

# 5150: STAR ARMY – ADDING PUKERS AND HOPPERS BUGS

## PUKERS & HOPPERS

In *5150 Star Army* we already have Warrior Bugs. In this short doc we're introducing two additional types:

- **Pukers** – Capable of shooting plasma like debris long distances.
- **Hoppers** – Fast moving Bugs capable of flying over the enemy.

## DEFINING THE BUGS

Pukers and Hoppers behave as outlined in *5150 Star Army* (page 44) with the following additions.

### TYPE

We're adding two new ones:

- The Hoppers are fast moving scouts and raiders that locate the enemy. Think of them a low flying Bugs.
- Puker Bugs are used to support the Warriors by spewing plasma like debris on their targets.

### REPUTATION

Pukers and Hoppers are Rep 4.

### ARMOR

Hoppers count as having Hard Body Armor.

Pukers count as having Exo- Armor toughness, but nor any of the added benefits.

### WEAPONS

Hoppers rip and shred in melee using jaws and claws.

Pukers can launch balls of Plasma an unlimited distance.

### SPECIAL ATTRIBUTES

Hoppers have the following Special Attributes.

Pukers do not have the Hop Special Attribute and substitute a 2" movement rate.

TYPE	SPECIAL ATTRIBUTE
BUGS	<b>Infrared Vision</b> - Able to see normal distances in the dark. <b>Hop</b> – Able to hop 24" over intervening terrain and troops. <b>Terror</b> - Will cause <i>Fear</i> in certain enemies. See the Special Attribute <i>Subject to Fear</i> for more information.

## GROUPS

Hoppers follow the same group rules as Warrior Bugs.

Pukers are always in single figure groups and do not join Warrior or Hopper groups.

## 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 (*SA page 22*) 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 an unlimited 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.

#### PUKER

RANGE	TARGET	SB	HB	EXO	BTA
Unlimited	5" circle	4	3	5	4

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# REACTION

### 3 **BUG REACTION TESTS**

*(Taken versus Rep)*

CIRCUMSTANCE	MODIFIER
Half strength or less	-1d6

REASON	PASS 2D6	PASS 1D6	PASS 0D6
<b>IN SIGHT</b>	Hoppers: <ul style="list-style-type: none"> <li>• Move 12" directly towards nearest enemy and into melee if possible.</li> </ul> Pukers: <ul style="list-style-type: none"> <li>• Fire.</li> </ul>	Hoppers: <ul style="list-style-type: none"> <li>• Move 12" directly towards nearest enemy and into melee if possible.</li> </ul> Pukers: <ul style="list-style-type: none"> <li>• Fire.</li> </ul>	All: <ul style="list-style-type: none"> <li>• Halt.</li> </ul>
<b>RECEIVED FIRE</b>	Hopper: <ul style="list-style-type: none"> <li>• Move 12" directly towards nearest enemy and into melee if possible.</li> </ul> Puker: <ul style="list-style-type: none"> <li>• Fire</li> </ul>	Hopper: <ul style="list-style-type: none"> <li>• Halt.</li> </ul> Puker: <ul style="list-style-type: none"> <li>• Fire</li> </ul>	All: <ul style="list-style-type: none"> <li>• Cohesion Test.</li> </ul>
<b>COHESION TEST TAKEN BY UNIT</b>	All: <ul style="list-style-type: none"> <li>• Carry On.</li> </ul>	If under half-strength: <ul style="list-style-type: none"> <li>• Leave the battlefield.</li> </ul> Otherwise: <ul style="list-style-type: none"> <li>• Carry On but 1 in 3 figures (minimum of 1) will leave the battlefield.</li> </ul>	All: <ul style="list-style-type: none"> <li>• Leave the battlefield.</li> </ul>
<b>RECOVER FROM KNOCK DOWN</b> <i>Roll 3d6 instead of 2d6 but only count 2 best scores</i>	All: <ul style="list-style-type: none"> <li>• Stunned and may not act or react until having spent one full turn of activation doing nothing.</li> </ul>	All: <ul style="list-style-type: none"> <li>• Out of the fight.</li> </ul>	All: <ul style="list-style-type: none"> <li>• Obviously Dead.</li> </ul>