

## SPUGS

Spugs are definitely Xenofoms. According to the Alien Studies Institute (ASI) located on Gaea Prime they could be the distance cousins of the Hafers but are truly unique. They are one of a handful of Xenofoms that emulate humanoid behavior and desires. That is when they are encountered alone or in small groups. As a race the Spugs are totally different. En masse they descend upon unsuspecting worlds with the intent of either stripping them of whatever useful resources they may have or turning them into "hive worlds" whose purpose is to act as a breeding ground for more Spugs.

Spugs are divided into drones, "Alphas", and "Omegas". The drones are the most plentiful with the Alphas and Omegas occupying positions of power. All Spugs are from specific demi-hives and therefore are shared larvae. Once they break pupae and emerge from their cocoon they shared a commonality that allows for non-verbal communication between members counting as in com-link. Special uni-larvae Comm drones have been bred to provide communication between the separate demi-hives for without them the different demi-hives cannot function together.

The Spugs are an enigma. They disdain the use of cover, never recover their wounded and rarely leave the field. Unlike other races the Spugs are well documented. Perhaps this is due to them being the common enemy of many races.

## CURRENT EVENTS

*This section is informative and not part of the rules.*

The Spug Home World is in the 8th Ring of the 5150 universe but their influence has reached the 5th Ring. Reports of whole planets being devastated by Spug infestations are arriving at an alarming rate and following no apparent pattern. Despite repeated denials the Hishen Empire has borne the brunt of the Spug expansion. Some speculate that the increased Spug pressure is causing the Hishen to expand inwards towards the Gaea Prime controlled Rings.

## ATTRIBUTE LIST

Here are the Special Attributes for Spugs in 5150: STAR ARMY.

### SPECIAL ATTRIBUTES

TYPE	SPECIAL ATTRIBUTE
SPUGS	<p><b>Driven</b> - Will never seek cover and when encountering it will still move their maximum distance.</p> <p><b>Hard as Nails</b> - Roll 3d6 when taking the Recover From Knock Down test.</p> <p><b>Nerves of Steel</b> - Treat Duck Back as if Carry On and never Outgunned. Not affected by <b>Fear</b>. Counts a +1d6 when taking the Charge into Melee Test.</p> <p><b>Short Sighted</b> - Counts a -1 to Rep when taking the In Sight Test.</p> <p><b>Slow</b> - Normal move is 6".</p>

## UNIT ORGANIZATION

Spugs have eight figure squads organized as follows:

PLATOON TYPE	# SQUADS	# ASSETS
Spug	3	2

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

COMPANY TYPE	# PLATOONS	# ASSETS	OFF BOARD SUPPORT
Spugs	3 Platoons	1	BR, FS, SR, V

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

## VEHICLE INFO

Here's vehicle info for Spugs.

### CREWS

Spug crews will use the following table:

<b>1</b>	<b>CREW REP</b> <i>(Read result as rolled)</i>
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ARMY	1	2	3	4	5	6
Spug	3	4	4	4	5	5

### VEHICLE TYPES

This section will provide you with the Vehicle Lists, for Spugs.

<b>1</b>	<b>SPUG VEHICLE TYPE</b> <i>(Read result as rolled)</i>
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#	TYPE
1	Armored Personnel Carrier
2	Armored Personnel Carrier
3	Armored Personnel Carrier
4	Medium Tank
5	Medium Tank <sup>(1)</sup>
6	Heavy Tank

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

## CAMPAIGN MORALE

Spugs start with the following campaign morale:

<b>X</b>	<b>CAMPAIGN MORALE</b>
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ARMY	CAMPAIGN MORALE
Spugs	4

## INVESTMENT LEVELS

Here are the Maximum Investment Levels for Spugs.

MAXIMUM INVESTMENT LEVEL
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TROOP TYPE OR RACE	CONTROLLED AREA OR PLANET	CONTESTED AREA OR PLANET
Spug	5	3

## RANDOM EVENTS

Spugs use the following Random Events:

<b>1</b>	<b>RANDOM EVENTS TABLE</b> <i>(Reading the result as rolled)</i>
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#	SPUG
1	Sniper
2	Sniper
3	Mine <sup>(1)</sup>
4	Mine
5	Mine
6	Artillery strike

(1) All will use Anti-Personnel mines except for ISS which will use Inferno mines.

## REINFORCEMENTS

Because Spugs reproduce as a rapid rate they receive more reinforcements and replacements than many other races.

<b>1</b>	<b>SPUG REINFORCEMENTS</b> <i>(Read the result as rolled)</i>
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#	PASS 2D6	PASS 1D6
1	Off Board Fire Support	Vehicle
2	Bombing Run	Rest of Platoon <sup>(1)</sup> with remaining assets Squad
3	Vehicle	Squad
4	Rest of Platoon <sup>(1)</sup> with remaining assets	Squad
5	Squad	Squad
6	Squad	None

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

# INSERTION

Spugs will use the following Insertion Table to arrive at the battlefield:

<b>1</b>	<b>INSERTION - SPUGS</b> <i>(Reading the result as rolled)</i>
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#	CONTROLLING	CONTESTING
1 or less	Walking in	Walking in
2	Walking in	Walking in
3	Walking in	APC
4	APC	APC
5	APC	Medium Tank
6 or more	Medium Tank	Medium Tank

# REPLACEMENTS

Rapid reproduction means more replacements than normal.

<b>2</b>	<b>REPLACEMENTS</b> <i>(Taken vs. the Rep of the Squad Leader &amp; I-Level)</i>
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# D6 PASSED	RESULT
2	Contesting squad that is over 1/2 strength will receive two replacements.  Controlling squad that is over 1/2 strength will receive three replacements.  All squads at or below 1/2 strength will receive replacements to bring the squad back up to paper strength.
1	All squads that are over 1/2 strength will receive one replacement.  All squads at or below 1/2 strength will receive two replacements.
0	All squads that are over 1/2 strength will not receive any replacements.  All squads at or below 1/2 strength will not be available for any Missions next month. Available the following month and at full paper strength.

Replacements are rolled normally from the Lists.

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## 2 SPUG REACTION TESTS

*(Taken versus Rep)*

\* = Star May choose to pass 2d6, 1d6, or 0d6

CIRCUMSTANCE	MODIFIER
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>In Sight</b>	Out of ammo or range: <ul style="list-style-type: none"> <li>Charge into melee if possible, otherwise advance normal move towards threat.</li> </ul> Others: <ul style="list-style-type: none"> <li>Fire.</li> </ul>	Out of ammo or range: <ul style="list-style-type: none"> <li>Charge into melee if possible, otherwise advance normal move towards threat.</li> </ul> Others: <ul style="list-style-type: none"> <li>Fire.</li> </ul>	All: <ul style="list-style-type: none"> <li>Snap Fire.</li> </ul>
<b>Received Fire (Ldr) *</b>	Others: <ul style="list-style-type: none"> <li>Fire.</li> </ul>	Others: <ul style="list-style-type: none"> <li>Fire.</li> </ul>	All: <ul style="list-style-type: none"> <li>Snap Fire.</li> </ul>
<b>Man Down (Ldr) *</b>	All: <ul style="list-style-type: none"> <li>Carry On.</li> </ul>	All : <ul style="list-style-type: none"> <li>Carry On.</li> </ul>	All: <ul style="list-style-type: none"> <li>Cohesion Test.</li> </ul>
<b>Cohesion Test (Ldr) *</b> <i>Taken by unit</i>	All: <ul style="list-style-type: none"> <li>Carry On.</li> </ul>	If under half-strength: <ul style="list-style-type: none"> <li>Leave the battlefield.</li> </ul> Otherwise: <ul style="list-style-type: none"> <li>Carry On.</li> </ul>	If under half-strength: <ul style="list-style-type: none"> <li>Leave the battlefield.</li> </ul> Otherwise: <ul style="list-style-type: none"> <li>Carry On.</li> </ul>
<b>Recover From Knock Down</b> <i>Spugnaughts will roll 3d6 instead of 2d6 but only count 2 best scores</i>	All: <ul style="list-style-type: none"> <li>Stunned and may not act or react until having spent one full turn of activation doing nothing.</li> </ul>	All: <ul style="list-style-type: none"> <li>Out of the fight.</li> </ul>	All: <ul style="list-style-type: none"> <li>Obviously Dead.</li> </ul>

TYPE	SPECIAL ATTRIBUTE
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# QRS

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## SPUGS

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET	SB	HB	EXO	BTA
7	Infantry	1 = 5	SB	6	Rifle, Shard	48	1	5	4	NE	NE
1		2 - 5 = 4			Tox-Cannon GL	36	5" circle	2	1	NE	NE
		5 - 6 = 3			Tox-Cannon Plasma	24	3" circle/1 vehicle	6	6	5	4

SUPPORT WEAPONS & MINES	RANGE	TARGET	SB	HB	EXO	BTA
Grenade, Fragmentation	6	5" circle	2	1	NE	NE
Machine Gun, Heavy	60	4/1 vehicle	5	4	1	0
Rocket Launcher	48	3" circle/1 vehicle	6	5	5	4

## 1 SPUG VEHICLE TABLE *(Read result as rolled)*

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

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

## SPUG VEHICLE TABLE

TYPE	AV	CAPACITY	MAIN GUN	SECONDARY	TRACTION	SPEED
Armored Personnel Carrier	HB	1	Rocket Launcher	HMG	W/G/T	24/12
Medium Tank	EXO	1 <sup>(1)</sup>	Beam, Heavy	2 x HMG	W/G/T	36/18
Heavy Tank	BTA	1 <sup>(1)</sup>	Particle-Plasma Gun	2 x HMG	W/G/T	24/18

(1) Up to one squad can ride on top of the vehicle fully exposed.

## VEHICLE MOUNTED WEAPONS TABLE

VEHICLE MOUNTED WEAPONS	RANGE	TARGET	SB	HB	EXO	BTA
Beam, Heavy	48	3" circle /1 vehicle	6	4	4	3
Machine Gun, Heavy	60	1 vehicle	5	4	1	0
Particle - Plasma Gun	24	3" circle/1 vehicle	6	6	5	4
Rocket Launcher	48	1 vehicle	5	3	2	1

# QRS