5150

BATTALION
COMMANDER

5150

CONGRATULATIONS COLONEL!
YOU'VE JUST BEEN PROMOTED.

In 5150 Star Army you were a Platoon Leader in charge of three squads and with a little experience it became a company. But now all that's changed. In 5150 Battalion Commander you're in control of a battalion. Three companies!

But don't worry; it's a bit of a learning curve so we'll start you out with one company. Before you know it you'll be up to speed. And you better do it quickly as there are new enemies to conquer in addition to the Hishen and Bugs from 5150 Star Army. Remember, it's not a job, it's an adventure and this adventure will let you play with cool new toys.

Inside 5150 Battalion Commander you'll find:

- Rules for infantry, mechs, vehicles and aircraft on a larger scale.
- A pre-generated mini-campaign linking your Missions, yet still allowing you to play one-off battles when desired.
- Complete campaign system that rewards your successes and punishes your failures.
- New Aliens to fight, plus the old Hishen and Bug standbys.
- Increased gaming scale where each squad consists of two stands allowing for bigger games, while maintaining the realistic feel of men under fire found in 5150 Star Army.

Like all THW games Battalion Commander can be played solo or same-side, against the game mechanics or head-to-head against your friends.

You've trained and gone through the simulations. You've convinced yourself that it's just like what you've done before, except now it isn't. Now all the men you are responsible for are spread out over eighteen squads instead of three. Now you're farther from your men but closer to the higher ups. How the hell did you get into this?

Then you hear it!

The explosions, small arms fire, and chatter from the Comm-links are starting to come in. It's music to your ears, like coming home. In your gut you know you're ready, now it's time to prove it the others.
Now it's time to take command.

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5150

BATTALION
COMMANDER

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5150: BATTALION COMMANDER

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INTRODUCTION

5150: Battalion Commander is a unit based set of combat rules where players command from a platoon to a battalion as their familiarity with the rules grows.

The basic maneuver element in the game is the squad of eight to twelve figures over two or three bases (stands). The mechanics are based on our popular *5150: Star Army* but streamlined to allow for much larger games.

WORD OF ADVICE

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

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

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

You can expect a response within 24 hours.

NEEDED TO PLAY

You will need a few things to play *5150: Battalion Commander*. Here they are:

- Six-sided dice, also known as d6. It is best to have at least six of these and the more you have, the quicker games will play.
- One ruler or measuring device, ideally one per player.
- Any combination of metal, plastic or paper figures in a consistent scale of your choice.
- Something to represent buildings and other terrain features.
- A 3'x3' flat surface but you can play with a larger one if desired.

THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2D6.

PASSING DICE

This way to use the dice is to roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be Reputation (page 4), Activity Level (page 35) or something entirely different.

- If the score is *equal or less* than the Target Number the d6 has been *passed.*
- If the score is *higher* than the Target Number the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.

Example – 1st squad comes under fire and takes one casualty. The squad must take a Crisis Test versus its Rep of 4. This means that 4 is the Target Number. I roll 2d6 and score a 3 and 6, passing 1d6.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is a failure.

Example: The Free Company squad enters melee and rolls 6d6. It scores a 1, 3, 3, 5, 6 and 4. This translates into three successes (1, 3, and 3).

POSSIBILITIES

When you see numbers in parenthesis, such as (1-2), it means there is a chance of that event happening based on a 1d6 roll.

Example – The platoon may also have an additional Support Weapon (1). This means that on a result of 1, when rolling 1d6, the platoon receives an additional Support Weapon.

READING AND ADDING THE DICE

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

Example – On the Terrain Generator Table (page 31) I roll a 3 and a 6 for a total of 9.

1/2 D6

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

- Roll 1d6.
- (1 - 2) = 1
- (3 - 4) = 2
- (5 - 6) = 3

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. Here's how we do it:

- When there is a number roll that many d6.
- When there is a word, like Rep, roll 1d6 for each point of that word.
- With certain applicable modifiers the number of d6 rolled will be increased or decreased.

Example – A Star Army squad (Rep 4) must roll an In Sight Test. The word Rep is in the left hand corner so I will roll 4d6, one for each point of Rep.

Later the squad takes a Crisis Test. There is a 2 in the left hand corner so I will roll 2d6. Looking on the table I see a modifier of +1d6 as the squad is in cover so roll 3d6.

*F*IGURES AND *T*ERRAIN

5150: Battalion Commander can be used with any figures you may already have and in any scale. Although written with 15mm in mind you can use other scales with little or no changes in distances.

*B*ASING *F*IGURES

The basic maneuver element in *5150: Battalion Commander* is the squad. Yes, we understand that Bugs are not organized in squads but they do form into groups of four or eights figures whenever possible.

- All infantry squads consist of two or three bases (stands) of four figures each.
- Warrior Bugs are mounted two figures per base. The do not have formal squads but will move to form groups of eight Bugs.
- Puker Bugs are mounted individually.
- Support Weapons (page 76) are mounted on one base (stand).
- Vehicles may not need to be mounted and if you choose to do so use the smallest base necessary.

*B*ASE *S*IZES

You can choose the size bases you wish to use. You can use commercially available bases for other rules systems or make your own.

- We recommend mounting four infantry or two Bug figures facing the long edge of a 1 ½" x ½" base. Optionally you can choose to base three infantry figures per stand.
- For Support Weapons use the same base but mount the weapon and crew facing the short edge.

*D*EFINING *F*ACING

Charging onto the rear or flank of an enemy or shooting to its rear or flank depends upon the actual physical location of the attacker.

To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target.

To qualify as a flank attack the attacker must begin and end its movement facing the area of the stand between the front and rear facing.

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

- The flank facing is defined as the area of the stand between the front and rear facings.

The following illustration helps to define the three facings of a unit. The same rules apply to Support Weapons and Vehicles.
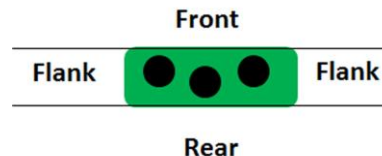
*T*ABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the Quick Reference Sheets also called the QRS. When reading a section it is recommended that you review the table in question.

*W*HY *S*O *M*ANY?

Your *5150: Battalion Commander* Missions can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic five or so tables. But if you want a realistic campaign with more detail use the numerous tables that are provided. *5150: Battalion Commander* is like a toolbox. You may not need all the tools but they are there if you do!

*S*TOP!

5150: Battalion Commander is played with d6. They are used in the following ways:

- Passing Dice.
- Counting Successes.
- Possibilities.
- Reading and Adding the Dice.
- 1/2d6.

The game is played with units; either multiple figures mounted on a base or paper counters.

To qualify for a flank or rear attack bonus the attacker must begin and end its move on the flank or rear of the target.

INFANTRY

In this section you will be introduced to the Infantry rules. These rules also apply to Support Weapons as well.

Once you feel comfortable with the rules, and have played a small game or two, we recommend adding the Vehicle rules (page 14).

In *5150: Battalion Commander* you can easily handle a platoon of three squads. But as the mechanics become more familiar to you, running multiple platoons or a *company* will be very easy for you. *The game is made to play a company or battalion per player*. Just play the rules a few times, adding a little more each time.

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

DEFINING THE SQUAD

In *5150: Battalion Commander* the basic maneuver element, smallest unit that you will move, is the squad. The squad consists of two or three stands of figures. Let's go into detail about what defines each squad:

- What is its *Reputation*?
- What is its *Fire Factor*?
- Does it have any *Special Attributes*?
- How far can it *Move*?
- What is its *Range?*

REPUTATION

Reputation or Rep represents a combination of training, experience, morale and motivation. Rep is an expression of a squad's overall fighting quality.

There are four levels of Reputation:

- *REP 6* – Elite units with numerous successful Missions.
- *REP 5 –* Veteran units that have seen considerable action and success.
- *REP 4* – Trained soldiers of some experience.
- *REP 3 -*Units of unknown quality who have seen little or no action.

FIRE FACTOR

Fire Factor is a number from 1 to 5 that represents the overall firepower that a full-strength squad can deliver on an Infantry or Bug target. The higher the Fire Factor the greater the firepower of the squad.

SUPPORT WEAPONS

Support Weapons are heavier crew served weapons that can also fire at Vehicles and Mechs. Support Weapons will have five Fire Factors just like Vehicles (page 14).

SPECIAL ATTRIBUTES

Special Attributes are used to further define the different squads found in *5150: Battalion Commander*. Here are the Special Attributes for the Infantry used in *5150: Battalion Commander*.

FREE COMPANY

SPECIAL ATTRIBUTE
Fear of Bugs: • Count a -1d6 when taking the Charge into Melee Test versus Bugs. • Count a -1d6 when in Melee with Bugs.

GRATH

SPECIAL ATTRIBUTE
Count a +1d6 when taking the Charge into Melee Test.
Count a +2d6 when in Melee.

HISHEN

SPECIAL ATTRIBUTE
Fear of Bugs: • Count a -1d6 when taking the Charge into Melee Test versus Bugs. • Count a -1d6 when in Melee with Bugs.

PDF

SPECIAL ATTRIBUTE
Fear of Bugs: • Count a -1d6 when taking the Charge into Melee Test versus Bugs. • Count a -1d6 when in Melee with Bugs.

REBELS

Use for Planetary Militia as well.

SPECIAL ATTRIBUTE
Fear of Bugs: • Count a -1d6 when taking the Charge into Melee Test versus Bugs. • Count a -1d6 when in Melee with Bugs.

STAR ARMY INFANTRY

SPECIAL ATTRIBUTE
Count a +1d6 when taking the In Sight Test.
Count a +1d6 when in Melee.
Fear of Bugs: • Count a -1d6 when taking the Charge into Melee Test versus Bugs. • Count a -1d6 when in Melee with Bugs.

STAR ARMY ISS

SPECIAL ATTRIBUTE
Count a +1d6 when taking the In Sight Test.
Count a +1d6 when taking the Charge into Melee Test.
Count a +2d6 when in Melee

STAR ARMY RANGERS

SPECIAL ATTRIBUTE
Count a +1d6 when taking the In Sight Test.
Count a +1d6 when in Melee.

STAR ARMY - SYMONS

SPECIAL ATTRIBUTE
Count a +1d6 when taking the In Sight.
Count a +1d6 when in Melee.

ZHUH-ZHUH INFANTRY

SPECIAL ATTRIBUTE
Count a +1d6 when in Melee

ZHUH-ZHUH ARMORED TROOPS

SPECIAL ATTRIBUTE
Count a +1d6 when taking the Charge into Melee Test.
Count a +2d6 when in Melee.

MOVE

Infantry can move from 4 to 8 inches per turn when active. The exact distance can be found on the appropriate Army List (pages 60 & 76).

RANGE

Infantry squads can fire up to 12" to their front.

STOP!

Every unit is defined by five characteristics. They are:

Reputation (Rep) – Rep ranges from 3 to 6 reflecting how well the squad will perform. Units with higher Reps will perform better than lower ones.

Fire Factor – Fire Factor reflects the firepower of a Squad or Support Weapon. Those with higher Fire Factors will perform better than those with lower ones.

Special Attributes - Special Attributes help to make each army different from each other.

Move – The distance the unit can move when active (page 9).

Range – The distance the unit can fire.

ORGANIZATION

This section will explain how to organize your squads into larger formations.

PLATOON

A full platoon is made up of the following:

• Three squads.
• Four figures representing the *platoon leader* and three other soldiers.
• Two *platoon assets* (page 40).

GRATH, SYMON, AND ARMORED SQUADS

One in three squads in a Hishen platoon can be Grath. Grath squads can also be substituted for a *platoon asset.*

One in three squads in a Star Army – Infantry platoon can be Symons. Symon squads can also be substituted for a *platoon asset.*

One in three squads in a Zhuh-Zhuh – Infantry platoon can be Armored Infantry. Armored Infantry squads can also be substituted for a *platoon asset.*

COMPANY

Each full company is made up of the following:

- Two full platoons.
- Four figures representing the *company commander* and staff.
- One *company asset* (page 40).
- Capability to call in one Off Board Support during the Mission, rolled from the Off Board Support Table (page 62), prior to the Mission.

BATTALION

Each full battalion is made up of the following:

- Three full companies.
- Four figures representing the *battalion commander* and staff.
- Capability to call in Off Board Support during the Mission based on their Activity Level (AL) (page 35). AL 5 or higher will receive three Off Board Supports, AL 3 or 4 two, while AL 1 or 2 only one.

GROUP COHESION

A group is defined as one or more squads within the chain of command (page 6). Your groups can operate at four different levels. They are:

- Squad.
- Platoon,
- Company.
- Battalion.

Let's go over each level in more detail.

SQUAD COHESION

Individual figures combine to form the basic squad. All of the figures in the squad must remain in base to base contact. This is true regardless of how they are based, either multiple figures per stand or individually.

The squad is the smallest unit that can operate independently.

PLATOON COHESION

Three squads, the *platoon leader*, and the *platoon assets* are grouped together to form a *platoon.*

- Squads that are within 4" to one or more of the other squads in the same platoon will all activate at the same time, based on the Rep of the *platoon leader.*
- Any squad outside of 4" to one or more of the other squads is now separated and will activate on its squad Rep.

COMPANY COHESION

Two full platoons, the *company commander*, and the *company assets* are grouped together to form a *company.*

- Platoons that are within 4" to the other platoon in the same company will all activate at the same time, based on the Rep of the *company commander.*
- Any platoon outside of 4" to the other platoon is now separated and will activate on its *platoon leader* Rep.

BATTALION COHESION

Three companies and the *battalion commander* are grouped together to form a *battalion*.

- Companies that are within 4" to one or more of the other companies in the same battalion will all activate at the same time, based on the Rep of the *battalion commander.*
- Any company outside of 4" to one or more of the other companies is now separated and will activate on its *company commander* Rep.

CHAIN OF COMMAND

Think of the cohesion of formations as a chain and each squad as a link. As long as you can trace a line no greater than 4" apart from unit to another you form a chain under the command of the highest ranking officer (leader).

Battalions, companies, platoons and squads will always activate on the Rep of the highest ranking officer (leader) in the group. Here's the chain of command:

- Squads activate on the Rep of their *squad leader*, represented by the squad Rep.

- Platoons activate on the Rep of the *platoon leader.*

- Companies activate on the Rep of the *company commander.*

- Battalions activate on the Rep of the *battalion commander*.
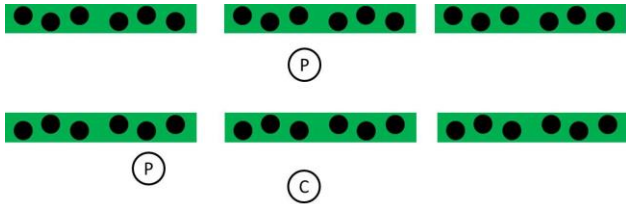
In this picture we have a company of two platoons. As the six squads are all within 4" of another squad, the chain of command is unbroken, and the company is under the command of the company commander.

BREAKING THE CHAIN

Large formations are not permanent. You can form up or break apart your formations into larger or smaller groups at any time during the turn when you are active or when forced to by reaction.
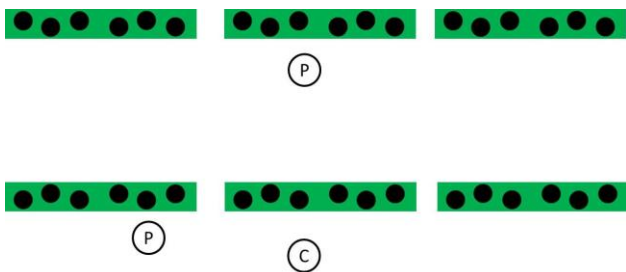
In this picture the 1st Platoon has moved away, outside of 4" from the other squads. They are now in a separate group and activate on the Rep of the platoon leader. The other platoon remains under the command of the company commander.

LEADERS

Squads are assumed to include all needed leaders. In *5150: Battalion Commander* when we speak of leaders we are talking about:

- *Platoon Leaders* – Commanding three squads.
- *Company Commander* – Commanding two platoons under the 1st Platoon Leader and 2nd Platoon Leader. The 1st Platoon Leader being senior and taking command of the company if the company commander becomes a casualty.
- *Battalion Commander* – Commanding three companies under the 1st Company Commander, 2nd Company Commander and 3rd Company Commander. The 1st Company Commander being senior and taking command of the

battalion if the company commander becomes a casualty.

You **are one of the leaders.**

LEADER BENEFITS

Each leader is allowed to command a larger formation as outlined previously. This allows them to activate the whole formation at the same time based on its Rep as long as the chain of command is intact.
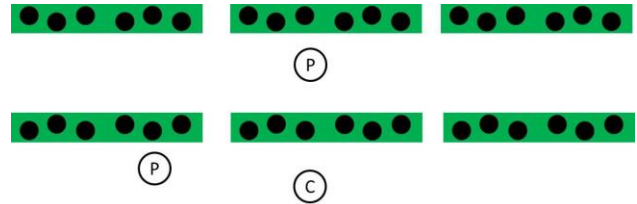
In this picture we have a company of two platoons. As the six squads are all within 4" of another, the chain of command is unbroken, and the company is under the command of the company commander. The whole company will activate on the company commander's Rep.

LEADER REP

After you have determined the composition of your force we must determine the Reps of your leaders. Here's how we do it:

- Go to your Army List (pages 60 & 76).
- Roll 1d6 for each *platoon leader* as if you were rolling for the squad Rep.
- After all *platoon leaders* are rolled, do the same for your *company commanders*, then the *battalion commander*.
- Assign your leaders to their forces.

Example – I decide to play a Hishen company. I start with the 1st Platoon and roll 3d6 for squad Rep and score a 2, 4, and 6. I look at the Hishen row on the Infantry & Bugs List (page 76) and see that I have one Rep 3 squad, one Rep 4 squad and one Rep 5 squad.

Moving on to the 2nd Platoon I do the same and come up with three Rep 4 squads.

I now roll 3d6, one for each platoon leader and one for the company commander. I score a 4 and 5 for platoon leaders (Rep 4) and a 1 for the company commander (Rep 3).

RISK TO LEADERS

Leader stands can be targeted by fire or charged in melee just like other infantry. Whenever a leader stand takes a casualty there is a chance that the leader was hit. Here's how we do it:

- Roll 1d6 when a casualty is suffered.
- On a result of "6" the leader is a casualty and gone for the remainder of the Mission.
- When all the figures on the leader stand become casualties the leader also becomes a casualty.

REPLACING LEADERS

Leaders lost during your Missions will leave openings for new leaders. All current leaders will move up if there is an opening and the lowest leaders are always the ones that are replaced. Replacements are rolled normally from the appropriate Army List.

This procedure applies for vehicles and mechs.

STOP!

Squads can be formed into larger formations. Three squads form a *platoon*, two platoons a *company* and three companies for a *battalion*.

Squads and other formations can activate together if they stay within 4" of each other.

Formations can activate under the Rep of its leader if the chain of command is unbroken.

RULES OF WAR

Now let's go over the rules in the order that you will use them during the game.

TURN SEQUENCE

5150: Battalion Commander is played in turns, with one phase of activation per side. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins each side chooses a d6 of different colors.

Example - I choose a blue d6 and Jim Bob Joe chooses yellow.

- At the start of the turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate its groups first.

Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my groups first. Remember that a group can be any number of units from one squad to one battalion as long as the chain of command is intact.

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

Example: A Blue 5 and a Yellow 4 were rolled. The Blue side scored higher so his side activates first. Blue can activate only groups that are led by a Rep 5 or higher Leader. Remember that squads use their Rep for activation when out of the chain of command.

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

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

- After both sides have activated all of their eligible groups and any reactions they may have caused have been resolved, the turn is over and Activation dice are rolled again.

This means many times lower Rep groups will not be able to act but only react. This reflects their lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher Rep Leaders!

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

Let's start with actions.

ACTIONS

When a squad is *active* it can voluntarily do one of the following actions.

- *MOVE -* Move up to full distance up to 45 degrees to its front.
- *FAST MOVE* - Attempt a fast move up to 45 degrees to its front.
- *FALL BACK –* The unit falls back half its move ending facing the same direction that it started its move.
- *CHANGE DIRECTION -* Stay in place and change the direction it is facing by keeping the center in place and spinning the unit to face.
- *WHEEL –* Move full distance while wheeling the unit the left or right. Keep the inside figure stationary while moving the outside up to its full movement. Then straighten the figures to conform to the formation it was in prior to the wheel. It is possible to wheel multiple units at the same time if they are in contact with each other. If the wheel is less than the distance the unit can move it can move the remainder of the distance.
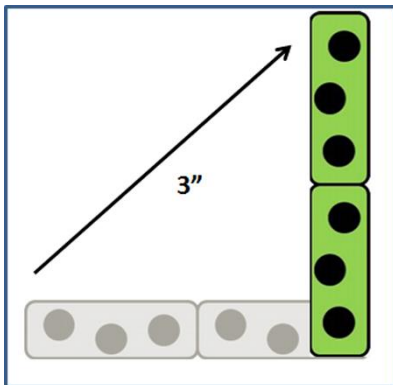
Example – In the above picture the squad wheels 3" and can continue moving its remaining move distance, even if Fast Moving.

- *CHARGE* - Charge into melee (page 11).
- *CLOSE ASSAULT* - Attempt to Close Assault (page 19) a Vehicle, Mech or Building.
- *FIRE –* Fire at a target in range.

MOVEMENT

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

VOLUNTARY MOVEMENT

Voluntary movement for infantry squads is between 4" and 8"; mounted infantry can move 8". This is listed on the appropriate row on the Infantry & Bug List (page 76).

FAST MOVEMENT

If desired a squad can attempt to move at a faster speed than normal. Here's how we do it:

- Declare the intent of the squad to fast move.
- Roll 2d6 versus the Rep of the squad.
- For each passed d6 add half of the squad's voluntary movement distance.

Example – A platoon wants to fast move. I roll 2d6 versus 1st squad (Rep 4) and score a 3 and 4. It can move up to 8".

I roll 2d6 versus 2nd squad (Rep 4) and score a 4 and 6. It can move up to 6".

I roll 2d6 versus 3rd squad (Rep 4) and score a 5 and 6. It can move up to 4".

GOING PRONE

Squads are always assumed to be in the best defensive posture for the situation. To reflect this going prone has been factored into the Fire Factors of each squad.

INVOLUNTARY MOVEMENT

Squads can be forced into involuntary actions and movement due to the results of a Crisis Test (page 11). Let's go over each in detail.

CARRY ON

The squad will carry on as desired with chargers continuing into contact.

LEAVE THE BATTLEFIELD

The squad has left the fight. Immediately remove the squad from the table. Any friendly unit within 6" and LOS will take a Crisis Test (page 11). If opposing units ever leave the battlefield simultaneously the non-active

unit will take a casualty, halt in place, and remain on the battlefield.

*T*AKE A *C*ASUALTY

The squad immediately takes a casualty, halts in place, and takes another Crisis Test. Failing multiple Crisis Tests is called the "death spiral".

*R*EACTION

This section covers the heart of the Two Hour Wargames system. It is called the *Reaction System*. Reaction Tests reflect how a unit will perform when under physical, mental, or emotional stress during the fight. Individual squads, vehicles and mechs will immediately take Reaction Tests during the game when called upon to do so. Here's a list of the Reaction Tests in *5150: Battalion Commander*.

- In Sight
- Charge into Melee.
- Crisis Test.

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

*I*N *S*IGHT

Whenever a squad has an opposing group move into LOS and that group was not seen previously during this activation phase, the squad takes this test. Here's how we do it:

- The In Sight Test is triggered as soon as *any* group comes into sight.
- Once the test is triggered the moving group is allowed to move up to two additional inches.

NOTE: This is different than *5150: Star Army* and other THW games where you can move and fire at any time. While that reflects individuals shooting, firing in *5150: Battalion Commander* represents two units having a full blown firefight exchanging multiple rounds of fire back and forth. When triggering an In Sight, when it is your time to act you can choose to fire or complete your move, not both!

---

*T*AKING THE *T*EST

After the moving group had finished moving up to two additional inches, if it is still in sight, the test is taken. Here's how we do it:

- All units from both sides that have LOS to an enemy will take the test.
- Each unit starts with 1d6 per point of Rep.
- Modify the number of d6 by any applicable Circumstances found on the In Sight Test.
- Roll the modified number of d6.
- Determine how many successes, score of 1, 2, or 3, each unit scored.
- Compare totals with the higher total acting first by taking an Action. If tied then act simultaneously.
- If zero successes are scored the unit cannot act.
- When it is time to act the unit may do any action (page 9).

REP	**I**N **S**IGHT	
	(Looking for successes)	

CIRCUMSTANCE	MOD
Active – Unit active and moved.	-1d6
Concealed/Cover -Enemy is concealed or in cover	-1d6
Star Army, Symons or ISS	+1d6

*I*N *S*IGHT OR *N*OT

Units are *always* in sight or not.

A unit is in sight when –

- An enemy unit can trace a line of sight (LOS) to that unit. This still applies even if that unit is *in* cover; the unit is placed in LOS blocking terrain but can see and can be seen. Like crouched behind a wall.

A unit is not in sight when-

- It cannot be seen because of intervening terrain.
- It cannot be seen because of an intervening friendly unit.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.

CHARGE INTO MELEE

This Reaction Test is covered in the Melee section (page 12).

CRISIS TEST

The Crisis Test is taken when one or more of the following occur.

- The unit takes one or more casualties at the same time. This includes when a unit takes a casualty from a Crisis Test.
- If a friendly unit within 6" and in sight is destroyed.
- If a friendly unit within 6" and in sight leaves the battlefield.

HOW TO TAKE A CRISIS TEST

Here's how a Crisis Test is taken.

- Start with 2d6.
- Modify the number of d6 by any applicable Circumstance found on the Crisis Test.
- Roll the modified total of d6 versus the Rep of the unit taking the test.
- Determine how many d6 were passed.
- Consult the Crisis Test for the type of unit found on the left hand column.
- Go across to the appropriate column based on the number of d6 passed. Use the 2d6 column even if 3d6 are passed.
- Immediately carry out the result.

Example – A Rep 4 PDF squad comes under fire from two Rebel squads. When firing at the same target all fire is resolved before any Crisis Test is taken. The PDF unit takes three casualties, dropping it to half-strength. One Crisis Test is taken for all three casualties and 2d6 are rolled. The PDF scores a 3 and 5, passes 1d6. Looking at the pass 1d6 column we see that the unit will leave the battlefield.

STOP!

Each Mission can last an unlimited number of turns but each turn follows a strict sequence.

There are two phases of activation per turn with each player having one phase.

There are eight actions a squad can do when active. Move, Fire, and Fall Back are three of them. What are the other five?

Voluntary movement is done when the unit is active. Involuntary movement is caused by a Crisis Test. How does a unit Fast Move?

There are three types of Reaction Tests and all are taken a bit differently. They are In Sight, Charge into Melee, and the Crisis Test. Which one is taken counting successes?

SHOOTING & LOS

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly units, terrain, buildings and sometimes weather.

- LOS is to the front facing of the unit and up to a 180 degree arc.
- In nighttime the LOS is reduced to 6". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS between units inside woods or rough terrain is reduced to 6" in the daytime and 3" at night. If at the edge of the woods the unit can see and be seen from outside the woods normally.
- LOS in *inclement weather* (page 36) is reduced to 6" in the daytime and 3" at night.

RESOLVING FIRE

Shooting is handled in the following way:

- Each infantry squad starts with 1d6 per stand. At least half of the figures on the stand must have an LOS to the target to be counted.
- Each Support Weapon starts with 2d6 per stand.
- Determine the Fire Factor of the shooter from the Infantry & Bugs List.
- Consult the appropriate Ranged Combat Target Table.
- Modify the number of d6 by any applicable Circumstance.

- Roll the modified number of d6 versus the Fire Factor of the shooter.
- Determine how many d6 are passed.
- Consult the Ranged Combat Target Table and immediately remove any casualties.
- All fire at the same target must be declared *before* the first shooter fires.

1/2 R<small>ANGED</small> C<small>OMBAT</small> - I<small>NFANTRY</small> T<small>ARGET</small>

(Taken versus Fire Factor)

CIRCUMSTANCE	MODIFIER
Armored infantry, Grath or ISS target or other infantry in cover, building, or works	-1d6
Firing at a charging target	-1d6

#D6 PASSED	CASUALTIES
3	3
2	2
1	1
0	0

Example – An ISS squad is fired on by a 3 stand Hishen squad. The Hishen Fire Factor is 1. The Hishen start with 3d6 but firing at an ISS target is a -1d6 penalty. The Hishen roll 2d6 and score a 2 and 5. Zero casualties are scored.

When the ISS activate they fire at the Hishen. The ISS Fire Factor is 5. The ISS roll 2d6 and score a 4 and 5. Passing 2d6 means they inflict two casualties on the Hishen unit.

N<small>OTE</small> – R<small>ANGED</small> C<small>OMBAT</small>

We have a subtle difference in resolving Ranged Combat in *5150 Battalion Commander. We use three Ranged Combat Target Tables based on the target being fired upon, not the shooter.* Each Ranged Combat Target Table has the target on it to make it easier to remember which table to use.

C<small>ASUALTY</small> R<small>EMOVAL</small>

As casualties occur to a unit figures are removed. This is handled in one of three ways depending upon how the figures are based.

I<small>NDIVIDUALLY</small> B<small>ASED</small>

Figures may be individually mounted on ½" bases. In this case they must remain in base to base contact and when casualties occur simply remove the figures.

M<small>ULTI</small>-F<small>IGURE</small> S<small>TANDS</small>

As mentioned previously we recommend mounting four figures on a stand with two or more stands being a squad. When casualties occur place a marker to denote the number of casualties taken next to the stand when the whole stand is not removed.

M<small>AKING</small> C<small>HANGE</small>

Making change is a variable to the two or three stand unit. Replace one stand in each unit with two figures on a 1" base, and two stands with one figure on a 1/2" base. As casualties occur remove the figures, making change from the base combinations when needed.

M<small>ELEE</small>

Whenever a unit can move to a spot 3" from an enemy unit it can attempt to charge. Here's how we do it:

- The charging unit must be active.
- The charging unit must have LOS to the target unit.
- The charging unit must have sufficient move to reach a spot 3" from the target unit. *This means the charging unit need not have enough movement distance to physically touch the target, just reach the spot 3" away.*
- Move the charging unit to 3" from the target.
- Consult the Charge into Melee Table.
- Both units start with 2d6.
- Modify the number of d6 by any applicable Circumstances.
- Both units roll the modified number of d6 versus their Reps.
- Determine how many d6 each unit passes.
- When fighting multiple units compare the d6 results rolled by the single unit against each opponent individually.
- Consult the Charge into Melee Table. Be sure to use the appropriate row based on the d6 results and the appropriate column based on whether the charger or target passed more d6.
- Immediately carry out the results.
- Any charger taking a casualty from the target's fire will take a Crisis Test. It must score a Carry On to continue into melee. Any other result and it will remain 3" away and cannot fire.

2	CHARGE INTO MELEE

(Taken versus Rep)

TROOP TYPE…	MODIFIER
Bugs, Grath or ISS	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Outnumbered by 3:1 or more	-1d6
Fear of Bugs (Infantry versus Bugs)	-1d6
Mech versus non-Mech target	+2d6
Heavier Mech versus Lighter Mech	+1d6

#D6 PASSED	CHARGER	TARGET
More than opponent	Target cannot fire. Charger moves into melee.	Target fires. Charger moves into melee.
Same as opponent	Target fires. Charger moves into melee.	Target fires. Charger moves into melee.

CHARGE INTO MELEE EXAMPLE

Here's a detailed example of how the Charge into Melee Test is carried out.

The blue squad is 6" from the green squad.

The green squad activates and moves to 3" from the blue squad and declares a charge. Both sides take the Charge into Melee Test.
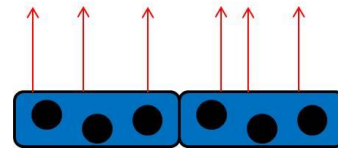
The blue squad scores more successes than the green squad and fires causing one casualty.
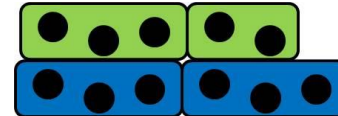
The green squad takes a Crisis Test and scores a result of Carry On. It moves into contact and melee will be fought.

MELEE COMBAT

Once the units have contacted melee is fought. Here's how we do it:

When both sides enter melee use the following procedure:

- Do not worry how many figures on each side are in contact with enemy figures as *all* figures in a unit are counted in melee, even if they are in more than one rank. Beware of Bugs (page 26)!
- At the start of melee each unit loses one figure for each unit it is meleeing with. So if in melee with two units you lose two figures at the start. Upon contact immediately remove these figures. *If any unit in the melee only has one figure remaining, no units lose a figure at the start.*
- Consult the Melee Combat Table.
- Each unit starts with 1d6 for each point of Rep.
- Modify this number of d6 by any applicable Circumstances.
- Each unit rolls the modified number of d6.
- Each unit counts all *successes*, any result of a 1, 2, or 3.
- Subtract the lower number of successes from the higher number of successes.
- The difference is the number of additional figures that the lower scoring unit will remove as casualties.
- When fighting against more than one unit the single unit must divide its d6 that are to be rolled between the enemies, before the dice are rolled, and apply the results separately.

REP	MELEE COMBAT
	(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each Fire Factor	+1d6
Each figure in melee	+1d6
Fear of Bugs (Infantry versus Bugs)	-1d6
Bugs in melee	Total d6 x 2
Grath	+2d6
ISS	+2d6
Star Army Infantry	+1d6
Zhuh-Zhuh Infantry	+1d6
Zhuh-Zhuh Armored Infantry	+2d6

CONTINUOUS MELEE

After casualties are removed and Crisis Tests are taken, if the units are still in contact, the melee will continue whenever *either* side Activates.

AFTER THE BATTLE

After the battle, if playing a campaign, units that received casualties or left the battlefield will test to see if they recover. Here's how we do it:

- Roll 2d6 vs. the Rep of the unit.
- Count the number of d6 passed.
- Consult the After the Battle Recovery Table.

2	AFTER THE BATTLE RECOVERY
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Squad returns at full strength and Rep.
1	*If contesting the planet* those that left the battlefield do not return. Otherwise *all* other return at full strength and Rep.
0	Squad does not return.

STOP!

Take two squads; count one as Hishen and the other as Star Army. Place them 8" apart. The Hishen are Rep 3 and the Star Army Rep 4.

Activation dice come up a Hishen 2 and Star Army 1. Who goes first? Have that squad fire at the other (page 12). Remove casualties if any and take the Crisis Test.

Do the same with the other squad.

Now place them 6" apart. Roll activation and have the first squad that activates charge the other. Both roll the Charge into Melee Test. Resolve any fire and Crisis Test.

Fight a round of melee. Did you remove one casualty from each unit at the start of the melee?

Take the After the Battle Test for both squads.

Play a game or two using one platoon per side. When you feel comfortable with the infantry rules, move on to vehicles.

VEHICLES

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

- *FIGHTING VEHICLES -* Their battlefield purpose is to engage other vehicles and destroy them.
- *TRANSPORT VEHICLES -* Their battlefield purpose is to transport troops and supplies.

VEHICLE BASICS

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

GRAV-VEHICLES

These are vehicles that glide over terrain instead of on it. The following factions have grav-technology and may or may not use it depending upon the models you already have.

- Some (1) Free Companies.
- Hishen Empire.
- Star Army Infantry, ISS, Rangers, and Symons.
- Zhuh-Zhuh.

DEFINING VEHICLES

Vehicles are defined in the following ways.

- What is its *Reputation*?
- What is its *Fire Factor*?
- What is its *Armor?*
- How far can it *Move?*
- What is its *Range?*

REPUTATION

Reputation is similar to that found in the Infantry section. We determine the vehicle crew Rep in a similar way. Here's how we do it:

- Roll 1d6 for each vehicle.
- Modify the score by any applicable Circumstance found on the Crew Rep Table.
- Go down the left hand column on the Crew Rep Table to the appropriate army then across to the modified score for the Rep.

1	CREW REP
	(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Truck	-1
Heavy or Assault Tank	+1
Star Army - ISS	+2
Zhuh-Zhuh	+1

ARMY	1	2	3	4	5	6	7+
Free Company	3	4	4	4	5	5	5
PDF / Rebels [(1)]	3	3	4	4	4	5	5
Star Army	4	4	4	5	5	5	6
Hishen	3	3	4	4	4	5	5
Zhuh-Zhuh	4	4	4	5	5	5	6

(1) Use for Planetary Militia as well but at a -2 to modifier.

FIRE FACTOR

Fire Factor is a number from 0 to 6 that represents the overall firepower of the vehicle. The higher the Fire Factor the greater the firepower of the vehicle. Unlike Infantry Fire Factors, which count as "0" against vehicles, mechs and structures, vehicles, mechs and support weapons are a little different. Here's how we do it:

- Each vehicle has five Fire Factors, one for each type of target.

- Infantry, APCs and Trucks are classified as the same target type.
- Be sure to use the correct Fire Factor for the target.

ARMOR

The armor affects which Fire Factor is used when the target is fired on. There are five classes of armor for vehicles. Here's how we do it:

- Trucks and Armored Personnel Carriers. Also used when firing at infantry and Bug targets.
- Light Tanks.
- Medium Tanks,
- Heavy Tanks.
- Assault Tanks.

MOVE

Vehicles can move from 4" to 16". Each vehicle will have two move distances, listed like this, 12/6.

- The first number is the distance in inches the vehicle can move when *starting and ending* its move on a road.
- The second number is the distance in inches the vehicle can move when moving off road or cross country during its move.

The exact movement distances for each vehicle can be found on the appropriate Vehicle List (page 60).

RANGE

Vehicles can fire from 8" to 15" to their front out to 45 degrees.

STOP!

Every vehicle is defined by five characteristics. They are:

Crew Reputation (Rep) – Rep ranges from 3 to 6 reflecting how well the vehicle will perform based on the ability of its crew.

Fire Factor – Fire Factor reflects the firepower of the vehicle. Unlike infantry units each vehicle has five Fire Factors based on the target they are firing at.

Armor – Armor is reflected by the target class. There are five classes; Light Tank, Medium Tank, and Heavy Tank are the first three. What are the other two?

Move – Vehicles have road and cross country move distances.

Range – The distance the unit can fire.

ORGANIZATION

This section will explain how to organize the vehicles used.

PLATOON

Each platoon is made up of the following:

- Three vehicles.
- The *platoon leader* is in one of the three vehicles.

COMPANY

Each company is made up of the following:

- Two full platoons.
- One additional vehicle commanded by the *company commander*

BATTALION

Each battalion is made up of the following:

- Three full companies.
- One additional vehicle commanded by the *battalion commander.*
- Off board support capability (page 42).

VEHICLE LISTS

This section will explain how to read the Vehicle Lists, for all the forces used in *5150: Battalion Commander,* located elsewhere in the book (page 60).

- The d6 result scored when rolling 1d6.

TYPE – The type of vehicle you receive for the d6 result.

MOVE – The distance in inches the vehicle can move when on the road and when moving off road, cross country.

RANGE – The distance in inches the vehicle can fire.

LIGHT TANK – Fire Factor used when firing on a light tank target.

MEDIUM TANK – Fire Factor used when firing on a medium tank target.

HEAVY TANK – Fire Factor used when firing on a heavy tank target.

ASSAULT TANK – Fire Factor used when firing on an assault tank target.

INFANTRY, TRUCK & APC - Fire Factor used when firing on infantry, trucks and APCs (Armored Personnel Carrier).

GROUP COHESION

A group is defined as one or more vehicles within the chain of command (page 6). Your vehicles can operate at three different levels. They are:

- Platoon,
- Company.
- Battalion.

Let's go over each level in more detail.

PLATOON COHESION

Three vehicles are grouped together to form a *platoon*.

- Vehicles that are within 4" to one or more of the other vehicles in the same platoon will all activate at the same time based on the Rep of the *platoon leader.*
- Any vehicle outside of 4" to one or more of the other vehicles is now separated and will activate on its own Rep.

COMPANY COHESION

Two platoons and the *company commander* are grouped together to form a *company*.

- Platoons that are within 4" to the other platoon in the same company will all activate at the same time based on the Rep of the *company commander.*
- Any platoon outside of 4" to the other platoon is now separated and will activate on its *platoon leader* Rep.

BATTALION COHESION

Three companies and the *battalion commander* are grouped together to form a *battalion*.

- Companies that are within 4" to one or more of the other companies in the same battalion will all activate at the same time based on the Rep of the *battalion commander.*

- Any company outside of 4" to one or more of the other companies is now separated and will activate on its *company commander* Rep.

CHAIN OF COMMAND

The chain of command rules apply (page 6).

BREAKING THE CHAIN

Breaking the chain is handled as previously explained (page 7).

LEADERS

Individual vehicles are assumed to include all needed leaders. In *5150: Battalion Commander* when we speak of leaders we are talking about:

- *Platoon Leaders* – Commanding three vehicles.
- *Company Commander* – Commanding two platoons under the 1st Platoon Leader and 2nd Platoon Leader. The 1st Platoon Leader being senior and taking command of the company if the *company commander* becomes a casualty.
- *Battalion Commander* – Commanding three companies under the 1st Company Commander, 2nd Company Commander and 3rd Company Commander. The 1st Company Commander being senior and taking command of the battalion if the *battalion commander* becomes a casualty.

LEADER BENEFITS

Each leader is allowed to command a larger formation as outlined previously. This allows them to activate the whole formation at the same time based on his Rep as long as the chain of command is intact.

LEADER REP

After you have determined the composition of your force we must determine the Reps of your leaders. Use the same procedure as you would for determining the Crew Rep (page 15).

STOP!

Just like infantry squads, vehicles can be grouped together to form larger formations; platoons, companies, and battalions.

Each formation over the platoon has one additional vehicle commanded by the formation leader. Leaders in vehicles have the same benefits as infantry leaders.

TURN SEQUENCE

Vehicles follow the Turn Sequence normally.

ACTIONS

When a vehicle is *active* it can voluntarily do one of the following actions.

- *MOVE -* Move up to full distance up to 45 degrees to its front.
- *FALL BACK –* The vehicle falls back half its move ending facing the same direction that it started its move.
- *CHANGE DIRECTION -* Stay in place and change the direction it is facing by keeping the center in place and spinning the vehicle to face.
- *OVERRUN –* Attempt to Overrun enemy infantry (page 19) or Bugs (page 19).
- *FIRE –* Fire at a target in range.
- *TURN –* Move up to half, turn up to 45 degrees and move up to half.

MOVEMENT

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

VOLUNTARY MOVEMENT

Voluntary movement for vehicles is between 4" and 16". This is listed on the appropriate Vehicle Lists (page 60).

ROAD MOVEMENT

Vehicles can only use their road movement distance if they *start and end their move* on the road.

INVOLUNTARY MOVEMENT

Vehicles can be forced into involuntary actions and movement due to the results of a Crisis Test (page 76). Let's go over each in detail.

CARRY ON

The vehicle can function normally.

LEAVE THE BATTLEFIELD

The vehicle has left the fight. Immediately remove the vehicle from the table. Any friendly vehicle within 6" and LOS will take a Crisis Test (page 76).

SEEK COVER

The vehicle seeks to place cover between it and the cause of the test. It will move up to 6", even if forward, to duck behind cover. If no cover available it will fall back directly away from the enemy, ending facing the cause of the test.

REACTION

Vehicles also use the Reaction Tests. Here's a list of those used in *5150: Battalion Commander.*

- In Sight
- Charge into Melee.
- Crisis Test.

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

IN SIGHT

Vehicles take the In Sight Test just like Infantry (page 10).

CHARGE INTO MELEE

This Reaction Test is covered in the Overrun section (page 19).

CRISIS TEST

The Crisis Test is taken when one or more of the following occur.

- If a friendly non-undersize vehicle within 6" and in sight is destroyed.
- If a friendly non-undersize vehicle within 6" and in sight leaves the battlefield.

HOW TO TAKE A CRISIS TEST

Vehicles take the Crisis Test just like Infantry (page 18).

UNDERSIZED

Undersize means that the vehicle considers itself to be smaller and therefore less effective than its opponent. Here's how we do it:

- Trucks and APCs are undersized when facing all other vehicles or mechs.
- Light Tanks are undersized when facing Medium, Heavy, and Assault Tanks/Mechs.
- Medium Tanks are undersized when facing Heavy and Assault Tanks/Mechs.
- Heavy Tanks are undersized when facing Assault Tanks/Mechs.

If a vehicle is facing an equal or greater number of larger vehicles/mechs it counts as Undersized on the Crisis Test.

SHOOTING & LOS

All shooting and LOS rules (page 11) also apply to vehicles.

RESOLVING FIRE

Shooting is handled in the following way:

- Trace a LOS from the shooter to the target.
- Determine the Fire Factor of the shooter from the appropriate Vehicle List based on the target.
- Consult the appropriate Ranged Combat Target Table.
- Start with 2d6.
- Modify the Fire Factor by any applicable Circumstance. If reduced to zero the target cannot be damaged.
- Roll 2d6 versus the modified Fire Factor of the shooter.
- Determine how many d6 are passed.
- Consult the appropriate Ranged Combat Target Table and immediately carry out the results.
- All fire at the same target must be declared *before* the first shooter fires.

2   RANGED COMBAT – VEHICLE TARGET

(Taken versus Fire Factor)

CIRCUMSTANCE	MODIFIER
Target in cover, behind structure or in Defensive Positions.	-1

#D6 PASSED	RESULT
2	Vehicle explodes with all as casualties.
1	Roll 1d6 versus Rep of the crew: • Pass 1d6 - count as passed 2d6. • Pass 0d6 - count as passed od6.
0	Vehicle hit but no damage. Carry on.

Example – A Rocket Launcher Support Weapon (Rep 4) fires at a Light Tank with a Fire Factor of 4. I roll 2d6 and score a 3 and 6, passing 1d6. I now must roll 1d6 and score a 5. The vehicle is hit but no damage is taken.

OVERRUN ATTACK - INFANTRY

Whenever a vehicle is active or if acting due to an In Sight Test it can attempt to *overrun* enemy infantry by taking the Charge into Melee Test.

If the infantry squad can fire as a result of the Charge into Melee Test it is allowed one shot with a portable squad Anti-Tank Weapon as all infantry squads are equipped with them. Use the Rocket Launcher stats.

If the vehicle can contact the target, it will fire first then move through the infantry target a full move. The infantry will then take a Crisis Test.

OVERRUN ATTACK - BUGS

Whenever a vehicle is active or if acting due to an In Sight Test it can attempt to *overrun* enemy Bugs by taking the Charge into Melee Test. If it can contact the target, the vehicle will fire first then move through the Bug target a full move. The Bugs will then take a Crisis Test.

CLOSE ASSAULT - INFANTRY

Whenever an infantry squad is active or if acting due to an In Sight Test it can attempt to *close assault* enemy vehicles by taking the Charge into Melee Test. If it can contact the target the infantry will attack the vehicle with a satchel charge using the Ranged Combat Vehicle Target Table (page 73). Satchel charges are Assets and may or may not be available (page 62).

CLOSE ASSAULT - BUGS

Whenever Bugs are active or if acting due to an In Sight Test it can attempt to *close assault* enemy vehicles by taking the Charge into Melee Test. If they can contact the target the Bugs will attack the vehicle counting one satchel charge for each three Bugs, not Hoppers, counting a minimum of one, using the Ranged Combat Vehicle Target Table (page 73).

AFTER THE BATTLE

After the battle, if playing a campaign, vehicles that left the battlefield will test to see if they return. Here's how we do it:

- Roll 2d6 vs. the Rep of the vehicle.
- Count the number of d6 passed.
- Consult the After the Battle Vehicle Recovery Table.

2   AFTER THE BATTLE VEHICLE RECOVERY

(Taken vs. Rep)

# D6 PASSED	RESULT
2	Vehicle returns at full Rep.
1	*If contesting the planet* those that left the battlefield do not return. Otherwise *all* others return at full Rep.
0	Vehicle does not return.

STOP!

Vehicles use the Turn Sequence, have their own Actions and Voluntary and Involuntary movement just like infantry.

What does 12/6 mean when found on a Vehicle List? Road movement is only possible when vehicles start and end their movement on the road.

Take a Hishen Light Tank (Rep 3) and a Star Army Light Tank (Rep 5). Start the Star Army Tank out of sight of the Hishen. Roll activation dice.

Move the tank into sight of the other and take an In Sight. Who fires first? Resolve fire and continue through until one tank is destroyed or leaves the battlefield.

Vehicles use Reaction Tests like infantry. How is the Charge into Melee Test different?

Take one Hishen Light Tank (Rep 4) and one PDF squad (Rep 4). If the squad goes first conduct a Close Assault. Roll for activation.

If the tank goes first conduct an Overrun.

Continue the fight with any applicable Reactions, shooting, etc. through to the After the Battle Recovery Test,

MECH BASICS

In *5150: Battalion Commander,* mechs (high-tech armed walkers) bridge the gap between infantry and vehicles. They can perform well on any Mission.

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

DEFINING MECHS

Mechs are defined in the following ways.

- What is its *Reputation*?
- What is its *Fire Factor*?
- What is its *Armor?*
- How far can it *Move?*
- What is its *Range?*

REPUTATION

The Reputation of the pilot is determined in a similar way as done with vehicles. Here's how we do it:

- Roll 1d6 for each pilot.
- Modify the score by any applicable Circumstance found on the Mech Pilot Rep Table.
- Go down the left hand column on the Mech Pilot Rep Table to the appropriate army then across to the modified score for the Rep.

1   MECH PILOT REP

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Light Mech	-1
Heavy or Assault Mech	+1
Star Army - ISS	+2

ARMY	1	2	3	4	5	6	7+
Free Company	3	4	4	4	5	5	5
PDF / Rebels	3	3	4	4	4	5	5
Star Army	4	4	4	5	5	5	6
Hishen	3	3	4	4	4	5	5
Zhuh-Zhuh	4	4	5	5	5	5	5

FIRE FACTOR

Fire Factor is a number from 0 to 6 that represents the overall firepower of the mech. The higher the Fire Factor the greater the firepower of the mech. Mech Fire Factors are handled like vehicles. Here's how:

- Each mech has five Fire Factors, one for each type of target.
- Infantry, APCs and Trucks are classified as the same target type.
- Be sure to use the correct Fire Factor for the target.

ARMOR

Mechs have the following armor ratings. The armor affects which Fire Factor is used when it is fired on. Here's how we do it:

- Light Mechs count as a Light Tank target.
- Medium Mechs count as a Medium Tank target.
- Heavy Mechs count as a Heavy Tank target.
- Assault Mechs count as an Assault Tank target.

MOVE

Mechs can move from 8" to 16". Mechs will move the same whether on road or cross country. The exact distances for each mech can be found on the appropriate Mech List (page 60).

RANGE

Mechs can fire from 8" to 15" to their front out to 45 degrees.

STOP!

Every mech is defined by five characteristics. They are:

Mech Pilot Reputation (Rep) – Rep ranges from 3 to 6 reflecting how well the mech will perform based on the ability of its Pilot.

Fire Factor – Fire Factor reflects the firepower of the mech. Just like vehicles, mechs have five Fire Factors based on the target they are firing at.

Armor – Armor is reflected by the target class. There are three classes with the mech having the same target class as its corresponding vehicle.

Move – Unlike vehicles, mechs only have one movement distance. This represents their ability to navigate terrain with their legs.

Range – The distance the mech can fire.

ORGANIZATION

This section how to organize the mechs we use.

PLATOON

Each platoon is made up of the following:

- Three mechs.
- The *platoon leader* is in one of the three mechs.

COMPANY

Each company is made up of the following:

- Two full platoons.
- One mech commanded by the *company commander*.

BATTALION

Each battalion is made up of the following:

- Three full companies.
- One mech commanded by the *battalion commander*.
- Off board support capability (page 42).

MECH LISTS

This section will explain how to read the Mech Lists, for all the forces used in *5150: Battalion Commander*, located elsewhere in the book (page 60).

- The d6 result scored when rolling 1d6.

TYPE – The type of mech you receive for the d6 result.

MOVE – The distance in inches the mech can move when on or off road.

RANGE – The distance in inches the mech can fire.

LIGHT TANK – Fire Factor used when firing on a light tank target.

MEDIUM TANK – Fire Factor used when firing on a medium tank target.

HEAVY TANK – Fire Factor used when firing on a heavy tank target.

ASSAULT TANK – Fire Factor used when firing on an assault tank target.

INFANTRY, TRUCK & APC - Fire Factor used when firing on infantry, trucks and APCs (Armored Personnel Carrier).

GROUP COHESION

A group is defined as one or more mechs within the chain of command (page 6). Your mechs can operate at three different levels. They are:

- Platoon,
- Company.
- Battalion.

Let's go over each level in more detail.

PLATOON COHESION

Three mechs are grouped together to form a *platoon*.

- Mechs that are within 4" to one or more of the other mechs in the same platoon will all activate at the same time based on the Rep of the *platoon leader*.
- Any mech outside of 4" to one or more of the other mechs is now separated and will activate on its own Rep.

COMPANY COHESION

Two platoons and the *company commander* are grouped together to form a *company*.

- Platoons that are within 4" to the other platoon in the same company will all activate at the same time based on the Rep of the *company commander*.
- Any platoon outside of 4" to the other platoon is now separated and will activate on its *platoon leader* Rep.

BATTALION COHESION

Three companies and the *battalion commander* are grouped together to form a *battalion*.

- Companies that are within 4" to one or more of the other companies in the same battalion will all activate at the same time based on the Rep of the *battalion commander*.
- Any company outside of 4" to one or more of the other companies is now separated and will activate on its *company commander* Rep.

CHAIN OF COMMAND

The chain of command rules apply (page 6).

BREAKING THE CHAIN

Breaking the chain is handled as previously explained (page 7).

LEADERS

Mechs are assumed to include all needed leaders. In *5150: Battalion Commander* when we speak of leaders we are talking about:

- *Platoon Leaders* – Commanding three mechs.
- *Company Commander* – Commanding two platoons under the 1st Platoon Leader and 2nd Platoon Leader. The 1st Platoon Leader being senior and taking command of the company if the *company commander* becomes a casualty.
- *Battalion Commander* – Commanding three companies under the 1st Company Commander, 2nd Company Commander and 3rd Company Commander. The 1st Company Commander being senior and taking command of the battalion if the *battalion commander* becomes a casualty.

LEADER BENEFITS

Each leader is allowed to command a larger formation as outlined previously. This allows them to activate the whole formation at the same time based on his Rep as long as the chain of command is intact.

LEADER REP

After you have determined the composition of your force we must determine the Reps of your leaders. Use the same procedure as you would for determining the Pilot Rep (page 60).

STOP!

Just like vehicles, mechs can be grouped together to form larger formations; platoons, companies, and battalions.

Each formation over the platoon has one additional mech commanded by the formation leader. Leaders in mechs have the same benefits as infantry and vehicle leaders.

TURN SEQUENCE

Mechs follow the Turn Sequence normally.

ACTIONS

When a mech is *active* it can voluntarily do one of the following actions.

- *MOVE* - Move up to full distance up to 45 degrees to its front.
- *FALL BACK* – The mech falls back half its move ending facing the same direction that it started its move.
- *CHANGE DIRECTION* - Stay in place and change the direction it is facing by keeping the center in place and spinning the mech to face.
- *CHARGE INTO MELEE* – Attempt to Charge into Melee against enemy mechs or vehicles.
- *OVERRUN* – Attempt to Overrun enemy infantry (page 25) or Bugs (page 25).
- *FIRE* – Fire at a target in range. May rotate torso up to 90 degrees to the left or right to change the firing arc before firing.
- *TURN* – Move up to half, turn up to 45 degrees, move up to half, and turn up to 45 degrees.

MOVEMENT

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

VOLUNTARY MOVEMENT

Voluntary movement for mechs is between 8" and 16". This is listed on the appropriate Mech Lists (page 60).

FAST MOVEMENT

Mechs can attempt to fast move like infantry (page 9).

INVOLUNTARY MOVEMENT

Mechs can be forced into involuntary actions and movement due to the results of a Crisis Test (page 76). Let's go over each in detail.

CARRY ON

The mech can function normally.

LEAVE THE BATTLEFIELD

The mech has left the fight. Immediately remove the mech from the table. Any friendly mech within 6" and LOS will take a Crisis Test (page 76).

SEEK COVER

The mech seeks to place cover between it and the cause of the test. It will move up to 6", even if forward, to duck behind cover. If no cover available it will fall back half speed directly away from the enemy, ending facing.

REACTION

Mechs also use the Reaction Tests. Here's a list of those used in *5150: Battalion Commander.*

- In Sight
- Charge into Melee.
- Crisis Test.

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

IN SIGHT

Mechs take the In Sight Test just like Infantry (page 73).

CHARGE INTO MELEE

This Reaction Test is covered in the Melee and Overrun sections.

CRISIS TEST

The Crisis Test is taken when one or more of the following occur.

- If the mech takes damage.
- If a friendly non-undersized mech within 6" and in sight is destroyed.
- If a friendly non-undersized mech within 6" and in sight leaves the battlefield.

HOW TO TAKE A CRISIS TEST

Mechs take the Crisis Test just like Infantry (page 76).

UNDERSIZED

Undersize means that the mech is smaller and therefore less effective than its opponent. If a mech is facing an equal or greater number of larger vehicles/mechs it counts as Undersized on the Crisis Test. Here's how we do it:

- Light Mechs are undersized when facing Medium, Heavy, and Assault Tanks/Mechs.
- Medium Mechs are undersized when facing Heavy and Assault Tanks/Mechs.
- Heavy Mechs are undersized when facing Assault Tanks/Mechs.

SHOOTING & LOS

All shooting and LOS rules (page 11) also apply to mechs.

TWO TARGETS

Mechs are the only units that can target two targets at the same time. Here's how we do it:

- The mech must be active to target two targets.
- The targets must be in the 45 degree firing arc of the shooter, after it has turned its torso if desired.
- The shooter fires at both targets, counting each as one target rating higher than its actual rating.
- If firing at infantry, trucks, or APCs it is allowed to fire using the actual target rating.

RESOLVING FIRE

Shooting is handled in the following way:

- Trace a LOS from the shooter to the target. Note that mechs can turn their torsos up to 90 degrees before firing.
- Determine the Fire Factor of the shooter from the appropriate Mech List based on the target.
- Consult the appropriate Ranged Combat Target Table.
- Start with 2d6.
- Modify the Fire Factor by any applicable Circumstance. If reduced to zero the target cannot be damaged.
- Roll 2d6 versus the modified Fire Factor of the shooter.
- Determine how many d6 are passed.
- Consult the appropriate Ranged Combat Target Table for the target and immediately carry out the results.
- All fire at the same target must be declared *before* the first shooter fires.

2   RANGED COMBAT – MECH TARGET [1]

(Taken versus Fire Factor)

(1) Used on Structure Targets as well.

CIRCUMSTANCE	MODIFIER
Target in cover, behind structure or in Defensive Positions.	-1
Mech turned torso prior to firing.	-1

#D6 PASSED	RESULT
2	Mech explodes with Pilot as casualty. Structure takes two hits. Take Crisis Test.
1	Mech hit and takes damage dropping it one target level. Take Crisis Test. Structure takes one hit. Take Crisis Test.
0	Mech hit but no damage. Carry on.

DAMAGE

When a mech suffers a result of drop one target level it has taken damage but may still function. Here's how we do it:

- When a Mech takes damage, and is not destroyed, its firepower is reduced to the Fire Factor of the next lower Mech and reduces its speed by 2".
- An Assault Mech drops to Heavy, then Medium, then Light, then destroyed.

- A Heavy Mech drops to Medium, then Light, then destroyed.
- A Medium Mech drops to Light, then destroyed.
- A Light Mech is destroyed on the first hit.

Example – A Heavy Mech fires at a Medium Mech with a Fire Factor of 4. I roll 2d6 and score a 3 and 5 and pass 1d6. This means the medium Mech takes damage and now fires as a Light Mech with a reduction of 2" in speed.

MELEE

Mechs will melee other mechs using the same procedure as infantry (page 12). Mechs will use the same procedure when fighting a vehicle, also known as "kick the can".

MECH TO MECH MELEE COMBAT

Once the mechs have contacted melee is fought. Here's how we do it:

- Consult the Mech Melee Combat Table.
- Each mech starts with 1d6 for each point of Rep.
- Modify this number of d6 by any applicable Circumstances.
- Each mech rolls the modified number of d6.
- Each mech retains all *successes*, any result of a 1, 2, or 3.
- Subtract the lower number of successes from the higher number of successes.
- Roll 2d6 versus the difference between successes.
- Determine how many d6 are passed.
- Consult the Mech Melee Damage Table and immediately carry out the results.
- When fighting more than one enemy at the same time the attacker determines the order of combat.

REP   MECH MELEE COMBAT

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each Fire Factor vs. Target	+1d6
Assault Mech	+3d6
Heavy Mech	+2d6
Light Mech	-2d6
Star Army or ISS	+1d6
Heavy Tank	-1d6
Medium Tank	-2d6
Light Tank	-3d6
Truck or APC	-5d6

2	MECH MELEE DAMAGE

(Taken versus difference in successes)

#D6 PASSED	RESULT
2	Mech explodes with Pilot as casualty.
1	Mech hit and takes damage dropping it one target level. Take Crisis Test.
0	Mech hit but no damage. Carry on.

MECHS AND VEHICLE MELEE

Vehicles cannot damage mechs and count any result where the vehicle scores more successes as scoring the same number of successes. Mechs scoring more successes than vehicles *always* destroy the vehicle.

CONTINUOUS MELEE

After casualties are removed and Crisis Tests are taken when either side activates:

- Undersized Mechs and all vehicles will fall back half move out of melee and end facing the enemy.
- All other Mechs will continue the melee.

OVERRUN ATTACK - INFANTRY

Whenever a mech is active or if acting due to an In Sight Test it can attempt to *overrun* enemy infantry by taking the Charge into Melee Test.

If the infantry squad can fire as a result of the Charge into Melee Test it is allowed one shot with a portable squad Anti-Tank Weapon as all infantry squads are equipped with them. Use the Rocket Launcher stats.

If the mech can contact the target, it will fire first then move through the infantry target a full move. The infantry will then take a Crisis Test.

OVERRUN ATTACK - BUGS

Whenever a mech is active or if acting due to an In Sight Test it can attempt to *overrun* enemy Bugs by taking the Charge into Melee Test. If it can contact the target, the mech will fire first then move through the Bug target a full move. The Bugs will then take a Crisis Test.

CLOSE ASSAULT - INFANTRY

Whenever an infantry squad is active or if acting due to an In Sight Test it can attempt to *close assault* enemy mechs by taking the Charge into Melee Test. If it can contact the target the infantry will attack the mech with a satchel charge using the Ranged Combat Vehicle Target

Table (page 73). This represents the vulnerability of the mech's legs.

CLOSE ASSAULT - BUGS

Whenever Bugs are active or if acting due to an In Sight Test it can attempt to *close assault* enemy mechs by taking the Charge into Melee Test. If they can contact the target the Bugs will attack the mech counting one satchel charge for each three Bugs, not Hoppers, minimum of one, using the Ranged Combat Vehicle Target Table (page 73). This represents the vulnerability of the mech's legs.

AFTER THE BATTLE

After the battle, if playing a campaign, mechs that left the battlefield will test to see if they return. Here's how we do it:

- Roll 2d6 vs. the Rep of the Pilot.
- Count the number of d6 passed.
- Consult the After the Battle Mech Recovery Table.

2	AFTER THE BATTLE MECH RECOVERY

(Taken vs. Rep)

# D6 PASSED	RESULT
2	Mech returns at full Rep.
1	*If contesting the planet* those that left the battlefield do not return. Otherwise *all* others return at full Rep.
0	Mech does not return.

STOP!

Mechs use the Turn Sequence, have their own Actions and Voluntary and Involuntary movement just like infantry.

Take a Hishen Medium Mech (Rep 4) and PDF Light Mech (Rep 4) and place them 6" apart. Roll for activation.

The active mech will charge. Now take the Charge into Melee Test. Resolve a round of melee.

How is mech damage different than vehicle damage? Check the pass 1d6 results on the Range Combat Mech Target and Mech Melee Damage Tables.

What happens if a vehicle melees a mech and scores more successes?

When you are comfortable with the rules, play a game with one infantry platoon, one vehicle and one mech on each side.

BUGS

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

DEFINING BUGS

Bugs are defined in the following ways:

- What *Type* is it?
- What is its *Reputation*?
- What is its *Fire Factor*?
- Does it have any *Special Attributes*?
- How far can it *Move?*
- What is its *Range?*

TYPE

In *5150: Battalion Commander* we use three types of Bugs; the Warrior Bug, the Hopper and the Puker Bug. The Warriors are the building blocks of the Bug Empire. They are fast, extremely vicious in melee combat and relentless.

The Hoppers are fast moving scouts and raiders that locate the enemy.

Puker Bugs are used to support the Warriors by spewing plasma like debris on their targets.

REPUTATION

All Bugs are Rep 4.

FIRE FACTOR

Warrior Bugs have a Fire Factor of 3 and can only melee. Warrior Bugs can Close Assault enemy vehicles/mechs just like infantry can.

Hopper Bugs have a Fire Factor of 2 and can only melee. They are too light to Close Assault enemy vehicles/mechs preferring the softer target of infantry.

Puker Bugs have a variety of Fire Factors based on the target type. More information can be found on the Support Weapons & Mines Table (page 76).

SPECIAL ATTRIBUTES

Bugs have the following Special Attributes.

BUGS

SPECIAL ATTRIBUTE
Count a +1d6 when taking the Charge into Melee Test.
Count twice the total d6 when in Melee.

MOVE

Warrior Bugs can move up to 6 inches per turn and cannot fast move.

Hopper Bugs can move up to 12 inches per turn over intervening obstacles whether vehicles, terrain, or units/groups. The maximum hop is 3" in height.

Puker Bugs do not move but instead emerge from the ground and remain in place.

RANGE

Warrior Bugs and Hoppers can only melee while Puker Bugs have a range of 24".

BUG GROUPS

Bugs do not form up into squads, platoons, or companies. Instead, Warrior Bugs, if smaller than a group of eight, will move towards the closest larger group of Warrior Bugs if within 3", before carrying out their *action* (page 27). *This movement is not deducted from their normal movement*. They will make a new group of up to eight figures.

Hopper Bugs will do the same but in groups of 4. Hoppers will not group with Warrior Bugs.

GROUP ACTIVATION

Bugs do not have a leader to speak of, but are instead genetically linked together. *As they have the same Rep they will always activate at the same time.* Here's how we do it:

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

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

TURN SEQUENCE

Bugs follow the same Turn Sequence as do all others.

ACTIONS

During the turn *active* Bug groups will perform the following actions in the *following order:*

- *CONTINUE TO MELEE -* Any Bugs in melee will continue to melee.
- *FORM LARGER GROUP –* Any Warriors or Hoppers within 3" will free move to form a larger group.
- *FIRE –* Any Puker Bug with a target that is within range and will fire as described in Bug Shooting & LOS.
- *CHARGE –* Charge the closest enemy group of infantry in LOS and reach. Remember, that the Bug need only reach 3" from the target to charge. If fired upon by vehicles/mechs the previous turn the Bug will attempt to charge them instead.
- *MOVE -* Move towards the closest group of infantry and attempt to enter melee. Bugs always get a free change of face before moving.

MOVEMENT

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

VOLUNTARY MOVEMENT

Voluntary movement for Warrior Bugs is 6" while Hopper Bugs is 12". Puker Bugs cannot move above ground and can only retreat back down a Bug Hole (page 48).

FAST MOVEMENT

Bugs cannot fast move.

INVOLUNTARY MOVEMENT

Bugs can be forced into involuntary actions and movement due to the results of a Crisis Test (page 75). Let's go over each in detail.

CARRY ON

The Bug group will carry on as desired including chargers continuing into contact.

LEAVE THE BATTLEFIELD

The Bug group has left the fight. Immediately remove the Bugs from the table. Any friendly Bug group within 6" and LOS will take a Crisis Test (page 75).

REACTION

Bugs also take Reaction Tests. Here's a list of the Reaction Tests in *5150: Battalion Commander.*

- In Sight
- Charge into Melee.
- Crisis Test.

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

IN SIGHT

Bugs take In Sight Tests just like infantry.

CHARGE INTO MELEE

This Reaction Test is covered in the Bug Melee section (page 28).

CRISIS TEST

The Crisis Test is taken when one or more of the following occur.

- The group takes one or more casualties at the same time.
- If a friendly group within 6" and in sight leaves the battlefield.

HOW TO TAKE A CRISIS TEST

Here's how a Crisis Test is taken.

- Bugs take the Crisis Test just like infantry (page 75) except with 3d6 instead of 2.

PUKER CRISIS

Any time there are no more Warrior Bugs left on the table, all Puker Bugs will immediately leave the battlefield.

SHOOTING & LOS

Puker Bugs are the only Bugs that can shoot. Here's how we do it:

- Puker Bugs do not need a direct LOS to the target. If *any* Bug has a LOS to a target the Puker can fire on that target.
- Puker Bugs can fire in any direction up to 360 degrees and out to a range of 24".
- In nighttime the LOS is reduced to 6". However, targets in a well-lit area will count LOS as normal for those firing at them.
- LOS between units inside woods or rough terrain is reduced to 6" in the daytime and 3" at night. If at the edge of the woods the unit can see and be seen from outside the woods as normal.
- LOS in *inclement weather* (page 36) is reduced to 6" in the daytime and 3" at night.
- Remember that if a Bug has LOS to a target, even in reduced conditions, the Puker can still fire up to its full range.

RESOLVING FIRE

Puker shooting is handled in the following way:

- Puker Bugs can fire over friendly intervening Bugs as their plasma arcs over the battlefield.
- Puker Bugs will always fire at the closest target.
- Puker Bugs use the appropriate Ranged Combat Target Table.

Example – It is night on Cestus V and LOS is reduced to 6". A Warrior Bug moves to within 5" and LOS of a Star Army squad. The Puker Bug, 18" away, fires.

MELEE

Bugs use the Charge into Melee Test and Melee normally as previously explained.

MELEEING STRUCTURES

Bugs will always attempt to reduce structures. Bugs count one satchel charge per every three Bugs, but never less than a minimum of one.

MELEEING VEHICLES/MECHS

Bugs will melee vehicles/mechs using the Close Assault procedure (page 19 & 25). Bugs count one satchel charge per every three Bugs, but never less than a minimum of one. Hoppers cannot Close Assault.

AFTER THE BATTLE

After the battle, if playing a campaign, Bugs do not need to check as there is always a large supply of Bugs.

STOP!

There are three types of Bugs; Warriors that can only melee, Hoppers that can only melee have the ability to hop over intervening obstacles and Pukers that don't move but can shoot. The Fire Factor of a Warrior Bug is 3 and that of a Hopper is 2. Pukers have five Fire Factors, like vehicles and mechs.

All Bugs are Rep 4.

Bugs are extremely dangerous in melee, rolling 3d6 for the Charge into Melee Test and doubling their d6 when meleeing.

Review how Bugs melee structures and vehicles.\

STRUCTURES

In this section we cover Structures. Structures vary greatly in size and in materials. In the context of the game, structures include bunkers and above-ground buildings.

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

DEFINING STRUCTURES

Just like infantry, support weapons and vehicles are defined so are structures. Here's how we do it:

- What *Type* is it?
- What is its *Size?*
- What is its *Armor*?

TYPE

For game purposes, structures are divided into two types: bunkers and buildings.

- Bunkers are military constructs built to protect and defend military assets, namely soldiers and the equipment they use.
- Buildings are used to house everything else, including civilian living quarters, governmental offices and commercial properties.

SIZE

Structures come in three sizes:

- Small.
- Medium.
- Large.

ARMOR

We use the same armor types as found in the infantry and vehicle sections for structures. Unless specified differently look at the actual model to determine what type of armor it has. Here's a list of the armor types used in *5150: Battalion Commander*:

- Lightweight structures of organic material count as an Infantry target.
- Heavier stone or sandbagged structures count as a Light Tank target.
- Concrete or metal structures count as a Medium Tank target.

- Reinforced concrete or metal structures count as a Heavy Tank target.
- Bunkers count one target type higher up to counting as Assault Tanks.

REVEALING

Structures are either revealed via the PEF Resolution Table (page 37) or are pre-determined by the scenario. When structures are revealed we must determine its specifics. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Modify the result by any applicable Circumstances found on the Structures Table (page 38).
- This tells you the type of structure you have run into, its target type, and how many stands of infantry and/or support weapons it can hold.
- If revealed by the Enemy Defensive Position Table the player must roll 1d6. The result is the number of bases inside the structure not to exceed the maximum.
- Next roll 1d6 for each. If one or more *ones* are rolled substitute a support weapon.

COMBAT

Combat from and against structures is handled a bit differently. Let's go over this in detail.

SHOOTING FROM STRUCTURES

Occupants of a structure can fire out using all the previously learned shooting rules.

- Support weapons can only fire from the front facing of the structure and at full Fire Factor.
- Infantry can fire from any facing and at full Fire Factor.

ATTACKING STRUCTURES

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

SUPPRESSING STRUCTURES

When you try to suppress a structure you are trying to get the shooters on the inside to duck back from the apertures so they can no longer fire out. Use the normal firing

procedure versus infantry in hopes of causing enough casualties to the occupants to drive them out by a failed Crisis Test.

REDUCING STRUCTURES

In order to permanently reduce or destroy a structure we use the following procedure:

- Only weapons with a Fire Factor of 1 or more against the target type of the building may be used to attack it.
- Fire at the structure is resolved using the appropriate Ranged Combat Target Table (page 73).
- A small structure takes one hit with all occupants becoming casualties.
- A medium structure takes two hits with half of the occupants becoming casualties on each hit.
- A large structure takes three hits with one-third of the occupants becoming casualties on each hit.

ENTERING AND EXITING

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

- It takes infantry and support weapons half their movement to enter or exit a structure.
- Structures can be entered or exited from any of its facings.

STOP!

There are two types of structures; buildings and bunkers.

Structures come in three sizes, small, medium and large.

Their protection value or armor corresponds to Infantry and Tank Target classes, which affects the Fire Factor that is used when firing at them.

What is the difference between suppressing and reducing a structure?

TERRAIN

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

- Clear.
- Cluttered.
- Closed.

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

CLEAR

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

CLUTTERED

Cluttered sections will have pieces of terrain that will provide LOS blocking cover. The pieces are 3+1/2d6" apart. If you run out of room when placing the terrain, make it work, as long as there is a 4" gap between pieces. At least 50% of the section must be covered with terrain.

CLOSED

Closed sections will have pieces of terrain that will provide LOS blocking cover. The pieces will be 1d6" from any other piece. At least 75% of the section must be covered with terrain.

IMPORTANT!

When playing a one off game the defender places terrain and the attacker decides from which table edge he will enter. In some cases this may be dictated by the scenario.

GENERATING TERRAIN

Unless previously determined by the scenario, terrain is generated in the following way:

- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section of terrain. In this case the board is square but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine roughly equal sections.

1	2	3
4	5	6
7	8	9

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

2		TERRAIN GENERATOR

(2d6 added together)

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

(1) Roll on the Structures Table (page 38) for specifics.

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

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

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

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

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

WHAT TYPE OF TERRAIN PIECES?

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

- *Type "A" -* The terrain piece provides LOS blocking cover but does not restrict movement. A ruined building or patch of rocks would be an example of a type "A" terrain piece. *These will be found in cluttered terrain sections.*
- *Type "B" -* The terrain piece provides LOS blocking cover and restricts movement causing those moving through it to do so at half speed. A patch of woods would be an example of a type "B" terrain piece. *These will be found in closed terrain sections.*
- *Type "C" -* The terrain piece *does not* provide LOS blocking cover but restricts movement causing those moving through it to do so at half speed with the exception of grav-vehicles. A marshy or muddy field would be an example of a type "C" terrain piece. *There is a chance (1) that this can be found in clear terrain sections.*
- *Type "D" -* The terrain piece *does not* provide LOS blocking cover and is normally impassable except top grav-vehicles. A river of lava would be an example of a type "D" terrain. *There is a chance (1) that this can be found in clear terrain sections.*

CONNECTING BUILDINGS

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

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

PLAYING THE GAME

As you may or may not know, all Two Hour Wargames games can be played solo, same side (cooperatively) and head to head (competitively). Let's explain each in more detail.

SOLO

Not only is it possible to play *5150: Battalion Commander* solo, it's also a joy. Why? Because when you add the Campaign rules all the work is done for you.

From deciding the forces involved to the Mission you play all you have to do is bring out the figures and generate everything by rolling some dice and consulting some tables. *And by doing this no two games will ever be alike.*

SAME SIDE

Let's explain *same side* gaming. What's it good for?

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *together* instead of against them. It's a great way to get new players into the game whether it's your friend, your kid, spouse or whatever! Give it a try.

HEAD TO HEAD

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

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

- Decide who is Controlling or Contesting the battlefield (page 33).
- Agree on the Mission (page 35) and what role each player will play.
- Decide what forces each player will use.
- Each player receives three PEFs.
- Each player notes what each PEF, numbered 1 to 3, represents. They can be actual troops or empty decoys.
- PEFs are placed as outlined in the Mission and PEFs are used to replace the figures of the entering force.
- When resolved the forces are revealed without rolling on any table.
- Follow the Special Instructions for the Mission as written.

PEFs? Mission Type? What the…?

No worries, just keep reading.

CAMPAIGN

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

TIME IN THE CAMPAIGN

For simplicity's sake we track time in the campaign by the month. Players will have two Missions per month one early in the month and one later in the month.

STARTING FORCE

We recommend that you start the Campaign with one or more infantry companies and one or two platoons of vehicles or mechs.

Use the Infantry and Vehicle/Mech Rosters to track your units.

CAMPAIGN MORALE

Before the campaign starts we must establish your Campaign Morale. As a soldier you cannot control who your government goes to war with. What you can control is the morale of your troops. How do you do this? Complete your Missions successfully!

So what is your starting Campaign Morale and that of your enemy? Looking at the Campaign Morale Table tells you both. Campaign Morale can go up or down as the Campaign progresses.

X	STARTING CAMPAIGN MORALE

ARMY	CAMPAIGN MORALE
Bugs	4
Free Company	2
Hishen	3
ISS	4
PDF	2
Planetary Militia	1
Rebels	2
Star Army	3
Zhuh-Zhuh	3

CONTROLLING OR CONTESTING

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

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

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

AFTER EACH MISSION

After each Mission you will have a success or a failure. Let's see how this affects the Campaign. Here's how we do it:

- Each side starts with 2d6.
- If they were successful they will add 1d6.
- Each side rolls their modified total d6 versus their current Campaign Morale.
- Determine how many d6 each side passed.
- Compare the number of d6 passed by both sides to each other and consult the Campaign Morale Table.

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2 CURRENT CAMPAIGN MORALE

(Taken versus Campaign Morale)

A result of "6" is always a failure

CIRCUMSTANCE	MODIFIER
Last Mission was a success	+1d6

# D6 PASSED	RESULT
2 or more than opponent	Both the winner's Campaign Morale and Activity Level increase by one. Both the loser's Campaign Morale and Activity Level decrease by one.
1 more than opponent	Loser Campaign Morale reduced by one.
Same number as opponent	No change to Campaign Morale or Activity Level.

Example – I have just finished a Star Army Attack Mission and failed. I now roll 2d6 versus my Campaign Morale of 3 and pass 1d6.

The Hishen roll 3d6 as they succeed in the Mission. They pass 3d6. My Campaign Morale and Activity Level are reduced by one while theirs increased by one.

REPLACEMENTS

When you take casualties and lose a squad, support weapon, vehicle or mech, there is a chance that you will receive replacements. Here's how we do it:

- After rolling the appropriate After the Battle Recovery Test (pages 14, 19 and 25) determine if any of your platoons are still short one or more squads, support weapons, vehicles or mechs.
- Roll 1d6 versus your current Activity Level for each platoon.
- If pass 1d6 then gain an appropriate replacement.
- If pass 0d6 then you do not gain a replacement.
- You can only gain one replacement for each platoon rolled regardless of actual casualties.

Example – After my failed Mission I have one infantry platoon missing one squad, one missing two squads, one mech platoon missing one mech and one vehicle platoon missing two vehicles. It's now time to check for replacements.

My Activity Level is 3. I roll 1d6, four times, in the order above and score a 1, 2, 5, and 3. This means I gain one squad for each infantry platoon, and one vehicle. This leaves one infantry platoon and my mech platoon short-handed.

NEXT MISSION

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

- Consult the Next Mission Table.
- Go down the Last Mission column to the type of Mission you have just completed.
- Go across to either the Success or Failure column based on your last Mission.
- This is your next Mission.

X NEXT MISSION

(Based on your last Mission)

LAST MISSION	SUCCESS	FAILURE
Patrol	*Attack:* The enemy will be on a Defend Mission.	*Defend:* The enemy will be on an Attack Mission.
Attack	*Attack:* The enemy will be on a Defend Mission.	*Patrol:* The enemy will be on a Patrol Mission.
Defend	*Patrol:* The enemy will be on a Patrol Mission.	*Defend:* The enemy will be on an Attack Mission.

*E*NDING THE *C*AMPAIGN

If the enemy's Campaign Morale is reduced to zero you have won and they have vacated the area:

- You are a local hero and on your next Campaign your starting Campaign Morale is increased by one.

If your Campaign Morale is reduced to zero you have lost the campaign and your side vacates the area:

- You have questions to answer and are regarded lightly by your superiors. In your next Campaign your starting Campaign Morale is decreased by one.

*M*ISSIONS

The campaign in *5150: Battalion Commander* revolves around how your forces carry out their Missions. The Missions are interlocking and the results of one can affect the results of the next.

*F*IRST *M*ISSION

Your first Mission will be a Patrol (page 50) as will the enemy. But before you can go on a Mission you must determine the following:

- Before this and every Mission confirm the Campaign Morales for both sides.
- Determine the current Activity Levels for both sides.
- What's the weather like for the Mission?

*A*CTIVITY *L*EVEL

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

The Activity Level (AL) is a number that reflects this and the probability of a side receiving Reinforcements (page 40). Those areas with a higher Activity Level can expect to receive more reinforcements than those with a lower Activity Level.

Both you and your enemy will have Activity Levels.

*M*AXIMUM *A*CTIVITY *L*EVELS

Each army has two Activity Levels. One is when they are the *controlling* force (defending the planet) and the other if they are the *contesting* force (attacking the planet). Both have a maximum. Here's how we do it:

- Consult the Maximum Activity Level Table.
- Go down the left hand column to the army you are playing.
- Go across to the appropriate column depending upon if your controlling or contesting the planet.
- This is the maximum Activity Level you can have.
- Do the same for the enemy.

X	MAXIMUM ACTIVITY LEVEL	
ARMY	**CONTROLLING**	**CONTESTING**
Bugs	5	3
Free Companies	3	3
Hishen	4	4
PDF	3	na
Planetary Militia	2	na
Rebel	na	2
Star Army Infantry	5	3
Star Army ISS	3	5
Zhuh-Zhuh	4	3

*D*ETERMINING THE *A*CTIVITY *L*EVELS

You and your opponent must determine both starting Activity Levels for the Campaign. Here's how we do it:

- Before the Campaign roll 2d6 and read the results as rolled.
- Compare the score from each d6.
- The higher d6 score will be the Activity Level. If this number is higher than the maximum allowed, substitute the maximum instead.

Example - A Hishen force is on the attack at a Gaea Prime planet. The Hishen player rolls 2d6 and scores a 4 and a 5. The player counts the higher score, 5. Looking on the Maximum Activity Level Table we see that the highest AL for the Hishen when attacking is a 4. As the maximum Activity Level is 4, lower than the 5 that was rolled, the level used would be 4.

I now roll 2d6 for GP and score a 1 and 2. I count the higher score, 2. Looking on the Maximum Activity Level Table we see that the highest AL for the Gaea Prime Planetary Defense Forces when defending is a 3. Therefore the AL of the PDF is 2, the result that I rolled.

INCLEMENT WEATHER

Unless specified otherwise there is a chance (1) that there could be inclement or bad weather that will affect LOS (page 11). When inclement weather occurs (fog, rain, haze, etc.), roll 1d6 and consult the Inclement Weather Table to determine the particulars.

1	INCLEMENT WEATHER
	(Read result as rolled)

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

PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has prior and during the Mission. By using PEFs we create a sense of uncertainty as to the size of the enemy force, its composition and location. Heck, a PEF could even be just a case of nerves!

GENERATING PEFS

There are two ways to generate PEFs. The first is at the start of the Mission. Here's how we do it:

- After the terrain has been divided into nine sections, forces generated, and the player side has entered or been placed on the table it's time to generate the PEFs.
- Roll 1d6. The score indicates which numbered section of the table will contain a Possible Enemy Force or (PEF).
- Place an enemy figure of any type or PEF marker in this section of the table to represent the PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the table. It is possible to have more than one PEF in the same section.

GENERATING PEFS DURING THE MISSION

The second way to generate PEFs is during the Mission. Here's how we do it:

- When rolling for Activation and "doubles" come up, you may have generated a new PEF.
- If the "doubles" are equal or lower than the Enemy Activity Level a PEF has been generated. Place it normally, even if this puts it in the same section as the player characters.
- If the "doubles" are higher than the Activity Level no PEF has been generated, just re-roll the dice and continue play normally.

PEF REP

Just like characters have Reputation, so do PEFs. All PEF's have a Rep of 4 until they are resolved.

PEF MOVEMENT

PEFs move, just like they were actual units, based on their Rep. Here's how we do it:

- When the Non-Player side activates start with the PEF that is closest to any player group.
- Roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results. PEFs will move the full distance, do not suffer terrain movement penalties, and will end their move in cover, if possible, when being resolved.
- If a PEF must be resolved it is done prior to moving the next PEF.
- When the previous PEF has finished its movement, been resolved if needed, and all actions and reactions completed, caused by its resolution, go on to the next PEF.
- Continue until all eligible PEFs have had a chance to move.

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

#D6 PASSED	**RESULT**
2	PEF moves one section directly towards nearest enemy staying in cover at all times. Will end move in cover.
1	PEF doesn't move.
0	PEF moves one section directly away from nearest enemy staying in cover at all times. Will end move in cover. If movement would be off table will not move instead.

PEFS THAT HAVE PREVIOUSLY MOVED

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

RESOLVING PEFS

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

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

2	**PEF RESOLUTION**
	(Taken versus Enemy Activity Level)

#D6 PASSED	**RESULT**
2	*Contact!* Bug Hole if fighting Bugs, otherwise: If on a *controlled planet* roll on the Enemy Reinforcement Table. If on a *contested planet* roll 1d6. • (1 – 2) = Roll on the Enemy Defensive Position Table. • (3 – 6) = Roll on the Enemy Reinforcements Table.
1	*Something is out there!* Increase Enemy Activity Level by one.
0	*Just a case of the nerves!* If last PEF to be resolved and no enemy have been contacted yet, treat as if passed 2d6.

2	**ENEMY DEFENSIVE POSITION TABLE**
	(Add results together)

#	**RESULT**
2	One Platoon with Assets in Defensive Position [1]
3	Roll on Structures Table.
4	One Platoon with Assets in Defensive Position [1]
5	Roll on Structures Table
6	One Platoon with Assets in Defensive Position [1]
7	One Platoon with Assets in Defensive Position [1]
8	1/2d6 Squads in Defensive Position [1]
9	One Platoon with Assets in Defensive Position [1]
10	1/2d6 Squads in Defensive Position [1]
11	Roll on Structures Table
12	One Platoon with Assets in Defensive Position [1]

(1) The Defensive Position will be 3inches per squad in length.

1   STRUCTURES

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Controlled Planet	-1
Contested Planet	+1
Each point of Enemy Activity Level	+1
Rebel or Free Company opponent	-1
Star Army opponent	+1

#	STRUCTURE	TARGET	CAPACITY
0	Small building.	Light Tank	2 bases
1	Small building.	Light Tank	2 bases
2	Medium building.	Light Tank	4 bases
3	Medium building.	Medium Tank	4 bases
4	Large building.	Medium Tank	6 bases
5	Large building.	Medium Tank	6 bases
6	Large building.	Medium Tank	6 bases
7	Small bunker.	Heavy Tank	3 bases
8	Small bunker.	Heavy Tank	3 bases
9	Medium bunker.	Assault Tank	6 bases
10+	Large bunker.	Assault Tank.	9 bases

NP ENEMY FORCE MOVEMENT

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

- Activation is handled normally.
- Starting with the active NP Enemy Force with the highest Rep and working to the one with the lowest Rep roll 2d6 for each.
- Determine how many d6 are passed.
- Consult the NP Enemy Movement Tables (page 70) and carry out the results. Be sure to use the appropriate table based on the type of Mission *they* are on and type of unit.
- Any contact that the NP Force causes must be resolved prior to the next NP Force moving.

NP FORCE TACTICS - INFANTRY

We've already explained how enemy figures move so let's go over the tactics they will use when on the battlefield.

ATTACK MISSION TACTICS

Use this table when the NP Forces are on an Attack Mission:

- NP Infantry will stay in cover as long as the end point of the move meets the requirement listed in their NP Infantry Movement Table.
- The group will always fast move when possible.
- Support weapons will move to a position, in cover if possible, which allows them a clear LOS to the attack objective. This objective can be a terrain feature, vehicle or enemy force.
- When beginning its move within 6" of the enemy NP Infantry will attempt to charge.

2   NP INFANTRY MOVEMENT - ATTACK

(Taken versus Rep)

# D6 PASSED	RESULT
2	If NP infantry outnumber player by 2:1 or more: • Support weapons and ½ the infantry with LOS will fire or move to LOS to nearest enemy. • The other ½ will move to encircle the left (1-3) or right (4-6) flank.
	Otherwise: • Support weapons and infantry with LOS will fire or move to LOS to nearest enemy.
1	If NP infantry outnumber player by 2:1 or more: • The force will advance directly at the enemy with the support weapons firing if within LOS and range.
	Otherwise: • Support weapons and infantry with LOS will fire or move to LOS to nearest enemy.
0	All : • Support weapons and infantry with LOS will fire or move to LOS to nearest enemy.

DEFEND MISSION TACTICS

Use this table when the NP Forces are on a Defend Mission:

- NP Infantry will start or move to cover then stay put and fire.
- When additional NP groups arrive they will deploy to the left (1 - 3) or right (4 - 6) of the group or groups already in Defensive Positions. If the group cannot tie into a flank it will take up

position behind the NP groups already on the table.

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

2	**NP INFANTRY MOVEMENT - DEFEND**

(Taken versus Rep)

# D6 PASSED	RESULT
2	If the NP infantry have 2x or more of your number: • If another NP force has lost a Defensive Position in sight and within charge reach, attack to regain the position with support weapons firing in support. Otherwise: • Support weapons and infantry will fire at nearest enemy.
1	All: • Support weapons and infantry will fire at nearest enemy.
0	All: • Support weapons and infantry will fire at nearest enemy.

PATROL MISSION TACTICS

NP Infantry that are on a Patrol Mission and contact enemy forces will either go to the defensive, hoping for reinforcements or withdraw from the table back the way they entered. Here's how we do it:

- When the NP PEF is resolved, roll 2d6 versus their Activity Level.
- Determine how many d6 are passed, consult the NP Patrol Reaction Table and carry out the results.

2	**NP PATROL REACTION**

(Taken versus Enemy Activity Level)

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

NP VEHICLES/MECHS

When a NP vehicle/mech enters the table they will move in a set manner.

TRANSPORT VEHICLES

Transport vehicles will move as follows:

- If come within 12" of infantry or support weapon targets they will unload. It takes infantry half their movement to load or unload.
- If unloaded the vehicle will remain 6" to the rear of the infantry ready to transport them if needed.
- If come under fire from enemy vehicles/mechs they will move away as fast as possible.

FIGHTING VEHICLES/MECHS

Fighting vehicles/mechs will move as follows:

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

2	**NP VEHICLE/MECH MOVEMENT**
	(Taken versus Rep)

# D6 PASSED	**RESULT**
2	If on an Attack Mission: • Those with LOS will fire while others will move full speed towards nearest enemy.
	If on a Defend Mission: • Those with LOS will fire while others move to LOS to nearest enemy.
1	If on an Attack Mission: • Those with LOS will fire while others will move half speed towards nearest enemy.
	If on a Defend Mission: • Those with LOS will fire while others will move to LOS between enemy and own table edge.
0	If on an Attack Mission: • If no enemy fighting vehicles/mechs present, those with LOS will fire while others will move half speed towards nearest enemy. • If enemy fighting vehicles/mechs are present, those with LOS will fire while remain in place.
	If on a Defend Mission: • Those with LOS will fire while others will remain in place.

ESCALATING BATTLES

In this section you will be introduced to the Assets and Reinforcements that may be available to you and your player or Non-Player Enemy during the Mission. By using this section you can watch your battles escalate into larger engagements on their own. Naturally you can choose to use or not use this section and still have an enjoyable game. Also do not be afraid to tweak the Reinforcements Tables to fit the figures you may already have.

ASSETS

As mentioned previously platoons and companies have assets. These are support weapons added to the formation. Here's how we do it:

* When an asset is needed refer to the Platoon and Company Assets Table (page 62).
* Go down the left hand column to the Company or Platoon section then across to the appropriate army.
* Roll 1d6 for each asset.
* You cannot have two of the same asset so if this occurs simply re-roll.

REINFORCEMENTS

Reinforcements can take many forms and are available to you and the enemy. By using the following procedure we re-create the real-life uncertainty of not knowing what you will be facing on each Mission. *Just remember that the number of reinforcements each side receives is in direct relationship to their Activity Level.*

WHEN REINFORCEMENTS ARRIVE

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

* The score is still used for activation for this turn.
* Determine which side scored the higher number.
* Roll 2d6 versus the Activity Level of that side, determine how many d6 are passed and consult the Reinforcements Table
* This determines what the reinforcements are, if any.

2   REINFORCEMENTS TABLE

(Taken versus the Activity Level of the army)

# D6 PASSED	RESULT
2	***Reinforcements arrive:*** Roll 2d6, add the scores together then consult the appropriate Reinforcements Table.
1	***Reinforcements possible:*** Roll 2d6, add the scores together but add 3 to the total, then consult the appropriate Reinforcements Table
0	***No Reinforcements.***

2   FREE COMPANY REINFORCEMENTS

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Platoon.
5	Platoon.
6	Platoon.
7	Platoon.
8	Platoon.
9	Platoon.
10	Platoon. Reinforcements arrive on next turn.
11	Platoon. Reinforcements arrive in 1/2d6 turns.
12+	Platoon. Reinforcements arrive in 1 + 1/2d6 turns.

2   HISHEN REINFORCEMENTS

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Chance for Off Board Support (page 62).
5	Chance for Off Board Support (page 62).
6	Platoon.
7	Platoon.
8	Platoon.
9	Platoon.
10	Platoon.
11	Platoon. Reinforcements arrive on next turn.
12+	Platoon. Reinforcements arrive in 1/2d6 turns.

2   PDF REINFORCEMENTS

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Chance for Off Board Support (page 62).
5	Platoon.
6	Platoon.
7	Platoon.
8	Platoon.
9	Platoon.
10	Platoon. Reinforcements arrive on next turn.
11	Platoon. Reinforcements arrive in 1/2d6 turns.
12+	Platoon. Reinforcements arrive in 1 + 1/2d6 turns.

2   REBELS REINFORCEMENTS [1]

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Platoon.
5	Platoon.
6	Platoon.
7	Platoon.
8	Platoon.
9	Platoon. Reinforcements arrive on next turn.
10	Platoon. Reinforcements arrive in 1/2d6 turns.
11	Platoon. Reinforcements arrive in 1 + 1/2d6 turns.
12+	Platoon. Reinforcements arrive in 2 + 1/2d6 turns.

(1) Use for Planetary Militia as well.

2   STAR ARMY INFANTRY REINFORCEMENTS

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Chance for Off Board Support (page 62).
5	Chance for Off Board Support (page 62).
6	Platoon.
7	Platoon.
8	Platoon.
9	Platoon.
10	Platoon.
11	Platoon. Reinforcements arrive on next turn.
12+	Platoon. Reinforcements arrive in 1/2d6 turns.

2   STAR ARMY ISS REINFORCEMENTS

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Chance for Off Board Support (page 62).
5	Chance for Off Board Support (page 62).
6	Chance for Off Board Support (page 62).
7	Platoon.
8	Platoon.
9	Platoon.
10	Platoon.
11	Platoon.
12+	Platoon. Reinforcements arrive on next turn.

2   ZHUH-ZHUH REINFORCEMENTS

(Add the scores together)

#	REINFORCEMENT
2	Chance for Off Board Support (page 62).
3	Chance for Off Board Support (page 62).
4	Chance for Off Board Support (page 62).
5	Chance for Off Board Support (page 62).
6	Platoon.
7	Platoon.
8	Platoon.
9	Platoon.
10	Platoon. Reinforcements arrive on next turn.
11	Platoon. Reinforcements arrive in 1/2d6 turns.
12+	Platoon. Reinforcements arrive in 1 + 1/2d6 turns.

CHANCE FOR OFF BOARD SUPPORT

Off Boards Support comes in two ways. They are:

- When called for by a Reinforcements roll on the appropriate Reinforcements Table (page 41).
- When they are given to the company or battalion prior to the Mission.

OFF BOARD SUPPORT - REINFORCEMENTS

When there is a chance of Off Board Support via the Reinforcements Table we use this procedure:

- Refer to the Off Board Support Table (page 62).
- Use the appropriate column for the army.
- Use the appropriate section for the highest ranking officer, *platoon leader* or *company commander*.

- Roll 1d6, read the result as rolled, and down the column to determine what Off Board Support will show up.
- If a vehicle/mech is rolled determine what type by using the appropriate Vehicle Table. There will be 1/2d6 vehicles/mechs arriving when *next* active.

OFF BOARD SUPPORT – CALL IN

Off Board Support can be called in during the Mission. Here's how we do it:

- The player can call in for Off Board Support if he has it allocated before the Mission.
- Decide what type of allocated Support is desired.
- Consult the Call In Table.
- When active roll 1d6, read the result as rolled.
- Modify the result by any applicable Circumstances on the Call In Table to determine when the Support will arrive.
- When called in for support, mechs and vehicles use the Reinforcements Entry Table (page 44).

1   CALL IN

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Activity Level	+1
ISS making the call	+2
Platoon leader making the call.	-2
Company commander making the call	+1
Battalion commander making the call	+2

#	RESULT
1 to 5	*"Negative!"* No Support available this turn; try again when next active.
6 or 7	*"On the way!"* • Vehicle and mech support will arrive in 2 +1/2d6 turns. • Strafing and Bombing Runs will arrive in 1/2d6 turns. • Fire Support will arrive in 2 turns.
8 or 9	*"Almost there!"* • Vehicle and mech support will arrive in 1/2d6 turns. • Strafing and Bombing Runs will arrive in next turn. • Fire Support comes in NOW!
10+	*"Immediate!"* • Vehicle and mech support will arrive next turn. • Strafing and Bombing Runs arrive NOW! • Fire Support comes in NOW!

*F*IRE *S*UPPORT

If Fire Support (A) is rolled you have an artillery strike coming in. The strike will last for only one turn. Use the following procedure.

- The player can choose which section of the table the strike will hit when it arrives. The NP enemy will target the section with the most vehicles/mechs (1 – 3) or largest number of targets (4 – 6).
- It is possible that friendlies may be in the targeted section.
- Place a marker in the center of the section.
- Roll 1d6 and add 3 to the score. This is the distance in inches (4 to 9) that the strike will cover.
- Measure a circle out to that distance. This may extend the circle outside of the section.
- Any target (infantry, support weapon, vehicle, mech or structure) inside the target will be hit.
- Roll 2d6, versus the Fire Factor of an Inferno Mine, on the appropriate Ranged Combat Target Table.

If Fire Support (M) is rolled you have a Mortar Fire Mission coming in support. The Fire Mission will last for only one turn. Use the following procedure:

- The player can choose which section of the table the Fire Mission will hit when it arrives. The NP enemy will target the section with the largest number of infantry targets, hitting vehicles/mechs and structures if no infantry targets available.
- It is possible that friendlies may be in the targeted section.
- Place a marker in the center of the section.
- The three targets closest to the marker will be hit.
- Roll 2d6, versus the Fire Factor of an Anti-Personnel Mine, on the appropriate Ranged Combat Target Table.

*B*OMBING *R*UN

A Bombing Run combines the potential devastation of an artillery barrage with the surgical strike precision of a Strafing Run; well sort of. Here's how we do it:

- The player chooses three sections of the table they want to hit, in order of preference. The NP enemy will target the three sections with the largest number of targets.
- It is possible that friendlies may be in the targeted section.
- Roll 1d6 and read the result as rolled.
  - 1 - 3: Hit the first section chosen.
  - 4 – 5: Hit the second section chosen.
  - 6: Hit the third section chosen.
- All targets (infantry, support weapon, vehicle, mech or structure) inside the section will be hit.
- Roll 2d6, versus the Fire Factor of an Inferno Mine, on the appropriate Ranged Combat Target Table.

*S*TRAFING *R*UN

A low flying gunship enters the table from a section at random, makes a strafing run, and then exits the table at the opposite end. Here's how we do it:

- Roll 1/2d6. This is the section that the gunship will enter the table.
- Next roll 1/2d6 and add the result to 6. This is the section that the gunship will exit the table.
- Trace a path from the center of each section using a string if needed.
- Measure 3" to the left and right of the string.
- The gunship will move along this 6" wide path firing at all targets in this path.

*M*AKING THE *A*TTACKS

As the gunship flies over each target the gunship will make an attack. Here's how we do it:

- Roll 2d6 versus the Pilot Rep of 5, for Star Army gunships, or Rep 4, for all others.
- Determine how many d6 are passed.
- Consult the Gunship Attack Table and carry out the results.

2	**G**UNSHIP **A**TTACK
	(Taken versus Rep)

# D6 PASSED	RESULT
2	Roll 2d6 versus the Fire Factor of a Rocket Launcher on the appropriate Ranged Combat Target Table.
1	Roll 2d6 versus the Fire Factor of a Heavy Machine Gun on the appropriate Ranged Combat Target Table.
0	No effective fire.

P*LATOON*

A full platoon with assets arrives. If there are an odd number of platoons already on the table, this is the rest of a company, so add the company commander and company asset.

If there is an even number of platoons already on the table, this is the beginning of a new company. There is a chance (1-3) that the company commander and the company asset are with the platoon.

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

When vehicles, mechs or infantry reinforcements are called for we must determine where they will arrive. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Consult the Reinforcement Entry Table.
- Immediately place the units.

1	**R**EINFORCEMENT **E**NTRY
	(Read the result as rolled)

#	RESULT
1	Enter the left hand table edge at 12 + 1d6" up the edge.
2	Enter the table edge behind the player and to his left, at 9 + 1d6" away from the center.
3	Enter the table edge behind the player, at the center.
4	Enter the table edge behind the player, at the center.
5	Enter the table edge behind the player and to his right, at 9 + 1d6"away from the center.
6	Enter the right hand table edge at 12 + 1d6" up the edge.

M*INES*

Mines can be used by defensive forces if they are rolled as an asset. Here's how we do it:

- Mines cover a 3" x 3" square on the table.
- Players must note exactly where on the table they are placed.
- When a unit moves onto a mine resolve the attack.
- Three mines make one Asset.
- When counting Points (page 63) the cost of each mine is listed in the Rep 3 column, but the mine does not actually have a Rep.

T*RIGGERING A* M*INE*

Only mines with a Fire Factor of 1 or higher can be triggered by that troop type.

Example – An infantry unit cannot trigger an Anti-Tank Mine and can move over it without any penalty.

When an Anti-Tank Mine is triggered, roll 2d6 versus the Fire Factor of the mine, on the appropriate Ranged Combat Target Table counting a result of pass 1d6 as pass 2d6.

When an Anti-Personnel Mine is triggered, roll 3d6 versus the Fire Factor of the mine, on the appropriate Ranged Combat Target Table.

P*LACING* N*ON-* P*LAYER* M*INES*

Non-Player Mines are handled differently. Here's how we do it:

- Determine how many NP assets are mines and what types.
- Whenever doubles are rolled for activation a mine has been set off.
- Roll 1d6 for each player unit on the table.
- The lowest score has triggered a mine, re-roll all ties.
- Refer to the Triggering a Mine section for more info.

Example – The Non-Player force had one Anti-Tank Mine and one Anti-Personnel Mine. Activation dice come up "doubles" and a mine has been triggered. I roll 1d6 for each of the three squads on the table and the one scoring the lowest result is targeted.

The next time "doubles" are rolled the infantry are safe as they cannot trigger an Anti-Tank Mine. Later on in the game three vehicles/mechs arrive.

The next time "doubles" are rolled the vehicles/mechs are at risk.

INSERTIONS

Insertion is purely optional and is recommended after the players are comfortable with the previous rules.

Both player and the Non-Player forces can enter the battlefield in a variety of ways. The way you enter the battlefield will affect the way you leave the battlefield. Here's how we do it:

- Determine the Mission that you will be going on.
- Roll 1d6 on the appropriate Insertion Table. Be sure to use the Controlling or Contesting column, whichever applies.
- Modify the result by the Mission Type if applicable.
- Vehicles will drive in while Mechs use the same procedure as infantry. See the Mech Drop section (page 48) for more info.
- Now do the same for the enemy forces each time PEFs are resolved or Reinforcements received.

1   INSERTION - FREE COMPANY

(Read the result as rolled)

MISSION TYPE	MODIFIER
Patrol	-2
Attack	+1

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

1   INSERTION - HISHEN

(Read the result as rolled)

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

1   INSERTION - PDF

(Read the result as rolled)

MISSION TYPE	MODIFIER
Patrol	-2
Attack	+1

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

1   INSERTION – REBEL [1]

(Read the result as rolled)

MISSION TYPE	MODIFIER
Patrol	-2
Attack	+1

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

(1) Use for Planetary Militia as well.

1   INSERTION - STAR ARMY INFANTRY

(Read the result as rolled)

MISSION TYPE	MODIFIER
Patrol	-2
Attack	+1

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

<table>
<tr><td>**1**</td><td>**INSERTION – STAR ARMY ISS**</td></tr>
</table>

(Read the result as rolled)

MISSION TYPE	MODIFIER
Patrol	-2
Attack	+1

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

<table>
<tr><td>**1**</td><td>**INSERTION – ZHUH-ZHUH**</td></tr>
</table>

(Read the result as rolled)

MISSION TYPE	MODIFIER
Patrol	-2
Attack	+1

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

INSERTIONS AND EXTRACTIONS

In this section we explain how forces arrive and leave the battlefield. This procedure is used whether you have a Patrol, Defend or Attack Mission. Here's how we do it:

- Forces on Patrol or on the Attack will enter the table normally.
- Forces in Defense are allowed to enter the table and setup their units before activation is rolled for turn one.

WALKING IN

Just like it says, you walk onto the table, you walk off the table.

TRUCK

You get trucked in, one truck per squad. After you reach 12" into the table you must disembark [1].

- Next roll1d6 versus the Activity Level.
  - *Pass 1d6:* The trucks will remain on the table, 6" to the rear of your units. They will be there if you need to leave the table.
  - *Pass 0d6:* The trucks will leave the table back the way they came. You will have to walk out if needed.

(1) If an Attack Mission the squads will remain on the trucks until 12" from the enemy.

ARMORED PERSONNEL CARRIER

You arrive in APCs, one per squad. After you reach 12" into the table you must disembark [1].

- Next roll1d6 versus the Activity Level.
  - *Pass 1d6:* The APCs will remain on the table, 6" to the rear of your units. They will be there if you need to leave the table.
  - *Pass 0d6:* The APCs will leave the table back the way they came. You will have to walk out if needed.

(1) If an Attack Mission the squads will remain in the APCs until 12" from the enemy.

MEDIUM TANK

You arrive in style with each squad riding in on a Medium Tank. After you reach 12" into the table you must disembark.

- Next roll1d6 versus the Activity Level.
  - *Pass 1d6:* The tanks will remain on the table joining the fight. They will be there if you need to leave the table.
  - *Pass 0d6:* The tanks will leave the table back the way they came. You will have to walk out if needed.

HEAVY TANK

You arrive in class and style with each squad riding in on a Heavy Tank. After you reach 12" into the table you must disembark.

- Next roll1d6 versus the Activity Level.
  - *Pass 1d6:* The tanks will remain on the table joining the fight. They will be there if you need to leave the table.
  - *Pass 0d6:* The tanks will leave the table back the way they came. You will have to walk out if needed.

DROPSHIP

Coming in via a Dropship is very dramatic. A low flying transport craft enters the table from a section at random, makes a quick landing, and then exits the table at the opposite end. A Dropship can carry one squad of infantry or one support weapon. That's coming in and going out! Here's how we do it:

- Roll 1/2d6 and add 6 to the result. This is the section that the Dropship will enter the table.
- When dropping off, the Dropship will land where the player chooses, but no closer than 12" from an enemy. If this is not possible the Dropship will exit and try again next turn.
- When picking up, the Dropship will land where the player chooses, regardless of distance to the enemy.
- Trace a path from the center of the entry section to the landing zone (LZ). Reverse the process when exiting.
- Drops ships count as Medium Tank Targets.
- It takes half of a squad's movement to enter or exit a Dropship.

COMING IN HOT!

When the Dropship enters or exits the table it will come under fire if the opponents have any of the following on the table:

- Anti-Air Launcher.
- Rocket Launcher.

If the opponent does have any of the listed support weapons the Dropship comes under attack and the pilot must take the Coming in Hot Test. Here's how we do it:

- Consult the Coming in Hot Table when coming in and going out.
- Roll 2d6 versus the Pilot Rep of 5, for Star Army gunships, or Rep 4, for all others.

- Modify the Rep if any applicable Circumstances apply but never less than a Rep of 1.
- Determine how many d6 are passed.
- Consult the Coming in Hot Table and carry out the results.

2	COMING IN HOT!
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Each Rocket Launcher or that could fire at the Dropship, over the first.	-1
Each Anti-Air Launcher that could fire at the Dropship.	-1

# D6 PASSED	RESULT
2	Dropship evades fire and continues to the target.
1	If fired at by Anti-Air Launcher count as passed 0d6. Otherwise count as passed 2d6.
0	Dropship hit by fire with all aboard becoming casualties.

CALLING IN THE EVAC

If fighting on a *contested* planet Star Army - ISS forces can only leave the battlefield via a Dropship pickup. If they cannot, due to inclement weather, the Mission is finished and counts as a failure regardless of the actual result. The ISS will immediately go to a Defend Mission and try for a pickup as soon as possible. This is called an Evac.

Star Army - Infantry troops that were not inserted by Dropship can also request an Evac if they are facing three times their number of enemy.

In both cases the only question is when the Dropship will arrive. Here's how we do it:

- Evac is subject to the Coming in Hot Test when coming in and going out.
- Consult the Evac Table.
- When active roll 1d6, read the result as rolled.
- Modify the result by any applicable Circumstance.
- Consult the Evac ETA Table to determine when the Dropship will arrive.
- Follow the Dropship procedure as previously described.
- There will always be enough Dropships arriving as needed to evacuate the whole force but each ship must take the Coming in Hot Test individually.

1	EVAC ETA

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Activity Level	+1
ISS making the call	+2
No leader making the call	-2
Company commander making the call	+1
Battalion commander making the call	+2
If requesting a Mech Evac	-1
If Hishen or Star Army employed Free Company making the call	-1

#	RESULT
1 to 5	*"Negative!"* No Dropships available this turn; try again when next active.
6 or 7	*"On the way!"* Dropship will arrive in 2 +1/2d6 turns.
8 or 9	*"Almost there!"* Dropship is close by and will arrive in 2 turns.
10+	*"Overhead now!"* Dropship standing by and will arrive next turn.

MECH DROP

Mechs are self-contained units and can be dropped directly from outer space without needing a Dropship. Here's how we do it:

* Only Hishen, Star Army or Free Company mechs hired by the Hishen or Star Army can use the Mech Drop.
* Mech Drops are only used on an Attack or Patrol Mission and the mode of Insertion was by Drop Ship.
* Each mech rolls 1/2d6 and 1d6, and adds the scores together. This is the section of the table that the mech will land.
* Mechs hit the table facing one table edge rolled randomly.
* The mech can move up to half of its move distance the first turn it becomes active.
* When a Mech Drop is used the Enemy Activity Level for the Mission is reduced by one.

MECH EVAC

If things go south during the Mission mech forces can request a Dropship Evac. Here's how we do it:

* Only mechs that were Mech Dropped can request Evac. Otherwise there is not enough of the right size Dropships available.
* Use the Coming in Hot and Evac ETA tables as previously outlined.

PLAYING BUGS

In *5150: Battalion Commander* the Bugs are *usually* played by the game mechanics. It is not necessary for someone to actually *run* the Bugs but if a player decides to do so they most certainly can.

BUG ACTIVITY LEVEL

Bug Activity Level is determined normally (page 35).

BUG HOLES

Bugs enter the table by exiting from holes in the planet's surface. Let's go into more detail.

BUG HOLES - WHEN DO THEY APPEAR

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

* Every time a PEF is resolved it could be a Bug Hole. Review how PEFs are resolved during a Mission (page 37).
* Every time the Activation d6 total "7" and the Bugs roll the higher score there is a chance of a Bug Hole opening. Roll 2d6 versus the Bug Activity Level, determine how many d6 are passed, and consult the Bug Hole Generation Table.
* Carry out the results immediately.

2	BUG HOLE GENERATION

(Taken versus Bug Activity Level)

# D6 PASSED	RESULT
2	*Bug Hole!* A Bug Hole (5" circle) in the ground appears and Bugs start to pour out of it.
1	*If a Bug Hole is already in play,* another Bug Hole appears. *If no Bug Hole is in play,* no Bug Hole appears.
0	*No hole!*

HOW MANY BUG HOLES

The number of Bug Holes is, in theory, unlimited. Keep this in mind when going on a Mission.

BUG HOLES - WHERE THEY APPEAR

Bug Holes will appear in the following ways:

- Where a PEF has been resolved.
- When appearing due to a Reinforcement roll 1d6 for each section of the table with the highest score being where the Bug Hole appears. Re-roll any ties.
- Be sure to place the hole in the center of the section.
- Note that Bug Holes will not appear in *closed* terrain or under type "D" terrain pieces. So if the result places a Bug Hole in one of these areas move it to any adjacent section in a random direction even if it is off the table.
- If a Bug Hole opens under an enemy unit that unit is immediately destroyed.

HOW MANY BUGS PER HOLE

Now that you know how Bug Holes are generated we need to determine how many and what type of Bugs will come pouring out. Here's how we do it:

- Consult the How Many Bugs Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Go down the left hand column to the modified total then across to see how many Bugs will immediately come out.

1	HOW MANY BUGS
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Bug Activity Level.	+1
If the first Bug Hole.	+1
If a Bug controlled planet.	+1
If second Bug Hole	-1
If third or greater Bug Hole	-1

#	NUMBER OF BUGS IN THE HOLE
6 or less	1/2 as many Warrior Bugs as the number of enemy figures *on the table*. There is a chance (1 – 4) that 1/4 of the Bugs are Hoppers. Count each mech or vehicle as four figures.
7 or 8	As many Warrior Bugs as the number of enemy figures *on the table*. There is a chance (1 – 3) that 1/4 of the Bugs are Hoppers. Count each mech or vehicle as four figures. There is a chance (1) of a Puker Bug as well.
9	One and a half as many Warrior Bugs as the number of enemy figures *on the table*. There is a chance (1 – 2) that 1/4 of the Bugs are Hoppers. Count each mech or vehicle as four figures. There is a chance (1 - 2) of a Puker Bug as well.
10	Twice as many Warrior Bugs as the number of enemy figures *on the table*. Count each mech or vehicle as four figures. There is a chance (1 - 3) of a Puker Bug as well.
11+	Three times as many Warrior Bugs as the number of enemy figures *on the table*. Count each mech or vehicle as four figures. There is a chance (1 - 4) of a Puker Bug as well.

Be sure to count all enemy figures on the table when consulting the Bug Generation Table *including* civilians or in some cases forces that may be in battle with each other [1].

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

BUG PLACEMENT

The Warrior and Hopper Bugs will exit the hole when they activate, including on the turn the hole appears. They are allowed to move one normal move away from the hole towards the nearest enemy. If there isn't enough room within 6" of the Bug Hole for all the Bugs to exit, the

remainder is assumed to be underground and will exit as soon as room allows.

Puker Bugs will be placed 1/2d6" to the rear, away from the hole.

FORCE BUILDING

In *5150: Battalion Commander* we take a bit of a different outlook when building your force. We don't set specific forces, use points, or make you follow a detailed army list but offer the following instead.

ARMY LIST

Go to the back of the book and choose the army you wish to play. Here's how we do it for Infantry and Support Weapons:

- Start with the Infantry & Bugs List. Decide how many squads you will be using and roll 1d6 for each squad.
- Go across the appropriate row to the Rep columns. Stop at the column that contains your score, this is the Rep of the squad.
- Do the same for all your Support Weapons.

Here's how we do it for Vehicles and Mechs:

- Start with the appropriate Vehicles List. Decide how many vehicles you will be using or roll them up randomly rolling 1d6 and using the left hand "#" column.
- Next roll 1d6 on the Crew Rep Table for each vehicle crew
- Do the same for all your Mechs.

FIGURES

Use the figures that you have in any ratio you like. This means you may have to fudge a bit on type and number of Reinforcements you use but that's fine. Much better than worrying about having the "right" figures or going out and buying more you may never use.

HOW MANY?

That depends on how big a battle you want to play. The best way is to wait until you've played the game a few times before playing with lots of figures.

I'd start with one company of infantry and one platoon of vehicles or mechs. And I'd cut back on Reinforcements until you feel comfortable. Too many times new players try to play with too much the first few times they play.

It's much better to start small and work your way up than to start big, become frustrated and quit.

BALANCED GAME

Here's what we recommend when playing the first few games. Play co-operatively with all the players against the game mechanics until everyone feels comfortable.

When playing head to head let one player choose his force. Then the next player chooses a force that he thinks can beat his opponent. If the first player thinks that his force can beat the second player's force then you're ready to play. If not then have each player alternate adding and subtracting units until both players think they can win.

That's about it, now on to the Missions.

PATROL

This will be your first Mission and it will be your enemy's fist as well, whether a player or Non-Player. The objective is to recon the area to determine the enemy's objective. Some would look at it as you're there to flush them out.

OBJECTIVE

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

FORCES

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

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 31).

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page 36).
- Your patrol will enter the board from the edge bordering sections 7, 8, and 9.

- The Mission takes place during the day.
- There is a chance (1) of Inclement Weather (page 36).
- Establish your starting Campaign Activity Level (page 35).
- Establish the starting Enemy Campaign Activity Level (page 35).
- Determine how your force will be *inserted* onto the battlefield (page 45) or just choose how if you like.
- Once you have entered the table place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 69).
- Resolve PEFs as needed (page 69). When resolving a PEF, determine how it was *inserted* (page 45).
- Use the NP Patrol Mission Reaction Table (page 70) as needed.
- Use the NP Movement Tables (page 70) when needed.
- Play continues until the player has accomplished his Mission, been destroyed, or leaves the table.

*A*TTACK

In this Mission the attacker must pursue its objective.

OBJECTIVE

- In this Mission there are two possible objectives.
- The first is to destroy as much of the enemy as possible, driving them off the table in the process. The Mission is over when you have chased off or destroyed all enemy forces and PEFs on the table.
- The second is to exit the table at the opposite edge from where you entered. The Mission is over when you have exited the table with at least 3/4 of your forces and have inflicted more casualties than you received.
- When the player has the Attack Mission he writes down which objective he is trying to achieve and reveals it at the end of the Mission.

FORCES

- You may choose up to a company. If you do use a company double any enemy forces generated by resolving PEFs. If using more than a company increase the enemy forces proportionately.

- Decide which list the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 31).

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page 36).
- Your force will enter the board from the edge bordering sections 7, 8, and 9.

SPECIAL I*NSTRUCTIONS:*

- The Mission takes place during the day (1 - 5) or at night (6).
- There is a chance (1) of Inclement Weather (page 36).
- Confirm your current Campaign Activity Level (page, 35).
- Confirm the Enemy Current Activity Level (page 35).
- Determine how your force will be *inserted* onto the battlefield (page 45) or just choose how if you like.
- Once you have entered the table place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 69).
- Resolve PEFs as needed (page 69). When resolving a PEF, determine how it was *inserted* (page 45).
- Use the NP Movement Tables (page 70) when needed.
- Play continues until the player has accomplished his Mission, been destroyed, or leaves the table.

DEFEND

In this mission you must defend the table and prevent the enemy from accomplishing their objective.

OBJECTIVE

- Your objective is to prevent the enemy from achieving their objective.
- A Non-Player will roll 1d6 for their objective after entering the table.
  - If they Control the planet they will have either the first (1 - 4) or second objective (5 - 6).
  - If they Contest the planet they will have either the first (1 - 2) or second objective (3 - 6).
- The first objective is to destroy as much of your force as possible, driving you off the table in the process. The Mission is over when you have been chased off or destroyed.
- The second objective is to exit the table at the opposite edge from where they entered. The Mission is over when they have exited the table with at least 3/4 of their forces and have inflicted more casualties than they received.

PURSUING THE OBJECTIVE

The NP will always try to pursue their objective. But there is a chance during the battle that you can disrupt the NP attacking force, forcing them to temporarily divert from their objective. Here's how it's done:

- Anytime the attacking force is a Non-Player you must use this procedure.
- Roll 2d6 versus the Rep of each active NP group and determine how many d6 they have passed.
- Next consult the NP Pursuing the Objective Table and immediately carry out the results. This could lead to them diverting their attack onto another target.

2 NP PURSUING THE OBJECTIVE

(Taken versus Rep of each group Leader)

# D6 PASSED	RESULT
2	Group attacks in accordance with its objective. Roll on the NP Movement Tables.
1	If enemy within 12" and on NP's flank or rear: • Fighting vehicles and mechs will attack nearest enemy target to flank or rear. Roll on the NP Movement Tables. • Infantry units will attack nearest enemy target within 12". Roll on the NP Movement Tables. Otherwise - • Group attacks in accordance with its objective. Roll on the NP Movement Tables.
0	If enemy within 12": • Fighting vehicles and mechs will attack nearest enemy target to flank or rear. Roll on the NP Movement Tables. • Infantry units will attack nearest enemy target within 12". Roll on the NP Movement Tables. Otherwise - • Group attacks in accordance with its objective. Roll on the NP Movement Tables.

FORCES

- You may choose up to a company. If using a company, double any enemy forces generated when resolving PEFs. If using more than a company increase the enemy forces proportionately.
- Decide which list the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The board is divided into nine sections and terrain generated normally (page 31).

DEPLOYMENT

- Once you have arrived, you can set up anywhere in sections 7, 8, and 9
- PEFs are generated and deployed as outlined in the PEF section (page 36).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day (1-5) or night (6).
- There is a chance (1) of Inclement Weather (page 36).
- Confirm your current Campaign Activity Level (page, 35).
- Confirm the Enemy current Campaign Activity Level (page 35).
- Determine how your force will be *inserted* onto the battlefield (page 45) or just choose how if you like.
- Once you have set up on the table place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 69).
- Resolve PEFs as needed (page 69). When resolving a PEF, determine how it was *inserted* (page 45).
- Use the NP Pursuing the Objective Table (page 71) as needed.
- Use the NP Movement Tables (page 70) when needed.
- Play continues until the player has accomplished his Mission, been destroyed, or leaves the table.

DEATH IN THE CITIES

This is an optional Mission that should be added only when the players are familiar with the rules.

OBJECTIVE

- In this Mission the objective is to drive the enemy from the city.
- To have a successful Mission the table must be clear of all PEFs and *every* Structure checked for enemy troops via PEF Resolution (page 69).

FORCES

- You may choose up to a company of troops. If using a company, double any enemy forces generated when resolving PEFs. If using more than a company increase the enemy forces proportionately.

- Decide which list the enemy will use. Do not worry about gathering their force as all enemy forces, if any, are determined in the Special Instructions section.

TERRAIN

- The board is divided into nine sections. See the section called City Terrain (page 53).

DEPLOYMENT

- PEFs are generated and deployed as outlined in the PEF section (page 36).
- Your force will enter the board from the edge bordering sections 7, 8, and 9.

SPECIAL INSTRUCTIONS:

- The Mission takes place during the day (1 - 5) or at night (6).
- There is a chance (1) of Inclement Weather (page 36).
- Confirm your current Campaign Activity Level (page, 35).
- Confirm the current Enemy Activity Level (page 35).
- Determine how your force will be *inserted* onto the battlefield (page 45) or just choose how if you like.
- Once you have entered the table place the PEFs.
- Roll activation.
- When the enemy activates go to the PEF Movement Table (page 69).
- Resolve PEFs as needed (page 69). When resolving a PEF, determine how it was *inserted* (page 45).
- Use the NP Movement Tables (page 70) when needed.
- Play continues until the player has accomplished his Mission, been destroyed, or leaves the table.

CITY TERRAIN

After the table has been divided into nine sections run three roads over it in the following way:

- One road running from section 1 to section 7.
- One road running from section 2 to section 8.
- One road running from section 3 to section 9.
- One road running from section 1 to section 3.
- One road running from section 4 to section 6.
- One road running from section 7 to section 9.

All roads enter and exit a section through its center.
Roads run from table edge to table edge and are 2" wide.

Here's an example of what the table should look like when divided into nine sections and the roads are laid out.
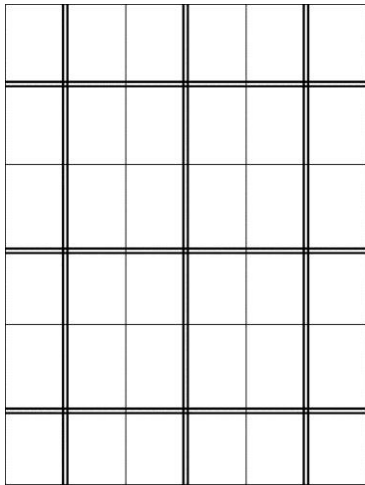
PLACING BUILDINGS

Once the roads have been placed it's time to lay out the buildings between the roads. Try and place them within 1" of a road and at least four in the corner of each section of roads. Here's what it should look like.
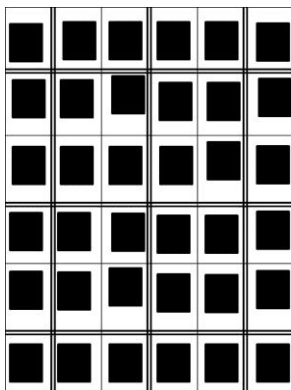
The buildings do not have to be placed perfectly but be sure to place four in each full section, reducing to two as needed for partial sections.

SPECIAL PEF RULES

To represent the uncertainty and dangers of street fighting we add Building PEFs in addition to the regular PEFs. Here's how we do it:

- Building PEFs are used in addition to the normal PEFs.
- Once the table has been set roll for PEFs normally (page 37).
- The attacking player enters from sections 7, 8, and 9, in any combination.
- The first row of buildings in section 7, 8 and 9 are empty.
- Starting with the next row of buildings and continuing through the whole table, when a player group comes into LOS and 8" of a building it triggers a Building PEF.

The gray object is a tank. It's movement to the intersection has triggered 3 Building PEFs, the white stars. Note that when it acts on its In Sight it could move and trigger more Building PEFs.
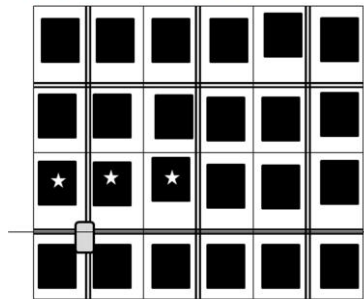
- Roll on the PEF Resolution Table (page 69) for each Building PEF, counting any result of pass 1d6 as pass 0d6.
- The Enemy Activity Level cannot be raised by resolving a Building PEF.

*D*EFENSIVE *R*EINFORCEMENTS

Once the Building PEF has been resolved as enemy figures, we use the Death in the Cities Reinforcements Table instead of the normal one, using the defender's Platoon & Company Assets when called upon.

1   *D*EATH IN THE *C*ITIES *R*EINFORCEMENTS

(Read the result as rolled)

#	*R*ESULT
1	Rocket Launcher.
2	If infantry triggered the PEF, 1/2d6AP Mines are set off against the closest targets. If vehicles or mechs triggered the PEF, 1/2d6 AT Mines are set off against the closest targets. Star Army forces will use Inferno Mines.
3	Anti-Air Launcher.
4	If infantry triggered the PEF, Heavy Machine Gun. If vehicles or mechs triggered the PEF, 1 stand of infantry with Satchel Charge will target closest target. ISS will use Plasma Gun instead of either.
5	If infantry triggered the PEF, Heavy Machine Gun. If vehicles or mechs triggered the PEF, Rocket Launcher. ISS will use Plasma Gun instead of either.
6	Rocket Launcher.

*S*TEP-BY-*S*TEP

Here's a step-by-step outline that will help to get you into your first game. After a few games it will become second nature and you won't need it anymore.

1. Choose which army you want to play (pages 60 & 76).
2. Decide how many units and what type you will play with (pages 60 & 76).
3. Roll up the Reps of your infantry squads (page 76).
4. Roll up the Rep of any leaders you will use (page 76).
5. Roll up the Rep for any vehicle crews (page 60).
6. Roll up the Rep for any vehicle leaders (page 60).
7. Roll up the Rep for any mechs (page 60).
8. Roll up the Rep for any mech leaders (page 60).
9. Fill out any Force Rosters if needed (pages 66, 67and 68).

10. Choose the Mission you want to play (page 35).
11. Lay out the terrain (page 31).
12. Check for Inclement Weather (page 36).
13. Determine your Activity Level (page 35).
14. Determine the Enemy Activity Level (page 35).
15. Determine how your troops arrive on the battlefield (page 45).
16. Deploy the forces as per the Deployment section of the Mission you are playing (page 50, 51, 52 or 53).
17. Generate and place PEFs (page 37).
18. Roll for Activation to start the Mission.
19. Check to generate any additional PEFs when doubles are rolled (page 36).
20. Resolve any Reinforcements if the Activation dice comes up "7" (page 40).

THE 5150 UNIVERSE

This section is informative and not part of the rules.

In this section we give you a peek behind the curtain that is the 5150 Universe. Not an overwhelming amount of info just enough to give reasons to your battles. We have more supplements and scenarios in the pipeline and will go into more detail at that time. So here's a quick intro.

GAEA PRIME

 "Gaea Prime is Mother. From her good graces the known planets were populated. We are all her children and from her all that is good flows. Honor thy Mother."

So goes the mantra of Gaea Prime. From the randomness of Chaos, Gaea brought order and it is the duty of the children of Gaea to continue to bring order to all they encounter. To this end the Gaea Prime armed forces have evolved.

PLANETARY MILITIA

Bringing *order from chaos* requires a variety of forces. The most common one is the Planetary Militia. All populated planets that have progressed from *resurrection to colonization* have a Planetary Militia.

These are colonists that live on the planet and are expected to keep order and defend the planet from *indigenous enemies.* However, they are not an organized military force but instead band together in time of need. Although not directly linked to the Star Army, all Planetary Militia units fall under their jurisdiction. As the population grows in size additional military forces are sent out from Gaea Prime. These are called the Planetary Defense Forces or PDFs.

PLANETARY DEFENSE FORCE

The PDF are regular, *second line,* Star Army units whose members are not recruited from the planet they are assigned to guard. They routinely rotate out to other planets so as not to develop an affinity for their current assignment.

The PDF does not replace the Planetary Militia but are intended to supplement it. Co-operation between the two entities will vary depending upon many factors. In a perfect planet, the two work hand in hand but in reality the relationship can become strained and in some cases have fomented rebellion. The PDF, like the Planetary Militia, are planet bound.

STAR ARMY

The Star Army is a combined arms force with interplanetary capabilities. Unlike the PDF, all Star Army regular units consist of first line, well-trained, soldiers that have seen combat at one level or the other. While the PDF is a purely defensive force the Star Army is used on the offense. Star Army troops are used to invade hostile planets, suppress rebellions and insure the expansion of Gaea Prime influence.

"We take the war to the enemy; one planet at a time."

ISS

On the cutting edge of the Star Army is the elite force known as Interplanetary Special Services or ISS.

The ISS is *always* at the front of any invasion, deployed to step on the throat of the enemy. They are *always* the ones dispatched when there is a Bug infestation. This elite force is often referred to as the *Hand of Gaea. The ISS is dispatched to stabilize any situation and then turn it over to the Star Army.*

The ISS is a self-governing entity that has its own interplanetary travel capabilities, air support, armored fighting vehicles and supply centers. The special units known as Symons only work under ISS supervision even when attached to Star Army units. Only veterans with extensive Star Army experience are considered for placement in the ISS.

SYMONS

Symon is the familiar term used for the current generation of Synthetic Humans. The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found in any other role, anywhere in Gaea Prime space.

The current version is the SYN-2. The SYN-2 is not a mindless fighting machine and has built-in survival instincts. They will fight and keep fighting long after many humans would give up but they will not fight to the death… unless necessary.

REBELS

True citizens of Gaea Prime are content with their life. They gladly receive her benefits and embrace the duties that come with Gaea Prime citizenship. Some misguided souls do not.

They call themselves by a variety of names but collectively they are known as Rebels. Rebels are semi-organized and depend upon captured military equipment. Supplementing these Rebels are mercenaries known as Free Companies. Rebels are usually planet bound and are rarely encountered outside of their home planet.

FREE COMPANY

It may not be the oldest profession in the universe but it's pretty darn close. Mercenaries are people willing to do a job, usually dirty, for pay. *You got the "cause", I got the gun.* In the 5150 universe there are two types of mercenaries but all are called Free Companies.

The first type is the salvage company whose livelihood depends upon recovering abandoned property and selling it off to the highest bidder.

The second type is the one we deal with in *5150: Battalion Commander.* These are mercenaries that lay down their life for money. Yes, they will fight for your cause but only as long as the money lasts. *"When do I get paid?"* and *"How do I stay alive?"* These are the only things the mercenary cares about. Mercenaries will fight for you but not to the death. No profit in that, you know?

Free Companies may or may not own interplanetary ships. Those that don't are at the whim of their employer for transportation and there are many stories of companies being left behind after a fight has ended badly. Those that do own interplanetary ships command top pay and are in high demand by Gaea Prime…and her enemies.

HISHEN EMPIRE

Inhabitants of the middle of the Nine Rings, the Hishen are the most technologically advanced of all the *clone races*. Like Gaea Prime, they also prize order above all else, but order under their control. Slightly less than human size these gray skinned beings are the bane of freedom. The sole purpose of the Hishen is to expand their domain and subjugate any and all races they meet.

The Hishen Empire consists of many millions of Hishen Drones and a very small ruling class. It is speculated that the Hishen life span is only ten years. They spend the first three months in a larvae stage then emerge fully grown. It is estimated that for every one Drone there are at least one hundred slaves coming from a wide variety of races. These slaves perform a variety of functions from menial chores up to participation in governmental administration with Razors rumored to hold high posts. Although slaves have been known to rise to power in the Empire the lowest Drone is still of higher rank than the highest slave. Any Drone may kill any slave without any repercussions.

Hishen slave fleets routinely search out new races to feed the insatiable demands of the Empire. It is customary that these fleets are manned partly by Hishen Drones and partly by *trusted slaves.* The Hishen will use any means available to capture other races including seduction, force, and even purchasing from others of a like kind. Where one encounters Hishen slave raiders their battle fleets are sure to follow.

While slave ships scour the universe the bulk of the Hishen Drones are used in warfare. It is not uncommon for the Hishen to invade a planet with the purpose of bringing it into their Empire or decimate the population. The bulk of the Hishen army is made up of Drones but the Hishen also have large numbers of Grath units to stiffen their resolve on the battlefield.

Interestingly the Hishen will always attempt to capture disabled enemy but never bother to retrieve their own casualties. In fact, it is quite common for a disabled Hishen to explode a grenade killing itself in hopes of disabling more enemy. Fear of death is unknown and reflected in the fact that no Hishen soldier ever wears armor.

GRATH

The Grath are definitely Xenoforms and according to the Alien Studies Institute (ASI) of Gaea Prime, they are truly unique**.** The Grath is *not* a single living organism but is composed of literally thousands of organisms. The control and function membrane that encase the interdependent system that comprises the Grath keeps these organisms together.

Due to this unique arrangement the Grath can regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the head, which if done instantaneously, will provide a terminal system shock. Needing only basic fluids to survive, the Grath have the ability to convert most fluids into necessary nourishment. Combine this ability, with the knowledge that they do not care where they obtain this fluid, makes the Grath a terrifying enemy.

The Grath is the perfect warrior. Graths will fight anyone (including each other), any place, any time, and are in constant demand as mercenaries throughout the 5150 universe. Only in Gaea Prime controlled areas are the

Grath not used. In fact, any Grath caught in Gaea Prime areas are immediately destroyed.

They have no need for sleep or concept of imagination and are basic in their intelligence. Graths are extremely loyal to their employers and it is common for a Grath to know many employers during their lifetime. This can be a very, very, long time as there is no known natural cause of death for a Grath, just death from combat.

ZHUH-ZHUH

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

Further evidence suggests that the Zhuh-Zhuhs have more in common with the average Basic than what is loosely termed a *monkey*. Unfortunately, this evidence has done little to offset the hostility that sometimes exists between Basic and Zhuh-Zhuh. Witness the derogatory term *monkey boy* as applied to Zhuh-Zhuhs. This term has haunted Gaea Prime since first uttered by a low-level Gaea Prime attaché. The comment was made during the first diplomatic mission to the Home World of the Hapflorean Federation of Planets, the largest and most powerful political alliance of Zhuh-Zhuhs.

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

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

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

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

BUGS

Bugs are not the real or scientific name for these creatures but when someone says Bug, everyone knows exactly what they mean.

Xenoform is the generic term used for all *non-humanoid alien life forms*. There are currently fifty-three catalogued Xenoforms according to the Alien Studies Institute (ASI) located on Gaea Prime with an estimated unlimited number of as of yet uncatalogued. Xenoforms are any alien species that share less than five of the major DNA codes that define humanoids or Basics as they are also known. Not all Xenoforms are hostile or should be considered dangerous.

Bugs are and should be.

Bugs come in a wide variety of shapes with the most common ones being arachnid like. But don't be confused, no matter what they look like they are big. When first encountered it was thought that these creatures were simply killing machines bent on destruction. Recent contact with some species of Bugs has made the ASI rethink this. It appears these creatures have the ability to communicate with other Bug and non-Bug races and are actively doing so. The purpose of this has yet to be determined but there have been an increase in reports of Bug victims being captured instead of immediately killed.

Bugs are not planet bound being capable of interplanetary travel at a slow rate. This is done via *organic ships* resembling cocoons in appearance. As the cocoons are defenseless, attacking the Bugs in transit is the easiest way to destroy them. There is speculation that there is a Bug planet of origin but as to its location or other information nothing is known. For simplicity the ASI refers to this unknown planet as *Migune.*

First contact with the Bugs was on *resurrected* planets but now the Bugs appear to be on the offensive having been *confirmed* as close as the seventh ring. Reports place them in the sixth ring as well but as of yet this is unsubstantiated.

Bugs live in colonies referred to as *havens.* Rarely is a Bug encountered alone. These colonies range in size from dozens, when acting as advanced scouts, to thousands when a full-scale invasion occurs.

CURRENT EVENTS

The history of Gaea Prime, let alone the 5150 universe, would fill volumes of books and a lifetime to digest. But to get a better understanding of current events we have provided a quick overview of the known universe.

GAEA PRIME'S PLACE

The known universe consists of *Nine Rings or Bands of Life*. Each Ring contains numerous planets, from Class 1 to Class 3, as well as inhabited smaller planetary Colonies and innumerable smaller clusters called Rocks.

Gaea Prime considers her proper place to be in the center of the First Ring, fittingly the center of the universe.

Such is the dominance of Gaea Prime that no other independent Home Worlds can be found in the first three Rings. It isn't until you reach the Fourth Ring that you find another Home World. This is the Home World of the Zhuh-Zhuh, the largest planet in the six planet confederation known as the *Hapflorean Federation of Planets (HFW).* [1]

Although Gaea Prime dominance is confined to the first Three Rings their influence has spread out as far out as the Fifth Ring with diplomatic overtures and explorers reaching to the Rings far beyond. [2]

THE HISHEN THREAT

Gaea Prime dominance is threatened by the Hishen Empire. Official war has been recently declared after a period that featured a high rate of *incidental military contact.* As the Hishen Home World is in the Fifth Ring much of the war occurs in the Fourth Ring. [3]

As long as Gaea Prime and the Hishen Empire effectively counteract each other the 5150 universe is pretty stable. Despite the two being at war, with no clear cut winner envisioned, the rest of the universe can breathe easy. However, the involvement of a third force threatens this delicate balance.

UPSETTING THE BALANCE

The Bugs are that third force. With reports of Bug incursions in the Sixth Ring the Hishen find their resources being drawn away from the Gaea Prime conflict and towards the Bugs. This allows for more aggressive Gaea Prime behavior. This behavior is forcing many of the independent races, such as the Zhuh-Zhuhs, Drantak, and Scrunts, to be concerned about Gaea Prime pressure. As long the Hishen Empire remains powerful, Gaea Prime is held in check. The Bug intervention is threatening to disrupt this and is causing a ripple throughout the 5150 universe.

IN DUE TIME

While the Bugs represent a known upset in the precarious balance of power throughout the 5150 Universe, perhaps the biggest threat comes from the Zhuh-Zhuhs. On level with the Hishen and Gaea Prime military forces, their inclusion on either side of the fight, would tip the scale decisively. Many diplomats believe when combined with the Hishen Empire or Gaea Prime the Bugs would not be a threat.

Instead of committing, the rulers of the Hapflorean Federation of Planets (HFW) have chosen to bide their time, although they have engaged in small localized wars against both factions.

FREEDOM FIGHTERS OR PAWNS?

This ripple caused by the Bugs also threatens to upset the balance of power in another way. A wave of independence has hit the smaller planetary Colonies and Rocks in the Third Ring. [4] Some Gaea Prime possessions are expressing their displeasure in a variety of forms, from slowing down production of much needed exports to armed aggression and open declarations of independence. While these Rebels insist that they are *self-sufficient freedom fighters* many Gaea Prime officials fear these malcontents are actually propped up by Hishen and in some cases Zhuh-Zhuh financial aid. This takes the form of *non-military aid* as well as footing the bill for the numerous Free Companies that supplement the Rebel forces.

THE FUTURE IS YOURS

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

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(1) Note that the HFW was first erroneously reported to be located in the Fifth or Sixth Rings but are actually in the Fourth.

(2) The current GP government has authorized ISS pre-emptive strikes on Bug controlled planets in the Sixth and Seventh Rings. This has caused numerous protests from the inhabitants of these Rings. Some view these raids as illegal and merely ruses to intimidate and to establish a beach head.

(3) The conflicts between Gaea Prime and the Hishen Empire in 5150: Battalion Commander takes place in the Fourth Ring.

(4) The conflicts between Gaea Prime and these Rebels in 5150: Battalion Commander takes place in the Third Ring.

1   CREW REP

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Truck	-1
Heavy or Assault Tank	+1
Star Army - ISS	+2
Zhuh-Zhuh	+1

ARMY	1	2	3	4	5	6	7+
Free Company	3	4	4	4	5	5	5
PDF / Rebels [(1)]	3	3	4	4	4	5	5
Star Army	4	4	4	5	5	5	6
Hishen	3	3	4	4	4	5	5
Zhuh-Zhuh	4	4	4	5	5	5	6

(1) Use for Planetary Militia as well but at a -2 to modifier.

ARMY LIST VEHICLES & MECHS

1   MECH PILOT REP

(Read result as rolled)

CIRCUMSTANCE	MODIFIER
Light Mech	-1
Heavy or Assault Mech	+1
Star Army - ISS	+2

ARMY	1	2	3	4	5	6	7+
Free Company	3	4	4	4	5	5	5
PDF / Rebels	3	3	4	4	4	5	5
Star Army	4	4	4	5	5	5	6
Hishen	3	3	4	4	4	5	5
Zhuh-Zhuh	4	4	5	5	5	5	5

FREE COMPANY VEHICLES

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 3	Truck	12/6	0	0	0	0	0	0
4	APC	12/6	15	2	1	0	0	4
5	Light Tank	16/9	15	3	2	1	0	4
6	Medium Tank	12/9	15	4	3	2	1	5

FREE COMPANY MECHS

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 4	Light Mech	16	15	3	2	1	0	5
5 - 6	Medium Mech	12	15	4	3	2	1	5

HISHEN VEHICLES

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 2	APC	12/6	12	2	1	0	0	4
3	Light Tank	16/9	12	4	3	2	1	4
4	Medium Tank	12/9	12	4	3	2	1	5
5	Heavy Tank	12/6	12	5	4	3	2	5
6	Assault Tank [(1)]	8/4	12	6	5	4	3	5

(1) Maximum of one platoon.

HISHEN MECHS

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 2	Light Mech	16	12	4	3	2	1	5
3	Medium Mech	12	12	4	3	2	1	5
4 – 5	Heavy Mech	8	12	5	4	3	2	5
6	Assault Mech [(1)]	6	12	6	5	4	3	5

(1) Maximum of one platoon.

5150: BATTALION COMMANDER

PDF VEHICLES

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 2	Truck	12/6	0	0	0	0	0	0
3 - 4	APC	12/6	15	2	1	0	0	4
5	Light Tank	16/9	15	3	2	1	0	4
6	Medium Tank	12/9	15	4	3	2	1	5

PDF MECHS

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 4	Light Mech	16	15	3	2	1	0	5
5 - 6	Medium Mech	12	15	4	3	2	1	5

REBEL VEHICLES

Use this list for the Planetary Militia but at a -2 to the d6 result.

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 3	Truck	12/6	0	0	0	0	0	0
4	APC	12/6	15	2	1	0	0	4
5	Light Tank	16/9	15	3	2	1	0	4
6	Medium Tank	12/9	15	4	3	2	1	5

REBEL MECHS

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 4	Light Mech	16	15	3	2	1	0	5
5 - 6	Medium Mech	9	15	4	3	2	1	5

STAR ARMY VEHICLES

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1 - 2	APC	12/6	12	3	2	1	0	4
3	Light Tank	16/9	12	4	3	2	1	4
4	Medium Tank	12/9	12	5	4	3	2	5
5	Heavy Tank	12/6	8	6	6	5	4	5
6	Assault Tank	8/4	8	6	6	6	5	5

STAR ARMY MECHS

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT MECH	INFANTRY, TRUCK & APC
1	Light Mech	16	12	4	3	2	1	5
2 - 4	Medium Mech	12	12	5	4	3	2	5
5	Heavy Mech	8	8	6	6	5	4	5
6	Assault Mech [1]	6	8	6	6	6	5	5

(1) Maximum of one platoon.

ZHUH-ZHUH VEHICLES

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
1	APC	12/6	15	2	1	0	0	4
2	Light Tank	16/9	15	4	3	2	1	4
3	Medium Tank	12/9	15	4	3	2	1	5
4 - 5	Heavy Tank	12/6	15	5	5	4	3	5
6	Assault Tank	8/4	15	6	6	6	5	5

ZHUH-ZHUH MECHS

#	TYPE	MOVE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT MECH	INFANTRY, TRUCK & APC
1	Light Mech	16	15	3	2	1	0	5
2 - 4	Medium Mech	12	15	4	3	2	1	5
5	Heavy Mech	8	15	5	4	3	2	5
6	Assault Mech [1]	6	15	6	5	4	3	5

(1) Maximum of one platoon.

PLATOON & COMPANY ASSETS

COMPANY	FREE	HISHEN	PDF	REBELS[1]	STAR ARMY	ISS[2]	ZHUH-ZHUH
Anti-Air Launcher	1 - 2	1 - 2	1	1	1 - 2	x	1 - 2
Mine, Anti-Personnel	3 - 5	3 - 5	2 - 4	2 - 5	x	x	3 - 5
Mine, Anti-Tank	6	6	5 - 6	6	x	x	6 [3]
Mine, Inferno	x	x	x	x	3 - 4	1 - 6	x
Plasma Gun	x	x	x	x	5 - 6	x	x

PLATOON	FREE	HISHEN	PDF	REBELS[1]	STAR ARMY	ISS[2]	ZHUH-ZHUH
Anti-Air Launcher	x	x	x	x	x	1	x
Flame Thrower	1	x	1	1	x	x	x
Machine Gun, Heavy	2 - 3	1 - 2	2 - 3	2 - 3	1 - 2	x	1 - 2
Plasma Gun	x	x	x	x	x	2 - 3	x
Rocket Launcher	4 - 5	3 - 5	4 - 5	4	3 - 5	4 - 6	3 - 5
Satchel Charge	6	6	6	5 - 6	6	x	6

(1) Use for Planetary Militia as well. (2) Includes Star Army Rangers. (3) If armored troops substitute Anti-Air Launcher.

OFF BOARD SUPPORT

BATTALION	FREE	HISHEN	PDF	REBELS[1]	STAR ARMY	ISS[1]	ZHUH-ZHUH
Bombing Run	x	1	x	x	1 - 2	x	1
Fire Support (A)	x	2	1	x	3 - 4	1 - 3	2 - 3
Fire Support (M)	1 - 2	3 - 4	2 - 4	1 - 4	x	x	x
Strafing Run	3 - 4	x	5	x	x	4 - 5	x
Vehicle	5	5	6 (1 - 4)	5 – 6 (1-3)	5	x	4 - 5
Mech	6	6	6 (5 – 6)	6 (4 – 6)	6	6	6

COMPANY	FREE	HISHEN	PDF	REBELS[1]	STAR ARMY	ISS[1]	ZHUH-ZHUH
Bombing Run	x	x	x	x	x	x	x
Fire Support (A)	x	1	x	x	1	1	1
Fire Support (M)	1 - 3	2 - 3	1 - 2	1 - 4	2 - 3	2 - 3	2 - 3
Strafing Run	x	x	3	x	x	4 - 6	4
Vehicle	4 - 5	4 - 5	4 – 5	5 – 6 (1 - 4)	4 - 5	x	5 - 6
Mech	6	6	6	6 (5 – 6)	6	x	x

(1) Use for Planetary Militia as well but at a -1 modifier.

POINTS

There's a lot to say about assigning Point Values to individual troops. We've included it in *5150: Battalion Commander* for you to use or not. No Point System is perfect and when your 190 point Assault Mech get destroyed by Rep 3 using a Rocket Launcher and scoring a lucky shot; well it *could* happen. Here's how we do it:

- *Bugs* are assigned a Point Value per stand.
- *Infantry* are assigned a Point Value by squad as they roll individually for their Rep. When there are two and three stand squads, both are assigned Point Values.
- *Support Weapons* are assigned a Point Value by the each. Where a crew is used you will see the point cost under the appropriate column for the weapon and crew by Rep. Where a weapon, such as a Mine, does not need a crew, the Point Value appears under the Rep 3 column. Just remember that the Rep is not used.
- *Vehicles* are assigned a Point Value by the each. *Grav-vehicles* cost 10% more than their non-grav equivalents.
- *Mechs* are assigned a Point Value by the each.

BUGS

TYPE	REP 4
Hopper (1 stand)	8
Puker (1 stand)	23
Warrior (1 stand)	12

FREE COMPANY

FREE COMPANY INFANTRY

TYPE	REP 3	REP 4	REP 5
Free Company (2 stands)	8	9	10

SUPPORT WEAPONS & MINES

TYPE	REP 3	REP 4	REP 5
AA Launcher	5	6	7
Flame Thrower	5	6	7
HMG	4	5	6
AP Mine	1	x	x
AT Mine	1	x	x
Rocket Launcher	5	6	7
Satchel Charge	1	x	x

FREE COMPANY VEHICLES

TYPE	REP 3	REP 4	REP 5
Truck	3	3	4
APC	8	9	11
Light Tank	17	22	27
Medium Tank	38	50	62

FREE COMPANY MECHS

TYPE	REP 3	REP 4	REP 5
Light Mech	16	20	25
Medium Mech	38	50	62

HISHEN

HISHEN INFANTRY

TYPE	REP 3	REP 4	REP 5
Hishen (3 stands)	12	13	15
Grath (2 stands)	x	29	x

SUPPORT WEAPONS & MINES

TYPE	REP 3	REP 4	REP 5
AA Launcher	5	6	7
HMG	4	5	6
AP Mine	1	x	x
AT Mine	3	x	x
Rocket Launcher	5	6	7
Satchel Charge	6	x	x

HISHEN VEHICLES

TYPE	REP 3	REP 4	REP 5
APC	8	9	11
Light Tank	23	30	37
Medium Tank	38	50	62
Heavy Tank	62	82	102
Assault Tank	92	122	152

HISHEN MECHS

TYPE	REP 3	REP 4	REP 5	REP 6
Light Mech	88	114	140	x
Medium Mech	38	50	62	x
Heavy Mech	71	94	117	x
Assault Mech	115	152	190	x

PLANETARY DEFENSE FORCE

PLANETARY DEFENSE FORCE INFANTRY

TYPE	REP 3	REP 4	REP 5
PDF Infantry (2 stands)	8	9	10

SUPPORT WEAPONS & MINES

TYPE	REP 3	REP 4	REP 5
AA Launcher	5	6	7
Flame Thrower	5	6	7
HMG	4	5	6
AP Mine	1	x	x
AT Mine	1	x	x
Rocket Launcher	5	6	7
Satchel Charge	1	x	x

PLANETARY DEFENSE FORCE VEHICLES

TYPE	REP 3	REP 4	REP 5
Truck	3	3	4
APC	8	9	11
Light Tank	17	22	27
Medium Tank	38	50	62

PLANETARY DEFENSE FORCE MECHS

TYPE	REP 3	REP 4	REP 5
Light Mech	16	20	25
Medium Mech	38	50	62

PLANETARY MILITIA

PLANETARY MILITIA INFANTRY

TYPE	REP 3	REP 4
Militia Infantry (2 stands)	8	9
Militia Infantry (3 stands)	12	13

SUPPORT WEAPONS & MINES

TYPE	REP 3	REP 4
AA Launcher	5	6
Flame Thrower	5	6
HMG	4	5
AP Mine	1	x
AT Mine	1	x
Rocket Launcher	5	6
Satchel Charge	1	x

PLANETARY MILITIA VEHICLES

TYPE	REP 3	REP 4
Truck	3	3
APC	8	9

REBEL

REBEL INFANTRY

TYPE	REP 3	REP 4	REP 5
Rebel Infantry (2 stands)	8	9	10
Rebel Infantry (3 stands)	12	13	15

SUPPORT WEAPONS & MINES

TYPE	REP 3	REP 4	REP 5
AA Launcher	5	6	7
Flame Thrower	5	6	7
HMG	4	5	6
AP Mine	1	x	x
AT Mine	1	x	x
Rocket Launcher	5	6	7
Satchel Charge	1	x	x

REBEL VEHICLES

TYPE	REP 3	REP 4	REP 5
Truck	3	3	4
APC	8	9	11
Light Tank	17	22	27
Medium Tank	38	50	62

REBEL MECHS

TYPE	REP 3	REP 4	REP 5
Light Mech	16	20	25
Medium Mech	38	50	62

STAR ARMY

STAR ARMY INFANTRY

TYPE	REP 3	REP 4	REP 5	REP 6
Infantry (2 stands)	18	23	27	x
Symons (2 stands)	x	23	x	x
Rangers (2 stands)	x	23	27	32
ISS (2 stands)	x	41	50	59

SUPPORT WEAPONS & MINES

TYPE	REP 3	REP 4	REP 5	REP 6
AA Launcher	5	6	7	8
HMG	4	5	6	7
Inferno Mine	6	x	x	x
Plasma Gun	5	6	7	8
Rocket Launcher	5	6	7	8
Satchel Charge	6	x	x	x

STAR ARMY VEHICLES

TYPE	REP 4	REP 5	REP 6
APC	12	15	17
Light Tank	30	37	44
Medium Tank	62	77	92
Heavy Tank	110	137	164
Assault Tank	147	183	220

STAR ARMY MECHS

TYPE	REP 4	REP 5	REP 6
Light Mech	34	42	50
Medium Mech	71	89	106
Heavy Mech	134	167	200
Assault Mech	197	246	295

ZHUH-ZHUH

ZHUH-ZHUH INFANTRY

TYPE	REP 4	REP 5	REP 6
Infantry (2 stands)	15	17	x
Armored (2 stands)	29	35	41

SUPPORT WEAPONS & MINES

TYPE	REP 4	REP 5	REP 6
AA Launcher	5	6	7
HMG	4	5	6
AP Mine	1	x	x
AT Mine	3	x	x
Rocket Launcher	5	6	7
Satchel Charge	6	x	x

ZHUH-ZHUH VEHICLES

TYPE	REP 3	REP 4	REP 5	REP 6
APC	x	9	11	14
Light Tank	x	30	37	44
Medium Tank	x	50	62	74
Heavy Tank	x	94	117	140
Assault Tank	x	147	183	220

ZHUH-ZHUH MECHS

TYPE	REP 4	REP 5
Light Mech	20	25
Medium Mech	50	62
Heavy Mech	94	117
Assault Mech	152	190

Infantry Roster

1ST Company - Company Commander _____

ID	Type	#	Rep	Move	FF	Range

1ST Company/ 1ST Platoon - Platoon Leader _____

ID	Type	#	Rep	Move	FF	Range

1ST Company/ 2ND Platoon - Platoon Leader _____

ID	Type	#	Rep	Move	FF	Range

2ND Company - Company Commander _____

ID	Type	#	Rep	Move	FF	Range

2ND Company/ 1ST Platoon - Platoon Leader _____

ID	Type	#	Rep	Move	FF	Range

2ND Company/ 2ND Platoon - Platoon Leader _____

ID	Type	#	Rep	Move	FF	Range

3RD Company - Company Commander _____

ID	Type	#	Rep	Move	FF	Range

3RD Company/ 1ST Platoon - Platoon Leader _____

ID	Type	#	Rep	Move	FF	Range

3RD Company/ 2ND Platoon - Platoon Leader _____

ID	Type	#	Rep	Move	FF	Range

Vehicle Roster

1ST Company - Company Commander _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

1ST Company/ 1ST Platoon - Platoon Leader _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

1ST Company/ 2ND Platoon - Platoon Leader _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

2ND Company - Company Commander _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

2ND Company/ 1ST Platoon - Platoon Leader _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

2NDCompany/ 2ND Platoon - Platoon Leader _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

3RD Company - Company Commander _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

3RD Company/ 1ST Platoon - Platoon Leader _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

3RDCompany/ 2ND Platoon - Platoon Leader _____

ID	Type	Rep	Move	Range	Lt Tank	Med Tank	Hvy Tank	Assault Tank	Inf, Trk & APC

MECH ROSTER

1ST COMPANY - COMPANY COMMANDER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

1ST COMPANY/ 1ST PLATOON - PLATOON LEADER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

1ST COMPANY/ 2ND PLATOON - PLATOON LEADER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

2ND COMPANY - COMPANY COMMANDER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

2ND COMPANY/ 1ST PLATOON - PLATOON LEADER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

2NDCOMPANY/ 2ND PLATOON - PLATOON LEADER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

3RD COMPANY - COMPANY COMMANDER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

3RD COMPANY/ 1ST PLATOON - PLATOON LEADER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

3RDCOMPANY/ 2ND PLATOON - PLATOON LEADER _____

ID	TYPE	REP	MOVE	RANGE	LT TANK	MED TANK	HVY TANK	ASSAULT TANK	INF, TRK & APC

2 — PEF MOVEMENT

(Taken versus the Rep of the PEF)

#D6 PASSED	RESULT
2	PEF moves one section directly towards nearest enemy staying in cover at all times. Will end move in cover.
1	PEF doesn't move.
0	PEF moves one section directly away from nearest enemy staying in cover at all times. Will end move in cover. If movement would be off table will not move instead.

2 — PEF RESOLUTION

(Taken versus Enemy Activity Level)

# D6 PASSED	RESULT
2	*Contact!* Bug Hole if fighting Bugs, otherwise: If on a *controlled planet* roll on the Enemy Reinforcement Table. If on a *contested planet* roll 1d6. • (1 – 2) = Roll on the Enemy Defensive Position Table. • (3 – 6) = Roll on the Enemy Reinforcements Table.
1	*Something is out there!* Increase Enemy Activity Level by one.
0	*Just a case of the nerves!* If last PEF to be resolved and no enemy have been contacted yet, treat as if passed 2d6.

2 — ENEMY DEFENSIVE POSITION TABLE

(Add results together)

#	RESULT
2	One Platoon with Assets in Defensive Position [1]
3	Roll on Structures Table.
4	One Platoon with Assets in Defensive Position [1]
5	Roll on Structures Table
6	One Platoon with Assets in Defensive Position [1]
7	One Platoon with Assets in Defensive Position [1]
8	1/2d6 Squads in Defensive Position [1]
9	One Platoon with Assets in Defensive Position [1]
10	1/2d6 Squads in Defensive Position [1]
11	Roll on Structures Table
12	One Platoon with Assets in Defensive Position [1]

(1) The Defensive Position will be 3inches per squad in length.

1 — STRUCTURES

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Controlled Planet	-1
Contested Planet	+1
Each point of Enemy Activity Level	+1
Rebel or Free Company opponent	-1
Star Army opponent	+1

#	STRUCTURE	TARGET	CAPACITY
0	Small building.	Light Tank	2 bases
1	Small building.	Light Tank	2 bases
2	Medium building.	Light Tank	4 bases
3	Medium building.	Medium Tank	4 bases
4	Large building.	Medium Tank	6 bases
5	Large building.	Medium Tank	6 bases
6	Large building.	Medium Tank	6 bases
7	Small bunker.	Heavy Tank	3 bases
8	Small bunker.	Heavy Tank	3 bases
9	Medium bunker.	Assault Tank	6 bases
10+	Large bunker.	Assault Tank.	9 bases

2   NP PATROL REACTION

(Taken versus Enemy Activity Level)

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

2   NP INFANTRY MOVEMENT - ATTACK

(Taken versus Rep)

# D6 PASSED	RESULT
2	If NP infantry outnumber player by 2:1 or more: • Support weapons and ½ the infantry with LOS will fire or move to LOS to nearest enemy. • The other ½ will move to encircle the left (1-3) or right (4-6) flank. Otherwise: • Support weapons and infantry with LOS will fire or move to LOS to nearest enemy.
1	If NP infantry outnumber player by 2:1 or more: • The force will advance directly at the enemy with the support weapons firing if within LOS and range. Otherwise: • Support weapons and infantry with LOS will fire or move to LOS to nearest enemy.
0	All : • Support weapons and infantry with LOS will fire or move to LOS to nearest enemy.

2   NP INFANTRY MOVEMENT - DEFEND

(Taken versus Rep)

# D6 PASSED	RESULT
2	If the NP infantry have 2x or more of your number: • If another NP force has lost a Defensive Position in sight and within charge reach, attack to regain the position with support weapons firing in support. Otherwise: • Support weapons and infantry will fire at nearest enemy.
1	All: • Support weapons and infantry will fire at nearest enemy.
0	All: • Support weapons and infantry will fire at nearest enemy.

2	**NP VEHICLE/MECH MOVEMENT**
	(Taken versus Rep)

# D6 PASSED	*RESULT*
2	If on an Attack Mission: • Those with LOS will fire while others will move full speed towards nearest enemy.
	If on a Defend Mission: • Those with LOS will fire while others move to LOS to nearest enemy.
1	If on an Attack Mission: • Those with LOS will fire while others will move half speed towards nearest enemy.
	If on a Defend Mission: • Those with LOS will fire while others will move to LOS between enemy and own table edge.
0	If on an Attack Mission: • If no enemy fighting vehicles/mechs present, those with LOS will fire while others will move half speed towards nearest enemy. • If enemy fighting vehicles/mechs are present, those with LOS will fire while remain in place.
	If on a Defend Mission: • Those with LOS will fire while others will remain in place.

2	**NP PURSUING THE OBJECTIVE**
	(Taken versus Rep of each group Leader)

# D6 PASSED	*RESULT*
2	Group attacks in accordance with its objective. Roll on the NP Movement Tables.
1	If enemy within 12" and on NP's flank or rear: • Fighting vehicles and mechs will attack nearest enemy target to flank or rear. Roll on the NP Movement Tables. • Infantry units will attack nearest enemy target within 12". Roll on the NP Movement Tables. Otherwise - • Group attacks in accordance with its objective. Roll on the NP Movement Tables.
0	If enemy within 12": • Fighting vehicles and mechs will attack nearest enemy target to flank or rear. Roll on the NP Movement Tables. • Infantry units will attack nearest enemy target within 12". Roll on the NP Movement Tables. Otherwise - • Group attacks in accordance with its objective. Roll on the NP Movement Tables.

2 — COMING IN HOT!

(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
Each Rocket Launcher or that could fire at the Dropship, over the first.	-1
Each Anti-Air Launcher that could fire at the Dropship.	-1

# D6 PASSED	RESULT
2	Dropship evades fire and continues to the target.
1	If fired at by Anti-Air Launcher count as passed 0d6. Otherwise count as passed 2d6.
0	Dropship hit by fire with all aboard becoming casualties.

1 — EVAC ETA

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Activity Level	+1
ISS making the call	+2
No leader making the call	-2
Company commander making the call	+1
Battalion commander making the call	+2
If requesting a Mech Evac	-1
If Hishen or Star Army employed Free Company making the call	-1

#	RESULT
1 to 5	*"Negative!"* No Dropships available this turn; try again when next active.
6 or 7	*"On the way!"* Dropship will arrive in 2 +1/2d6 turns.
8 or 9	*"Almost there!"* Dropship is close by and will arrive in 2 turns.
10+	*"Overhead now!"* Dropship standing by and will arrive next turn.

1 — CALL IN

(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Activity Level	+1
ISS making the call	+2
Platoon leader making the call.	-2
Company commander making the call	+1
Battalion commander making the call	+2

#	RESULT
1 to 5	*"Negative!"* No Support available this turn; try again when next active.
6 or 7	*"On the way!"* • Vehicle and mech support will arrive in 2 +1/2d6 turns. • Strafing and Bombing Runs will arrive in 1/2d6 turns. • Fire Support will arrive in 2 turns.
8 or 9	*"Almost there!"* • Vehicle and mech support will arrive in 1/2d6 turns. • Strafing and Bombing Runs will arrive in next turn. • Fire Support comes in NOW!
10+	*"Immediate!"* • Vehicle and mech support will arrive next turn. • Strafing and Bombing Runs arrive NOW! • Fire Support comes in NOW!

REP	IN SIGHT

(Looking for successes)

CIRCUMSTANCE	MOD
Active – Unit active and moved.	-1d6
Concealed/Cover -Enemy is concealed or in cover	-1d6
Star Army, Symons or ISS	+1d6

1/2	RANGED COMBAT - INFANTRY TARGET

(Taken versus Fire Factor)

CIRCUMSTANCE	MODIFIER
Armored infantry, Grath or ISS target or other infantry in cover, building, or works	-1d6
Firing at a charging target	-1d6

#D6 PASSED	CASUALTIES
3	3
2	2
1	1
0	0

2	RANGED COMBAT – VEHICLE TARGET

(Taken versus Fire Factor)

CIRCUMSTANCE	MODIFIER
Target in cover, behind structure or in Defensive Positions.	-1

#D6 PASSED	RESULT
2	Vehicle explodes with all as casualties.
1	Roll 1d6 versus Rep of the crew: • Pass 1d6 - count as passed 2d6. • Pass 0d6 - count as passed od6.
0	Vehicle hit but no damage. Carry on.

2	RANGED COMBAT – MECH TARGET [1]

(Taken versus Fire Factor)

(1) Used on Structure Targets as well.

CIRCUMSTANCE	MODIFIER
Target in cover, behind structure or in Defensive Positions.	-1
Mech turned torso prior to firing.	-1

#D6 PASSED	RESULT
2	Mech explodes with Pilot as casualty. Structure takes two hits. Take Crisis Test.
1	Mech hit and takes damage dropping it one target level. Take Crisis Test. Structure takes one hit. Take Crisis Test.
0	Mech hit but no damage. Carry on.

2   CHARGE INTO MELEE

(Taken versus Rep)

TROOP TYPE…	MODIFIER
Bugs, Grath or ISS	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Outnumbered by 3:1 or more	-1d6
Fear of Bugs (Infantry versus Bugs)	-1d6
Mech versus non-Mech target	+2d6
Heavier Mech versus Lighter Mech	+1d6

#D6 PASSED	CHARGER	TARGET
More than opponent	Target cannot fire. Charger moves into melee.	Target fires. Charger moves into melee.
Same as opponent	Target fires. Charger moves into melee.	Target fires. Charger moves into melee.

INFANTRY MELEE

- Both sides lose one figure.
- Each unit starts with 1d6 per point of Rep.
- Modify the d6 by any applicable Circumstances.
- Roll the modified number of d6.
- Determine how many successes scored.
- Subtract the lower successes from the higher successes. This is the number of casualties the lower scoring side will take
- Both sides take a Crisis Test.

REP   MELEE COMBAT

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each Fire Factor	+1d6
Each figure in melee	+1d6
Fear of Bugs (Infantry versus Bugs)	-1d6
Bugs in melee	Total d6 x 2
Grath	+2d6
ISS	+2d6
Star Army Infantry	+1d6
Zhuh-Zhuh Infantry	+1d6
Zhuh-Zhuh Armored Infantry	+2d6

MECH MELEE

- Each mech starts with 1d6 for each point of Rep.
- Modify this number of d6 by any applicable Circumstances.
- Each mech rolls the modified number of d6.
- Each mech retains all *successes*, any result of a 1, 2, or 3.
- Subtract the lower number of successes from the higher number of successes.
- Roll 2d6 versus the difference between successes.
- Determine how many d6 are passed.
- Consult the Mech Melee Damage Table and immediately carry out the results.

REP   MECH MELEE COMBAT

(Looking for successes)

CIRCUMSTANCE	MODIFIER
Each Fire Factor vs. Target	+1d6
Assault Mech	+3d6
Heavy Mech	+2d6
Light Mech	-2d6
Star Army or ISS	+1d6
Heavy Tank	-1d6
Medium Tank	-2d6
Light Tank	-3d6
Truck or APC	-5d6

2   MECH MELEE DAMAGE

(Taken versus difference in successes)

#D6 PASSED	RESULT
2	Mech explodes with Pilot as casualty.
1	Mech hit and takes damage dropping it one target level. Take Crisis Test.
0	Mech hit but no damage. Carry on.

2	CRISIS TEST	
	(Taken versus Rep)	

CIRCUMSTANCE	MODIFIER
If at half-strength or less.	-1d6
If in cover.	+1d6
If in a bunker.	+2d6

TAKEN WHEN:
- The unit takes one or more casualties at the same time. This includes when a unit takes a casualty from a Crisis Test.
- If a friendly unit within 6" and in sight is destroyed.
- If a friendly unit within 6" and in sight leaves the battlefield.

TYPE	PASS 2D6	PASS 1D6	PASS 0D6
BUGS *+1d6 at all times*	All: • Carry On.	If 4 Warriors or 2 Hoppers in group or less: • Leave the battlefield. Otherwise: • Carry On.	All: • Leave the battlefield.
GRATH	All: • Carry On.	Half-strength or less: • Take a casualty. Otherwise: • Carry On.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.
HISHEN	All: • Carry On.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.	All: • Leave the battlefield.
ISS	All: • Carry On.	Half-strength or less: • Take a casualty. Otherwise: • Carry On.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.
FREE COMPANY, PDF, AND REBELS	All: • Carry On.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.	All: • Leave the battlefield.
PLANETARY MILITIA	Half-strength or less: • Take a casualty. Otherwise: • Carry On.	Half-strength or less or last squad in the platoon: • Leave the battlefield. Otherwise: • Take a casualty.	All: • Leave the battlefield.
STAR ARMY	All: • Carry On.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.
SYMONS	All: • Carry On.	All: • Carry On.	All: • Leave the battlefield.
ZHUH-ZHUH	All: • Carry On.	Half-strength or less: • Take a casualty. Otherwise: • Carry On.	Half-strength or less: • Leave the battlefield. Otherwise: • Take a casualty.

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ARMY LISTS

INFANTRY & BUGS

# STANDS	TYPE	REP 3	REP 4	REP 5	REP 6	MOVE	FIRE FACTOR	RANGE
1[(1)]	Bug - Hopper	x	1- 6	x	x	12	2	Melee
1	Bug - Puker	x	1 - 6	x	x	0	Special	24
1[(1)]	Bugs - Warrior	x	1 - 6	x	x	6	3	Melee
2	Free Company	1 - 2	3 - 5	6	x	4	1	12
2	Grath	x	1 - 6	x	x	4	2	12
3	Hishen	1 - 3	4 - 5	6	x	4	1	12
2	PDF	1 - 2	3 - 5	6	x	4	1	12
2 or 3	Planetary Militia	1 - 4	5 - 6	x	x	4	1	12
2 or 3	Rebels	1 - 2	3 - 5	6	x	4	1	12
2	Star Army Infantry	1	2 - 4	5 - 6	x	4	2	12
2	Star Army ISS	x	1 - 2	3 - 5	6	8	5	12
2	Star Army Rangers	x	1 - 3	3 - 5	6	6	2	12
2	Symons	x	1 - 6	x	x	6	2	12
2	Zhuh-Zhuh Infantry	x	1 - 4	5 - 6	x	4	1	12
2	Zhuh-Zhuh Assault Troops	x	1	2 - 5	6	4	2	12

(1) Bugs can function with only one stand in a group but will always cluster into groups of 8 Bugs whenever possible, 4 for Hoppers.

SUPPORT WEAPONS & MINES

TYPE	RANGE	LIGHT TANK	MEDIUM TANK	HEAVY TANK	ASSAULT TANK	INFANTRY, TRUCK & APC
Anti-Air Launcher	24	5	4	2	1	5
Flame Thrower	4	3	2	1	1	5
Machine Gun, Heavy	15	2	1	0	0	5
Mine, Anti-Personnel	0	0	0	0	0	5
Mine, Anti-Tank	0	5	4	3	2	0
Mine, Inferno	0	6	5	4	3	5
Plasma Gun	6	4	3	2	1	5
Puker Bug	24	5	4	3	2	5
Rocket Launcher	12	4	3	2	1	5
Satchel Charge	0	6	5	4	3	5

2 CRISIS TEST

(Taken versus Rep)

TYPE	PASS 2D6	PASS 1D6	PASS 0D6
VEHICLES & MECHS *+1d6 if in cover* *+1d6 if Star Army*	All: • Carry on.	Undersized: • Seek cover up to 6" away. If no cover move away at 1/2 speed. Otherwise: • Carry on.	Undersized: • Leave the battlefield. Last vehicle/mech in platoon: • Leave the battlefield. Otherwise: • Seek cover up to 6" away. If no cover move away at 1/2 speed.

Undersized = Facing equal or greater number of vehicles/mechs of heavier class.

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