

5150 STAR ARMY – STEP BY STEP

Now I'll do the same but in a Campaign environment. I've gone into detail in the explanation of the Campaign set up and used all the optional bells and whistles. Just for informational purposes setting up the Campaign took 15 minutes. Once that is done subsequent battles will add 5 minutes to the normal set up time. Not much of an investment in time but a large payoff in game play. So let's get started...

THE CAMPAIGN

5150 Star Army can be used for one off games whether playing *head-to-head* against your friends or *solo* against the game mechanics. In fact you can play *same-side* with all players on the same side playing against the game.

But in this article we will show you how easy it is to play a Campaign. A Campaign is a series of battles fought where the outcome of the prior battle affects the setup of the next.

In the Campaign your goal is simple. Reduce the enemy's Campaign Morale to zero by defeating them in combat.

WHO ARE YOU

Star Army has seven Factions that you can use. More are on the way and are available for free on the THW Yahoo Group. So the first thing you must do is choose what Faction you will play. For this Battle Report I choose the Gaea Star Army.

WHO ARE YOU FIGHTING

I decide the enemy will be the Hishen, an Alien Race with the goal to enslave the universe. In game terms you will find that each Faction has its own organization, weapon data, morale (called Reputation) and its own set of Reaction Tests. These Reaction Tests are unique to their Faction and what makes each Alien Race different from the other. You will see that fighting the Hishen is different than fighting the Grath based on how they react in certain situations.

CAMPAIGN MORALE (CM)

Each Faction has a starting Campaign Morale from 2 to 4. As you succeed or fail on your Missions your Campaign Morale goes up or down, as will your enemy. For this Bat Rep the Star Army has a CM of 3 and the Hishen a 3 as well.

CONTROLLED OR CONTESTED

Now it's time to see where we're fighting. This is done by rolling 1d6 for each side and adding the score to their CM. I roll a 1 for the Star Army giving a total of 4. I roll a 4 for the Hishen giving a total of 7. The side with the higher total is *contesting* (attacking) the planet while the Star Army is *controlling* (defending) the planet.

FIRST MISSION

Now that we know the Hishen are invading a Gaea Prime planet defended by the Star Army we can go to our Mission. Players will have two Missions per month and the very first one is a Patrol Mission.

LEVEL OF DETAIL

How much detail *you* want in your game is up to you. In this Bat Rep I will show you all the options. The more you use the less you will know about the enemy when you hit the table. If you're a player that likes controlling everything, then this isn't for you! Here are some options you can choose to use or skip. Basically it boils down to rolling a few d6 on some tables. Remember that once you get on the table you'll only be using 3 or 4, easily memorized tables. The pre-battle tables are:

- Investment Level.
- Weather.
- Aerial Recon.
- Intel.
- Force availability.

INVESTMENT LEVEL (IL)

Investment Level is an optional campaign tool.

On the battlefield you may think that you're fighting over the most important piece of land in the campaign. Well that's not always true. Maybe you're in some backwater that just isn't important. Here's how we determine just how important it really is.

- At the start of the campaign each side rolls 2d6. The higher total is the Investment Level of the area for that side.
- The only thing to remember is there is a maximum Investment Level for each side and you cannot score higher than that.

In this campaign I rolled 2d6 for the Star Army and score a 4 and 5. The maximum Investment Level the Star Army can have is a 5. This campaign is being fought over an area very important to Gaea Prime as the IL is 5. For the Hishen I scored a 5 and 6. But the Hishen maximum Investment Level when contesting a planet is 4. So the Hishen Investment Level is 4.

To recap the Star Army has a Campaign Morale of 3 and an Investment Level of 5. The Hishen have a CM of 3 and an IL of 4. This will mean that lots of troops and assets will be committed in this campaign.

WEATHER

Weather is an optional campaign tool.

Before each battle roll 1d6. If a 1 is scored the weather is bad. For this Bat Rep I will assume that the weather is good. If it were bad I'd roll 1d6 and the result could affect visibility on the table or aircraft.

AERIAL RECON

Aerial Recon is an optional campaign tool.

As the weather is good there is a chance that my side conducted Aerial Recon. I roll 1d6 and add it to the Investment Level and score a total of 9. I roll 2d6 and score a 8. The high IL allowed me to have success which allows me to find buildings on the table when PEFs⁽¹⁾ are resolved and to increase my Mission Intel.

(1) Possible Enemy Forces.

INTEL LEVEL

Intel Level is an optional campaign tool.

Now it's time to determine how much each side knows about the campaign. This is done by using Intel for each side. Here's how we do it:

- Each side rolls 1d6 per point of Investment Level, 5 for the Star Army and 4 for the Hishen. Each score of 1, 2 or 3 is a success. The Star Army is allowed two auto successes for controlling the planet, the Hishen one.
- After d6 are rolled the SA Intel Level is a 5 while the Hishen is a 3.

To recap we know the following info before the campaign starts.

- Star Army – Campaign Morale 3, Investment 5, and Intel 5.
- Hishen – Campaign Morale 3, Investment 4, and Intel 3.

PRE- MISSION INTEL

Pre-Mission Intel is an optional campaign tool.

Here's how your Intel is used. Before each Mission roll 2d6 versus your Intel on the Pre-Mission Intel Table. Yes, another table, but by using these before your battles you will have limited knowledge of the enemy and no two battles will be the same.

In this case I pass 2d6 and know the Enemy Investment Level. This means I know what level of resistance to expect before actually contacting the enemy.

FORCE AVAILABILITY

Force Availability is an optional campaign tool.

This table is used to determine what forces you have available for the Mission. In this case I'm choosing a squad. Remember, this is optional.

TO THE TABLETOP!

Now it's time to set up terrain and the PEF markers. You can do this randomly or choose the terrain which is what I did. I roll for random placement of three PEFs. Here's a picture of the table.



WALK OR RIDE

Now that you're ready to start the Mission there's one more optional thing that can be used. Basically, how do you enter the tabletop? This is determined by rolling 1d6 and checking the Insertion table. Note that each Faction has their own. Modified by the Mission (Patrol) I see that my squad is walking in. With any luck I could have arrived on the table in an Armored Personnel Carrier, atop an Armored Fighting Vehicle, flown in on a Drop Ship. Except like I said, we're walking in.

PATROL

Each Mission goes down the list, step-by-step of what you must do before the Mission, that which I just covered. In fact, it even gives you the page number that the item is found on.

PEFS

PEF stands for Possible Enemy Force. You do not know what a PEF is until you come into sight of it. It could be the enemy or nothing. Each Mission starts with 3 PEF markers on the table and each has a Rep. This Rep is used to *activate* the PEF until it is removed or replaced with

actual enemy figures. PEFs start out of sight of the table edge that the player will enter from and are placed randomly.

Here's a picture of the 3 PEFs deployed on the table. As they must start out of sight of the player they are behind and inside buildings.

The Reps of the PEFs, generated randomly, are 6, 6 and 5. *This means they will be very aggressive.*

OBJECTIVE

Each Mission has a unique objective. In the Patrol Mission it is get my Squad Leader or my Assistant to within 6" from the opposite edge of the table, in each of the three sections. Once there I must spend one full turn of activation observing. Finally I must exit off of the edge that I entered.

But I think my squad is actually being used as bait to get more Hishen into the open.

THE MISSION AND MECHANICS

In this Bat Rep I'll play out the game taking pictures and explaining mechanics *when* they occur.

TURN 1

Activation dice are rolled to start each turn. The higher score goes first. Those with a Rep equal or higher can move. For PEFs the PEF Movement Table is used to see if they and in what manner. In this case the Hishen went first, two PEFs moved into the same section and one held its ground.

My squad moved onto the table and used the generators for cover. They were now in sight of the PEF in the center of the table, in the building, and it was resolved. The higher the Rep the more chance of contacting the enemy and the higher the enemy Investment Level the higher the chance of meeting more enemy.

In this case we had run into a squad of Hishen. As the PEF is in the building the squad is placed in the building counting as being in cover. Here's a picture of them.



I spread them all around the building as I can't put them inside. Regardless of where they are they count as in contact with each other.

In Sight is taken by rolling 2d6 versus their Rep. They receive an additional 1d6 for being in cover. They are a Rep 3 squad with a Rep 4 Squad leader; all rolled from their organization tables.

NOTE – Anything you can do before the game, during setup, will speed play during the game. Newbies to THW say that there are a lot of tables but most, including these, are used before the game. In this case I had pre-rolled the Reps of all the Hishen.

My squad was Rep 4 with a Rep 5 Squad Leader, me, and a Rep 4 Assistant.

Back to the game, the Hishen rolled 3d6 and scored a 2, 3 and 6. As the 2 and 3 was equal to their Rep or less they passed 2d6. Looking on the In Sight Test under pass 2d6 this meant they would fire. *It is important to know that one set of d6 are rolled for Reaction Tests and applied to all the figures taking the test.*

Fire was taken from left to right with shooters and targets matched off. Each figures rolled 1d6 for each point of Target Rating and each is added to the Rep of the shooter. The Ranged Combat Table is one of the few tables you actually use during the battle. Just remember that 7 or less is a miss and 10 or higher is a hit. 8 and 9 are conditional hits. For example a target in cover is missed on an 8 and 9.

Each Hishen will roll 3d6 as they are armed with Assault Rifles and Submachine guns.

PITIFUL SHOTS

There are times when a Rep 3 shooter can roll the highest it can, a 6, and not score a hit, like when a target is in cover. In this case *Star Army* has the Pitiful Shot rule. If a 6 is rolled then roll another d6. If you score the Rep of the shooter, 3 or less a hit is score. And that's how the Hishen hit two of my squad.



DAMAGE

Star Army has a variety of armor classes from soft body armor (no or minimal armor) to full out Battle Tactical Armor which makes the wearer almost like a small tank.

When a hit is rolled roll 1d6 versus the Impact of the weapon against the armor the target is wearing. This is found on the Army List for each Faction, In this case SA soldiers wear Hard Body Armor which has an Impact of 2 for the Assault

I roll a “1” for an Obviously Dead result.

I roll a “2” which is equal to the Impact or less but to a “1”. The figure is Out of the Fight and so no longer function alone.

To recap when firing you roll to hit then roll for damage. 7 or lower misses, 10 or higher hits and 8 and 9 are conditional hits. Once a hit is made see what the Impact is based on the armor of the target. Roll 1d6 for damage with a “1” killing the target, a roll of the Impact or less but not “1” and Out of the Fight. And a result higher than the Impact requires the target to take a *Recover From Knock Down Test*.

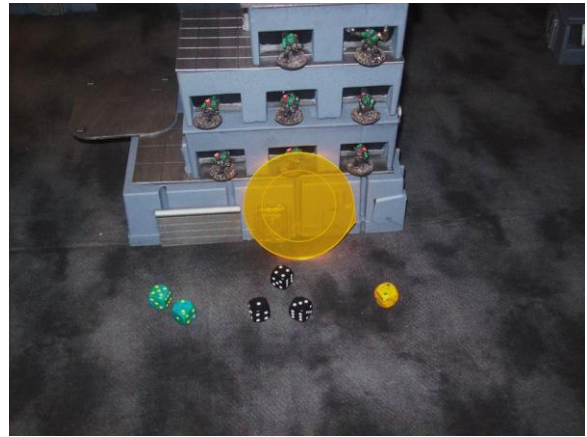
WHAT NOW?

After fire the target unit will take appropriate Reaction Tests. In this case there’s the Man Down Test (for the casualty) and the Received Fire Test (for being fired at). So 2d6 are rolled for the whole unit, a Leader Die is added as there’s a functioning Leader with the unit. The results will be passed 2d6, passed 1d6 and passed 0d6. These results are applied to *both* tests and the worse result taken.

I passed 2d6. On the Man Down Test it says Carry On. On the Received Fire Test it says Fire. But the SA soldiers are armed with Laser Rifles that are outgunned by the Hishen Assault Rifles which fire more rounds. This causes some of them to duck back for cover and cannot return fire. This means three soldiers duck back behind cover so cannot see or be seen. The Squad Leader (me) can choose his reaction so will fire as will the two squad support weapon soldiers.

RETURN FIRE

Two of my soldiers have gone down and two have ducked back behind cover from being outgunned by the Hishen fire. But the Grenade Launcher, Rapid-Fire Laser and the Squad Leader (me, a Star) aren’t outgunned so we can return fire. The Grenadier lands one, the Rapid-Fire Laser and my Laser Rifle score six hits.



The Rifle and RFL roll a combined 4d6 on the Ranged Combat Table while the grenade was 1d6 with a 3” blast circle. Final total was 2 obviously dead, 4 out of the fight and 2 duck backs.



TURN 2

Quick assessment of my situation; 1 dead, 1 out of the fight, and the medic is nowhere in sight. Each Platoon has a Medic but he wasn’t with my squad. Hopefully he’ll show up with the reinforcements. I mean, this is a high priority area; I’ll get reinforcements, right?

Activation dice are rolled; a Hishen 3 and Star Army 2. They go first. The next PEF moves up to the high rise and are resolved as Contact.

Going to the Reinforcements Table I roll 2d6 versus the PEF Rep of 6. Not good, as I’m guaranteed to pass 2d6. Remember, to pass a d6 score equal or less than your Rep. Another 1d6 rolled on the Hishen Reinforcement Table yields bad news. The rest of the Platoon arrives. This means two more Hishen squads, two heavy machine guns and the Platoon leader and his fire team.

Now what happens?

NON-PLAYER MOVEMENT

5150 Star Army is set up to play against the game mechanics. Just like the PEFs have a table to determine

how they move so do the non-player figures when they are on the table. Rolling on the Non-Player Infantry Table (there's a separate one for vehicles) one squad sets up in the building and the other moves to flank our right.



But now the other Hishen squad plus their two HMGs open up. Down goes another squaddie and I take two hits as well. Luckily Star Power kicks in and I recover but now we're at half strength. This means taking the Man Down and Received Fire Test with 1d6 less. The dice are bad and we pass 0d6 which results in us leaving the field. I'm good with that. The four remaining squaddies each grab one dead or wounded comrade and we bug out.

Rolling In Sight my reduced squad opens fire. I decide to fire at the squad in the open instead of the one in the building.



We lay down some withering fire with the Grenade and RFL and five Hishen go down. The other three take the Man Down and Received Fire Test and break, running away from the fight.

Campaign Morale is rolled and we drop by one to a CM of 2 while the Hishen go up to 4. Worse yet our Investment Level drops down one, obviously the higher ups don't think we're as important as I thought we were.

To recap:

- Reactions are 2d6 versus Rep with three possible results.
- Ranged Fire is 1d6 added to Rep of the shooter.
- Damage is "1" OD, Impact or less but not a "1" OOF, and over Impact Knock Down.

After a few turns you've memorized most of what you need to know.

This was for a full blown campaign game. Playing a one off pick-up game skips all the rolls and sections we went over before the terrain was set up and PEFs placed.