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ALIENS BOOK ONE

ILLEGAL ALIENS

TWO HOUR WARGAMES

"Entertaining games playable in 2 hours or less..."

ILLEGAL ALIENS



Lycaon and Grath square off in hand-to-hand.

*WRITTEN BY ED TEIXEIRA
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5150: ILLEGAL ALIENS

PROLOGUE

*"I SAW A WEREWOLF WITH A CHINESE MENU IN HIS HAND,
WALKING THROUGH THE STREETS OF SOHO IN THE RAIN."*

Warren Zevon 1978

The Grath walked quietly down the alley. It was to his benefit that he couldn't feel fear, couldn't feel anything, because if he could he'd be afraid.

He turned his head at the soft noise. Too late! The creature leapt from the darkness. The Grath swung his weapon up and fired, missing horribly. Large teeth tore into his hand, shredding it. The weapon dropped from his mangled hand.

Springing backward the creature crouched in the rain.

"I've been looking for you," he said, his breath visible in the night, red eyes aglow.

The Grath ignored the pain in his now useless hand and eyed the creature. Glancing to the side he saw his weapon on the ground.

"Go ahead," said the creature. "I won't stop you."

The Grath paused and stared through squinting eyes. With a deep laugh he dove for it. Coming up with the weapon in his left hand he spun around...and was alone.

"What the...?"

From the roof above the creature softly dropped down behind the Grath. Powerful hands gripped the Grath by the head and an audible snap was heard.

The Lycaon looked down at the lifeless body and said, "I could go for some chow mein right about now..."



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INTRODUCTION

What you have in your hands is the first “Aliens Book” for 5150. *Illegal Aliens* sets the pattern for future projects.

These books will introduce the player to eight new alien races for 5150. Each book will present a number of unique aliens. The description for each alien will include the following:

- Who they are.
- Their current history.
- The type of Encounters they have.
- Their Prime Motivator,
- Their small unit organization.
- Their Attributes, including new ones not previously mentioned.
- The weapons they use at squad level.
- Any support weapons they have access to.
- What reinforcements they have available.
- What type of vehicles they can utilize.

- And finally, complete weapon stats for their weapons.

In addition we will include one scenario that introduces yet another new alien. This book features a new alien known simply as the “Night Terror”.

So without further adieu, let us introduce you to your new neighbors!

PUBLIC ANNOUNCEMENT

DEPARTMENT OF HOME SECURITY (DHS)
Office of the Spokesman

This information is current as of today, 730312 03:44:48 GPST-0600 (Gaea Prime Solar Time).

BOLO – ALIENS AT LARGE

730312

This Public Announcement informs GP citizens of security concerns as it pertains to all GP space and informs them of the risks and penalties of any contact with the aliens listed in this announcement.

The following aliens are all considered menaces to Gaea Prime and her citizens.

- Cephalods
- The Khang
- Lycaon
- The Quar
- Retrovians
- Smoggers
- Xeog
- Zhuh-Zhuh

All of these aliens are considered to be “armed and dangerous” and avoided at all costs. Any sighting of these aliens requires immediate reporting to the proper authorities.

Citizens are encouraged not to shirk their duty!

Although we do not encourage citizens to attempt to apprehend these criminals, anyone doing so will be amply rewarded. ***The Department of Home Security is not liable for any injury, fatal or otherwise, to any citizen attempting such action.***

In the unlikely event that a citizen is found to have given any type of aid, help, or relief to any of the aforementioned aliens the DHS will prosecute said citizens under the Home Security Sedition Act. The penalties are well documented up to and including death.

Although the DHS well knows that there is little chance of the average citizen meeting one of the aforementioned aliens *in the course of their every day life*, we feel it is in the best interests of all concerned to keep you informed.

Please direct any and all questions to your local DHS office.

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CEPHALODS



Cephalods are highly intelligent but fragile of frame.

CURRENT HISTORY

“We take you now to Grover’s Mill, New Jersey.” Such were the words of an ancient broadcast. Although dismissed as a hoax at the time, some members of the **ALIEN STUDIES INSTITUTE (ASI)** have put forward the theory that this was actually the first recorded appearance of the **CEPHALODS**, and the “hoax” nothing more than an elaborate cover-up. In any case, the Cephalods are real.

These **XENOFORMS** are a highly intelligent race noted for their large heads and fragile bodies. To compensate for this they have developed mechanical walking machines known as Tripods to speed them around the battlefield. Basic Cephalod tactics revolve around the Tripods in attack and the weaker infantry used to mop up whatever resistance may remain. Although plentiful, these machines are usually found in Cephalod armies of invasion. Because the Tripods are susceptible to long ranged fire, the infantry are used in defense, a role they neither relish, nor do well.

Cephalods are Tech Level 6, and have a Major Morale of 3 in the 5150 universe.

Cephalods make amazing pilots combining advanced intelligence with additional limbs, allowing them to operate their craft at unheard of speeds.

Cephalods abhor any physical contact with those not of their race. Consequently they are terrible in melee. *Cephalods will never initiate melee and have no “Wanting to Charge” test.* However, they do have weapons that utilize their dreaded Heat Ray technology. Rarely does anyone hit by a heat beam survive.

In addition, the Cephalods use a poisonous smoke that swiftly incapacitates, and eventually kills, those that are exposed to it. Cephalods are immune to the toxic effects of the gas.

Cephalod society, as well as military, is based on the family, or **POD**. As the pod serves as the smallest Cephalod tactical unit, its organization is haphazard.

In conclusion, little is known of the Cephalod race except for their military aspect.

TYPES OF ENCOUNTERS

Cephalods use the **MILITARY** Encounter Table. Cephalods are NEVER found in the company or employ of non-Cephalods. In fact, when separated from its race, the Cephalod will usually die in a very short time.

PRIMARY MOTIVATOR

Cephalods are motivated by **CONQUEST** and are thought to be constantly at war.

CEPHALOD ORGANIZATION

Following is the organization and stats (O&S) for the Cephalods.

Cephalod infantry units consist of Pods of related families. Each Pod consists of 12-18 soldiers. It is the birth right of the eldest Cephalod of the Pod to command. Unfortunately, this doesn’t always equate to the most competent Cephalod being in command. Consequently, Many Elders have been known to perish from friendly fire.

Three to five Pods can combine to form a higher formation but these are extremely rare, with Cephalod armies relying more on their Tripods and artillery. When combined into higher formations the eldest first born has overall command.

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Cephalods

UNIT ORGANIZATION -

Pod	Soldiers
# Cephalods per Pod	12 – 18 (1)
Dice Generation	6 + 3d6
Elder	Rep 4 (1-3) (66 pts) Rep 3 (4-6) (50 pts) Heavy Heat Ray
Troopers	Rep 3 (50 pts) Heat Ray Rifle

(1) Pods have a minimum of 12 and maximum of 18 soldiers.

ATTRIBUTES

All Cephalods share the following Attributes:

- **Slow going:** Reduced to 4" movement. Still suffer terrain penalties. May not fast move.
- **Cold as Ice:** Never outgunned.
- **Lightweight:** Rolls 2d6 in melee but can only count the best single die score.
- **Exceptional Pilot:** Uses 3d6 when making any Piloting rolls counting the best two results

WEAPONS

Cephalods utilize heat beam technology as their primary weaponry.

Cephalods use three basic weapons. They are:

- **Heat Ray Rifle** – Carried by half of the Pod soldiers. The Heat Ray Rifle is OGR 5.
- **Heavy Heat Ray** – Carried by Pod soldiers at a ratio of two Heavy Heat Rays for every three Heat Ray Rifles. The Heavy Heat Ray Rifle is OGR 5.
- **Smoke Projectors**– One in six Pod soldiers will carry a Smoke Projector. Smoke Projectors “puff” a dark cloud of smoke out that serve two purposes. The cloud can be used to screen the Cephalods from enemy fire as the cloud is dense and cannot be seen through by any current known technology. On the offense the smoke is highly toxic and can be used either to attack or “herd” the enemy into Cephalod firing zones.
 - When the Cephalod wishes to deploy the smoke roll 1d6. On a score of 2-5, the smoke projector functions normally. On a roll of 1, the smoke projector still discharges, but has effectively run out of smoke and will not function for the rest of this Encounter.
 - In either event, the smoke generator will lay out a circular cloud of smoke

roughly 5" across. The smoke attack does not cause a Received Fire test to be taken at anytime. Once deployed the smoke cloud will move directly away from the projector at a rate of 3" per turn. This occurs when the Activation dice are rolled and before either side makes their moves. However, if a “7” is rolled for Activation the cloud will deviate. The distance will be forward the lowest number and to the left (1-3) or right (4-6) the higher number in inches.

- Figures equipped with gas masks, or similar air-filtering equipment suffer no ill effect from the cloud. However, it still cannot be seen through or out of. When exposed to the cloud each unprotected target must roll 2d6 versus their Rep and consult the table below.

2 EFFECTS OF CEPH SMOKE

Rolled versus the Rep of the target.

Pass 2d6

- All will immediately move directly away from the smoke 2d6" but not more than normal movement.

Pass 1d6

- Target immediately rolls again counting a result of pass 1d6 as if a result of pass 0d6.

-

Pass 0d6

- Target is “out of the fight”.

SUPPORT WEAPONS

In addition to basic infantry weapons the Cephalods have access to the following support weapons when fielding three or more Pods. Cephalod formations are limited to two support weapons but usually never more than one Tripod at a time.

- **Tripods**– The Cephalod Tripod (1000 pts) towers three stories into the air. Basically the Tripod is an armored three-legged walking machine. The Tripod has a Defensive Value of 5 around its whole structure. It has a top speed of 12" and ignores all terrain induced movement penalties. This machine is piloted by one Cephalod (Rep 4) who also operates the Tripod mounted Nova Heat Ray. The Nova Heat Ray has a 180-degree arc to the front of the Tripod and can fire normally during any phase of the turn, even in reaction. The Nova Heat Ray has an Impact

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of 8 versus armored targets. The Tripod is effective at attacking but weak on defense and is susceptible to long-ranged fire. Tripods normally operate independently but in larger Cephalod forces tripods may be grouped into flights of three for mutual support.

- **Heat Ray Artillery** – Two man team operated the Heat Ray Artillery is similar to the mounted Nova Heat Ray on the Tripod. The artillery is used mainly for support and is a direct fire weapon. It can move 2” per turn.

ARMOR

Cephalods have minimal armor and count as Soft Body armor (27 pts).

REINFORCEMENTS

<u>CEPHALOD REINFORCEMENTS TABLE</u>
2 or 3 = One Nova Heat barrage (1)
4 or 5 = Tripod
6 = Two Cephalod Pods
7 or 8 = One Cephalod Pod
9 or 10 = 3d6 Cephalods.
11 or 12 = 3 + 1d6 Cephalods

(1) The side can call in for an Off Board Fire Support Mission as outlined in the 5150 rules.

Cephalod Weaponry	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Heat Ray Rifle	24	1	OD	4	Special	Special	Special	OD	3	2	24
Heavy Heat Ray	36	3	OD	4	Special	Special	Special	OD	3	3	96
Smoke Generator	6	5” circle	x	x	Special	Special	Special	x	x	NE	51
Nova Heat Ray	60	5” circle	OD	OD	Special	Special	Special	OD	OD	4	na
Heat Ray Artillery	60	5” circle	OD	OD	Special	Special	Special	OD	OD	4	96

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	1	2	2	2	2	2	2	0	NE	NE	12

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THE KHANG



Typical troopers found in the service of the "Evil Emperor" Khang the Compassionless.

CURRENT HISTORY

"To know Khanopia you must first know Khang." So begins the classic work of the renowned expert on Khanopian society, Professor Roger of the **ALIEN STUDIES INSTITUTE (ASI)**. Professor Roger Webb further explains that Khanopia is "...a planet of Malevolent Emperors, Exotic Kingdoms ruled by Warring Princes, power mad scientists, beautiful alien princesses and unconvincing robots".

Premier in the long list of "Malevolent Emperors" is the enigma **KHANG**. Khang is considered to be evil incarnate by his enemies, and just plain evil by his admirers. Khang was the third son of a minor provincial governor who fought his way to the throne, and through guile and brute force has become the dominant ruler on Khanopia. The Emperor has gone so far as to change the name of the Empire officially to Khang. His subjects willingly serve him, and the Empire, as in their hearts and minds, Emperor and Empire are one and the same.

By combining threats and promises Khang has maneuvered himself to the position of power in Khanopia. The power of his army, combined with a plethora of suitors for the hand of his beautiful daughter Kassiopeia, has solidified alliances.

Although the Khang are humanoid in appearance this is very misleading. The Khang only share three of the five "codes" that define the basic

Basic. In fact, genetically they have more in common with **LACERTIANS**. With over 2,000,000 (1) different sentient types of Lacertians or **SAURIANS** as they are also known, it is not surprising that the Khang have evolved as they have. The **ASI** has speculated that there is a direct link to the **GAEA PRIME FIRST WAVE EXPANSION** (2). But of course this is merely speculation. Another school of thought professes traces in the Khang genetic code that places them much farther in antiquity than the First Wave.

This genetic link to the Lacertians instead of Basics of course explains the fallacy of "cannibalism" attributed to the Khang, as in reality Basics found in Saurian space will either become food or slaves, usually but not always, in that order.

Like their Saurian cousins the Khang reproduce from eggs and Khang from the same nest are very loyal. However, there have been disturbing reports of Khang "live" births. Attempts by **GP HOME SECURITY** to verify these reports failed.

The Khang are Tech Level 6 and have a Major Morale of 3 in the 5150 universe.

In conclusion, what is known of the Khang warrants they be considered hostile and a **GRADE 3 THREAT**.

(1) The 2 million estimate only includes those that are able to communicate and also have basic skills. The estimate does not include the millions more lower race types.

(2) For more on the GO First Wave Expansion see the treatise by Professor R Strickland available at any ASI library.

TYPES OF ENCOUNTERS

The Khang will use the **MILITARY** Encounter Table and are never found as mercenaries or in other Free Companies.

PRIMARY MOTIVATOR

The Khang are motivated by **CONQUEST** and aspire to the total subjugation of other races.

KHANG ORGANIZATION

Following is the organization and stats (O&S) for the Khang

Khang squads consist of ten squaddies when at full strength. The NCO commands the squad and if it is divided into two sections then the highest Rep trooper will command the other section.
Two squads form a platoon.
Four platoons form a company.

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THE KHANG	
UNIT ORGANIZATION -	
<u>Platoon</u>	<u>Soldiers</u>
# Squads	2
<u>Squad</u>	
# Troopers per Squad	10 (1)
Dice Generation	6 + 1d6
NCO	Rep 5 (1-3) (83 pts) Rep 4 (4-6) (63 pts) Laser Pistol
	Rep 5 (1) (83 pts) Rep 4 (2-5) (66 pts)
Troopers	Rep 3 (6) (50 pts) Laser Rifle

(1) Khang squads may exceed 10 but any figure over the tenth must be Rep 3 regardless of any Rep rolls made.

ATTRIBUTES

All Khang share the following Attributes:

- **Agile:** When the figure is “fast moving” he does not suffer this penalty when firing. In effect a score of 8 would ignore the fast movement penalty, unless the target is fast moving.
- **Crappy Shot:** Minus 1 to rep when firing.
- **Lightweight:** Rolls 2d6 in melee but can only count the best individual result.
- **Steady:** Ignore all terrain penalties when moving.
- **Clumsy:** If when rolling for “fast moving” and a “1” is scored, he will move 1d6” instead and fall forward. He may not get up until active.

WEAPONS

Laser technology is the choice of the Khang.

The Khang rely on a small range of weapons but all are very deadly. Their basic squad weaponry is as follows:

- **Laser Pistol** - Carried by NCOs and officers.
- **Laser Rifle** - Carried by all Khang infantry.

SUPPORT WEAPONS

In addition to the basic squad weapons the Khang have access to the following weapons. Heavy weapons are usually detached from HQ and allocated two per platoon. Choose either two different weapons or two of the same kind.

- **Heavy Laser Rifle**– Two man team operated.
- **Bright Light Mortar** – Two man team operated.
- **AP Mine** – Three mines counting as one option.

- **AT Mine** – Three mines counting as one option.

ROBOTIC TROOPER

The Khang often use rudimentary robotic troopers to support their squads. These robots are easily distinguishably from the Khang themselves. In fact, the technology used can best be described as “alien” to the Khang.

See the **5150 KHANG ROBOTIC TROOPER QRS** for specifics.

ARMOR

Khang troopers wear Reflective Armor (55 points).

REINFORCEMENTS

KHANG REINFORCEMENTS TABLE

- 2 = Off Board Fire Support (1)
- 3 = Vehicle (2)
- 4 = Robotic trooper
- 5 = Rest of Platoon with Bright Light Mortar
- 6 = Rest of Platoon
- 7 = One infantry squad with Heavy Laser team
- 8 = Heavy Laser team
- 9 to 12 = One infantry squad

(1) The side can call in for an Off Board Fire Support Mission as outlined in the 5150 rules.

(2) Vehicle. When this result comes up the player will consult the appropriate Vehicle Availability table following

VEHICLE AVAILABILITY

1 KHANG VEHICLE AVAILABILITY

- 1 = APC
- 2 = APC
- 3 = Hvy A Car
- 4 = Lt Tank
- 5 = Med Tank
- 6 = Hvy Tank

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Khang Weaponry	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Laser Pistol	12	1	OD	4	Special	Special	Special	OD	3	2	43
Laser Rifle	24	1	OD	4	Special	Special	Special	OD	3	2	86
Heavy Laser Rifle	36	5" circle	OD	OD	Special	Special	Special	OD	5	4	136
Bright Light Mortar	24 to Unlimited	10" circle	OD	OD	Special	Special	Special	OD	5	4	128/41
AP Mine	x	5" circle	2	2	Special	Special	Special	2	NE	NE	14
AT Mine	x	1	OD	OD	Special	Special	Special	OD	5	4	128

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	1	2	1	0	0	1	2	0	NE	NE	4
Combat Knife	x	1	3	2	0	0	2	3	0	NE	NE	8

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LYCAON



The *Lycaon* are proof that things are not always what they appear to be.

CURRENT HISTORY

Throughout history and the universe there have been legends based on the **LYCAON**. Even on such backwater planets like **EARTH** legends of shape changers can be found. Those desiring more information on this subject please see the entry on **LYCANTHROPES** in your local **ALIEN STUDIES INSTITUTE (ASI)** library. Most, if not all of these legends, do not do justice to this race.

Many legends incorrectly refer to them as werewolves, lupine, vargs, etc. Although the Lycaon in their natural state may have a wolf like appearance (*Canis Lupus*) they have more in common with the **BASICS** that are sprinkled amongst the stars. Consequently they have the ability to assume Basic form and *not the other way around!*

These **XENOFORMS** are a highly intelligent race noted for their longevity and viciousness. Lycaon do not have any natural enemies to speak of and there are no recorded incidents of a Lycaon dying from “natural causes”. Their ability to transform into a Basic directly contributes to their longevity as they can easily “lose” themselves in any Basic society.

To best understand the Lycaon we must discuss them in their two forms. First let us discuss their preferred “natural state”.

A fully mature Lycaon is roughly eight feet in height and physically robust. Females are slightly shorter and considerably thinner. However, for all intents and purposes they do resemble the werewolf

of Earth legends. When in their natural state they can and will act intelligently. They make natural criminals.

All Lycaon have excellent night vision and superior senses of both smell and hearing. They are near impossible to surprise and can track their prey with ease.

Lycaons are resilient to damage but can be killed. (And it doesn't take a silver weapon to do it.) However, they do have the capacity to absorb considerable physical damage and can regenerate immediately.

All legends of lycanthropes involve them acting in vicious manners. This is true and the most common example is their desire, or perhaps *need*, to consume the flesh of others but never of their own kind. Anyone rendered unconscious or otherwise helpless will usually be devoured in a short matter of time. Once the Alpha or highest ranking Lycaon has fed and moved on, it is typical for the rest of the pack to feed off of whatever remains. After a third Lycaon has feasted there is not enough of the body remaining to entice any further Lycaons to stop by. However, the Alpha male will not start to devour it's meal until all dangers to it and the pack have been removed..

Whenever a Lycaon either chooses, or is forced, to transform from its natural state to Basic or vice versa it is extremely vulnerable and cannot defend itself.

When in Basic form the Lycaon can use all ranged weaponry, operate vehicles, etc. like any other Basic. During this phase they will function and behave as a “normal” person and cannot be distinguished from others.

Lycaon are Tech Level 4 and have a Major Morale of 2 in the 5150 universe. However, they are capable of learning and utilizing all Tech Levels.

PACK HIERARCHY

Lycaon function as social predators and live in packs that are organized in a strict rank-oriented hierarchy.

Each pack consists of the Lycaon themselves and often Basic minions attracted either by the promise of wealth and power, or from some psychological dependency.

The pack is led by the Alpha male and the Alpha female. They have the final say so in resolving any disputes, as well as controlling any resources the pack may acquire. In return, they have a strong sense of duty and will protect and guide the pack in whatever manner is necessary for it to prosper.

Lycaon packs do not cooperate under any circumstances. New packs are formed when an Alpha male Lycaon leaves its own pack, takes a mate, and claims a territory. These lone Lycaons have been known to travel great distances in search

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of their new territory. They must avoid the territories of other Lycaon because intruders on occupied territories are chased away or killed. It is taboo for a non-pack member to travel into other Lycaon territory unless invited.

Larger packs may also have other Alpha males. These will usually assume the role of the Beta or second in command. However, if the Alpha male is ever forced to flee a battlefield the Beta will immediately challenge him to the right to lead the pack. This takes the form of a melee with the loser either being killed, wounded, or forced to flee. In any case the loser will leave the pack.

TYPES OF ENCOUNTERS

Lycaon are always Adventurers and will use the **ADVENTURER** Encounter Table. Lycaon are not found in the Military, or as members of a Free Company, and never in the employ of any non-Lycaon.

PRIMARY MOTIVATOR

Lycaon are motivated by **COLONIZATION** and gradual expansion of their race. They prefer to immerse themselves into lower Tech worlds and slowly work to achieve their goals.

LYCAON ORGANIZATION

Following is the organization and stats (O&S) for the Lycaon.

Lycaon always travel in packs of between 2 and 7 with 4 being the average. This represents the actual number of Lycaon. In addition, there is a good chance (1-4) that they will be assisted by 2 –12 Basics. It is possible that there may be more Basics in the extended pack than Lycaon.

Lycaon	
UNIT ORGANIZATION -	
Pack	Lycaon
# Lycaon per Pack	2 – 7
Dice Generation	1 + 1d6
Alphas	Rep 5 (83 pts) (1)
Pack	Rep 5 (1-2) (83 pts)
	Rep 4 (3-5) (66 pts)
	Rep 3 (6) (50 pts)

(1) Lycaon packs will have at least two alphas, one male, and one female. One of the other Rep 5 Lycaon males and will function as the beta. There is a 50% chance that a Lycaon is either male or female.

ATTRIBUTES

- All Lycaon share the following Attributes:
- **Superior Senses:** Can detect prey at any range on the table and are not subject to line of sight rules except when firing a weapon. Can track any creature and follow the path taken by its prey on the tabletop. In addition they can see normally when in the dark.
 - **Leap:** Lycaon can leap onto single story buildings or 6” distances from a standing start by taking a Challenge test. Failure of the test does not result in injury but does end its activation.
 - **Cold as Ice:** Never outgunned.
 - **Faster:** Moves 12” normally. May Fast Move 24”/18”/12”.
 - **Vicious:** Uses 3d6 when in melee and counting all three results. In effect, may pass 3d6.

TRANSFORMATION

The previously mentioned Lycaon transformation from natural state to Basic or vice versa will take one complete turn of Activation. During this time they are totally defenseless and incapable of action or reaction. While in this process they will count as an appropriate Rep Basic.

WEAPONS

When in their Basic form the Lycaon can use any weapon available to Basics. When in their natural state they cannot use weapons.

ARMOR

Lycaon prefer to be in their natural state whenever possible but when in Basic form they will always be unarmored counting as “None”. When in their natural Lycaon state they count as “special” Hard Body (128). Although affected by OD and Knock Down results, all results of Out of the Fight are converted to Knock Down. Therefore it is possible for a Lycaon that has been Knocked Down to remain Knocked Down from a result of OOF while its body regenerates.

REINFORCEMENTS

As the Lycaon are not a military force their reinforcements are handle as outlined on page 53 of the 5150 Rule Book.

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VEHICLE AVAILABILITY

1 LYCAON VEHICLE AVAILABILITY

- 1 = Soft skin
- 2 = Soft skin
- 3 = Soft skin
- 4 = Soft skin
- 5 = Soft skin
- 6 = APC

LYCAON WEAPONRY

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	3	3	3	3	3	3	3	3	1	0	22

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QUAR



The Quar have been constantly at war for hundreds of years.

CURRENT HISTORY

The following is a brief passage from the definitive work of noted **ALIEN STUDIES INSTITUTE (ASI)** anthropologist Joshua Qualtieri. Professor Qualtieri is the acknowledged expert on “all things Quar”.

“For nearly seven hundred years the Quar have been a race at war. Nations, states, and empires have risen, fallen, come, and gone through these ages of strife, a complex and brutal history that the Quar named simply the “Long War.”

At various times Quar leaders have emerged and tried to unite the Quar peoples—inevitably, such leaders are deemed deranged and become the common enemy of a multitude of Quar nation-states.

*Although seemingly meek in their physical appearance, something in the makeup of the Quar render them unable to cooperate at a national level. In recent years, a Quar leader has emerged who has successfully united most of the nation-states under his bloody banner: **ALYKINDER THE MIGHTY**, a*

*Quar of shrewd intellect and cunning. Alykinder brought the last of the Quar nations to heel, uniting Quar from the **SYK MOUNTAINS** to the **GOSETH OCEAN**. He maintains his rule with an iron fist, using ruthless security forces and redeploying malcontents to the numerous frontlines.*

*Now, Alykinder and his **IRON REGIME** stand on the precipice of total victory in the Long War: The two remaining independent Quar states—**SHRALM** and **COFTIRE**—have begun to falter in the Iron Regime’s chokehold.*

The Quar mindset doesn’t accept defeat and humility easily, however. Even as Alykinder strives to deliver the coup de grace to Shralm and Coftire, rebels within his conquered territories have begun to rise up in greater numbers and ferocity. Tales of a great rebel leader have gained hold, fueling both the growing Resistance as well as the defiant foot-dragging of recently conquered nations.

And so, the Long War rages on . . .”

Although the Quar are currently confined on their home planet **GAEA PRIME** is monitoring their war very closely. The ASI has already speculated on the potential hazards of Quar off-world excursions and will act accordingly when the need arises.

Quar are Tech Level 4 and have a Major Morale of 4 in the 5150 universe.

TYPES OF ENCOUNTERS

The Quar will use the **MILITARY** Encounter Table. As the Quar currently remain planet bound they are NEVER found in the company or employ of non-Quar. The Quar shy away from any contact with other races and it speaks volumes to the diplomatic skills of Professor Qualtieri that he has been embraced in the court of Alykinder the Mighty

PRIMARY MOTIVATOR

The Quar are motivated by **CONQUEST** and have been constantly at war.

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QUAR ORGANIZATION

Following is the known organization and stats (O&S) for the Quar.

When at full strength a Quar infantry squad consists of ten squaddies known as Rhyflers. Each squad is divided into two teams of five. The senior NCO or Yawdryl commands the first fire team while the junior NCO or Is-Yawdryl commands the 2nd team.

Two squads form a “half-company”. Each half-company is led by an “Is-Caerten “ or Lieutenant.

Two half-companies and a weapons squad (for a total of five squads) constitute a company. A Caerten or Captain leads each company. Caerten and is-Caerten are rolled as per Yawdryl but with a +1 to the die roll.

- **8 mm Pistol** - Carried by NCOs and officers alike.
- **Shotgun** – Carried by NCOs and officers alike.
- **12 mm Semi-auto Rifle** –Carried by all Quar infantry.
- **Squad Assault Weapon** – Carried by one Rhyfler.
- **Sniper Rifle** – Carried by the squad sniper. Note that the squad sniper also has both the Crackshot and Sniper Attribute in addition to their normal Attributes.
- **Type 2 Grenade** – Also known as the “twist and throw” grenade and carried by each squad member.

SUPPORT WEAPONS

In addition to the basic squad weapons the Quar have access to the following weapons when fielding larger formations such as a “half-company” or company. It is common for the weapons squad to detach individual MMG and mortar teams to lend support when needed. Limited to two total weapons. Choose either two different weapons or two of the same kind.

- **MMG** – Two man team operated.
- **Rocket Launcher** – Two man team operated.
- **5 cm Mortar** – Two man team operated.
- **AP Mine** – Three mines counting as one option.
- **AT Mine** – Three mines counting as one option.

ARMOR

Quar do not wear any body armor and count as none or unarmored (0 points).

REINFORCEMENTS

QUAR REINFORCEMENTS TABLE

2 or 3 = Off Board Fire Support (1)
 4 = Vehicle (2)
 5 or 6 = Rest of company
 7= MMG
 8 = 5 cm Mortar
 9 to 12 = One infantry squad.

(1) The side can call in for an Off Board Fire Support Mission as outlined in the 5150 rules.

(2) Vehicle. When this result comes up the player will consult the appropriate Vehicle Availability table following.

QUAR UNIT ORGANIZATION -	
Company	Rhyflers
# Squads	5 (1)
# Rhyflers per squad	10
Dice Generation	6+ 1d6(2)
Yawdryl	Rep 5 (1-4) (83 pts) Rep 4 (5-6) (66 pts) 12 mm SA Rifle
Is -Yawdryl	Rep 5 (1-4) (83 pts) Rep 4 (5-6) (66 pts) 12 mm SA Rifle
Rhyflers	Rep 5 (1) (83 pts) Rep 4 (2-5) (66 pts) Rep 3 (6)(50 pts) 12 mm SA Rifle

(1) Four infantry squads and one weapons squad

(2) Infantry squads may exceed 10 in some instances.

ATTRIBUTES

All Quar share the following Attributes:

- **Slow but steady:** Reduced to 6” movement but do not suffer from terrain penalties. May Fast Move 12”/9”/6”.
- **Cold as Ice:** Never outgunned.
- **Resolute:** Counts a –1 to Rep when in melee but never can pass less than 1d6.

WEAPONS

The Quar prefer the good ol’ fashioned “slug throwers”.

The Quar rely on their standard weaponry and have forsaken exotic or specialty weapons. Their basic squad weaponry is as follows:

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VEHICLE AVAILABILITY

1 QUAR VEHICLE AVAILABILITY

- 1 = Soft skin
- 2 = Soft skin
- 3 = Soft skin
- 4 = Soft skin
- 5 = Soft skin
- 6 = APC

Quar Weaponry	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
8 mm Pistol	12	2	1	0	Special	Special	Special	1	NE	NE	4
12 mm SA Rifle	48	2	3	2	Special	Special	Special	3	NE	NE	28
Squad Assault Weapon	48	3	3	2	Special	Special	Special	3	NE	NE	41
Combat Shotgun	12	3	2	1	Special	Special	Special	2	NE	NE	22
Sniper Rifle	60	1	3	2	Special	Special	Special	3	NE	NE	35
MMG	60	4	5	4	Special	Special	Special	5	1	1	106
5 cm Heavy Mortar	24 to Unlimited	10" circle	2	1	Special	Special	Special	2	NE	NE	82/14
Type 2 Grenade	6	5" circle	2	1	Special	Special	Special	0	NE	NE	14
AP Mine	x	5" circle	2	1	Special	Special	Special	0	NE	NE	14
AT Mine	x	1	4	3	Special	Special	Special	3	5	4	41

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	X	1	3	3	3	3	3	3	0	0	NE	20
Trench Tomahawk	X	1	3	3	3	3	3	3	0	1	0	22
Semi-Automatic Rifle with Bayonet	X	1	3	3	3	3	3	3	0	2	1	24

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RETROVIANS



By both Machiavellian and military means the Retrovians seek to expand their control.

CURRENT HISTORY

According to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME** the **RETROVIANS** are a humanoid race that have risen to prominence in the last few hundreds years. They are an advanced civilization moving easily between cultures and are spreading rapidly.

Clever best describes the average Retrovian as they tackle every problem head-on and find multiple solutions. Mentally the Retrovians are a very advanced race having developed the science of "focusing sound" which they use in both military and non-military ways.

Although the Retrovians are physically imposing they have a disdain for physical contact reflected in their reluctance to commit to hand-to-hand combat.

Retrovian foreign policy is driven by "the fusion of wealth and government." Relatively new to the 5150 universe the Retrovians goal is to spread their control over any and all. They seek to do this by any means whether Machiavellian or military. The analogy of the "iron fist I the velvet glove" applies to

the current ruler or **BRA' SHEER**. It is said that the Retrovians cast their web of influence throughout the universe and once snaring a world completely absorb it.

To this end they have developed the use of "independent" **FREE COMPANIES** to explore and colonize smaller worlds. Although posing as independent operators these Free Companies are financed and staffed by the government.

Not necessarily hostile to Gaea Prime they do warrant a measure of suspicion. In formal talks the Retrovians have not demonstrated any hostile intent but some of their recent actions on Pharlus 7 indicate otherwise. It remains to be seen if these aliens will come into conflict with Gaea Prime.

Retrovians are Tech Level 6 and have a Major Morale of 3 in the 5150 universe.

TYPES OF ENCOUNTERS

The Retrovians will normally use the **MILITARY** Encounter Table. However, Retrovian **FREE COMPANIES** may use the **ADVENTURER** Encounter Table as well.

PRIMARY MOTIVATOR

The Retrovians are motivated by **COLONIZATION**. They fully understand the use of military force to accelerate their goals.

RETROVIAN ORGANIZATION

Following is the known organization and stats (O&S) for the Retrovian forces.

When at full strength a Retrovian infantry squad consists of twelve soldiers. The squad is commanded by a NCO and is never broken into smaller units. However it is common for individual soldiers or two man teams to be detached for specific purposes.

Three squads form a platoon.
Three platoons a company.

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RETROVIAN	
UNIT ORGANIZATION -	
Platoon	Troopers
# Squads	3
# Soldiers per squad	12
Dice Generation	9 + 1/2d6
NCO	Rep 5 (1-4) (83 pts)
	Rep 4 (5-6) (66 pts)
	Blast Pistol and Sonic Blade
Soldiers	Rep 5 (1-3) (83 pts)
	Rep 4 (4-5) (66 pts)
	Rep 3 (6)(50 pts) Blast Rifle

ATTRIBUTES

All Retrovians share the following Attributes:

- **Initiative:** When detached from the squad the soldier will count +1 to rep for Activation purposes but never to exceed 6.
- **Resilient:** Treats first OOF as Knocked Down.

WEAPONS

The Retrovians utilize Sonic technology that works by focusing sound. This allows them to neutralize the effects of most armor. However, the power of the weapon tends to drop off the farther away the target.

The Retrovians rely on a combination of weapons at their squad level. Their basic squad weaponry is as follows:

- **Blast Pistol** - Carried by officers
- **Blast Rifle** –Carried by the majority of the squad.
- **Needle Blaster** – Carried by the squad sniper. Note that the squad Sniper also has both the Crackshot and Sniper Attribute in addition to their normal Attributes.
- **Sonic Cannon** – Two man crew, squad issued, “tight beam” heavy weapon.
- **Sonic Grenade** – Carried by each soldier.
- **Sonic Blade** – Carried by Retrovian NCOs and above.

SUPPORT WEAPONS

The Retrovians believe their squads already have the tools for success at their disposal. Consequently, with the exception of the Combat Walker, their support weapons are limited and have a defensive nature. Mines are usually allocated at the company level while Combat Walkers can be detached as desired. Each company may have two sections of

mines chosen as desired or one Combat Walker, not both.

- **Combat Walker** – Rep 5 operator with Sonic Cannon.
- **AP Mine** – Three mines counting as one option.
- **AT Mine** – Three mines counting as one option.

RETROVIAN COMBAT WALKER (RCW)

The RCW is a crew manned “simple set” combat bot. Although RCW finds work on both offense and defense.

RCW SPECIFICATIONS

FUNCTION: Combat

SIZE: Large

PILOT REP: 5

ARMOR RATING: DV 3, with crew encasing force field.

SYSTEM: RCW “simple set” combat option.

ARMAMENT: Sonic Cannon with 180-degree center mounted frontal arc and two retractable arms to front equipped for melee counting as “vicious”.

MOTOR UNIT: Leg driven RT-6 engine, with base movement of 6”. Moves in reverse at 1/2 speed, and does not suffer terrain penalties but must go around walls and other similar obstructions.

SPECIALS: Operator rolls 1d6 extra when taking all reaction tests but may still only count the best two results.

ARMOR

All Retrovians wear Hard Body Armor (68 points).

REINFORCEMENTS

RETROVARIAN REINFORCEMENTS TABLE

2 or 3 = Off Board Fire Support (1)

4 = Vehicle (2)

5 = Combat Walker

6 to 8 = Rest of company

9 to 10 = One infantry squad

11 or 12 = Four soldiers.

(1) The side can call in for an Off Board Fire Support Mission as outlined in the 5150 rules.

(2) Vehicle. When this result comes up the player will consult the appropriate Vehicle Availability table following.

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VEHICLE AVAILABILITY

1 RETROVIAN VEHICLE AVAILABILITY

- 1 = APC
- 2 = A Car
- 3 = A Car
- 4 = Hvy A Car
- 5 = Lt Tank
- 6 = Hvy Tank

Retrovian Weaponry	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Blast Pistol (1)	12	1	5/3	4/2	4/2	4/2	Special	5/3	1/0	1/0	82
Blast Rifle (1)	24	1	5/3	4/2	4/2	4/2	Special	5/3	1/0	1/0	106
Needle Blaster (enhanced)	36	1	5	4	4	4	Special	5	1	1	128
Sonic Cannon	60	3" circle/1	OD	5	5	5	Special	OD	5	4	116/40
Sonic Grenade	6	5" circle	3	2	2	2	Special	1	0	0	41
AP Mine	x	5" circle	3	2	2	2	Special	1	0	0	35
AT Mine	x	1	4	3	2	2	Special	3	5	4	56

(1) The second value is used when firing over half range.

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	1	3	3	3	3	3	3	0	0	NE	20
Sonic Blade	x	1	3	3	3	3	3	3	3	1	0	22

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SMOGGERS



Although Smoggers are often heard of there is very little evidence that they actually exist.

CURRENT HISTORY

SMOGGERS are short stocky nomadic aliens that are usually found together in small settlements. These settlements are usually in close proximity to existing cities or mining facilities. Strangely these cities and facilities are not populated by the Smoggers but by other industrial races. In simple terms the Smoggers are scavengers make their existence by sifting through the waste and refuge of other cultures. They are a curse to all that they come into contact with. The old saying "You can always count on a Smogger but never count on too much." is well earned.(1)

The **ALIEN STUDIES INSTITUTE (ASI)** has yet to uncover any piece of technology or art that can be traced directly back to the Smoggers. True the cyclone grenades favored by Smoggers may seem particular to them but there have been reports of weapons of this type being used first in the eighth ring by non-Smogger peoples. As Smogger settlements can be found wherever industrial areas are it is believed that the technology was invented by some other race and incorporated into the Smogger worlds.

Because the Smoggers are adept at fashioning the odd bits and pieces they salvage into workable items, these items, whether vehicles or structures, often will appear rather crude and unrefined. Don't let these strange looking gadgets fool you. They can be, and often are, very effective.

Often the Smogger may have a need for a specific part or item that is not readily available through their normal salvaging of waste. In these

instances the Smogger will attempt to barter parts or items for them from other races. However, due to their lack of an economic or monetary system they often find themselves with no choice but to "acquire" these pieces by illegal means. So as a last resort they try and steal it. Hostile engagements with Smoggers are not very pleasant at all, as with everything else they "produce", their military creations are also crude, with design and aesthetics being the last things to be considered (if at all). Translated into laymen's terms their weapons tend to cause very horrific wounds.

It is not known if Smoggers have the ability to travel through space, but their settlements have spread from ring to ring anyway. It has been speculated this was accomplished by bartering with life-form smugglers, gunrunners, pirates, black market racketeers, and other industrious types for passage to their chosen destination. As mentioned earlier the Smoggers have little other races want so it can only be speculated what they offer in payment.

Smoggers are Tech Level 4 and have a Major Morale of 2 in the 5150 universe.

They have been known to use Tech Level 5 gadgets at times. Anyone caught allowing a Smogger access top Tech Level 6 equipment will be prosecuted to the full extent of the law, up to and including, death.

Smoggers make great mechanics and it is not uncommon to find one or more Smogger "fixers" employed in this capacity by Free Companies of varying races. Although commonly found making their way along the rings, there is little recorded info on what Smoggers look like under their breathing apparatus.

Smogger weapons include whatever they can beg, borrow, or steal but there a few typically Smogger weapons. They are Banda pistols, rifles, and mortars as well as Cyclone Grenades.

(1) Attributed to famed anthropologist and acknowledged Smogger expert Rees de Winter of the Alien Studies Institute.

TYPES OF ENCOUNTERS

Smoggers will use the **ADVENTURER** Encounter Table. Smoggers work well with other races as mentioned earlier. They will never be found in a military formation but frequently in Free Companies.

PRIMARY MOTIVATOR

Smoggers are motivated solely by **PROFIT**.

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SMOgger ORGANIZATION

Following is the organization and stats (O&S) for the Smoggers.

Smoggers	
UNIT ORGANIZATION -	
<u>Pod</u>	<u>Soldiers</u>
# Smoggers per group	7 to 12
Dice Generation	6 + 1d6
Elder	Rep 4 (1-5) (66 pts) Rep 3 (6) (50 pts) Any combo of grenades, pistols, or rifles.
Troopers	Rep 4 (1 – 3) (66 pts) Rep 3 (4 – 6)(50 pts) Any combo of grenades, pistols, or rifles.

ATTRIBUTES

All Smoggers share the following Attributes:

- **Slow but steady:** Reduced to 6" movement but do not suffer from terrain penalties. May Fast Move 12"/9"/6".
- **Infrared vision:** Able to see normal distances in the dark while suited up with breathing apparatus.
- **Lightweight:** Rolls 2d6 in melee but can only count the best individual result.
- **Exceptional Fixer:** Uses 3d6 when making any "repair" rolls, counting the best two results.

WEAPONS

Keeping with their low Tech Level the "slug thrower" is the weapon of choice for the Smoggers.

Smoggers use three basic weapons. They are:

- **Banda Pistol** – Short-range slug thrower.
- **Banda Rifle** – Longer-range version of the pistol but not as destructive.
- **Banda Heavy Weapons** – Squad level support weapon.
- **Cyclone grenades**– May be either hand-tossed, or launched from a pistol or rifle.

SUPPORT WEAPONS

In addition to the basic infantry weapons the Smoggers have access to the following support weapons when fielding three or more groups.

Smoggers are limited to only one support weapon in addition to one Satchel Charge per group.

- **Light Mortar**– Three man team operated.
- **Satchel Charges** - One per group.

ARMOR

Smoggers have minimal armor and count as Soft Body armor (27 pts).

REINFORCEMENTS

As the Smoggers are not a military force their reinforcements are handled as outlined on page 53 of the 5150 Rule Book.

VEHICLE AVAILABILITY

1 SMOgger VEHICLE AVAILABILITY

- 1** = Soft skin
- 2** = Soft skin
- 3** = Soft skin
- 4** = APC
- 5** = APC
- 6** = A Car

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Smogger Weaponry	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Banda Pistol	6	1	3	2	Special	Special	Special	3	0	0	21
Banda Rifle	36	1	2	1	Special	Special	Special	2	NE	NE	28
Banda Heavy Weapon	36	5	3	2	Special	Special	Special	3	1	0	58
Cyclone grenade (1)	6/12/24	5" circle	2	2	2	2	Special	0	0	0	23
Light Mortar	24 to Unlimited	5" circle	2	1	Special	Special	Special	2	NE	NE	82/14
Satchel Charge	x	1	4	3	Special	Special	Special	3	5	4	41

(1) Cyclone grenades can be launched by hand/pistol/rifle.

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	1	2	1	0	0	1	2	0	NE	NE	4
Combat Knife	x	1	3	2	0	0	2	3	0	NE	NE	8

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XEOG



Rogue or freelance Xeog armed with Sniper rifle.

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 the return of the Shikar Empire. How this is to manifest itself is open to debate, not only amongst the known 5150 universe, but also among the leadership of the Xeog. This has caused a schism amongst the Xeog sisterhood resulting in numerous autonomous groups. That and the fact that, much like the Razor, no one has ever seen a Xeog male, the Xeog are seldom encountered in large groups.

With enhanced bio systems and strength, these humanoid strike a stunning pose. Tall and slender these humanoids 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 have been found in situations that do not appear to have anything to do with the resurrection of the Shikar Empire.

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 almost always “go rogue” and break away from the sisterhood only to find themselves occupying positions as spies, assassins, mercenaries, and surprisingly, consorts to other races. Rogue Xeogs are often found working in the intelligence field on many worlds. Due to this they have earned the reputation of being involved in the darkest of plots and subversion.

Numerous on their home world of **ZENITH** the inner circles of the Xeog, secure in their time aged fortifications, and catacombs, plot and plan for the return of the Shikar. The **ALIEN STUDIES INSTITUTE (ASI)** has postulated that over the centuries the Xeog have been gathering **ARTIFACTS OF THE SHIKAR**. The ASI further speculates that the gathering of these artifacts is for the purpose of resurrecting some type of device or weapon that would hasten the return of the Shikar.

TYPES OF ENCOUNTERS

Xeog will use the **ADVENTURERS** Encounter Table never being found in any military force.

PRIMARY MOTIVATOR

Xeogs are motivated by their search for artifacts so the **PROFIT** motivator best suits them. Strictly speaking they are not in it to amass wealth except to use it to aid in their never-ending search.

XEOG ORGANIZATION

Following is the organization and stats (O&S) for the Xeog.

As there are a limited number of Xeogs you seldom see more than one to three teams at one time. Xeog teams consist of one Team Leader and two Associates when at full strength. When more than one team is encountered the senior Team Leader assumes the role of Mission Leader and commands the first team while the second most senior Team Leader assumes the role of Associate Mission Leader and commands the second team. The remaining Team Leader commands the third team if any.

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XEOG	
UNIT ORGANIZATION –	Warriors
# Teams	1 to 3
# Warriors per Team	3 (1)
Dice Generation	1/2d6 + 1d6
Team Leaders (2)	Rep 5 MP & SR
	Rep 5 (1-4) (83 pts)
Associates	Rep 4 (5-6) (66 pts) Assault Rifles

(1) Almost without exception the Xeog never work alone and there will always be at least two of them when encountered. When more than three Xeogs are encountered they may be fielded as 2 or 3 more or less equal teams.

(2) Team Leaders function as NCO's in every respect. When multiple Team Leaders are fielded, appoint 1 as overall Mission Leader (Officer).

ATTRIBUTES

All Xeog share the following Attributes:

- **Fast:** Able to move 2 extra inches each move.
- **Resilient:** Treats first Out of Fight result as Knock Down instead.
- **Wary:** Add 1d6 when taking In Sight tests.

WEAPONS

Xeogs can use any weaponry but prefer the “thunder clap” provided by “slug throwers” often inscribing religious quotes on their bullets.

The Xeog have a small number of weapons but each has a specific purpose. They are:

- **Bare Hands** – All Xeogs are schooled in the mystic art of Shikar-Ri. Swirling movements coupled with lightening blows to a target's pressure points make Xeogs a formidable hand-to-hand opponent. When a Xeog scores a hit in melee she can choose which part of the body was struck.
- **Machine Pistol** – Carried by Team Leaders.
- **Sniper Rifle** – Carried by Team Leaders.
- **Submachine Guns** – Sometimes used in place of the assault rifle and carried by the average warrior.
- **Assault Rifle** – Carried by the average warrior.
- **Grenade** – Carried by each warrior.

Most Xeog are armed with assault rifles but for close in work a sub-machine gun or machine pistol is favored. The “signature” weapon of the Xeog is the sniper rifle or “Finger of Death” as it is often referred

to. This large caliber weapon reaches out over normal distances but worse yet can penetrate most types of personal armor including Exo and Battle Armor.

Xeog prefer projectile weapons to laser weapons partially for the noise that they create.

ARMOR

All Xeogs prefer to be unarmored (0 points) desiring freedom of movement over any perceived protection given by armor.

REINFORCEMENTS

As the Xeog are not a military force their reinforcements are handle as outlined on page 53 of the 5150 Rule Book.

VEHICLE AVAILABILITY

1	<u>XEOG AVAILABILITY</u>
1	= Soft skin
2	= Soft skin
3	= Soft skin
4	= APC
5	= APC
6	= A Car

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XEOG WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Machine Pistol	12	3	1	0	Special	Special	Special	1	NE	NE	7
SMG	24	3	1	0	Special	Special	Special	1	NE	NE	9
Assault Rifle	48	3	3	2	Special	Special	Special	3	NE	NE	41
Selective Fire Rifle	60	1/2	5	4	Special	Special	Special	5	1	1	54
Grenade	6	5" circle	2	1	Special	Special	Special	0	NE	NE	14

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Shikar-Ri	x	1	3	2	1	1	2	3	1	NE	NE	11
Rifle with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

5150: ILLEGAL ALIENS

ZHUH-ZHUHS



Zhuh-Zhuhs are formidable hand-to hand opponents.

CURRENT HISTORY

ZHUH-ZHUH is the common term for members of the infraorder **SUPRASIMIIFORMES** also referred to as **SIMIANS**. When expeditions from **GAEA PRIME** had first contact with the Zhuh-Zhuhs we were assumed that these were “evolved” cousins of the infraorder **SIMIIFORMES** or “higher primates” that populate many worlds in one form or another. This was incorrect as proven centuries later with data that supports that Suprasimmiformes are much older than was originally thought. Zhuh-Zhuhs or Zhuhs come in all shapes and sizes ranging from smaller three-foot tall members (**MUGGIE ZHUH-ZHUHS**) to those close to seven feet tall. 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 exists between Basic and Simian.

Zhuh-Zhuhs occupy a large number of planets especially in the fifth and sixth **RINGS**. Like Basics they often separate themselves from each other and this manifests itself politically and socially. The largest political union would be the **HAPFLOREAN FEDERATION OF WORLDS (HFW)** made up of six planets in the fifth Ring. The HFW is a loose alliance of worlds with the goals of mutual defense and trade. Interestingly enough one of the planets, **LIBERTE'**, has a large percentage of Basics living there. This group seems to peacefully co-exist with the Zhuh-Zhuh majority there.

Zhuh-Zhuh technology varies widely. The most evolved would be, again, the HFW who have interplanetary travel while the lower end technology would be equivalent to 18th century **EARTH**. Socially, the Zhuh-Zhuh vary from a “caste” system to a loose form of democracy with the HFW being the largest example of democracy. As diverse as are the Basics so are the Zhuh-Zhuhs.

The Zhuh-Zhuh have a Major Morale of 4.

TYPES OF ENCOUNTERS

Zhuh-Zhuhs will normally use the **MILITARY** Encounter Table when part of an army. However, there are many examples of Zhuh-Zhuh and especially Muggie Zhuh-Zhuh Free Companies. In these situations the Zhuh-Zhuh will use the **ADVENTURERS** Encounter Table.

PRIMARY MOTIVATOR

Zhuh-Zhuhs are motivated by **CONQUEST** and are known for their tenacity when at war. However, Muggie Zhuh-Zhuh Free Companies are very, very, **PROFIT** driven.

ZHUH-ZHUH ORGANIZATION

Following is the organization and stats (O&S) for the Hapflorean Federation of Worlds.

Zhuh-Zhuh squads consist of ten squaddies when at full strength. Each squad is divided into two sections of five. The senior NCO commands the 1st section while the junior NCO commands the second. Three squads form a platoon. Three platoons form a company. While Zhuh-Zhuh's and Muggie Zhuh-Zhuh's are not integrated below company level, it is common for companies of Zhuh-Zhuh's to have one platoon of Muggies swapped for one of their inherent Zhuh-Zhuh platoons. The Muggies primarily serve as recon/scouting assets a task for which they are better equipped than their Zhuh-Zhuh cousins. In mechanized Zhuh-Zhuh formations it is not uncommon for the recon Muggie platoon to be motorcycle equipped.

5150: ILLEGAL ALIENS

ZHUH-ZHUHS

UNIT ORGANIZATION -

Platoon	Soldiers
# Squads	3
# Men per Squad	10 (1)
Dice Generation	6 + 1d6
NCO	Rep 5 (1-3) (83 pts) Rep 4 (4-6) (66 pts) BA SMG
Jr NCO	Rep 5 (1-3) (83 pts) Rep 4 (4-6) (66 pts) BA SMG
Squaddies	Rep 5 (1) (83 pts) Rep 4 (2-6) (66 pts) SA Rifles

(1) Squad strength may exceed ten on some occasions

NOTE: The above organization is for the basic squad. It is common for all of the higher Rep soldiers to be combined into the "1st squad. Muggie Zhuh-Zhuh squads replace the BA SMG with a BA MP and the SA Rifle with a combination of ARs and MPs.

ATTRIBUTES

All Zhuh-Zhuhs share the following Attributes:

- **Brawler:** Adds 1d6 when in melee but can still only count the best two.
- **Resilient:** Treats first OOF as knocked down.
- **Slow:** Zhuh-Zhuhs will subtract 2" from their move while Muggie Zhuh-Zhuhs move normally.
- **Climb:** Able to climb up trees and move from tree to tree as if moving normally. Muggie Zhuh-Zhuhs may Fast Move through the trees as well.

WEAPONS

"Big boys with big bullets." Enough said... Zhuh-Zhuhs have a wide variety of weapons and usually of larger calibers. Due to their natural strength they can use larger weapons than most others. This is reflected in the Medium Machine Gun being used like and in place of the Light Machine Gun.

Weapons used by Zhuh-Zhuh forces are:

- **BA Pistol** - Used by some officers.
- **BA SMG** - Carried by NCOs.
- **Semi-auto Rifle** - Carried by the basic squaddie.
- **SAW** - Limited to one per squad.
- **Grenade** - Carried by each squad member.
- **Rifle Launched Grenades** - Limited to one per squad.

- **LAW** - Limited to one per squad.
- ### SUPPORT WEAPONS

In addition to the basic squad weapons the Zhuh-Zhuhs have access to the following weapons when fielding a Platoon. Limited to two total weapons. Choose either two different weapons or two of the same kind.

- **MMG** - Two man team operated.
- **Rocket Launcher** - Two man team operated.
- **Heavy Mortar** - Two man team operated.
- **AP Mine** - Three mines counting as one option.
- **AT Mine** - Three mines counting as one option.

ARMOR

The standard Zhuh-Zhuh trooper counts as Hard Body armor (68 points) while Muggie Zhuh-Zhuhs count as none or unarmored (0 points).

REINFORCEMENTS

ZHUH-ZHUH REINFORCEMENTS TABLE (a)

2 or 3	= Off Board Fire Support (1)
4 or 5	= Vehicle (2)
9	= Rest of Platoon with Rocket Launcher Team
8	= One infantry squad with Rocket Launcher Team
7	= One infantry squad with Heavy Mortar Team.
6	= One infantry squad with HMG team.
5	= MMG Team
4	= One infantry squad
3	= One infantry squad
2	= One infantry squad

(a) If a Muggie Zhuh-Zhuh Free Company then their reinforcements are handled as outlined on page 53 of the 5150 Rule Book.

(1) The side can call in for an Off Board Fire Support Mission as outlined in the 5150 rules.

(2) Vehicle. When this result comes up the player will consult the appropriate Vehicle Availability table following

VEHICLE AVAILABILITY

1 ZHUH-ZHUH VEHICLE AVAILABILITY

- 1 = Soft skin
- 2 = APC
- 3 = Hvy A Car
- 4 = Med Tank
- 5 = Hvy Tank
- 6 = Behemoth

5150: ILLEGAL ALIENS

Basic Weapons	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
BA Pistol	12	2	2	1	Special	Special	Special	2	NE	NE	14
BA Machine Pistol	12	3	2	1	Special	Special	Special	2	NE	NE	22
BA SMG	24	3	2	1	Special	Special	Special	2	NE	NE	24
Semi-auto Rifle	48	2	3	2	Special	Special	Special	3	NE	NE	28
SAW	48	4	3	2	Special	Special	Special	3	NE	NE	58
Grenade	8	5" circle	2	1	Special	Special	Special	0	NE	NE	14
Rifle Launched Grenades	24	5" circle	2	1	Special	Special	Special	0	NE	NE	15/14
LAW	36	3" circle/1	OD	5	Special	Special	Special	OD	5	4	91
MMG	60	4	5	4	Special	Special	Special	5	1	1	106
Rocket Launcher	48	3" circle/1	OD	5	Special	Special	Special	OD	5	4	116/40
Heavy Mortar	24 to Unlimited	10" circle	2	1	Special	Special	Special	2	NE	NE	82/14
AP Mine	x	5" circle	2	1	Special	Special	Special	0	NE	NE	14
AT Mine	x	1	4	3	Special	Special	Special	3	5	4	41

Melee Weapons	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	1	3	3	3	3	3	3	2	0	NE	20
Combat Knife	x	1	3	3	3	3	3	3	2	1	0	22
Semi-Automatic Rifle with Bayonet	x	1	3	3	3	3	3	3	2	2	1	24

5150 CEPHALOD QRS:

2 IN-SIGHT TEST

Pass 2d6

- All fire.

Pass 1d6

- All fire.

Pass 0d6

- All remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

If called on to fire Inactive will always return fire.

If called on to fire Active may choose their target

Pass 2d6

- Those in cover – Return fire normally.
- Those in open – Will stop in place and return fire.

Pass 1d6

- Those in cover - Will Duck Back.
- Those in open - If fired on to flank or rear will Runaway. Otherwise Duck Back.

Pass 0d6

- Those in cover will Hunker Down.
- All others will Runaway.

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will fire and prepare for melee.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction for Duck Backs only.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Knockdowns are "out of the fight".
- Duck Backs immediately roll again counting a result of pass 1d6 as if a result of pass 0d6.

Pass 0d6

- Knockdowns are "out of the fight".
- Duck Backs will Runaway.

2 LD "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

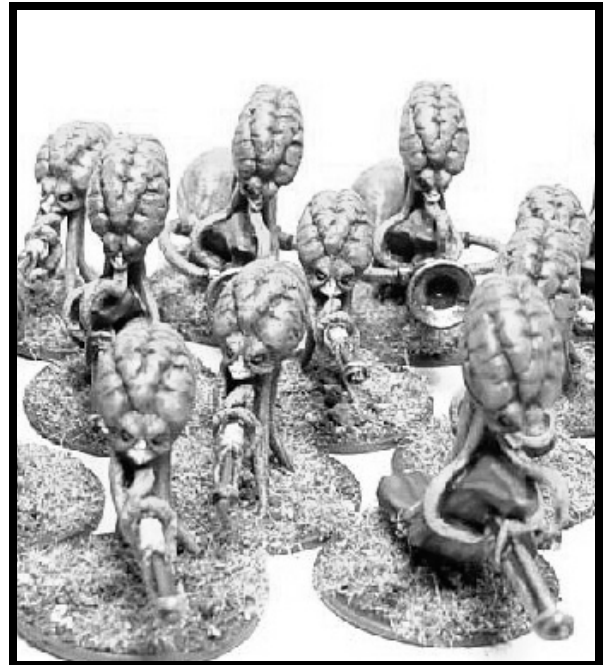
- All back in the fight. Carry on as desired.

Pass 1d6

- Remove figure from play.

Pass 0d6

- Remove figure from play.



CEPHALOD ATTRIBUTES

All Cephalods share the following Attributes:

Slow going: Reduced to 4" movement. Still suffer terrain penalties. May not fast move.

Cold as ice: Never outgunned.

Lightweight: Rolls 2d6 in melee but can only count the best single die result.

Exceptional Pilot: Uses 3d6 when making any Piloting rolls counting the best two results.

5150: ILLEGAL ALIENS

5150 KHANG QRS:

2 IN-SIGHT TEST

Pass 2d6

- Hidden figures may opt not to fire and remain hidden instead.
- All others fire.

Pass 1d6

- Hidden figures may opt not to fire and remain hidden instead.
- In cover will fire normally.
- In open will rush shot and fire at maximum Target Rate and at -1 to Rep.

Pass 0d6

- Hidden figures are not revealed and may not fire.
- All remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

*If called on to fire Inactive will always return fire.
If called on to fire Active may choose their target*

Pass 2d6

- Those in cover – If outgunned will Duck Back. Otherwise fire as normal.
- Those in open - If outgunned will go prone. Otherwise finish move and may fire as normal.

Pass 1d6

- Those in cover - If outgunned will Duck Back. If fired on to flank or rear will Runaway. Otherwise return fire at -1 to Rep.
- Those in open - If outgunned will immediately go prone. If fired on to flank or rear will Runaway. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- All Runaway.

KHANG ATTRIBUTES

All Khang share the following Attributes:

- **Agile:** When the figure is "fast moving" he does not suffer this penalty when firing. In effect a score of 8 would ignore the fast movement penalty unless the target is also fast moving.
- **Crappy Shot:** Minus 1 to rep when firing.
- **Lightweight:** Rolls 2d6 in melee but can only count the best individual result.
- **Steady:** Ignore all terrain penalties when moving.
- **Clumsy:** If when rolling for "fast moving" and a "1" is scored, he will move 1d6" instead and fall forward. He may not get up until active

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those in cover will remain in place and if possible will fire instead.
- Others will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others will remain in place and if possible fire instead.

Pass 0d6

- Those in cover will remain in place and if possible will fire instead.
- Others will Duck Back instead.

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will Runaway.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear may not fire but will prepare for melee.
- Others may not fire but will prepare for melee.

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction for Duck Backs only.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Knockdowns are "out of the fight".
- Duck Backs will immediately roll again counting a result of pass 1d6 as if a result of pass 0d6.

Pass 0d6

- Knockdowns are "out of the fight".
- Duck Backs will Runaway.

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Those in cover/buildings will immediately test again counting a result of Pass 1d6 as a result of Pass 0d6.
- Others are removed from play.

Pass 0d6

- All removed from play.

5150 KHANG ROBOTIC TROOPER (KRT) QRS:

2 IN-SIGHT TEST
2d6 versus Quality (Rep) of 4

Pass 2d6

- Fire.

Pass 1d6

- Re-roll immediately counting a result of pass 1d6 as pass 0d6.

Pass 0d6

- Do not acknowledge presence and do nothing.

2 KRT HIT RESULTS TABLE
(2d6 vs. Impact of weapon minus DV of 3)

Pass 2d6

- **Round penetrates KRT.** Roll for damage on the **KRT DAMAGE TABLE.**

Pass 1d6

- **Round strikes BOT with full force but does not penetrate.** Roll on the **C-BOT 3 SYSTEMS CHECK TABLE** below.

Pass 0d6

- **Round glances off BOT.**

2 KRT DAMAGE TABLE
(2d6 vs. Impact of weapon minus DV of 3)

Pass 2d6

- **KRT explodes!** Treat like a grenade blast to all those within 5" circle of KRT.

Pass 1d6

- **Power loss!** Must spend 1/2d6 activations switching to back up power. If already on back up power becomes **Total Systems Failure.**

Pass 0d6

- **Knocked offline!** KRT is knocked offline and does not function until “resets” and comes back online. Will “reset” at end of next turn of Activation.

1 KRT SYSTEMS CHECK TABLE

Score equal to or less than Impact of weapon:

- **Total systems failure!** Complete systems failure. KRT shuts down and drops to ground.

Score higher than Impact of weapon but equal to or less than Quality of 4:

- **Knocked offline!** KRT is knocked offline and does not function until “resets” and comes back online. Will “reset” at end of next turn of Activation.

Score greater than Quality of 4

- **Power loss!** Must spend 1/2d6 activations switching to back up power. If already on back up power becomes **Total Systems Failure.**

KHANG ROBOTIC TROOPER

The KRT is a “simple program looped” combat bot. Although outdated the KRT still finds work and is adequate for low-level fire support in both offense and defense.

KRT SPECIFICATIONS

FUNCTION: Combat

SIZE: Medium

QUALITY RATING: 4 (The autonomous BOT equivalent of Rep).

ARMOR RATING: DV 3

SYSTEM: KRT “simple program loop” Lethal option.

ARMAMENT: Heavy Laser Rifle with 180-degree center mounted frontal arc and two retractable arms to front equipped for melee counting as “vicious” and with an Impact of 3 for all except EX (2) and BTA (1).

MOTOR UNIT: Either tread or leg driven Gig-4 engine, with base movement of 6”. Ability to rotate in place, moves in reverse at top speed, and equipped with anti-collision field.

SPECIALS: Infrared vision.



5150: ILLEGAL ALIENS

5150 LYCAON QRS:

Non-natural Lycaon will use the BASICS QRS.

2 IN-SIGHT TEST

Pass 2d6

- Hidden figures with an Alpha may opt to remain hidden until after enemy finishes their move.
- All will charge if within reach (20"). Otherwise Duck Back.

Pass 1d6

- Hidden figures with an Alpha may opt to remain hidden until after enemy finishes their move. Otherwise count as if "in cover".
- In cover will charge if target is within normal move (10"). Otherwise, remain in place.
- In open will Duck Back.

Pass 0d6

- Hidden figures are revealed but may not charge.
- Others remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

Pass 2d6

- All will charge if within reach (20"). Otherwise Duck Back.

Pass 1d6

- Those in cover – Will charge if target is within normal move (10"). Otherwise, remain in place.
- Those in open - Will Duck Back.

Pass 0d6

- Those in cover will remain in place.
- All others will Runaway.

2 LD "STOP FEASTING" CHECK

Pass 2d6

- Stop eating and carry on as desired.

Pass 1d6

- Stop eating and carry on as desired next Activation.

Pass 0d6

- All will remain in place and continue to feast.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will charge if within reach (20").

Pass 1d6

- All will charge if within normal move (10"). Others will Duck Back.

Pass 0d6

- All will remain in place.

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those facing chargers will move 3" forward into melee.
- Those charged to flank or rear will turn to face enemy and prepare to melee as normal.

Pass 1d6

- Those in cover will prepare to melee.
- Those charged to flank or rear will turn to face enemy and prepare to melee as normal.

Pass 0d6

- Those charged to flank or rear will Runaway.
- Others will melee at -1d6.

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6 or 1d6

- All back in the fight. Carry on as desired.

Pass 0d6

- Figure removed from play.

LYCAON ATTRIBUTES

All Lycaon share the following Attributes:

- **Superior Senses:** Can detect prey at any range on the table and are not subject to line of sight rules. Can track any creature and follow the path taken by its prey on the tabletop. In addition they can see normally when in the dark.
- **Leap:** Lycaon can leap onto single story buildings or 6" distances from a standing start by taking a Challenge test. Failure of the test does not result in injury but does end its activation.
- **Cold as Ice:** Never outgunned.
- **Faster:** Moves 10" normally. When Fast Move 20"/15"/10".
- **Vicious:** Uses 3d6 when in melee and counting all three results.

Lycaon automatically recover from Knock Downs and Duck Backs.

5150: ILLEGAL ALIENS

5150 QUAR QRS:

2 IN-SIGHT TEST

Pass 2d6

- Hidden figures may opt not to fire and remain hidden instead.
- All others fire.

Pass 1d6

- Hidden figures with a Leader may opt not to fire. Otherwise count as if "in cover" below.
- In cover will rush shot and fire at maximum Target Rate and at -1 to Rep.
- In open will Duck Back.

Pass 0d6

- Hidden figures are revealed but may not fire.
- Others remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

*If called on to fire Inactive will always return fire.
If called on to fire Active may choose their target*

Pass 2d6

- Those in cover – Fire as normal.
- Those in open - Finish move and may fire as normal.

Pass 1d6

- Those in cover - If fired on to flank or rear will Runaway. Otherwise return fire at -1 to Rep.
- Those in open - If fired on to flank or rear will Runaway. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- Those in cover will Hunker Down.
- All others will Runaway.

QUAR ATTRIBUTES

All Quar share the following Attributes:

- **Slow but steady:** Reduced to 6" movement but do not suffer from terrain penalties. May Fast Move 12"/9"/6".
 - **Cold as Ice:** Never outgunned.
- Resolute:** Counts a -1 to Rep when in melee but never can pass less than 1d6.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- All will charge into hand-to-hand combat.

Pass 0d6

- Those in cover will remain in place and if possible will fire instead.
- Others will Halt in place and if possible fire instead.

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will turn to face but may not fire.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- Those in cover will fire and prepare for melee.
- Others Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction for Duck Backs only.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- All back in the fight. Carry on as desired.

Pass 0d6

- Knockdowns are "out of the fight".
- Duck Backs will Runaway.

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Those in cover/buildings immediately re-roll 2d6 counting a result of passed 1d6 as if passed 0d6.
- Others are removed from play.

Pass 0d6

- All removed from play.

5150 RETROVIANS QRS:

2 IN-SIGHT TEST

Pass 2d6

- All fire.

Pass 1d6

- In cover will fire normally.
- In open will rush shot and fire at maximum Target Rate and at -1 to Rep.

Pass 0d6

- All remain in place and do nothing.

2 RECEIVED FIRE TEST

“Star” may choose his reaction.

*If called on to fire Inactive will always return fire.
If called on to fire Active may choose their target*

Pass 2d6

- Those in cover – If outgunned will Duck Back. Otherwise fire as normal.
- Those in open - If outgunned will go prone. Otherwise finish move and may fire as normal.

Pass 1d6

- Those in cover - If outgunned will Duck Back. If fired on to flank or rear will turn to face but may not fire. Otherwise return fire at -1 to Rep.
- Those in open - If outgunned will immediately go prone. If fired on to flank or rear will Runaway. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- All will Runaway.

RETROVIAN ATTRIBUTES

All Retrovians share the following Attributes:

- **Initiative:** When detached from the squad the soldier will count +1 to rep for Activation purposes but never to exceed 6.
- **Resilient:** Treats first OOF as Knocked Down.

2 LD “WANTING TO CHARGE” CHECK

“Star” may choose his reaction.

Pass 2d6

- Those in cover will remain in place and if possible will fire instead.
- Others will charge into hand-to-hand combat.

Pass 1d6

- Those in cover will remain in place and if possible will fire instead.
- Others will halt in place and fire if possible.

Pass 0d6

- Those in cover will Duck Back
- Others will Runaway

2 LD “BEING CHARGED” CHECK

“Star” may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will Runaway

Pass 1d6

- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

“Star” may choose his reaction for Duck Backs only.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Immediately roll again counting a result of pass 1d6 as if a result of pass 2d6.

Pass 0d6

- Knockdowns are “out of the fight”.
- Duck Backs will Runaway.

2 “RALLY” CHECK

“Star” may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Those in cover/buildings back in fight.
- Others will immediately test again counting a result of Pass 1d6 as a result of Pass 0d6.

Pass 0d6

- All removed from play.

5150 SMOgger QRS:

2 IN-SIGHT TEST +1d6 covering fire

Pass 2d6

- Hidden figures with a Leader may opt not to fire while those without will count as "other".
- All others will fire.

Pass 1d6

- Hidden figures with a Leader may opt not to fire. Otherwise count as if "in cover" below.
- In cover will rush shot and fire at maximum Target Rate and at -1 to Rep.
- In open will Duck Back or go prone.

Pass 0d6

- Hidden figures are revealed but may not fire.
- Others remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

If called on to fire Inactive will always return fire.

If called on to fire Active may choose their target

Pass 2d6

- Those in cover – If outgunned will Duck Back. Otherwise fire as normal.
- Those in open - If outgunned will go prone. Otherwise finish move and may fire as normal.

Pass 1d6

- Those in cover - If outgunned will Duck Back. If fired on to flank or rear will Runaway. Otherwise return fire at -1 to Rep.
- Those in open - If outgunned will immediately go prone. If fired on to flank or rear will Runaway. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- Those in cover will Runaway
- All others will Runaway.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- All will remain in place and if possible will fire instead.

Pass 0d6

- All will remain in place.

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will turn to face enemy and count as -1 to Rep for first turn of melee.
- Others will remain in place and prepare to melee.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- All will Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

- Knock Downs are "out of the fight".
- Duck Backs will Hunker Down.

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- All removed from play.

Pass 0d6

- All removed from play.

SMOgger ATTRIBUTES

All Smoggers share the following Attributes:

- **Slow but steady:** Reduced to 6" movement but do not suffer from terrain penalties. May Fast Move 12"/9"/6".
- **Infrared vision:** Able to see normal distances in the dark while suited up with breathing apparatus.
- **Lightweight:** Rolls 2d6 in melee but can only count the best individual result.
- **Exceptional Fixer:** Uses 3d6 when making any "repair" rolls counting the best two results

5150: ILLEGAL ALIENS

5150 XEOG QRS:

2 IN-SIGHT TEST

+1d6 when taking In Sight test

Pass 2d6

- Hidden figures may opt not to fire and remain hidden instead.
- All others fire.

Pass 1d6

- Hidden figures may opt not to fire and remain hidden instead.
- In cover will rush shot and fire at maximum Target Rate and at -1 to Rep.
- In open will Duck Back or go prone.

Pass 0d6

- Hidden figures are revealed but may not fire.
- Others remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

*If called on to fire Inactive will always return fire.
If called on to fire Active may choose their target*

Pass 2d6

- Those in cover – If outgunned will return fire at -1 to Rep. Otherwise fire as normal.
- Those in open - If outgunned will go prone. Otherwise finish move and may fire as normal.

Pass 1d6

- Those in cover - If outgunned will Duck Back. If fired on to flank or rear will Hunker Down. Otherwise return fire at -1 to Rep.
- Those in open - If outgunned will immediately go prone. If fired on to flank or rear will Runaway. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- Those in cover will Hunker Down.
- All others will Runaway.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- All will remain in place and if possible will fire instead.

Pass 0d6

- All will remain in place and if possible will fire instead.

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will turn to face enemy and count as -1 to Rep for first turn of melee.
- Others will remain in place and prepare to melee.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- Those in cover will prepare to melee.
- Others Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

- Knock Downs are "out of the fight".
- Duck Backs will Hunker Down.

2 LD "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Those in cover/buildings back in fight.
- Others are removed from play.

Pass 0d6

- Remove figure from play.

XEOG ATTRIBUTES

All Xeog share the following Attributes:

- Fast:** Able to move 2 extra inches each move
- Resilient:** Treats first Out of Fight result as Knock Down instead.
- Wary:** Add 1d6 when taking In Sight tests.

5150 ZHUH-ZHUH QRS:

2 IN-SIGHT TEST +1d6 covering fire

Pass 2d6

- Hidden figures may opt not to fire and remain hidden instead.
- All others fire.

Pass 1d6

- Hidden figures with a Leader may opt not to fire. Otherwise count as if "in cover".
- In cover will rush shot and fire at maximum Target Rate and at -1 to Rep.
- In open will Duck Back or go prone.

Pass 0d6

- Hidden figures are revealed but may not fire.
- Others remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

*If called on to fire Inactive will always return fire.
If called on to fire Active may choose their target*

Pass 2d6

- Those in cover – If outgunned will Duck Back. Otherwise fire as normal.
- Those in open - If outgunned will Duck Back. Otherwise finish move and may fire as normal.

Pass 1d6

- Those in cover - If outgunned will Duck Back. If fired on to flank or rear will Runaway. Otherwise return fire at -1 to Rep.
- Those in open - If outgunned will immediately go prone. If fired on to flank or rear will Runaway. Otherwise cease movement and fire at -1 to Rep.

Pass 0d6

- Those in cover will Hunker Down.
- All others will Runaway.

ZHUH-ZHUH ATTRIBUTES

All Zhuh-Zhuhs share the following Attributes:

- **Brawler:** Adds 1d6 when in melee but can still only count the best two.
- **Resilient:** Treats first OOF as knocked down.
- **Slow:** Zhuh-Zhuhs will subtract 2" from their move while Muggie Zhuh-Zhuhs move normally.
- **Climb:** Able to climb up trees and move from tree to tree as if moving normally. Muggie Zhuh-Zhuhs may Fast Move through the trees as well.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will charge into hand-to-hand combat.

Pass 1d6

- All will charge into hand-to-hand combat.

Pass 0d6

- Those in cover will remain in place and if possible will fire instead.
- Others will remain in place.

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will turn to face enemy and count as -1 to Rep for first turn of melee.
- Others will countercharge 3" into melee.

Pass 1d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others may not fire but will prepare for melee.

Pass 0d6

- Those in cover will prepare to melee.
- Others Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

- Knock Downs are "out of the fight".
- Duck Backs will Hunker Down.

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

- All back in the fight. Carry on as desired.

Pass 1d6

- Those in cover/buildings back in fight.
- Others will immediately test again counting a result of Pass 1d6 as a result of Pass 0d6.

Pass 0d6

- All removed from play.

5150: ILLEGAL ALIENS

The old wound keeps me from sleeping. It brings back bad memories. Memories of when the "Aliens" came. Where they came from no one knew. Attempts to reason with them were fruitless, as they preferred to attack without provocation. They were so vicious and irrational and soon there were but few of us left alive. Only those that chose to hide survived.

I swallowed my pride and hid like the rest. I said back then I did it for my family, my children. Our leaders said, "There is room for all of us to live on this world, even the aliens. Let us live together in peace."

But they were wrong. I remember returning from the "hunt". It had been a good one even though the aliens had killed most of the animals that we lived on. I remember returning to my home and seeing it destroyed. My children slaughtered and none about except Death. I wailed my grief for what felt like forever, wondering why fate had kept me alive while taking the others

Then I realized it. I was to be the vengeance of my people. So I hunt the aliens in memory of my children, in memory of my people. I am the last of my kind. I come in the night bringing death. "They" know me as...

THE NIGHT TERROR

PUBLIC ANNOUNCEMENT

DEPARTMENT OF INTERSTELLAR TRAVEL
Office of the Spokesman

*This information is current as of today, 770322
13:44:48 GPST-0600 (Gaea Prime Solar Time).*

PAVORNOKAE V

770322

This Public Announcement informs GP citizens of security concerns in Pavornokae V and advises them to carefully consider the risks of travel to Pavornokae V. This Public Announcement is valid until further notice.

Recent ritualistic fatal attacks on civilians on Pavornokae V have served to increase concern for the obvious lack of safety provided by local security forces. These attacks have been attributed to what the locals are calling the "Night Terror" who is as of yet unidentified. Whether this "Night Terror" is operating alone or in conjunction with others is widely speculated. What is known is that no one, from the highest to lowest levels of society, is immune to these attacks.

Political leaders at the highest levels of the Pavornokae V government are condoning the security forces' use of violence, including lethal force, against anyone the Government perceives as either being part of, or supporting the "Night Terror".

The Home Office has expressed disappointment in the ability of the local security forces to handle this threat and negotiations are underway to provide Star Army support if needed. Although some may view this as a direct breach of the Hanglakka Accord, public sentiment on Pavornokae is slowly shifting GP way,

While heavily populated urban areas remain relatively untouched by this "Night Terror", the local Government is receiving reports that attacks are spreading from the rural areas towards these cities nonetheless.

GP citizens in Pavornokae V, who choose to remain, should minimize travel within the country and, to the extent practicable, remain in areas of high population density.

In light of current circumstances, GP citizens are advised to consider the risks before traveling to Pavornokae V at this time. GP citizens already in Pavornokae V should regularly monitor the Department's Interstellar Info-site at ist://itravel.6ring.pavorbokae. There the current Consular Information Sheet for Pavornokae V, the Interstellar Caution Public Announcement, and other travel information can be found.

All GP citizens in Pavornokae V are urged to register with the DIT as soon as possible. Upgrades to monitoring implants are, of course, available at no charge to the citizen.

The GP Embassy is located at 172 Alkane Way in the city of Harrah. The 24-hour com-link number is (2634) 4-250593. In the event of an after-hours emergency, please call the above number and ask to be transferred to the duty officer.

INTRODUCTION

What you have here is the first of hopefully many scenarios for 5150. All the scenarios will require you to have a copy of, and working knowledge of, 5150 the Sci-Fi rules set from Two Hour Wargames.

www.twohourwargames.com

This scenario will introduce you to a new alien, and other useful information. These new rules do not replace those in 5150. Rather they compliment the main rules.

Our first scenario is a "typical Bug hunt", with a twist. You take on the role of the alien, the "Night Terror". If you'd rather play the humans, feel free to incorporate the new alien into the 5150 rules using the Xeniform section. However, be sure to use the QRS and stats for the "Night Terror".

Hope you enjoy this scenario and "Just play the game!"

5150: ILLEGAL ALIENS

NECESSARY TABLES

Most of the necessary and quoted tables in this scenario can be found in the rear of the booklet. However, additional tables are found in 5150 under the QRS section. These include the Universal QRS (page 95), the Basics QRS (page 98), the PDF QRS (page 105), and the Star Army QRS (page 106).

“NIGHT TERROR”



Vidcap of the Xenofom known as the “Night Terror”.

CURRENT HISTORY

Very little is known of the “Night Terror”. It has been speculated that it is a direct descendant of the **XENOFORMS** that were found when **PAVORNOKAE V** was first colonized. It is safe to assume that this creature shares many traits with other Xenofoms and one would do well to refer to the **ALIENS STUDIES INSTITUTE (ASI)** publications found on the subject.

All info found in this doc is based upon speculation at best, and should be taken with a bit of caution.

The Night Terror is vicious, seeming to attack indiscriminately and at random. No one knows where it comes from or if there is more than one. Only a grainy vid-cap exists of what *may* be a Night Terror. Night Terror victims are found horribly mutilated but not eaten. This mutilation has led the local population of Pavornokae V to categorize these attacks as some sort of ritual. If so this marks the Night Terror as somewhat of an intelligent being. This however, stands in contrast to all that is known about Xenofoms.

“Night Terror” attacks have not only occurred in dark structures but also outdoors, invariably in rough terrain. In all cases, the “Night Terror” has struck when it is dark, giving rise to its popular name.

Be advised that the **ASI** has offered a substantial reward for anyone bringing in a live specimen of this Xenofom.

NIGHT TERROR ORGANIZATION

Unknown.

“NIGHT TERROR”

<u>ORGANIZATION -</u>	<u>Creature</u>
# Encountered	Unknown
# Per Group	Varies
Dice Generation	Special (1)
Basic Creature	Rep 5

(1) Always alone.

PLAYING THE NIGHT TERROR

It is intended that The Night Terror be player controlled, while the game mechanics handle the humans. This is somewhat of a role-reversal from the typical sci-fi “bug hunt. However, as mentioned previously players may choose to run the humans instead. In this scenario the Night Terror is treated as a Rep 5 Star.

MOVEMENT

- The Night Terror may move up to 12” regardless of terrain type with the exception of water. He will move through water at half-speed.
- He may also move along ceilings at up to 8”.
- He can also navigate air ducts as well.
- Whenever moving over 8” he counts as a “Fast Moving” target.

BLENDING

The Night Terror has the ability to “blend” into its surroundings if it does not move, for example, blending into a wall or rock surface behind it. Use of this ability entails a “blending” test.

Whenever an *opposing* group would normally take an In Sight test as per page 13 of the 5150 rules, both the Night terror, and the opposing figures will take the **BLENDING TEST**. The Night Terror always rolls 3 dice for this test. The opposing figures normally roll 2 dice, however a good result on a State of Awareness test could allow a third die. Compare the number of dice passed by each side on the table below.

The Blending Test results remain in effect until either the Night Terror moves or another alien has an opportunity to take an In-Sight Test.

5150: ILLEGAL ALIENS

3 or 2 BLENDING TEST

Night Terror passes more d6

- You remain “blended” and the enemy cannot take an In Sight test. Execute surprise attack!

Pass same number of d6

- You are noticed but the enemy is slow to react. Enemy allowed Being Charged test.

Enemy passes more d6

- Enemy sees you and takes In Sight test as normal.

SURPRISE ATTACK

If the Night Terror has passed more d6 than the Enemy for the Blending test he remains blended until the enemy moves out of sight or within charge range (12”). Once an alien comes within charge range the Night Terror may roll 2d6 and check the results on the **SURPRISE ATTACK TABLE**. The Night Terror then attacks counting the results of his test.

2 SURPRISE ATTACK TABLE

Pass 2d6

- Target totally surprised and counts 0d6 during whole melee!

Pass 1d6

- Target surprised and counts 1d6 during whole melee!

Pass 0d6

- Target surprised and counts 1d6 during first round of melee then reverts to 2d6.

NIGHT TERROR IN MELEE

- The Night Terror can only inflict damage if in melee.
- The Night Terror counts as Vicious adding 1d6 to his attack dice when in Melee. In addition he is allowed to count all three results. This means he can “pass” up to 3d6.
- The Night Terror has an Impact of 1 vs. Battle Armor.
- The Night Terror has an Impact of 3 vs. Exo Armor.
- The Night Terror has an Impact of 4 vs. all others.
- The Night Terror counts as having Hard Body Armor.

TAIL WHIP ATTACK

The Night Terror can melee multiple aliens as per the rules in 5150 (page 18). However, when in

melee with either two or more targets or those to the flank or rear the Night Terror will use its tail in a whip-like fashion. When doing so ignore negative modifiers in melee for fighting 2 or more enemies.

However when using the tails whip only roll 2d6 instead of 3, and consult the Tail Whip Attack table.

2 TAIL WHIP ATTACK

Used when fighting 2 or more targets or a target is to the flank or rear.

Pass 2d6

- Successful whip of the tail. Immediately roll a round of melee but only using 2d6. May not count worse than *pass same d6* result whether or not you actually do so.

Pass 1d6

- Whip of tail knocks down target that may not function until active.

Pass 0d6

- Miss!

RECEIVING DAMAGE

When the Night Terror receives damage from an attack the alien will use the following table.

1 RECEIVED DAMAGE TABLE

Score rolled is a “1”:

- Obviously dead! Nature of the wound is so obvious that there’s no question that you’re a “goner”.

Score roll equal to or less than Impact of weapon but not a “1”:

- Knock Down! You’re knocked down but may function normally when next active.

Score higher than Impact of weapon but equal to or less than your Rep:

- Shrug it off. Halt in place but otherwise no damage.

Score greater than Rep of casualty:

- Out of the Fight! You’re badly wounded and OOF. It’s the lab for you (1-3) or death (4-6).

NIGHT TERROR ATTRIBUTES

The “Night Terror” has the following Attributes:

- **Infrared vision:** Able to see normal distances in the dark.

5150: ILLEGAL ALIENS

- **Superior Senses:** Can detect prey at any range on the table and is not subject to line of sight rules. Can track any creature and follow the path taken by its prey on the tabletop.
- **Vicious:** Adds 1d6 to its attack dice when in Melee. In addition it is allowed to count all three results. This means it can “pass” up to 3 Dice.
- **Blending:** Able to literally blend into any surroundings if remain perfectly still prior to attacking.

ENCOUNTERING THE “NIGHT TERROR”

As the “Night Terror” you pick your spot for an attack. You can venture forth into any area of Pavornokae V.

Attacks may occur in the following areas:

Urban area: Densely populated areas such as the city of Harrah. See page 38 for more info on urban areas.

Well-inhabited area: Lesser-populated areas such as the township of Curahe. See page 38 for more info on these areas.

Backwater area: Sparsely populated areas such as the mining camps found south of Harrah in the deep wasteland. See page 38 for more info on these areas.

THE HUNT

The “Hunt” consists of one attack on one group of aliens in one location. Once the attack has taken place and all aliens have either been killed or have escaped the Hunt is over. The Hunt follows a strict procedure.

1. The player determines where the Hunt will take place.
2. The type of aliens involved in the Hunt are determined by rolling on the **HUNTING THE ALIENS TABLE**.
3. Next the number of aliens present is determined by rolling on the **HOW MANY ALIENS TABLE**.
4. The table is laid out to reflect the location chosen for the attack.
5. The Night Terror is placed anywhere on the table that the player desires.
6. Activation dice are rolled as normal and movement is carried out.
7. The aliens then enter the table from a random direction and will try and exit from the opposite end.
8. When the Night Terror moves and could be spotted by one or more aliens he must take the **BLENDING TEST**.
9. Depending on the results from 8 above, the Night Terror may roll on the **SURPRISE**

ATTACK TABLE when he charges the aliens.

10. Combat is carried out as per 5150 rules.
11. If the Activation dice come up “7” after the Night Terror has attacked the group there is a chance of more aliens being attracted to the battle.
12. The battle continues until either all the aliens are killed or runaway, the Night Terror decides to leave, or the Night Terror ends up dead or in the lab.

DECIDING WHERE THE HUNT TAKES PLACE

The player decides where he will Hunt. After checking out page 38 in the 5150 rules you should be able to determine where you want to hunt the enemy. It is also advisable to refer to the **HUNTING THE ALIENS TABLE** to see how the area you choose will affect what you encounter.

Note that the area you hunt will increase or decrease the chance of Star Army intervention. Once the Star Army arrives it will be significantly more dangerous to hunt.

WHAT TYPE OF ALIENS ARE HUNTED

To determine what type of aliens you will encounter roll 2d6 and add the scores together. From this total add or subtract the modifiers for the area listed on the **HUNTING THE ALIENS TABLE** as well as an additional +1 for each Hunt Encounter you have had.

2 “HUNTING THE ALIENS” TABLE

Used to determine what you’ve encountered.

+2 if encounter if in urban area

-1 if encounter is in backwater area

+1 for every previous encounter

Score Result

2 - 9 Type: Basic

Rep: 3

Armor: None

Weapons: Pistol (1-2) or knife (4-6)

10 - 11 Type: Basic

Rep: 3 (1-3), 4 (4-5), or 5 (6)

Armor: None (1-4) or Soft Body Armor (5-6)

Weapons: Pistol (1-3) or Shotgun (4-6)

12 - 13 Type: Planetary Defense Force (page 105)

14+ Type: Star Army (page 106)

HOW MANY ALIENS

Once you have established where you are encountering the aliens, and what they are, you need to find out how many of them there are.

5150: ILLEGAL ALIENS

To determine how many aliens will be present start by rolling 1d6 before the first Hunt. After each Hunt add 1d6 to the roll BUT *subtract the number that you've killed from the dice total*. Look up the result on the HOW MANY ALIENS table to determine how many aliens you encounter. Example – Third encounter roll 3d6 scoring a 4, 5, and 6. The total is 15, but you have killed 6 enemy prior. So the adjusted score is 15-6 or 9. “They outnumber you 2 to 1.”

2 “HOW MANY ALIENS?”	
1 to 8	The forces are equal.
9 to 12	They outnumber you 2 to 1.
13 to 16	They outnumber you 3 to 1.
17+	They outnumber you 4 to 1.

WHERE THE ATTACK TAKES PLACE

The Night Terror has the following options to make its attack. Consult the area that you are hunting in and decide what the table will be like whether indoors or outdoors.

- **Urban area** – You will only attack in the outdoors between buildings and never inside the densely populated structures. The table should be set up as an alley, parking lot, or similar open space. Urban areas have an Encounter Rating of 4 for this scenario
- **Well-inhabited area** – You have the option of attacking indoors or outside as outlined above. If attacking indoors determine if the building is small, medium, or large size. How the size of the building affects the hunt is described in the following section. Well-inhabited areas have an Encounter Rating of 2 for this scenario.
- **Backwater area** – Attacks in a backwater area will always be near a settlement. The threat of the Night Terror has limited if not eliminated travel in backwater areas after dark. Buildings in a backwater area will consist of either one large building or a cluster of one medium building surrounded by 1d6 small buildings. Backwater areas have an Encounter Rating of 1.

BUILDING SIZE

When hunting in a building, the size of the building will affect the Hunt by increasing the Encounter rating of the area that the Hunt takes place. A large building will increase the ER by 1 while a smaller building will reduce it by 1.

ENCOUNTER RATINGS AND ATTRACTING HELP

Whenever the Activation dice total a “7” there is a chance that more aliens will be drawn to the battle by the noise being made. This can only occur after the Night Terror has made his initial attack.

If a “7” is rolled then roll 2d6 and compare the results to the following ‘**HELP ME! HELP ME!** TABLE to see if more aliens arrive. The dice scores are compared to the Encounter rating of the area.

2 “HELP ME! HELP ME!” TABLE	
<i>+1 to the ER if hunting in a large building.</i>	
<i>-1 to the ER if hunting on a small building.</i>	
<i>The ER may never be less than ‘1’.</i>	
Pass 2d6	
• Help arrives! Roll 2d6 on the HELP ARRIVES TABLE .	
Pass 1d6	
• Help is in the area! No help now but add 1d6 next time the test is made, counting the best two scores.	
Pass 0d6	
• No help available!	

HELP ARRIVES

Once it has been determined that help will arrive roll 2d6 and add the scores together. Find the total on the table to determine what kind of help will arrive.

2 HELP ARRIVES TABLE	
<i>+1 if in urban area</i>	
<i>-1 if in backwater area</i>	
Score Result	
2 - 5	Type: Basic Rep: 3 (1-3), 4 (4-5), or 5 (6) Armor: None (1-4) or Soft Body Armor (5-6) Weapons: Pistol (1-3) or Shotgun (4-6)
6 - 10	Type: 1/2d6 Basics Rep: 3 (1-3), 4 (4-5), or 5 (6) Armor: None (1-4) or Soft Body Armor (5-6) Weapons: Pistol (1-3) or Shotgun (4-6)
11 - 12	Type: 1/2d6 Planetary Defense Force
13+	Type: 1/2d6 Star Army

SCORING AND WINNING

It is just a matter of time before the Star Army intervenes and the Night Terror is captured or killed. But it is up to you to determine how successful you were.

5150: ILLEGAL ALIENS

2 “HUNTING THE ALIENS” TABLE

Used to determine what you've encountered.

+2 if encounter if in urban area

-1 if encounter is in backwater area

+1 for every previous encounter

Score Result

2 - 9 Type: Basic

Rep: 3

Armor: None

Weapons: Knife (1-2) or unarmed (4-6)

10 - 11 Type: Basic

Rep: 3 (1-3), 4 (4-5), or 5 (6)

Armor: None (1-4) or Soft Body Armor (5-6)

Weapons: Pistol (1-3) or Knife (4-6)

12 - 13 Type: Basic

Rep: 3 (1), 4 (2-4), or 5 (5-6)

Armor: Soft (1-4) or Hard Body Armor (5-6)

Weapons: BA Pistol (1), Shotgun (2-4), or Assault Rifle (5-6)

14+ Type: Star Army (See list in 5150)

2 “HOW MANY ALIENS?”

1 to 8	The forces are equal.
9 to 12	They outnumber you 2 to 1.
13 to 16	They outnumber you 3 to 1.
17+	They outnumber you 4 to 1.

3 or 2 BLENDING TEST

Night Terror passes more d6

- You remain “blended” and the enemy cannot take an In Sight test. Execute surprise attack!

Pass same number of d6

- You are noticed but the enemy is slow to react. Enemy allowed Being Charged test.

Enemy passes more d6

- Enemy sees you and takes In Sight test as normal.

2 SURPRISE ATTACK TABLE

Pass 2d6

- Target totally surprised and counts 0d6 during whole melee!

Pass 1d6

- Target surprised and counts 1d6 during whole melee!

Pass 0d6

- Target surprised and counts 1d6 during first round of melee then reverts to 2d6.

2 TAIL WHIP ATTACK

Used when fighting 2 or more targets or a target is to the flank or rear.

Pass 2d6

- Successful whip of the tail. Immediately roll a round of melee but only using 2d6. May not count worse than *pass same d6* result whether or not you actually do so.

Pass 1d6

- Whip of tail knocks down target that may not function until active.

Pass 0d6

- Miss!

1 RECEIVED DAMAGE TABLE

Score rolled is a “1”:

- Obviously dead! Nature of the wound is so obvious that there's no question that you're a “goner”.

Score roll equal to or less than Impact of weapon but not a “1”:

- Knock Down! You're knocked down but may function normally when next active.

Score higher than Impact of weapon but equal to or less than your Rep:

- Shrug it off. Halt in place but otherwise no damage.

Score greater than Rep of casualty:

- Out of the Fight! You're badly wounded and OOF. It's the lab for you (1-3) or death (4-6).

“NIGHT TERROR” ATTRIBUTES

The “Night Terror” has the following Attributes:

Infrared vision: Able to see normal distances in the dark.

Superior Senses: Can detect prey at any range on the table and are not subject to line of sight rules. Can track any creature and follow the path taken by its prey on the tabletop.

Vicious: Adds 1d6 to their attack dice when in Melee. In addition they are allowed to count all three results. This means they can “pass” up to 3 Dice.

Blending: Able to literally blend into any surroundings if remain perfectly still prior to attacking.

5150

“NIGHT TERROR” QRS:

**JOIN THE FIGHT NOW!
FOR
KING AND COUNTRY!**



**'THEY ARE DOING THEIR PART.
WHY AREN'T YOU?**

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Miscellaneous

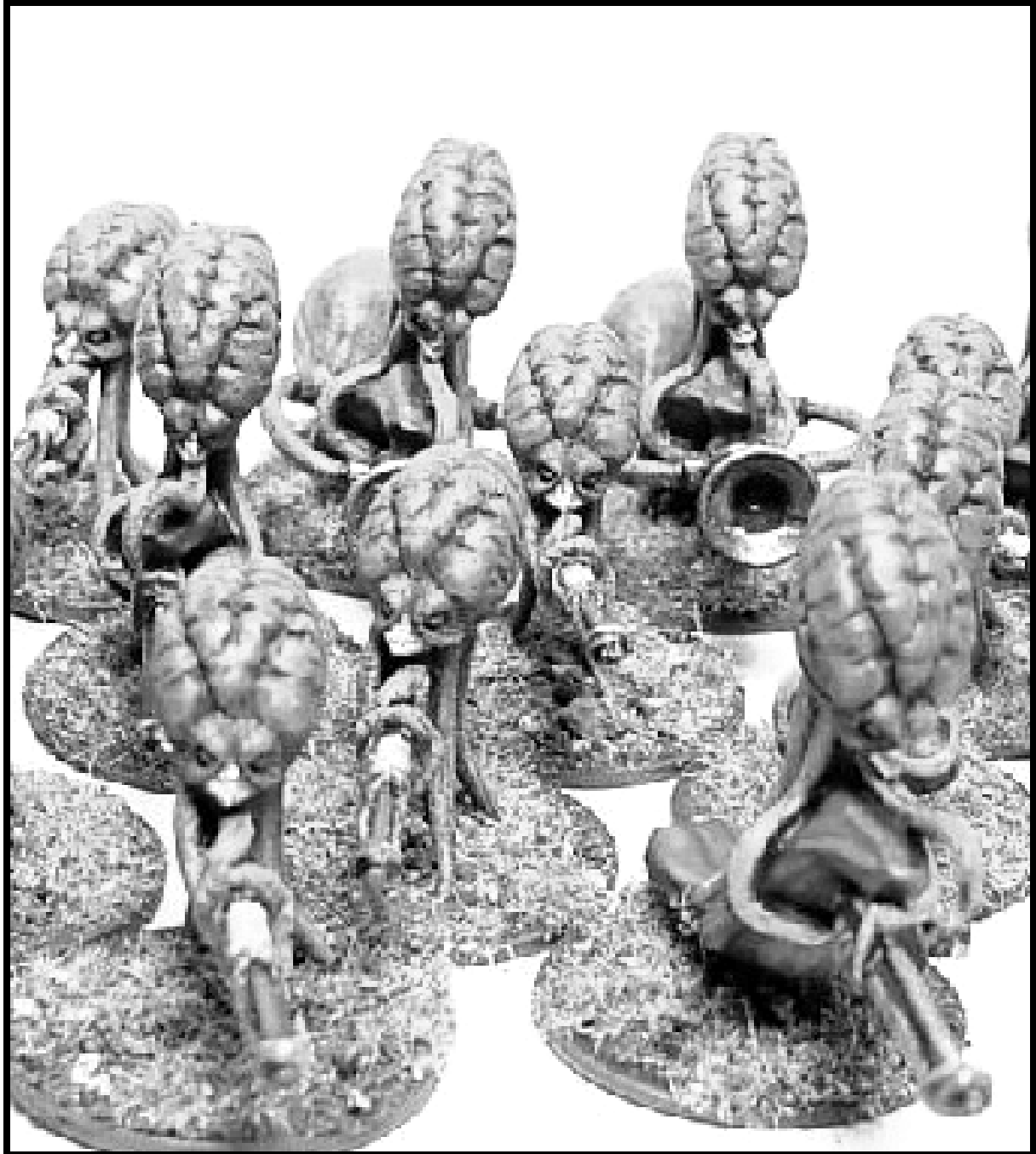
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Available smoggers :

Smogger Infantry with bandaguns

Smogger tunnelers with big claws

Smogger Heavy weapon teams

Smogger Liamel riders

Smogger Boss character

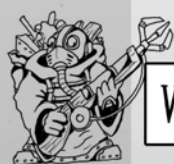
Smogger Fixer character

Smogger Nanomancer character

Smogger Shaman character.

Smogger Mortar and crew

Smogger Junk Floater.



From their subterrean network of tunnelsystems come the Smoggers, an alien species of burrowing creatures not too different from earth's moles. Their small postures, clumsy movement and crude technology may fool many, yet those that have experienced the wrong side of their ferocity and devastation would warn you if they could : "dont upset a smogger merchant, nor stand in the way of smogger salvagers, for them you're just another recyclable resource."



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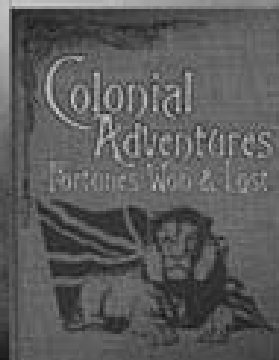
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2HourWARGAMES

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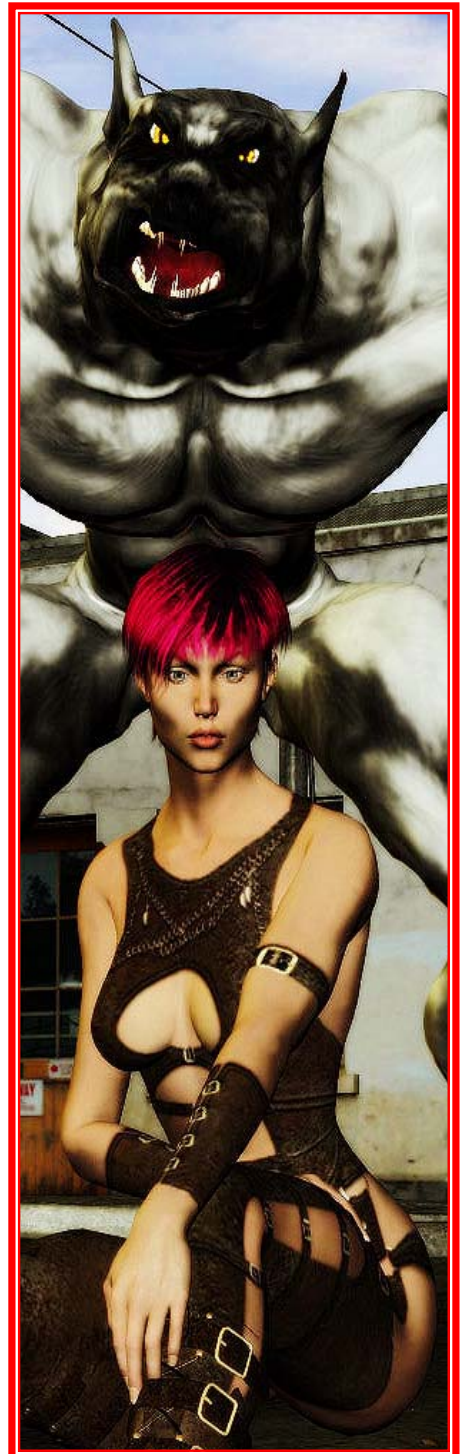
ILLEGAL ALIENS

This book will introduce you to *eight new aliens*. Inside ILLEGAL ALIENS you will find complete descriptions for each of these alien races. These include pictures and the following information:

- Who these aliens are.
- Their current history.
- The type of Encounters they have.
- Their Prime Motivator.
- Their small unit organization.
- The Attributes they possess including new ones not previously mentioned in 5150.
- The weapons they use at squad level.
- Any available support weapons.
- What reinforcements are available.
- What type of vehicles they can utilize.
- And finally complete stats for their weapons.

In addition we have included one scenario that introduces yet another new alien for a total of nine! This scenario features a new alien known simply as the "Night Terror".

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