vs. Rep)</i>
----------	---

# DICE PASSED	RESULT
2	Figure returns to the Band.
1	Out of the Fight returns to the Band, but at -1 to Rep. Those that Left the Tabletop do not return.
0	Figure does not return.

RECOVERY

CHALLENGE

2	CHALLENGE <i>(Taken vs. Rep)</i> <i>A score of "6" is automatically a failure</i>
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CIRCUMSTANCE	MODIFIER
Difficult - Challenge is difficult.	-1
Easy - Challenge is easy.	+1
Professional Skill – Character has a related Profession.	+1d6
Social Standing – Challenge involves a success vs. a higher Social Standing.	-1
Social Standing – Challenge involves a success vs. a lower Social Standing.	+1
Tool – Have an applicable tool.	+1

ATTRIBUTE	MODIFIER TO SKILL
Genius – If taking intelligence based Challenge.	+2

# D6 PASSED	RESULT
2	Character completes the challenge successfully.
1	May immediately re-roll counting a result of pass 1d6 as pass 0d6. OR Fail and may not try again this Encounter.
0	Character fails and suffers consequences.

CHALLENGE

TALK THE TALK

REP	TALK THE TALK <i>(Looking for successes, score of 1, 2 or 3)</i>
------------	--

ATTRIBUTE	MODIFIER
Charismatic – Versus opponent of same Race.	+2d6
Cruel –Versus opponent with lower Rep.	+1d6
Dim	-1d6
Genius	-2d6
Stunning - And the opponent is the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+2d6

CIRCUMSTANCE	MODIFIER
Age Difference – If 20+ years older than opponent.	-1d6
Confrontation – If had a Confrontation with the opponent in the past.	-2d6
Favor – Each Favor, up to 3, given to the opponent.	+1d6
Monkey Boy – If a Zhuh-Zhuh was called a "monkey boy" by a non-Zhuh-Zhuh, it counts the bonus.	+2d6
Professional Skill – Character has a relatable Profession that increases the chance of success.	+1d6
Recruited - Character recruited or hired opponent in the past with good results.	+2d6
Social Standing – Opposing character has lower Social Standing.	+1d6
Weapon - Character has weapon drawn and opponent does not	+2d6

# SUCCESSES	RESULT
Score more than opponent	Success! NPC can be recruited or hired.
Score same as opponent	Characters exchange pleasantries and then leave.
Score less than opponent.	Failure! NPC is unfriendly. Roll 1d6 versus Rep of the NPC. <ul style="list-style-type: none"> • Pass 1d6 = Draw! • Pass 0d6 = NPCs count as having “History” with you. Great time to write down this info for future use!

TALK THE TALK

5150 FRINGE SPACE

SHIP TO SHIP TALK THE TALK

REP SHIP TO SHIP TALK THE TALK

(Looking for successes, score of 1, 2 or 3)

ATTRIBUTE	MODIFIER
Charismatic – Versus opponent of same Race.	+2d6
Cruel –Versus opponent with lower Rep.	+1d6
Dim	-1d6
Genius	-2d6
Stunning - And the opponent is the opposite sex. Xeogs will also have this effect on Basics and Zhuh-Zhuhs.	+2d6
CIRCUMSTANCE	MODIFIER
Age Difference – If 20+ years older or younger than opponent.	-1d6
Favor – Each Favor, up to 3, given to the opponent.	+1d6
Monkey Boy – If a Zhuh-Zhuh was called a "monkey boy" by a non-Zhuh-Zhuh, it counts the bonus.	+2d6
Professional Skill – Character has a relatable Profession that increases the chance of success.	+1d6
Recruited - Character recruited opponent in the past with good results.	+2d6
Social Standing – Opposing character has lower Social Standing.	+1d6
Suspicious – If you are listed as “suspicious” from a previous Inspection by this Faction.	+1d6

# SUCCESSES	RESULT
Score more than opponent	Success! Military will exchange peasantries and then leave. Others can be recruited or hired. Roll 1d6. If success is scored (1, 2, or 3) will agree to join your group for 1/2d6 months.
Score same as opponent	Characters exchange pleasantries and then leave.
Score less than opponent.	Failure! Military will demand to board and inspect your ship. If refused will attack, go to a Fight (page 47). Pirates demand you to surrender. If refused will attack, go to a Fight (page 47). Others will leave, but count as having “history” with you. Great time to write down this info for future use!

SHIP TO SHIP TALK THE TALK

2 PEF RESOLUTION - SECTOR

(Taken versus PEF Rep of 4)

# D6 PASSED	RESULT
2	Contact! You have run into NPCs. Roll 1d6: 1 = Two less than your group. 2 = One less than your group. 3 = Same number as your group. 4 = Same number as your group. 5 = One more than your group. 6 = Two more than your group. Can never run into less than one NPC. Go to the Who Are They Table for the appropriate Ring then the NPC Crew Rep Table.
1	Something's out there! Resolve the next PEF with 3d6 counting the lowest two scores.
0	False alarm! Just a case of nerves. If this is the last PEF and no enemy has been contacted, count as if passed 2d6.

1+1 WHO ARE THEY – RING 1

(Read the result as rolled)

#	RING 1
1 (1 - 3)	Gaea Prime Heavy Freighter
1 (4 - 6)	Gaea Prime Light Freighter
2	Gaea Prime Trader
3 (1 - 2)	Independent Light Freighter
3 (3 - 6)	Independent Trader
4 (1 - 2)	PDF Cutter
4 (3 - 5)	PDF Trader
4 (6)	Pirate
5	Star Navy Cutter
6 (1)	Xeog Trader
6 (2)	Zhuh-Zhuh Heavy Freighter
6 (3 - 4)	Zhuh-Zhuh Light Freighter
6 (5 - 6)	Zhuh-Zhuh Cutter

SECTOR PEFs WHO ARE THEY?

5150 FRINGE SPACE

1+1 WHO ARE THEY – RING 2

(Read the result as rolled)

#	RING 2
1 (1 - 2)	Gaea Prime Heavy Freighter
1 (3 - 4)	Gaea Prime Light Freighter
1 (5 - 6)	Gaea Prime Trader
2	Independent Light Freighter
3	Independent Trader
4 (1 - 2)	PDF Cutter
4 (3 - 5)	PDF Trader
4 (6)	Pirate
5 (1 - 4)	Star Navy Cutter
5 (5 - 6)	Xeog Trader
6 (1 - 4)	Zhuh-Zhuh Cutter
6 (5)	Zhuh-Zhuh Heavy Freighter
6 (6)	Zhuh-Zhuh Light Freighter

1+1 WHO ARE THEY – RING 3

(Read the result as rolled)

#	RING 3
1 (1 - 2)	Gaea Prime Heavy Freighter
1 (3 - 4)	Gaea Prime Light Freighter
1 (5 - 6)	Gaea Prime Trader
2	Independent Light Freighter
3	Independent Trader
4 (1 - 2)	PDF Cutter
4 (3 - 4)	PDF Trader
4 (5 - 6)	Pirate
5 (1 - 4)	Star Navy Cutter
5 (5 - 6)	Xeog Trader
6 (1 - 4)	Zhuh-Zhuh Cutter
6 (5)	Zhuh-Zhuh Heavy Freighter
6 (6)	Zhuh-Zhuh Light Freighter

WHO ARE THEY?

1+1 WHO ARE THEY – RING 4

(Read the result as rolled)

#	RING 4
1 (1 - 2)	Gaea Prime Heavy Freighter
1 (3 - 4)	Gaea Prime Light Freighter
1 (5 - 6)	Gaea Prime Trader
2 (1 - 4)	Hishen Cutter
2 (5 - 6)	Hishen Slaver
3 (1 - 2)	Independent Light Freighter
3 (3 - 6)	Independent Trader
4 (1 - 2)	PDF Cutter
4 (3 - 5)	PDF Trader
4 (6)	Pirate
5 (1 - 4)	Star Navy Cutter
5 (5 - 6)	Xeog Trader
6 (1 - 4)	Zhuh-Zhuh Cutter
6 (5)	Zhuh-Zhuh Heavy Freighter
6 (6)	Zhuh-Zhuh Light Freighter

1+1 WHO ARE THEY – RING 5

(Read the result as rolled)

#	RING 5
1	Gaea Prime Trader
2	Hishen Cutter
3 (1)	Hishen Cutter
3 (2 - 6)	Hishen Slaver
4 (1 - 2)	Independent Light Freighter
4 (3 - 6)	Independent Trader
5 (1 - 4)	Pirate
5 (5 - 6)	Xeog Trader
6	Zhuh-Zhuh Cutter

1+1 WHO ARE THEY – RING 6

(Read the result as rolled)

#	RING 6
1	Gaea Prime Trader
2	Hishen Cutter
3 (1)	Hishen Cutter
3 (2 - 6)	Hishen Slaver
4 (1 - 2)	Independent Light Freighter
4 (3 - 6)	Independent Trader
5 (1 - 4)	Pirate
5 (5 - 6)	Xeog Trader
6	Zhuh-Zhuh Cutter

WHO ARE THEY?

1 WHO ARE THEY – RING 7

(Read the result as rolled)

#	RING 7
1	Hishen Slaver
2	Hishen Slaver
3	Independent Light Freighter
4	Independent Trader
5	Pirate
6	Pirate

1 WHO ARE THEY – RING 8

(Read the result as rolled)

#	RING 8
1	Independent Trader
2	Independent Trader
3	Independent Trader
4	Independent Trader
5	Pirate
6	Pirate

1 WHO ARE THEY – RING 9

(Read the result as rolled)

#	RING 9
1	Independent Trader
2	Independent Trader
3	Independent Trader
4	Pirate
5	Pirate
6	Pirate

1 INDEPENDENT TRADERS AND PIRATES

(Read the result as rolled)

RING	1	2	3	4	5	6
1	Basic	Basic	Basic	Basic	Xeog	Zhuh
2	Basic	Basic	Basic	Xeog	Zhuh	Zhuh
3	Basic	Basic	Basic	Xeog	Zhuh	Zhuh
4	Alien	Basic	Hish	Hish	Xeog	Zhuh
5	Basic	Hish	Hish	Hish	Xeog	Zhuh
6	Alien	Basic	Hish	Hish	Xeog	Zhuh
7	Alien	Basic	Hish	Hish	Xeog	Zhuh
8	Alien	Alien	Alien	Alien	Basic	Basic
9	Alien	Alien	Alien	Alien	Basic	Basic

1 NPC CAPTAIN REP

(Read the result as rolled)

FACTION	1	2	3	4	5	6
Gaea Prime	3	3	4	4	4	5
Hishen	3	3	3	4	4	4
Independent	3	3	4	4	4	5
GP PDF	3	3	4	4	4	5
Pirate	3	4	4	4	4	5
GP Star Navy	3	4	4	4	5	5
Xeog	4	4	4	4	5	5
Zhuh-Zhuh	4	4	4	4	4	5

2 NPC SHIP CAPTAIN ATTRIBUTES ⁽¹⁾

(Adding the results together)

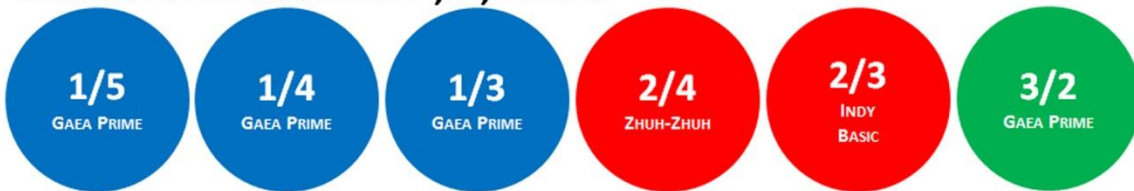
#	ATTRIBUTE
2	Ace
3	Slow to React
4	Coward
5	Drunkard
6	Initiative
7	Rage
8	Cruel
9	Slow to React
10	Poser
11	Charismatic
12	Steely Eyes

(1) Hishen, Razor, and Xeogs Attributes are built into the appropriate tables.

TRADERS AND PIRATES NPC CAPTAIN REP NPC SHIP CAPTAINS

5150 FRINGE SPACE

SAMPLE SYSTEM RINGS 1, 2, AND 3



SAMPLE SYSTEM RINGS 4, 5, AND 6

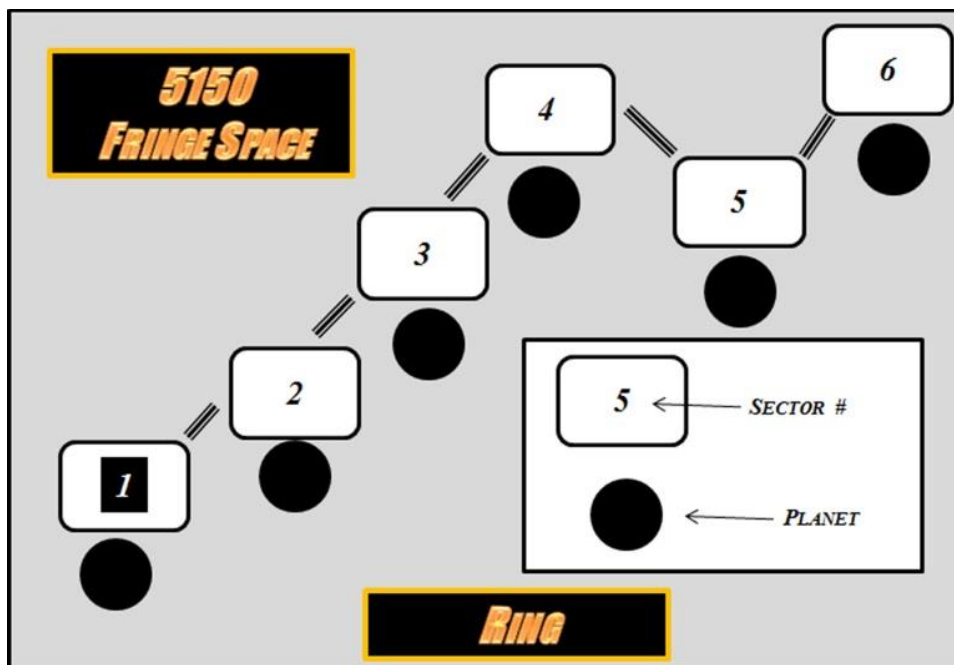


SAMPLE SYSTEM RINGS 7, 8, AND 9



SAMPLE SYSTEMS

RING MAP



5150 FRINGE SPACE

SHIP SPECIFICATIONS

CLASS	THRUST	FIREPOWER	HULL
Cutter	3	4	4
Heavy Freighter	1	2	6
Light Freighter	2	1	5
Pirate	3	3	3
Slaver	3	3	3
Trader	3	2	3

SHIP SPECS

SHIP ROSTER

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

FACTION	CLASS	SHIP NAME	CAPTAIN NAME
PROFESSION	REP	ATTRIBUTE	BONUS DICE

THRUST	1	2	3			
FIREPOWER	1	2	3	4		
HULL	1	2	3	4	5	6

DOGFIGHT

DOGFIGHT

REP	DOGFIGHT
<i>(Looking for Successes)</i>	

<i>ATTRIBUTE</i>	<i>MODIFIER</i>
ACE	+1 success
DRUNK	-2d6
INITIATIVE	+1d6
POSER	-1d6
SLOW TO REACT	-1d6
STEELY EYES	+1 success
SUPERIOR SENSES	+1 success
<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
PURELY DEFENSIVE – Cannot win on this table, but successes scored on “4” as well.	Special
THRUST – Higher Thrust.	+1d6
<i>PROFESSION</i>	<i>MODIFIER</i>
MILITARY	+1 success
<i>RACE</i>	<i>MODIFIER</i>
HISHEN	-1d6

<i>#</i>	<i>RESULTS</i>
<i>SUCCESSSES</i>	
More than opponent.	TAKING CONTROL! Go to the Taking Control Table – Count +1d6 for each success scored more than opponent. If beat more than one opponent, winner chooses one ship to take to the Taking Control Table. Other opponents return to the Dogfight Table.
Same as opponent.	SHAKE LOOSE! Neither Captain is Taking Control. Remain on Dogfight Table.

TAKING CONTROL

REP	TAKING CONTROL
<i>(Looking for Successes)</i>	

<i>ATTRIBUTE</i>	<i>MODIFIER</i>
ACE	+1 success
RAGE	+1d6
SLOW TO REACT	-1d6
<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
ADVANTAGE – Each success scored more than the loser on the Dogfight Table.	+1d6
<i>PROFESSION</i>	<i>MODIFIER</i>
MILITARY	+1 success
<i>RACE</i>	<i>MODIFIER</i>
RAZOR	+1d6
ZHUH-ZHUH	+1d6

<i>#</i>	<i>WINNER FROM DOGFIGHT TABLE</i>	<i>LOSER FROM DOGFIGHT TABLE</i>
<i>SUCCESSSES</i>		
More than opponent.	TAKE THE SHOT! Captain lines up a shot. Go to Fire Table.	BREAKOFF! Neither Captain can line up a shot. Return to Dogfight Table.
Same as opponent	SHAKE LOOSE! Neither Captain can line up a shot. Return to Dogfight Table.	SHAKE LOOSE! Neither Captain can line up a shot. Return to Dogfight Table.

TAKING CONTROL

5150 FRINGE SPACE

FIRE

#	FIRE! <i>(Taken versus the Firepower of the attacker)</i>
----------	---

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
SUCCESS – Each success rolled more than the loser on the Taking Control Table.	+1d6

<i>#</i>	<i>RESULT</i>
Equal or lower than Firepower	1 HULL OR THRUST HIT. If reach “0” Hull, target explodes. Otherwise go to the Continue On Table.
Greater than Firepower	0 HITS. Go to the Continue On Table.

FIRE

CONTINUE ON

2	CONTINUE ON <i>(Taken versus Rep)</i> <i>Stars can use Free Will</i>
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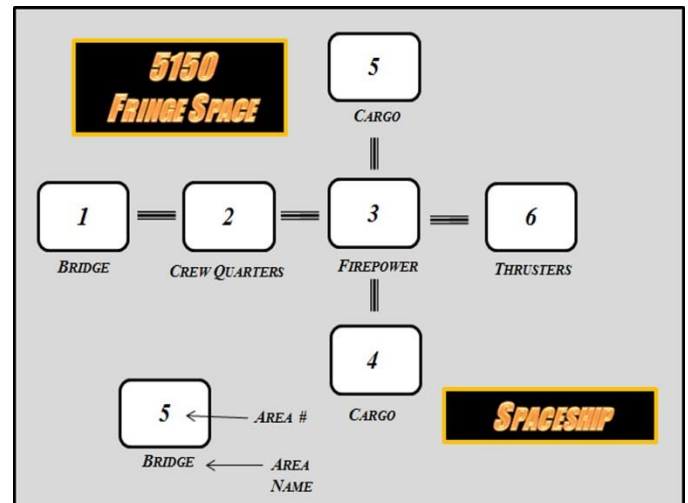
<i>ATTRIBUTE</i>	<i>MODIFIER</i>
CHARISMATIC	+1
COWARD	-1
<i>CIRCUMSTANCE</i>	
FRIEND DOWN – Each Friend destroyed.	-1
HULL DAMAGE – Each point of Hull damaged.	-1d6
KILLS – Each Enemy destroyed.	+1
<i>PROFESSION</i>	
DEALER	+1
MERCENARY	+1
MILITARY	+1d6
SMUGGLER	+1
TRADER	-1
<i>RACE</i>	
HISHEN – Only if outnumbered by 2:1 or more.	-1d6
RAZOR	+1
XEOG	-1
ZHUH-ZHUH	+1d6
<i># D6 PASSED</i>	
<i>TAKING DAMAGE</i>	
2	CONTINUE ON! Continue On and return to Dogfight Table.
1	STAY OR GO? If there are more friends destroyed than left alive OR if outnumbered by 3+ to 1 or more, Run For It! Otherwise return to Dogfight Table.
0	RUN FOR IT! Each ship rolls 1d6 and adds the result to their current Thrust. Compare the total of the running ship to all of the chasing ships. If its total is greater than all chasing ships totals, it has escaped. If not, it will surrender.

CONTINUE ON

BOARDING SHIP MAP

BOARDING

REP	BOARDING <i>(Looking for successes)</i> Grunts use Bonus Dice on "1 or 2".
------------	---



CIRCUMSTANCE	MODIFIER
HULL – Each intact point of Hull.	+1d6
TROOPS ABOARD – If carrying troops as passengers or Marine Detachment if a Cutter.	+1d6
PROFESSION	MODIFIER
MERCENARY	+1d6
MILITARY	+1 success
PIRATE	+1d6
TRADER	-1d6
RACE	MODIFIER
GRATH (Always on Hishen ships).	+2 successes
NON-HISHEN – If defending against Hishen.	+1d6
XEOG – If defending.	+1d6
ZHUH - ZHUH	+1 success
ATTRIBUTE	MODIFIER
COWARD – If a Coward.	-1d6

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

CIRCUMSTANCE	MODIFIER
DIDN'T RESIST – Opponent did not fire weapons or resist boarders.	+1d6
HISHEN – Hishen boarders always count as if passing 0d6.	Special
MILITARY – If Military are boarding.	+1d6
PIRATES – If Pirates are boarding.	-1d6
RESISTED – Opponent fired weapons or resisted boarders.	-1d6

# SUCCESSES	RESULT
More than opponent.	WIN THE ACTION! Winning Boarders force the defenders to Surrender. Go to Terms of Surrender. Winning Defenders repel boarders. Boarders cannot attempt to board again.
Same as opponent	NO ADVANTAGE GAINED. Re-roll, but at a -1d6 penalty from current number of dice each time receive this result.

#D6 PASSED	RESULT
2 or more	Non-Military ship boarded: Take all cargo and valuables, but crew and passengers are left alive. All allowed to leave on the ship. Military ship boarded: Ship captured, crew set adrift in Life Pods.
1	Non-Military ship boarded: 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 boarded: Ship captured, crew taken as prisoners of war.
0	Non-Military ship boarded: Take all cargo and valuables. Kill all that resisted and capture the rest. Ship destroyed! Military ship boarded: Ship captured, crew killed or enslaved.

TERMS OF SURRENDER

5150 FRINGE SPACE

INDEX

- 1 to Rep, 26
- 5150 Universe, 61
- Active and Actions, 23
- Afterwards, 60
- Age, 16, 17
- Alien, 9, 62
- Alley, 65
- Attributes, 7
- Auto-Kill or Capture, 28
- Background, 35
- Band Availability , 44, 45
- Band, 20
- Basics, 8
- Big Bad, 68
- Boarding Parties Away, 22
- Body Armor, 19
- Bonus Section, 64
- Buildings, 67
- Campaign Movement, 53
- Campaign, 60
- Cargo in 5150 Fringe Space, 53
- Carry On, 26
- Challenge, 32
- Chance Cards, 49
- Character Journal , 20, 69
- Charge into Melee, 23, 26, 30
- Chillin', 43
- City Center, 37
- Class, 14
- Combat On the Tabletop, 22
- Communication, 36
- Confrontation, 33, 45, 46
- Continue On Table, 51
- Contraband Passengers, 56
- Contraband, 54
- Cover, 27
- Criminal Element, 15, 16
- Damage, 28
- Day Part, 34
- Deal, 44
- Defining Figures, 6
- Dice, 2
- Draw, 29
- Duck Back, 23, 26
- Economy, 36
- Employer, 47
- Encounters, 43
- Epilogue, 63
- Escape, 42
- Exotics, 15
- Factions , 60
- Family Ties, 17
- Fast Movement, 64
- Favor, 33
- Fight, 47
- Firing a Weapon, 28
- Firing Two Weapons at Once, 28
- Flying Tables, 49, 50
- Gender, 7
- Government, 35
- Grath, 9
- Groups, 21
- Hauling Cargo, 53
- Hauling Passengers, 55
- Hishen, 10
- Home World, 13
- In Sight, 24
- Independent Trader & Pirates, 62
- Inspections, 63
- Intersection, 65
- Introduction, 1
- Investigation, 41
- Items, 19
- Job Descriptions, 15
- Job Offer, 46, 47
- Joes, 15, 16
- Justice for All, 42
- Language, 35
- Leaders, 21
- Leave the Tabletop, 23, 27
- Location & Geography, 35
- Low End, 38
- Meeting Them Again, 33
- Melee Combat, 30
- Melee Damage, 30
- Melee Weapons, 30
- Melee, 30, 31
- Mid-Level, 38
- Military, 36
- Movement, 64
- Movers, 15
- Needed to Play, 2
- New Grunts, 60
- New Hope City, 37
- New Hope, 35
- Non-Lethal Force, 45
- Not Guilty, 42
- NPC Attributes, 62
- NPC Generators, 71
- NPC Ship Reps, 62
- NPC Talking the Talking, 44
- Obviously Dead, 27
- Out of the Fight, 27
- Outside, 66
- Passengers in 5150 Fringe Space, 55
- PEFs, 32, 34, 68
- People, 35
- Pick Up a Weapon, 23
- Pick Up a Wounded Character, 24
- Piracy, 57

5150 FRINGE SPACE

Pitiful Shot, 28
Placing Terrain, 65
Planetary Issues, 36
Planets, 62
Police Are Called, 40
Professional Skills, 16
Professions, 15
Pub & Rec, 39
Race, 7
Racial Attributes, 7
Raid/Rescue, 46
Random Events, 59
Razor, 10
Reaction Tests, 24
Received Fire & Man Down, 25
Recover From Duck Back, 24, 27
Recovery, 31
Recruiting Your Band, 20
Religion, 35
Reload a Weapon, 24
Rep and Bonus Dice, 49
Rep d6, 4, 45, 46
Rep d6, Optional, 68
Repairing the Engines, 53
Reputation, 14
Resolving Fire, 28
Retirement, 5
Return Fire, 27
Rings, 62
Robbery, 44
Running Gunfight, 67
Salvage, 57
Sectors, 62
Settlement Areas, 37
Settlement Map, 39
Settlement, 64
Shakers, 15
Ship Roster, 48
Ship Specifications, 48
Ship to Ship Talk the Talk, 63
Shipwreck, 57
Shooting, 24, 27
Social Standing, 16
Space Port, 39
Space Suits, 20
Star Advantages, 6
Stars and Grunts, 6
Status and Actions, 26
Step-By-Step Character Building, 20
Stop, 4, 12, 18, 20, 21, 24, 25, 27, 31, 34, 43, 51, 53, 59
Street, 65
Surrender, 52
Tables, 3
Tabletop, 3, 22
Talk the Talk, 33
Target, 33
Target Building, 66
Target Selection, 27
Target the Engines, 51
Terms of Surrender, 52
Terrain & Scenery, 66, 67
Tight Ammo, 28
Time in the Campaign, 60
Transportation, 36
Trial, 42
Turn Sequence, 21
Two Hand Weapons – Long Guns, 18
Universal Voice Box, 19
Upscale Area, 38
Wages & Expenses, 47
Walk the Walk, 45
Warrants, 41
Weapons, 18, 46
Who Are They, 32
Xeog, 11
Zhuh-Zhuh, 12

INDEX OF TABLES/MAPS

- Attributes, Basic, 9
- Boarding, 86
- Building Type, Outside, 67
- Buildings, City Center, 37
- Buildings, Low End, 38
- Buildings, Mid-Level, 38
- Buildings, Pub & rec, 39
- Buildings, Space Port, 39
- Buildings, Upscale Area, 38
- Challenge, 78
- Character Journal, 69
- Charge into Melee, 77
- Class, 14
- Damage, 77
- Deal, The, 45
- Draw, 76
- Employer, 47
- Encounter – Sector, 43
- Encounter – Settlement, 43
- Factions, 41
- Family Ties, 17
- Flying Table, Continue On, 85
- Flying Table, Dogfight, 84
- Flying Table, Fire, 85
- Flying Table, Taking Control, 84
- Hauling Cargo, 54
- Hauling Passengers, 55
- Home World – Ring, 13
- In Sight, 76
- Independent Traders and Pirates, 81
- Inspection, 63
- Map, Ring, 82
- Map, Sample System, 82
- Map, Settlement, 40, 70
- Map, Spaceship, 86
- Melee Combat, 77
- New Hope City Info, 37
- NPC Captain Rep, 81
- NPC Generator, Criminal Element, 75
- NPC Generator, Exotic, 73
- NPC Generator, Joe, 74
- NPC Generator, Mover, 71
- NPC Generator, Shaker, 72
- NPC Ship Captain Attributes, 81
- Passengers, 56
- PEF Resolution – Sector, 79
- PEF Resolution – Settlement, 70
- Planet Class, 13
- Professions – Criminal Element, 75
- Professions – Exotic, 73
- Professions – Joes, 74
- Professions – Mover, 71
- Professions – Shaker, 72
- Random Event – Sector, 60
- Random Event – Settlement, 59
- Ranged Combat, 76
- Reaction Tests, 71, 72, 73, 74, 75
- Recovery, 31, 78
- Recruits, New, 60
- Rep d6, Optional System, 68
- Rep d6, Decreasing, 5
- Rep d6, Increasing, 4
- Retirement, 5
- Ring – Whose is it Anyway, 62
- Ring 1 – Who Are They, 79
- Ring 2 – Who Are They, 80
- Ring 3 – Who Are They, 80
- Ring 4 – Who Are They, 80
- Ring 5 – Who Are They, 80
- Ring 6 – Who Are They, 80
- Ring 7 – Who Are They, 81
- Ring 8 – Who Are They, 81
- Ring 9 – Who Are They, 81
- Robbery, 44
- Ship Roster, 48, 83
- Ship Specifications, 48, 83
- Shipwreck, 58
- Shipwreck, Where's the, 58
- Surrender, Terms of, 52
- Talk the Talk, 78
- Talk to Talk, Ship to Ship, 79
- Terms of Surrender, 86
- Terrain Generator, 66
- Terrain, City, 65
- Weapons, 18, 71, 72, 73, 74, 75, 76
- Who Are They – Settlement, 70

5150 TOOL BOX #1

5150 TOOL BOX #1

5150 Tool Box #1 is for use with *5150 Fringe Space* and *5150 Urban Renewal*. *Tool Box #1* adds more RPG elements to your games. This will add more detail to your Encounters and breathe life into your characters. Use as much or as little of the tools you find in the Tool Box as you want. Inside you'll find:

- Rules for gambling in Casinos and Gaming Houses.
- Companionship.
- Two games of chance.
- Cheating at one of these games.
- Betting on CVL ⁽¹⁾ Games.
- Simple rules to play these CVL Games after bets are made.
- Illegal betting on these games.
- Welching on illegal bets and what happens when someone does – you or the bet taker.
- Enhancements to your characters – Physical, Loops, and Stims.

And it all uses the simple Rep d6 system found in *5150 Fringe Space*. Now let's get started.

(1) *Competitive Violence League – football in the 5150 Universe*.

WORD OF ADVICE

Check out the THW Forum link below for answers to questions and free downloads.

<http://site.twohourwargames.com/forum/index.php>

You can expect a response within 24 hours.

GAMBLING & MORE

In New Hope City gambling and other non-related services are legal and licensed. ⁽¹⁾ Should you go to a Casino or a Gaming House; what's the difference? In the Pub & Rec Area, there are Casinos that cater to gambling only, including betting on sporting events such as CVL Games. The Gaming Houses provide gambling and other non-related services.

During a Chillin' Encounter you can go to a Casino or Gaming House to spend some quality time. The games of chance we present are available in both places, but City Licensed *Companionship* is only available in a Gaming House.

You can visit up to 1/2d6 Establishments per Encounter.

(1) *Gambling and other non-related services are legal only if carried out in a licensed establishment. You can find the same services "on the street", but these are unlicensed and illegal. Treat it as a Class 3 Crime (5150 Fringe Space, page 41).*

SPECIAL INSTRUCTIONS

- Set up a Chillin' Encounter as you normally would.
- You can bet on games of chance (Black Hole and Poker) or on Sporting Events (CVL and Boxing – *5150 Alien Fight Night* page 25). For *Alien Fight Night* substitute Rep d6 for Items when betting.

EMPLOYEES

Here are the employees of the Casinos and Gaming Houses. Roll on the appropriate NPC Generator Tables for specifics. Employees can be Basics or Aliens.

OWNER

The owner of a Casino is a Corporation run by Movers and Shakers.

The owner of a *licensed* Gaming House can be a Mover (1 – 2), Shaker (3 – 4) or an Exotic (5 – 6). There is a chance (1) that a Gaming House has Criminal Element owners behind the scenes.

The owner of an unlicensed Gaming House can be a Shaker (1), Exotic (2 – 3), or Criminal Elements (4 – 6).

DEALERS

Dealers are the people who run the Black Hole and Poker games. These will be Joes (1 – 5) or Criminal Elements (6).

COMPANIONS

These are the City Licensed Companions, of the Gaming House. These will be Joes (1 – 5) or Criminal Elements (6). *They will always be the desired Gender regardless of what is actually rolled.*

FOOD & BEVERAGE EMPLOYEES

These include Bartenders, Cooks, Servers, Cocktail Waitresses, and other related F&B jobs. These will be Joes (1 – 5) or Criminal Elements (6).

BETTING

We use a quick and easy way to gamble, with little bookkeeping or props. Here's how we do it:

- You will be betting Rep d6. When you win a bet you gain Increasing Rep d6 and when you lose a bet you gain Decreasing Rep d6.
- You can bet up to 5 Rep d6 in a licensed establishment. This can be in 1 or more bets.
- You can bet up to 10 Rep d6 in an unlicensed establishment. This can be in 1 or more bets.

5150 TOOL BOX #1

- Keep track of the number of bets you win and lose.
- After you have finished the Encounter you will “cash out” the difference, in bets, won or lost.

BLACK HOLE

Here’s our first game of chance – we call it *Black Hole*:

Here’s how we do it:

- The player declares he is betting a number of Rep d6.
- The game is started by rolling 2d6. Any result of *doubles* means no bet, re-roll.
- Any other result and arrange the dice on the table with the lower score on the left and the higher score on the right.
- The player declares if the third d6 roll will be *inside* the two previous scores or *outside* the two previous scores.
- If the third d6 matches any of the previously rolled d6, the player loses.
- If the player bets the d6 will be *outside* and it is *inside*, he loses.
- If the player bets the d6 will be *inside* and it is *outside*, he loses.

Example – Billy Pink sits down for a game of Black Hole. Billy decides to make 5 bets of 1 Rep d6 each at this Gaming House.

The first set of d6 are rolled and come up 3 and 3. As it is “doubles”, the dice are re-rolled and do to count against the five bets.

The dice are rolled again and come up 2 and 4. Billy bets the outside, that the next d6 will be a 1, 5, or 6. 1d6 is rolled and a 3 comes up. As this is between the 2 and 4 (inside) Billy loses.

The second set of dice rolled come up 1 and 6. Billy bets inside. 1d6 is rolled and a 6 comes up and matches the 6. The House wins and Billy loses again. He has now gained 2 Decreasing Rep d6.

The third set of d6 are rolled and come up 2 and 5. Billy bets inside. 1d6 is rolled and a 3 comes up, Billy wins.

The fourth set of d6 is rolled and Billy wins again, he is now even – having won 2 bets and lost 2 bets.

The final dice are rolled and Billy wins. He has won 3 bets and lost 2. Billy will be able to cash out 1 winning bet – 1 Increasing Rep d6.

POKER

This is a variation of five card draw Poker and for simplicity we’ll just call it Poker. Here’s how we do it:

- Deal 3 cards to all players, Star or Grunts.
- Deal 1 extra card to any Razor character.
- Deal 1 extra card to any Rep 5 or higher character.
- This means some players will have a few as 3 cards while others will have as many as 4 or 5.
- Build the best Poker hand for each player. This will often be the highest card in the hand. It could be a pair, or a straight (three or more cards in sequence) or a flush (all of the same suit).
- Each player can discard and draw new cards up to their maximum cards.
- Bets are made when the cards are first dealt.
- Then after cards have been drawn.
- The highest Poker hand using the *most* cards is the winner. So a four card flush (cards of the same suit) beats a three card flush.

Example – The Razor has four cards, a pair of Jacks a 3 and a 6. The Hishen has three cards, a 2, 3, and a 4, a Straight. The Hishen wins. Yes, even if it has less cards.

Multiple hands of the same type go to the one with the higher number of cards. So a four card straight beats a three card straight.

GAINING AN ADVANTAGE

Here’s a way to “gain the advantage” (cheat) when playing Poker. Here’s how we do it:

- After the cards have been dealt, discarded, and new cards drawn the player (Star or NPC) can attempt to cheat.
- Discard the cards you want and draw new ones a *second time*.
- After the hand has been played and all the cheating has been done (more than one player could be cheating), all players in the game roll 1d6 per point of Rep looking for successes – score of 1, 2, or 3.
- Determine how many successes are rolled by each player.
- Compare the number of successes rolled by each player to each cheater.
 - If a character scores more successes than the cheater, he has caught him.
 - If a character scores equal or fewer successes than the cheater, the cheating goes unnoticed.
- The characters that caught the cheater now must see what they will do. Stars can choose how to react.

5150 TOOL BOX #1

Example – Samoln, a Rep 4 Hishen Ganger is playing cards with a Rep 3 Hishen Ganger and a Rep 5 Xeog Athlete.

After the draw, Samoln looks at his three cards and wants to cheat; draw another card. He does and now has a pair of Aces. The hand is played out and he wins.

Because he cheated we need to see if anyone noticed. The Xeog rolls 5d6 and scores zero successes. Samoln rolls 4d6 and scores zero successes. The Rep 3 Ganger rolls 3d6 and scores one success. He has caught Samoln cheating.

NOW WHAT?

When a character gets caught cheating, different Professions will behave differently towards the cheater. Here's how we do it:

MOVER

CHEATER IS	RESULT
Mover	Quit the game and never play with the cheater again.
Shaker or Exotic	Quit the game and never play with the cheater again. Spread the word so the cheater counts a -1d6 penalty when taking any future Talk the Talk Tests with any Mover.
Joe or Criminal	Quit the game and never play with the cheater again. Send Private Security to have a Confrontation with the cheater and get their Rep d6 back. ⁽¹⁾

(1) If the cheater is knocked Out of the Fight, Obviously Dead, or fails a Talk the Talk Test, the cheated character does not gain the Decreasing Rep d6 he gained due to the cheating and the cheater gains the Decreasing Rep d6 instead.

SHAKER

CHEATER IS	RESULT
Mover or Shaker	Quit the game and never play with the cheater again.
Exotic, Joe or Criminal	Quit the game and never play with the cheater again. Spread the word so the cheater counts a -1d6 penalty when taking any future Talk the Talk Tests with any Shaker.

EXOTIC

CHEATER IS	RESULT
Mover or Shaker	Quit the game and never play with the cheater again. Spread the word so the cheater counts a -1d6 penalty when taking any future Talk the Talk Tests with any Exotic.
Exotic	Quit the game and never play with the cheater again.
Joe or Criminal	Quit the game and never play with the cheater again. Have a Confrontation with the cheater and get their Rep d6 back. ⁽¹⁾

(1) If the cheater is knocked Out of the Fight, Obviously Dead, or fails a Talk the Talk Test, the cheated character does not gain the Decreasing Rep d6 he gained due to the cheating and the cheater gains the Decreasing Rep d6 instead.

JOE

CHEATER IS	RESULT
Mover, Shaker or Exotic	Quit the game and never play with the cheater again.
Joe	Quit the game and never play with the cheater again. Have a Confrontation with the cheater and get their Rep d6 back. ⁽¹⁾
Criminal	Quit the game and never play with the cheater again.

(1) If the cheater is knocked Out of the Fight, Obviously Dead, or fails a Talk the Talk Test, the cheated character does not gain the Decreasing Rep d6 he gained due to the cheating and the cheater gains the Decreasing Rep d6 instead.

CRIMINAL ELEMENT

CHEATER IS	RESULT
Mover, Shaker or Exotic	Quit the game and never play with the cheater again.
Shaker, Exotic, Joe or Criminal	If not employed by the cheater, have a Confrontation with the cheater and get their Rep d6 back. ⁽¹⁾ . Otherwise quit the game and never play with the cheater again.

(1) If the cheater is knocked Out of the Fight, Obviously Dead, or fails a Talk the Talk Test, the cheated character does not gain the Decreasing Rep d6 he gained due to the cheating and the cheater gains the Decreasing Rep d6 instead.

Example – The other Hishen Ganger has caught Samoln. He immediately Confronts him. They take a Talk the Talk Test and Samoln scores more successes than the Hishen Ganger does. He's not giving back the winnings so the Ganger is stuck with the Decreasing Rep d6.

Except that the Ganger goes for his gun (Draw). Samoln goes first and fires killing the other Ganger. The Xeog decides to keep playing.

5150 TOOL BOX #1

CASHING OUT

After you have left the Encounter you can “cash out”. Here’s how we do it:

- Keep track of any Increasing Rep d6 gained from gambling.
- Keep track of any Decreasing Rep d6 gained from gambling.
- Subtract the smaller number of Rep d6 from the larger number of Rep d6. *This will give you all Increasing Rep d6, all Decreasing Rep d6, or no Rep d6 at all.*
- If you have any Rep d6, divide the total in half. This is how many you actual have gained while gambling.
- What if you only have gained only 1 Rep d6? Either be happy or go to another establishment.

COMPANIONSHIP

The government of NHC realizes that its inhabitants, regardless of Gender or Race, have certain emotional and physical needs. To protect these people, they have licensed Companions. *Note that not all Companions in NHC are licensed, but those in the Gaming Houses are.*

However, not everyone can make an emotional connection with a *licensed* Companion, regardless of Gender or Race, and it takes a bit of the “old school courting”. Here’s how we do it:

- Companions are easy to find in a Gaming House or Casino. After resolving the Target PEF, players can declare their desire for “Companionship”. Looking for a Companion outside of the establishments – that’s an escort.
- Carry out a Talk the Talk Test using the Companionship Table for results.
- Immediately carry out the results, substituting the Companionship Table.
- If engaging with non-licensed Companions, use the same procedure.

REP	COMPANIONSHIP <i>(Looking for successes)</i>
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# <i>SUCCESSES</i>	<i>RESULT</i>
3 or more than opponent	NPC agrees to be your Companion and will count as Recruited, in subsequent Talk the Talk Tests.
1 or 2 more than opponent	NPC agrees to be your Companion of the Encounter.
Same number as opponent	NPC exchange pleasantries, but nothing more.
1 or 2 less than opponent	The NPC makes it obvious that the player should leave her/him alone. If you choose not to do so, she/he will <i>become belligerent</i> .
2 or more less than opponent	<i>Becomes belligerent</i> . For whatever reason, the NPC feels offended and calls Security to escort you out. Generate 1/2d6 Exotics (Bodyguards or Criminal Muscle). Go peacefully or take a Talk the Talk Test with their Leader to stay around. If you do not score more successes they will physically throw you out – non-lethal combat.

BENEFITS OF COMPANIONSHIP

There is a benefit to Companionship. Everyone likes someone to talk to or...whatever. Here’s how we do it:

- If you are successful in finding Companionship you gain Increasing Rep d6 equal to the Social Standing of the Companion.
- If you are unsuccessful in finding Companionship you gain Decreasing Rep d6 equal to the Social Standing of the Companion.
- You can try to find Companionship up to 3 times in the same establishment, but must stop the first time you succeed.

Example – Billy Pink goes to a Gaming House, to blow off some steam. He places five bets and wins them all. Is finished gambling and will now cash out. He has gained 2 Increasing Rep d6.

He takes two Companionship Tests and is successful on one. He gains 1 Increasing Rep d6 for the one he was successful at (an Escort) and 2 Decreasing Rep d6 for the one he failed at (Food & Beverage – Cocktail Waitress). This gives him a gain of 1 Decreasing Rep d6 for his search for Companionship.

Billy now has 2 Increasing Rep d6 and 1 Decreasing Rep d6. This gives him a net of 1 Increasing Rep d6 for the Encounter.

5150 TOOL BOX #1

COURTING

If desiring companionship from a non-Companion NPC – like a girlfriend, boyfriend, etc. you can use the same procedure.

CVL BETTING

New Hope City is home to a “D” Competitive Violence League with six teams – one from each of the Races. It’s possible for characters to bet on the outcome of these games. Here’s how we do it:

- You can bet up to 5 Rep d6 in a licensed establishment. This can be in 1 or more bets.
- You can bet up to 10 Rep d6 in an unlicensed establishment. This can be in 1 or more bets.
- Consult the “D” League Team Roster Table.
- Each entry is the Rep total of that position.
- Adding the totals of all positions gives us the overall Team Rating.

X “D” LEAGUE ROSTER

TEAM	QB	BACKS	LINE	TEAM RATING
Zhuh-Zhuh	8	19	19	46
Razor	10	20	16	46
Grath	9	16	20	45
Xeog	10	20	14	44
Basics	9	16	17	42
Hishen	7	17	14	38

- Roll 1d6, read the result as rolled, and go down the left-hand column to the appropriate row. Going across tells you the Visiting Team. Place the Team Name and Team Rating in the appropriate boxes on the CVL Schedule. The Visiting Team always uses the top row.
- Roll again and this tells you the Home Team. Place the Team Name and Team Rating in the appropriate boxes on the CVL Schedule. The Home Team always uses the bottom row.

X CVL SCHEDULE

TEAM	TEAM RATING	SPREAD

- Repeat until all six teams are playing. If you score an already rolled result, just take the next unused one.
- Place the points from the Spread in the Spread column in the row of the team that receives the points.

THE SPREAD

Not all teams are created equal and to make betting more attractive we give Spread Points to the lower team. Here’s how we do it:

- Consult the Spread Table.
- The team with the higher Team Rating is the Favorite.
- The team with the lower Team Rating is the Underdog and will receive Spread Points.
- Subtract the lower Team Rating from the higher Team Rating.
- Go down the left-hand column to the difference in Team Ratings.
- Go across to see the number of Spread Points the lower rated team receives, if any.
- The Visiting Team receives 1 Point which is added or subtracted from their Spread Points.
- When the game is offer, apply the Spread Points received to that Team’s Spread Score to see who has won for betting purposes.
- The Team with the higher Spread Score has won. If tied, it is considered a “push” and all bets are returned.

X SPREAD

RATING DIFFERENCE	POINTS GIVEN TO THE LOWER TEAM
1	0 Points
2	1 Point.
3	1 Point.
4	2 Points.
5	3 Points.
6	4 Points
7+	5 Points

Example – I decide to bet on the Hishen versus Grath Game. The Grath have a Team Rating of 45 while the Hishen Team Rating is 38 – a difference of 7. Looking on the Spread Table we see that the Hishen will receive 5 Points. As the Hishen are the Visiting Team this is increased to 6 Points.

5150 TOOL BOX #1

PLAYING THE GAMES

Once all bets are placed the Game is played. Here's how we do it:

- Each team starts with their Team Rating.
- Each team rolls 3d6 and adds the total to its Team Rating. This gives the Team's Spread Score – *not the actual game score.*
- The Home Team is allowed to re-roll 1d6.
- The team with the higher Spread Score has won the game.
- If the game ends in a tie, each team rolls 1d6 with the higher score winning the game. Any ties are re-rolled.

Example – The Grath Team is playing the Hishen Team with the Hishen receiving 6 points on the Spread.

The Grath Team rolls 3d6 and scores a 1, 2, and 4 for a total of 7. As the Home Team they can re-roll 1d6 and re-roll the 1. They score a 4 for a 3d6 total of 10. Added to their Team Rating of 45 their Spread Score is 55.

The Hishen Team rolls 3d6 and scores a 4, 5, and 5 for a total of 14. Added to their Team Rating of 38 their Spread Score is 52. They now add the 6 points from the Spread for a final Spread Score of 58.

The Grath have won the game, but Spread wise the Hishen have won for the purposes of paying bets.

Winners will gain Increasing Rep d6 while losers will gain Decreasing Rep d6.

ILLEGAL BETTING

You knew this was going to happen, didn't you? You can *illegally* bet whatever you like on a CVL Game. Here's how we do it:

- Decide how large of a bet you want to make.
- See if you can find someone to take the bet. Remember, all bets are made with Rep d6 – winning gains Increasing Rep d6 while losing gains Decreasing Rep d6.

ANY TAKERS?

You want to make an illegal bet, but you have to find someone that can take the bet. Here's how we do it:

- Consult the Any Takers Tables
- Go down the left-hand column to the appropriate row for the size bet you want to make.

- Roll 1d6, read the result as rolled, and go across to the appropriate row to see who will take the bet.
- You can only roll once. If you don't like the taker, then you can't bet.

1	ANY TAKERS?
<i>(Read the result as rolled)</i>	

BET	1-3	4	5	6
1-2	Joe	Joe	Joe	Joe
3-4	Joe	Criminal	Exotic	Shaker
5-7	Exotic	Joe	Shaker	Criminal
8-9	Criminal	Exotic	Shaker	Mover
10+	Criminal	Criminal	Shaker	Mover

Example – Ashlynn Cooper wants to place a large bet – 20 Rep d6. As this is over the legal limit she needs to find a taker. She rolls 1d6 on the Any Takers Table and scores a 5. She's lucky, the taker is a Shaker. For the story line I go to 5150 Fringe Space and roll 1d6 for the Shaker's Profession. I score a 1 – it's an Accountant.

SHOW ME THE MONEY!

So who holds the money when you bet? Here's how we do it:

- Legal bets are held by the "system". Basically you give them your bet. When the Game is over you automatically collect your winnings.
- Illegal bets are not held by anyone. The bet is paid off after the Game.

SETTLING THE SCORE

Collecting your illegal bet *should* be pretty easy. Here's how we do it:

- Roll 2d6 and read the results as rolled.
- If doubles are not rolled the bet taker pays off without any problems.
- If doubles are rolled, you got problems. Go to the Welching section.

Example – Ashlynn won the bet so I roll doubles. I score a 4 and 4 – doubles. It looks like the Shaker is welching on the bet. Ashlynn hires a couple of Bodyguards just in case and tries to track down the Accountant.

WELCHING

Use this section if the taker decides not to pay off the bet or if you don't want to pay the bet. Here's how we do it:

- Use the appropriate NPC Generator to determine the stats for the NPC that took the bet.

5150 TOOL BOX #1

- If the NPC that took the bet is welching, count it as having History with you and you can be meet him again (*5150 Fringe Space page 33*). You can then Confront them. Time to have some Chillin' Encounters.
- If *you* are welching on the bet consult the Welching Table.
- The player rolls 1d6 for each point of Rep, looking for successes – score of 1, 2, or 3.
- Roll d6 equal to the *size of the bet* looking for successes – score of 1, 2, or 3. So if you bet 5 Rep d6, roll 5d6.
- Compare the number of successes rolled by the character and the bet.
- Go down the left-hand column to the row that applies to the number of successes scored by the player and bet.
- Go across to see the result.

- *Physical Enhancements*, where body parts have been replaced with an enhanced version.
- *Loops*, where the person has a computer processing unit (CPU), surgically implanted into his head.
- *Stims*, where the character takes pharmaceuticals to enhance their performance. Known as *Stims* on the street.

Let's go over in more detail.

PHYSICAL ENHANCEMENTS

A *Physical Enhancement*, AKA *Cyber Enhancement*, replaces a natural body part. For simplicity here's how we do it:

- The actual body part isn't important.
- Allows the character to count its Rep at 1 point higher in the following circumstances.
 - When in Melee.
 - When taking any Damage.
 - When taking the Recovery Test.
- The character gains 2 Decreasing Rep d6 each month.
- Does not count as an Item.

LOOPS

Loops involve a tiny computer processor unit (CPU) imbedded into the character. Its body is *wired* to respond to performance enhancing programs or *loops* that the processor will run. Here's how we do it:

- *Loops* only last for one Encounter.
- Characters can run up to three loops at a time.
- When running *one loop* the character gains one of the following Attributes (*5150 Fringe Space page 9*) for the Encounter.
 - (1) Ace
 - (2) Brawler.
 - (3) Fast.
 - (4) Genius.
 - (5) Initiative.
 - (6) Resilient.
- The character gains 1 Decreasing Rep d6 each time a loop is run.
- The character gains 1 Decreasing Rep d6 each month for having the CPU.
- The CPU does not count as an Item.

STIMS

Basically these are temporary, chemical, Enhancements. These are one-shot wonders that are taken when needed. Here's how we do it:

- The Stim must be taken when Active or prior to the Encounter.

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

#SUCCESSSES	RESULT
Score more successes than the bet	Count as having History with the taker and he can be met again (<i>5150 Fringe Space page 33</i>). He will then Confront you. Will happen until the situation is resolved or you leave the Settlement.
Same number as the bet	Dodge the taker. <i>Anytime</i> a Robbery is rolled for a Random Event it is the taker. Will happen until the situation is resolved or you leave the Settlement.
Score fewer successes than the bet	Taker Confronts the player.

Example – Ashlynn is on a Chillin' Encounter. She rolls to resolve PEFs and meets 2 NPCs. She rolls to see what they are and scores a result of Shakers. She rolls 1d6 for each NPC and scores a 1 – it's the Accountant! She waits for him to leave and follows him outside – time for a Confrontation.

ENHANCEMENTS

Basics are considered one of the frailest beings in the 5150 universe. Well how does one level the playing field? We're glad you asked and you will be too. Basics, and *only* Basics, are allowed to have improvements that enhance the performance of their natural senses or abilities. These *upgrades* are known simply as Enhancements. Enhancements come in three types:

5150 TOOL BOX #1

- If taken when Active, the effects begin to be felt when next Active.
- The effects of one dose of a particular Stim, will last for the whole Encounter. If the Stim effect was not used during the Encounter, it doesn't matter; the effects wear off when the Encounter is finished.
- You cannot take more than one type of Stim during an Encounter or more than one dose of one Stim.
- When taking a Stim the character gains one of the following Attributes (*5150 Fringe Space* page 9).
 - (1) Brawler.
 - (2) Genius.
 - (3) Initiative.
 - (4) Rage.
 - (5) Resilient.
 - (6) Steely Eyes.
- The character gains 1 Decreasing Rep d6 each time a Stim is used with the following exception:
 - Rage gains 2 Decreasing Rep d6.
 - Steely Eyes gains 3 Decreasing Rep d6.
- Pass 1d6 = Gain 3 additional Decreasing Rep d6.
- Pass 0d6 = Gain 5 additional Decreasing Rep d6.

WHO HAS ENHANCEMENTS?

Stars can choose to use them in any combination.

NPCs are done a little bit differently. There is a chance (1) that NPCs will have Physical Enhancements (1), Loops (2 – 3), or Stims (4 – 6). The *appropriate* type of Loop or Stim is rolled randomly. For example, if you met the NPC while Chillin' it would not be using an Ace Stim.

DANGERS OF ENHANCEMENTS

Enhancements have benefits, but also dangers. Let's cover each separately and simply.

PHYSICAL ENHANCEMENTS

Physical Enhancements have the following effects on the user:

- Count a -2d6 when taking a Talk the Talk Test.
- Count the character's Social Standing at 1 point less.

LOOPS

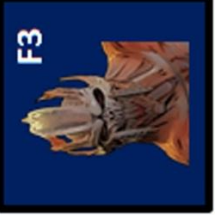
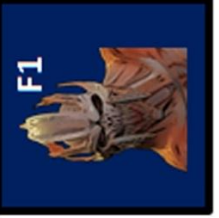
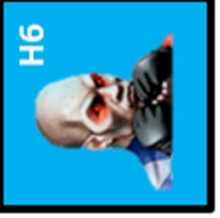
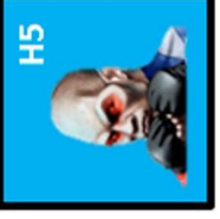
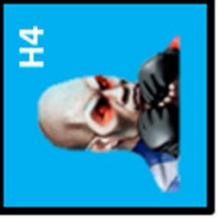
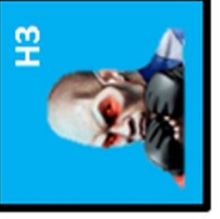
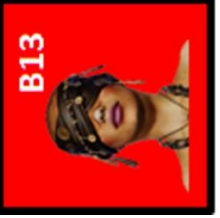
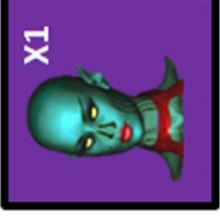
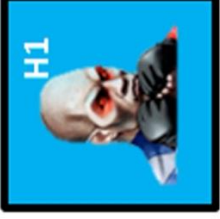
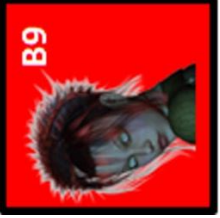
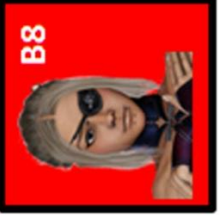
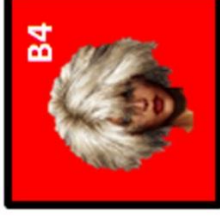
Loops have the following effects on the user:

- Count a -2d6 when taking a Talk the Talk Test.

STIMS

Stims have the following effects on the user:

- Count a -1d6 when taking a Talk the Talk Test.
- Roll 2d6 versus Rep at the end of each month when Stims are used. A result of "6" is always a failure.
- Determine how many d6 are passed:
 - Pass 2d6 = No effect.



FIREPOWER 1	THRUST 1	THRUST 2	THRUST 3
FIREPOWER 2	THRUST 3	THRUST 1	THRUST 2
FIREPOWER 3	THRUST 3	THRUST 1	THRUST 2
FIREPOWER 1	HULL 1	HULL 2	HULL 3
FIREPOWER 2	HULL 3	HULL 4	HULL 2
FIREPOWER 3	HULL 3	HULL 4	HULL 2

THRUST 1	HULL 6	HULL 5	HULL 4
THRUST 3	HULL 5	HULL 3	HULL 6

FIREPOWER 1	THRUST 1	THRUST 2	THRUST 3
FIREPOWER 2	THRUST 3	THRUST 1	THRUST 2
FIREPOWER 3	THRUST 3	THRUST 1	THRUST 2
FIREPOWER 1	HULL 1	HULL 2	HULL 3
FIREPOWER 2	HULL 3	HULL 1	HULL 2
FIREPOWER 3	HULL 3	HULL 1	HULL 2

HULL 4	HULL 3	HULL 1	HULL 2
HULL 4	HULL 3	HULL 1	HULL 2

ACE +1 SUCCESS ON DOGFIGHT	MILITARY +1 SUCCESS WHEN ROLLING ON THE DOGFIGHT AND TAKING CONTROL TABLES.	INITIATIVE +1D6 ON DOGFIGHT	POSER -1D6 ON DOGFIGHT
SLOW TO REACT -1D6 ON DOGFIGHT AND TAKING CONTROL	STEELY EYES +1 SUCCESS ON DOGFIGHT	SUPERIOR SENSES +1 SUCCESS ON DOGFIGHT	RAGE +1D6 ON TAKING CONTROL

YIPS! -1D6 ON THE DOGFIGHT TABLE.	DEBRIS! LOSE 1 SUCCESS ON THE DOGFIGHT TABLE TO AVOID SPACE DEBRIS.	HUH? OPPONENT PULLS A "SLICK MOVE"™. CANNOT USE ANY BONUS DICE ON THE DOGFIGHT TABLE.
MILITARY +1 SUCCESS WHEN ROLLING ON THE DOGFIGHT AND TAKING CONTROL TABLES.	DIG DEEP! RE-ROLL 1 BONUS DIE FAILURE.	FOCUS! COUNT 1 MORE SUCCESS THE NEXT TIME ON THE TAKING CONTROL TABLE.

SNAFU HAVE A FUEL LEAK. LOSE 1 BONUS DIE FOR REST OF GAME.	GLITCH CANNOT USE ANY BONUS DICE NEXT TIME ROLLING ON THE DOGFIGHT TABLE.	WHAT THE? OPPONENT GETS THE JUMP ON YOU. COUNT 1 LESS SUCCESS ON THE DOGFIGHT TABLE.	THRUST 1
IN THE ZONE GAIN 1 BONUS DIE.	HOME COOKING FAMILIAR WITH THE AREA SO COUNT +1 SUCCESS ON THE DOGFIGHT TABLE.	ASTEROID! OPPOSING SHIP LOSES 1 SUCCESS ON THE DOGFIGHT TABLE TO AVOID AN ASTEROID.	THRUST 3



SNAFU HAVE A FUEL LEAK. LOSE 1 BONUS DIE FOR REST OF GAME.	GLITCH CANNOT USE ANY BONUS DICE NEXT TIME ROLLING ON THE DOGFIGHT TABLE.	WHAT THE? OPPONENT GETS THE JUMP ON YOU. COUNT 1 LESS SUCCESS ON THE DOGFIGHT TABLE.	THRUST 1
IN THE ZONE GAIN 1 BONUS DIE.	HOME COOKING FAMILIAR WITH THE AREA SO COUNT +1 SUCCESS ON THE DOGFIGHT TABLE.	ASTEROID! OPPOSING SHIP LOSES 1 SUCCESS ON THE DOGFIGHT TABLE TO AVOID AN ASTEROID.	THRUST 3