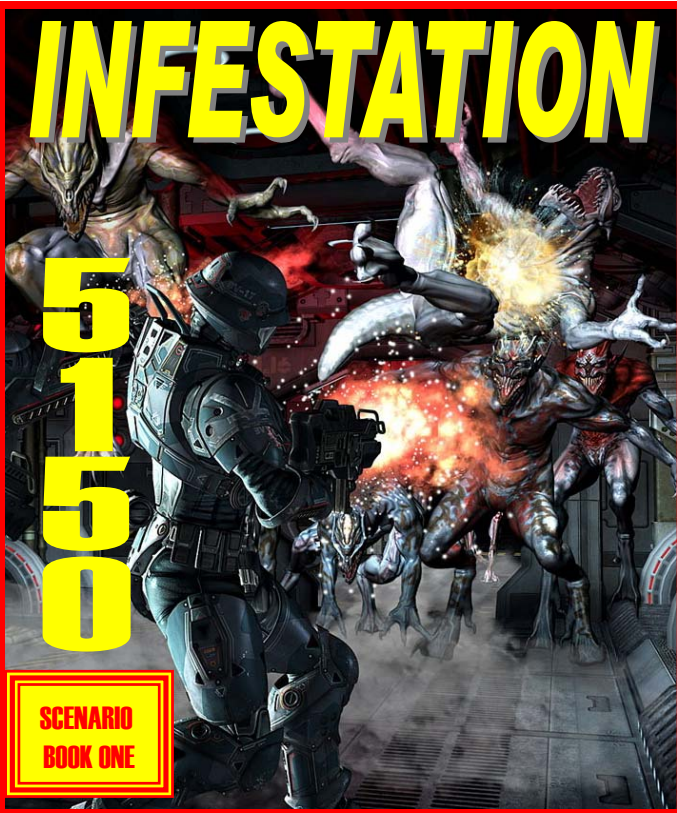


INFESTATION

5150

SCENARIO
BOOK ONE



5150

ALIENS BOOK ONE

ILLEGAL ALIENS



SCENARIO
BOOK TWO

UNDER A HISHEN SKY



*THREE BOOK
SCENARIO PACK*

TWO-HOUR-WARGAMES

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

ILLEGAL ALIENS



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

*WRITTEN BY ED TEIXEIRA
ARTWORK AND INSPIRATION BY TONY YATES*

5150: ILLEGAL ALIENS

PROLOGUE

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

Warren Zevon 1978

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

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

Springing backward the creature crouched in the rain.

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

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

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

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

"What the...?"

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

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



SPECIAL THANKS TO:

- Black Hat Miniatures
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INTRODUCTION

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

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

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

- And finally, complete weapon stats for their weapons.

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

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

PUBLIC ANNOUNCEMENT

DEPARTMENT OF HOME SECURITY (DHS)
Office of the Spokesman

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

BOLO – ALIENS AT LARGE

730312

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

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

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

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

Citizens are encouraged not to shirk their duty!

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

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

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

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

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CEPHALODS



Cephalods are highly intelligent but fragile of frame.

CURRENT HISTORY

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

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

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

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

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

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

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

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

CEPHALOD ORGANIZATION

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

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

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

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

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

ATTRIBUTES

All Cephalods share the following Attributes:

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

WEAPONS

Cephalods utilize heat beam technology as their primary weaponry.

Cephalods use three basic weapons. They are:

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

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

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

2 EFFECTS OF CEPH SMOKE

Rolled versus the Rep of the target.

Pass 2d6

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

Pass 1d6

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

-

Pass 0d6

- Target is “out of the fight”.

SUPPORT WEAPONS

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

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

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

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

ARMOR

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

REINFORCEMENTS

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

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

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

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

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THE KHANG



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

CURRENT HISTORY

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

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

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

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

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

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

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

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

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

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

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

KHANG ORGANIZATION

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

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

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

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

ATTRIBUTES

All Khang share the following Attributes:

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

WEAPONS

Laser technology is the choice of the Khang.

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

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

SUPPORT WEAPONS

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

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

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

ROBOTIC TROOPER

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

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

ARMOR

Khang troopers wear Reflective Armor (55 points).

REINFORCEMENTS

KHANG REINFORCEMENTS TABLE

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

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

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

VEHICLE AVAILABILITY

1 KHANG VEHICLE AVAILABILITY

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

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

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

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LYCAON



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

CURRENT HISTORY

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

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

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

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

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

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

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

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

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

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

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

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

PACK HIERARCHY

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

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

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

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

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

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

LYCAON ORGANIZATION

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

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

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

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

ATTRIBUTES

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

TRANSFORMATION

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

WEAPONS

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

ARMOR

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

REINFORCEMENTS

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

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VEHICLE AVAILABILITY

1 LYCAON VEHICLE AVAILABILITY

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

LYCAON WEAPONRY

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

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QUAR



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

CURRENT HISTORY

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

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

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

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

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

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

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

And so, the Long War rages on . . .”

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

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

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QUAR ORGANIZATION

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

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

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

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

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

SUPPORT WEAPONS

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

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

ARMOR

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

REINFORCEMENTS

QUAR REINFORCEMENTS TABLE

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

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

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

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

(1) Four infantry squads and one weapons squad

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

ATTRIBUTES

All Quar share the following Attributes:

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

WEAPONS

The Quar prefer the good ol' fashioned "slug throwers".

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

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VEHICLE AVAILABILITY

1 QUAR VEHICLE AVAILABILITY

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

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

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

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RETROVIANS



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

CURRENT HISTORY

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

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

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

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

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

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

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

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

RETROVIAN ORGANIZATION

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

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

Three squads form a platoon.
Three platoons a company.

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

ATTRIBUTES

All Retrovians share the following Attributes:

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

WEAPONS

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

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

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

SUPPORT WEAPONS

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

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

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

RETROVIAN COMBAT WALKER (RCW)

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

RCW SPECIFICATIONS

FUNCTION: Combat

SIZE: Large

PILOT REP: 5

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

SYSTEM: RCW “simple set” combat option.

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

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

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

ARMOR

All Retrovians wear Hard Body Armor (68 points).

REINFORCEMENTS

RETROVARIAN REINFORCEMENTS TABLE

2 or 3 = Off Board Fire Support (1)

4 = Vehicle (2)

5 = Combat Walker

6 to 8 = Rest of company

9 to 10 = One infantry squad

11 or 12 = Four soldiers.

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

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

5150: ILLEGAL ALIENS

VEHICLE AVAILABILITY

1 RETROVIAN VEHICLE AVAILABILITY

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

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

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

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

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SMOGGERS



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

CURRENT HISTORY

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

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

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

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

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

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

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

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

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

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

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

Smoggers are motivated solely by **PROFIT**.

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SMOgger ORGANIZATION

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

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

ATTRIBUTES

All Smoggers share the following Attributes:

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

WEAPONS

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

Smoggers use three basic weapons. They are:

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

SUPPORT WEAPONS

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

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

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

ARMOR

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

REINFORCEMENTS

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

VEHICLE AVAILABILITY

1 SMOgger VEHICLE AVAILABILITY

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

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

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

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

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XEOG



Rogue or freelance Xeog armed with Sniper rifle.

CURRENT HISTORY

XEOG lineage can be traced back thousands of years to the ancient **SHIKAR EMPIRE**. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. How this is to manifest itself is open to debate, not only amongst the known 5150 universe, but also among the leadership of the Xeog. This has caused a schism amongst the Xeog sisterhood resulting in numerous autonomous groups. That and the fact that, much like the Razor, no one has ever seen a Xeog male, the Xeog are seldom encountered in large groups.

With enhanced bio systems and strength, these humanoid strike a stunning pose. Tall and slender these humanoids are not afraid to use whatever wiles are at their disposal to further their aims. Unfortunately, one would be hard pressed to understand these aims as they have been found in situations that do not appear to have anything to do with the resurrection of the Shikar Empire.

Xeogs come in two shades the basic green and a bright shade of blue. It has been speculated that the blue version is a natural progression from the green stage and that some unknown stimulus occurs that causes this transformation. The “blues” as they are often referred almost always “go rogue” and break away from the sisterhood only to find themselves occupying positions as spies, assassins, mercenaries, and surprisingly, consorts to other races. Rogue Xeogs are often found working in the intelligence field on many worlds. Due to this they have earned the reputation of being involved in the darkest of plots and subversion.

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

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

XEOG ORGANIZATION

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

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

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

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

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

ATTRIBUTES

All Xeog share the following Attributes:

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

WEAPONS

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

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

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

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

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

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

ARMOR

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

REINFORCEMENTS

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

VEHICLE AVAILABILITY

1

XEOG AVAILABILITY

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

5150: ILLEGAL ALIENS

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

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

5150: ILLEGAL ALIENS

ZHUH-ZHUHS



Zhuh-Zhuhs are formidable hand-to hand opponents.

CURRENT HISTORY

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

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

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

The Zhuh-Zhuh have a Major Morale of 4.

TYPES OF ENCOUNTERS

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

PRIMARY MOTIVATOR

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

ZHUH-ZHUH ORGANIZATION

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

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

5150: ILLEGAL ALIENS

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

(1) Squad strength may exceed ten on some occasions

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

ATTRIBUTES

All Zhuh-Zhuhs share the following Attributes:

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

WEAPONS

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

Weapons used by Zhuh-Zhuh forces are:

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

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

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

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

ARMOR

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

REINFORCEMENTS

ZHUH-ZHUH REINFORCEMENTS TABLE (a)

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

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

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

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

VEHICLE AVAILABILITY

1 ZHUH-ZHUH VEHICLE AVAILABILITY

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

5150: ILLEGAL ALIENS

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

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

5150 CEPHALOD QRS:

2 IN-SIGHT TEST

Pass 2d6

- All fire.

Pass 1d6

- All fire.

Pass 0d6

- All remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

If called on to fire Inactive will always return fire.

If called on to fire Active may choose their target

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will fire and prepare for melee.

Pass 1d6

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

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

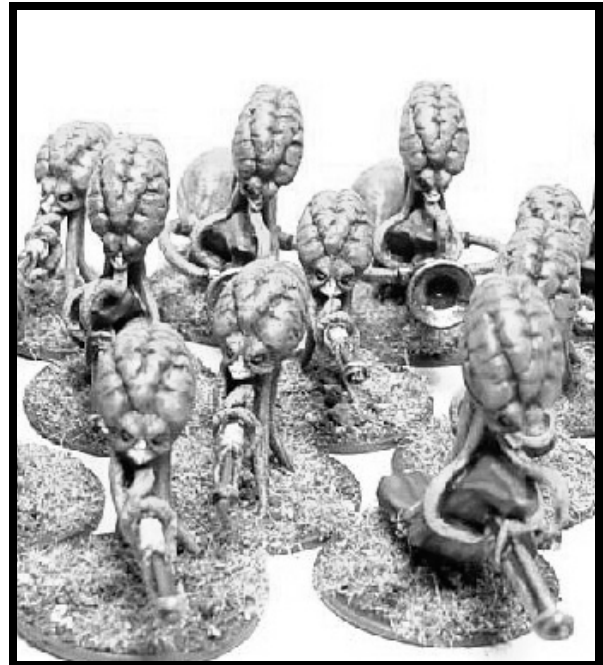
- All back in the fight. Carry on as desired.

Pass 1d6

- Remove figure from play.

Pass 0d6

- Remove figure from play.



CEPHALOD ATTRIBUTES

All Cephalods share the following Attributes:

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

Cold as ice: Never outgunned.

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

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

5150: ILLEGAL ALIENS

5150 KHANG QRS:

2 IN-SIGHT TEST

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All Runaway.

KHANG ATTRIBUTES

All Khang share the following Attributes:

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All removed from play.

5150 KHANG ROBOTIC TROOPER (KRT) QRS:

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

Pass 2d6

- Fire.

Pass 1d6

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

Pass 0d6

- Do not acknowledge presence and do nothing.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- **Round glances off BOT.**

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

1 KRT SYSTEMS CHECK TABLE

Score equal to or less than Impact of weapon:

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

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

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

Score greater than Quality of 4

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

KHANG ROBOTIC TROOPER

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

KRT SPECIFICATIONS

FUNCTION: Combat

SIZE: Medium

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

ARMOR RATING: DV 3

SYSTEM: KRT “simple program loop” Lethal option.

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

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

SPECIALS: Infrared vision.



5150: ILLEGAL ALIENS

5150 LYCAON QRS:

Non-natural Lycaon will use the BASICS QRS.

2 IN-SIGHT TEST

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "STOP FEASTING" CHECK

Pass 2d6

- Stop eating and carry on as desired.

Pass 1d6

- Stop eating and carry on as desired next Activation.

Pass 0d6

- All will remain in place and continue to feast.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will remain in place.

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6 or 1d6

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

Pass 0d6

- Figure removed from play.

LYCAON ATTRIBUTES

All Lycaon share the following Attributes:

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

Lycaon automatically recover from Knock Downs and Duck Backs.

5150: ILLEGAL ALIENS

5150 QUAR QRS:

2 IN-SIGHT TEST

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

QUAR ATTRIBUTES

All Quar share the following Attributes:

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All removed from play.

5150: ILLEGAL ALIENS

5150 RETROVIANS QRS:

2 IN-SIGHT TEST

Pass 2d6

- All fire.

Pass 1d6

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

Pass 0d6

- All remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will Runaway.

RETROVIAN ATTRIBUTES

All Retrovians share the following Attributes:

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Those in cover will Duck Back
- Others will Runaway

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All removed from play.

5150 SMOgger QRS:

2 IN-SIGHT TEST +1d6 covering fire

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

If called on to fire Inactive will always return fire.

If called on to fire Active may choose their target

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will remain in place.

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

- All removed from play.

Pass 0d6

- All removed from play.

SMOgger ATTRIBUTES

All Smoggers share the following Attributes:

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

5150: ILLEGAL ALIENS

5150 XEOG QRS:

2 IN-SIGHT TEST

+1d6 when taking In Sight test

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

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

2 LD "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Remove figure from play.

XEOG ATTRIBUTES

All Xeog share the following Attributes:

Fast: Able to move 2 extra inches each move

Resilient: Treats first Out of Fight result as Knock Down instead.

Wary: Add 1d6 when taking In Sight tests.

5150

ZHUH-ZHUH QRS:

2 IN-SIGHT TEST

+1d6 covering fire

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

ZHUH-ZHUH ATTRIBUTES

All Zhuh-Zhuhs share the following Attributes:

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All removed from play.

5150: ILLEGAL ALIENS

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

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

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

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

THE NIGHT TERROR

PUBLIC ANNOUNCEMENT

DEPARTMENT OF INTERSTELLAR TRAVEL
Office of the Spokesman

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

PAVORNOKAE V

770322

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

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

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

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

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

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

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

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

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

INTRODUCTION

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

www.twohourwargames.com

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

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

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

5150: ILLEGAL ALIENS

NECESSARY TABLES

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

“NIGHT TERROR”



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

CURRENT HISTORY

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

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

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

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

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

NIGHT TERROR ORGANIZATION

Unknown.

“NIGHT TERROR”

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

(1) Always alone.

PLAYING THE NIGHT TERROR

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

MOVEMENT

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

BLENDING

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

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

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

5150: ILLEGAL ALIENS

3 or 2 BLENDING TEST

Night Terror passes more d6

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

Pass same number of d6

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

Enemy passes more d6

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

SURPRISE ATTACK

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

2 SURPRISE ATTACK TABLE

Pass 2d6

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

Pass 1d6

- Target surprised and counts 1d6 during whole melee!

Pass 0d6

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

NIGHT TERROR IN MELEE

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

TAIL WHIP ATTACK

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

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

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

2 TAIL WHIP ATTACK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Miss!

RECEIVING DAMAGE

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

1 RECEIVED DAMAGE TABLE

Score rolled is a “1”:

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

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

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

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

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

Score greater than Rep of casualty:

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

NIGHT TERROR ATTRIBUTES

The “Night Terror” has the following Attributes:

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

5150: ILLEGAL ALIENS

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

ENCOUNTERING THE “NIGHT TERROR”

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

Attacks may occur in the following areas:

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

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

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

THE HUNT

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

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

ATTACK TABLE when he charges the aliens.

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

DECIDING WHERE THE HUNT TAKES PLACE

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

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

WHAT TYPE OF ALIENS ARE HUNTED

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

2 “HUNTING THE ALIENS” TABLE

Used to determine what you’ve encountered.

+2 if encounter if in urban area

-1 if encounter is in backwater area

+1 for every previous encounter

Score Result

2 - 9 Type: Basic

Rep: 3

Armor: None

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

10 - 11 Type: Basic

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

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

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

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

14+ Type: Star Army (page 106)

HOW MANY ALIENS

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

5150: ILLEGAL ALIENS

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

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

WHERE THE ATTACK TAKES PLACE

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

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

BUILDING SIZE

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

ENCOUNTER RATINGS AND ATTRACTING HELP

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

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

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

HELP ARRIVES

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

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

SCORING AND WINNING

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

5150: ILLEGAL ALIENS

2 “HUNTING THE ALIENS” TABLE

Used to determine what you've encountered.

+2 if encounter if in urban area

-1 if encounter is in backwater area

+1 for every previous encounter

Score Result

2 - 9 Type: Basic

Rep: 3

Armor: None

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

10 - 11 Type: Basic

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

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

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

12 - 13 Type: Basic

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

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

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

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

2 “HOW MANY ALIENS?”

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

3 or 2 BLENDING TEST

Night Terror passes more d6

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

Pass same number of d6

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

Enemy passes more d6

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

2 SURPRISE ATTACK TABLE

Pass 2d6

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

Pass 1d6

- Target surprised and counts 1d6 during whole melee!

Pass 0d6

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

2 TAIL WHIP ATTACK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Miss!

1 RECEIVED DAMAGE TABLE

Score rolled is a “1”:

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

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

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

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

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

Score greater than Rep of casualty:

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

“NIGHT TERROR” ATTRIBUTES

The “Night Terror” has the following Attributes:

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

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

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

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

5150

“NIGHT TERROR” QRS:

INFESTATION



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INFESTATION - 5150: ALPHA MISSION

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INFESTATION – 5150: ALPHA MISSION

PROLOGUE

“Just another Bug hunt Colonel?” Captain Timlin asked.

“Not exactly,” the Black Ops Colonel replied. “It’s a little bit more than that.”

“Like what?”

Colonel Karnes took the cigarette from his mouth and put it out in the ashtray. These are going to kill me one day he thought to himself. Looking into Timlin’s eyes he said, “Alpha 41 was a Z-lab.”

“Z-lab?” Timlin repeated out loud. Timlin swore to himself. That explained why COG was getting involved. What was a Z-lab doing in Xeog space?

“Technically its not in Xeog space,” Karnes answered the thought. “Close to their home world, but not in their space.”

Timlin had forgotten that the Colonel was a low level Psy. It wouldn’t happen again.

“But we *are* talking Bugs right?” he asked.

As Karnes spoke Timlin realized this mission could quickly turn into his worst nightmare. As if extracting LWCs* wasn’t bad enough, the inhabitants of Alpha 41 were doing some highly classified “gray” work. Just what it was no one was saying, but Karnes made it very clear that Timlin was to return with data, samples, and if possible, survivors willing or not. Unwilling survivors? Survivors explained why they couldn’t just “blast the place from space” but *unwilling*? Hmm...

“This is a high priority mission with low priority support. Time is short so that means you have 24 hours to get in, do what we ask, and get out.” Karnes opened the “black box” and pulled out the chip and handed it to Timlin. The Captain took it and slipped it into the CPU imbedded behind his ear. Within seconds the mission specs had been downloaded. Timlin felt a slight tingle as the chip dissolved.

“We good with this, Frank?” Karnes asked.

“Affirmative. But I do have a question. Isn’t Hallern dead?”

Karnes pulled out another cigarette and lit it. “Not exactly...”

* LWC – Law-abiding Working Class.

FYI – In order to play INFESTATION you will need a deck of normal playing cards, including both Jokers, as well as everything you normally need to play 5150.

INTRODUCTION

What you have in your hands is the first “Scenario Book” for 5150. *Infestation* sets the pattern for future books in this series.

These books will introduce the players to new rules. These rules *expand and in some cases can replace* the original rules. These rules take 5150 from a larger battle book to a smaller more personal level. New ground will be covered, not old rules rehashed. **Feel free to pick and choose the rules you wish to add to your 5150 gaming.**

Each book will present a scenario that let’s you put these new rules to work! Each book will introduce at least one new alien race as well as providing insight into the 5150 universe and what it has to offer. The scenario books series will have scenarios for both adventurers and for the military as well.

Infestation introduces the “*tactical role-playing game*” side of 5150. Players can use *Infestation* to “flesh out” their characters, giving them an almost life-like feel. *Infestation* blends the traditional RPG with fast and easy to follow combat on a personal level. Combining these two aspects allows players to enjoy the cinematic aspect of role-playing while keeping the excitement of a miniatures wargame.

In *Infestation* you will be introduced to a variety of new rules that cover:

- Fast movement rules.
- New weapons.
- New combat rules.
- Psionics.
- Hacking computer systems
- New aliens.
- New characters and much more.

So let’s get started!

NOTE – *Infestation* is designed for a more “personal” style of game. Ideally each player should have a crew, gang, or squad of from 3 to 10 figures. However, these new rules will work just as well with a larger number of figures per player. To reflect this personalization ALL reaction tests, even those in the original 5150 rules set, should be taken by the figure and not by the group.

Unless otherwise stated all original rules from 5150 are in effect.

CONVERTING ATTRIBUTES FROM 5150 AND ILLEGAL ALIENS TO INFESTATION

Most of the Attributes in previous books will work fine in Infestation while some need to be converted. Here's how the Attributes found in the previous books work in Infestation.

- **Agile** – The shooter CAN score a hit when shooting while fast moving.
- **Brawler** – Adds 1d6 to his Melee Dice.
- **Brick Wall (Grath)** – Can only suffer OD and only if hit in the head. All other damage has no effect other than preventing the Grath from taking a Received Fire test.
- **Clumsy** – When fast moving roll 1d6. If a “1” is scored then he moves 1d6” and falls forward prone. He may not get up until active.
- **Combat Reflexes** – Never counts as outnumbered when in melee.
- **Drunkard (Nauseous)** – When firing always counts target as if fast moving.
- **Faster (Lycaon)** – Adds 4” to movement.
- **Knifeman** – Adds 1d6 when in Melee and using a knife.
- **Lightweight (Smoggers)** - Uses 1d6 less in melee.
- **Resolute (Quar)** – Use 1d6 less in melee but never counts worse than pass 1d6.
- **Runt** – Uses 1d6 less in melee.
- **Terrifying (Fear)** – Opponent in melee under fear uses 1d6 less.
- **Vicious** – Add 2d6 when in melee.
- **Wobbly (Hydrissians)** – Only rolls a minus die and not the plus die when fast moving.

MOVEMENT

The following changes to how a figure Fast Moves is designed to replace the original version in 5150. Any race or Attribute related modifiers to Fast Movement in the original rules should be carried over to the new system.

FAST MOVEMENT

In real life a person decides when he will run or move fast. When you're standing on the street corner and decide to cross the street in front of oncoming cars you decide when the time is right. Then you move as fast as you can go. You know how

fast you can go and barring unforeseen circumstances you pretty much know if you can make it from where you are to where you want to go in a safe manner.

The new Fast Movement rule reflects this. Fast Move is no longer subject to a test but instead used when desired and as often as desired.

Using this rule a figure can move up to his Rep plus twelve inches when desired. However, whenever any figure moves over eight inches it counts as both a "fast moving" shooter and target.

Example: Billy Pink is a Rep 5 Cargo Hauler. He decides to sprint to his ship as the authorities are closing in and can move a maximum of 17” or his Rep plus twelve in inches.

UNFORESEEN CIRCUMSTANCES

As mentioned in the previous section, sometimes “unforeseen circumstances” occur that can affect you when you move fast. Maybe you slip or stumble, or maybe your start was mistimed. To reflect this, when you Fast Move roll two d6, one colored and one white. Count the colored d6 as a negative number and the white d6 as a positive number. Add the scores and apply the results to the actual distance you were to move.

Example – Jim Bob Joe is a Rep 4 Tech. He has a Fast Move of 12+4 or 16”. He decides to fast move and rolls 2d6. The red die score is a 5 and the white is a 3. The difference is -2 so Jim Bob Joe actually moves 16-2 or 14 inches.

FIRING WHILE FAST MOVING

If the figure is fast moving and shooting then he cannot score a hit on the target. Regardless of result he can only force the target to take a **RECEIVED FIRE TEST.**

WEAPONS

FLASH-BANG GRENADE (FBG)

This non-lethal weapon is designed for engaging multiple targets at the same time and was made popular by the **H'DAN CORPORATION.** The **FBG** is cheap, easily obtained, and, a perfect compliment to the Stun Baton that is used by most of the Law Enforcement agencies throughout Gaea Prime controlled space.

- The FBG is treated like a regular grenade with range as found in the 5150 rules. However, the blast circle of the FBG is 12”.

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All figures other than the thrower, in the blast circle, and looking in the direction of the grenade, are affected. Anyone using night or low light vision capabilities, except NEO and BTA, are doubly affected and this is reflected in the table below. When the grenade goes off each eligible target must roll 2d6 versus their Rep and consult the table below. Effects are immediate. Victims of Flash-Bang Grenades will always recover after the battle as if passed 2d6. FBG costs 10 points.

2 FLASH BANG RESULTS TABLE

Use 1d6 if using night to low light vision

Pass 2d6

- Target averts or covers up eyes and ignores blast. Does not take a Received Fire test

Pass 1d6

- Target is Knocked Down. May not function until recovers from Knock Down.

Pass 0d6

- Target takes full effect of blast and is Out of the Fight.

GRENADES AND EXPLOSIVES

In this section we will cover a new procedure for handling hand grenades and answer the question: "What happens when things go "boom" in small spaces?"

THROWING GRENADES

To throw a grenade, roll 2d6 versus the Rep of the thrower and consult the **THROWING GRENADES TABLE**. If the thrower is instead rolling the grenade into a structure or dropping it from above directly down, then he is allowed to roll 3d6 instead. This procedure replaces both the throwing and "bombs away" procedures originally found in 5150.

Grenades may be thrown in reaction if the Active player declared that the figure had a grenade "ready to go" and in hand before being forced to react.

2 THROWING GRENADES TABLE

+1d6 if dropping the grenade

Pass 2d6

- Grenade lands on target.

Pass 1d6

- Grenade goes short 1/2d6" (1-2), long 1/2d6" (3-4), left of target 1/2d6" (5) or right of target 1/2d6" (6). All in blast area are targets.

Pass 0d6

- Fire in the hole! Thrower "fumbles" the toss. Each figure in a blast radius centered on the thrower must roll 1d6 vs. their Rep. and read below.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Damage Table.

EXPLOSIONS IN CONFINED PLACES

Okay, so you find yourself running down a hallway being chased by a dozen or so Xenos. So you decide to toss a grenade down the hall. No, make that you decide to set off an Inferno Mine. So badabing-badaboom, you set it off and off you go. Right?

Well, not exactly. Tight spaces tend to channel the force of a blast, so here's some easy rules covering setting off explosions in confined spaces.

To determine the path of the blast, a player consults the **CONFINED BLAST TABLE**. Cross-index the normal blast area of the weapon used, and the *width* of the confined space. The number in the appropriate box is the distance the blast will travel in inches from the blast point or where the device went off. Anyone in the blast is a possible target. The blast will follow along a corridor, rounding turns, etc.

If going in multiple directions then split the distance to be traveled by the number of tunnels it will travel. *Example: An explosion is supposed to travel 10" down a one-inch corridor. It hits a "T" with six inches remaining so travels 3" down both tunnels.* What if it hits a wider gap? Then reduce the distance travel by the increase in width. *Example – A blast traveling 10" down a 1" corridor has six inches remaining. It hits a three-inch wide corridor so divide the six inches by three. This leaves the distance traveling to be 2" down the three-inch wide corridor.*

INFESTATION – 5150: ALPHA MISSION

CONFINED BLAST TABLE										
AREA WIDTH										
B AREA	1"	2"	3"	4"	5"	6"	7"	8"	9"	10"
3"	5	4	N	N	N	N	N	N	N	N
5"	12	6	4	3	N	N	N	N	N	N
10"	50	25	18	12	10	9	8	7	6	N

Example- Billy Pink is being chased down a 2" tunnel and decides to set off a grenade with a 5" blast area. Checking the table he sees that the blast will travel 6" in either direction up and down the tunnel.

DELAYED EXPLOSIONS

From the above example you can see that it is beneficial to delay an explosion until you can get out of the blast area. There are three ways to do this:

The first is by using actual timing devices. If you thought ahead and actually brought one, you can set it to go off up to five turns after you place it. The explosive will detonate at the start of your part of the turn *even if none of your figures are eligible to activate.*

The second is a remote detonation either by wire or radio waves. If you do have a LOS then you can set the device off anytime during the turn whether you are active or not. If you don't have LOS you must decide when you will set it off ahead of time. This occurs when the detonating figure is active.

The third way is to "Mickey Mouse" a delayed detonation. This is used when you do not have an actual timing device with you. It takes an entire activation to rig the delayed detonation (you can't move while doing this). As the final part of this rigging action you can throw or roll the grenade normally. It will detonate immediately the very next time the *enemy* gets to activate, whether or not any enemy figure has a Rep high enough to allow it to act. Better hope you win *that* Activation Roll...

Example – Billy Pink has three grenades. The first one he sets for a remote explosion. He will use it with a LOS as the BUGS come around the corner and into sight. Here they come, he sees them, and he detonates the grenade.

The next grenade has a delay device attached to it. Billy sets it for three activations and takes off. Three activation later, on his turn, the grenade goes off.

The BUGS are still in pursuit. Billy takes the third grenade and rigs it to explode. Activation dice are rolled and he activates first (whew) and runs down the hall. The BUGS activate next and the grenade goes off.

BLOWING A HOLE IN THE WALL

Another concern of using explosives in a confined space is that you might blow a hole in the wall. This is easy to find out. Taken from page 20 of the 5150 rules we find that all structures have a Defensive Value (DV). They are:

- Wood structures DV 1
- Masonry buildings DV 2
- Concrete DV 4
- Underground earth or concrete tunnels DV 5
- Reinforced concrete/steel DV 6
- Underground steel tunnels DV 7

Next check the weapon being used to determine their puncturing potential. These are rated by a number and are listed below:

- Grenade 2
- AP Mine 2
- AT Mine or Satchel charge 4
- Breach Mine 5
- Inferno Mine or Grenade 7

When a device is set off in a confined area determine the DV of the walls.

- If the device used has a puncturing potential higher than the DV of the walls then it will explode its normal blast circle.
- Treat any targets behind the walls as totally in cover. Cover that could be penetrated.

BACK BLAST IN CONFINED PLACES

When using a rocket launcher or similar weapon in a confined place there is a chance that those behind *as well as the operator* could suffer damage when it fires.

Basically if a rocket launcher or similar is fired and there is either a figure or solid mass straight in line behind it and within 3" there will be trouble.

If a figure the figure takes damage as if hit.

If a solid mass the blast will bounce back in the opposite direction back towards the operator for a total of 3". *Example – Jim Bob Joe is standing 1" from a wall. He fires the rocket launcher. The back blast goes backwards 1", strikes the wall, and comes back towards Jim Bob Joe 2" causing him to be a casualty.*

The following weapons generate back blast:

- | |
|--|
| <ul style="list-style-type: none"> • Rocket Launcher • Launcher/Lobber/ADA • LAW • Anti-Air Launcher • Arachnid Support Gun |
|--|

INFESTATION - 5150: ALPHA MISSION

RANGED COMBAT

In **Infestation** ranged combat has been expanded slightly to incorporate different types of cover and concealment as well as individual hit locations. However the procedures used are very similar to those in the 5150 rules book.

RANGED COMBAT TO HIT

1	Ranged Combat to Hit Table <i>1d6 + Rep</i>
#	Results
3 to 7	<ul style="list-style-type: none"> • Miss!
8	<ul style="list-style-type: none"> • Target in cover, concealed, or prone miss. • Target or shooter moved fast. • Target over 12" away miss. • Target in sight for 6" or less and ends move out of sight miss. • Second weapon miss. • Second or higher target miss. • Shooters using unfamiliar weapon miss. • Shooters using "Off Arm" miss. • Mount* hit! • Otherwise hit!
9	<ul style="list-style-type: none"> • Third or higher target miss. • Otherwise hit!
10	<ul style="list-style-type: none"> • Hit!
11+	<ul style="list-style-type: none"> • Shooter scores hit on location desired.

- Yes, we mean creatures that you would ride whether a horse or some alien beast.

EXPLAINING THE RANGED COMBAT TO HIT TABLE

- **Miss** means the shot came close but did not hit. The target will now take a **RECEIVED FIRE TEST**.
- **Hit** means the shot has struck the target or the cover it is behind.
- **Target in cover, concealed, or prone** means the target is obscured from view or lying down.
- **Target or shooter moved fast** means if either the target or the shooter moved over 8" then the shooter has missed.
- **Target over 12" away** means the distance between the shooter and target is greater than 12".
- **In sight for 6" or less and ends move out of sight** means that the target comes into view of the shooter for 6" or less of movement and ends his turn out of sight of the shooter.

- **Second weapon miss** means this shot from the second weapon; the one fired with the "Off Arm" has missed.
- **Second or higher target miss** means the second or more target fired at from the same weapon has been missed.
- **Shooter using unfamiliar weapon** means that if the shooter is using a weapon that he would not normally use then he has missed.
- **Shooter using "Off Arm"** means that the character is shooting with the opposite arm that he usually fires with. Receiving an arm wound often causes this.
- **Mount hit** means that if the target is mounted the shot has hit the mount. Regardless of outcome the rider will still take a **RECEIVED FIRE TEST**.
- **Third or higher target miss** means the third or more target fired at from the same weapon has been missed.
- **Otherwise hit** means that if none of the conditional circumstances apply the target has been hit.
- **Shooter scores hit on location desired** means a hit was scored on the part of the target the shooter wishes to hit such as an arm or leg.

DETERMINING HIT LOCATION

Immediately after a hit has been scored roll 2d6. Add the scores together and find this total on the **HIT LOCATION TABLE** to determine what body part has been hit. *All rounds fired at the same time from the same weapon will hit the same location.*

2 HIT LOCATION TABLE

- **2 or 3** = Hit in Head.
- **4** = Hit in Off Arm.
- **5** = Hit in Gun Arm.
- **6 or 7** = Hit in Chest.
- **8 or 9** = Hit in Gut
- **10, 11, or 12** = Leg

COVER OR CONCEALMENT

There will be times when a character will hide behind cover or concealment. The easiest way to tell the difference is cover can stop a bullet while concealment can't. In 5150 cover was dealt with in a general way and built into the **RANGED COMBAT TO HIT TABLE**. In **Infestation** cover is dealt with in a much more realistic and detailed way.

INFESTATION – 5150: ALPHA MISSION

PURPOSES OF COVER AND CONCEALMENT

Being behind *cover or concealment* reduces the chance of being hit. Being in bushes obscures your body and makes it harder to hit.

The second benefit of being behind *cover* is that it can possibly stop a bullet/beam and save you from taking damage. Concealment cannot. Therefore a figure in concealment will be missed if a score of 8 is rolled on **RANGED COMBAT TO HIT TABLE**. The same is true of a figure in cover, but even if a hit is scored, the cover may prevent the figure taking damage.

Let's examine these benefits of cover more closely.

TARGET BEHIND COVER TABLE

The **TARGET BEHIND COVER TABLE** will explain what part of the target may be hit when utilizing a specific type of cover.

TARGET BEHIND COVER TABLE		
Target behind this cover...	And doing this...	Can be hit in the...
Loophole	Any	Head
Wall/Window	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Flush)	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Away)	Just Looking	Head
	Firing Pistol	Head Gun Arm Chest
	Firing Rifle	Head Gun Arm Off Arm Chest

Note: "Rifle" includes any weapon fired using two arms.

EXPLAINING THE TARGET BEHIND COVER TABLE

The "**Target behind this cover...**" column tells you if the target is behind a specific type of cover.

- **Loophole** – This is a small hole dug into a wall that allows the shooter to slip a rifle or similar weapon out, while limiting his

exposure to fire. Typically found in dirt walls or similar fortifications.

- **Wall/Window** – The character is either firing over a low wall, out of a window. This would also apply if the figure was firing over the top of a large rock or downed tree trunk.
- **Corner (Flush)** – The character is "hugging" the corner of a wall or other piece of cover. Such as if you are right handed firing from the left side of a doorway. This would also apply if the figure were sheltering behind a standing tree or the side of a large rock.
- **Corner (Away)** – The character is away from the wall or not "hugging" it. Such as if you are right handed firing from the right side of a doorway. This would also apply if the figure were sheltering behind a standing tree or the side of a large rock.

The "**And doing this...**" column tells you what the character is doing behind that type of cover. What he is doing determines what part of his body is exposed to fire. Depending upon the type of cover a character may be:

- **Just Looking** – Just "peeking" and not aiming a weapon. He just wants to see what's going on.
- **Firing Pistol** – Aiming a single hand weapon, usually a pistol.
- **Firing Rifle** - Aiming a weapon used with two hands, usually a rifle.
- **Any** – This means the character can be doing any of the above three actions.

Lastly the "**Can be hit in the...**" column tells you what part of the character's body can normally be hit by fire. They are the:

- Head
- Gun Arm
- Off Arm
- Chest
- Gut
- Legs

However, being behind cover does not mean that the other body parts not listed cannot be hit. Bullets and beams will fly right through some types of cover to hit whatever lays beyond...usually you!

PENETRATING COVER

Only the body parts listed on the "**Can be hit in the...**" column can be *directly* hit if you are behind cover. However, what if you hit a location that is physically behind the cover? Well, when this occurs you have to determine if the bullet/beam went through the cover or was deflected.

INFESTATION – 5150: ALPHA MISSION

When you score a hit on a target by using the **RANGED COMBAT TO HIT TABLE** you immediately roll 2d6 on the **HIT LOCATION TABLE**.

If the location hit is physically behind cover roll 2d6 versus the *Impact of the weapon as if it were firing against **HARD BODY ARMOR***.

- If both scores are equal to or less than the Impact then the cover has been penetrated and the shooter will roll on the **RANGED COMBAT DAMAGE TABLE**.
- If either one or more scores exceed the Impact then the cover deflects the shot and the target is not at risk but must take a **RECEIVED FIRE TEST**.
- If the Impact value is **OD** then the cover is automatically penetrated.
- If the value is **NE** then the cover automatically stops the shot.

DETERMINING DAMAGE

Once the location of the hit is determined roll 2d6 on the **RANGED COMBAT DAMAGE TABLE** versus the Impact of the weapon

2 RANGED COMBAT DAMAGE TABLE

2d6 versus Impact of weapon

Pass 2d6

- **All Out of Fight!** If any “1” was rolled the target is Obviously Dead*.

Pass 1d6

- **NPC** = If hit in Head figure is OOF. Otherwise, if the die scores are an even total the figure is Knocked Down. If an odd total then the figure is OOF.
- **Head** = Out of Fight.
- **Gun Arm** = Wounded and will now fire, and melee, at -1 to Rep. If receive subsequent wound to the arm then it cannot be used.
- **Off Arm** = Wounded and will now fire at -1 to Rep when using two-handed weapons and will melee at -1 to Rep regardless of weapon used. If receive subsequent wound to the arm it cannot be used.
- **Chest** = Wounded and -2 to Rep. If receive subsequent wound to the chest then Out of the Fight.
- **Gut** = Out of Fight and -1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move ½ speed. If receive subsequent wound to either leg then cannot move.

Pass 0d6

- **Knocked Down** = Target drops to ground and may test to Recover next Activation.

- Any result of OD on a Grath is only possible if the Grath has been hit in the head. If he is not hit in the head then treat the OD result as OOF.
- **NPC**- An NPC is any grunt on a non-player side. This result will only apply to enemy figures in same side or solitaire play.

BUT HOW DOES IT REALLY WORK?

Yes, I know, I know, I know. Some of you out there really want an example so here it comes!

Example – Billy Pink is standing behind a wall waiting for the enemy to come into view.

- *Gnarr, the Saurian comes into view.*
- *Billy takes an In Sight Test and passes 2d6.*
- *He fires with his BAP and rolls a 2 and a 4.*
- *Looking on the Ranged to Hit Table Billy scores a miss (Rep 5 +2 = 7) and a hit (Rep 5 + 4 = 9).*
- *He next rolls for the hit on the Hit Location Table and scores a 5. He has hit Gnarr in the*

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Gun Arm, which is the arm he normally fires his weapon with.

- Billy then rolls for damage against the Impact of the BAP which is a “1” versus Hard Body Armor. He rolls a 3 and a 6 and scores a Knock Down. Gnarr hits the floor. As he is hit he does not take a Received Fire test.
- Next activation luckily goes to Gnarr. He rolls on the Knock/Back Recovery table and scores a result of carry on by passing 2d6.
- Gnarr now fires his assault rifle at Billy Pink.
- He rolls 3d6 and scores a 1, 5, and 6. The 1 is a miss. The 5 and 6 results in hits.
- Gnarr now rolls for location. All rounds that hit always affect the same body part.
- Gnarr rolls a ten calling for two leg hits.
- Billy is firing a pistol from behind a wall. Looking on the Target behind Cover Table we see that Billy can readily be hit in the Gun Arm and Head. Because the Leg is covered Gnarr rolls for each hit to see if the round penetrates the cover.
- He rolls 2d6 versus the Impact of the assault rifle against Hard Cover, which is a 2.
- Gnarr rolls a 2 and 3 that means the cover stopped the round. He then rolls a 1 and 2 the second time around meaning that the round penetrated the cover and Billy takes a leg wound.
- Gnarr then rolls against the Impact of the weapon against the Hard Body Armor that Billy is wearing. The Impact is rated a 2 and he scores a 1 and a 4. Passing 1d6 means that Billy has taken damage to his leg, and will now only move at ½ speed. He also is knocked to the ground.

MELEE

Hand to hand combat is entered into as outlined in 5150. Basically one side charges, the other stands, and they start to “mix it up”. In Infestation we’ve made melee a bit more personal and a little more, well, dicey. You must decide to either use the original melee system found in the 5150 rulebook, or this one, but do not “mix and match”.

Each figure in the melee will roll a specific number of d6 during the fight. To figure out just how many, follow this procedure to determine their *melee score*:

- Start with the figure’s Rep. *Example – Billy Pink is a Rep 5. He will start with a melee score of 5.*
- This number is modified by the **MELEE MODIFIERS** that apply. *Example – Billy Pink is*

armed with a melee weapon with an Impact of 4 versus Soft Body Armor so adds 4. His score is now 5 + 4 or 9.

- After all combatants in the melee have determined their melee score, subtract the lowest melee score from the melee score of all the figures involved. **This means that the figure with the lowest melee score will end up with a score of 0.**
- Now add 3 to each player’s melee score and the result is how many d6 that figure will roll when the melee is resolved. *Example – Billy Pink has a melee score of 9. Ballok has a melee score of 7. The lowest score is 7, so 7 is subtracted from each figure’s melee score. This leaves Ballok with 0 and Billy with 2. Now each adds 3 to their total giving Ballok 3, and Billy 5. Ballok will roll 3d6 in the melee while Billy will roll 5d6.*
- Each combatant rolls the d6 and counts how many d6 they pass. For melee purposes if a 1, 2, or 3 is rolled the die is passed. Any result of 4, 5, or 6 and the die is failed. *Example – Billy Pink rolls 5d6 and scores a 1, 3, 3, 5, and 6. He has passed 3 dice (the 1, 3, and 3)*
- Next compare the number of passed dice between opposing figures and read the results on the **MELEE RESULTS TABLE**. *Example – Billy Pink has passed 3d6. Ballok passed 1d6 so Billy Pink passed 2d6 more and has delivered a Telling Blow Ballok.*

MELEE MODIFIERS TO REP

+1	Each point of Impact of the weapon being used.
+1	Mounted charging into melee.
-1	Figure outnumbered.
-2	Figure is prone.

EXPLAINING THE MELEE MODIFIERS

- **Each point of impact of the weapon being used** means you gain 1d6 for each point of Impact the weapon has against the type of armor the enemy is wearing. *Example – A Star Army soldier is fighting a Hishen. The Star Army soldier has an Impact of 3 when using his rifle with bayonet against the Soft Body Armor of the Hishen. The Star Army soldier would receive an additional 3d6 when in melee.*
- **Mounted charging into in melee.** This means that the character is mounted on a horse or similar beast and has charged into melee. If he did not charge he does not receive this bonus.
- **Figure outnumbered** means the figure is in combat with more than one figure.

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- **Figure is prone** means the figure has been caught in melee while laying prone on the ground.

REP MELEE RESULTS TABLE

Each 1-3 = Pass Each 4-6 = Fail

Pass 3d6 more

- **Possible Killing stroke!** Winner chooses location for hit from **HIT LOCATION TABLE** and scores damage with +2 to Impact. If original Impact was **NE no damage is inflicted**. There is a lull in the action. Next Activation melee continues using same d6 as before.

Pass 2d6 more

- **Telling Blow!** Winner scores hit on loser determined from **HIT LOCATION TABLE** and scores damage with +1 to Impact. If original Impact was **NE no damage is inflicted**. There is a lull in the action. Next Activation melee continues using same d6 as before.

Pass 1d6 more

- **Combat continues!** Loser loses 1d6 from total for this melee. Immediately roll another round of melee. Any combatant reduced to 0d6 is OOF.

Pass 0d6 more

- **Evenly Matched!** There is a lull in the action as the combatants size one another up. Next Activation melee continues using same d6 as before.

If Doubles come up for Activation dice any NPC with less melee dice will immediately "break off" 12" - 1d6" and end facing the enemy. That is all he may do and the enemy is allowed to roll an In Sight to fire!

DETERMINING HIT LOCATION

Immediately after a hit has been scored, roll 2d6. Add the scores together and find this total on the **HIT LOCATION TABLE** to determine what body part has been hit.

2 HIT LOCATION TABLE

- **2 or 3** = Hit in Head.
- **4** = Hit in Off Arm.
- **5** = Hit in Gun Arm.
- **6 or 7** = Hit in Chest.
- **8 or 9** = Hit in Gut
- **10, 11, or 12** = Leg

DETERMINING DAMAGE

Once the location of the hit is determined roll 2d6 on the **MELEE COMBAT DAMAGE TABLE** versus the Impact of the weapon

2 MELEE COMBAT DAMAGE TABLE.

2d6 versus Impact of weapon

Pass 2d6

- **All Out of Fight!** If any "1" was rolled the target is Obviously Dead*.

Pass 1d6

- **NPC** = If hit in Head figure is OOF. Otherwise, if the die scores are an even total the figure is Knocked Down. If an odd total then the figure is OOF.
- **Head** = Out of Fight.
- **Gun Arm** = Wounded and will lose 1d6 in melee dice. Melee continues. Figure now shoots and melees at -1 to Rep. If receive subsequent wound to the arm then OOF.
- **Off Arm** = Wounded and will lose 1d6 in melee dice.. Melee continues. Figure now suffers a penalty of -1 to Rep if firing a two handed weapon or engaging in melee regardless of weapon used. If receive subsequent wound to the arm then OOF.
- **Chest** = Wounded and -2 to Rep. In addition lose 2d6. If receive subsequent wound to the chest then Out of the Fight.
- **Gut** = Out of Fight and -1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move ½ speed. In addition lose 2d6. If receive subsequent wound to either leg then Out of Fight.

Pass 0d6

- **Knocked Back!** = Target backs up 1" and loses 1d6.

- Any result of OD on a Grath is only possible if the Grath has been hit in the head. If he is not hit in the head then treat the OD result as OOF.

- **NPC**- An NPC is any grunt on a non-player side. This result will only apply to enemy figures in same side or solitaire play.

REGAINING MELEE DICE

After surviving a combat that results with all of the enemies you were in combat with either OOF, dead, or running away, the combat has ended and any "dice" you may have lost are irrelevant. If you are again engaged in melee, the number of dice you use will be figured only based on your Rep, previous damage, and the modifiers table.

MAN DOWN CHECK

When a character has suffered an Out of Fight result he is considered unable to function until he is first “checked” by another figure. To check an OOF figure, move the checking figure into contact with the OOF figure. On the next Activation roll 2d6 on the **MAN DOWN TABLE** versus the Rep of the OOF figure.

If a medic is present then roll 1d6 versus his Medic skill and apply the score against his Rep as if using Leader Dice.

2 (1) MAN DOWN

+1d6 if out of fight and have access to medical tech

Pass 2d6

- Returns to fight but subject to penalties from wounds.

Pass 1d6

- Stays Out of Fight.

Pass 0d6

- Out of Fights dies instead.

Q

Q is a reference to the Quality or Quantity of a device or object. Think Rep. The higher the Q the better the item or in some case the bigger the item. *Example – The Q3 computer had Q2 worth of data. The Q3 would be better than a Q1 or Q2 but not as good as a Q4 or Q5. Q2 data would be more than Q1 but less than Q3 or higher.*

Is there a maximum Q rating? Not really, you can go as high as you want just keep in mind the larger the Q the larger the object could be. For playability I “cap” it at Q6.

QUICK AND EASY COMPUTERS

In the 5150 universe computers, hacking, using, all that stuff is handled easily and as part of the game, not a game in itself.

COMPUTERS

There are two types. The first ones are those that sit on your desk or are otherwise stationary and not for lugging around. These can range from the simple home/office to the huge “Hal” types. Usually

they are larger and more powerful than the second type, or portable, computers.

Regardless of which type of device you come into contact with, they are all rated the same. Let’s look at portable computers to understand how both types work.

PORTABLE COMPUTER

Basically it’s a hand held or similar portable computer but like its stationary cousin it still shares common traits.

Three Q values are important and define every computer regardless of role.

First is Q as it relates to speed, and power as it applies to computing ability. This is the Power Q.

The second is its capacity to store data known as the Capacity Q.

The last Q value is how secure is it from hackers or the Security Q. *Example – Billy Pink has a 2/2/2 computer at his home. This means it is a Q2 Power, Q2 Capacity, and Q2 Security or your basic home/office computer. When “working” Billy uses a computer rated 4/4/5 which is a much more powerful device.*

Computers cost 10 point per Q factor in each category added together. So Billy’s 2/2/2 would cost 60 points while his 4/4/5 would be 130 points.

You can store tons of information on a computer. The bigger the Capacity Q the more you can hold. Of course if you can put it in you can take it out. One often used device is the...

DATA STORAGE DEVICE (DSD)

The DSD is used to retrieve info from a computer and transport it to download it on another computer. I’m sure you can see how this could be useful in a variety of situations (nod, nod, wink, wink).

DSDs come in a variety of Qualities from civilian types Q1 and Q2 up to Q5 that are used by COG. Specifically known as the **SNAKE** this covert piece of equipment can download info from most computers in record time.

A DSD is easy to use. On the first turn of Activation the user hooks it up to the computer system. The next and subsequent Activations the user rolls 1d6 and adds the result to the Q of the DSD. He then rolls 1d6 and adds the score to the Q of the computer system. If the DSD score is higher than the Computer score the DSD downloads data equal to the difference. If not then it downloads 1 Q worth.

The DSD cannot hold Q data exceeding its Q capacity. *Example – Billy Pink has a Q3 DSD and hooks it up to a Q5 computer. He rolls 1d6 and scores a 6 for a total of 9. He then rolls 1d6 for the computer and scores a 2 for a total of 7. Billy then is*

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allowed to download 2 Q of data to his Q3 DSD. This leaves him only 1 Q left to store additional data.

SECURITY AND THE LACK OF

So how do you “hack” into another system? Whether it’s to download the “secret formula”, or just unlock a door, here it is. Again, let’s make this quick and easy.

- First the character “jacks in” either from his computer or from his body.
- Roll 1d6 and add the result to the Security Q or Skill Q of the hacker whichever you re using. If using Skill Q then add one to your final total.
- Roll 1d6 and add the result to the Security Q of the target computer system.
- If the total of the hacker is higher than the target, then you are in. Ready to search and download as desired next turn.
- If the total of the hacker is less than the target total then the hack attempt is not successful and there is a chance that the attempt has been discovered. Roll 2d6 versus the two totals.
 - If pass 2d6 the hacker has been discovered and counter-measures will be initiated.
 - If pass 1d6 then the hacker is undetected. However, if the target has to roll for this a second time count a result of pass 1d6 as a result of pass 2d6.
 - If pass 0d6 the attempt was not detected.
- It takes the hacker one activation to “jack out”. If the hacker suffers a wound or knockdown while jacked in, then hacker takes additional damage as if hit by a Impact 3 weapon and rolls on the **MELEE DAMAGE TABLE** as if hit in the head! After this the hacker does not need to “jack out” as he already has...

COUNTER MEASURES

Okay things have “gone south” quickly, and the hack attempt has been discovered. So what happens now? Well that depends on how high a Security Q the target computer has.

If the Security Q of the target computer was 3 or less roll 2d6 versus its Security Q on this table.

2 HACKER RESPONSE SQ 3-

Taken versus the SQ of the target computer

Pass 2d6

- *Localized alarm sounds.* Armed response count down begins in activation + two.

Pass 1d6

- *Localized alarm sounds.* Armed response count down begins in activation + three.

Pass 0d6

- *Localized alarm sounds.* Armed response count down begins in activation + four.

Armed response in activation + “x” means that in the “x” turn the armed response consisting of one security guard (1-3), two security guards (4-5), or a security team of three (6) will arrive. Guards are rolled on the Basics or other appropriate table for Rep and weaponry. “Appropriate” means if you are hacking a Drantak installation you will get Drantak security forces to respond.

If the Security Q of the target computer was 4 or higher roll 2d6 versus its Security Q on this table.

2 HACKER RESPONSE SQ 4+

Taken versus the SQ of the target computer

Pass 2d6

- *Local alarm sounds, facility “locked down” and the hacker is attacked!* Armed response count down begins in activation + one.

Pass 1d6

- *Local alarm sounds and facility is “locked down” (1-3) or the hacker is attacked (4-6).* Armed response count down begins in activation + one.

Pass 0d6

- *Localized alarm sounds.* Armed response count down begins in activation + one.

Armed response in activation + “x” means that in the “x” turn the armed response consisting of three security guards (1-3), four security guards (4-5), or a security team of five (6) will arrive. Guards are rolled on the Free Company or other appropriate table for Rep and weaponry. There is a chance (1-2) that a security bot such as the HAFER-2 will respond instead. “Appropriate” means if you are hacking a Drantak installation you will get Drantak security forces to respond.

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Hacking into a Security Q4 or higher system is deep stuff. This is a system that has very, very sensitive information to protect.

Military, “mega-corp”, whatever you’re getting into, these guys play by their own rules. If they catch you they’ll torture you to find out who hired you or mind probe you so deep you won’t even be able to lick stamps.

If they can’t catch you, you can be sure they’ll kill you in a heartbeat. No one will know the better and those that do, won’t care...if they are smart.

LOCK DOWN

This means that the hacker attempt has triggered a remote alarm. Immediately the facility will go to “lock down” status.

- First off the system is “locked down” and all attempts at hacking into it will fail.
- Security doors lock into place. ALL EXITS can only be utilized with a pass code. If you don’t have it then you must hack into it. Each exit will count as a Security Q1 electronic lock.

HACKER ATTACKED

The system is fighting back. Whether operated by a live Sys Op (1-3) or by the system itself (4-6) the hacker is attacked. The system uses its Security Q for the attack. A Sys Op is generated the same way as a security team member and has Skill Q equal to Rep. The attack is carried out as follows:

- Roll 1d6 and add the result to the Security Q or Skill Q of the hacker whichever was used.
- Roll 1d6 and add the result to the Security Q of the target computer system or Skill Q + 1 of the Sys Op, whichever is higher.
- If the total of the hacker is higher than the system/Sys Op then you can disconnect your jacks with no harm to you or your computer.
- If the total of the hacker is less than the system/Sys Op total and the hacker was using a computer, then the hacker’s computer is disabled and it is useless until after the encounter is finished. If the hacker was using Skill Q instead then he is OOF.
- If the total of the hacker is less than half the target total and the hacker was using a computer the computer is destroyed beyond repair. If the hacker was using Skill Q instead then he is dead...dead, dead.

WHOA, SKILL Q? JACKS? SLOW DOWN COWBOY!

Oh you noticed. Skill Q refers to the hacker’s innate ability to hack into a system. If you have a low or no Skill Q you use a computer to hack. If not you use your Skill Q. Using your Skill Q allows you to add one to your total when hacking but also exposes you personally to any attacks made by the defensive system.

Jacks are the hardware used to link your computer to the target computer. If you’re using your Skill Q then you use an internally embedded jack that connects you directly to the target computer. A complete treatment of cyber enhancements will be the subject of a future 5150 scenario book.

ACQUIRING SKILL Q

Any character can substitute one Attribute for a Skill Q in computers equal to his current Rep.

BUT HOW DOES IT REALLY WORK?

Yes, I know, I know, I know. Some of you out there really want an example so here it goes!

Example – “Qwik Nikki” has just sat down in front of a Security Q4 system. Nikki has a Computer Skill Q 4 and spends the first activation “jacking in”.

- *Next activation she gets started. Nikki rolls 1d6 and scores 4. She adds this to her Skill Q of 4 for a total of 8. Add 1 more as she is physically “jacked” into the system so that makes it a 9.*
- *Next roll for the target computer. The score is a 6 for a total of 10, which exceeds Nikki’s score so she has failed.*
- *Next roll 2d6 versus the difference between the totals (Nikki 9 and the computer 10), which in this case is a 1. The dice are rolled and a 1 and a 4 are scored. Passing 1d6 means that the next time the computer rolls this test it will count a result of pass 1d6 as if a pass 2d6.*
- *Next Activation Nikki gives it another try. She scores a total of 7 while the computer scores a total of 10.*
- *Again a failure so 2d6 are rolled versus the difference again, and a 2, and 5, are scored. Passing 1d6 means that the hacker was detected and counter measures are now launched.*

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- Next roll 2d6 on the HACKER RESPONSE SQ 4+ Table. The score is a 4 and a 3.
- Pass 2d6 means that the facility is “locked down”. The system is now shut down and cannot be hacked. All exits have been secured with a Security Q1 electronic lock.
- Roll 1d6 for armed response. A “4” is scored and that calls for four security guards from the Free Company list.
- Lastly one more d6 is rolled to see if a security bot will respond instead of the security guards.
- A 3 is rolled so the guards will arrive instead on the second activation.
- In addition the result also specified the hacker was attacked. Now roll 1d6 and add it to Nikki’s Skill Q of 4. Add one more as we are using Nikki’s Skill Q so she has a total of 9.
- The defending computer now rolls 1d6 and adds it to its Security Q of 4. A six is rolled and the attack was automated and by the system for a total of 10.
- As the computer attack total is higher Nikki now is OOF.
- In addition as Nikki didn’t “jack out” voluntarily she also received an Impact 3 Melee Hit to the head!

CUTZ ALL

Does just what it says. The STRICKLAND 4000 AKA “CUTZ ALL” can cut anything. Anything. Used to make holes in walls etc., the Cutz All flashes out 1”, and cuts in one-inch increments per turn even when “doubles” are rolled for Activation.

The only restriction is that it can only cut through a surface that is 1” or less thick. *Example – Jim Bob Joe whips out his Cutz All and starts cutting on a passageway door. At the end of the activation he has made a ½” vertical cut and a ½” horizontal cut above it. Next turn he cuts another ½” vertical cut from the bottom of the horizontal cut effectively making a ½” by ½” door to slide through next activation.*

BREAKING AND ENTERING

Need to unlock a door because you uh, lost the key. Yeah that’s it, you lost the key. No problem, just use the **QUICK PICK**. This tool works on the same principal, as the Cutz All except it will make an eight-inch hole in anything. That’s eight inches in scale not table space. Just enough to cut out the lock and get your hand in to open a door. The downside is it doesn’t work on computerized locks. That’s what the **SLICK PICK** is for.

The Slick Pick is easy to use. On the first operator activation the user pops open the keypad

allowing access to the security lock. On activation 2 the device is hooked up and the user rolls 2d6. On a score of double sixes the device doesn’t work and you must try again next activation. Any other score the hack is successful and security is overridden and the door will open at the start of the next turn.

ENCUMBRANCE AND LUGGING ALL THAT STUFF AROUND

Remember those great role-playing games where you would spend hours figuring out how much stuff your character could lug around? Some games called it encumbrance or something similar. And how much did a repeating crossbow with 24 bolts actually weigh? How much stuff *could* my guy carry around?

Well, in 5150 it’s all about the game. So we’ve made it real easy. Ready?

First off we’ll assign all *personal* items an **ENCUMBRANCE VALUE (EV)**.

Next, *you can carry on your person*, two times your Rep in EV. Each point of EV more than that will slow your movement down by 1”. Simple? What, what are the Encumbrance Values of things? Well here it is:

- If you would normally use the item with one hand it has an EV of 1.
- If you would normally use the item with two hands it has an EV of 2.
- If you have to strap it on your back to use it then add 2 more EV.
- If the item is an implant it has 0 EV.

That’s it, short and sweet. *Example - Jim Bob Joe has a shotgun (2 EV), a knife (EV 1), pistol (EV 1), 50 feet of rope (EV 2), and a gas mask (EV 1). He is carrying 7 EV and as he is a Rep 4 he has no movement penalties.*

Wait, wait, and wait some more! According to these rules if I am a Rep 5 guy I could carry an assault rifle (EV 2), flame thrower (EV 2+2), shotgun (EV 2) and two pistols (EV 2) and not take any movement penalty? Isn’t that a bit crazy? I’m already thinking of real whacko combinations to abuse this obvious oversight on your part. What do you say to that?

“Obviously Dead”...

LITTLE STUFF

What about little stuff? You know, like wallets, food, etc. If it’s non-lethal and “normal” every day stuff that you’d leave your house with then there’s 0 EV to it.

Hey look, we don’t want to make this too extreme and excessive and if you really have to

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“cheese” it and abuse the “spirit of the rules” that’s fine. We’re just giving you some easy guidelines to follow. Actual mileage may vary. ☺

MISC EQUIPMENT	RANGE	TARGETS	EV	COST*
Portable computer	x	X	2	30 - 180
Implanted CPU	x	X	1	100 – 500
DSD (Q1 to Q5)	x	X	1	10-50
Implanted DSD (Q1 to Q5)	x	X	na	60 – 360
Cutz All	1	X	2	130
Jacks	x	X	na	10
Quick Pick	x	X	1	30
Slick Pick	x	X	1	70

* These values are provided for use with a future supplement. For the purposes of the Infestation Scenario, players may bring any equipment they can carry and think necessary with the exception of implants. Only Timlin has an implant as specified in his character description below.

PSY

Short for **PSIONICS**, the ability to tap into the power of the mind to perform extraordinary feats.

“We interrupt this transmission for an important announcement...”

PUBLIC ANNOUNCEMENT
DEPARTMENT OF HOME SECURITY (DHS)
Office of the Spokesman

This information is current as of today, 550829 09:44:48 GPST-0600 (Gaea Prime Solar Time).

CORRUPTED PSYS

550829

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

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

- Any “rogue” Psys*.
- Any non-absorbed Psys.
- Anyone over the age of seven displaying Psy abilities.
- Anyone willingly providing aid or comfort to any of the above subjects.

* Rogue Psys are those that have been absorbed by the Department but for whatever reason no longer are contained.

All of these subjects are considered to be “armed and dangerous” and are to be avoided at all costs. Any interaction with or information concerning these subjects requires immediate reporting to the proper authorities.

Citizens are encouraged not to shirk their duty!

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

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

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

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

“We return you back to the previous transmission...”

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PSY AS IT RELATES TO GAEA PRIME

All citizens, in theory, are tested for signs of Psy ability prior to the age of seven. Those that show any aptitude are absorbed as “wards” and provided with all needs and necessary protection for the length of their life, and in some cases beyond. For more info, see the section entitled **HALF DEAD**. In return they are “... to serve for the betterment of the people and are assigned appropriately”.

Any Psy not absorbed or turned “rogue” are termed “menaces” and apprehended. If capture is not a viable option then they are to be “terminated with extreme prejudice”. The phrase is well known and nothing more need to be said.

PSYS AND SOCIETY

Psys are not always accepted everywhere. Whenever a Psy has any interaction with Law Enforcement the Law Level of the planet/area is temporarily increased by one for the duration of that interaction.

If accosted by Law Enforcement the Psy should produce his **GP ID** to verify he is a “ward”.

Psys are generally not trusted, and when using the **TALK THE TALK TABLE** they always count a negative 2 modifier as if they had fought each other in the past when dealing with non-Psys.

AREAS OF PSY

PSY energy and its use can be divided into two areas. The first, called psy-gamma (PG), deals with perception, while the other area, called psy-kappa (PK), deals with action. All psy abilities used in the 5150 universe will fall into one or the other area.

USING PSY

Psychic feats, (“psy-disciplines” in the rules) require the Psy to completely focus on the task at hand. Therefore, when attempting a psy-discipline, the Psy may not do anything else. This includes moving, shooting a weapon, and anything except focusing on the mental task at hand. If the Psy is forced to break off his concentration due to external circumstances, such as being shot, or meleed, he must immediately take a **CLOSING THE LINK TEST** if using psy-gamma, or a **SPENT TEST** if using psy-kappa.

PSY-GAMMA (PG)

As mentioned previously, psy-gamma is perceptual psionics. This is direct mind-to-mind

contact as opposed to using psy-energy to attain a physical reaction. To use psy-gamma there must be a Psy, and a subject, also referred to as a “target”. There are four different psy-disciplines that use psy-gamma energy. They are:

- Empathy
- Probing
- Seek
- Suggestion
- Closing

Psy-gamma psionics involves both the Psy and the target rolling a number of d6 to determine success. Success is measured by how many more d6 the Psy passes versus the number passed by the target. **A target may always choose to pass 0d6 to allow a Psy free access to its mind.**

GETTING STARTED

Regardless of what the Psy wants to do whether Suggestion, Probe, etc. it all starts with establishing an **EMPATHIC CONNECTION**. This connection *must* be made first before anything else can be tried.

EMPATHY

Empathy is the ability to know someone else’s emotions psychically during normal conversation or even silently at a distance. Empathy is limited telepathy and the most common of all psy abilities. Most people feel a form of empathy when conversing with friends. However, a Psy can do much more than this. A Psy may establish a psy-connection with his target.

To do so he must be within three times the Psy’s Rep in inches from the target but not necessarily in LOS. Once this requirement is met it must be determined if the subject is willing or unwilling.

If the target is willing then the Psy can make the connection without having to roll for it.

If the target is not willing then use the following procedure.

1. Determine if the target has any Psy abilities. If it does, then it will roll 2d6 versus its Rep.
2. If the target does not have any Psy ability, then it will roll 2d6 versus *half its Rep rounded up*.
3. The Psy will roll 2d6 versus Rep to determine success. If the target does not have Psy ability then the Psy is allowed to roll 3d6 instead.
4. The Psy and the target roll the appropriate number of d6.

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5. Compare the number of passing d6 (score of equal or less than Rep or modified Rep) between the Psy and the target and consult the **EMPATHIC CONNECTION TABLE** to determine if the attempt is successful.

2 EMPATHIC CONNECTION

Psy attempting connection with non-Psy +1d6

- Used with unwilling subject.
- Count results of number d6 more passed by Psy over target.

Pass 2d6 or more than target:

- Connection established and may transfer this activation

Pass 1d6 or more than target:

- Connection established but spends this activation strengthening the connection. No transfer during this time. A Psy target may attempt to Close the Link if they activate before Psy.

Pass 0d6 or less than target:

- No connection.

Once the connection is made emotions will flow in both directions with both the Psy and the target feeling some emotions from each other. If a **HALF DEAD** is involved this can be dangerous.

PROBING

Once a connection is established the Psy may begin to probe the mind of the target by taking a “Probing” test. Once started, the Psy can ask the target as many questions as desired in a single probing activation. Probing that involves a **HALF DEAD** is very dangerous.

The Psy can ask questions to navigate through the target’s mind such as “Can you show me images about the aliens you’ve encountered?”

The target must answer truthfully unless it can successfully **BLOCK OUT** the Psy or force a closure of the link in which case it won’t answer at all. See the “Probing” test below.

2

PROBING

Psy in connection with non-Psy +1d6

- Use when in connection and searching for images, sounds, and feelings.
- Count results of number d6 more passed by Psy over target.

Pass 2d6 or more than target:

- Psy successfully probes target.

Pass 1d6 or more than target:

- Psy unsuccessful at probing and Psy will immediately take a **BLOCK OUT** test.

Pass 0d6 or more than target:

- Psy unsuccessful and must take a “**CLOSING THE LINK**” test.

When being probed it is possible for the target to try and shield or block his thoughts and to even go as far as try to push the Psy out of its mind. If the Psy encounters a result of “Block Out” immediately take a **BLOCK OUT** test then use the table following.

2

BLOCK OUT

Psy in connection with non-Psy +1d6

- Use when attempting to block probing of Psy.
- Count results of number d6 more passed by Psy over target.

Pass 2d6 or more than target:

- Psy maintains link. Immediately retry desired action.

Pass 1d6 or more than target:

- Psy maintains link but suffers minimal block out. Psy may immediately retry desired action.

Pass 0d6 or more than target:

- If in connection with non-Psy then Psy suffers severe block out! Psy will instantly take “Closing the Link” test at –2 to Rep with both parties counting himself as the Target.
- If in connection with another Psy then target Psy will immediately attempt to “overwhelm” the Psy and take control. Go to “Empathic Connection” table with target Psy establishing the connection.

SEEK

The psy-kappa energy expended when using “seek” allows the user to “see” where the target is. To

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use this ability the Psy rolls 2d6 on the **SEEK TABLE** versus his Rep.

<p>2 SEEK</p> <p><i>If have personal object of target +1d6</i></p> <ul style="list-style-type: none">• Use when Psy wishes to find someone. <p>Pass 2d6:</p> <ul style="list-style-type: none">• Psy successfully “sees” the target and can pinpoint exact location regardless of distance. <p>Pass 1d6:</p> <ul style="list-style-type: none">• Psy has vague idea but cannot pinpoint location. May try again next activation. <p>Pass 0d6:</p> <ul style="list-style-type: none">• Total failure, no luck and can never try again.

While a successful Seek will tell you the location of the target there is no guarantee that the target will be located someplace accessible from your current Encounter location.

SUGGESTION

The Psy may try and compel the target to undertake some action by planting a suggestion into the mind of the target. This is usually a simple task such as “open the door” or “bring me that item”.

If the Psy wants to try a harder or dangerous suggestion then he does so at –1 to his Rep.

If he tries to plant a “morally inconsistent suggestion” that would be contrary to what the target would normally be willing to do then there is greater resistance. In some cases this may require the use of the **IMMORAL SUGGESTION TABLE**.

To plant a suggestion the Psy uses the **SUGGESTION TABLE**.

<p>2 SUGGESTION</p> <p><i>Psy in connection with non-Psy +1d6</i></p> <ul style="list-style-type: none">• Use when wanting to plant a suggestion into the target’s mind.• Count results of number d6 more passed by Psy over target. <p>Pass 2d6 or more than target:</p> <ul style="list-style-type: none">• Psy successfully plants suggestion. If attempting to plant a morally inconsistent suggestion then the target must roll on the IMMORAL SUGGESTION TABLE. <p>Pass 1d6 or more than target:</p> <ul style="list-style-type: none">• Psy unsuccessful at suggestion and Psy takes a “BLOCK OUT” test. <p>Pass 0d6 or more than target:</p> <ul style="list-style-type: none">• Psy unsuccessful and must take a “CLOSING THE LINK” test.
--

<p>2 IMMORAL SUGGESTION</p> <ul style="list-style-type: none">• Taken by Target when Psy attempts to plant a morally inconsistent suggestion.• Count results of number d6 passed by target. <p>Pass 2d6:</p> <ul style="list-style-type: none">• Target refuses to cooperate. <p>Pass 1d6:</p> <ul style="list-style-type: none">• Target refuses to cooperate in any suggestion that could cause physical harm to self or others. <p>Pass 0d6:</p> <ul style="list-style-type: none">• Target cooperates fully.

Once a suggestion has been refused it cannot be tried again.

CLOSING THE LINK

When the Psy is ready to break the connection between Psy and target the **CLOSING THE LINK TABLE** is used. This can pose a danger to the target if not done correctly.

Once a link has been closed the Psy is allowed to use an additional 1d6 when trying future connections with that target.

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2 CLOSING THE LINK

Psy attempting connection with non-Psy +1d6

- Use when desiring to close the link between Psy and subject.
- Count results of number d6 more passed by Psy over target.

Pass 2d6 or more:

- Link gently broken and both parties can function normally in both reaction and when active.

Pass 1d6 or more:

- Link broken. Psy can function normally in both reaction and when active. Target must spend next Activation remaining motionless. May not function whether in reaction or active until this is done.

Pass 0d6:

- Link broken. Psy spends next Activation remaining motionless. May not function whether in reaction or active until this is done. Target is **OOF**.

PSY-KAPPA (PK)

As mentioned previously psy-kappa is the psionics of action. While gamma is between minds kappa is mind over matter. There are five different psy-disciplines that use psy-energy, the stuff of psy-kappa. *If for any reason the Psy is unable to use psy-energy, no psy-kappa discipline may be attempted.*

The psy-kappa disciplines are:

- Push Object
- Manipulate
- Levitate
- Force
- Psy Blast

Psy-kappa psionics involves the Psy rolling a number of d6 versus its Rep to determine success. Success is measured by passing 2, 1, or 0 d6.

GETTING STARTED

To get started the Psy decides what he would like to try and the size of the object he wishes to try it on.

Small objects are defined as items that are roughly the size of a can of spray paint or smaller and weigh less than one pound.

The maximum sized object a Psy can affect would be of roughly man-size and weight.

PUSH OBJECT

When successful the Psy “pushes” the selected object along a flat surface at a slow rate. This can be the floor, or perhaps a tabletop. The Psy must have a LOS to the object he wishes to push. Those hit by a pushed object do not suffer any damage.

2 PUSH OBJECT

Small object +1d6

- Use when want to “push” an object.

Pass 2d6:

- Object successfully pushed in desired direction up to 2” if small object, 1” if large object.

Pass 1d6:

- Object remains in place. Psy may retry next Activation.

Pass 0d6:

- No success, object remains in place. Psy may not use any psy-energy next Activation. If attempted to move large object the Psy must take **SPENT TEST**.

MANIPULATE

One of the oldest recorded uses of psionics, “manipulating” means to literally bend an object. This power can also be used to manipulate small objects, for example turning a key that is already in a lock. This is limited to small items no larger than 12” long and 1” thick. The Psy must have a LOS to the object he wishes to manipulate.

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2 MANIPULATE

Small object +1d6

- Use when the Psy wants to bend or reshape a small metal object or manipulate it.

Pass 2d6:

- Psy bends object up to 45 degrees or manipulated as desired.

Pass 1d6 or more than target:

- Object maintains shape or remains motionless. Psy may retry next Activation.

Pass 0d6 or more than target:

- No success, object maintains shape or remains motionless. Psy may not use any psy-energy next Activation.

LEVITATE

Another old use of psionics often referred to as a “magic” trick, “levitating” means to literally lift an object, even the Psy, off the ground up to height of 2” above the table or board. The Psy must have a LOS to the object he wishes to levitate. Note that the levitation is straight up and no horizontal movement occurs. *That* would be possible by next using the Psy “force” ability.

FUN WITH LEVITATING OBJECTS AND BEINGS

There may come a time where you are in close proximity to something or someone that’s floating in the air at the whim of someone else’s Psy.

If you want them down, just move to them and pull them down.

Or if you just want to move them, just “carry” them like a 0 EV object.

For added fun your Psy can Force them even though a different Psy was levitating them in the first place...see below.

2 LEVITATE

Small object +1d6

- Use when Psy wishes to raise or maintain target off ground up to 2” above the table/board.

Pass 2d6:

- Psy successfully achieves levitation.

Pass 1d6:

- If trying to raise target. Psy is not successful. May try again next Activation.
- If trying to maintain levitation of target. Psy is not successful and target falls to ground. May try to levitate again next Activation.

Pass 0d6:

- If trying to raise target, Psy is not successful and may not use any psy-energy next Activation.
- If trying to maintain levitation of target Psy is not successful and target falls to ground. Psy must immediately take **SPENT TEST**.

FORCE

The psy-kappa energy expended when using “force” allows levitated objects to be moved at safe speeds up to twice the Rep of the Psy in inches.

In addition it also allows for levitated small objects to be “fired” up to three times the Rep of the Psy in inches as if firing a BAP. Firing a small object is done by rolling on the **RANGED COMBAT TO HIT TABLE**.

2 FORCE

Small object +1d6

- Use when Psy wishes to “fire” an object at a target.

Pass 2d6:

- Psy successfully “fires” the object or moves it at safe speed.

Pass 1d6:

- Item remains levitated but does not travel forward. May try again next activation or in reaction.

Pass 0d6:

- Total failure, item falls to the ground.

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SPONTANEOUS COMBUSTION

The psy-kappa energy expended when used allows the Psy to start a fire. To do so there must be combustible material within two times the Rep in inches of the Psy. This cannot be a living being. To start a fire the payer must roll 2d6 on the **SPONTANEOUS COMBUSTION TABLE** versus the Rep of the Psy.

2 SPONTANEOUS COMBUSTION

- Use when Psy wishes to start a fire.

Pass 2d6:

- Psy successfully causes combustion and the fire starts.

Pass 1d6:

- Starts to smoke but can try next activation at +1 to Psy's Rep.

Pass 0d6:

- Total failure, may try again next activation.

PSY BLAST

This is the most dangerous use of psy-kappa energy. In effect the Psy focuses energy and slams it into the mind of its target. The Psy must have a LOS to the target and personal armor does not provide any protection. A Psy Blast is even effective versus multi-organism beings such as the Grath.

2

PSY BLAST

- Psy may direct an energy blast up to 3 x Rep in inches at up to one target per Rep of Psy.
- Minus one to Rep of Psy if directing blast at three or more targets.

Pass 2d6:

- Psy successfully sends blast to all targets. All targets hit by a Psy Blast must roll 2d6 versus their rep on the **PSY BLAST DAMAGE TABLE**.
- In addition the Psy must immediately take **SPENT TEST**.

Pass 1d6:

- Psy has partial success sending blast at nearest target only.
- Psy must immediately take **SPENT TEST**.

Pass 0d6:

- Psy unsuccessful and must immediately take **SPENT TEST**.

2

PSY BLAST DAMAGE TABLE

Taken versus Rep of target.

- Taken by target of **PSY BLAST**.

Pass 2d6:

- Target is **Knocked Down**.

Pass 1d6:

- Immediately re-roll test. Count results of pass 1d6 as if passed 0d6.

Pass 0d6:

- Target is **Out of Fight**.
- Grath target suffers OD as its head dissipates...

Using the Psy Blast is not without its dangers. When the Psy scores a result of take a **SPENT TEST** roll 2d6 versus its Rep and consult the **SPENT TEST TABLE**.

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2 SPENT TEST

Taken versus the Rep of the Psy.

- Use when called for, usually after Psy has been expended massive amounts of psy-kappa energy.

Pass 2d6:

- Psy must spend one full turn of Activation quiet and motionless without attempting to use any psy discipline.

Pass 1d6:

- Psy must spend 1+1d6 full turns of Activation quiet and motionless without attempting to use any psy discipline.

Pass 0d6:

- Psy is Out of Fight. When recover must wait 1d6 Activations before able to use psy discipline.

2 OUT OF FIGHT RECOVERY

+1d6 if Psy did not go OOF due to using Psy Blast.

Pass 2d6

- Psy recovers in number of turns equal to six minus the Psy Rep.

Pass 1d6

- Out of Fight Psy stays Out of Fight.

Pass 0d6

- Psy dies.

PREMONITION

When Activation dice are rolled and come up odd doubles compare the dice score to the Rep of the Psy as if taking a reaction test. If the Psy passes 2d6 he has had a “premonition”. Immediately roll 2d6 versus the Rep of the Psy and consult the **PREMONITION TABLE**.

COMBINING PSY-KAPPA ABILITIES

Psy-kappa abilities can be combined to perform actions. *Example – Hallern spies a fork on the table across from his cell. He “manipulates” it to fit the lock on the cell door. He then “levitates” it into the air. Finally he “forces” it while in midair to the lock and inserts the fork. He can next take an **UNOPPOSED TEST** to pick the lock. Before he can grab it a guard enters the room. Hallern takes an *In Sight* test and gets a result of may fire. He then uses his “force” ability to “fire” the fork at the guard. He rolls on the *Ranged Combat to Hit Table* and scores a result of *Hit Desired Location* and sticks it in the guard’s eye.*

PSY OUT OF FIGHT CHECK RECOVERY

When a Psy has suffered an Out of Fight result he must *immediately* roll on the **PSY OUT OF FIGHT RECOVERY TABLE**.

If a medic is present then roll 1d6 versus his Medic skill and apply as if using Leader Dice.

2 PREMONITION

Taken versus Rep of Psy

- Use whenever “odd” doubles are rolled for Activation and group is **NOT** in contact with enemy.

Pass 2d6:

- Psy senses “imminent danger”. When enemy is encountered the group will activate first regardless of score of Activation dice being rolled. In addition, Psy senses “safe passage” and group may move this activation. See page 40 of the 5150 rules for clarification of the **CONTACT** rules.

Pass 1d6:

- Psy senses “safe passage” and group may move this activation. When moving in “safe passage” the group will not test to discover enemies by moving in sight of terrain.

Pass 0d6:

- Psy is uneasy but nothing specific.

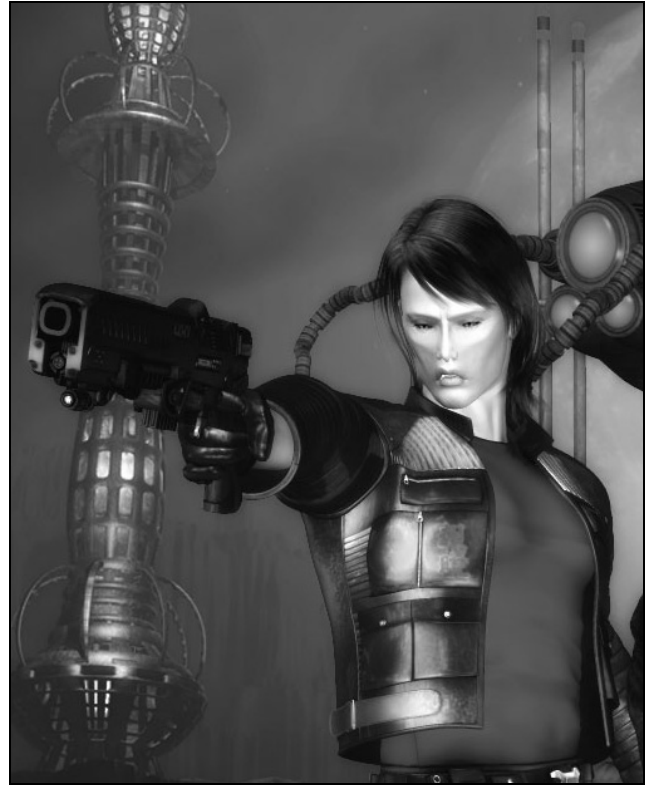
PUTTING IT ALL TOGETHER

Char is a Rep 4 Psy. She is sitting across from Digger a Rep 3 Basic. Digger is a suspect in a crime and tied to the chair so he really isn’t going anywhere. Char has been brought in to get some info.

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Char decides to start by establishing a psychic link to Digger and must use her **EMPATHY**.

- Char will be using 3d6 and her full Rep of 4.
- Digger will be using 2d6 and a Rep of 2 because he is not a Psy.
- Char rolls a 3, 4, and 5, passing 2d6.
- Digger rolls a 1 and a 6, passing 1d6.
- On the Empathy Table Char establishes a link but cannot transfer until next Activation.
- Next Activation Digger goes first but cannot do anything. A Psy target could have tried to Close the Link.
- Char now tries to Probe and rolls a 2,3 and 4 passing 3d6.
- Digger rolls a 2 and 3 and passes 2d6.
- On the pass 1d6 portion of the Probe table Digger now tries to Block Out.
- Char and Digger now go to the Block Out table and roll dice.
- Rolling dice results in Char passing 2d6 more and this takes the duo back to the Probe Table.
- Char and Digger immediately roll d6 and Char passes 2d6 more. She immediately asks Digger for the information she needs. After being satisfied she tries to Close the Link.
- Char rolls results in a pass 2d6 more than Digger and the link is successfully broken.



He's Half Dead, not stupid...

HALF DEAD

According to law all Psy are “wards” of Gaea Prime. As such all their needs are met and their protection is assured. This protection takes two forms. When in “safe” areas they are under constant surveillance. When in dangerous situations such as combat they are paired with a “**GUARDIAN**”. This guardian is always Rep 5 and is an ex-Star Army soldier. The guardian will do whatever is in his power to protect the Psy from harm. However, if there is a chance of the Psy being captured (or escaping in rare cases) the guardian is charged with terminating the Psy. Traditionally this is done with three shots in the head.

If the Psy takes a fatal wound and there is no possibility of losing the body, the guardian has one minute to administer a **CRYOPRESERVATION** injection that stops the death process. Once the Psy has been “put on ice” as they say, the body is transported back to the Gaea Prime home world where the Psy can be “revived”.

Unfortunately this process does not heal the dead Psy but merely restores him to functionality. Once the Psy has been revived he has all previous rights and responsibilities returned to him. Basically he is sent back into society.

HALF DEAD APPEARANCE AND NEEDS

The Half Dead Psy will appear as a normal Basic with the exception of a pale grayish hue to the skin. The skin will be warm or cold to the touch depending upon the temperature the Psy is exposed to but is subject to damage like any Basic human would be. There have been instances where Half Dead Psys have tried to use make-up or similar to disguise their skin color.

Otherwise it is hard to tell a Half Dead from other Basics although some experts say looking them in the eyes can reveal the truth. This is done by rolling 2d6 on the **IT'S IN THE EYES TABLE**.

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2 IT'S IN THE EYES

- +1d6 if tester using a Feldman device*.
- Count results of number d6 more passed by tester over Psy.

Pass 3d6 more than Psy:

- Confirmed, he's Half Dead...or not.

Pass 2d6 more than Psy:

- If the Psy has a higher Rep than the tester then count as if pass 1d6 more than Psy.
- If the Psy is not a higher Rep than the tester then it's confirmed, he's Half Dead...or not.

Pass 1d6 more than Psy:

- Not sure, but he could be Half Dead...or maybe not.

Pass 0d6 more than Psy:

- No, he's definitely not Half Dead...or not but you could be wrong now! (well you really are wrong but you don't know it).

*A Feldman device is a scientific machine that is used when administering specific tests in a clinic or similar environment.

Half Dead do not require food but instead need to ingest "nourishment" through the injection of **NANOBOTS*** Use of this nanotechnology renders treatment on a cellular level to stop the dying process and keep the Psy more or less "alive". The Psy usually needs a weekly dosage of "the juice" to stay alive. As the juice is normally produced on the Gaea Prime home world controlling the flow of the juice keeps the Half Dead Psy dead loyal.

*Nanobots are microscopic in size and work in very large numbers to perform the macroscopic tasks related to keeping the Psy alive.

HALF DEAD EMOTIONAL STATE

...or lack thereof. Half Dead do not have any emotions, period. Don't be fooled into thinking they do. If you experience what appears to be a show of emotion from a Half Dead it is for your benefit and your benefit only.

HALF DEAD MENTAL STATE

Mentally the Half Dead Psy will function just like they did prior to their death. In fact the Psy must pass a brace of tests to be sure of this and if they do not pass they are "allowed" to return to their dead state.

DANGERS FROM THE HALF DEAD

Whenever a Half Dead is successful in establishing an **EMPATHIC CONNECTION** with a non-Psy target or successfully **PROBES** a non-Psy target there is the chance of damage to the target. During these connections there is transference of images and emotions in both directions. Therefore the target must roll 2d6 each time the Half Dead is successful (passes 2d6) when connected or probing. Compare the scores versus the Rep of the target and consult the **TIME TO DIE TABLE**.

2 TIME TO DIE

Taken versus the Rep of the target.

Pass 2d6

- Target is fine.

Pass 1d6

- Target subtracts 1 from current Rep. If target reaches zero then target is OOF.

Pass 0d6

- Target subtracts 2 from current Rep. If target reaches zero then target is OOF. If target reaches negative one then target dies.

Any reduction of Rep suffered as a result of a **Time to Die** test lasts only so long as the Psy and target remain linked...that is unless the target goes OOF or dies first.

PLAYING THE MISSION

This section will explain how to play the scenario. To best enjoy it **DO NOT** read the **TOP SECRET SECTION** following this section until you actually sit down to play. Then as you play you will be referred to portions of the **TOP SECRET** section as needed.

If you do read the **TOP SECRET** you still will have fun. And you can play it over and over again as well.

MISSION BRIEFING

Z-Lab 41 was set up last year on the border of, but not in Xeog space. What exactly the project's purpose was is irrelevant. Just know that 16 hours ago we received the emergency "911" signal from the lab and all subsequent attempts at contact have failed.

As it is a Z-Lab we can't begin to speculate what the emergency is, but it's probably nova major. You are the closest team to the lab and our only chance for a timely response.

You have 24 hours to complete your mission as our window of opportunity is closing. Again because of it being a Z-Lab we cannot take chances with it being compromised. Protocol dictates that we destroy the lab from above. This will be done whether you have vacated the area in time or not.

Your mission is two-fold.

First off we need you to gather information. Access three computers located at the lab. One is located in the command center while the other two are in the science labs. Download any and all data that you find.

Next extract survivors. You will only have a ten-man insertion ship so there is limited room. We will provide info on each of the A.o.I.* targets.

The first is Professor Alka "Seltzer" Schlereth.

The second is Professor Carm "the Charm" Rodriguez.

Lastly Captain Tabitha "Tabby" Butterfield, Chief of Security.

Extraction of additional personnel assets is at your discretion.

Remember, you have 24 hours then we nuke it.

- **A.o.I** – "Assets of Interest" or primary targets for extraction.



*Captain Tabitha Katherine Butterfield
Chief of Security Z-Lab 41*

TEAM MEMBERS

Including you (Capt. Frank Timlin) you will have the following COG operatives:

CAPTAIN FRANK "TANK" TIMLIN – Team Leader

- Rep 5
- Basic COG Attributes package
- Also Born Leader
- SQ 3 Implant CPU
- Outfit as desired

SERGEANT P "PANDA" ANDERSON - NCO

- Rep 5
- Basic COG Attributes package
- Also Resilient
- Carries heaviest weapon in team.

PFC JB "KEYS" BENSON

- Rep 5
- Basic COG Attributes package
- Computer Skill Q4
- Carries "jacks".
- Carries **Slick Pick**

PRIVATE "SLAW" COLE

- Rep 4
- Basic COG Attributes package

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PRIVATE “GITTER” DUNN

- **Rep 5**
- Basic COG Attributes package
- Also Nerves of Steel
- Acts as Hallern’s guardian.

In addition you will also have:

TOBIAS “RIP” HALLERN – PSY (HALF DEAD)

- Rep 4
- Psy-gamma master
- Has following abilities:
 - Empathy
 - Suggestion
 - Probe
 - Close Link
- Has Crappy Shot, Hard As Nails, and Slight for Attributes.
- Outfit as desired

WHAT CAN YOU BRING

You have been assigned a vehicle to get you there and get you back. It’s a “Type – 4” Military transport as found on page 32 of the 5150 rules book. The pilot is Rep 5 so don’t worry, we’ll get you in and out.

Otherwise you have access to all the weapons and equipment listed in the COG description with the exception of **NEO-ARMOR**. There just isn’t time to get some to you.

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COG



COG: Plausible denial.

CURRENT HISTORY

As defined by the newly restructured **DEPARTMENT OF HOME SECURITY (DHS)**, a “covert operation” is one intended “to influence political, economic, or military conditions off-world, where the involvement of **GAEA PRIME** will not be apparent or acknowledged publicly.”

To better complete these operations the “functional arm” of the DHS was formed. This agency is known as the **COVERT OPERATIONS GROUP** or **COG**. *Whereas a “clandestine operation” emphasizes the concealment of the operation a “covert operation” emphasizes the concealment of the identity of the sponsor.*

The **STAR ARMY** carries out clandestine operations while **COG** carries out covert ones.

And these operations are only restricted by the imagination of the DHS. Possible but unverifiable COG operations include ambushes, training military forces, mapping, prisoner extraction, rescue and recovery, raids, sabotage, surveillance, tapping into

communications, hacking into computer systems, black mail and other “stings”, setting up business fronts, inciting and fermenting revolution and a host of other things. The only restriction is that these operations can only be carried out against enemies of GP. However, there has been some debate as to who defines these enemies, and how rigorous a criterion is applied.

COG operatives are not subject to military supervision and on occasion GP military forces have unexpectedly run into evidence of suspected COG operations where no “friendlies” were expected.

In some instances COG operatives have acted, in the guise of “private contractors”, as advisors to Star Army (SA) operations. If there is a need for COG and the Star Army to interact, it always comes from “high up” and the two forces do not always share a sense of camaraderie. It’s a known “fact” that you never put ISS and COG together in the same place at the same time.

COG operatives come in a variety of shapes and sizes and are recruited from a variety of occupations and places. Both males and females are recruited for COG, the only restriction is that all candidates are genetically **BASICS**.

COG answers directly to the Director of the DHS and he or she **only**. At this time there is no estimate on the number of COG operatives nor indeed, has the existence of any such organization been publicly admitted by any GP official.

TYPES OF ENCOUNTERS

COG forces will use both the **MILITARY (1-3) AND ADVENTURER (4-6) ENCOUNTER TABLES** depending upon circumstances.

PRIMARY MOTIVATOR

As COG operatives will perform a variety of missions they will use the **PROFIT** motivator.

COG ORGANIZATION

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

COG operatives are usually assigned in teams of either four or six operatives. In certain circumstances a COG operator will be in the field by his or herself.

INFESTATION – 5150: ALPHA MISSION

COG	
ORGANIZATION -	Members
# Groups	Varies
Dice Generation	1(1), 4(2-4), or 6 (5-6) (1)
Leader Rep	Rep 6
Basic Rep	Rep 5 (1-4) (83 pts) Rep 4 (5) (66 pts) Rep 3 (6) (50 pts) (2)

(1) Operatives can either function alone or in teams of either 4 or 6 members.

(2) Maximum of one Rep 3 per team. Substitute Rep 4 if additional Rep 3s are called for.

ATTRIBUTES

All COG soldiers share the following

Attributes:

- **Agile** – The shooter CAN score a hit when shooting while fast moving.
- **Combat Expert:** Will always count at least pass 1d6 in melee and counts 1d6 extra in melee.
- **Expert Marksman:** +1 to Rep to when firing.
- **Medic:** Able to influence the recovery of others when taking an Out of Fight Check.
- **Snap Reflexes:** Add 1d6 to In Sight tests but only when stationary and able to take In Sight test *while moving*.

WEAPONS

COG forces have access to any GP weapon in any quantity. In addition there is a chance (1-4) of access to alien weaponry. COG operatives are familiar with alien weapons so do not count as unfamiliar when using them.

SUPPORT WEAPONS

COG has ready access to what other forces would consider “Support Weapons”. These are available as needed and in the quantities desired.

ARMOR

COG operatives use a variety of armor depending upon the operation, ranging from Soft Body (27 points) to Hard Body Armor (68 points) as well as access to **NEO-ARMOR** (185 points).

NEO- ARMOR

In addition to special weapons available to COG they also have access to special armor called Neo-Armor.

- **Neo-armor (NEO)** (185 pts) – Operatives in neo-armor have the following enhancements when “suited up”.
 - The armor has inherent damage stopping capabilities equal to **EXO-ARMOR**.
 - Has built in CPU rated 3/3/3 and cables for access to computers and other devices.
 - Neo-armor eliminates any movement penalties when moving through rough terrain, vegetation, or woods.
 - Neo-armor has built in infrared equipment allowing for normal visibility in low lighting conditions.
 - Each suit has a built in mini-grenade launcher fired from the right or left wrist. Distance is up to 16”.
 - Exo-armor is fully Comm-linked as normal with the addition of **EVAC REQUEST CAPABILITIES**.
 - Neo-armor is a self-contained environment that makes the wearer immune to gas attacks.
 - Neo has built in motion sensitive devices that will alert the wearer of any movement within 12” regardless of terrain.

COG INSERTION

COG forces can arrive at their target in a variety of ways ranging from and including land and water vehicles, air drops as outlined in 5150, and **POD DROP** insertions.

POD DROP

In a Pod Drop, the team is loaded into a hardened shell and dropped from orbit. The shell or Pod then pops open at high altitude and the team parachutes down safely to the surface. At least that’s the theory. To execute a Pod Drop first nominate a spot on the table as the landing point or LP. Next nominate the table edge that the drop is coming from. Then roll 2d6 for each team member and consult the **POD DROP TABLE**.

INFESTATION – 5150: ALPHA MISSION

2 POD DROP

Taken versus the Rep of each member.

Pass 2d6

- Right on target. Operative lands either long (1-3) or short (4-6) of the LP 1d6”.

Pass 1d6

- Off target. Operative lands either long (1-3) or short (4-6) of the LP 1d6” and then either left (1-3) or right (4-6) of the LP 1d6”.

Pass 0d6

- Botched landing. Operative lands either long (1-3) or short (4-6) of the LP 2d6” and then either left (1-3) or right (4-6) of the LP 2d6”.

In addition if an operative lands in any type of terrain other than clear he has a chance of either touching down okay (1-3), being OOF (4-5) as if hit in Melee with an Impact 3 weapon, or OD (6).

NIGHT HOOK

Night Hook recoveries are emergency extractions of COG operatives. To perform one the craft normally used to pick up and drop off operatives fly in at low-level and high-speed. They then “snatch” the team from the ground as they hang in a special rig. It takes two turns to set up the rig. The rig can accommodate up to 7 roughly human figures.

To do so use the rules in 5150 found on page 32. The difference is when the craft would normally land roll on the **NIGHT HOOK TABLE** instead versus the Rep of the Pilot.

2 NIGHT HOOK

Taken versus the Rep of the Pilot

Pass 2d6

- “You must be butter cuz you’re on a roll!” Snatch is successful immediately go to **PILOTING TABLE** on page 33 of the 5150 rules.

Pass 1d6

- “C’mon baby!” Snatch is initiated immediately go to **PILOTING TABLE** on page 33 of the 5150 rules counting the Pilot at –1 to Rep.

Pass 0d6

- “Hang on!” Trouble with snatch immediately go to **PILOTING TABLE** on page 33 of the 5150 rules counting the Pilot at –1 to Rep.

REINFORCEMENTS

Cog forces do not have access to reinforcements

VEHICLE AVAILABILITY

1 COG AVAILABILITY

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

INFESTATION - 5150: ALPHA MISSION

COG WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Laser Pistol	12	1	4	3	Special	Special	Special	4	2	1	16
Laser Carbine	24	1	4	3	Special	Special	Special	4	2	1	18
Laser Rifle	48	1	4	3	Special	Special	Special	4	2	1	20
Rapid-fire Laser Pistol	12	3	4	3	Special	Special	Special	4	2	1	52
Hand Webber	16	1	0	0	Special	Special	Special	0	0	NE	5
Pistol (P)	12	2	1	0	Special	Special	Special	1	NE	NE	4
BA Pistol (BAP)	12	2	2	1	Special	Special	Special	2	NE	NE	14
Machine Pistol (MP)	12	3	1	0	Special	Special	Special	1	NE	NE	7
BA Machine Pistol (BMP)	12	3	2	1	Special	Special	Special	2	NE	NE	22
Shotgun	12	3	2	1	Special	Special	Special	2	NE	NE	22
Bolt Action Rifle or Carbine	48	1	3	2	Special	Special	Special	3	NE	NE	15
Semi-auto Rifle or Carbine	48	2	3	2	Special	Special	Special	3	NE	NE	28
Assault Rifle	48	3	3	2	Special	Special	Special	3	NE	NE	41
LMG	48	6	3	2	Special	Special	Special	3	0	NE	86
Grenade	6/16	5" circle	2	1	Special	Special	Special	0	NE	NE	14
LAW	36	3" circle/1	OD	5	Special	Special	Special	OD	5	4	91
Flash Bang Grenades	6/16	12" circle	Special	Special	Special	Special	Special	Special	Special	NE	10
RF Laser/GL	48	3/5" circle	4	3	Special	Special	Special	4	2	1	127/40
Inferno Grenade	12	5" circle	OD	5	Special	Special	Special	OD	5	4	75/40
HMG	60	4	5	4	Special	Special	Special	5	1	1	106
Rocket Launcher	48	3" circle/1	OD	5	Special	Special	Special	OD	5	4	116/40
Heavy Mortar	Unlimited	10" circle	2	1	Special	Special	Special	2	NE	NE	82/14
Plasma Gun	24	3" circle	OD	OD	Special	Special	Special	0	5	3	96
Anti-Air Launcher	Unlimited	3" circle/1	OD	5	Special	Special	Special	OD	5	4	53
AP Mine	x	5" circle	2	1	Special	Special	Special	2	NE	NE	14
Inferno Mine	x	10" circle	OD	5	Special	Special	Special	OD	5	4	189

MELEE WEAPONS	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Unarmed combat	x	1	3	3	2	2	2	2	2	1	0	16
Combat Blade	x	1	4	3	3	3	3	3	3	2	0	24
Rifle with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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ALIEN WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Hishen Parak Pistol	12	2	1	0	Special	Special	Special	1	NE	NE	4
Hishen Parak Rifle	24	1	3	2	Special	Special	Special	3	NE	NE	13
Hishen Parak SMG	24	3	1	0	Special	Special	Special	1	NE	NE	9
Khang Laser Pistol	12	1	OD	4	Special	Special	Special	OD	3	2	43
Khang Laser Rifle	24	1	OD	4	Special	Special	Special	OD	3	2	86
Khang Heavy Laser Rifle	36	5" circle	OD	OD	Special	Special	Special	OD	5	4	136
Retrovarian Blast Pistol (1)	12	1	5/3	4/2	Special	Special	Special	5/3	1/0	1/0	82
Retrovarian Blast Rifle (1)	24	1	5/3	4/2	Special	Special	Special	5/3	1/0	1/0	106
Retrovarian Needle Blaster (enhanced)	36	1	5	4	Special	Special	Special	5	1	1	128
Xeog Selective Fire Rifle	60	1/2	5	4	Special	Special	Special	5	1	1	54

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

5150 COG QRS:

2 IN-SIGHT TEST

+1d6 when taking In Sight test

Pass 2d6

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

Pass 1d6

- Hidden figures with a Leader may opt not to fire while those without will count as “other”.
- In cover will fire as normal.
- In open will go prone and return fire.

Pass 0d6

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

2 RECEIVED FIRE TEST

“Star” may choose his reaction.

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

Pass 2d6

- Those in cover – If outgunned will return fire at -1 to Rep. Otherwise fire as normal.
- Those in open - If outgunned and fast moving will continue move to cover. If outgunned and not fast moving will go prone and return fire at -1 to Rep. Otherwise finish move and may fire as normal.

Pass 1d6

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

Pass 0d6

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

2 LD “WANTING TO CHARGE” CHECK

“Star” may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will remain in place and fire instead.

COG ATTRIBUTES

All COG soldiers share the following Attributes:

- **Agile** – The shooter CAN score a hit when shooting while fast moving.
- **Combat Expert:** Will always count at least pass 1d6 in melee and counts 1d6 extra in melee.
- **Expert Marksman:** +1 to Rep to when firing.
- **Medic:** Able to influence the recovery of others when taking an Out of Fight Check.
- **Snap Reflexes:** Add 1d6 to In Sight tests but only when stationary and able to take In Sight test *while moving*.

2 LD “BEING CHARGED” CHECK

“Star” may choose his reaction.

Pass 2d6

- Those that can will fire and prepare for melee.
- Those charged to flank or rear will fire at -1 to rep and prepare for melee.
- Others will remain in place and prepare to melee.

Pass 1d6

- Those in cover - Fire and prepare for melee.
- Those charged to flank or rear will turn to face enemy and count as -1 to Rep for first turn of melee.
- Others may not fire but will prepare for melee.

Pass 0d6

- Those in cover - May not fire but will prepare for melee.
- Others Runaway.

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD “RALLY” CHECK

“Star” may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

INFESTATION - 5150: MISSION ALPHA

PSY



“Can you read my mind like I can read yours?”

CURRENT HISTORY

PSYS are gifted citizens of **GAEA PRIME** that have freely chosen to commit themselves to a life of service. We all owe them a debt of thanks. By their vigilance and sacrifice and that of our brothers in the **STAR ARMY**, the children of Gaea Prime sleep safe in their homes. Psys of the universe, we thank you!

*(For further information citizens are directed to review the **DHS** communiqué entitled **CORRUPTED PSYS** and dated 550829)*

*It is highly recommended that the player familiarize himself with the **PSY** section before trying to play a Psy character.*

TYPES OF ENCOUNTERS

PSY characters are usually involved in GP Military style ops and use the **MILITARY ENCOUNTER TABLE**. However, “rogue” Psy characters will use the **ADVENTURER ENCOUNTER TABLE**.

PRIMARY MOTIVATOR

As Psy will perform a variety of missions they will use the **PROFIT** motivator.

PSY ORGANIZATION

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

Psys always operate singularly and usually in the company of COG operatives or with military units. Rogue Psys are free to do what they want. You almost never see more than one Psy in an Encounter.

PSY

<u>ORGANIZATION -</u>	<u>Characters</u>
# Groups	Solo
Dice Generation	NA
Leader Rep	Rep 5 (1-4) (240 pts) Rep 4 (5) (160 pts) Rep 3 (6) (80 pts) (1)
Basic Rep	NA

(1) Rogue Psys are usually Leaders or working alone. Psys in Military units do not lead. COG Psys can lead if required.

ATTRIBUTES

The Psy character, like any Basic, does not share common Attributes but exhibits a wide variety of them.

PSY ABILITIES

Each Psy character will focus his abilities in either the mastering of psy-gamma energy (1-3) or psy-kappa energy (4-6). Player characters can choose which one to use. The choice made will reflect what psy abilities the player can have.

- Characters can choose one ability in their field for each point of Rep. they have. As their Rep increases by one so does the number of abilities in their field.
- In addition they can try any other ability counting as ½ their actual Rep rounded down. This can be either in or out of their chosen field.

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WEAPONS

Yes, Psys *do* use weapons. They may have powers different than others but they are not stupid!

The environments in which the Psys travel will determine the type of weapon used. If on **GAEA PRIME** or other similar "civilized and controlled" world then the Psy will usually be unarmed or limited to a sidearm. If in a run down mining facility on a desolate world then he will usually be armed to the teeth and can use any of the weapons listed.

In addition whether they are Military, a COG operative, or a "rogue" will determine available weapons as well. The following weapons and armor tables are for "rogue" Psys whereas the others mentioned will have weapons and armor mimicking their employers.

For Psy weapons and armor stats refer to the **BASICS** section in the 5150 rules book

But then again "rogue" Psys are very rare. To determine the armor of any Psy use the tables below.

2 PSY ARMOR AVAILABILITY

Law Level of planet is "Lax" +1

Law Level of planet is "Loose" or "Free for All" +2

Leader +1

2 to 8	None (0 points)
9 or 10	Soft Body Armor (27 points)
11	Hard Body Armor (68 points)
12+	Special – Roll on table below.

2 SPECIAL ARMOR AVAILABILITY

Leader +1

3 to 6	Absorption Body Armor (102 points)
7/8	Shimmer Armor (51 points)
9/10	Reflective Armor (55 points)
11/12	Displacer (108 points)

2 PSY WEAPONS AVAILABILITY

Law Level of planet is "Lax" +1

Law Level of planet is "Loose" or "Free for All" +2

Leader +1

2 or 3	Pistol
4 or 5	BA Pistol
6	Machine Pistol
7 or 8	Shotgun
9	Bolt Action Rifle
10 or 11	Semi-auto Rifle
12+	Assault Rifle

Note: Do some Psys have access to lasers? Yes, but on a very limited basis. Whenever a weapon is generated, roll 2d6. On a score of "12" a comparable laser weapon may be chosen instead.

ARMOR

Psys will appear in a variety of armor. Again the armor is a reflection of the environment and in this case the wealth of the Psy. If on **GAEA PRIME** the Psy will normally be unarmored. Those that are "off world" may have hard body armor. The **LAW LEVEL** of the planet will determine what type of armor is available.

Most armies have adopted a standard armor type for their troops. Not so the Psy. In addition to the three most common armor types, wealthy "rogue" Psys may have access to Absorption, Reflective, Displacer, and Shimmer armor types. They cannot have Exo or Battle Armor unless in the military.

5150 PSY QRS:

2 IN-SIGHT TEST

+1d6 if providing covering fire

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

- Those in cover - If outgunned will Duck Back. Otherwise fire as normal.
- Those in open - If outgunned and fast moving will continue move to cover if within 3". If outgunned and not fast moving will go prone. Otherwise finish move and may fire as normal.

Pass 1d6

- Those in cover - If fired on to flank or rear will Runaway. Otherwise Duck Back.
- Those in open - If outgunned will immediately go prone. If fired on to flank or rear will Runaway. Otherwise Duck Back.

Pass 0d6

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

- Will fire instead.

Pass 1d6

- Will fire instead but if in cover will Duck Back.

Pass 0d6

- Runaway.

PSY ATTRIBUTES

Psys may have a wide variety of Attributes.

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- Those that can will Psy Blast.
- Those charged to flank or rear will turn to face and fire at -1 to Rep and prepare for melee.

Pass 1d6

- Those that can will Psy Blast.
- Those in cover - Fire and prepare for melee.
- Those charged to flank or rear Runaway.

Pass 0d6

- Runaway.

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All removed from play.



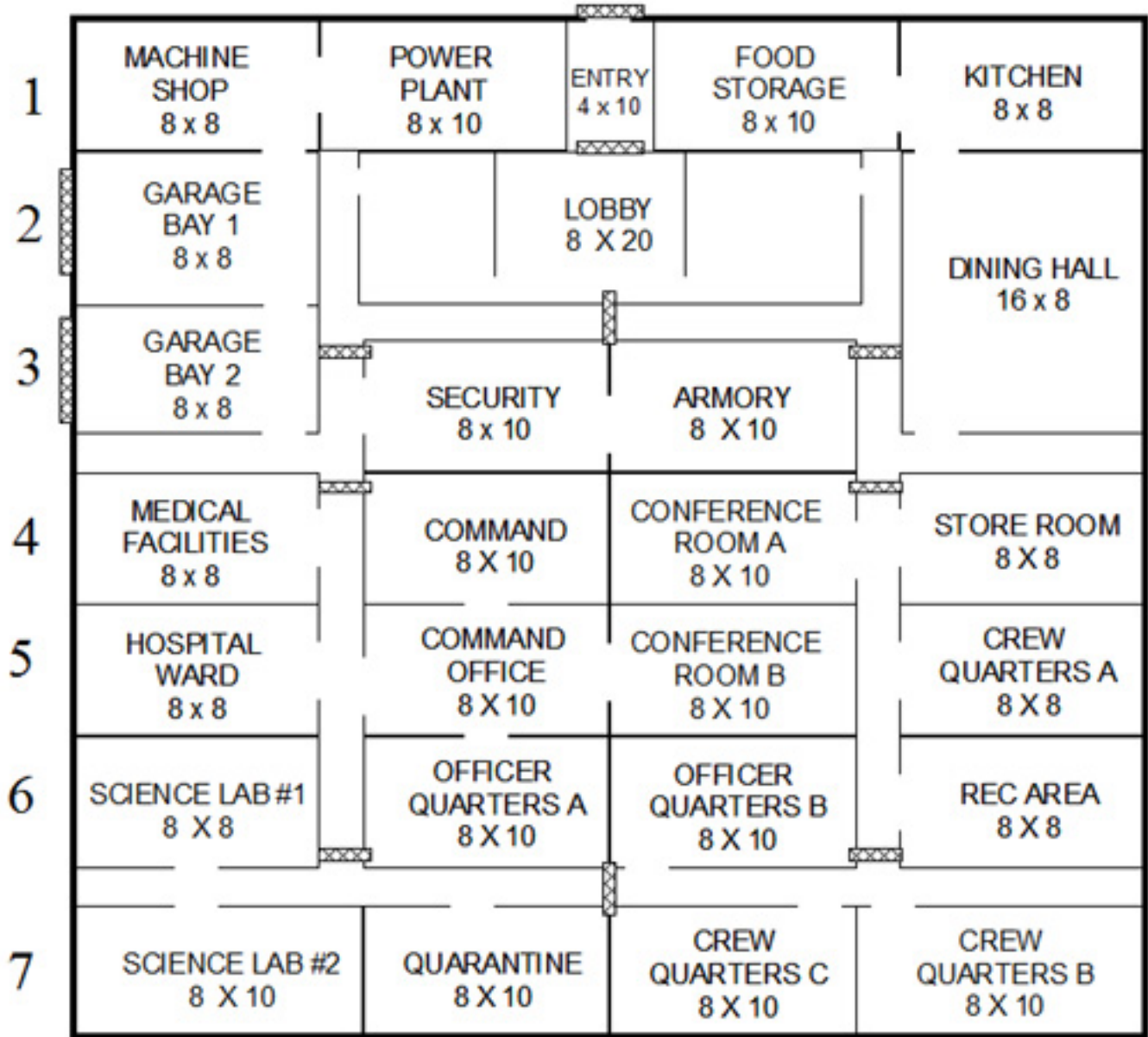
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MAP OF Z-LAB 41


vice versa, and from hallway to hallway. Security doors separate each hallway or portion of hallway

Here is a map of Z-Lab 41. You will need this when moving about and should assume that it is correct.

The map is broken down into either **HALLWAYS** or **ROOMS**. Players can move from room to room via doorways, rooms to hallways or



Z-LAB 41

 Security doors to seal off sections
Hallways are 2'

INFESTATION – 5150: ALPHA MISSION

CONCERNS

Being a Z-Lab one can only speculate as to what you can run into. However, there are two things that you should be concerned with:

The first is the lab security bot. It is programmed to ignore anyone with an ID implant for the facility but it will consider you a threat. We have no idea what shape it is in so best to assume that it is fully functional and therefore dangerous. Here's info on the **HAFER-2**.

HAFER-2 SECURITY ROBOT



Hafes-2 Security Robot

The HAFER-2 is designed to replace security guards in highly sensitive, high-security areas. It is heavily armed and is designed as a deterrent to criminal activities in such areas. Its bipedal locomotion and aggressive, menacing stance, is designed to strike fear into would-be criminals. Its voice is loud and grating on purpose. The HAFER-2 must either drive off miscreants or destroy them. Though it sends a silent alarm at first provocation, it is incapable of restraining wrongdoers.

The HAFER-2 can recognize I.D. emitters carried by those persons authorized to be in areas under its control. It can also be programmed for personnel recognition, but this is not an automatic process, and must be initiated by a computer operator.

Normal use of the HAFER-2 is by large corporations to patrol large yards and warehouses, though its use in office environments is not unknown. Its large size and great weight demand particular accommodations be made for its effective use.

It uses the Yoyodyne “Guardian” loop program for recognition of individuals and for its patrol parameters. This program has had a long, and sometimes, glitch-filled development. The original “Guardian” program, as used in the unlamented HAFER-1 was involved in a number of industrial accidents, of which the courts have sealed the reports.

The following are excerpts from the HAFER-2 sales brochure:

“The HAFER-2 uses the GIG-4 power plant, and is able to operate for as many as 48 continuous hours on routine patrol. Of course, occurrences that are out of the ordinary can somewhat shorten the operating hours. When fully discharged, it can recharge itself in as little as 2 hours.”

“The HAFER-2 has a number of safety features incorporated in its design.

- It is highly stable and unlikely to experience turnover. When shut down on purpose, by malfunction or damage, it merely remains in place.
- It has infrared vision, so its work area can be spared the expense of lighting.
- It has dual processors for the aiming and discharging of its weapons, the Colt-Wesson M-342 .40 caliber Minigun.
- The Colt-Wesson M-342 .40 caliber Minigun is a recognized leader in the interdiction and prevention field, and as installed in the HAFER-2 can accommodate up to 250,000 rounds.
- It uses the latest recognition software in both its I.D. emitter recognition, and for personnel recognition.
- The HAFER-2 is equipped with the patented Dominator voice ware, noted for its commanding resonance, sending a message of devotion to purpose to all who hear it.”

HAFER-2

“Taking high-level security to new levels of competence.”

5105 HAFER-2 QRS

2 I.D. RECOGNITION TEST

Roll versus Quality Rating

Pass 2d6

- **Ignore I.D.ed figures.** Fire on others.

Pass 1d6

- **Re-roll immediately** counting a result of "Pass 1d6" as pass 0d6. Immediately issue warning "Vacate these premises or I will fire".

Pass 0d6

- **Fire!**

2 HAFER-2 HIT RESULTS TABLE

(2d6 vs. Impact of weapon minus DV of HAFER-2)

Pass 2d6

- **Round penetrates HAFER-2.** Roll on **HAFER-2 DAMAGE TABLE.**

Pass 1d6

- **Round strikes HAFER-2 full force but does not penetrate.** Roll on **HAFER-2 SYSTEMS CHECK TABLE.**

Pass 0d6

- Round bounces off. HAFER-2 ignores.

2 HAFER-2 DAMAGE TABLE

(2d6 vs. Impact of weapon minus DV of HAFER-2)

Pass 2d6

- **HAFER-2 explodes!** Treat like a grenade blast to all within a 5" circle of HAFER-2.

Pass 1d6

- **Power loss!** Must spend ½ d6 Activations switching to back up power. If already on back up power, becomes **TOTAL SYSTEM FAILURE.** Immediately upon reactivation on back up power, roll 1d6. 1-3, I.D. Recognition off-line. Will fire at any figures in its front arc. 4-6, I.D. Recognition OK.

Pass 0d6

- **Knocked offline!** HAFER-2 is knocked offline and does not function until "resets" and comes back online. Will reset at end of next Activation. Roll 1d6: I.D Recognition is non-functional on a roll of "1". Will fire at any figure in its front arc. If non-functional, re-roll each Activation until functional.

1 HAFER-2 SYSTEMS CHECK TABLE

Score equal to or less than Impact of weapon.

- **Total systems failure!** Complete systems failure. HAFER-2 shuts down and remains standing.

Score higher than Impact of weapon but equal to or less than Quality of HAFER-2.

- **Knocked offline!** HAFER-2 is knocked offline and does not function until "resets" and comes back online. Will reset at end of next Activation. Roll 1d6: I.D Recognition is non-functional on a roll of "1". Will fire at any figure in its front arc. If non-functional, re-roll each Activation until functional.

Score greater than Quality of HAFER-2

- **Power loss!** Must spend ½ d6 Activations switching to back up power. If already on back up power, becomes **Total System Failure.** Immediately upon reactivation on back up power, roll 1d6. 1-3, I.D. Recognition off-line. Will fire at any figures in its front arc. 4-6, I.D. Recognition OK.

Function: High Security

Size: Large

Quality Rating: 4

Armor Rating: DV 1 (BTA equivalent)

System: Yoyodyne "Guardian" closed program loop.

Armament: Two miniguns with 90-degree front arc.

Motor Unit: Bipedal Gig-4 engine, with movement of 6", reverse at full speed. May turn 90 degrees in place per Activation, using up all movement. Equipped with anti-collision field. It is too large to climb normal stairs.

Specials: Ambidextrous. Infrared vision. I.D. Recognition. Its size and firepower makes it Terrifying.

Weaponry (X2)

WPN	RNG	TAR	SB	HB	AB REF DIS	SHM	EXO	BTA
MNG	48	6	3	2	Spc	3	0	NE

INFESTATION – 5150: ALPHA MISSION

ANOTHER CONCERN

Being so close to Xeog space we can't dismiss the possibility of Xeog involvement in the "911". Neither can we assume that they are not. Therefore, if you come into contact with any Xeog in the Z-Lab classify them as a threat and act accordingly.

To refresh your memory here's info on the Xeogs.

XEOG

CURRENT HISTORY

XEOG lineage can be traced back thousands of years to the ancient **SHIKAR EMPIRE**. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. How this return is to manifest itself is open to debate, not only amongst the known 5150 universe, but also among the leadership of the Xeog. This has caused a schism amongst the Xeog sisterhood resulting in numerous autonomous groups. That perhaps combined with the fact that, much like the Razor, no one has ever seen a Xeog male, may explain why the Xeog are seldom encountered in large groups.

With enhanced bio systems and strength, these humanoids strike a stunning pose. Tall and slender these humanoids are not afraid to use whatever wiles are at their disposal to further their aims. Unfortunately, one would be hard pressed to understand these aims as they have been found in situations that do not appear to have anything to do with the resurrection of the Shikar Empire.

Xeogs come in two shades the basic green and a bright shade of blue. It has been speculated that the blue version is a natural progression from the green stage and that some unknown stimulus occurs that causes this transformation. The "blues" as they are often termed almost always "go rogue" and break away from the sisterhood only to find themselves occupying positions as spies, assassins, mercenaries, and surprisingly, consorts to other races. Rogue Xeogs are often found working in the intelligence field on many worlds. Due to this they have earned the reputation of being involved in the darkest of plots and subversion.

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

resurrecting some type of device or weapon that would hasten the return of the Shikar.



Rogue or freelance Xeog armed with Sniper rifle.

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XEOG WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Assault Rifle	48	3	3	2	Special	Special	Special	3	NE	NE	41
Selective Fire Rifle	60	1/2	5	4	Special	Special	Special	5	1	1	54

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

5150 XEOG QRS:

2 IN-SIGHT TEST

+1d6 when taking In Sight test

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

“Star” may choose his reaction.

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

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD “WANTING TO CHARGE” CHECK

“Star” may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 LD “BEING CHARGED” CHECK

“Star” may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 KNOCK/BACK RECOVERY CHECK

“Star” may choose his reaction.

Pass 2d6

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

Pass 1d6

- Remain down and may try again next turn.

Pass 0d6

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

2 LD “RALLY” CHECK

“Star” may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Remove figure from play.

XEOG ATTRIBUTES

All Xeog share the following Attributes:

Fast: Able to move 2 extra inches each move

Resilient: Treats first Out of Fight result as Knock Down instead.

Wary: Add 1d6 when taking In Sight tests.

VEHICLES

There were two vehicles assigned to Z-Lab 41. Both are unarmored "all-terrain" military vehicles used primarily to get around the surface of the planet. Each vehicle is comm-linked back to lab. LMG's have their full complement of ammo. Following are the stats for the **BOBCAT ATV 3**.

BOBCAT ATV-3:

TYPE: Military utility vehicle.

DV: 1

ARMOR: Hard

MAIN GUN: Front mounted LMG with 90 degree to front traverse. Operated by passenger in front seat.

SECONDARY WEAPON: None.

TRK: No.

WHL: Yes.

GRAV: No.

SPEED: 24/16

CREW: 2 with room for 4 in rear.

POINTS: 116

HOW IT WORKS

Infestation is played a little bit differently than 5150. This difference will require the use of a regular deck of playing cards including *both* Jokers. Be sure to shuffle them thoroughly and lay them face down in a convenient place so they can be easily drawn when required.

Once you have outfitted your team you will start the game at either the entrance up from the **ENTRY** or in front of either **GARAGE BAY 1** or **GARAGE BAY 2**. In any case each entry point has a DV 2 door that either opens inward (Entry) or rolls up (Garage Bays). Each is Security Q2 and computerized.

Once the players have opened the door they will start rolling Activation dice as normal.

Note that at the start of the Encounter all security doors are up and can be passed through freely.

LENGTH OF THE MISSION

Once all the cards have been pulled from the deck the mission is over and any one still in the lab is annihilated along with it.

In effect you will have an unlimited number of turns but a maximum of eighteen possible encounters.

Players should move swiftly whenever possible.

MISSION TURN SEQUENCE

For this mission use the following turn sequence:

1. Activation roll
2. Mission movement
3. Draw the cards (if required)
4. Encounter (if required)
5. Gather the clues

Follow this sequence step by step and repeat until your emerge victorious ... or not.

ACTIVATION ROLL

This works the same as in regular 5150. If your team is eligible to activate, they may move. If not this mission turn ends and it's time to roll activation again.

MISSION MOVEMENT

Figures moving normally can move one "section" (room or hallway) at a time. If they are fast moving they may move two sections at a time.

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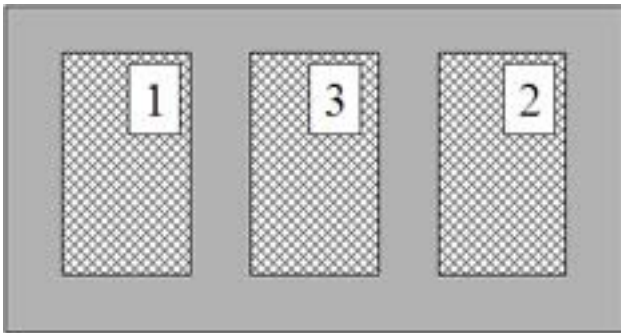
If your team ends its movement in different section than the one in which it started, Draw the Cards.

If you start in a section and remain there, that's the end of this mission turn. Go back to Activation Roll.

DRAW THE CARDS

When a figure, or group of figures, ends their move in a different section from that in which they started, draw two cards (#1 & #2) from the deck. Place them six inches apart and face up. Place the lower value card in the left spot and the higher value card on the right. Aces always count high.

Next draw one card (#3) and lay it *between* the two previously drawn cards.



Next see how the middle card (#3) relates to the other two (#1 & #2).

- If the #3 card has a value *that is higher than the #1 card and less than the #2 card* then there is an **Encounter**.
- *Example – The player draws an eight and a two. The two is lower than the eight and so is placed to the left while the eight goes on the right. The #3 card drawn is a five. As this is higher than the card on the left (two) and lower than the card on the right (eight) there is an Encounter. See the following section.*
- If the #1, #2, and #3 cards all share the same value, there is a special **Encounter** called **TRIP UP**. See the Encounter section following.
- Anytime both Jokers appear on the same turn whether as the #1, #2, or #3 card place both of them back into the pile of un-drawn cards and reshuffle those cards.
- The first time a Joker comes up by itself whether in the #1, #2, or #3 position there is a special **Encounter** called **FIRST JOKER**. See the Encounter section following.
- The second time a Joker comes up by itself whether in the #1, #2, or #3 position there is a special **Encounter** called **SECOND JOKER**. See the Encounter section following.

- In the event that the third card is equal to or less than the first card, or equal to or greater than the second card, and all three cards do not have the same value, there is no Encounter. Skip the Encounter section below and read **Gather the Clues**.

ENCOUNTER

- When the cards tell you there is an Encounter, turn to the **TOP SECRET** portion of the rules and read the **WHO** description for the section this group currently occupied.
- There are three exceptions.
 - Trip Up
 - First Joker
 - Second Joker

These three are **SPECIAL CARD ENCOUNTERS** detailed after the lab section encounters. When you have one of these encounters they may or may not replace the encounter that would normally occur in the current section of the lab.

For a more unpredictable gaming experience resist the urge to look at any part of the **TOP SECRET** section of this document before you are instructed to. To be sure there's lots of fun in store for your party even if you have read through the whole scenario and want to play it again.

In any event once you start an encounter, Mission Turns are suspended for any engaged group until after the encounter has been resolved.

While involved in an encounter, follow the regular rules and turn sequence from **5150**.

After the encounter go to **Gather the Clues**.

Should there be player controlled figures not involved in an encounter while others are, the unengaged figures continue to take Mission Turn while the engaged figures take Encounter Turns.

GATHER THE CLUES

By now, you've either emerged victorious from an encounter, or managed to avoid one completely. Now it's time to try and figure out just what went wrong here...

If you haven't yet, turn now to the **TOP SECRET** section of this scenario. Consult the **WHAT** description for the section of the lab you currently occupy.

You may have the opportunity to gather evidence, ranging from data, to vid files, to other physical evidence.

If you do hack into the computer system, there is no Sys Op on duty, and attacks if any will be carried out by the system itself.

When you have explored to your heart's content, the **Gather the Clues** phase is over, the **Mission Turn** ends and its time for a new **Activation Roll**.

That's it, now let's play the game!

TOP SECRET:

DO NOT READ THIS SECTION PRIOR TO PLAYING THE GAME!

SECTION DESCRIPTIONS

The sections are listed alphabetically for ease of finding. Each description will provide the following:

- Who or what you have encountered. The #3 card that you drew that triggered the Encounter will tell you what you have come into contact with.
- Note there is only one HAFER-2 robot in the installation and if it should be destroyed or disabled it will not be encountered again.
- What you can gain from this room. We suggest you only read this part if you have cleared the room of all enemies. You receive this on the same turn that you clear the room.

ARMORY

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Most of the weapons assigned to the defense of the lab are broken. But there is a functional hand-webber.

COMMAND

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog commando team with a Rep 5 Leader armed with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- The main computer or **Computer #1** is in this office. It is functional and can be tapped into. It is a Security Q 5.

COMMAND OFFICE

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog

commando team with a Rep 5 Leader armed with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room will reveal nothing of use.

CONFERENCE ROOM A

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room will reveal nothing of use.

CONFERENCE ROOM B

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room will reveal nothing of use.

CREW QUARTERS A

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room will reveal personal effects. There's also a desktop computer Security Q 2 that is turned off but still functional.

CREW QUARTERS B

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.

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- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room will reveal personal effects.

CREW QUARTERS C

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room will reveal personal effects.

DINING HALL

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a diamond** you have encountered the HAFER-2 and YOU are an enemy.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are a few human remains and some personal effects.

ENTRY

WHO

- **Any card** means nothing is encountered.

WHAT

- A busted up security camera remains pointed at the door. It is no longer functioning.

FOOD STORAGE

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- Checking the room reveals apparently good food items. Farther in the back is the freezer. Inside are the bodies of two humans frozen and in body bags. Otherwise there is nothing of use.

GARAGE BAY 1

WHO

- **If the card is a heart** there is a vehicle in the garage (see stats)
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means no encounter.

WHAT

- Checking the garage reveals that the vehicle is in working order. Nothing of value is in the room. A busted up security camera remains pointed at the area. It is no longer functioning.

GARAGE BAY 2

WHO

- **If the card is a heart** there is a vehicle in the garage (see stats).
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means no encounter.

WHAT

- Checking the garage reveals that the vehicle is NOT in working order. Nothing of value is in the room. A busted up security camera remains pointed at the area. It is no longer functioning.

HALLWAYS

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There may be a few human remains (1- 3) and some personal effects (4-6).

HOSPITAL WARD

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a diamond** you have encountered the HAFER-2 and YOU are an enemy.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

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- There may be a few human remains (1 – 3 and some personal effects (4-6). In addition three humans, strapped in their beds have obviously died in great pain as they have been shredded beyond recognition. A busted up security camera remains pointed at the ward. It is no longer functioning.

KITCHEN

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are decayed foodstuffs on the tables as well as knives and other kitchen utensils. There's also a desktop computer Security Q 2 that is turned off but still functional. Otherwise there is nothing of use.

MACHINE SHOP

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a diamond** you have encountered the HAFER-2 and YOU are an enemy.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are a variety of tools strewn about. There is a dismantled security camera. Otherwise there is nothing of use.

MEDICAL FACILITIES

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are first aid kits, medicines, and there's also a desktop computer Security Q 4 that is turned off but still functional. Otherwise there is nothing of use.

OFFICER QUARTERS A

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog commando team with a Rep 5 Leader armed

with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are personal effects and the diary of Captain Butterfield. There are personal holograms on her desk with one of an older couple signed "To our Tabby Kat". Otherwise nothing of use.

OFFICER QUARTERS B

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog commando team with a Rep 5 Leader armed with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are personal effects of the two scientists and folders of hand written notes. There's also a desktop computer Security Q 2 that is turned off but still functional. Otherwise there is nothing of use.

POWER PLANT

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a Club** you have encountered **XENOS** as found in 5150.
- **Any other card** means nothing is encountered.

WHAT

- There are horribly disfigured human(?) bodies scattered about. The carnage is such that it's hard to figure how many individuals are represented here. There's a portable flamethrower strapped to a back that itself is all that's left of one poor grunt. It only has one charge left. Otherwise there is nothing of use.

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QUARANTINE

SPECIAL - When you reach the Quarantine section disregard whatever the cards say as you will ALWAYS have the encounter listed in the special **QUARANTINE** section on page 55 of this document.

REC AREA

WHO

- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a diamond** you have encountered the HAFER-2 and YOU are an enemy.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- There are a few human remains and some personal effects. Tons of recreational equipment such as five hologram game systems (one portable), old school pool table (one of the pool cues is busted and placed strategically next to a human type with a busted head). Otherwise there is nothing of use.

SCIENCE LAB #1

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog commando team with a Rep 5 Leader armed with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a Club** you have encountered **XENOS** as found in 5150.
- **Any other card** means nothing is encountered.

WHAT

- The secondary science computer or **Computer #3** is in this lab. It is functional and can be tapped into. It is a Security Q 4. There is a small Xeno in a cage, *and it's alive!* There is another small cage next to it that is open. There are human remains and signs of an obvious struggle. A busted up security camera remains pointed at the cages. It is no longer functioning.. Otherwise there is nothing of use.

SCIENCE LAB #2

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog commando team with a Rep 5 Leader armed with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a Club** you have encountered **XENOS** as found in 5150.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- The main science computer or **Computer #2** is in this lab. It is functional and can be tapped into. It is a Security Q 4. There is a small Xeno in a cage and it's alive. There is another small cage next to it that is open. There are human remains and signs of an obvious struggle. A busted up security camera remains pointed at the cages. The lens has been replaced with a human eyeball. It is no longer functioning... Otherwise there is nothing of use.

SECURITY

WHO

- **If the card is a Red Face Card** then you have encountered a three-member Xeog commando team with a Rep 5 Leader armed with a Selective Fire Rifle and two Rep 4 commandos armed with Assault Rifles. All are wearing Hard Body Armor.
- **If the card is a Spade** you have encountered the **ENTANOBI**.
- **If the card is a Club** you have encountered **XENOS** as found in 5150.
- **Any other card** means you have encountered the **INFECTED**.

WHAT

- The main camera center with views of all the functional cameras. A box of DSDs with the history of all the cameras. There are human remains and signs of an obvious struggle, broken weapons, and small stash of performance enhancing Chems. Otherwise there is nothing of use. For this encounter the Chems are non-functional but in those to follow...

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STORE ROOM

WHO

- If the card is a Spade you have encountered the **ENTANOBI**.
- Any other card means you have encountered the **INFECTED**.

WHAT

- Checking the room reveals loads of usable stored items. Clothing, books, batteries, a variety of different items. No food, meds, or weapons however. Otherwise there is nothing of use.

immediately slam down and the lab is in “lock down”. All computers are frozen out and cannot be accessed. Each door has a DV of 1 and they are rated Security Q1.

This event replaces any other Encounter that would normally occur with one exception. If you have just entered Quarantine, this event AND the Quarantine Encounter ensue.

FIRST JOKER

If the #1, #2, or #3, card is a Joker then the lab has gone into “lock” down” as described when the cards “trip” up. *In addition*, the self-destruct sequence has been initiated. This is announced in a very metallic booming voice and all players will know it.

There is no count down, just the constant blaring of klaxons and the monotonous droning of “*The self-destruct sequence has been initiated*”.

The chance of an Encounter still continues while the self-destruct sequence winds down.

This event replaces any other Encounter that would normally occur with one exception. If you have just entered Quarantine, this event AND the Quarantine Encounter ensue.

SECOND JOKER

If the #1, #2, or #3, card is the second Joker then the facility will start to self-destruct. The explosion starts on the level labelled as 7. This number is on the left side of the map. Every section to the right of the number is destroyed. In this case that would be Science Lab #2, Quarantine, Crew Quarters C, and Crew Quarters B.

At the end of each turn whether or not doubles were rolled the next lower numbered level is destroyed. That would mean number 6 and all sections to the right are destroyed. Repeat this until all seven levels have been destroyed. The chance of an Encounter still continues while self-destruction continues.

Once the last level has been destroyed the mission is now over and anyone that has left the lab is retrieved.

This event replaces any other Encounter that would normally occur with one exception. If you have just entered Quarantine, this event AND the Quarantine Encounter ensue.

SPECIAL CARD ENCOUNTERS

There are three special events triggered by the cards. This occurs when the cards “**TRIP UP**”, when the **FIRST JOKER** is drawn, and when the **SECOND JOKER** is drawn.

“TRIP” UP

If the #1, #2, and #3 cards all share the same value all the security doors that separate the hallways

WHO YOU ENCOUNTER

This section covers the **INFECTED** and the **ENTANOBI**. The other things that you may run into have been covered previously in the rules.

THE ENTANOBI



Entanobi

CURRENT HISTORY

According to the **ALIENS STUDIES INSTITUTE (ASI)** located on **GAEA PRIME** an **ENTANOBI** is an incorporeal being that is capable of inter-dimensional travel. These **DARK FAERIES** do not show any genetic similarities with any other known alien race. There is no record of any Entanobi being captured or killed. Consequently any information dealing with the Entanobi must not be considered as conclusive or definitive.

Although little is known of the Entanobi this much is for sure. They have ability to pass through both living and non-living objects. Passing through living objects can cause the subjects discomfort ranging from being knocked to the ground, to death. Nothing appears to be immune from the effects of an Entanobi “phasing” through it. Technological devices that experience a “phase through” are often destroyed, and at the least, shorted out rendering them temporarily useless.

Entanobi have the ability of flight at low altitude usually passing overhead of the average man. They are extremely fast and these two attributes along with their appearance may have contributed to reports of “ghosts” and other supernatural sightings.

Physically the Entanobi are roughly three feet tall with two arms and three to five tentacle like appendages where legs should be.

As physical contact with an Entanobi can prove fatal the suggested defense is weapons fire, whether beam, or bullet. Both appear to cause some discomfort and have been known to drive them away. It can only be speculated why this happens.

There have been two interesting yet unsubstantiated reports concerning Entanobi. The first is that some have actually developed a friendship or similar relationship with non-Entanobi beings. What keeps this bond alive is unknown.

The other is that the Entanobi are the harbingers of some impending event or are signaling the arrival of some new alien race or godlike being.

TYPES OF ENCOUNTERS

Entanobi can be found in any type of Encounter but their inclusion may only occur by consent of all players at game start, or by inclusion in a special scenario. They are never randomly met.

WHEN, HOW MANY, AND WHERE

Unless specified otherwise by the scenario (as in Infestation) Entanobi will appear whenever doubles are rolled for Activation.

To determine how many of them will appear roll 1d6 on the “**HOW MANY ENTANOBI?**” **TABLE**.

1 “HOW MANY ENTANOBI?”	
1	One Entanobi appears.
2	One Entanobi appears.
3	Two Entanobi appear.
4	Two Entanobi appear.
5	Three Entanobi appear.
6	If any Entanobi are on the table then the same amount will arrive. Otherwise three Entanobi.

To determine where they appear once they arrive simply roll for each Entanobi on the **ENTANOBI APPEARANCE TABLE**.

1 ENTANOBI APPEARANCE TABLE*	
• 1	= Entanobi coming from 1d6” to the in front.
• 2	= Entanobi coming from 1d6” to the in right.
• 3	= Entanobi coming from 1d6” to the in left.
• 4	= Entanobi coming from 1d6” to the in rear.
• 5	= Entanobi coming from 1d6” to the in front (1-3) or rear (4-6).
• 6	= Entanobi coming from 1d6” to the in left (1-3) or right (4-6).

As soon as the Entanobi “phases” into the Encounter immediately roll on the “**PHASE IN**” **TABLE** to determine what it will do.

INFESTATION - 5150: ALPHA MISSION

PRIMARY MOTIVATOR

There does not seem to be a specific motivator for the Entanobi.

ENTANOBI ORGANIZATION

The Entanobi do not appear to be organized.
All Entanobi are Rep 4.

ATTRIBUTES

All Entanobi share the following Attributes:

- **Dimensional traveler:** Able to travel between dimensions by the ability to “phase in and out” of different dimensions.
- **Fly:** Able to levitate up to 3” off the ground, turn as desired at no penalty, and move up to 24”.
- **Pass through:** Able to “pass through” solid matter.
- **Phase attacks:** Able to inflict fatal damage on living beings and technological destruction when “phasing” through targets.

WEAPONS

Entanobi do not have weapons but are still capable of inflicting terrible damage. No living creature is immune from an Entanobi “phasing” through him or her. Even the Grath are susceptible to the potentially fatal damage from a “phase” attack.

Simply moving the Entanobi into contact with the target carries out the attack. Next roll 2d6 versus the Rep of the target, if it is a living thing, and comparing the results to the **PHASE ATTACK TABLE**. Finally move the Entanobi through the target the remainder of its full 24” move.

Entanobi have an Impact of 3 versus all armor classes.

When “phasing” through any technological device there is a chance that the device will short out (2-5) and cannot be used anymore during the Encounter, or a chance it will be totally destroyed (6). Note that any attack on a living being will also cause an attack against any technological device it is in contact with.

2 "PHASE IN" TEST
Use when Entanobi "phases in".

Pass 2d6

- Entanobi "phases" towards closest living target.

Pass 1d6

- Entanobi "phases" towards target at random. Roll 1d6 and add to rep of targets. Lowest score gets attacked. Re-roll ties.

Pass 0d6

- Entanobi remains in place and does nothing.

2 RECEIVED OR HIT BY FIRE TEST

Pass 2d6

- If hit by fire the Entanobi "phases" either to the left (1-3) or right (4-6) 1d6".
- If not hit by fire Entanobi "phases" towards the closest shooter.

Pass 1d6

- If hit by fire the Entanobi "phases" out and does not return.
- If not hit by fire the Entanobi "phases" either to the left (1-3) or right (4-6) 1d6".

Pass 0d6

- Entanobi "phases" out and does not return.

ENTANOBI DO NOT TAKE:

- **CHARGE**
- **BEING CHARGED**
- **KNOCK/BACK RECOVERY**
- **OR RALLY TESTS.**

1 "HOW MANY ENTANOBI?"	
1	One Entanobi appears.
2	One Entanobi appears.
3	Two Entanobi appear.
4	Two Entanobi appear.
5	Three Entanobi appear.
6	If any Entanobi are on the table then the same amount will arrive. Otherwise three Entanobi.

5150 ENTANOBI QRS:

1 ENTANOBI APPEARANCE TABLE*

- **1** = Entanobi coming from 1d6" to the in front.
- **2** = Entanobi coming from 1d6" to the in right.
- **3** = Entanobi coming from 1d6" to the in left.
- **4** = Entanobi coming from 1d6" to the in rear.
- **5** = Entanobi coming from 1d6" to the in front (1-3) or rear (4-6).
- **6** = Entanobi coming from 1d6" to the in left (1-3) or right (4-6).

* Entanobi appear on an Activation roll of any doubles, with the Entanobi immediately taking a **PHASE IN TEST**.

ENTANOBI ATTRIBUTES

All Entanobi share the following Attributes:

- **Dimensional traveler:** Able travel between dimensions by the ability to "phase in and out" of different dimensions.
- **Fly:** Able to levitate up to 3" off the ground, turn as desired at no penalty, and move up to 24".
- **Pass through:** Able to "pass through" solid matter.
- **Phase attacks:** Able to inflict fatal damage on living beings and technological destruction when "phasing" through targets.

2 PHASE ATTACK TABLE

Taken versus the Rep of the target

Pass 2d6

- The target is Knocked Down.

Pass 1d6

- The target is Out of the Fight.

Pass 0d6

- The target is Obviously Dead.



INFECTED



"It's just a noise..."

What exactly are they and where did they come from? Right now you don't really care. It's enough to know that they're deadly and after you.

ORGANIZATION

Are you kidding me? All you know is that the Infected are Rep 4. (50 pts)

ATTRIBUTES

All Infected share the following Attributes:

- **Faster:** Move normally 16". They also fast move Rep plus 16" modified .
- **Rage:** Adds 1d6 to their attack dice when in Melee.
- **Heightened senses:** The senses of hearing, sight, and smell are heightened to the point that they will always turn to face the direction of any non-Infected that closes to within 16" of them

WEAPONS

The Infected are strictly melee creatures and use their hands to rend and teeth to tear. They count as Impact 3 against all except EXO (Impact 1) and BTA (NE). It's not so much their strength but the highly toxic properties of even a slight scratch.

ARMOR

Infected are considered to be Unarmored with a cost of 0 points.

ENCOUNTERING THE INFECTED

The Infected will be encountered in the Z-Lab and by using the **Z-LAB 41 ENCOUNTER MATRIX**.

THE INFECTED – WHEN DO THEY APPEAR?

The Infected will appear only when activated by the **ENCOUNTER MATRIX**. Their appearance is NOT tied into any Activation dice result.

INFECTED– HOW CLOSE ARE THEY?

The Infected will appear either in a **ROOM** or in a **HALLWAY**.

- If the Infected start in a room they will always begin within charge reach.
- If the Infected start in a hallway they can be either to the front of the party (1-3), to the rear (4-5), or to the side (6).

INFECTED – HOW MANY?

To determine how many Infected there are simply roll 2d6 and consult the "**HOW MANY INFECTED?**" **TABLE**. The numbers of Infected are in direct proportion to the number of figures they encounter.

INFESTATION - 5150: ALPHA MISSION

2 "HOW MANY INFECTED?"	
2 to 4	They outnumber you 3 to 1.
5 or 6	They outnumber you 2 to 1
7 or 8	They outnumber you by 1 figure.
9	The forces are equal.
10	You outnumber them by 1 figure.
11 or 12	You outnumber them 2 to 1.

INFECTED REACTIONS

The only test the Infected will take is the **IN SIGHT TEST**. They don't react if they received fire, will always charge, and if being charged will counter-charge 2".

If knocked down they will always get back up when Active but this stops they're movement for that turn.

2 INFECTED IN-SIGHT TEST

Taken versus the Rep of the Infected.

Pass 2d6

- All will immediately move 20" directly towards the closest target.

Pass 1d6

- All will immediately move 10" directly towards the closest target at.

Pass 0d6

- All will remain in place and do nothing.

INFECTED GROUPS AND ACTIVATION

The Infected will move normally when Active based on a Rep of 4.

INFECTED MOVEMENT

The Infected may move up to 16" and may fast move as normal. They will follow movement restrictions exactly like **BASICS**.

ATTRACTING INFECTED

Infected will always move towards the closest target.

DEATH OR SOMETHING WORSE

Any non-Infected that is out of the fight will be dismembered and obviously dead. That's right Space Cowboys, an OOF from one of the Infected is really an OD!

If you take a wound in melee with an Infected you'll wish you were dead. Every turn take the **MIGHT BE INFECTED TEST**. Forever...

In addition, any non-Infected splashed with Infected blood may also become infected. This may occur anytime an Infected is wounded, forced out of fight, or obviously dead. Their blood can splatter up to 1" so any non-Infected within 1" when this occurs must roll 2d6 versus their Rep on the **BLOOD SPLATTER TABLE**.

2 BLOOD SPLATTER TABLE

Taken versus the Rep of the tester.

Pass 2d6

- Close call! Blood misses figure.

Pass 1d6

- Ahhhh! Re-roll immediately counting a score of pass 1d6 as if pass 0d6.

Pass 0d6

- Nooo! Figure takes large splattering of blood.

After the Encounter any non-Infected that has been exposed has a chance of becoming infected. Roll 2d6 versus the Rep of the figure and consult the **MIGHT BE INFECTED TABLE**.

2 MIGHT BE INFECTED TEST

Taken versus the Rep of the tester.

Pass 2d6

- Passed the danger point. You're okay and fit for duty.

Pass 1d6

- Not out of the woods yet. Re-roll counting a result of pass 1d6 as pass 0d6.

Pass 0d6

- You're infected. If still on the mission drop your weapons and just become one of the Infected run by the game. If you take this after the mission is over then when you are "safe" you will either be killed (1-3) or are taken back to the labs to be "studied" (4-6).

5150

INFECTED QRS:



INFECTED ATTRIBUTES

All Infected share the following Attributes:

Faster: Move normally 16".

Rage: Adds 1d6 to their attack dice when in Melee.

Heightened senses: Always turn to face the direction of any non-Infected that closes to within 16" of them

2 "HOW MANY INFECTED?"	
2 to 4	They outnumber you 3 to 1.
5 or 6	They outnumber you 2 to 1
7 or 8	They outnumber you by 1 figure.
9	The forces are equal.
10	You outnumber them by 1 figure.
11 or 12	You outnumber them 2 to 1.

If the Infected start in a hallway they can be either to the front of the party (1-3), to the rear (4-5), or to the side (6).

2 INFECTED IN-SIGHT TEST

Pass 2d6

- All will immediately move directly 20" towards the closest target.

Pass 1d6

- All will immediately move 10" directly towards the closest target.

Pass 0d6

- All will remain in place and do nothing.

2 BLOOD SPLATTER TABLE

Taken versus the Rep of the tester.

Pass 2d6

- Close call! Blood misses figure.

Pass 1d6

- Ahhhh! Re-roll immediately counting a score of pass 1d6 as if pass 0d6.

Pass 0d6

- Nooo! Figure takes large splattering of blood.

2 MIGHT BE INFECTED TEST

Taken versus the Rep of the tester.

Pass 2d6

- Passed the danger point. You're okay and fit for duty.

Pass 1d6

- Not out of the woods yet. Re-roll counting a result of pass 1d6 as pass 0d6.

Pass 0d6

- You're infected. If still on the mission drop your weapons and just become one of the Infected run by the game. If you take this after the mission is over then when you are "safe" you will either be killed (1-3) or are taken back to the labs to be "studied" (4-6).

QUARANTINE

WHO

- **Any card** means you have encountered Capt. Butterfield. Looking into the Quarantine cell you see:



Captain Butterfield, blood splattered, and a bloody knife at her feet. What do you do?

WHAT DO YOU DO?

This is a tricky one. To get the best results take some time and decide what you will do. When you're finished turn the page and see how well your decision works out.

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RESOLVING CAPT. BUTTERFIELD

If you decide to open the door and go inside...

She will pick up the knife and defend herself.

- Rep 4
- Unarmored
- Attributes are Vicious +1d6 in melee and Resilient (treats first OOF as a Knock Down)

If you subdue and capture her you can question her but to no avail. She is incoherent.

If you try to let Hallern contact her and he's successful you will see the following images. They are from most recent to oldest starting with...

Then...



And...



Finally ending with.



Followed by...



WHAT

- If you succeed in getting the Captain out of the cell alive you find her something to wear but she will move at normal speed minus 2". She

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cannot fast move. There isn't anything of use in the cell.

IF YOU GET BACK

If you get back how well you did will be determined by the following:

- Recovered data from Computer #1 = 5 points
- Recovered data from Computer #2 = 9 points
- Recovered data from Computer #3 = 3 points
- Recovered data from a desktop computer = 1 point each.
- Recovered specimens from the bodies in the body bags in the freezer =2 points
- Recovered Captain Butterfield's diary = 3 points.
- Recovered folders of handwritten notes = 5 points.
- Box of DSDs with the history of all the cameras = 5 points
- Returned with Captain Butterfield alive = 20 points.

0 –5 = Mission was an utter failure.

6 – 10 = Mission was unsuccessful. You have let Gaea Prime down and will be given a chance to “redeem” yourself in one of the outer rings of the universe.

11 – 19 = Mission was a mild success. You didn't get all the answers but did enough to alert Gaea Prime of a previously unknown threat.

20– 29 =Mission was a success. You have returned with enough information that. Gaea Prime can begin to assess the threat level of this new menace.

30 – 35 = Mission was highly successful. Promotions all around! Due to your exceptional competence Gaea Prime has gathered enough information to begin the process of defending herself from this incredibly dangerous threat

36+ = Excellent job! You may have averted what could have proved to be disastrous consequences for all of Gaea Prime. You and your men are “Heroes”.

5150 RANGED COMBAT QRS:

RANGED COMBAT TO HIT

1	Ranged Combat to Hit Table <i>1d6 + Rep</i>
#	Results
3 to 7	• Miss!
8	<ul style="list-style-type: none"> • Target in cover, concealed, or prone miss. • Target or shooter moved fast. • Target over 12" away miss. • Target in sight for 6" or less and ends move out of sight miss. • Second weapon miss. • Second or higher target miss. • Shooters using unfamiliar weapon miss. • Shooters using "Off Arm" miss. • Mount* hit! • Otherwise hit!
9	<ul style="list-style-type: none"> • Third or higher target miss. • Otherwise hit!
10	• Hit!
11+	• Shooter scores hit on location desired.

TARGET BEHIND COVER TABLE

Target behind this cover...	And doing this...	Can be hit in the...
Loophole	Any	Head
Wall/Window	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Flush)	Just Looking	Head
	Firing Pistol	Head Gun Arm
	Firing Rifle	Head Gun Arm Off Arm
Corner/Tree (Away)	Just Looking	Head
	Firing Pistol	Head Gun Arm Chest
	Firing Rifle	Head Gun Arm Off Arm Chest

2 HIT LOCATION TABLE

- 2 or 3 = Hit in Head.
- 4 = Hit in Off Arm.
- 5 = Hit in Gun Arm.
- 6 or 7 = Hit in Chest.
- 8 or 9 = Hit in Gut
- 10, 11, or 12 = Leg

2 RANGED COMBAT DAMAGE TABLE

2d6 versus Impact of weapon

Pass 2d6

- **All Out of Fight!** If any "1" was rolled the target is Obviously Dead*.

Pass 1d6

- **NPC** = If hit in Head figure is OOF. Otherwise, if the die scores are an even total the figure is Knocked Down. If an odd total then the figure is OOF.
- **Head** = Out of Fight.
- **Gun Arm** = Wounded and will now fire, and melee, at -1 to Rep. If receive subsequent wound to the arm then it cannot be used.
- **Off Arm** = Wounded and will now fire at -1 to Rep when using two-handed weapons and will melee at -1 to Rep regardless of weapon used. If receive subsequent wound to the arm it cannot be used.
- **Chest** = Wounded and -2 to Rep. If receive subsequent wound to the chest then Out of the Fight.
- **Gut** = Out of Fight and -1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move 1/2 speed. If receive subsequent wound to either leg then cannot move.

Pass 0d6

- **Knocked Down** = Target drops to ground and may test to Recover next Activation.

2 (1) MAN DOWN

+1d6 if out of fight and have access to medical tech

Pass 2d6

- Returns to fight but subject to penalties from wounds.

Pass 1d6

- Stays Out of Fight.

Pass 0d6

- Out of Fights dies instead.

INFESTATION - 5150: ALPHA MISSION

MELEE MODIFIERS TO REP

- +1 Each point of Impact of the weapon being used.
- +1 Mounted charging into melee.
- 1 Figure outnumbered.
- 2 Figure is prone.

REP MELEE RESULTS TABLE

Each 1-3 = Pass Each 4-6 = Fail

Pass 3d6 more

- **Possible Killing stroke!** Winner chooses location for hit from **HIT LOCATION TABLE** and scores damage with +2 to Impact. If original Impact was **NE no damage is inflicted**. There is a lull in the action. Next Activation melee continues using same d6 as before.

Pass 2d6 more

- **Telling Blow!** Winner scores hit on loser determined from **HIT LOCATION TABLE** and scores damage with +1 to Impact. If original Impact was **NE no damage is inflicted**. There is a lull in the action. Next Activation melee continues using same d6 as before.

Pass 1d6 more

- **Combat continues!** Loser loses 1d6 from total for this melee. Immediately roll another round of melee. Any combatant reduced to 0d6 is OOF.

Pass 0d6 more

- **Evenly Matched!** There is a lull in the action as the combatants size one another up. Next Activation melee continues using same d6 as before.

If you are reduced to 1d6 and facing an opponent using 3d6 or more then you will Runaway. The same applies if the number of d6 are reversed.

2 HIT LOCATION TABLE

- 2 or 3 = Hit in Head.
- 4 = Hit in Off Arm.
- 5 = Hit in Gun Arm.
- 6 or 7 = Hit in Chest.
- 8 or 9 = Hit in Gut
- 10, 11, or 12 = Leg

2 MELEE COMBAT DAMAGE TABLE.

2d6 versus Impact of weapon

Pass 2d6

- **All Out of Fight!** If any "1" was rolled the target is Obviously Dead*.

Pass 1d6

- **NPC** = If hit in Head figure is OOF. Otherwise, if the die scores are an even total the figure is Knocked Down. If an odd total then the figure is OOF.
- **Head** = Out of Fight.
- **Gun Arm** = Wounded and will lose 1d6. Melee continues. Figure now shoots and melees at -1 to Rep. If receive subsequent wound to the arm then OOF.
- **Off Arm** = Wounded and will lose 1d6. Melee continues. Figure now suffers a penalty of -1 to Rep if firing a two handed weapon or engaging in melee regardless of weapon used. If receive subsequent wound to the arm then OOF.
- **Chest** = Wounded and -2 to Rep. In addition lose 2d6. If receive subsequent wound to the chest then Out of the Fight.
- **Gut** = Out of Fight and -1 to Rep for Recovery after the Encounter.
- **Leg** = Wounded and can now only move 1/2 speed. In addition lose 2d6. If receive subsequent wound to either leg then Out of Fight.

Pass 0d6

- **Knocked Back!** = Target backs up 1" and loses 1d6.

2 (1) MAN DOWN

+1d6 if out of fight and have access to medical tech

Pass 2d6

- Returns to fight but subject to penalties from wounds.

Pass 1d6

- Stays Out of Fight.

Pass 0d6

- Out of Fights dies instead.

5150 MELEE QRS:

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UNDER A HISHEN SKY!

A 5150 SLAVE RAID SCENARIO



WRITTEN BY ED TEIXEIRA
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UNDER A HISHEN SKY!

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UNDER A HISHEN SKY!

PROLOGUE

“Work hard, play hard” was the motto of the mining crew on Axle 5. It wasn’t much of a place; thought totally worthless until Gaea Prime made contact. Then it was valuable because it had something Gaea Prime needed. Course it seems every place Gaea Prime lands becomes valuable because Gaea Prime always “needs”.

The nomadic tribes that populated this backwater world didn’t have a centralized government, so when the diplomats and soldiers arrived no one knew who to talk to. So they didn’t. Prime set up shop real fast and soon the mining facilities began sucking Axle 5 dry.

The ‘mads didn’t seem to care. Not a friendly group of people to begin with, few of the miners ever saw one let alone talked to one. Alex said he had, but Carleton knew Alex was full of slag.

But not this time. Alex and Dina were going to the lake for some R&R and Alex had convinced him to come along. Dina had convinced Chele to tag along. Carleton hoped maybe he and Chele could get to know each other better but so far she didn’t seem interested.

“So what’s a nice girl like you doing in a place like this?” Carleton asked.

Chele looked over the top of her book from her lounge chair and said, “Tell me you really didn’t say that?”

Carleton looked back sheepishly and tried to grin. “Well, I mean. Mining is a tough job and all and ...”

Chele laid her book down. “And what?” she asked. “And I’m a girrrrrlll!”

“No, no, no. That’s not it. I mean...” She was making him feel uncomfortable he thought. She was good at that. “You know what, just forget what I said.”

Carleton got up from his lounge chair mumbling something about getting something to drink. As he walked past her towards the tents Chele laughed to herself. She knew she was hard on him but so what. She could do anything she wanted and she always had. But he is kind of cute, she thought. She smiled and went back to her book.

After a few minutes she heard foot steps coming up behind and asked “Find something to drink?”

No reply.

“Fine be that way,” she said. Chele tried to go back to reading her book but she could feel Carleton looking at her. She put her book down and waited for him to say something. He didn’t. “Look I’m sorry. Just sit down, okay?”

Chele waited longer but still heard nothing. Geez, what a baby this guy is. She exhaled deeply and put her book down. “C’mon Carleton, try not to ruin our holiday, okay. Carleton?”

Chele turned around in her chair...and screamed.



Chele’s holiday just got ruined.

INTRODUCTION

What you have in your hands is the second scenario book for 5150. Under A Hishen Sky works fine using only the 5150 rules but if you also have Infestation, our first scenario book, then you can use those mechanics as well.

Under A Hishen Sky introduces the players to new rules. These rules expand and in some cases *may* be used in place of the original rules. *Feel free to pick*

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and choose the rules you wish to add to your 5150 gaming.

In Under A Hishen Sky players will be introduced to:

- The makeup of a typical Hishen Slaver Party.
- A new type of Encounter called the Pursuit.
- The G’Narr - A ground to orbit spacecraft used by Hishen slavers.
- Skills and how they work in the 5150 universe.
- A new Profession called Nomad.
- New weapons.
- A new alien called the Kabasu or Rift Walker.
- We also revisit will Q from the Infestation Scenario Book.

So without further ado, let’s get it started!

NOTE – Unless otherwise stated all original rules from 5150 are in effect. Also, you will need a deck of cards for this scenario book.

HISHEN SLAVERS



Hishen slavers are the common enemy.

Current History

Hishen slave fleets are, unfortunately, common in the 5150 universe. It has been said that there are one hundred slaves for each Hishen Drone in the vast Hishen Empire. These slaves come from a wide variety of races and the slaver fleets are busy trying to keep up with the demand of the Empire. Almost every race has felt the sting of these Hishen forays that bring suffering and anguish to those they encounter. After many decades of raids the Hishen have become quite proficient and effective at

conducting these raids. This is reflected in the composition of the slaver raiding parties.

The basic raider party consists of four drones, one or two mercenary Grath, one Razor when available, and one G’Narr ground to orbit craft. If there isn’t a Razor available then she is replaced by a drone. Three parties may sometimes operate together to form a platoon.



Razors are an integral part of the Hishen Slave Fleets.

The Razor is a valued commodity to the slavers and when present (1-2) will always be found in a leadership role. The Grath are equally valued but solely for their fighting ability and are never found as leaders.



Graths provide the “muscle” to the Hishen Slavers.

Slaver tactics are simple. They scout out a potential target area, wait until the prey is either asleep, or isolated from others, and then swoop down for the catch. Captives are whisked back to the fleet using a small and lightly armed Type 5 ship (5150: page 32).

The Parak rifles used by the Hishen are usually set to stun (Impact 0) when hunting and can be switched to kill immediately (a Hishen player can declare whether a shot is meant to kill or stun at any time before rolling “to hit” dice).

Another way to capture prey is by a Mental Blast from a Razor.

The last way is a quick snatch by a not so sneaky Grath.

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Out of Fight captives are given excellent medical care (“a dead slave is a useless slave”) and when taken back to the fleet will receive a +1d6 to their Recovery Check (5150: page 20).

Slavers measure their success by returning to the fleet with captives; nothing more is expected of them, and nothing less is tolerated. Return to the fleet empty-handed and the raiding party’s Hishen leader is executed. If there’s a Razor in charge, well then, two drones will die. Even an unsuccessful Razor is better than no Razor.

Following is the organization and stats (O&S) for a typical slaver party:

SLAVERS	
ORGANIZATION –	
Platoon	Raiders
# Parties	3
Raiders per party	3 - 8
Dice Generation	2 + 1d6(1)
Leader	1 (2)
Raiders	Grath x 1 or 2 Hishen x 0-7

1. Although often under strength, there will always be at least 1 Grath (1-3) and sometimes 2 (4-6).
2. If a Razor is present (1-2) she will lead. If not present then a Hishen will lead.



Typical Hishen Slaver party.

SLAVER ENCOUNTER

Here is a sample slaver scenario to use. You can play this as either the slavers or miners using the appropriate QRSs found in 5150. Slaver raids can be used anytime a Raid Encounter is called for.

Intro

A small party of Basics has pitched camp at a popular recreational site in the barrens a fair distance from the mining facility where they are employed. The area offers a popular small lake stocked with schools of edible indigenous fish. The party has decided to take a couple of days off for a little R&R with fishing, tanning, and relaxing. Their vacation is soon to be ruined. The party of miners consists of:

Miners (Basics)

Alex - Rep 5, Machine Pistol, Soft Body armor, with the Born Leader Attribute.

Chele - Rep 4, Pistol, no armor, with the Crappy Shot Attribute.

Carleton - Rep 3, Semi-auto Rifle, no armor, with the Clumsy Attribute.

Dina - Rep 3, Combat Knife, no armor, with the Slow Attribute.

Slavers

Razor - As per the Razor list in 5150.

Grath - As per the Grath list in 5150.

Hishen Drones - Four of them as per the Hishen list in 5150.

Terrain

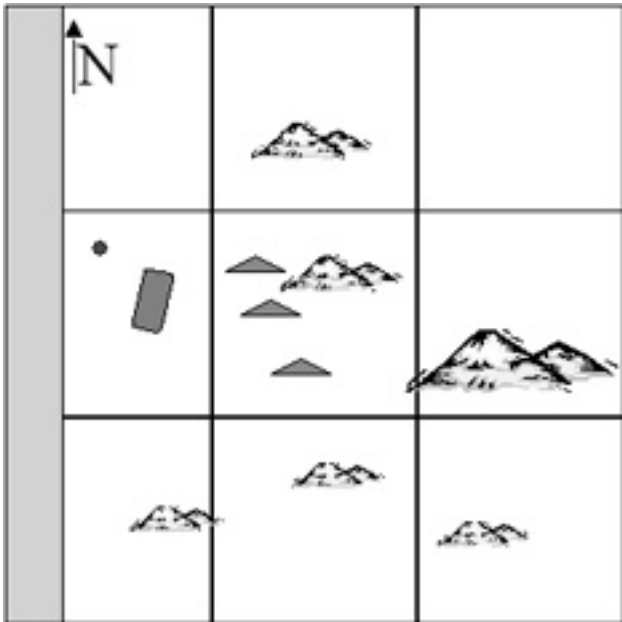
The terrain is set up as follows:

- The board is 3 feet by 3 feet.
- The small lake occupies one edge of the board.
- The rest of the board is littered with broken terrain consisting of rocks and ridges.
- One foot away from the lake edge there are three small tents. Each tent contains sleeping bags, personal belongings, and food. There is a chance (1-3) that a miner has left his or her weapon in

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the tent. Carleton's is the first tent on the left. The center tent belongs to Chele, while Alex and Dina share the remaining one.

- There is one Tech Level 4 soft skin vehicle between the tents and the lake. It is an open top vehicle with the keys in the ignition.
- Four lounge chairs surround a small fire pit and lay between the vehicle and the lake edge.



Deployment

The miners start the game as follows:

- Alex is either at the lake edge fishing (1-3), in the tent (4-5), or cooking fish at the fire pit (6).
- Chele is either in the tent (1-3), swimming in the lake (4-5), or cooking at the fire pit (6).
- Carleton is either at the lake edge fishing (1-2), in the tent (3-4), or talking to Chele wherever she is (5-6).
- Dina is either in the tent (1), sunbathing on a lounge chair wearing her swimsuit (2-3), taking a walk 3d6 to the left of the fire pit (4-5), or talking to Alex wherever he is.

The slavers move first and enter the board from the edge opposite the lake. They are allowed a free move towards the miners.

Miner Awareness

Anytime a slaver comes into sight of a miner the miner must test for its State of Awareness before taking any In Sight tests as outlined as on page 43 of the 5150 rules.

Miner Reactions

As soon as the miners are aware of the slavers they will move to arm themselves if they are unarmed. If armed each miner will either attempt to group together (1-4) and fight off the slavers or try to escape (5-6).

Calling For Help

Any miner can call for help by using the radio located in the vehicle. If a miner figure can reach the vehicle it can spend one turn of Activation calling the mining facility for help. When calling for help roll 1d6 and add the score to the Rep of the miner that is making the call.

1	CHANCE OF HELP <i>Roll 1d6 and add to the character's Rep</i>
4 to 6	<ul style="list-style-type: none"> • No answer. Try again next Activation.
7 or 8	<ul style="list-style-type: none"> • Talk slower! Try again next Activation but add 1d6 to your roll.
9 to 11	<ul style="list-style-type: none"> • Help will arrive in 7-12 turns (1d6+6).

When Help Arrives

Okay, make that "if" help arrives. Help will take the form of a security team split between two vehicles identical to the one previously described. The security team consists of:

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Security Team - 1st Vehicle

Edmund - Rep 5, Assault Rifle, Hard Body armor, with the Brawler Attribute.

Farlow - Rep 4, Assault Rifle, Hard Body armor, with the Crappy Shot Attribute.

Geiger - Rep 3, Assault Rifle, Hard Body armor, with the Druggie Attribute.

Security Team – 2nd Vehicle

Hecht - Rep 3, Shotgun, Hard Body armor, with the Coward Attribute.

Iggy - Rep 4, Assault Rifle, Hard Body armor, with the Transporter Attribute.

Jay - Rep 4, Assault Rifle, Hard Body armor, with the Wary Attribute.

When the teams arrive they will enter from the edge north of the lake.

Escape

If any miners try to escape they will either try to use the vehicle (1-3), run for it (4-5) or swim (6) for it.

Escape By Vehicle

After any miners reach the vehicle, they must spend one Activation starting the vehicle. The next Activation the driver declares where they will exit the board or where they will next stop if they decide to pick up a fellow miner. The driver then rolls 2d6 and consults the Driving Table.

2

DRIVING TABLE

Roll 2d6 versus the Rep of the Driver.

Pass 2d6

- Driver takes off and heads towards the exit point without taking any effective fire. Any enemies required to take subsequent In Sight tests will do so normally.

Pass 1d6

- Driver takes off and heads towards the exit point but any enemies facing will fire when first in range. Any enemies required to take subsequent In Sight tests will do so with an additional 1d6.

Pass 0d6

- Driver takes off and heads towards the exit point but any enemies will fire when first in range. Enemies not facing are allowed a free turn around to face. Any enemies required to take subsequent In Sight tests will do so with an additional 1d6.

Escape By “Running For It!”

If any miners choose to run for it they will head towards any table edge away from the slavers and at the fastest speed possible while still subject to normal movement rules. If they exit the board they are assumed to have successfully escaped.

Escape By “Swimming For It!”

If any miner chooses to swim for it they will head towards the lake at the fastest speed possible, subject to normal movement rules. If they reach the lake they will take an Unopposed Task test to see if they successfully swim away. Swimming on the lake is a Hard Task counting a minus one to their Reputation. The consequences of failing will be either drowning (1-4) or returning to shore (5-6) and becoming Out of the Fight when reaching the land.

Winning The Encounter

It's pretty simple to determine the winners and losers in this encounter. The miners must avoid capture, either by escape or by driving the slavers off. The slavers need to capture as many of the miners as possible.

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“I Escaped! Now What?”

Getting off the board is one thing. Getting *away* is quite another. Remember that part about Drones being executed for failure? They don't like to fail. It ain't hardly healthy.

It's a safe bet they'll be on you like blue on a Razor! Run, run, run, as fast as you can. Rules for gaming the pursuit follow.

“I Got Captured! Now What?”

Well, seems that you are destined to live a lonely life of slavery in the Hishen Empire, but there is a chance that you can be saved.

Okay, so maybe the Security Team didn't get there in time, but they will pursue the slavers and try to get you back. Here's how that works.

PURSUIT IN 5150

First let's outline some general rules for Pursuit that are common for any type of pursuit you desire to run in 5150.

A pursuit can be triggered by any Encounter where a character or group of characters leaves the board whether voluntarily or not. However, just because a pursuit *can* be triggered, there is no guarantee that it will.

There may be times when it just isn't a smart idea to pursue the characters. For example as a general rule Non-Player Characters or NPCs will not pursue if they, the pursuers, are outnumbered. A player however, will always have the option to pursue or not.

There may be times when the pursuers may *want* to pursue but don't have the means to. Such as if the fleeing characters have a significantly faster means of transportation than the pursuers. An example would be the characters are mounted while the pursuers are not. Yes, mounted. Like on a horse.

Once it has been established that there is to be a pursuit we have to answer some questions. The first one is “where are they going?”

Where Are They Going...

And what happens when they get there. Usually the pursued or Runners are heading for a place of safety. This can be to a waiting ship that will whisk them away, or perhaps a fortress, or other safe haven. The point is that when the Runners reach this place the pursuit is over. Determining what, and where lies the final place of safety determines what type of pursuit we have.

Simple Or Complex Pursuit

Before any pursuit can start we must decide if it will be a Simple or Complex Pursuit. This is something that will either be determined by the scenario or by the players.

A Simple Pursuit is one where the Runners have to reach only one destination point ahead of the pursuers or Chasers. For example, this scenario has a Simple Pursuit. The slavers are safe once they reach their space ship. There isn't a way for the Chasers to catch the Runners when they have boarded their ship and taken off for the fleet. The Runners can escape at anytime during this pursuit.

A Complex Pursuit is one where the Runners have to reach more than one destination before escaping the Chasers. There can only be a Complex Pursuit if the Chasers have the same ability to chase as the Runners have to run. An example of this would be if the slavers first had to reach their space ship *then* reach their fleet. This would require the Chasers to also have access to a spaceship to continue the chase. Make sense? But if they did not have a space ship they could still catch the Runners on the first leg of the Pursuit, before they reach their spaceship.

Defining The Lead

We've already defined the characters being pursued as the Runners and the pursuers as the Chasers. Now it's time to define the most important part of the pursuit, the Lead.

The Lead is an *abstract* representation of how much time has elapsed before the Chasers are sent out after the Runners. How much of a Lead do the Runners have? First roll 1d6 and add the score to the lowest Rep found amongst the Runners. Next modify the total by the following factors.

- -2 if all the Chasers were present on the board when the Runners left.
- -2 if the Runners include any OOF character that has to be physically carried by the Runners.

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- +1 if the Chasers delay pursuit while awaiting reinforcements.
- +5 if the Runners left the board during darkness and the Chasers are Tech Level 4.
- +3 if the Runners left the board during darkness and the Chasers are Tech Level 5 or 6.

The result is the Lead that the Runners have over the Chasers. For simplicity's sake this is referred to in hours.

Example – Three of the miners have left the board. The Hishen outnumber them and choose to pursue. The lowest Rep in the Runners group is a 3. The miner player throws 1d6 and scores a 5. Five plus three is an eight. The Hishen are already on the board so they will subtract two from the eight resulting in a final score of six. The Runners now have a six-hour Lead or head start on the Chasers.

How To Pursue

To determine if the Runners are gaining or losing ground in the pursuit take the lowest Reputation in the Runners group and add the score from 1d6. Next modify this total by the following conditions that apply:

- +1 if the Runners are using higher speed vehicles than the Chasers are using. This includes motor vehicle mounted Runners being pursued by animal mounted Chasers.
- -1 if the Runners are using lower speed vehicles than the Chasers are using.
- -1 if any Runners are sharing a mount. A "mount" is any riding animal.
- Reduce the total by half if the Runners are on foot and the Chasers are using mounts/ground vehicles or if the Runners are on ground vehicles and the Chasers are using aircraft.
- Reduce the total by three quarters if the Runners are on foot and the Chasers are using aircraft.

Add this modified total to the existing Lead that the Runners have over the Chasers.

Next take the lowest Reputation in the Chasers group and add the score from 1d6.

- Subtract this total from the current Lead.

If the Lead is increased to over 24 then the Runners have escaped.

If the Lead is reduced to 0 or less then the Chasers have caught the Runners.

Catching The Runners

If the Lead is reduced to zero go to the Stand Up Fight Encounter on page 51 of the 5150 rules book. *The Chasers set up terrain and decide from which table edge they will enter.* The Runners then deploy their figures no closer than 24" from the edge that the Chasers will arrive from.

There is no possibility of an Ambush, Talk the Talk, or Walk the Walk as outlined on page 52 of the 5150 rules book.

Alternately the Runners may decide to make a stand before the Chasers catch them. *The Runners set up terrain and decide from which table edge the Chasers will enter.* The Runners then deploy their figures no closer than 24" from the edge that the Chasers will arrive from.

In this case there is a possibility of an Ambush but there is still no chance to Talk the Talk or Walk the Walk. Use the Ambush procedure found on page 52 of the 5150 rules book.

In either event, the battle then starts with the Chasers having a free first turn of Activation. After they are finished Activation dice are rolled as normal.

Splitting The Runners

Runners may split up their party at anytime and the Chasers may then do the same, or elect to follow only one band of Runners. If the Runners split the party and the Chasers split to follow, carry out two separate pursuits remembering to run two separate Leads.

Hishen Pursuing The Miners

In this Encounter if the Hishen are player controlled, the details and indeed option of pursuit is up to the player(s).

NPC Hishen will pursue. If some miners fled on foot the Slavers will pursue on foot (1-3) or use their ship (4-6). If the miners escaped in the vehicle, or by swimming the Hishen will use their ship. In the event that several miners escaped via differing means, assign an equal chance to each runner, and dice for each Chaser to see who gets pursued. If two chaser parties end up needing the ship for pursuit, roll a die for each group and high group takes all the other

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ship borne groups in pursuit of the winning group's quarry.

For a foot pursuit the Miners start with a two hour lead. The good news is they only have to stay free three turns if help is on the way. If not, five turns of freedom will get them to a security patrol (same stats as if Help arrived). This is a simple pursuit and should the miners reach the security patrol, the controlling player may choose either to escape to safety or turn and engage the Slavers in a Stand Up Fight.

If the slavers went back to get their ship, the miners have a 3 hour lead. This is a complex pursuit, with the miners requiring three or five turns as above to reach a security patrol. After that, assuming the miner and security patrols keep running, the Slavers have only five more turns to catch their prey before proximity to the settlements leaves further pursuit futile.

Security Detail Pursuing Hishen

For this Encounter the Hishens that have captured any characters will start with a three hour Lead. There will only be five turns of pursuit before the Hishen have reached their ship. If after five turns the Chasers have not caught the Runners then the Hishen will try and return to the fleet.

If the rescue force is lucky enough to catch up with the Hishen, things get real interesting real quick. If all the players are on the miner/security side, rather than playing out the standard Stand Up Fight encounter, consult Chance of Rescue below.

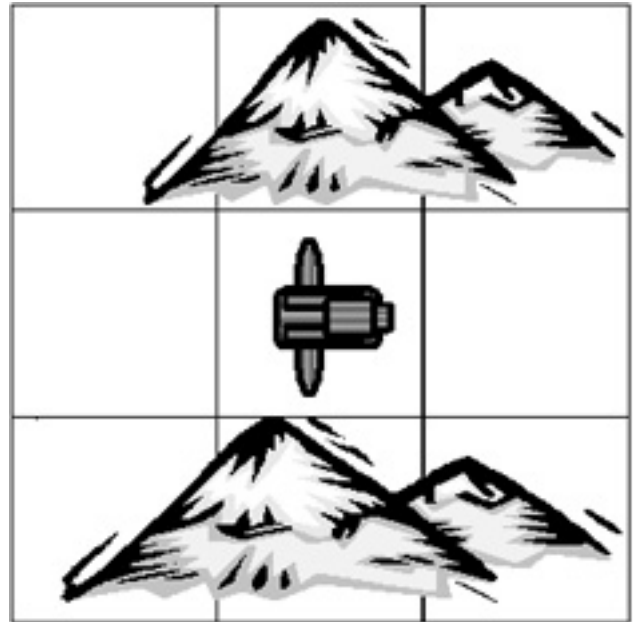
CHANCE OF RESCUE

If you have arrived with the security teams before the Hishen have taken off you will see the following terrain.

Terrain

The terrain is set up as follows:

- The board is 1 foot by 3 feet.
- Two ranges of impassable rock formations line the long edges of the table.
- The table itself consists of "no effect" scrub.
- The Hishen ship lies in the center of the board.



Deployment

When the rescue force arrives at the site there are a variety of set-ups for the Hishens and their captives. Roll 1d6 and consult the following:

- (1 – 2) The Hishens and the captives are in the same one-foot square as the pursuers and heading towards the ship. The Grath is in the lead and the Hishen are in front of and behind the captives.
- (3 – 5) The captives, Grath, Razor, and two Hishen are inside the ship. Only two Hishen are at the side entry door of the ship ready to walk up the ramp.
- (6) The ramp is down but no one is in sight.

The security teams will enter from the table edge to the rear of the ship.

The Ramp And Lift Off

Regardless of how the Hishen are found the ramp will take three activations to close. On the first activation the ramp will start to retract back into the ship, continue on the second, and finish on the third. The interior of the ship is still accessible to figures on foot via the ramp on the first and second turns of closing. Once the third turn or retraction has been completed, no one is getting on board without explosives and plenty of them.

Three activations after the ramp has closed the ship will move forward and exit the table edge, headed back to the fleet.

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The G’Narr

The Hishen raiding party went dirtside* in their standard raiding craft, the G’Narr.

The speedy G’Narr is the ideal ground to orbit craft, perfect for the sudden slaver raids carried out by the Hishen. The lightly armed G’Narr swoops down to the planet, having been launched from the Slaver Fleet. Large transports carry a dozen of these raiders, and launch them as needed. Able to operate independently but just as often operating in three ship squadrons the G’Narr will appear without warning and disappear just as quickly.

It may be possible that the players will reach the Hishen ship during the game. Perhaps the security forces have got the Hishen as they have arrived at the ship. Or maybe you just want to use the ship in another Encounter. In any case here’s the info on the ship.

1 * Robert Heinlein first used the term dirtside in the book *Starman Jones* published in 1953.

Ship’s Crew

Captain - Rep 3, Parak Pistol, Soft Body armor, with the additional Skills – Pilot Skill Q 2, Com Skill Q 2, and Gunnery Skill Q 2.

Pilot - Rep 3, Parak Pistol, Soft Body armor, with the additional Skills – Pilot Skill Q 3 and Com Skill Q 1.

Com Officer - Rep 3, Parak Pistol, Soft Body armor, with the additional Skills – Com Skill Q 3 and Gunnery Skill Q 1.

Engineer - Rep 3, Parak Pistol, Soft Body armor, with the additional Skills – Engineering Skill Q 2 and Gunnery Skill Q 1.

Gunner - Rep 3, Parak Pistol, Soft Body armor, with the additional Skills –Gunnery Skill Q 3.

Whoa, Skill Q? Slow Down Cowboy!

Oh you noticed.

“Q” is a reference to the Quality or Quantity of a device, object, or task. Think Rep for the inanimate. The higher the “Q” value the better the item, bigger the item, or harder the task.

Example – Piloting the G’Narr is a Q 2. It’s an easy ship to fly so if you have Piloting Skill Q 2 or higher you can fly it.

Is there a maximum “Q” rating? Not really, you can go as high as you want just keep in mind the larger the “Q” the larger or better the object could be. Or harder the task. For playability I “cap” it at Q6.

“Q” was first introduced in Infestation.

SKILLS

Skills are things that you learn. They are applied to accomplishing a Task such as flying a plane, operating a machine, or similar.

If you have a Skill equal or greater than the “Q” of the object then you can perform the Task required. Some objects, such as a door, may have more than one “Q” value. The door could have one “Q” for how hard it is to open the door (call it a Security Skill Q) while another for how well it is constructed (call it a Tough Skill Q). You may decide to only concern yourself about one “Q” value of an object. If you have a lock pick you may only worry about the “Q” of the lock.

Example – Alex has the Mining Skill Q 3. The Alfax 3 Core Drill is a Q 2. Alec can easily operate the drill.

But what if your Skill Q is less than the thing you are trying to use? Then you must take a Skill Test.

Skill Test

Taking a Skill Test is simple.

- Roll 1d6 and add the result to the Skill Q of the character.
- Roll 1d6 and add the result to the Q of the object that you desire to use to perform the Task.
- Compare the results to the Skill Test Table.

2

SKILL TEST TABLE

1d6 + Skill Q vs. Q of Target

Tester’s score is greater than the target’s.

- Tester easily accomplishes task.

Scores are equal.

- Tester and target must re-roll test on next Activation.

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Tester's score is less but not half or lower than the target's.

- Tester cannot operate the item but on next Activation can try again at a minus one to his Skill Q. This minus one is cumulative and will apply on any future Skill Test versus this or same objects.

Tester's score is half or lower than the target's.

- Disaster! Tester may not operate the item and may not take any more Skill Tests versus the item in the future unless he has raised his Skill Q.

But How Does It Really Work?

Yes, I know, I know, I know. Some of you out there really want an example so here goes!

Example – Billy Pink has somehow found himself alone in the cockpit of a Hishen G’Narr slaver ship. Who’d a “think” it? Anyway, Billy is a Pilot Skill Q 3 while the G’Narr is a Piloting Q 2. No problem, as Billy has a higher Skill Q he fires the “puppy” up and takes off.

Later, after lunch at the Drantak spaceport, he spies a Drantak Kalill 5 Class 2 Cargo Hauler that is “abandoned”. (Okay, maybe unattended is a better word.) Billy goes aboard and slips into the cockpit. The Kalill is a Piloting Q 4. As Billy is a Skill Q 3 he must take the Skill Test.

- *Billy rolls 1d6 and scores a 3. Added to his Skill Q of 3 for a total of 6. Not too good.*
- *The Piloting Q for the Kalill is a 4 and the result of a 1d6 is a 5 so the total is 9.*
- *Billy scored less than the Kalill but not half as low. He can try again when he becomes Active. As he becomes Active he notices that his attempt is attracting attention but he gives it another try.*
- *Billy rolls 1d6 again and scores a 6. He adds this to his Skill Q of 3 for a 9. However, he must subtract 1 for the previous failure so his adjusted total is an 8.*
- *The Piloting Q for the Kalill is a 4 and the result of a 1d6 is a 6 so the total is 10.*
- *Billy scored less than the Kalill (again) but not half as low. He can try again when Active but this time at a minus two as he has failed twice. Hearing gunfire he figures that it’s safer inside than out so what the heck, when he activates again he gives it another try!*

- *Billy rolls 1d6 again and scores a 5. He adds this to his Skill Q of 3 for an 8. However, he must subtract 2 for the previous two failures so his adjusted total is a 6.*
- *The Piloting Q for the Kalill is a 4 and the result of a 1d6 is a 1 so the total is 5.*
- *Billy scored higher than the Kalill’s total so he has successfully mastered the craft and readies for take off.*

How Do I Raise My Skill Q?

Characters start out with one Skill for each point of Rep. One Skill of your choice is called your Primary Skill. The Q of the Primary Skill is always going to be equal to your Rep. So as your Rep goes up or down so does your Primary Skill.

The other Skills you have are called your Secondary Skills. The Q of your Secondary Skills are equal to half your Rep rounded up to the nearest whole number.

Example – Billie Pink has a Rep of 5. He has Piloting Skill Q 5 for a Primary Skill and then Hacker, Combat Training, Con Man, and Culinary Arts all as Secondary Skills and all at Q 3.

What If I Don’t Have The Appropriate Skill?

Well you’ve gotten your hands on a G’Narr slaver ship and now it’s time to take her out for a spin. But you don’t have the Piloting Skill. What now?

You’re screwed. No applicable Skill then you can’t do it. Unless...

If there’s someone there to guide you through it you can try taking the Skill Test but at a Skill “0”.

Example – Alex has somehow found himself alone in the cockpit of a Hishen G’Narr slaver ship. He hasn’t got the Piloting Skill but he does have a radio. He calls the mining facility and they “hook ‘em up” with JK the pilot. JK can now try to guide him through the process of flying.

EXPLORING INSIDE THE G’NARR

Once you have come up the ramp and entered the ship the normal 5150 game mechanics are altered as follows. This can be used anytime you enter a ship,

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building, tunnel, or other enclosed area to adventure in.

Interior Turn Sequence

When moving inside enclosed areas switch to this turn sequence:

1. Activation roll
2. Interior movement
3. Draw the cards (if required)
4. Encounter (if required)
5. Handle Activation as usual.

Interior Movement

Like the Z-Lab in Infestation, the G’Narr has been broken down into sections. Figures moving normally can move one “section” (room or hallway) at a time. If they are fast moving they may move two sections at a time.

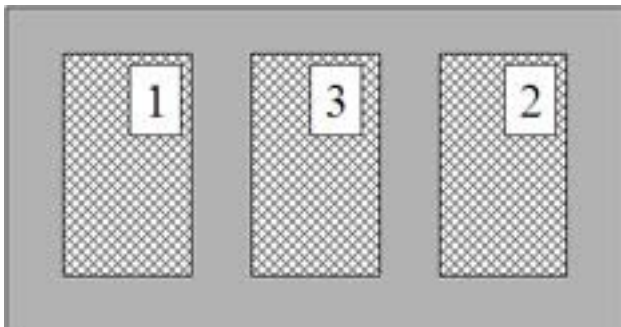
If your team ends its movement in a different section than the one in which it started then its time to “Draw the Cards”.

If you start in a section and remain there, that’s the end of this turn. Go back to rolling Activation.

Draw The Cards

When a figure, or group of figures, ends their move in a different section from that in which it started, draw two cards (#1 & #2) from the deck. Place them six inches apart and face up. Place the lower value card in the left spot and the higher value card on the right. *Aces always count high.*

Next draw one card (#3) and lay it *between* the two previously drawn cards.



Next see how the middle card (#3) relates to the other two (#1 & #2).

If the #3 card has a value *that is higher than the #1 card and lower than the #2 card* then there is an Encounter.

Example – The player draws an eight and a two. The two is lower than the eight and so is placed to the left (#1) while the eight goes on the right (#2). The #3 card drawn is a five. As this is higher than #1 (two) and lower than the #2 (eight) there is an Encounter. See the Section Descriptions section coming up.

- In the event that the third card is equal to or less than the first card there is no Encounter.
- In the event that the third card is equal to or greater than the second card there is no Encounter.

SECTION DESCRIPTIONS

The sections are listed alphabetically for ease of finding. Each description will provide the following:

- Who or what you have encountered. The #3 card that you drew that triggered the Encounter will tell you what you have come into contact with.
- Note that when contacting enemies in the ship there is only 1 Razor, 1 Grath, 4 Hishen slavers, and 5 Hishen crewmembers total. Any of these characters that were OD at the end of the miners’ camp encounter will be absent from this one, as will be any that were OOF and left in the camp. Any OOF characters that were carried off by their friends in the first encounter may make a recovery roll to see what their status is in this encounter. The slaver party is armed as in the miners’ camp encounter. Crewmembers are armed only with a Parak Pistol. As you eliminate each type of character keep note so as not to exceed the number actually available.
- Also note that after any encounter in which shots were fired, any remaining slavers and crew unaccounted for will appear at the start of next (1-3) turn or the turn after next (4-6) from within the ship. Dice for each figure to determine from which direction they

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approach should there be more than one possible avenue of approach.

- Also note that the first four miners you find will be from the original ones that were captured. If you do not find them on board then it is assumed they were *eliminated* during the pursuit. Until all of them that are still alive are found no other miners can be found.
- What you can gain from this room. We suggest you only read this part if you have cleared the room of all enemies. You receive this on the same turn that you clear the room.

A - Entry Door

WHO

- If the card is a Spade you have encountered the Grath.
- If the card is a Club you have encountered a 1/2d6 Hishen slavers.
- Any other card means no Encounter.

WHAT

- Once the ramp retracts the door slides down. There is a small panel immediately inside the door that can be used to open or close the door. It is a simple keypad electronic lock and takes one Activation to unlock.

B - Entry Way

WHO

- If the card is a Spade you have encountered the Grath.
- If the card is a Club you have encountered a Hishen slaver.
- Any other card means no Encounter.

WHAT

- This is a passageway from the door to the interior of the ship.

C - Cabin

WHO

- If the card is a Spade you have encountered the Grath.
- If the card is a non-face Club you have encountered a 1/2d6 Hishen slavers.
- If the card is a “face” Club you have encountered a Hishen crewmember.
- Any other card means no Encounter.

WHAT

- This is the main interior of the ship; it has ten holding cells and one small room.
- There are four seats, two next to each hallway for passengers.

D - Armory

WHO

- If the card is a Club you have encountered a Hishen slaver.
- Any other card means no Encounter.

WHAT

- If there is no encounter then the door is locked. It is a simple mechanical lock that takes one turn of Activation to unlock.
- Inside the armory are six Parak rifles.

E - Hallway

WHO

- If the card is a Spade you have encountered the Grath.
- If the card is a non-face Club you have encountered a Hishen slaver.
- If the card is a “face” Club you have encountered a Hishen crewmember.
- If the card is a Heart you have encountered the Razor.
- Any other card means no Encounter.

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WHAT

- This is the passage leading to the cockpit of the G’Narr.

F - Cockpit

WHO

- If not previously encountered both the Razor and the Grath are here.
- In addition a Club or Diamond card means you have encountered either one (1-2) or two (3-4) Hishen crewmembers.

WHAT

- There are four seats in the cockpit. The two seats in front are for the pilot and co-pilot while the other two seats to the rear are for passengers.
- All the systems needed to fly the ship are located here. This includes controls, navigation, and sensors. The G’Narr is a Pilot Q 2 ship.

G - Hallway

WHO

- If the card is a Spade you have encountered the Grath.
- If the card is a Club you have encountered the Razor.
- Any other card means you have encountered either one (1-2) or two (3-4) Hishen crewmembers.

WHAT

- This is the passageway leading to the engine room.

H - Engine Room

WHO

- If the card is a Spade you have encountered either one (1-2) or two (3-4) Hishen crewmembers.
- Any other card means no Encounter.

WHAT

- This room holds all the systems that are required to power the ship.

1 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6). Any miners that are found in any cell will be from the original miners in the scenario. Until all of them that are still alive are found no other miners can be found.
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

2 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

3 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).

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- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

4 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

5 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door.

6 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

7 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

8- Holding Cell

WHO

- If the card is a Spade or Club the cell contains a Kabasu. The Rift Walker is the special prisoner of the Razor. Upon closer inspection you who notice that there is a ring of obviously “alien technology” secured about his neck.
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

9 - Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).

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- Any other card means the cell is empty. It is a simple mechanical lock that takes one turn of Activation to unlock.

WHAT

- The cell is totally barren being just a square room with a lockable door.

10- Holding Cell

WHO

- If the card is a Spade the cell contains a Nomad.
- If the card is a Club the cell contains either one (1-4) or two miners (5-6).
- Any other card means the cell is empty.

WHAT

- The cell is totally barren being just a square room with a lockable door. It is a simple mechanical lock that takes one turn of Activation to unlock.

Who's In The Holding Cells?

Whenever you have found someone in a cell roll 2d6 and add the scores together. Cross-index the total on the Captives Table to determine who is in the holding cell.

Captives Table

Miners			
Dice Total	Rep	Attribute	Armor
2	4	Slight	None
3	4	Slight	Soft Body
4	3	Coward	None
5	3	Drunkard	None
6	4	Brawler	None
7	5	Resilient	Soft Body
8	4	Drunkard	None
9	3	Drunkard	None
10	3	Resilient	None
11	4	Brawler	Soft Body
12	4	Clumsy	None

Nomads			
Dice Total	Rep	Attribute	Armor
2	4	Crack Shot	None
3	4	Medic	Soft Body
4	5	Looter	None
5	4	Crack Shot	None
6	4	Born Leader	Soft Body
7	5	Resilient	Soft Body
8	4	Knifeman	None
9	4	Crack Shot	Soft Body
10	3	Stealthy	None
11	4	Drunkard	Soft Body
12	4	Poser	None

And What Do They Do?

If and when you free a Miner he will either help you (1-3) or head for safety (4-6) by exiting the ship.

If and when you free a Nomad he will either help you (1-4) or head for safety (5-6) by exiting the ship. If you offer him a weapon he will definitely help.

And if you free the Kabasu use the Talk the Talk Table on page 52 of the 5150 rules. The Kabasu will *NOT* join your party but may help for the remainder of the Encounter.

PROFESSIONS

People work. I work, you work, and in general everybody works. And it doesn't change in the 5150 universe. Professions, it's what people do and sometimes who they are. Professions will be handled in greater details in future 5150 Scenario Books but with the introduction of the Nomad you'll kind of get the idea.

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NOMAD



Nomads, tribals, call them what you want, we call them "free spirits".

Current History

Commonly referred to as Nomads or just 'mads have a common heritage, affiliation, or family bond, uniting them into small to medium sized Clans. Sometimes Nomads will cooperate with other types (1) but normally (2-6) will shun other groups as a result of their fervent dislike for others. Nomads are usually found in small numbers, rarely more than a dozen at a time. Preferring a foot loose life, these people recognize no outside authority.

Leadership in Nomad groups is based on ability and nothing else. Consequently Leaders in this Meritocracy can be either male (1-3) or female (4-6).

Nomads survive by a combination of raising their own food, trading goods, scavenging, and in some instances raiding others.

"Raising their own food" includes small fast growing crops, herd animals, for meat and dairy products. Heck they even hunt if there's game...or other people's herd animals.

Trading goods either come from small items that they manufacture or excess crops they grow.

Scavenging whatever they can find as they move from place to place is supplemented by small scale, usually non-lethal, raiding, as it is better to be wanted for theft than for murder.

Nomads will only be found on ER 2 or lower worlds. They are a highly mobile group, more so than others. When encountered they will either be seeking

to trade goods (1), raiding (2), on the move to a new location (3-5), or in camp (6).

Although they will trade with most they are quick to distrust outsiders and close ranks in a crisis. When using the Talk the Talk Table as found on page 52 of the 5150 rules they will count a minus one for the Distrust Attribute.

Note that Nomads are not restricted to rural areas but can also be found moving from city to city.

Types Of Encounters

The Nomads use the Adventurer Encounter Table.

Primary Motivators

Nomads will use the Profit Motivator.

Nomad Organization

Following is the organization and stats (O&S) for groups of Nomads that may be encountered.

NOMADS	
ORGANIZATION –	
Clan	Nomads
# Parties	2 - 5
Nomads per party	3 - 8
Dice Generation	2 + 1d6
Leader	1 (1)
Nomads	Rep 5 (1-2) 83 pts
	Rep 4 (3-5) 66 pts.
	Rep 3 (6) 50 pts.

1. Leaders will always be the highest Rep character in the party.

Attributes

In addition to the Attributes common to their race, Nomads have the following Attributes:

- Distrust: Does not trust others. This is reflected in a minus one modifier when using the Talk The Talk Table.
- Resilient: Treats first Out of Fight result as Knock Down instead.
- Wary: Add 1d6 when taking In Sight tests.

Weapons

Nomads will always have access to the weapons specific to their race. The following Nomads Weapons Table is for Nomads that are of

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Basic stock. The weapons available are determined by rolling on the Nomad Weapon Availability Table.

2 NOMAD WEAPON AVAILABILITY

Leader +1

2	Cross Bow (1-5) Crossbow Pistol (6)
3	Composite Bow
4	Machine Pistol
5	Pistol
6	BA Pistol
7	Shotgun
8	Bolt Action Rifle
9	Semi-auto Rifle
10+	Assault Rifle

Armor

Nomads use a variety of armor types, generally the lighter ones. Nomads will have access to the armor types typical to their racial stock. The following Nomad Armor Availability Table is specific to Nomads of the Basic stock.

Much of their armor comes by trade or scavenging.

2 NOMAD ARMOR AVAILABILITY

Leader +1

2 to 5	None (0 points)
6 to 10	Soft Body Armor (27 points)
11 or 12	Hard Body Armor (68 points)

Vehicles

Nomads will only have access to soft skin vehicles (DV 1 types) of an appropriate type based on their race.

1 NOMAD VEHICLE AVAILABILITY

1	= ATV - 2 man capacity
2	= Jeep or similar - 5 man capacity
3	= Jeep or similar - 5 man capacity
4	= SUV - 8 man capacity
5	= Truck - 10 man capacity
6	= RV - 20 man capacity

Mounts

Yes, even in the far-flung future there's room for the good ol' horse typical of ancient Earth*. Although these beasts and their equivalents are useful

in a variety of ways we will only cover their use as a means of transportation in the 5150 universe. Note that any Nomad that normally uses mounts will have a Riding Skill Q equal to Rep.

* For those wishing to learn more about this ancient world see the ASI doc entitled "Promise Unfulfilled".

Defining Mounts

A single characteristic called Q is used to define a mount. Q. Sound familiar? Mounts are either: Q 3 (1-2) or Q 2 (3-6) and this characteristic is randomly generated when needed. Q is a measure of the animal's health, endurance, speed, and training, and is used for a variety of things and in various ways.

Movement Distances

All mounts normally move up to 12". Mounts can fast move up to 24" if the rider successfully passes 2d6 vs. the rider's riding Q.

2 MOUNTED FAST MOVE

Roll vs. rider's Riding Q

Pass 2d6

Mount may move up to 24".

Pass 1d6

Mount may move up to 20".

Pass 0d6

Mount may move up to 16".

The distances quoted for movement are over open terrain. If crossing Rough Terrain the mount may not fast move.

Mounting And Dismounting

Mounting and dismounting will take one turn of Activation.

To mount up, the character moves adjacent to the mount. Then next Activation he "mounts up" and is placed on the mount. Then the following Activation he may ride away.

A dismounting character is placed to the left of the mount and if left facing the mount may either tie it to an appropriate object or keep it nearby by holding the reins in one hand.

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If the mount is left unattended or unattended there is a chance it will wander off. This is tested at the end of each turn by rolling 1d6. On a score of "6" the mount will wander away 1d6" directly away from the nearest character. If there was gunfire or similar noise during that turn then the mount will automatically wander away from the gunfire 2d6".

Mounting And Dismounting While Under Fire

If being fired at while trying to mount up or dismount the character rolls 2d6 versus the Riding Skill Q of the tester.

2 MOUNTING UP UNDER FIRE *Taken vs. Riding Skill Q*

Pass 2d6

- Mount up or dismount as desired and ready to move next Activation.

Pass 1d6

- If mounting or dismounting a Q 3 mount then mount up or dismount as desired and ready to move next Activation.
- If mounting or dismounting a Q2 mount then immediately roll again counting a result of pass 1d6 as if passing 0d6.

Pass 0d6

- If trying to mount up the mount "spins about". Move mount and character 180 degrees facing opposite direction. May attempt to mount up next Activation.
- If trying to dismount the mount rears up and the rider is tossed onto the ground and must take Knock/Back Recovery Check.

Holding Mounts

A rider may hold up to four mounts but may not fire when doing so unless using a pistol or other one-hand weapon. When doing so he takes a minus one to his Rep.

Riding

There will be times when a mount may be called upon to perform unusual tasks such as being called upon to jump low walls and other obstacles up to 1" in height and 3" in width. When attempting such a task use the Mounted Challenge Test.

2 MOUNTED CHALLENGE TEST *Taken vs. Riding Skill Q*

Pass 2d6

- Success! Mount clears obstacle easily.

Pass 1d6

- If riding a Q 3 mount then success! Mount easily clears obstacle.
- If riding a Q 2 mount then immediately roll again counting a result of pass 1d6 as if passing 0d6.

Pass 0d6

- Mishap! Mount stumbles the rider is tossed onto the ground and must take **Knock/Back Recovery Check**.

Two Riders

Horses can carry a second rider with no movement penalty during table top Encounters.

When Shooting

Firing from a mount can be a little tricky. Firing from a slow moving animal will reduce the Rep of the shooter by 1. Firing from a mount moving over 8" will reduce the Rep of the shooter by 1 and also reduce the range of the weapon by half.

Mounted Figures As Targets

When targeting a mounted figure, roll to hit the target as normal. Should the shot result in a score of "8" the mount has been hit instead.

Mounts Hit By Fire

If a mount has been hit, roll 2d6 versus the Impact of the weapon as if firing against Hard Body Armor.

- Pass 2d6 the mount is Obviously Dead and the rider thrown.
- Pass 1d6 then immediately re-roll the test counting pass 1d6 as if passing 0d6.
- Pass 0d6 the mount ignores the wound but the rider still takes the Received Fire Test.

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Nomad Weapons (1)	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Pistol	12	2	1	0	Special	1	Special	1	NE	NE	4
BA Pistol	12	2	2	1	Special	2	Special	2	NE	NE	14
Machine Pistol	12	3	1	0	Special	1	Special	1	NE	NE	7
Shotgun	12	3	2	1	Special	2	Special	2	NE	NE	22
Bolt Action Rifle	48	1	3	2	Special	3	Special	3	NE	NE	15
Semi-auto Rifle	48	2	3	2	Special	3	Special	3	NE	NE	28
Assault Rifle	48	3	3	2	Special	3	Special	3	NE	NE	41
Explosives (2)	4	3" circle	3	2	Special	3	Special	0	NE	NE	14
Composite Bow	18/12(3)	1	2	1	Special	2	Special	1	NE	NE	11
Crossbow	24	1	2	1	Special	2	Special	2	NE	NE	9
Crossbow Pistol	8	1	2	0	Special	1	Special	2	NE	NE	5

1. Nomads will have access to their "normal" weapons based on their respective Army List. This weapons table covers Nomads that are of the Basic stock.
2. Explosives can be launched from a composite bow with a reduction of 2" in range.
3. Twelve-inch range if firing from a vehicle or mount.

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

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5150 NOMAD QRS:

2 IN-SIGHT TEST

+1d6 if providing covering fire
+1d6 for Wary Attribute

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Hidden figures are revealed but may not fire.
- Others will Duck Back or go prone.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

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

Pass 2d6

- Those in cover – If outgunned will Duck Back. Otherwise fire as normal.
- Those in open - If outgunned and fast moving will continue move to cover if within 3". If outgunned and not fast moving will go prone. Otherwise finish move and may fire as normal.

Pass 1d6

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

Pass 0d6

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

NOMADS ATTRIBUTES

All Nomads share the following Attributes:

Distrust: Does not trust outsiders. A minus one modifier when using the Talk The Talk Table reflects this.

Resilient: Treats first Out of Fight result as Knock Down instead.

Wary: Add 1d6 when taking In Sight tests.

2 LD WANTING TO CHARGE CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will remain in place.

2 BEING CHARGED CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All Runaway.

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

- Immediately re-roll counting pass 1d6 as if pass 0d6.

Pass 0d6

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

2 RALLY CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All removed from play.

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KABASU



The “rift walkers” pose a unique threat to Gaea Prime.

Current History

Very little is known about the Kabasu or Rift Walkers. And most of that could actually be classified as speculation on the part of Aliens Studies Institute (ASI). This is what we know:

1. The Kabasu have ability to phase in and out of our dimension at will.
2. It has the ability to teleport at will. The ASI has dubbed this the ability to “blink”.
3. The Kabasu can channel large amounts of energy and direct it at one point,
4. When entering and exiting dimensions the Kabasu expends a tremendous amount of energy, which can prove fatal to those in the immediate vicinity.
5. There have been instances of people disappearing when the Rift Walkers phase out. None of the missing have ever been found. *

The ASI has issued the following communiqué:

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

* When the Kabasu phases out it will “take” the highest Rep character in play with him. The character disappears in a burst of energy. In the event of two equally high Rep characters it will take the closest.

Roll off 1d6 in the event of two equally close characters.

Types Of Encounters

It is possible the Kabasu can arrive during any Encounter when double sixes, or boxcars, are rolled for Activation. If boxcars are roll immediately toss 2d6. If any doubles comes up then the Kabasu has arrived and is placed in the center of the board. Add an additional d6 representing the Kabasu to future Activation rolls.

If the second set of doubles are double ones, or snake eyes, there will be two Kabasu present.

If the second set of doubles are double sixes, or boxcars, there will be three Kabasu present.

Primary Motivators

What motivates a Kabasu has yet to be determined.

Kabasu Organization

Following is the organization and stats (O&S) for groups of Kabasu that may be encountered.

KABASU	
ORGANIZATION –	
Intrusion	Walker
# Parties	1-3
Walkers per party	1
Dice Generation	1
Leader	1 (1)
Walkers	Rep 6 (1-2) 100 pts
	Rep 5 (3-5) 83 pts.
	Rep 4 (6) 50 pts.

1. Leaders will always be the highest Rep character in the party.

Attributes

All Kabasu share the following Attributes:

- Dimensional traveler: Able to travel between dimensions by the ability to “phase in and out” of different dimensions.
- Blink: Able to “disappear” and “reappear” up to 12” away facing any direction instead of the normal move. Any Kabasu that “blinks” into a solid object will “phase out”. When a Kabasu Activates he will “blink” in a

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random direction generated by rolling 1d6 and consulting the direction of a clock.

- A result of “1” is twelve o’clock.
- A result of “2” is two o’clock.
- A result of “3” is four o’clock.
- A result of “4” is six o’clock
- A result of “5” is eight o’clock.
- A result of “6” is ten o’clock.

Weapons

When attacked the Kabasu will return fire with a plasma energy blast. This is a 1” circle using the stats for a Plasma Gun as found on page 75 of the 5150 rules.

Armor

The Kabasu is rated has having Absorption armor. When hit by any weapon roll 1d6. On a score of 1-3 the energy is absorbed and the Rift Walker ignores the shooter. On a score of 4-6 the Rift Walker must take the Hit By Fire Test.

2	HIT BY FIRE TEST
Pass 2d6	
•	Fire is ineffective. The Kabasu will return fire.
Pass 1d6	
•	Immediately re-roll 2d6 counting pass 1d6 as pass 0d6.
Pass 0d6	
•	Kabasu takes full effect and is knocked backwards 1” and immediately takes the Knock Back Recovery Check.

Phase In

When the Kabasu “phases in” or enters this dimension he creates a rift in dimensions with incredible energy. The Kabasu is placed in the center of the board and all figures and vehicles on the board must take the Ripple Shock Test.

2	RIPPLE SHOCK TEST
	<i>Use when Kabasu “phases in” or “phases out”. Vehicles test against Q4.</i>
Pass 2d6	
•	Ripple passes over target but no measurable effect. Vehicles continue to perform as normal.
Pass 1d6	
•	Ripple slams into target knocking down individuals and shutting down all vehicles. Individuals must test to recover next Activation and vehicles may not function in any way until next Active.
Pass 0d6	
•	Ripple pummels target with individuals going Out of Fight and vehicles may not function the remainder of the Encounter.

Note that any energy sources such as power plants etc. are considered to be vehicles.

Phase Out

The Kabasu will Phase Out or leave this dimension for one of three reasons.

1. The Activation dice “Trip Up” or are all the same. If this occurs the Kabasu will immediately leave.
2. The Kabasu has passed 2d6 on the Knock Back Recovery Test.
3. The Kabasu has teleported into a solid object.

When the Kabasu phases out this triggers a Ripple Shock Test.

UNDER A HISHEN SKY!

5150 KABASU QRS:

2 "RIPPLE SHOCK" TEST

*Use when Kabasu "phases in" or "phases out".
Vehicles test against Q4.*

Pass 2d6

- Ripple passes over target but no measurable effect. Vehicles continue to perform as normal.

Pass 1d6

- Ripple slams into target knocking down individuals and shutting down all vehicles. Individuals must test to recover next Activation and vehicles may not function in any way until next Active.

Pass 0d6

- Ripple pummels target with individuals going Out of Fight and vehicles may not function the remainder of the Encounter.

2 HIT BY FIRE TEST

Pass 2d6

- Fire is ineffective. Kabasu returns fire to enemy.

Pass 1d6

- Immediately re-roll 2d6 counting passing 1d6 as passing 0d6.

Pass 0d6

- Kabasu takes full effect and is knocked backwards 1" and immediately takes the Knock Back Recovery Check.

2 KNOCK BACK RECOVERY CHECK

Pass 2d6

- Kabasu immediately Phases Out.

Pass 1d6

- Immediately re-take the test counting pass 1d6 as if passing 0d6.

Pass 0d6

- Kabasu is Out of Fight.

KABASU ATTRIBUTES

All Kabasu share the following Attributes:

Dimensional traveler: Able to travel between dimensions by the ability to "phase in and out" of different dimensions.

Blink: Able to "disappear" and "reappear" up to 12" away facing any direction instead of the normal move. Any Kabasu that "blinks" into a solid object will cause it to "phase out".



UNDER A HISHEN SKY!

5150 RAZOR QRS:

2 MENTAL BLAST DAMAGE TABLE

Pass 2d6

- Target staggers backward 1" unable to do anything until becomes Active again.

Pass 1d6

- Target suffers severe trauma and is Out of the Fight.

Pass 0d6

- Target is Obviously Dead.

2 IN-SIGHT TEST

+1d6 when taking this test

Pass 2d6

- Hidden figures may opt not to fire mental blast and remain hidden.
- All others may fire mental blast (1 – 4) or may test to Charge into melee. (5 – 6).

Pass 1d6

- In cover will fire mental blast but only at one target counting a –1 to Rep.
- In open will Duck Back.

Pass 0d6

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

2 RECEIVED FIRE TEST

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

Pass 2d6

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

Pass 1d6

- Those in cover – Return fire with mental blast at -1 to Rep.
- Those in open - If fired on to flank or rear will Runaway. Otherwise cease movement and fire mental blast at –1 to Rep.

Pass 0d6

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

2 LD “WANTING TO CHARGE” CHECK

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will remain in place and fire mental blast instead.

2 “BEING CHARGED” CHECK

Pass 2d6

- Those that can will fire mental blast and prepare for melee.
- Those charged to flank or rear will turn to face enemy and prepare for melee.

Pass 1d6

- Those in cover will fire mental blast and prepare for melee.
- Those charged to flank or rear will count prepare for melee.

Pass 0d6

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

2 LD RALLY CHECK

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Remove figure(s) from play.

2 “BULLET MOVE” TABLE

Pass 2d6

- Razor dodges causing the fire to miss instead.

Pass 1d6

- Razor bends and twists counting as in cover. Recalculate the firing total counting as if the Razor was in cover.

Pass 0d6

- Razor hit by fire.

RAZOR ATTRIBUTES

All Razor share the following Attributes:

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

Terrifying: When within 12" and in sight the Razor will cause **Fear** in everyone except those with certain Attributes. When a character **FEARS** an opponent:

- He subtracts 1d6 when in melee with the opponent.
- He always counts “fast moving” penalty when firing at the **Feared**.
- He rolls only 1D6 if taking Being Charged or Attempting to Charge tests against this opponent.

Lightning Reflexes: When fired at and a “hit” is scored the Razor rolls 2d6 versus her Rep and refer to the “Bullet Move” Table.

Combat artist: May never count lower than passing 1d6 regardless of scores.

Cold as Ice: Never Outgunned.

UNDER A HISHEN SKY!

5150 HISHEN QRS:

2 IN-SIGHT TEST

Pass 2d6

- Hidden figures may opt not to fire.
- All others fire.

Pass 1d6

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

Pass 0d6

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

2 RECEIVED FIRE TEST

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

Pass 2d6

- Those in cover – If outgunned will return fire at -1 to Rep. Otherwise fire as normal.
- Those in open - If outgunned and fast moving will continue move to cover if within 3". If outgunned and not fast moving will Duck Back. Otherwise finish move and may fire as normal.

Pass 1d6

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

Pass 0d6

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



2 LD "WANTING TO CHARGE" CHECK

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- All will remain in place.

2 "BEING CHARGED" CHECK

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

2 KNOCK/BACK RECOVERY CHECK

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

Pass 2d6

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

Pass 1d6

- Immediately roll again counting a result of pass 1d6 as if a result of pass 0d6.

Pass 0d6

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

2 LD "RALLY" CHECK

Pass 2d6

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

Pass 1d6

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

Pass 0d6

- Remove figure(s) from play.

HISHEN ATTRIBUTES

All Hishen share the following Attributes:

Runt: Counts 1 Rep lower in melee. This is taken off the combined rep of the team in melee.

Slight: Counts -1 to Rep when making Recovery Checks.

Slow: Subtract 2" from move.

UNDER A HISHEN SKY!

5150 GRATH QRS:

2 IN-SIGHT TEST

Pass 2d6

- All fire.

Pass 1d6

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

Pass 0d6

- All remain in place and do nothing.

2 RECEIVED FIRE TEST

"Star" may choose his reaction.

If called on to fire Inactive will always return fire.

If called on to fire Active may choose their target

Pass 2d6

- Those in cover – If outgunned will return fire normally.
- Those in open - If outgunned and fast moving will continue move to cover if within 6", otherwise duck back. If outgunned and not fast moving will go prone and may fire. Otherwise finish move and may fire as normal.

Pass 1d6

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

Pass 0d6

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

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

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

GRATH ATTRIBUTES

All Grath share the following Attributes:

Brawler: Adds 1D6 when in melee but can still only count the best two.

Brick wall: Ignores all results of Knocked Down or Out of Fight and instead remains standing.

Slow: Subtract 2" from move.

2 "BEING CHARGED" CHECK

"Star" may choose his reaction.

Pass 2d6

- All will prepare to melee.

Pass 1d6

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

Pass 0d6

- Those in cover will fire and prepare for melee.
- Those charged to flank or rear will Runaway.
- Others will prepare for melee counting a -1 to their Rep the first round of melee.

2 LD "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6

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

Pass 1d6

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

Pass 0d6

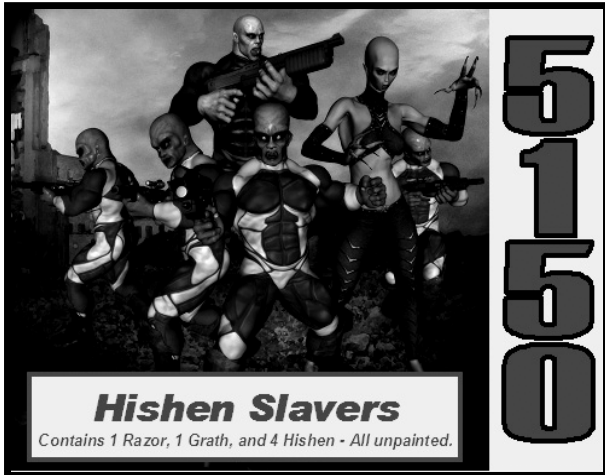
- Remove figure from play.



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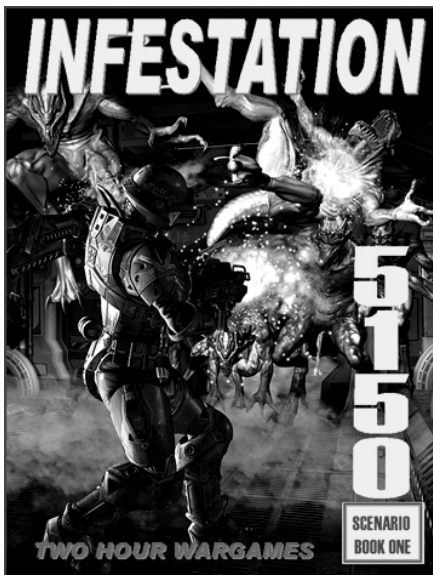
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This six figure boxed set of 28mm figures is perfect for gaming the Hishen Slavers. Each box contains four Hishens, one Grath, and one Razor. Minis come unpainted.....\$12



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Infestation is the first "Scenario Book" for 5150.

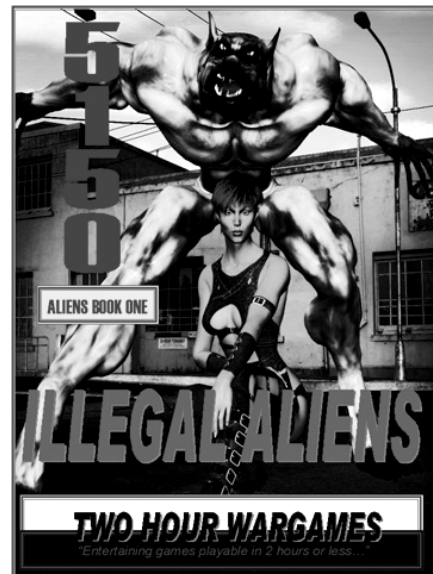
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Illegal Aliens introduces the player to eight new alien races for 5150. The description for each alien includes the following:

- Who they are.
- Their current history.

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- The type of Encounters they have.
- Their Prime Motivator,
- Their small unit organization.
- Their Attributes, including new ones not previously mentioned.
- The weapons they use at squad level.
- Any support weapons they have access to.
- What reinforcements they have available.
- What type of vehicles they can utilize.
- And finally, complete weapon stats for their weapons.

In addition we've included one scenario that introduces yet another new alien. This book features a new alien known simply as the "Night Terror".

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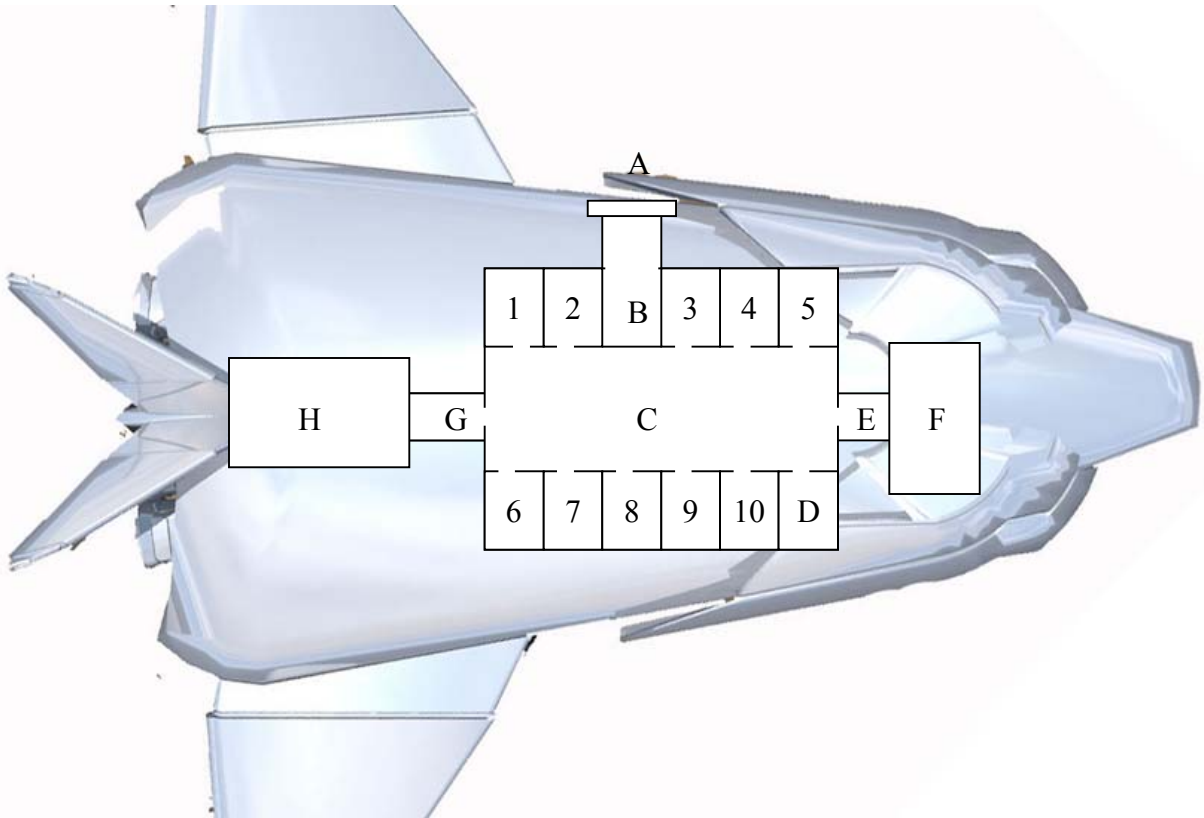
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G'Narr Raider

Class 0: Type 5 Ground to Orbit Craft
Piloting Q: 2
Gun: 0
Speed:0
Crew: 1 (5)
Capacity: 30
Armament: (4) Twin Rapid-fire Laser Rifles
Two frontally mounted
One rear mounted
One door mounted

The speedy G'Narr is the ideal ground to orbit craft, perfect for sudden slaver raids carried out by the Hishen. Lightly armed the G'Narr swoops down to the planet after being launched from the Slaver Fleet. Large transports carry a dozen of these raiders and launch them as needed. Able to operate independently but usually found in pairs the G'Narr will appear without warning and disappear just as quickly.



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For the first time all three scenario booklets for 5150 have been combined into one special volume. The Three Book Scenario Pack includes-

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