5150

"Routine "disturbance" call gone horribly wrong."

BOOK ONE

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PROLOGUE

5150. "*When any humanoid or alien, as a result of mental disorder, is a danger to others, or to himself or herself or itself, or gravely disabled, a* peacekeeper*, or other professional person designated by the governing body may, upon probable cause, take, or cause to be taken, the humanoid or alien into custody and place him or her or it in a facility designated by the governing body for 72-hour treatment and evaluation."*

Judge Xyston V

3-4384-8-29

"Pastrami on rye, nothing better," Bailey thought as he took his first bite of the sandwich. It didn't matter if it really was pastrami. As long as he thought it was, then it was. What had his teacher said when he was little? Oh, yeah. Perception is reality. Bailey smiled and took another bite. "Man, life is good!" he said to no one in particular.

****

What was just another "disturbance" call had gone horribly wrong. The first officer had arrived on the scene and within seconds was dead. Back ups were called in but this wasn't some ordinary "perp". This was a Grath. Local police weren't trained to handle this. That's why they had called him.

"What in the name of Gaea is a Grath doing here anyway?" Malcolm thought. He flicked on his siren and accelerated through traffic.

****

"Yes, Zale. You have a question?" Teacher asked.

The blond hair green eyed boy stood up. With confidence he asked "I've read all about the Star Army. I want to help others and was wondering how old do I have to be before I can join?"

Teacher smiled and nodded. "Such a noble idea Zale. A career of service in the Star Army is a fine choice. But you'll have to wait at least ten more years. What did you like best from your readings?"

"I like how the Star Army goes to other planets and helps to civilize them. Make their life better."

"Yes they do," she replied. "It's just a small part we play in making the universe a better place for all."

****

Somewhere inside his mind Star Army Pfc. Gonzales remembered Sarge's warning but too late. The blast hit him in the chest, sending him backward. The two "shard" projectiles had penetrated his body armor. Barely conscious he lay on the ground, feeling his life slip away. The Spug that had shot him came into view. Gonzalez tried to will himself to move but his body was a wreck. The Spug ripped the soldier's helmet off and got closer. Gonzalez felt the stab in his head as the alien "feeder" plunged into his skull.

The Spug slurped the last of the warm tissue from inside the lifeless head then retracted his "feeder" tube. Wiping his mouth he turned and moved off to the left to rejoin his pack mate.

****

"Welcome to New Vegas" the voice said from overhead. "We hope you enjoy your stay and if you do…. tell a friend!"

"C'mon Joey," Mother said as they worked their way through the crowd. "And stay next to Father."

This was the little family's first vacation in three years and boy, had they earned it. "Oooooo, Joseph! Look at that," Mother exclaimed to her husband pointing at the holographic display. It was an advertisement for the luxury spa resort they were going to. Ten days of relaxation, fun, and best of all double sunshine. You didn't see much sun at the research facility on Zophos V. She couldn't wait.

"Wow," Joseph replied and nodded. "I'm so happy we decided to come here after all. You'll see. This will be the best time of our life!" As the three dull little family members walked along they realized "Life is good!"

****

The Grath pushed his thumb through the eye socket of the screaming officer. Two others blazed away at him with their auto-guns but to know avail. The rounds embedded, no, tore through the body of the Grath but still he kept coming.

"Alien, cease and desist!" Malcolm shouted through his universal translator. He knew the Grath understood so that made this legal. "That's an order!"

The Grath dropped the officer and smiled, red eyes ablaze. With a voice like death he replied, "I've been waiting for you."

"You are subject to penal code 5150. You may choose to come quietly with me or not but in any case, you will come," Malcolm said. "The choice is yours. As you can see, I am unarmed." Malcolm extended his arms from his body empty palms outward.

"Your mistake "hunter"!" With lightning speed the Grath leapt towards Malcolm. Feet planted but with a slight jerk of his shoulders Malcolm twisted his body out of harm's way causing the Grath to sail by him.

The Grath landed in a combat crouch, spun around, and…boom! His head exploded into a fine metallic mist. The Grath took a step forward then fell to the ground. The crowd that had gathered burst out in applause and cheers.

Malcolm holstered his weapon and tapped behind his right ear. "Ingham 1130. We need a bio-toxin cleanup down here. Yes, in front of the "Green"

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on Academy." Malcolm listened then said. "Oh yeah, a trauma unit as well. Officer down."

****

Bailey licked the last of the mustard from his fingers just as the trauma team arrived. It had been a great lunch. He had had his favorite, pastrami, and a chance to actually see a Grath. Or at least he thought is was a Grath. But more importantly Bailey saw his tax dollars at work. Man, I can't wait to get back to the office and tell everyone, he thought.

"Good bye sir," the redheaded Robo-Serve 3 waitress said as he got up to leave." Come back again!"

Bailey smiled and said, "Thanks and I will" He left a good-sized tip on the table and walked away. Kind of cute for a "Robo" he thought as he entered the street.

5150: WHAT IS IT?

5150 is a game of sci-fi skirmish warfare. The rules handle fast and furious firefights set in the far future. If all you want to do is play "one up" unrelated battles on the tabletop you can do just that. But if you want, 5150 can be more than just a wargame.

5150 thrusts you into a universe populated by both humans and aliens. Real aliens. Not just characters with a number changed here or there to make them "tougher" but real aliens that *act differently.*

5150 starts you off in the middle of the action. Choose whom you are and what you want to do. Star Army soldier commanding a military formation sound good? Maybe a mercenary making ends meet by salvaging equipment on far off planets? How about an adventurer, coming and going as you please always in search of that one big "find" that'll make you famous? Heck, you can even be a blue-skinned alien if you choose! With 5150 you're only limited by your imagination. If you can imagine it you can do it.

5150 provides a changing universe to campaign in. Not only your actions but also the actions of those beyond your control help shape your life. But like in real life first you must survive before you thrive as you try to establish yourself and your followers as a force to be reckoned with. Gain experience and skills as you successfully move through the galaxy. Find friends; make enemies, its all there in 5150. As time passes challenges change and it will take a combination of tactics *and* strategy to succeed. And a little luck won't hurt either!

If you've played Chain Reaction 2.0, ATZ, or "NUTS!" to name a few the mechanics in 5150 will be familiar but if you haven't don't worry. 5150 is a stand-alone game, easy to learn and fun to play.

But remember, whether you decide to play it solo or with your buddies it doesn't matter…just play!

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PROLOGUE 3
5150: WHAT IS IT? 4
INTRODUCTION 7
THE LEAST YOU NEED TO KNOW
NOTE ABOUT THE RULES AND THE TABLES
GETTING STARTED
WHERE TO FIND FIGURES AND STUFF
EQUIPMENT REQUIRED
DICE 8
SCALE AND BASING
QUALIFYING FOR FLANK OR REAR
THE BASICS: RULES OF PLAY
RECRUITING YOUR FORCE
DEFINING FIGURES
REPUTATION
WEAPONS 9
RANGED WEAPONS
HAND-TO-HAND WEAPONS
BODY ARMOR
ORGANIZING YOUR GROUP OR SQUAD 10
GROUPS
LEADERS
GROUP LEADERS
BEFORE THE BATTLE
THE NECESSARY EVIL - POINTS
SPENDING POINTS 11
TERRAIN FEATURES AND SCENERY
DURING THE BATTLE
TURN SEQUENCE AND ACTIVATION
ACTIONS 12
PUTTING IT ALL TOGETHER
MOVEMENT
NORMAL MOVEMENT
FAST MOVE
GOING PRONE
PICK UP YOUR BUDDY
CARRYING OTHERS
FIRE AND MOVE 13
GETTING IN AND OUT OF VEHICLES
MOVEMENT AND WEAPON USAGE
REACTION TEST OR CHECK
HOW TO CHECK REACTION
TYPE IN SIGHT OR HIDDEN
IN SIGHT CHECK

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RANGED COMBAT 14
LINE OF SIGHT
RESOLVING FIRE
SHOOTING A WEAPON
TARGET SELECTION
EXPLAINING THE RANGED COMBAT TO HIT TABLE
DETERMINING DAMAGE 15
KNOCK/BACK RECOVERY CHECK
AUTO-KILL OR CAPTURE
TIGHT AMMO
FIRING TWO WEAPONS AT ONCE
SUPPRESSION OR COVERING FIRE
PITIFUL SHOTS
"HANDS OF FATE" FIRING
SCORING A HIT WITH A BLAST EFFECT 16
WEAPON
MISSING WITH A GRENADE
DROPPING OR ROLLING A GRENADE
"WHO'S GOT THE GRENADE?"
RECEIVED FIRE REACTION CHECK 17
REACTION FIRE OR NOT
OUTGUNNED
INVOLUNTARY MOVEMENT
FIRE
DUCK BACK
HUNKER DOWN
RUNAWAY
MELEE 18
WANTING TO CHARGE REACTION CHECK
BEING CHARGED REACTION CHECK
HAND-TO-HAND COMBAT
CONTINUOUS MELEE 19
BREAK OFF MELEE
IMPROVISED COMBAT
SPECIAL MELEE RULES
HEROES ALL
SHOULD I STAY OR SHOULD I GO
BREAKING OFF THE BATTLE 20
BATTLEFIELD CASUALTIES
RETRIEVING THE WOUNDED
WOUNDED WAY STATION
RECOVERY AFTER THE BATTLE
BUILDINGS
BUILDING AREAS
ENTERING AND EXITING BUILDINGS 21
MOVEMENT INSIDE BUILDINGS
HOW DO YOU WIN?
MILITARY OPERATIONS 22
MILITARY TIME 23
SPECIAL WEAPONS
SPECIAL PERSONAL ARMOR 24
BATTLE ARMOR (BTA)
JUMP JETS 25
DEATH FROM ABOVE
ADDING VEHICLES
FORCE BASICS
DEFINING YOUR FIGURES
TRACKED, WHEELED, OR GRAV
OPEN TOPPED OR FULLY ENCLOSED
TYPES OF VEHICLES 26
DEFINING THE VEHICLE
VEHICLE WEAPONS
MAIN GUN
SECONDARY WEAPONS
ANTI-ARMOR WEAPONS 27
VEHICLE ARMOR
REPUTATION AND CREWS
THREE MAN CREWS AND WHAT THEY DO
FEWER THAN THREE MAN CREWS 28
TWO MAN CREWS AND WHAT THEY DO
MOVEMENT
BASIC MOVEMENT
GROUPS
STOPPING
REVERSING DIRECTION
TURNS
TURNING ON A "DIME" 29
RUNNING OVER AND THROUGH THINGS
DRIVER DISABLED
IN SIGHT REACTION TEST
FIRING 30
FIRING THE MAIN GUN
"CLANK TEST"
UNDERGUNNED 31
"HANDS OF FATE" FIRING
LOADING THE MAIN GUN
SPECIAL ANTI-TANK WEAPON FIRING PROCEDURE
CREW SMALLARMS
MAIN GUN VERSUS PERSONNEL
ATTACKING VEHICLES
DAMAGE VERSUS PENETRATION 32
DESIGNING VEHICLES
VEHICLE POINT COST
SAMPLE VEHICLES
AIRCRAFT, AIRSHIPS, AND GROUND-TO-ORBIT CRAFT
DETERMINE THE TYPE OF SHIP INVOLVED
DETERMINE THE PILOT REP
EVAC 33
WHAT IF WE CRASH? WHAT THEN? 34
BTA AIRBORNE INSERTION
MILITARY CAMPAIGN GAME 35
STRATEGIC CAMPAIGN
THE BIG PICTURE
PRIMARY MOTIVATORS
TECH LEVEL 36
MAJOR MORALE
GOING TO WAR – WHEN AND HOW
GOING TO WAR – WITH WHOM
GOING TO WAR – SPECIAL CASES
HOW IS THE WAR GOING AND MAJOR MORALE
ENFORCED PEACE 37
STRATEGIC CAMPAIGN TURN SEQUENCE
EXAMPLE OF THE STRATEGIC TURN

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ENCOUNTERS
ENCOUNTER RATINGS
CHANCE OF ENCOUNTER 38
WHAT TYPE OF ENCOUNTER IS IT?
TYPES OF AREAS
ENCOUNTERS –WHAT ARE THEY?
STAND UP FIGHT
RECONNAISSANCE PATROL 39
PERIMETER PATROL
RAID - MILITARY
GENERATING ENEMY FORCES 40
HOW MANY ENEMY ARE THERE
CONTACTING THE ENEMY
WHAT ARE THEY?
HANDLING REINFORCEMENTS
WHERE REINFORCEMENTS DEPLOY 42
SNIPERS
OFF BOARD SUPPORT FIRE 43
DETERMINING STATE OF AWARENESS
REPLACEMENTS
HOW DO YOU WIN? 44
ADVENTURERS THE COMPLETE GAME 45
STARS AND GRUNTS 46
SEPARATING THE STARS FROM THE GRUNTS
OR PLAYER ADVANTAGES
LARGER THAN LIFE (LTL)
CHEATING DEATH
FREE WILL
ATTRIBUTES
IMPROVING REP 48
REP 7 AND HIGHER
WHERE YOU FROM AND WHAT ARE YOU?
WHAT DO YOU DO?
RECRUITING YOUR GROUP 49
RANDOM CHARACTER GENERATION
ENCOUNTERS
LAW AND ORDER
VARYING DEGREES
LAW AND ORDER INTERACTION 50
ADVENTURER ENCOUNTERS
TYPES OF ENCOUNTERS
EXPLANATION OF ENCOUNTERS
QUEST
COMPLETING A QUEST
QUEST MECHANICS
RAID – ADVENTURER 51
STAND UP FIGHT
TALK THE TALK 52
WALK THE WALK
WHO ARE THEY
HOW MANY ENEMY ARE THERE 53
CONTACTING THE ENEMY
REINFORCEMENTS
WHERE REINFORCEMENTS DEPLOY
CHALLENGES 54
DEFINING A TASK
IS IT AN OPPOSED OR UNOPPOSED TASK?
TASK DIFFICULTY
COMPLETING AN UNOPPOSED TASK
COMPLETING AN OPPOSED TASK
FACING THE CONSEQUENCES 55
HOW DO YOU WIN?
PUTTING IT ALL TOGETHER
AREA 5150 WHO ARE THOSE GUYS? 59
ARMY LISTS 60
BASICS
"BUGS" 63
PLAYING BUGS 64
BUG RATINGS
LIMITED BUG HOLES
HAVENS AND BRAIN BUGS
BUG HOLES – WHEN DO THEY APPEAR?
BUG HOLES – FROM WHAT DIRECTION?
BUG HOLES – HOW CLOSE ARE THEY?
HOW MANY BUGS 65
INITIAL BUG PLACEMENT
BUG GROUPS AND ACTIVATION
BUG MOVEMENT
ATTRACTING BUGS
SPECIAL BUG BOUND MOVEMENT
ATTACKING TARGETS IN VEHICLES
DEATH OR SOMETHING WORSE
SHOOTING IN MELEE
"GAME OVER MAN…"
SEE GRUESOME DEATH
SPECIAL BUGS – PUKERS 66
HOW IT WORKS
PUKER DEVIATION OR "WHERE DID IT GO?"
RISK TO PUKERS
SPECIAL BUGS - FLYERS
HOW FLYERS MOVE
HOW FLYERS ATTACK
BUG TUNNELS
GAMING THE TUNNELS
ENTERING TUNNELS
GETTING AROUND UNDERGROUND
TUNNEL LAYOUT
TUNNEL OCCUPANT EXPLANATION 67
SIZE OF TUNNELS
FIGHTING IN TUNNELS
COLLAPSING THE TUNNELS
DESTROYING TUNNELS
DRANTAKHS 68
FREE COMPANIES 70
GAEA PRIME STAR ARMY 72
GRATH 77
HISHEN 79
HYDRISSIANS 82
RAZORS 84
SCRUNTS 86
SPUGS 88
SYMONS 90
XENOFORMS 92
PLAYING XENOFORMS 93
ENCOUNTERING XENOFORMS
XENOFORMS – WHEN DO THEY APPEAR?

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XENOFORMS – WHERE ARE THEY?
XENOFORMS – HOW CLOSE ARE THEY?
XENOFORMS – HOW MANY?
XENOFORM GROUPS AND ACTIVATION
XENOFORM MOVEMENT 94
ATTRACTING XENOFORMS
SPECIAL XENOFORM BOUND MOVEMENT
ACIDIC BLOOD
DEATH OR SOMETHING WORSE
SHOOTING IN MELEE
'GAME OVER MAN…"
SEE GRUESOME DEATH
XENOFORM HUNTING
OCCUPANT EXPLANATION
5150 QUICK REFERENCE SHEETS 95

INTRODUCTION

What you have in your hands is the *first* book of a series. When finished 5150 will cover every aspect of science fiction gaming. Book One covers man-to-man skirmish and it introduces a wide assortment of unique aliens. These aliens are unique in both how they perform in the rules and also in that *they are the result of collaboration with other miniatures manufacturers.* Yes, we do have our own figures but you can and are encouraged to use other figures from other manufacturers. By incorporating figure lines from other companies we're putting our money where our mouth is.

You see it's all about fun.

When completed 5150 will also have rules for large battles. There are rules for large mech and armor actions as well as for space fleets. There will be books that describe the various worlds and their inhabitants. We'll include scenarios and mini-campaigns as well. 5150 will be able to handle any size game from squad level to army level whether planetside or in space.

As for Book One well if you've played any Two Hour Wargames products before the game mechanics should be familiar to you but even if you haven't you'll see that they are easy to learn and fun to play.

All this has been done without losing the ability to get started almost immediately. Learning the rules will take one or two games but learning sound tactics and strategy will take longer. 5150 unlocks a new and strange universe for your gaming. The rules in 5150 are broken down into different sections. Use as little or as much of the rules as you want. It's up to you.

So let's get started!

THE LEAST YOU NEED TO KNOW

At the end of most sections will be a box called "The Least You Need To Know". This summarizes each section to assist you with getting into the game.

NOTE ABOUT THE RULES AND THE TABLES

5150 is a simple set of rules when it comes to the mechanics. You will find that after a few games you will rarely refer to the Quick Reference Sheets (QRS) included in the book. However, it can be as detailed and as realistic as you want. Some of the rules are there to "flesh out" the characters while others are required for the mechanics. It is up to you to decide what you want from the game. Yu can play the "basic' game for one up battles and be totally happy. Or you can add the Military Operations section for more weapons, vehicles, and campaign rules. Or decide to play the ultimate sci-fi game by adding the Adventures section. The point is it's up to you.

And in true THW fashion, feel free to make up house rules and interpretations as you see fit. It's all about the game reflecting what you believe it should be like. Remember, it's all about having fun!

And now "what about all those tables?" 5150 has a table to generate tons of info and "what ifs". But you don't need them to play. 90% of the tables are there to help you design the scenarios and take you through each Encounter. They *aren't* used during the game. You can get by with the QRS in the back of the book. It's as easy as that…

GETTING STARTED

This section will help you to get started playing 5150.

WHERE TO FIND FIGURES AND STUFF

We make a line of minis specifically for 5150. But you don't have to use the. I'll say that again, you don't have to use them. Instead you can *choose* to use them or use other figures that you already have. It's up to you. In fact, you may already have figures sitting in the closet that you have used for other rules. I do except now I use them with 5150. If you don't you can either find them in gaming stores, at conventions, or online. The Miniatures Page (http://theminiaturespage.com/) is a great way to find the web addresses of figure manufacturers.

Finding terrain can be handled the same way or you can build things from scratch. I use Ebay as one source for terrain. This is a good way to find painted figures as well.

But perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there. The URL is:

http://games.groups.yahoo.com/group/twohourwargames/

EQUIPMENT REQUIRED

To play 5150 you will need the following items-

- Two or more six-sided dice (d6), *more is better.*

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- One ruler or measuring device *more is better.*
- Any combination of metal, plastic, or paper figures in a consistent scale of your choice.
- A flat surface at least 3'x3' with 4'x4' being ideal.
- Material to represent buildings and other terrain features.
- A deck of ordinary playing cards including the Jokers.

DICE

5150 is played with six-sided dice. These are referred to as "d6". Example – 2d6 means use two six-sided dice.

Often there will be a reference to "passing" dice. If the score on the *individual die is equal or less* than the success or target number then the die is said to have "passed". *Example – The player has a Rep of 5. This means that 5 is the target number to determine success. On a roll of 5 or lower the die has passed. On a roll of 6 or higher it has not.*

During the game it is possible to pass 3, 2, 1, or 0 dice. This is explained in greater depth elsewhere in the book especially in the section dealing with Reaction Checks. In the top left corner of each "test" is a number that will tell you how many d6 you are to roll when taking that "test".

SCALE AND BASING

The easiest way to mount 25mm figures for 5150 is 1 figure on a 1" square base. But if your figure is on a round base don't worry, it doesn't matter. Vehicles do not need to be mounted but if they are then use the smallest basing necessary.

You should mount your figure so that it is facing one flat edge. This defines the unit's Front. The opposite base edge is the Rear and the other two sides are the Flanks. If using round bases just consider the actual figure and how it is facing to determine it's front, flank, and rear.

Figures previously mounted for other rule systems will also work. You can also use figures in other scales such as 15mm or 54mm with little if any change in move distances and ranges.

QUALIFYING FOR FLANK OR REAR

Being on the flank or rear or shooting to a target's flank or rear depends upon the actual physical location of the attacker.

To qualify as a flank attack the figure must be behind the front facing of the target.

To qualify as a rear attack the figure must be behind the rear facing of the target.

THE LEAST YOU NEED TO KNOW

- 5150 can be played with any figures from any manufacturer as long as they are mounted individually.
- 5150 is played with six sided dice.
- You need a deck of playing cards.
- You will also need a measuring device.
- One figure equals one man or vehicle.
- You can play 5150 with any scale miniatures.

THE BASICS: RULES OF PLAY

Let's start with the basic rules. These rules focus on the mechanics that you use to play the game. If you want to this can be all you'll need to have a fun and entertaining game. They are also the building blocks to add additional rules as you see fit. If you decide to use this section only then use the **UNIVERSAL** and **BASICS QRS** located in the rear of the book. That's all you need!

RECRUITING YOUR FORCE

In 5150 each player will have a group of figures to play with. If playing a military unit it will be referred to as a squad or unit. If playing with civilians then it's called a group. These can range from as little to as many as you want with ten being a good number for beginning games.

DEFINING FIGURES

There are three things that define each figure in your group or squad. They are:

- Reputation
- Weapon
- Body Armor

It's recommended to have figures that represent the weapons and armor that they have. Recommended but not required.

REPUTATION

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a figure's overall fighting quality. There are a total of seven possible Reputations. Not all will be used in this book but they all can be attained.

Reputation 7 – These are godlike heroes and this status usually can only be reached after many successful Encounters.

Reputation 6 – These "action heroes" are few and far between and are truly "the stuff of legends".

Reputation 5 - These are veterans of numerous successful Encounters. Fear these men, women, and aliens!

Reputation 4 - These are reliable "soldiers" of some experience. They've been around awhile and can handle themselves.

Reputation 3 – These are people of unknown quality who have seen little or no action.

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They could use some help out in the cold world of 5150 and are not good for going off on their own.

Reputation 2 - These are poor quality fellows with little motivation or desire for combat. Think of them as cowards and refer to them as meat, dead meat.

Reputation 1 – Usually reserved for the extremely old or young or those that are sick or infirm.

WEAPONS

There are two basic ways to inflict damage in 5150. The first way is through ranged weapons fire and the other is through hand-to-hand combat or melee. Trust me on this. Hand to hand is considered to be a last resort.

Most characters are assumed to have a ranged weapon whether pistol, rapid-fire laser rifle, etc. Some characters such as civilians often do not.

It is possible for a character to have more than one weapon with virtually no limit.

Each weapon is defined by four characteristics.

- **Type** – What they are whether pistol, rifle, or rocket launcher.
- **Range** – The range listed for every weapon is its "effective range" or the range that the firer is deemed to have a "reasonable chance" of hitting the target.
- **Targets** –In effect, the maximum number of d6 that you can roll when fired by the character. Each die has the potential to do damage to a target and any or all dice may be applied to one or more figures. Also defines the "spread" of the weapon. Example – A submachine gun with Target of 3 may fire at up to three targets in a three-inch width. Each die rolled can be referred to as a shot or round.
- **Impact** – The relative damage a hit from the weapon will do. The higher the Impact the more deadly the weapon. Each weapon had an Impact for each armor type and the Impact has been adjusted appropriately. If the letters "NE" appear under the body armor type then using the weapon against it will have "no effect".

RANGED WEAPONS

Whether you're firing a futuristic laser rifle or a modified "zip-gun" any weapon that inflicts damage from afar is considered to be a ranged weapon. For simplicity's sake a laser pistol and a 357 magnum are stilled classed as pistols. However, they are definitely treated or "statted" differently in 5150. Both can usually make you just as dead. Close examination of the stats for each weapon will define what each one can do.

HAND-TO-HAND WEAPONS

Melee weapons are usually a combat knife, bayonet, or in some cases unarmed combat. If using a "power assisted" weapon such as a Chainsaw device then add one to the Impact Rating to the normal weapon of the same type and converting results of NE to 1.

BODY ARMOR

Rifles, pistols, knives, etc. are easy to understand. Not so the personal body armor available in the 5150 universe. Following is a list of body armor available and how they affect the Impact of weapons. Note that not all armor is available to everyone and this is explained in the section covering **ARMY LISTS** and in the **MILITARY OPERATIONS** section. The effectiveness of the armor is reflected in the adjustment to the Impacts of the weapons used. Remember, the higher the Impact the more deadlier the weapon.

- **None (N)** – Little or no body armor. Incapable of reducing damage to the wearer.
- **Soft Body (SB)** – Lightweight minimal body armor that is capable of reducing damage to the wearer if involved in melee. With the heavy weapons of the 5150 Universe they aren't so good. To represent this SB and None are lumped together when being fired upon.
- **Hard Body (HB)** – Rigid body armor that can greatly reduce damage to the wearer. Usually covers the majority of the wearer.
- **Absorption Body (AB)** – Body armor that can "absorb" the energy or damage inflicted. This type works against projectile weapons that fire bullets. When the target is hit roll 1d6. On a score of 1-3 the armor absorbs damage and the wearer need only take a Received Fire Reaction Test as outlined elsewhere. Otherwise on a score of 4-6 treat the hit normally as if striking a **Hard Body** target.
- **Reflective Armor (REF)** – Similar to Absorption Armor except versus laser and other beam weapons. When the target is hit roll 1d6. On a score of 1-3 the armor causes the energy from the weapon to "flash" upon the armor and the wearer need only take a Received Fire Reaction Test as outlined elsewhere. Otherwise on a score of 4-6 treat the hit normally as if striking a **Hard Body** target.
- **Displacer Armor (DIS)** - Distorts the target so as to count as if in cover on the **Ranged To Hit Table**. Counts as a Soft Body target when a hit is scored.
- **Shimmer (SHIM)** – Low grade force field effective against melee weapons and low velocity projectiles such as fragments from a grenade.

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Otherwise it counts as **Soft Body** armor versus most other weapons.

THE LEAST YOU NEED TO KNOW

- The figures you will use are referred to as either your squad or group.
- Each figure is defined by its Reputation (Rep), weapon, and personal armor.
- Reps range from 1 to 7.
- Weapons are either used in melee or for shooting.
- The higher the Impact of the weapon the more deadly it is.
- There is a wide variety of personal body armor and the better types reduce the Impacts of the weapons used against it.

ORGANIZING YOUR GROUP OR SQUAD

There are two special rules that can affect the organization of your figures and how you may move them. They are the Group and Leader rules.

GROUPS

At the start of the battle each side must divide their figures into groups or squads of 1 or more figures or vehicles. Groups are those figures or vehicles within 2" and in clear Line of Sight of another group member. However, if they have "communication links" or Comm Links they are only limited by sight. Note that Line of Sight or LOS is explained in detail later in the rules. You may break up your group into smaller groups at anytime.

LEADERS

Each group will have at least one Leader. This is usually a non-commissioned officer (NCO) if a military unit of just the "Leader" of the group.

- The Leader allows for all figures in his group to use the Rep of the Leader to "Activate" together.
- The Leader rolls 3d6 for all of his personal reactions except for the In Sight test.
- Leaders are allowed to apply Leader Dice to certain Reaction Tests for figures in his group. A LD in the top left corner of any applicable reaction test designates this. To use Leader Dice throw 1d6 and compare the result to the Rep of the group Leader. If the result is "pass 1d6" then this may be added to the reaction results of figures in the group. Example – A squad of soldiers wishes to take a "Wanting to Charge" test. The Leader has a Rep of 4 and 1d6 is thrown. The score is a 3 so the result is pass 1d6. This is now added to the results of the other figures taking their tests. Buzz passes 1d6 (counts as pass 2d6 due to the Leader dice), Vort passes 2d6 (the Leader dice doesn't help him) and Cruteas passes 0d6 (which is now passes 1d6 thanks to the Leader dice result).

GROUP LEADERS

In real life there will always be someone in charge of a group. If the actual Leader is disabled someone will always "step-up" and replace them.

So when a Leader becomes disabled the non-Leader figure with the highest Rep is considered to be the Group Leader. In cases of ties the player may designate the Group Leader. The Group Leader allows for all figures in his group to use the Rep of the Group Leader to activate together.

This allows for activation by groups that would technically be leaderless. Group leaders are very limited as to their abilities and this is the only Leader ability that they have

THE LEAST YOU NEED TO KNOW

-
- Groups are those figures within 2" and sight of at least one other unless they are "Comm-Linked".
- Groups can be broken into smaller ones at anytime.
- Leaders always roll 3d6 when taking Reaction checks.
- Leaders can also apply Leader Dice to help their groups with their own Reaction tests.

BEFORE THE BATTLE

There are some things that need to be done before the battle can start. They are:

1. Choose how many figures I want to use. I recommend between one and ten for an introductory game.
2. Pick appropriate figures that represent what they are armed with and what type of personal armor they have. Use the **BASIC LIST** to determine these things.
3. Decide on their Reps of the figures. This is also found on the **BASIC LIST.**
4. Lay out the terrain on the table. See the section below for terrain explanation.
5. Decide what the battle will be about. This could be a straightforward battle where the object is to drive off the enemy or an objective driven game where one side must recover or do something.
6. Decide where the troops set up. This is usually at opposite table edges and no closer than 12" from the any edge.

THE NECESSARY EVIL - POINTS

You all hate 'em. You all want 'em. The evil points system. There are two ways to build your forces for battle.

1. The first is the "Chinese Menu" system outlined on each **ARMY LIST.** You agree on a number of

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points per side and build your own force by paying points for each figure on the list. This includes weapons, armor, etc. A good starting value would be playing a 1000-point game to start and increasing as you see fit. If you decide to use the **MILITARY OPERATIONS** section of the rules you will be introduced to vehicles. When using vehicles play with separate vehicle points. *Do not* add infantry and vehicle points together. Example – I decide to play a 1500-point battle with 500 points in vehicles.

2. The second way is just play with whatever you want.

SPENDING POINTS

When using points you pay for everything you use. Figure Rep, weapon, ammo per grenade or similar launched projectile, vehicle etcetera.

The only break you get is the ammo for a vehicle-mounted weapon. That's included in the weapons cost.

There will always be a debate when it comes to point costs. Gamers love to argue the rights and wrongs of what things cost. All points are not created equal. Sometimes you may have the same number of points but the wrong weapons. That's how it goes.

I've taken a Grath and ripped three Zenos to pieces in hand-to-hand combat. I've also seen it get killed on the first shot. What I'm saying is it isn't always about the points but sometimes it's just pure luck. After all, we're using dice aren't we?

TERRAIN FEATURES AND SCENERY

This section describes general terrain and what effect it may have on your figures. For ideas on terrain and buildings I would suggest viewing movies of the appropriate genre.

Each terrain piece should be represented by a 12" by 12" or 6" x 24" area. The boundary of the terrain area should be easy to distinguish. It is easy to use a piece of felt for this purpose. Upon this can be laid trees, rocks, scrub, etc. with the edge of the felt outlining the terrain boundaries. The types of terrain are as follows:

"No effect" scrubs – Low lying bushes that provide concealment but do not hinder movement.
Impassable rock formations - Base of inaccessible mountains or sheer cliff side. Movement not allowed.
Undulating terrain – Gullies, washes, and dry riverbeds. Moving up and down these types of terrain is at normal speed. Entering or exiting them will be a reduction of 2" to your movement. Those at the edge of these terrain features count as in cover and can "see and be seen". Those 1" or farther from the edge cannot.
Rough terrain or wooded area – Either wooded areas or those with broken rocks, etc. across them. Movement reduced to half speed through these areas. Those at the edge of these terrain features count as in cover and can "see and be seen". Those 1" or farther from the edge cannot. Visibility inside these terrain features is limited to 12".
Definite road – Whether a four lane highway or a dirt road. Allows for normal movement when on them
Built up urban areas – Cities and towns. The buildings are densely packed together with the streets usually being 12" or more wide. Entering and exiting buildings will cause a deduction of 2" to your movement.
River - This terrain feature must be at least 6" wide and may be up to 48" long. One end of the river must be placed at a table edge. The opposite end may terminate at a table edge other than the one it entered on, at a "free" lake of no more than 24" x 24", or the shoreline of an ocean or bay.

After placing a river roll 1d6. On a roll of 1 the river is not fordable and a bridge must be placed across it at some point. On a roll of 2 or 3 the river is fordable for up to half its length. (Fords should be marked.) On a roll of 4 through 6 the river is fordable it's entire length. Fording is performed as follows:

1. The figure must stop at the river's edge and forfeits any remaining movement.
2. Next turn, the figure moves to the opposite edge and stops inside the river.
3. On subsequent turns, the character moves out of the river at the normal rate.

Those inside the river and within 1" of the edge are considered to be in cover and can "see and be seen".

Not all rivers need be of water but instead could be of fire or lava.

THE LEAST YOU NEED TO KNOW

- Before you play you must choose your group, their Reps, weapons, and personal armor.
- You need to decide what type of game you want to play and where your figures will start.
- Terrain can limit your visibility and hinder movement.

DURING THE BATTLE

TURN SEQUENCE AND ACTIVATION

5150 is played in turns. Although battles can last an unlimited number of turns each turn does follow a strict sequence.

- Select 2d6 of different colors.
- Nominate one side as one color and the other side as the other.
- Roll both dice. This is called the Activation score.

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- If the dice are the same (doubles) then neither side may fire or move but *both* sides can reload, change, or pick up a weapon.
- If the dice are not doubles then read each die individually. The higher score determines which side can activate their groups first.
- The die score also determines which Rep or higher groups the corresponding side may activate. Example – A Black 4 is rolled. Only figures from the black side, that are Rep 4 or higher, or grouped with a Rep 4 or higher Leader, may move.
- After all actions and reactions have been finished for the first group the player is allowed to proceed to the next group. Groups are activated from the highest Rep to the lowest.
- After all of the first sides groups have been activated the other side may activate one group at a time under the above Rep restriction and continue to do so until all groups have been activated.
- After both sides have moved all of their eligible groups the turn is over and Activation dice are rolled again.
- In cases where additional sides occur just add additional colored dice to the Activation roll. Any dice "doubling up" means neither side may fire or move but *both* sides can reload, change, or pick up a weapon.

ACTIONS

When a character is Active he may voluntarily do one of the following actions.

- Move up to full distance and fire at any time while completing his move.
- Stay in place (allowed to change the way faced) and fire if desired.
- Attempt to charge into melee.

THE LEAST YOU NEED TO KNOW

- Each turn in the battle follows a specific sequence.
- Only one side at a time is Active.
- A dice roll determines activation.
- There is a minimum Rep for Activation determined by the dice roll.

PUTTING IT ALL TOGETHER

Now that you know the turn sequence we will explain the rules in the order that they will occur during the game turn. Let's start with movement.

MOVEMENT

There are two types of movement, voluntary (when the figure is Active) and involuntary (caused by a Reaction check.)

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NORMAL MOVEMENT

Normal movement for Rep 2 or less figures is 6". All others have a movement of 8". This base movement can be modified due to terrain and in some cases by troop type. This is explained in the **ARMY LISTS.**

FAST MOVE

A group of one or more figures may attempt to Fast Move each turn if desired. To take a Fast Move test roll 2d6. If you are grouped with and in sight of a Leader you are allowed to use Leader Dice. Apply the scores to each figure in the group individually. The Fast Move explains how far the figure may move. Regardless of the actual distance moved the figures would be counted as "Fast Moving".

Example – A Rep 5, Rep 4, and Rep 3 group is attempting a Fast Move. The dice are rolled and the score is a 4 and 5. The Rep 5 figure passes 2d6 and moves up to 16", the Rep 4 passes 1d6 and moves up to 12", while the Rep 3 passes 0d6 and may up to 8". All count Fast Moving. It is possible for slower figures to slow down faster figures or all can move the maximum they rolled.

2 FAST MOVE TEST

2d6 vs. Rep

Pass 2d6

- Figure successfully Fast Moves up to 16".

Pass 1d6

- Figure successfully Fast Moves up to 12"".

Pass 0d6

- Figure moves up to 8".

GOING PRONE

Figures may "go prone" or lay down to minimize their chance of being seen in either of two situations. This is voluntarily when they are Active or involuntarily due to a Reaction Test. Being prone reduces your chance of being hit when fired at but causes a reduction of 1d6 when in melee.

Going prone ends the figures movement but they may still fire if they voluntarily went prone. Being prone allows the figure to see but also to be seen by others.

PICK UP YOUR BUDDY

Figures may pick up buddies but doing so will end their move.

CARRYING OTHERS

Figures may carry other figures at up to their normal movement but cannot Fast Move. Two figures may carry one figure and attempt to Fast Move.

While carrying a figure players may still fire but will count any target as if in cover.

FIRE AND MOVE

Figures may fire at any time during their activation; at the start, end, or in between and may continue their move after they fire so long as they do not exceed their allowed movement distance or get stopped by a Reaction test.

GETTING IN AND OUT OF VEHICLES

Characters may enter or exit a vehicle at a reduction of 2". If doing so from a window it will end their move but they can still shoot.

MOVEMENT AND WEAPON USAGE

In addition to firing while moving figures may also reload a weapon, switch weapons, or exchange weapons with another figure while making a normal move.

However, a figure must remain stationary for one full turn of Activation to "ready" a grenade for use.

THE LEAST YOU NEED TO KNOW

- Figures may move when either Active or when forced to do so by a Reaction Test.
- Rep 2 or less figures move at 6" while others move 8"
- Those wishing to move faster may do so by taking a Fast Move Test.
- You may fire or reload while moving.
- It takes one turn of Activation to "ready" a grenade for use.

REACTION TEST OR CHECK

HOW TO CHECK REACTION

The "Reaction Test" represents the effects of various stressful situations on a figure's ability to perform tasks.

Groups take Reaction Tests. To take a Reaction Test roll 2d6 for the whole group. Compare each score individually to the *Rep of the actual tester.* Example – Chopo and Rudkus are in the same group. Chopo gets shot at. 2d6 are tossed for the group but only Chopo takes a **RECEIVED FIRE TEST.**

If a die score is equal or less than the Reputation of the figure then he is said to have "passed" that die. It is possible to pass 2, 1 or 0 dice. Check the number of dice passed under the appropriate Reaction table.

TYPE OF REACTION CHECKS

There are a variety of Reaction Checks that must be made in 5150. Some are used a lot while others are rarely used. But before taking a Reaction check you must determine the status of the checker. Is he either "In Sight" or "Hidden"?

IN SIGHT OR HIDDEN

A figure is "In Sight" if he can be seen. This is either in the open or in cover that still allows him to be seen. An example would be any figure in a window or behind a wall.

A figure is "Hidden" if he is in cover, stationary, and has yet to be seen by the enemy. These are figures that are set up prior to the start of the game and have their location written down.

Once the hidden figure fires it is placed on the table and may not become hidden again.

"IN SIGHT" CHECK

This is the first Reaction Test that you will take. Combined with the Received Fire test they make up 90% of all your checks.

Anytime an enemy starts "out of sight" of a figure and comes "into sight" of a figure that figure uses the "In Sight" Check. The enemy coming into sight does not need to see the figure taking the In Sight test.

Example – A Grath is in the middle of the street. An ISS trooper comes around the corner and they see each other. The Grath takes an immediate "In Sight" check.

Here is the "In Sight" test for the "basic" humanoid (Basics) in 5150. Note that every race will have different reaction tests and these are outlined on their appropriate QRS but for simplicity's sake all examples will use the "**BASICS**" tables.

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.

THE LEAST YOU NEED TO KNOW

- Taking a Reaction test consists of tossing 2d6 and comparing each result against the testers Rep.
- Figures are either "In Sight" or "hidden".
- Once a "hidden" figure fires he is placed on the table.

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RANGED COMBAT

Shooting a weapon and hand-to-hand combat are distinctly different ways of inflicting damage. This is reflected by the different game mechanics used in 5150 to represent them.

LINE OF SIGHT

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

- In nighttime the LOS is reduced to 12". However, targets in a well-lit area will count LOS as normal for those firing at them. In addition, those with infrared capabilities do not have their LOS reduced.
- LOS in woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of the woods then the figure may see and be seen from outside the woods.
- LOS in inclement weather (fog, heavy rain, etc.) is reduced to 12" in the daytime and 6" at night.
- If a shooter traces a line of sight through two pieces of cover then the shooter is prohibited from shooting.

RESOLVING FIRE

Fire continues between two figures or more until either one side is unable to return fire. This can happen for a variety of reasons. It is common for figures to fire multiple times in one turn.

SHOOTING A WEAPON

To score a hit, first declare who the attackers are and who the target is. All attackers at the same target must be declared prior to shooting and they must shoot even if the target is killed before they shoot.

- Roll 1 to 6d6 depending upon the Target Rating of the weapon and add them individually to the firer's Reputation. Compare these totals individually to the **RANGED COMBAT TO HIT TABLE** to see if a hit is scored. *There is no need to check any modifiers prior to rolling as the modifiers are already built into the hit table.*

TARGET SELECTION

A figure may fire at any target in his "line of sight". In addition, more than one target may be fired upon if they are within the "spread" of the weapon and the weapon allows for it as described by its Target Rating.

- Before firing declare how many shots will go onto each target.
- Roll the dice and arrange the dice from highest to lowest.
- Apply the dice to the figures as stated prior to shooting with the higher dice on the first target. It is possible for one figure to have multiple hits.
- Example – Jim Bob Joe with a Rep 4 fires three dice at two targets. He declares the first 2 shots to go on the first guy and the third on to the second guy. The dice are rolled and come up 6, 5, and 4 for a result of 10, 9, and 8. The 10 and 9 cause 2 hits on the first target. The 8 is a miss due to "second target or higher".

1	**Ranged Combat To Hit Table** *1d6 + Rep*
#	**Results**
3 to 7	• Miss.
8	• Target in cover miss. • Target concealed miss. • Target prone miss. • Target or shooters moving fast miss. • Firing two weapons miss • Second or higher target miss. • Otherwise hit.
9	• Target in cover miss. • Third or higher target miss. • Otherwise hit.
10+	• Hit.

EXPLAINING THE RANGED COMBAT TO HIT TABLE

Hit Table results are as follows.

- **Miss.** The attacker has missed the target but will still cause a "Received Fire" Reaction check.
- **Hit.** The attacker has scored a hit on the target and can possibly inflict damage. Roll on the **RANGED COMBAT DAMAGE TABLE.**

Some results apply to certain situations and are treated on a case-by-case basis. If the situation applies to the target or firer then the result is usually a Miss or Hit.

- **Cover** is defined as the target is behind a solid obstruction such as a wall that protects the target it covers. Being inside a building always counts as cover.
- **Concealment** is defined as something that obscures the target but does not protect it. An example would be someone hiding in bushes.
- **Prone** means the target is lying down.
- **Fast moving** means either the shooter or target is fast moving.
- **Firing two weapons** means the shooter is attempting to fire two weapons at once.

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- **Second (third) or higher target** means that the second (third) target and *all additional targets* have been missed.

DETERMINING DAMAGE

Anytime a figure is hit the shooter must roll on the Ranged Combat Damage Table. Roll 1d6 and compare the score to the Impact of the weapon.

1 RANGED COMBAT DAMAGE TABLE

Score is equal or less than weapons Impact:

- **If a "1" is rolled figure is Obviously Dead!** Nature of the wound is so obvious that there's no question about it.
- **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:

- **Knock Down!** Figure is hit and knocked prone and must roll to recover from Knock Down when Active.

Example – Trooper Slag (Rep 5) is hit with a round from a LMG. The shooter immediately rolls 1d6. He scores a "4". The Impact Rating of a LMG is "2" versus Slag who is wearing Soft Body armor. If the score had been a "1" then Slag would be dead. Had the score been a "2" Slag would have been out of the fight. However, as he scored higher than the weapons Impact Slag is knocked down instead. He must now take a Knock/Back Recovery test.

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.

AUTO-KILL OR CAPTURE

If a figure comes into physical contact with a knocked down or out of the fight figure he may choose to either automatically dispatch the figure or instead capture him (tie up, etc.) This can only be done when Active.

TIGHT AMMO

Ammo for all ranged is considered to be limitless for the sake of the battle. However, there is a chance that while firing the magazine or charge of the weapon will run dry and it must be switched out. Whenever a figure fires a weapon (rolls d6 on the Ranged To Hit Table) count up the number of "1"s rolled. If two or more are rolled the weapon has fired the last of its ammo and the weapon may not be fired again until it reloaded. It takes one Activation turn to reload but reloading can be done on the move.

FIRING TWO WEAPONS AT ONCE

It is possible to use two pistols or machine pistols at the same time. This results in more firepower but at the cost of reduced accuracy. This is reflected in the Ranged Combat to Hit table.

SUPPRESSION OR COVERING FIRE

If a figure is stationary (i.e. has not moved this turn during his Activation even if just popping up from cover) then he may be declared to be providing suppression or covering fire.

This must be announced during the figures Activation and it must be noted.

Figures noted as providing this type of fire will count an additional 1d6 when rolling their In Sight test.

PITIFUL SHOTS

The lowest Rep allowed to use the "pitiful shot" rule is Rep 3. Whenever a Rep 3 fires and rolls a six but still cannot hit the target he is allowed to roll 1d6 again. If the score is equal to his Rep (3) or lower then a hit is scored. Otherwise, treat the result as a normal Miss.

"HANDS OF FATE" FIRING

There may come a time where the odds are deemed to be so hopeless that the shooter will try anything and trust to fate that it works. This would be firing at a target whose armor causes a NE result to the weapon firing. If the player desires to do one of these he most certainly can and there is a chance of success. This is called the "hands of fate" shot. *Anytime a player scores a hit on a target that has an Impact Rating of NE immediately roll 2d6. If "snake eyes" or 1,1 is scored the shooter* he is allowed to roll on the Ranged Combat Damage Table counting an Impact of 1.

Example – Frizz has a machine pistol and chooses to fire at a Star Army trooper in Exo-armor. Normally he has no chance to hurt the trooper (NE) but decides to try a "hands of fate" shot. Frizz rolls a 6 and scores a hit. He then rolls 2d6 and scores a 1,1 or "snake eyes"! He now rolls a 1 and kills his enemy. It can happen, no it really can!

THROWING GRENADES

Grenades can be thrown up to 6" by using the Ranged To Hit Table as normal. Simply nominate a spot where the grenade is to land, roll 1d6, and add

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the score to the Rep of the thrower. As the grenade is a weapon that defines its targets by using a ”blast effect circle”, damage is handled a bit differently.

A blast effect circle signifies the area where the blast and fragmentation of the weapon can be lethal and will range from 3 to 10 inches.

SCORING A HIT WITH A BLAST EFFECT WEAPON

Those figures in a “blast effect circle” after a “hit” from a grenade or similar weapon are all eligible targets and are hit as if from a single round of gunfire. This means each target in the blast area must roll on the Ranged Combat Damage Table.

Example - A grenade has been thrown and a score of “8” is scored. There are three targets in the blast effect circle. However, one of them is in cover and counts a Miss. The others are not in cover and are hit. The grenade has an Impact of 2. The figures that were hit are Reps 4 and 3. The shooter then rolls 1d6 for each target and consults the Ranged Combat Damage Table. He scores a “1” on the Rep 4 figure and a “5” on the Rep 3 figure. Consulting the table shows that the Rep 4 figure is obviously dead while the Rep 3 figure is knocked down.

MISSING WITH A GRENADE

If a Miss is scored when throwing a grenade, then roll 2d6 vs. the Rep of the thrower and consult the **WHERE’D THE GRENADE GO TABLE.** This table is only used when throwing a grenade by hand and not when using a grenade launcher. When using a grenade launcher the grenade just misses and explodes harmlessly. It will however, cause an **OUTGUNNED** situation.

2 “WHERE’S THE GRENADE?” TABLE

Pass 2d6
- Total miss and grenade explodes harmlessly.

Pass 1d6
- Look out! Grenade may have landed on an intervening group either friendly or enemy. Pick the next closest group to original target and roll on Ranged To Hit table counting a Miss result as grenade explodes harmlessly. Any hits are applied to the new target.

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

DROPPING OR ROLLING A GRENADE

Use this procedure instead of the Ranged Combat To Hit Table when a grenade is being dropped over a wall, dropped through a window inside a structure, or rolled into a room. Roll 2d6 vs. the Rep of the user and compare to the **BOMBS AWAY TABLE.**

2 “BOMBS AWAY” TABLE

Pass 2d6
- Success! Roll on Ranged Combat To Hit Table counting the target as if in the open. If a result of Miss occurs when rolling on the To Hit Table count the grenade as a dud or exploding harmlessly.

Pass 1d6
- Partial success! Roll on Ranged Combat To Hit table counting the target as if in cover regardless of actual circumstances. If a result of Miss occurs when rolling on the To Hit table count the grenade as a dud or exploding harmlessly.

Pass 1d6
- Fire in the hole! Thrower “fumbles” toss. Each figure in the blast radius with the thrower in the center must roll 1d6 vs. their Rep.
- If pass 1d6 then Duck Back (go prone) and escape injury.
- If pass 0d6 then roll on the Ranged Combat Damage Table.

“WHO’S GOT THE GRENADE?”

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. It is not necessary to keep track of where the grenades are on an individual basis. Yes, it’s “fudging” but it makes the game move more quickly!

THE LEAST YOU NEED TO KNOW
- Shooting is handled differently from melee.
- Line of Sight can be affected by a variety of things from buildings to weather.
- Firing between figures will continue until one or the other cannot continue. To shoot a weapon roll 1 – 6d6 and add to your Rep.
- Some weapons allow for more than 1d6 to be rolled.
- Weapons can fire at targets to their front at a width of 1” per each point of Target Rating.
- Shooting is affected by a variety of modifiers from Fast Movement to Cover and they are all figured into the Ranged to Hit Table.
- When hit by fire the figure will either be obviously dead, out of the fight, or knocked down.

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- It is possible to either auto-kill or capture any figure that has not recovered from Knock Down or is Out of the Fight.
- Rolling two "ones" when firing means you have temporarily run out of ammo.
- Grenades can be thrown up to 6".

RECEIVED FIRE REACTION CHECK

The next and most often taken Reaction Test is the **RECEIVED FIRE TEST.** Every time a figure is fired at it must take the Received Fire Check. However, if fired upon at the same time by more than one figure only one test is still taken.

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 cease movement and fire at –1 to Rep.

Pass 0d6

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

REACTION FIRE OR NOT

Anytime a figure is called upon to fire and does not have a weapon that allows him to do so whether because of range or not even having one, it may charge instead if in range. If either out of range for firing or charging it may either Duck Back or remain in place.

OUTGUNNED

When firing, some weapons are perceived to have greater firepower than others. This is called their **OUTGUNNED RATING (OGR).** If you shoot at someone with a higher OGR weapon than they have, they are forced to Duck Back and cannot fire back. If they shoot at you with a higher OGR weapon, then you are forced to Duck Back. This is known as being outgunned. Here are the Outgunned Ratings for each weapon.

- OGR 5 = Flamethrowers, Plasma Guns, and Blast Weapons.
- OGR 4 = HMG, MMG, and LMG.
- OGR 3 = AR, MP, SMG, and similar with TR of 3.
- OGR 2 = All Target Rating 2 or lower smallarms.
- OGR 1 = Melee weapons.

INVOLUNTARY MOVEMENT

Figures may be forced to move during battle due to Reaction Checks. The possible Reaction forced moves are as follows.

FIRE – Tester may fire at the target that caused the check or if starting the turn Active may fire at another target. Example – Jim Bob Joe is Active and pops up to shoot target A. Target B fires at him causing a Received Fire test. If he passes he may continue to fire at target A or choose instead to fire at target B.

DUCK BACK – Move to nearest cover *away* from threat within 12" and duck behind it. Once forced to Duck Back the figure cannot see or be seen by the figure that caused the Duck Back. Figures that Duck Back must take a Knock/Back Recovery Test to see what they will do. Duck Back does not limit the figure's ability to take Reaction Tests as normal if called for.

HUNKER DOWN –Sometimes either from volume of fire or fear, figures in cover may decide to Hunker Down. In effect, they are in a perpetual state of Duck Back and may not try to pop up or move in any way. A Hunkered Down figure stays that way until either rallied, the side withdraws, or the battle ends. Those figures Hunkering Down, and taking direct fire from the enemy, will automatically Runaway. If an armed enemy within 6" and sight confronts them they will surrender instead.

RUNAWAY – Leave the board. Those surrounded with no gap of at least 6" between enemies will surrender.

If there is a building within sight and away from the enemy, the reacting figure will run to it at fastest speed. It may take more than one turn to reach. Once inside figure will not move or shoot unless attacked.

If no building is in sight, the figure will head for the nearest table edge and exit the board at the fastest speed possible.

Those that have Runaway may take a **RALLY REACTION CHECK** to return to the fight if a friend comes to within 2" of them prior to leaving the board.

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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.

THE LEAST YOU NEED TO KNOW
- Whenever you are shot at and not hit you must take a Received Fire Reaction Test.
- Whether you are in cover or in the open affects how you react to being shot at.
- Some weapons will outgun others forcing the target to Duck Back if Outgunned.
- Sometimes figures will Hunker Down.
- If you Runaway you can be rallied to return to the fight.

MELEE

There may come a time when either you want to get into hand-to-hand combat or someone is wanting to. Here's how it's handled. First, take the appropriate Reaction Tests.

WANTING TO CHARGE REACTION CHECK

Anytime a figure wants to charge into hand to hand combat it must take the **WANTING TO CHARGE CHECK.** Note that a charge move is an attempt to initiate hand-to-hand combat and is not defined by movement distance. Entering melee is done via this Reaction Check and figures may move up to their "Fast Move" allowance to make contact if need be. Figures may not fire prior to a charge unless directed by a Reaction Test.

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.

BEING CHARGED REACTION CHECK

Anytime a figure is being charged it must take the "Being Charged" Check.

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

HAND TO HAND COMBAT

Hand to hand combat or melee is carried out when two or more figures come into contact via passed Reaction Checks. To fight melees follow the procedure below.
- *Each figure in melee will roll 2d6.*
- Modify the Rep of each figure by the following factors that may apply.
- Compare *each* result vs. *each* enemy in melee.

MELEE MODIFIERS

Variable Attributes or racial modifiers	+1d6
Prone and in melee	-1d6
Each point of Impact less than enemy	-1
In melee with 2+ enemies	-1
In melee with 3+ enemies	-2

After the number of dice passed are determined for each figure compare the results to the **MELEE RESULTS TABLE.**

Example – Trooper Slag has a laser rifle with bayonet and is set upon by 2 Scrunts. Slag is a Rep 5 but counts a –1 for being in melee with two enemies. His Rep for melee is now a 4.

Both Scrunts are Rep 4 as well. All the combatants count an Impact of 3 so there is no further modifying to be done.

Slag rolls 2d6 and scores a 5 and 3, passing 2d6. Scrunt #1 rolls a 6 and 4 (passing 1d6) while Scrunt #2 rolls 5 and 5 (passing 0d6). Slag will now consult the Melee Results Table counting as passing 1d6 more versus Scrunt #1 and passes 2d6 more versus Scrunt #2.

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2 MELEE RESULTS TABLE

Pass same number of d6

- All Miss and melee continues next turn.

One side passes 1d6 more than the other and "wins" the round of melee.

- Winner rolls on the Melee Damage Table to inflict wound.

One side passes 2d6 more than the other and "wins" the round of melee.

- Winner rolls 1d6 versus Impact of weapon. Score a "1" and the figure is dead, otherwise figure is Out of the Fight.

1 MELEE DAMAGE TABLE

Score is equal or less than weapons Impact:

- **If a "1" is rolled figure is Obviously dead!** Nature of the wound is so obvious that there's no question about it.
- **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:

- **Knock Down!** Figure is hit and knocked prone and must roll to recover from Knock Down when Active.

CONTINUOUS MELEE

If after a round of melee the sides are still in contact they will fight again on the next Activation regardless of which figure becomes Active.

BREAK OFF MELEE

Anytime a figure is Active he may choose to end the melee and move at least 1" away from the enemy unless blocked by terrain such as when having a back to the wall. Once the melee has been broken off the other side will take an immediate "In Sight" check and may be allowed to immediately shoot.

IMPROVISED COMBAT

If you don't have a "real" melee weapon then you count as an Impact 1. However, you do not subtract this as a melee modifier. Example – Gratzel and Frizz are in combat. Both are Rep 3s. Gratzel has a piece of pipe while Frizz is unarmed. Frizz would count a –1 to his Rep due to the difference in Impact between the combat knife (Impact 2) and the piece of pipe (Impact 1) that Gratzel is using

SPECIAL MELEE RULES

- Figures may choose to use two melee weapons at the same time if desired. This allows them to engage one extra target at no minus.
- Although the Impact of the enemies weapon is subtracted in melee it can never reduce the Rep to less than 1.

HEROES ALL

Whenever a figure rolls double ones (snake eyes) on *any Reaction check except* an In Sight check, he will immediately go into "Hero mode". This means he is immune to any and all future Reaction Rests. This will last only for the duration of the battle or until he is taken out of the fight. His Rep however, remains the same.

THE LEAST YOU NEED TO KNOW

- All the figures in contact in a melee fight at the same time by rolling dice against each other.
- Melee is influenced by Impact of the weapon and number of enemies that are being faced.
- Figures that fight one round of melee and are still standing will fight again in the following Activation.
- Figures may break off a melee if desired.
- When taking any reaction test except for an In Sight Test a result of double "ones" will make you a Hero.

SHOULD I STAY OR SHOULD I GO

People/creatures are motivated by different reasons and this may determine how long the battle lasts. There may be times when one or both sides will be tested to see if they remain on the field or will leave instead. Following the procedures outlined below does this.

- Total the number of figures on the side.
- Divide this by 6 and round down to the nearest whole number.
- Each time a side reaches this number of casualties at the end of their Activation roll 2d6 on the **STAY OR GO TABLE**. A figure becomes a casualty with a result of either Obviously Dead or Out of the Fight.
- Apply the score against the Rep of each figure individually. If the overall Leader of the side is still functioning then the player may use Leader Dice.
- Example – A side consists of twelve figures. Dividing twelve by six results in a 2. Whenever they take two casualties they must make a Stay or Go Check. The group takes three casualties in the same turn. At the end of their Activation they roll 2d6. The results are applied individually to each figure on the side.

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2 LD "STAY OR GO" TABLE

Pass 2d6

- All with ¾ casualties, except Colonization, will break off.
- Conquest and Religious Fervor motivated will continue the fight.
- Profit motivated that either have loot equal to at least half their numbers, have captured a designated prisoner, have rescued a designated hostage, or at half-strength or less will break off battle. Otherwise continue the fight.

Pass 1d6

- All with ¾ casualties will break off.
- Conquest and Colonization motivated at half-strength or less will break off the battle. Otherwise continue the fight.
- Religious Fervor motivated will continue the fight.
- Profit motivated that either have loot equal to at least half their numbers, have captured a designated prisoner, have rescued designated hostages, or at less than two-thirds strength will break off battle. Otherwise continue the fight.

Pass 0d6

- Religious Fervor motivated at half-strength or less will break off the battle. Otherwise continue the fight.
- All others will break off the battle.

BREAKING OFF THE BATTLE

This means the side may not move forward, may no longer fire, and unless attempting to recover wounded friends must move to exit the board.

BATTLEFIELD CASUALTIES

When your men get wounded you have to decide what to do about it. If you want to recover them this section will explain how to do it.

RETRIEVING THE WOUNDED

You may choose to use other figures to retrieve wounded comrades. When doing so they may not fire but may only concentrate on the job at hand. However, when doing so they will receive benefits to their Reaction Test if fired upon.

Retrieving wounded is up to the discretion of the player and is not mandatory.

When a figure is attempting to retrieve a wounded figure and is fired upon the figure must take a ***WANTING TO CHARGE TEST*** *instead of a* ***RECEIVED FIRE TEST.*** A result of "Charge" means the figure continues while a result of "remain in place" means the figure must immediately take a Received Fire test.

WOUNDED WAY STATION

Players may choose to group their wounded in one place protected by at least one non-wounded figure. This can be used instead of carrying them off the table.

THE LEAST YOU NEED TO KNOW

- A side that receives casualties may have to take a Stay or Go Test.
- Retrieving wounded is strictly voluntary but those doing so will receive benefits to their Reaction Tests.
- You can choose to set up a Wounded Way Station to group your wounded instead of exiting them off the board.
- Figures can only recover from Out of Fight status after the battle is over.

RECOVERY AFTER THE BATTLE

After each battle, roll 2d6 vs. their Rep for all figures that were "out of the fight" and consult the table below:

2 RECOVERY CHECK

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

Pass 2d6

- All return at normal Rep.

Pass 1d6

- All return at Rep –1.

Pass 0d6

- Out of Fights will die and Runaways never return

BUILDINGS

Buildings are classified by their Defensive Value (DV) as listed below:

- **Typical frame structure** – Made of wood or lightweight materials providing a DV of 1
- **Sandbagged position or similar "soft fieldworks"** – Single row of sandbags equal to a DV 1. Multiple sandbag thick positions would be DV 2.
- **Masonry buildings** – Brick type house or structure providing a DV of 2.
- **Concrete** – These structures have a DV of 4.
- **Reinforced concrete/steel structure** – Typical bunker with DV of 6.

BUILDING AREAS

In addition to their DV, each building is also rated as having of one or more "areas". Model buildings (and real ones too!) come in many shapes and sizes. For game purposes we need to divide buildings into "areas" of roughly 6" x 6". "Roughly" because if your building is 6" x 8" or even 8" x 8" there is no need to call it more than one area.

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Additional floors beyond the ground floor areas will also count as additional areas.

Sometimes a building may sustain a catastrophic hit in a building area causing it to collapse. If an area that collapses has another area above it roll 1d6 for that upper area. On a roll of 1-4 the upper section collapses as well. On a 5-6 it does not.

In the event that *all* of the areas on one level of a building have collapsed, we can assume that when the last one of these collapsed all areas above it collapsed as well.

ENTERING AND EXITING BUILDINGS

Figures may enter or exit a building at a reduction of 2" if through a doorway. If doing so from a window that will end their move but they can still shoot.

MOVEMENT INSIDE BUILDINGS

Movement in buildings is at normal speed and always counts cover for any figures that are inside. This does not include those that have entered the building and are considered to have triggered an In Sight test while in the doorway. .

Movement between levels whether up or down can be done in one turn. Example – Jim Bob Joe starts his turn on the first floor. He becomes Active and enters the second floor ready to fight.

THE LEAST YOU NEED TO KNOW

- Buildings reduce LOS and provide cover from fire.
- You can enter and exit a building or vehicle by a door and continue moving but doing so by a window ends your turn.
- You may run over people and Zombies with a vehicle but may lose control.

HOW DO YOU WIN?

If playing with points simply count up the total number of infantry points you have at the end of the battle. Do not count any obviously dead, out of fight, or runaways. This works well when playing a set number of turns. If not using points then you'll know because one side will have been driven off the board.

STOP! This ends the Basic Rules. If you want you can stop right here and play 5150. You do not have to use any of the rules that follow. Just use the **UNIVERSAL AND BASICS QRS** in the rear of the book and that's all you need. But if you want to you can move on to the next section called **MILITARY OPERATIONS.** Once there you can add as much or as little of those rules as you like.

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MILITARY OPERATIONS

Star Army – Anytime, anywhere.

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MILITARY TIME

Welcome aboard trooper! The Military Operations section of 5150 will introduce you to some new rules. Feel free to add as much of it to the Basic Rules when you are comfortable. All the Basic rules and mechanics will apply to the MO rules. Example – Weapons function the same way in MO as they do in the Basic Rules. Let's get started!

SPECIAL WEAPONS

Here's a quick rundown on new weapons that may need some clarification.

- **Anti-Air Launcher** = Similar to a **LAW**.
- **Demo or Satchel Charge** = Explosive device usually hand delivered.
- **Flame-thrower –** This weapon leaves a 3" wide path of flame from the shooter out to the target when it is used. This path will last 5 turns. As with a blast effects circle, every figure within the 3" wide path is an eligible target. These weapons may be fired only once per turn. There are three special circumstances that affect flame-throwers.
  - Each time a flame-thrower is fired note the die score rolled on the Ranged Combat to Hit Table. If the score is a "1" then the flame-thrower has only one shot left. Any other result is ignored.
  - Whenever the operator is hit by any ranged weapons fire or is caught in any blast effect circle roll 1d6. If the result is a "5 or 6" then the tank will explode and all those within a 5" blast circle will take hits as if caught in a flame-throwers blast.
  - Those attempting to pass through residual flame must take a Wanting to Charge Reaction Test. If they are able to "charge", they may move through the flame but must roll on the Ranged Combat Damage Table as if being hit. Residual flame is assumed to reach a height twice a normal human.
- **Grenade** = Explosive charge delivered either by throwing or launched from a weapon.
- **Hand Webber** = Non-lethal device used for entrapping a target. When a hit is scored the target is Knocked Down and immobile. If left unattended the target may attempt to escape by rolling on the Knock/Back Table counting a result of pass 1d6 as if pass 0d6. Basically the target has only one chance to escape.
- **HMG** = Heavy machine gun. Rapid-fire support weapon.
- **Inferno Grenade** = Explosive charge delivered by launching from a grenade launcher or mortar. Leaves plasma residue in 10" blast area for 10 turns. Those attempting to pass through residual plasma must take a Wanting to Charge Reaction Test. If they are able to "charge", they may move through the plasma but must roll on the Ranged Combat Damage Table as if being hit. Residual plasma is assumed to reach a height twice a normal human.
- **LAW** = Light Anti- armor Weapon. Think one-man one-shot Rocket Launcher. May not be reloaded.
- **LMG** = Light machine gun. Rapid-fire support weapon.
- **Mines** = These explosive devices come in a variety of types with a variety of uses. The three ways to detonate them are either by a "tripwire", "command" detonated, or timed.
  - Tripwire mines will detonate when a figure moves to within 1" of it. This will require the mine to be "placed" on the battlefield and noted either by paper or a terrain feature.
  - The command-detonated mines can be activated up to 24" away by anyone with a com-link to the mine and at anytime.
  - A timed mine can be set to explode when the Activation dice are *rolled*. Example – Gratzel is active and sets the mine to explode when the Activation dice are rolled for the fifth time. The mine then explodes regardless if anyone is Active.
  - **AP or Anti-Personnel Mines** = Best against personnel.
  - **AT or Anti- armor Mines** = Best against armored vehicles.
  - **Breach Mines** = Best for blowing a 3" hole into buildings and other obstacles.
  - **Inferno Mines** = Great for blowing up anything.
- **Mortar** = Two man team weapon capable of delivering explosives at great distance with an arc. Come in both Light and Heavy versions. Great strides have been made in increasing the accuracy of futuristic mortars. To reflect this roll on the **MORTAR TABLE** versus the Rep of the gunner. If you are firing continuously at the same target you are allowed to add one to the Gunner's Rep until the firing stops. Mortars may only fire once per turn and only when Active.

2 MORTAR TABLE

2d6 versus Rep of Gunner
+1 to Rep of Gunner for second and subsequent turns of continuous fire at the same target.

Pass 2d6
- Round lands on target.

Pass 1d6
- Round deviates long (1-3) 2d6" or short (4-6) 2d6"

Pass 0d6
- Round deviates left (1-3) 2d6" or right (4-6) 2d6"

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- **Plasma Gun** = Similar results as an Inferno Grenade.
- **Rapid-fire Laser Rifle** = Rapid-fire support weapon.
- **Rocket Launcher** = Two man weapon that fires explosive rounds. Reusable with the second man being the loader.
- **SAW** = Squad Automatic Weapon. Similar to a light machine gun.

SPECIAL PERSONAL ARMOR

As the Military have special weapons available to them so do they have special personal armor.

- **Exo-armor (EXO)** (152 pts) – Troopers equipped with exo-armor have limited enhanced capabilities that make them tough opponents. The enhancements are as follows:
  - The armor has inherent damage stopping capabilities and many weapons will have no effect. A result of NE on an Impact Rating means that the weapon cannot cause damage to the wearer nor even knock him down. The wearer will take a Received Fire reaction test instead.
  - Normal movement for exo-armor is up to 16" without taking a Fast Movement test.
  - Exo-armor has built in infrared equipment allowing for normal visibility in low lighting conditions.
  - Wearing exo-armor allows the wearer to throw a grenade 8".
  - Exo-armor is fully Comm-linked as normal with the addition of **EVAC REQUEST CAPABILITIES**. This will be explained later in the book.
- **Battle Armor (BTA)** (400 pts) – Fully encased body armor with lots of "perks". See the following section for more details.

BATTLE ARMOR (BTA)

Troopers wearing full Battle Armor have fully-enhanced abilities that make them formidable in battle. The enhancements are as follows:

- The armor has inherent damage stopping capabilities and many weapons will have no effect. A result of NE on an Impact Rating means that the weapon cannot cause damage to the wearer nor even knock him down. Unlike Exo-armor the BTA trooper does not have to take a Received Fire reaction test.
- Troopers in BTA will add 1d6 when in melee counting all three die results. This means that they can score a result of pass 3d6. In melee they have an Impact of 3 versus all opponents regardless of the targets armor.
- Troops wearing BTA ignore all Duck Back results unless outgunned.
- BTA wearing troops are allowed to "shoulder mount" any one of the following weapons: Rapid-fire Laser Rifle, LAW, LMG, HMG, or Rocket Launcher. They may fire this weapon while firing another weapon and do not count a penalty for firing two weapons at once. They may also fire at multiple targets 180 degrees to their front.
- Normal movement for Battle Armor is up to 8" and they may not Fast Move. See the following section on **JUMP JETS.**
- Battle Armor has built in infrared equipment allowing for normal visibility in low lighting conditions.
- Wearing Battle Armor allows the wearer to throw a grenade 12".
- Battle Armor is fully Comm-linked as normal with the addition of **EVAC REQUEST CAPABILITIES.** This will be explained later in the book.
- Battle Armor is a self-contained environment not subject to gas attacks or lack of oxygen. They may move as normal under water. In addition they can be "dropped" from orbit to the surface of a planet. This is done as outlined in the section entitled **BTA DROPS.**
- Disabled BTA troopers must be carried by either two BTA troopers or by vehicles.
- BTA has advanced med-tech built into the suit. This means that they are allowed the use of 1d6 extra when rolling for **RECOVERY AFTER THE BATTLE.**
- BTA takes damage in a different way than other troops. When a hit is scored determine the Impact Rating of the weapon. Then roll 2d6 versus this Impact and consult the following table.

2 BTA PENETRATION TABLE

(2d6 vs. Impact)

Pass 2d6
- Round penetrates BTA. Roll for damage as normal versus Rep of man inside.

Pass 1d6
- Round strikes BTA with full force. Roll on the **DAMAGED BATTLE ARMOR TABLE** below.

Pass 0d6
- Round does not penetrate BTA. Figure takes Received Fire test instead.

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1 DAMAGED BATTLE ARMOR TABLE

Score equal to or less than Impact of weapon:

- Total systems failure! BTA is immobile and Out of the Fight. Soldier trapped inside.

Score greater than Impact of weapon:

- Knock down and power loss! Must spend next Activation switching to back up power. If already on back up power then total systems failure! Next Activation after switching to back up may take Knock/Back Recovery Test.

JUMP JETS

BTA troopers also have Jump Jets built into their suits. The use of Jump Jets allows the trooper to travel in the air at increased distances and over intervening terrain. Jump Jets allow for the user to "jump" over obstacles up to one story in height. Jump Jets function as follows:

- Allows for a maximum move of 24" and a minimum of 12" per jump in a straight line (but you can turn before the jump). Every time a trooper jumps roll 2d6 and compare the scores to the troopers Rep and consult the **JUMP TEST TABLE** following.

2 JUMP TEST TABLE

2d6 vs. Rep

Pass 2d6

- May move up to 24". May fire as desired.

Pass 1d6

- Deviates off target to left (1-3) 3" or right (4-6) 3". May fire as desired.

Pass 0d6

- Deviates off target to left (1-3) 1d6" or right (4-6) 1d6". May not fire If hitting a building, tree, or similar hard object roll on Damaged Power Armor Table counting Impact of 1.

DEATH FROM ABOVE

If a trooper charges into melee and scores a successful jump on the **JUMP TEST TABLE** he is allowed to add 1d6 to his melee dice but can still only count the best three.

THE LEAST YOU NEED TO KNOW

- There are many new and deadly weapons available now available.
- Mortars are very accurate and are fired using 3d6 versus the rep of the Gunner.
- Exo-armor makes some weapons useless versus it by reducing the Impact to NE or no effect.
- Battle Armor has many benefits including added weapons and jump capabilities.

ADDING VEHICLES

In this section you will learn the rules that pertain to vehicles. Basically when we speak of "vehicles" we are talking about those either used for transportation (soft skin) or used for fighting or ("armored fighting vehicles" or AFV).

FORCE BASICS

Players will recruit their vehicles from the appropriate Vehicle Design Sheet used for their Army List and located in the rear of the rules. Conversely you can design your own vehicles using the Design Sheets. A *complete vehicle* consists of *both* the vehicle itself and its crew. Each member of the crew will have one or more roles in the operation of the vehicle. It is important to remember the adage that a chain is only as strong ad its weakest link!

Players will usually start with one or two vehicles and work their way up to larger numbers. Be advised though that as the number of vehicles increases, the game will take on a different complexion as an AFV can easily dominate the game in certain circumstances.

No matter how many vehicles you decide to use, the basic starting point is the individual vehicle and its crew.

DEFINING YOUR FIGURES

There are two common elements that define each vehicle. The first is the vehicle itself and the other is the crew that mans it. Let's begin with defining the vehicles.

TRACKED, WHEELED, OR GRAV

Vehicles are usually wheeled or tracked but occasionally there will be a "grav" vehicle capable of skimming over the surface of the planet on an anti-gravity cushion or some sort. The easiest way to determine this is by looking at the model! There are, however, some hybrids such as armored personal carries called half-tracks. For movement purposes half-tracks are treated like fully tracked vehicles.

NOTE: Grav vehicles do not pay any terrain related movement penalties for going *over* a terrain feature. They will normally glide over the surface of the planet at normal speeds.

OPEN TOPPED OR FULLY ENCLOSED

It is important to look at the model of the vehicle that is being used to see if it is "open topped" or fully enclosed. A half-track for example is open topped, as are some assault guns where there is no armor to the rear. A tank is considered fully enclosed. However, when the Tank Commander has the hatch open, and is sitting half in, half out, the tank is classed as open topped for him yet enclosed for the

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other crewmembers. Riders in open topped vehicles are exposed to small arms fire and other threats.

TYPES OF VEHICLES

There are many types of tanks and other vehicles in 5150. These include, but are not limited to:

- **Soft or unarmored vehicles (SUV)** – These are unarmored civilian type trucks, cars, etc. Used to transport troops.
- **Armored personal carriers (APC)** - These are lightly armored vehicles that are used to carry soldiers and usually armed with a light weapon.
- **Armored Cars (AC)** – Light armored vehicle used for police actions or reconnaissance. Lightly armed.
- **Heavy Armored Car (HAC)** – Heavier version of the AC with more armor and more firepower.
- **Light Tank (LT)** – Lightest armored and armed AFV on the field.
- **Medium Tank (MT)** – Backbone of most armored forces. Heavier than a light tank and better armed.
- **Heavy Tank (HT)** – Bigger and better AFV. Heavily armored and heavily armed.
- **Behemoth Tank (BT)** – Few and far between these giants out-armor, out-gun, and out-fight all others.

In addition to the vehicles listed above you may also run into artillery mounted on tank chassis called Assault Guns or sometimes Self-propelled Artillery depending upon their roles.

DEFINING THE VEHICLE

All are defined by the following characteristics. They are:

TYPE – The type of vehicle it is.

DV – This is a numeric value given to the overall armor effectiveness or Defensive Value of the vehicle. When there is one number then that is the value all around the vehicle. When there are two values then the second is the reduced armor value when the vehicle is hit to the side or rear. In addition, the top and bottom of the vehicle has an armor value equal to its side value divided by two and rounded down. Example – The basic Medium Tank has an armor value of 5/3. This means its frontal armor is 5, its side and rear is 3, and its top and bottom is 1.

ARMOR – This describes what type of armor the vehicle has. See the following section on **VEHICLE ARMOR.**

MAIN GUN – The numeric value of the basic Impact of the main gun that the vehicle is armed with. They range from 2 to 12 with the latter the strongest. The Impact of the main gun will change due to the armor of the target. The main gun may only fire in a straight line. Armored fighting vehicles usually mount their main gun on a turret that may traverse them in different directions whereas those with fixed position guns are limited to shooting straight ahead.

SECONDARY WEAPONS – These are the secondary weapons used by the vehicle.

TRK – Checked off if the vehicle is fully or half-tracked.

WHL - Checked off if the vehicle is fully wheeled

GRAV – Checked off if the vehicle is “grav” capable.

SPEED – The top speed, in inches, that the vehicle may move each turn of Activation. The figure before the slash is how far the vehicle may move if it stays on a road for the entire move. The figure after the slash is the vehicle’s cross-country movement rate. Vehicles may combine on and off road movement by prorating any distance used.

CREW - The number of crewmembers per vehicle.

POINTS – The total cost of the vehicle including type, weapons, crew, and their weapons.

VEHICLE WEAPONS

This section describes the vehicle weapons that are available for use.

MAIN GUN

Basically there are four major weapon types that are used on armored fighting vehicles. They are:

- **Projectile gun** – Weapons that fire good old-fashioned explosive shells.
- **Laser beams** – Photons in a coherent beam.
- **Pulse beams** – Basically a more powerful laser beam.
- **Plasma – Particle gun** – Weapon that fires plasma charged particles at extremely high speeds.

SECONDARY WEAPONS

In addition to the main gun weapons listed above it is common to find secondary weapons on armored vehicles as well. Usually there is one or two hull mounted secondary weapons with a 45 degree arc of fire to the front and one mounted on the turret that the Tank Commander could access when the hatch is open. This weapon will have a180-degree arc of fire to the front of the turret so as the turret turns so does the secondary weapon. Following is the list of customary secondary weapons.

- Rapid-fire Laser Rifles
- Plasma Guns
- Rocket Launchers
- Heavy Machine Guns
- Heavy Mortars
- Flame Throwers

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ANTI-ARMOR WEAPONS

Here is a list of weapons that can affect armored vehicles.

Weapon System	Tech	Size	Imp
AP Mine	4	x	2
AT Mine or Satchel	4	x	4
Bigger Laser	5	6	9
Bigr Plasma-Particle	6	16	12
Bigger Pro	4	8	9
Bigger Pulse	6	10	11
Breach Mine	4	x	4
Flame Thrower	4	5	5
Heavy Mortar	4	2	2
HMG	4	1	2
Inferno Mine	5	x	4
Large Laser	5	4	8
Large Plasma Particle	6	12	11
Large Pro	4	6	7
Large Pulse	6	8	10
LAW	4	x	6
Light Laser	5	2	6
Light Plasma-Particle	6	8	8
Light Pro	4	3	3
Medium Laser	5	3	7
Medium Pro	4	4	5
Medium Pulse	6	6	9
Plasma Gun	6	5	7
Rapid-fire Laser Rifle	5	1	3
Rocket Launcher	4	2	7
Flame Thrower	4	x	4
Anti-Air Launcher	4	x	6

VEHICLE ARMOR

There are five armor types for vehicles and they are.

- **Soft** – This is civilian grade armor.
- **Hard** – Military armor found on most vehicles.
- **Absorption** – Absorbing military armor that can "absorb" the energy or damage inflicted. This type works against projectile weapons as follows. When the target is hit roll 1d6. On a score of 1-3 the armor absorbs damage and the vehicle need only take a **CLANK REACTION TEST** as outlined elsewhere. Otherwise on a score of 4-6 treat the hit normally as if striking a **Hard target.**
- **Reflective** – Similar to Absorption except versus laser and other beam weapons. When the target is hit roll 1d6. On a score of 1-3 the armor causes the energy from the weapon to "flash" upon the armor and the vehicle need only take a **CLANK REACTION TEST** as outlined elsewhere. Otherwise on a score of 4-6 treat the hit normally as if striking a **Hard target.**
- **AB 2** – Combines the properties of both Absorption and reflective. When hit by either projectile of beam weapons roll 1d6. On a score of 1-3 the armor "bounces" the damage and the vehicle need only take a **CLANK REACTION TEST** as outlined elsewhere. Otherwise on a score of 4-6 treat the hit normally as if striking a **Hard target.**

THE LEAST YOU NEED TO KNOW

- The crew of the vehicle all have separate roles and help to determine how the vehicle will perform
- All vehicles are recruited from the appropriate Army List.
- All vehicles have a variety of factors that define them.
- The higher the DV of the vehicle the harder it is to destroy.
- Attacking a vehicle from the side, rear, top or bottom is normally easier than attacking it from the front.
- The main gun has an Impact with the higher numbers being better.
- There are other weapons besides a Main Gun that can destroy vehicles.

REPUTATION AND CREWS

"Reputation" represents a combination of training, experience, morale, and motivation and is an expression of a figure's overall ability to perform his job. The Reps of crews are just like those used for infantry, with the exception that they range from three to six. Note that towed anti-tank guns work on the same principles, with the role of Tank Commander being replaced by a Leader. Most vehicles will have two or three crewmembers with the larger vehicles having additional members to replace casualties as they occur.

THREE MAN CREWS AND WHAT THEY DO

Here's a breakdown of who they are and what they do in game terms.

Tank Commander (TC) – The Tank Commander has the following roles in 5150.
1 – Take the **"IN SIGHT" CHECK** whenever targets come into view.
2 – Operates topside secondary weapon when the tank is not "buttoned up" (hatch closed).
3 – Takes the **"CLANK" TEST.**

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Driver (DR) – The Driver has the following roles in 5150.
1 – Takes the **"RUN OVER" TEST** when wishing to go over, or though, other vehicles, or structures.
2 – Takes the "**LOSE CONTROL" TEST** if attempting a turn at over ½ speed.
3 – Operates hull mounted secondary weapons.

Gunner (GNR) – The Gunner has the following roles in 5150.
1 – Declares whether firing at the turret or hull of a vehicle and rolls on the **"PLACE ROUND" TABLE** to see if a hit is scored.
2 – Fires main gun.
3 – Replaces the TC if gone or incapacitated.

FEWER THAN THREE MAN CREWS

Sometimes there will be fewer than three men in the crew. *This can either be by design or if members are incapacitated. When a crewmember has more than one role he can only perform one at a time*. The following sections will describe the roles of the various crewmembers in game terms in smaller crews or when other crewmembers are incapacitated.

TWO MAN CREWS AND WHAT THEY DO

Tank Commander (TC) – The Tank Commander and Gunner roles are combined as follows in 5150.
1 - Take the **"IN SIGHT" CHECK** whenever targets come into view.
2 – Operates topside secondary weapon when the tank is not "buttoned up" (hatch closed).
3 – Takes the **"CLANK" TEST.**
4 – Declares whether firing at the turret or hull of a vehicle and rolls on the **"PLACE ROUND" TABLE** to see if a hit is scored.
5 – Fires main gun.

Driver (DR) – The Driver has the following roles in 5150.
1 – Takes the **"RUN OVER" TEST** when wishing to go over or though other vehicles or structures.
2 – Takes the **"LOSE CONTROL" TEST** if attempting a turn at over ½ speed.
3 – Operates hull mounted secondary weapons.

THE LEAST YOU NEED TO KNOW

- Vehicles have from 2 to 3 crewmembers.
- Each crewmember has a specific job.
- Smaller crews will result in one or more crewmember performing more than one role and will affect the vehicles overall efficiency.

MOVEMENT

The following sections describe the movement mechanics for vehicles in 5150.

BASIC MOVEMENT

A vehicle may move up to its maximum speed as specified on the appropriate list when active. Treat the vehicle as a group made up of its crew. The vehicle may be activated if the TC's Rep allows. Should the TC be absent or incapacitated the vehicle may move if the Driver's Rep allows. The distance listed before the slash is for road movement while the distance listed after the slash is for cross-country movement.

GROUPS

All Group rules previously learned in the Infantry section also apply to vehicles.

STOPPING

Vehicles may stop whenever they desire. If they wish to move after stopping during a turn they must spend 2" of movement.

Example – A Light Tank with 16" movement moves 8" forward and stops. It fires and decides to resume movement. This would reduce its total movement by 2" so he could move up to another 6" if he desired.

REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse, it may do so at up to at ¼ of its remaining speed. The vehicle must have previously been stopped prior to moving in reverse.

TURNS

A vehicle may make as many turns as desired up to a 90-degree change of direction when active. Turns may be made whenever desired during their Activation so long as the vehicle moves forward half its body length between turns.

However, if the vehicle is moving at over ½ speed and desires to make a turn of 45 degrees or greater the Driver must roll on the Losing Control Table following.

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2 LOSING CONTROL

Pass 2d6

- All vehicles make turn without problems.

Pass 1d6

- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit each figure rolls 1d6 versus Rep +1. If score higher than modified Rep then count as Knock Down otherwise no effect.
- Tracked vehicles will turn and then veer away outward from the direction of the turn one body width. If hitting a solid object Driver must take an immediate "Run Over" test. If a solid object is hit, each figure rolls 1d6 versus Rep +1. If score higher than modified Rep then count as Knock Down otherwise no effect.

Pass 0d6

- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width and rolls over. Each figure rolls 1d6 versus Rep. If score higher than modified Rep then count as Knock Down otherwise no effect.
- Tracked vehicles will turn and then veer away outward from the direction of the turn one body wide and rolls over. The vehicle is disabled and may no longer move. If hitting a solid object must take an immediate "Run Over" test. Each figure rolls 1d6 versus Rep. If score higher than modified Rep then count as Knock Down otherwise no effect.

TURNING ON A "DIME"

There will be times when the tanker will want to turn in place and proceed in another direction. This is easily done as follows:

- The tank must be completely stopped.
- The tank may then turn up to 180 degrees on the spot at a penalty of 4".
- Note that there is no need for a Driving roll of any sort.

RUNNING OVER AND THROUGH THINGS

Armored vehicles may run over or through things such a buildings, trees, non-armored vehicles, etc. To do so they compare their DV to the DV of the item being run over or through.

If vehicle DV is equal to or greater than the DV, roll on the "Run Over" table with the Drivers unmodified Rep.

If the DV is lower, then subtract the difference and apply it to the Rep of the driver.

Example – A DV 3 tank wanting to run through a DV 5 building, would test at –2 from the Rep of the driver.

Note that running through a building will result in a breech equal in size to the tank's width plus 1" per side.

1 "RUN OVER" TABLE

Pass 1d6

- If traveling at 1/2 speed or less, tank obliterates object and continues through.
- If traveling over ½ speed it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count as if Knocked Down.

Pass 0d6

- If traveling at 1/2 speed or less it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count as if Knocked Down.
- If traveling over 1/2 speed then "Stuck!" Vehicle grinds to stop 1" forward and becomes immobile. Cannot proceed and must attempt to reverse out next Activation. All crew roll 1d6 versus Rep. If pass then carry on, but if fail count as if Knocked Down.

DRIVER DISABLED

If the driver of any vehicle becomes disabled for any reason the vehicle will continue on its current path for 2d6 inches until it comes to a halt. If it hits something prior to halting treat it as if passing 1d6 on the "Run Over" table.

THE LEAST YOU NEED TO KNOW

- Vehicles may move up to their maximum speed when active.
- Vehicles may perform a variety of movement actions from moving in reverse to executing high-speed turns.
- It is possible to combine forward and backward movement in the same phase.
- It is possible for armored vehicles to run over or through buildings.

IN SIGHT REACTION TEST

Anytime an enemy starts "out of sight" and comes "into sight" use the "In Sight" check. It is also taken when a tank comes into view of a building for the first time and wishes to fire at it. If there are enemies in the building then they will test for "In Sight" as well.

Example – A Heavy Tank clears a gully and sees a bunker for the first time. The Scrunt player announces that he will take the "In Sight" test to fire

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at the building even though he doesn't know if there are enemies inside.

2 VEHICLE IN-SIGHT TEST

Pass 2d6
- All will fire.

Pass 1d6
- Vehicle will rush shot and fire at -1 to Rep.

Pass 0d6
- Vehicle will not fire.

FIRING

Secondary weapons from a vehicle are handled normally on the **RANGED COMBAT TO HIT TABLE,** while firing the Main Gun is handled as follows.

FIRING THE MAIN GUN

The TC, or Leader in the case of a towed anti-tank weapon, spots the target and, subject to the "In Sight" test, will tell the Gunner where to fire. Alternately, having failed the "In Sight" test and lived to tell about it, the TC may order the Gunner to fire during their next Activation at a target that is already in sight. *All Tech Level vehicles may fire while moving.* The Gunner may immediately fire.

Prior to firing the gun, the Gunner must nominate the target. In addition he must specify whether aiming at the turret or hull if appropriate.

Next roll 2d6 versus the Rep of the Gunner and check the following table. This determines if the Gunner hit the spot he was aiming for, hit another portion of the target, or missed the target completely.

2 PLACE ROUND TABLE

GNR Rep –1 at over 48"

Pass 2d6
- Hit Target aimed for.

Pass 1d6
- Hit target if at 24" range or less.
- Otherwise roll 1d6
  Hit Turret* on 1 or 2
  Hit Hull on 3 – 6 (If "hull down" then Clank test)

Pass 0d6
- Miss, target ignores fire.

*Turret hit increases DV of target by 1 point.

Once a hit has been made roll 2d6 versus the difference in value of the Main Gun Impact and the DV of the target. Keep in mind that turret hits will increase the DV of the target by 1 point.

2 PENETRATION RESULTS TABLE

Pass 2d6
- Round penetrates the vehicle and all crew killed. Building area under fire collapses and all inside area killed.

Pass 1d6
- Round disables the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6 then crewmember is dead. Otherwise they must bail out. Treat buildings as the same.

Pass 0d6
- Round does not penetrate vehicle but crew takes a "Clank" test on the table below. Occupants of building area under fire take "Received Fire" test.

"CLANK TEST"

Whenever a hit is scored on a tank and does not penetrate the Tank Commander must take the "Clank" test.

Note that "Retire" means the tank will move directly away from the fire into a position that provides complete cover so as not to be seen by the firing unit.

2 CLANK TEST

"Star" may choose his reaction.

Pass 2d6
- Undergunned will Retire out of sight.
- Others return fire, rotating turret if necessary.

Pass 1d6
- Undergunned will Retire out of sight.
- If main weapon within 45 degrees of attacker, return fire.
- If main weapon not facing attacker carry on.

Pass 0d6
- Undergunned or fired on by penetrable enemy will Runaway.
- Others Retire out of sight.

Example – A Grath Medium Tank is firing at a Heavy Armored Car. The Gunner nominates the hull as the target and rolls 2d6 versus his Rep. He scores a 1 and 2 for a result of pass 2d6 and scores a hit on the hull.

The Impact of the Medium Tank's Main Gun is a 7 while the HAC frontal DV is a 3. The difference is 4. The Grath player rolls 2d6 and scores a 1 and 5 or a result of pass 1d6. The vehicle is disabled and each crewmember rolls 1d6 versus the penetration difference or 4 in this case. The two crewmembers each roll 1d6 with the driver scoring less than the difference (he is dead) and the tank commander scoring higher (he bails out.)

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UNDERGUNNED

When firing, some Main Guns and anti-tank guns have insufficient firepower to penetrate the enemy when facing certain threats. This is reflected as follows:

If the DV of the target is higher than the Impact of your weapon (i.e. you cannot penetrate the enemy's armor) then you are "Undergunned". This can change dependent upon the situation such as maneuvering onto the enemy flank. However, in this case you may choose to fire anyway using the **"HANDS OF FATE"** firing rule. However, if forced to retire due to a Reaction Test then you must.

"HANDS OF FATE" FIRING

There may come a time where the odds are deemed to be so hopeless that the tanker will try anything and trust to fate that it works. Examples of this would be firing the tank at a target that normally cannot be penetrated. If the player desires try a shot then he most certainly can. This is called the "hands of fate" shot. *Anytime a player scores "snake eyes" or 1,1 on the **"PLACE ROUND"** dice roll when there is no chance to penetrate this will occur.* When this occurs he is allowed to roll on the **"PENETRATION" TABLE** with a value of "1".

LOADING THE MAIN GUN

Projectile firing weapons all have "auto-loaders" capable of feeding a continuous floe of ammo to the gun. However, whenever a "1" is rolled while firing the "auto-loader" has malfunctioned and the gun may not fire again until the vehicle is Active. The gun may be immediately fired, if desired, upon Activation.

SPECIAL ANTI-TANK WEAPON FIRING PROCEDURE

Anti-tank weapons such as a Rocket Launcher will also follow the same firing procedure as if firing a Main Gun.

THE LEAST YOU NEED TO KNOW

- Firing the main gun is a two-step process, declaring the target and rolling to place the round on target.
- Not all main guns can penetrate all armor ratings and this can result in a Clank test instead.
- It is possible to achieve a "miracle" shot and disable or destroy an otherwise invulnerable target.
- Anti-tank weapons used by infantry must still follow the same firing procedure as if firing a Main Gun.

CREW SMALLARMS

Crews that abandon or leave their vehicle will may whatever type of small arms they desire. They will count a –1 to their rep when functioning outside the vehicle.

MAIN GUN VERSUS PERSONNEL

When using the Main Gun versus personnel, count as a Rocket Launcher.

ATTACKING VEHICLES

Infantry may choose to close assault a vehicle with a Demo Charge, Satchel Charge or Anti-Tank Mine .To do so the player declares which figure or figures are attempting to attack the vehicle and which side he is attacking.

They must then take a "Wanting to Charge" check, and the target an "In Sight" check *not* a "Being Charged" check. *This is the normal infantry reaction test and not the armored "In Sight" test. The Tank Commander takes the test*

When the attackers come into contact with their target they roll 2d6 and compare to their Rep. Check the result on the **WHO WANTS TO BE A HERO TABLE.**

2 WHO WANTS TO BE A HERO?

Pass 2d6

- Success! Resolve as a hit on the bottom of the vehicle.

Pass 1d6

- Fumble, device lost, and attacker must retire.

Pass 0d6

- Disaster! Attacker rolls on Penetration Table.

Example – Gratzel spots a Grath Medium Tank rolling along. He wants to be a hero and takes a "Wanting to Charge" test to go. He passes 2d6 and charges at the tank head on.

The TC is in the hatch and takes an "In Sight" test. He passes 1d6 and immediately opens fire with the secondary weapon. In addition, *any other members of the tank crew manning other secondary weapons may test to fire as well!* He scores a miss and Gratzel takes a "Received Fire" test and keeps going.

He contacts the tank and rolls 2d6 versus his Rep on the Who Wants to Be a Hero? Table. He scores a result of pass 2d6 and the Satchel Charge is successfully placed under the oncoming tank and the DV of 1 is used. The difference is 3 and Gratzel rolls 2d6 for his attack on the Penetration Table. A 3 and 4 is scored, 1d6 is passed and the Medium Tank disabled.

Note that the under armor of a vehicle is used only if it is attacked from the front or rear. In

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addition, it is possible to move, throw the device, and continue the move.

DAMAGE VERSUS PENETRATION

If a shooter does not have an armor-piercing weapon it is still possible to damage a soft or unarmored vehicle. Compare the Impact of the weapon versus the vehicle counting as if **Hard Body** armor. Roll 1d6 versus the Impact of the weapon. If the score is equal or less then the vehicle is disabled and the driver the must now roll versus his Rep on the Losing Control Table as if making a high speed turn. Any other result is ignored.

THE LEAST YOU NEED TO KNOW

- Crews that abandon vehicles may not return to them until after the fight is over.
- Infantry can attack vehicles with Satchel Charges and other weapons.
- It is possible to damage DV 1 vehicles without an armor piercing weapon.

DESIGNING VEHICLES

Designing your own vehicle is a simple process. First go to the **VEHICLE DESIGN SHEETS** later in this section. Be sure to use the appropriate sheet for the Army List you are using. Then…

1. Choose the type of vehicle you want.
2. Choose its main gun.
3. Choose any secondary weapons
4. Choose if is to be tracked, wheeled, or grav powered.

Be sure the total size of the Main Gun and secondary weapons does not exceed the capacity limit listed for the appropriate type. Note that every 5 figures (not including the crew) will count 1 towards your capacity limit.

VEHICLE POINT COST

Each vehicle has a basic point cost listed next to its type. To this you must add cost of all weapons and finally the cost of each crewmember.

Armored fighting vehicles are NOT cheap! They are normally used in large formations and not in a skirmish. But if you really want to use them…

SAMPLE VEHICLES

This sheet is located with the **VEHICLE DESIGN SHEETS.**

AIRCRAFT, AIRSHIPS, AND GROUND-TO-ORBIT CRAFT

Players may find themselves in need of simulating being delivered to and recovered from a battlefield. Well in 5150 the easiest way is via air-rescue ship. These multi-purpose ships scream into the atmosphere from above, drop or pick up, and are gone before you can blink. Built for speed not for fighting that's the plan. Most of the time it works but sometimes…

The air-rescue ship will only enter the board when the player is Active. On that turn the player must decide from which table edge it will enter and where the drop/pickup point is. Be sure that this point or Landing Zone (LZ) is large enough to accommodate the ship.

DETERMINE THE TYPE OF SHIP INVOLVED

- Next determine what type of ship is available for use. Roll 1d6. Add the **BUG RATING** of the planet to the score. If the total is 10 or higher there is a Type 5 ship available. If the total is a 9 or less then there is a Type 4 ship available. Note that the Bug Rating of the planet can be found in the **"AREA 5150 – WHO ARE THOSE GUYS?"** section of the rules. This determines what Type of ship is involved.
- Air-rescue ships are rated in carrying capacity from 1 to 5. Each ship usually has a number of crewmembers equal to the Type of ship +1. All carrying capacities are in addition to crew figures. For Military Operations there are only Type 4 and 5 ships available.
- **Type 4 ships** are small military transports capable of carrying up to 15 figures. They are armed with two twin-Rapid Fire Lasers. One set is mounted in the nose of the ship with a 45-degree firing arc and operated by the driver while the other is in a topside mounted 180-degree turret operated by one crewmember.
- **Type 5 ships** are large military transports capable of carrying up to 30 figures. In addition it can carry vehicles counting each point of DV as 10 figures. They are armed with four twin-Rapid Fire Lasers. One set is mounted on the nose with a 45-degree firing arc operated by the driver; another is in a topside mounted 180-degree turret operated by one crewmember. The remaining twin sets are mounted one on either side of the shop with a 180-degree firing arc. They are also operated by one crewmember each.
- Only *ONE* ship will be dispatched at a time. Additional ships can only be requested after the previous ship has left.

DETERMINE THE PILOT REP

- Next determine the Rep of the pilot. This may already have been done by a previous

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Encounter. If not, roll 1d6 counting a result of 5 or 6 as a Rep 5 and all others as a Rep 4.

- Next place the aircraft at the entry point and roll on the table below versus the pilot's Rep.

2 PILOTING TABLE

Roll 2d6 versus the Rep of the Pilot.

Pass 2d6

• Skims the planet and may not be fired upon.

Pass 1d6

• Fly direct to LZ but facing enemy figures with LOS may roll on the **AIRCRAFT RANGED TO HIT TABLE.**

Pass 0d6

• Sitting duck, any and all enemy within 24" regardless of facing but still with LOS may roll on the **AIRCRAFT RANGED TO HIT TABLE.**

2 AIRCRAFT RANGED TO HIT TABLE

Roll 2d6 versus Type of ship

Pass 2d6

- No effect! All ships shrug off fire and continue their mission.

Pass 1d6

- Type 4 aircraft takes hit! If hit by bona fide anti-aircraft weapon will fly off opposite table edge and crash with possible survivors. If hit by non-bona fide weapon pilot will test on **"COMING IN HOT TABLE"** below.
- Types 5 aircraft takes hit! If hit by bona fide anti-aircraft pilot will test on **"COMING IN HOT TABLE"** below. If hit by non-bona fide weapon pilot will ignore and continue mission.

Pass 0d6

- Type 4 aircraft takes hit! If hit by bona fide anti-aircraft weapon will explode in mid-air with no possible survivors. If hit by non- bona fide anti-aircraft weapon will fly off opposite table edge and crash with possible survivors.
- Types 5 aircraft takes hit! If hit by bona fide anti-aircraft pilot will fly off opposite table edge and crash with possible survivors. If hit by non-bona fide weapon pilot will test on **"COMING IN HOT TABLE"** below.

2 "COMING IN HOT!" TABLE

Roll 2d6 versus Rep of pilot.

Pass 2d6

- "It's my job!" Pilot ignores damage and continues mission.

Pass 1d6

- "Hang on!" Pilot ignores damage and lands craft with a "bounce". Each passenger and crewmember rolls 1d6 versus their Rep. If result equals Rep or less no damage. If exceeds Rep then figure counts knocked down and must spend next Activation recovering.
- If heading out continues off board.

Pass 0d6

- "Too hot!" Pilot breaks off attempt to land and may try again in 1d6 turns.
- If heading out continues off board.

- If the aircraft is not hit it then place the aircraft on the LZ. You can start loading passengers at a rate of 5 figures or 1 vehicle per Activation.
- The turn that the aircraft has finished loading they may take off using the same procedure as outlined above.

EVAC

When fighting Bugs it may become necessary to evacuate your forces from the fight. An air-rescue ship that scoots in, picks you up, and speeds away does this. These nimble craft are normally close by so when you need it roll 1d6 on the table below when your Leader is Active.

1 EVAC REQUEST TABLE

Roll 1d6 and add the score to the current Bug Rating

2 or 3 = No Evac is available. Try again next turn.
4 or 5 = Evac will arrive in 1d6 turns.
6 or 7 = Evac will arrive in 2-4 turns (1/2d6+1).
8 or 9 = Evac is close by and will arrive in 2 turns.
10 + = Medevac is standing by and will arrive next

Once the ship arrives roll 2d6 on the following table.

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2 "GET US OUT OF HERE!" TABLE

Roll 2d6 versus the current BR.

Pass 2d6
- All BR: All aboard! Up to full capacity can be picked up and whisked away next turn.

Pass 1d6
- BR 1 to 3: All aboard! Up to full capacity can be picked up and whisked away next turn.
- BR 4 or 5: Squeeze in! Partially loaded so only half capacity can be picked up and whisked away.

Pass 0d6
- BR 1: All aboard! Up to full capacity can be picked up and whisked away next turn.
- BR 2 or 3: Squeeze in! Partially loaded so only half capacity can be picked up and whisked away.
- BR 4 or 5: No room! Almost totally loaded so only one-quarter capacity can be picked up and whisked away. Another air-rescue ship is enroute and will arrive in 1d6 turns.

WHAT IF WE CRASH? WHAT THEN?

In the event of a crash your seat may be used as a floatation device. Just kidding. If you crash then first determine the number of passengers on board the ship. This can be determined by using the "**GET US OUT OF HERE!" TABLE.** Be sure to add crewmembers as well. The Reps of the passengers will either be determined via the appropriate Army List or dictated by the Encounter. Next roll 2d6 for each passenger and compare the results to their Rep. and consult the table below.

2 "WE'RE ALL GOING TO DIE!" TABLE

Pass 2d6
- Passengers survive with bumps and bruises.

Pass 1d6
- Passengers Out of Fight.

Pass 0 d6
- Passengers are Obviously Dead.

THE LEAST YOU NEED TO KNOW
- Military aircraft are often used to deliver and EVAC soldiers.
- You must determine what type aircraft is available as well as the rep of the pilot.
- Aircraft can take damage when coming in or going out from the LZ.
- EVAC is not guaranteed to show up when you want it.

BTA AIRBORNE INSERTION

BTA troops may arrive planetside in a variety of ways. Most common is via aircraft either an air-rescue ship or large transports capable of dropping from orbit onto the planet surface. Another method of insertion is being "dropped" from an orbit. Whenever you want to drop BTA troops onto a table/battlefield from orbit use the following procedures.

- Determine the Rep of the Drop Zone Controller (DZC) randomly by rolling 1d6 counting a 5 or 6 as a Rep 5 and all others as a Rep 4.
- Next mark out a 1" circle as the Drop Zone Point (DZP).
- Next roll 2d6 versus the Rep of the DZC and consult the table below.

2 DROP ZONE ERROR TABLE

Pass 2d6
- Easy money! DZC drops you directly onto the DZP. Tight drop and all land 1d6" apart from each other.

Pass 1d6
- Close but no cigar! DZC drops you 1d6" from the DZP. Scattered drop and all land 2d6" apart from each other.

Pass 0d6
- Uh oh! What was he doing up there? DZC drops you 2d6" from the DZP. Scattered drop and all land 6 + 2d6" apart from each other. May end up off board but just keep track of location.

- The first figure is placed as outlined in the **DROP ZONE ERROR TABLE.** Roll 1d6 and count a 1 as north of the target, 2 as east, 3 as south, and 4 as west. Other results are re-rolled.
- Subsequent figures will deviate from the previous dropped figure.
- Once a figure has determined where he will land roll 2d6 vs. the Rep of the figure to see what happens on touch down.

2 "GO, GO, GO!" TABLE

Pass 2d6
- Land safely and next Activation ready to function. May react normally.

Pass 1d6
- Land safely but have trouble. Spend next Activation recovering.

Pass 0 Dice
- Land with a thud! Roll on **DAMAGED BATTLE ARMOR TABLE** with Impact of 0.

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THE LEAST YOU NEED TO KNOW

- BTA troops can be dropped from orbit without using an air-rescue ship.
- You must determine what type aircraft is available as well as the Rep of the DZC and the DZP before the drop.
- Drops may be tight and well organized or you can end up scattered across the board.

STOP!

This ends the tactical Military Operations Rules. If you want you can stop right here and play 5150 military style. You do not have to use any of the rules that follow. Just use the **UNIVERSAL AND BASICS QRS** in the rear of the book and the **GAEA PRIME ARMY LISTS** if you like.

But if you want to you can move on to the next part of the Military Operations section. Doing this will show you how to generate your battles or Encounters and tie them together in a simple to use **CAMPAIGN**. Once again you can add as much or as little of those rules as you like.

MILITARY CAMPAIGN GAME

Following are rules to tie all your battles together into a campaign. It allows you to keep your squad together and use them over and over in interconnecting battles called **ENCOUNTERS.** This is called the **PLAYER CAMPAIGN**. However, while your campaign is going there is a larger, bigger picture, going on in the universe. Welcome to 5150!

STRATEGIC CAMPAIGN

In addition to the Player Campaign system in 5150 there is a Strategic Campaign as well. Although 5150 Book One is a skirmish system it is still relevant to understand the "big picture" and how it affects each individual player. The Strategic Campaign will determine the enemy is in your battles.

Note that the Strategic Campaign will also influence you if you choose to proceed to the section entitled **ADVENTURERS – THE COMPLETE GAME.**

TIME PASSAGE IN 5150

For simplicity sake time is accounted for normally in days, weeks, months, and years.

In the Strategic Campaign a year is broken down into four seasons. An example of this would be Spring of 53. The seasons roughly correspond to:

- Winter consisting of the months of, January, February, and March.
- Spring, consisting of the months of April, May, and June.
- Summer consisting of the months of July, August, and September.
- Fall consisting of the months of October, November, and December.

The Player Campaign is broken down into months and each month into two parts called, Early or Late. An example of this would be Late January. Each part of a month the players will check to see if there is an **ENCOUNTER.** Encounters will be explained later in this section.

THE BIG PICTURE

All of the following races are "major players" in the "big picture".

- BUGS (Conquest – Tech n/a)
- Drantakh (Colonization – Tech 5)
- Gaea Prime (Conquest – Tech 6)
- Grath (Conquest – Tech 4)
- Hishen (Religious Fervor – Tech 5)
- Hydrissian (Colonization – Tech 6)
- Scrunts (Colonization – Tech 4)
- Spugs (Conquest – Tech 6)

Next to each race and in parenthesis are their Primary Motivator and their Tech Level. Let's discuss the Primary Motivators first.

PRIMARY MOTIVATORS

Each race or species in 5150 has a Primary Motivator (PM) that dictates their manner of going to war and how much they do to or do not value life. The four Primary Motivators are:

- **Conquest** - The sole rationale for war is conquest and victory at any cost. Those with this Motivator will not hesitate to **GO TO WAR** with anyone regardless of similarities or differences. Because of this always count their **MAJOR MORALE** at 1 higher than it really is.
- **Colonization** - The species is more concerned with gradual, managed, expansion. These worlds will target low-tech planets. When given the chance they will always "Go to War" with a race with a lower Tech Level.
- **Religious Fervor** – A Holy War or Crusade is the engine that drives these civilizations. It is their "right" to spread their beliefs and they will attack any and all without preference. To reflect this roll 3d6 when checking to "Go to War" and always count the best two results.
- **Profit** - These species are out solely to increase their material wealth. They typically will raid planets that are weak or at times when a response is unlikely to occur. These types rarely go to war but instead will launch Raids against those that are already at war. They will eagerly attack both sides if given the chance. This is reflected as follows. When called upon to Go to War they will

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instead conduct a Raid against that target. As they are never technically at war they must roll to Go to War each Strategic Turn.

TECH LEVEL

This is an overall rating of how technologically advanced the particular race is. The higher the Tech Level the more "advanced" the civilization is. Currently there are three Tech Levels ranging from 4 to 6.

MAJOR MORALE

All races have a number that reflects their current **MAJOR MORALE** (MM) or their willingness to engage in war. This number determines when and where the race will "Go to War". Following are the **MAJOR MORALES** of the "major players".

- BUGS (4)
- Drantakh (3)
- Gaea Prime (3)
- Grath (2)
- Hishen (3)
- Hydrissian (2)
- Scrunts (2)
- Spugs (3)

GOING TO WAR – WHEN AND HOW

To determine if a race is "Going to War" roll 2d6 at the start of each Strategic Campaign season but only if the race is not currently at war. Compare the scores to their Major Morale and consult the table following.

Remember to apply any modifiers due to Primary Motivators to the Going To War roll.

2 "GO TO WAR" TABLE

Pass 2d6

- Race will "Go to War".

Pass 1d6

- Warmongers are holding sway in the government. Immediately roll again counting a result of pass 1d6 as if passed 0d6.

Pass 0d6

- Give peace a chance. No war this season.

GOING TO WAR – WITH WHOM

After it has been determined who is "Going To War" we must find out with whom. Due to each race having interplanetary travel capabilities anyone can go to war with anyone at any given time. Races can be at war with more than one opponent at a time. In addition, they may also make separate peace treaties. To see who is at war with who use the following procedures.

- Races that have successfully rolled to "Go to War" will fight each other. The race with the highest passing die score (attacker) will attack the race with the lowest passing die score (defender). The war is carried out on a defender's planet.
- If there is a tie then the war is carried out on a "neutral" planet that both sides claim.
- If after the races are paired off and there is a race left with no opponent it will attack a race that did not "Go to War". This is determined by rolling 1d6 for the potential targets with the highest total being attacked. The war is carried out on one of their planets.

GOING TO WAR – SPECIAL CASES

If after the races are paired off and one of the following races is left with no opponent then it will attack themselves. Treat these two "factions" as if they were separate races.

- **Gaea Prime** – A colony is attempting to break away and become independent. The war is being carried out on this planet.
- **Grath** – One Grath is attempting to unify the planet. The war is being carried out at the Grath planet.
- **Drantakh** – One Drantakh planet is attempting to incorporate another. The war is being carried out on the neighboring planet.

HOW IS THE WAR GOING AND MAJOR MORALE

Major Morale (MM) is checked at the end of every Strategic campaign season.

Major Morale can be influenced by how well the war is going. As this is done at a Strategic Level and not on the tabletop use the following procedure to "influence" the war.

- Each opponent rolls 1d6 and adds the score to its current Major Morale.
- The lower total is "losing the war" and will subtract one from their current Major Morale.
- If there is no lower score then the war is a "stalemate" with neither side gaining an advantage.
- Next roll 2d6 versus the Major Morale of each opponent and consult the following table.

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2 MAJOR MORALE TABLE

Pass 2d6

- Carry On. People are supportive of the government and the will to fight is strong.

Pass 1d6

- Dissention in the ranks. The people at home are becoming less supportive. Subtract 1 from the current Major Morale.

Pass 0d6

- Total collapse. The people no longer support the government's actions and you have lost the war. Subtract 2 from the current Major Morale and immediately sue for peace. * Peace will last one year for each point of difference between Major Morale of opponents if the winner has the higher Major Morale. If the loser has the higher Major Morale then peace will last in number of seasons instead. War between the two opponents may not reoccur until end of peace and then may be generated as normal.

* Note that Bugs and Spugs technically do not sue for peace. Instead this means that they have focused their attention elsewhere.

ENFORCED PEACE

A peace is just that, a peace. The Major Morales of both sides are returned to normal. When forced into a peace neither opponent is allowed to "Go to War" with the other until the peace is over. However, they can still "Go to War" with other races.

STRATEGIC CAMPAIGN TURN SEQUENCE

1. Note what season it is in the Strategic Campaign.
2. Each race currently not at war will roll to see if they "Go to War".
3. Determine whom "Goes to War" with whom.
4. See how the war is going and lower Major Morale when appropriate.
5. Test Major Morale and modify accordingly.
6. Sue for peace if called for.

EXAMPLE OF THE STRATEGIC TURN

1. *Note what season it is in the Strategic Campaign.* – I am just starting the campaign and decide it is winter of 4311.
2. *Each race currently not at war will roll to see if they "Go to War".* – Currently the Bugs (MM 4), Hishen (MM 3), and Scrunts (MM 2) are not at war.
3. *Determine whom "Goes to War" with whom.* - I roll 2d6 for each race versus their Major Morale. The Bugs and Scrunts both pass 2d6. They both will Go To War and are paired against each other. As the Bugs have a higher Major Morale than the Scrunts they will be attacking a Scrunt held planet.
4. *See how the war is going and lower Major Morale when appropriate* – I roll a 4 and add it to the Bug MM of 4 for a total of 10. I roll a 6 and add it to the Scrunt MM of 2 for a total of 8. As the Bugs have the higher total they are winning the war. The Scrunt MM is dropped by one point down to a one.
5. *Test Major Morale and modify accordingly* – The Scrunts now roll 2d6 on the Major Morale Table versus their MM of 1. They score a 4 and a 1, passing 1d6. This means that their MM is now dropped to a zero. Zero is the lowest that a MM can drop.
6. *Sue for peace if called for* – The Scrunts do not have to sue for peace as they passed 1d6.

THE LEAST YOU NEED TO KNOW

- Players are directly involved in the Player's Campaign.
- Players are affected indirectly by the Strategic Campaign in that it determines who your enemy is.
- The "Big Picture" includes many alien races.
- Each races Primary Motivator influences how they perform on the battlefield.
- The Tech Level determines what weapons and vehicles are available.
- Each race has a Major Morale that influences as warlike they are.
- Major Morale influences how well you do in the war.
- Losing a war may force you into periods of peace.

ENCOUNTERS

The Encounter system breathes life into your battles and campaigns. What it does is generates your battles for you. You can choose not to use this system and instead fight "one up" fights but if you want more realism and the why behind the what then use it.

ENCOUNTER RATINGS

Each planet or area has an **ENCOUNTER RATING (ER).** This is a number from 1 (low) to 5 (high). Basically it will determine how often you have an Encounter. The higher the ER of the area or planet the more Encounters you will have there. Here is a quick synopsis of what each ER means.

- **ER 1** – There is a very low chance of an Encounter taking place. This would usually occur in off the beaten path areas that are deserted or uninhabitable. The places where people go when they want to totally withdraw from society. Militarily this is a very low

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priority area with little chance of getting any replacements.

- **ER 2** – There is a low chance of an Encounter occurring. Backwater areas with little in the way of inhabitants. Often mining facilities or refueling depots. Where you would go if you wanted to "disappear". Militarily this is a low priority area with some chance of getting any replacements.
- **ER 3** – There is an average chance of an Encounter occurring. Well-inhabited areas where contact is on a daily basis. You would find small urban areas in these places. Militarily this is an average priority area with an average chance of getting any replacements.
- **ER 4** – There is a high chance of an Encounter occurring. Densely populated areas where you cannot be alone. Established planets with a long history of occupation and growth. Militarily this is a very high priority area with a good chance of getting any replacements.
- **ER 5** – There is a very high chance of an Encounter occurring. Wall to wall urban sprawl. Home worlds of the various races. Militarily this is an area of the utmost priority with a constant replacement flow.

If you cannot decide on the ER of a planet then roll 2d6 and keep the lower score. This is the ER.

CHANCE OF ENCOUNTER

At the beginning of each Early and Late portion of a month roll 2d6 and compare the die scores to the ER of the area. Consult the table below to determine if there is an Encounter that campaign turn.

2 ENCOUNTER TABLE

Pass 2d6:
- Encounter.

Pass 1d6:
- Possible Encounter. Roll 1d6 and compare to the Rep of the Leader. If the score is equal or less than the Rep then there is an Encounter. Otherwise, no Encounter.

Pass 0d6:
- No Encounter.

WHAT TYPE OF ENCOUNTER IS IT?

Now that there will be an Encounter we must determine what type it is. Roll 2d6 versus the ER of the area and compare the results on the **MILITARY ENCOUNTER TABLE**.

2 MILITARY ENCOUNTER TABLE

Pass 2d6:
- The Encounter is a Stand Up Fight.

Pass 1d6:
- The Encounter is either a Recon or Reconnaissance Patrol (1-3) or a Perimeter Patrol (4-6).

Pass 0d6:
- The Encounter is a Raid.

TYPES OF AREAS

Now that you know what type of Encounter it is you need to know what the area looks like. What terrain is on the table? The type of area where the Encounter takes place will determine how many buildings will be on the table. Encounters take place in one of three areas. They are:

- **Urban areas** – Urban areas are defined by the presence of lots of buildings. Well-defined streets and loads of buildings. Think downtown. If using the basic 4' x 4' table urban areas would have 12 + 2d6 buildings. *These are ER 4 and 5* planets.
- **Well-inhabited areas** – These are lesser-populated areas. An area alternating filled with broken patches of clear terrain and some woods or similar features. If using the basic 4' x 4' table well-inhabited areas would have 6 + 1d6 buildings. *These are ER 3 planets.*
- **Backwater Areas** – These are uninhabited or lightly inhabited areas. Lots of rough terrain and woods. Overall an area densely populated with terrain. If using the basic 4' x 4' table backwater areas would have 1+1/2d6 buildings. *These are ER 1 or 2 planets.*

ENCOUNTERS –WHAT ARE THEY?

This section describes how to set up your Encounters. They describe what the mission is, your goal, the terrain, what forces are involved, and the deployment of these forces. The same will hold true in the **ADVENTURERS** section of the rules.

STAND UP FIGHT

MISSION:
- Contact has been made with the enemy and you are to drive them off the board.

GOAL:
- Inflict sufficient casualties to force the enemy to retreat to break off the battle.

TERRAIN:
- Terrain is "Any" and "may or may not" include urban areas.

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- If playing against another player he sets up terrain and you decide which table edge to be nearest to.
- If playing solo/same side then dice for which table edge you will be nearest to.

FORCES:
- You are allowed one squad.
- The enemy is allowed one squad as well.

DEPLOYMENT:
- Roll 2d6 versus each sides Leader and compare to the following **STANDUP FIGHT TABLE.**

2 STANDUP FIGHT TABLE
Pass same number of d6
• Sides set up 12" apart and in sight. May be in cover if available. Roll Activation as normal.
One side passes 1d6 more than the other and has the advantage.
• Side that passed more d6 sets up.
• Other side Activates first and comes into sight 12"+2d6" away.
One side passes 2d6 more than the other and has the advantage.
• Side that passed more d6 sets up and is waiting in **AMBUSH.** Set up as if passed 1d6 more than the other except ambushers will count hidden at.
• Other side Activates first and comes into sight 12"+1d6" away.

RECONNAISSANCE PATROL

MISSION:
- Your squad has been assigned to scout out the area to your front. You are to gain information on the terrain features, such as woods, hills, and especially any built up areas, whether houses or towns. In addition information on any enemy forces and their activity should be gathered.

GOAL:
- To accomplish this Mission you must get a Scout or NCO to the middle of the far table edge and remain there for three turns before returning and exiting from your table edge.

TERRAIN:
- Terrain is "broken" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

FORCES:
- You are allowed one squad.
- The enemy is allowed one squad and will be functioning under the Perimeter Patrol guidelines.

DEPLOYMENT:
- The enemy may set up anywhere within 24" from the far table edge.
- You enter the board from anywhere on the near table edge on your first Activation.
- If playing solo all enemy contact is via the **"CONTACT TABLE".**

PERIMETER PATROL

MISSION:
- Your forces are to provide an early warning of enemy activity and prevent any infiltration.

GOAL:
- Do not allow the enemy to exit the edge of the board behind you. If faced by overwhelming numbers you may exit by the near table edge.

TERRAIN:
- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

FORCES:
- You are allowed one squad.
- The enemy is allowed on squad as well.

DEPLOYMENT:
- You are allowed to set up anywhere within 24" from the near table edge.
- The enemy will enter the board from anywhere on the far table edge and cannot start in LOS of your forces.

RAID - MILITARY

MISSION:
- Your squad is to capture one or more enemy soldiers.

GOAL:
- To do so you must either get them to surrender or take one via combat. The prisoner must then be taken off of the near table edge with all appropriate movement rules applying.
- Soldiers will surrender if they are forced to Hunker Down and are confronted by an armed enemy within 6" and in sight.

TERRAIN:
- Terrain is "Any" and "may or may not" include urban areas.

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- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side then dice for which table edge the patrol will enter from.

FORCES:

- You are allowed one squad.
- The enemy is allowed one squad as well.

DEPLOYMENT:

- The enemy may set up anywhere within 24" from the far table edge.
- You enter the board from anywhere on the near table edge on your first Activation.
- If playing solo all enemy contact is via the **"CONTACT TABLE".**

THE LEAST YOU NEED TO KNOW

- Each area or planet has an ER that determines the frequency of Encounters.
- There are four types of Encounters.
- There are thee types of areas that effect how the terrain on the table will be.
- Each Encounter describes what the mission is, your goal, the terrain, what forces are involved, and the deployment of these forces.

GENERATING ENEMY FORCES

Usually each player will start with one squad each. However, players are encouraged to add more forces as they become familiar with the rules. When playing head to head against a live opponent each side chooses their force.

When playing solo/same side things are handled a bit differently. Each player starts with one squad and an equal number is given to the opposing side.

HOW MANY ENEMY ARE THERE

In gaming, the players usually have prior knowledge of the forces that they have available, and sometimes an idea of what the enemy will have as well. This is especially true when playing either "same side" or solo. In reality all that you are sure of is your group. If you're playing a military unit in theory you could have other forces available to you. But these are doled out by the higher ups based on certain priorities. Sure you'd like to have an armored fighting vehicle for support, but perhaps there are pressing issues elsewhere that needs it more. And as for knowing what enemy force you'd be facing, well good luck!

To recreate this uncertainty we use the **CONTACT TABLE.**

CONTACTING THE ENEMY

Whenever a figure or figures comes into LOS of a terrain piece or building there is a possibility of encountering the enemy.

To determine if this happens roll 2d6 versus the ER of the area and consult the following table.

2 CONTACT TABLE

Rolled versus the ER of the area.

Pass 2d6

- Contact! Enemy unit found and considered to be hidden. Check for enemy type and State of Awareness.

Pass 1d6

- Contact! Enemy unit found but not hidden. Check for enemy type and State of Awareness.

Pass 0d6

- No contact!

WHAT ARE THEY?

The first contact will always be the enemy squad that the other side starts with. However, subsequent reinforcements are handled as follows.

HANDLING REINFORCEMENTS

When playing a Military Encounter reinforcements occur as follows:

- The ER of the area determines how many enemies there are. Look at the following table to see how many times each side will roll for reinforcements. This is done whether you are playing head to head, same side, or solo. Note that there may be more than one player per side but this does not affect the number of times the dice are tossed.

HOW MANY ENEMIES TABLE

ER	# Times Rolled
5	3
3 or 4	2
1 to 2	1

- When the Activation dice comes up "seven" for the first time determine which side has the higher die score. That side will check for reinforcements.
- Roll 2d6 and add the dice together.
- Look at the appropriate list and match the dice total to determine what has arrived.
- Remember that depending upon the ER of the area there may be additional rolls allowed. However, rolling for a second time adds two to the dice total while rolling for a third time adds three.

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TRUE MERCENARIES REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 to 6 = Vehicle (2)
7 (1-2) = Sniper (3)
7 (3-6) = Rocket Launcher
8 (1-2) = LAW
8 (3-6) = LMG
9 to 12 = One infantry squad of employer troops.

(1) The side can call in for an Off Board Fire Support Mission as outlined later.
(2) Vehicle. When this result comes up the player will consult the appropriate Vehicle Availability table listed in the section immediately following.
(3) Snipers are handled as outlined later in this section and are either the highest available Rep from the appropriate list (1-3) or next lowest (4-6)

PLANETARY MILITIA REINFORCEMENTS TABLE
2 to 7 = Roll on PDF Table
8 to 12 = None available.

PDF REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 or 5 = Vehicle (2)
6 = Rest of Platoon with Rocket Launcher
7 = Rocket Launcher
8 (1-4) = One infantry squad with HMG
8 (5-6) =HMG
9 to 12 = One infantry squad

STAR ARMY REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 to 6 = Vehicle (2)
7 = Rest of Platoon with Plasma Gun
8 (1) = Sniper (3)
8 (2-3) = One infantry squad with Rocket Launcher
8 (4-6) = One infantry squad with Heavy Mortar
9 (1-4) = One infantry squad with HMG
9 (5-6) = HMG
10 to 12 = One infantry squad

ISS REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 or 5 = Vehicle (2)
6 (1-4) = Rest of Platoon with Plasma Gun
6 (5-6) = Sniper (3)
7 = Rest of Platoon with Rocket Launcher
8 = One infantry squad with Rocket Launcher
9 (1-4) = One infantry squad with HMG
9 (5-6) = HMG
10 to 12 = One infantry squad

GRATH REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 or 5 = Vehicle (2)
6 (1-3) = Rest of Platoon with Rocket Launcher
6 (4-6) = One infantry squad with Rocket Launcher
7 = One infantry squad with Heavy Mortar
8 (1-3) = One infantry squad with HMG
8 (4-6) = HMG
9 to 12 = One infantry squad

HISHEN REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 or 5 = Vehicle (2)
6 (1-2) = Vehicle
6 (3-6) = Rocket Launcher
7 (1-3) = Rest of Platoon with Rocket Launcher
7 (4-6) = One infantry squad with Light Mortar
8 (1-3) = One infantry squad with HMG
8 (4-6) = HMG
9 to 12 = One infantry squad

SPUGS REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 = Vehicle (2)
5 or 6 = Spugnaught
7 (1-2) = Rocket Launcher
7 (3-6) = Rest of Platoon with Rocket Launcher
8 to 12 = One infantry squad

SYMON REINFORCEMENTS TABLE
2 or 3 = Off Board Fire Support (1)
4 or 5 = Vehicle (2)
6 or 7 = Rest of Platoon
8 to 12 = One infantry squad

VEHICLE AVAILABILITY

Whenever a result of "Vehicle" is rolled roll 1d6 on the appropriate **VEHICLE AVAILABILITY TABLE** to find the corresponding vehicle that arrives.

1 TRUE MERCENARIES VEHICLE AVAILABILITY

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

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1 **PDF VEHICLE AVAILABILITY**

1 = Soft skin
2 = APC with squad
3 = APC with squad
4 = A CAR
5 = Hvy A Car
6 = Lt Tank

1 **STAR ARMY VEHICLE AVAILABILITY**

1 = APC with squad
2 = APC with squad
3 = Hvy A Car
4 = Med Tank
5 = Heavy Tank
6 = Behemoth

1 **ISS VEHICLE AVAILABILITY**

1 = APC with squad
2 = Hvy A Car
3 = Hvy A Car
4 = Med Tank
5 = Med Tank
6 = Heavy Tank

1 **SYMON VEHICLE AVAILABILITY**

1 = APC with squad
2 = APC with squad
3 = APC with squad
4 = Hvy A Car
5 = Hvy A Car
6 = Hvy A Car

1 **GRATH VEHICLE AVAILABILITY**

1= Soft skin
2 = Lt Tank
3 = Med Tank
4 = Med Tank
5 = Med Tank
6 = Heavy Tank

1 **HISHEN VEHICLE AVAILABILITY**

1 = APC with squad
2 = APC with squad
3 = A CAR
4 = Med Tank
5 = Med Tank
6 = Heavy

1 **SPUGS VEHICLE AVAILABILITY**

1 = APC with squad
2 = APC with squad
3 = A CAR
4 = A CAR
5 = Med Tank
6 = Behemoth

WHERE REINFORCEMENTS DEPLOY

Once it is determined what reinforcements have arrived you next need to find out where they will deploy, or enter the board. Draw two cards and check out the table below.

REINFORCEMENT DEPLOYMENT

Cards of opposite colors

- Enter on the center ½ of the board directly across from your frontlines.

Cards of the same color but different suits

- If red then enter on the right 1/4 of the board directly across from your frontlines.
- If black then enter on the left 1/4 of the board directly across from your frontlines.

Cards of both the same color and suit

- If red then enter on your right flank.
- If black then enter on your left flank.

SNIPERS

Snipers will always fire at the target group closest to their table edge. If more than one group are at equal distance from that edge they will fire at the one in the open.

If the reinforcement indicates a “Sniper” it is resolved as follows.

- Roll 3d6 versus the Rep of the first or “point” figure in the target group counting the *worse* two results.
- Roll 2d6 versus their Rep for every other figure in the group.
- Consult the following table to determine who the sniper’s target is.

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2 SNIPER TARGET TABLE

Pass 2d6
- If anyone else passed less d6 then you cannot be the target. If all passed 2d6 then "point man" is target.

Pass 1d6
- If anyone else passed less d6 then you cannot be the target. If all passed 1d6 then "point man" is target.

Pass 0d6
- If everyone passed more d6 then you are the target. If all passed 0d6 then "point man" is target.

- The sniper will take one shot at this figure. Snipers will always use the longest ranged weapon available and will always throw 2d6 when checking for Impact and counting the best result. The shot will always come from the front 180 degrees of the target. In this way it is possible for figures to take cover from sniper fire.
- If the sniper misses his target and does not cause a Duck Back then place the sniper figure on the table. The sniper must have line of sight to the figure just hit and should be placed in cover if possible. Ideally the sniper should be placed in cover as far as possible from the target while still maintaining line of sight.
- If the sniper hits his target then he remains hidden. Repeat the procedure each time the sniper is active. This may result in the sniper "changing locations" as the target group moves.

OFF BOARD SUPPORT FIRE

If the rolled result specifies "Off Board Support Fire" then HQ has authorized a Fire Support Mission. This can be from mortars to aircraft. The enemy unit closest to the attacker's table edge has been targeted. Roll 2d6 vs. the Rep of each figure in the unit using the **SUPPORT FIRE EFFECTS TABLE:**

2 SUPPORT FIRE EFFECTS TABLE

2d6 vs. Rep of targets

Figures in cover or close topped AFV's +1 to Rep

Pass 2d6
- No Effect

Pass 1d6
- Starts game in Duck Back

Pass 0d6
- The casualty is hit and rolls on the Ranged Fire Damage Table counting an Impact of 2.

If the closest group contains vehicles then it they are subject to a Hands of Fate attack. On a roll of "2" any vehicle with a top DV of 1 or less is destroyed, while those with an DV of 2 or higher is disabled.

DETERMINING STATE OF AWARENESS

Once contact is made you must determine how "aware" they are. Are they "on the edge" and ready to fight or are they just "kicking it" and relaxing.

To find this out first modify the Rep of the group Leader being contacted by the situations below.

STATE OF AWARENESS MODIFIERS

Applied to Rep of the group Leader
- Shots have been fired earlier in the game +2
- Currently "at war" +1
- BOLO* in force if law enforcement agency +1.
- In a "safe" area –1

* "Be on the lookout for" issued on suspect.

Next roll 2d6 versus the modified Rep of the Leader and consult the following table.

2 STATE OF AWARENESS TABLE

Pass 2d6
- All figures are facing your group and ready for action. Take In Sight tests as normal but using an extra 1d6 and counting the best two results.

Pass 1d6
- All figures are facing your group and ready for action. Take In Sight tests as normal.

Pass 0d6
- Some figures are facing your group (1-3) while some are not (4-6). Side is slack and unaware and may not take any In Sight tests.

THE LEAST YOU NEED TO KNOW
- Each player will start with one squad.
- Initial contact with the enemy is handled by the Contact table and will be the original squad.
- Subsequent forces enter the table via the Reinforcements tables.
- The greater the ER of the area or planet the more likely reinforcements will arrive.
- Reinforcements take the form of off board fire support and vehicles as well as ground troops.
- Once contact is established you have to wee how "aware" the force is.

REPLACEMENTS

Okay so the battle is over. You've taken casualties and could be short handed for the next fight. Well what about replacements? First you have to determine if there are any available. Naturally

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during big offensives or on worlds with a large population there will be a greater chance of possible replacements. The opposite is true for those backwater planets or small military actions. To reflect these circumstances roll 2d6 versus the ER of the area and consult the table below.

2 REPLACEMENTS AVAILABLE TABLE

Pass 2d6

- Roll on the **REPLACEMENTS TABLE** adding 1d6 and counting a maximum of Pass 3d6.

Pass 1d6

- Roll on the **REPLACEMENTS TABLE** but only counting a maximum of pass 2d6 regardless of actual circumstances.

Pass 0d6

- Roll on the **REPLACEMENTS TABLE** but only counting a maximum of pass 1d6 regardless of actual circumstances.

Okay so you've found out that there are replacements available but who says that you're going to get them? Maybe someone else needs them more or there aren't enough to go around. But another consideration is how good your Leader is and even what race you are. So start with 2d6 and add or subtract d6 based on the modifiers above and below. When you have a total roll that many dice and compare it to the Rep of your Leader. Check the results on the **REPLACEMENTS TABLE** following.

2 REPLACEMENTS TABLE

Recovered all casualties last battle +2d6
Recovered more casualties than left behind +1d6
Left behind more casualties than recovered –1d6
Left all casualties behind –2d6
Gaea Prime Militia or PDF –1d6
Gaea Prime ISS +1d6
Hydrissians –1d6
Razors –1d6
Spugs +1d6

Pass 3d6

- Replace all your casualties.

Pass 2d6

- Replace half your casualties.

Pass 1d6

- Replace one casualty.

Pass 0d6

- No replacements available.

HOW DO YOU WIN?

Winning will take on many forms. Taking an objective such as clearing a town can mean you win. Mapping out an area of the battlefield can mean you win. Sometimes just getting you and your men off the field means you win. Winning is up to you.

And sometimes you can't win! Maybe your opponent receives a tank and you can't beg, borrow, or steal an anti-tank weapon. Live with it, it happens. Remember, it's a campaign game. Now if you play a "one up" battle and he has a tank and you forgot to get an anti-tank weapon, well that's another story.

Me? I prefer to think I'm living a story when I play and each Encounter is a chapter and the whole campaign the book. If I look back at the end of the campaign and say "Hey, I had a good time and it was fun," then I won.

STOP!

This ends the Military Operations section. If you want you can stop right here and play 5150 military style complete with aliens and in a campaign setting. You do not have to use any of the rules that follow. Just use any and all of the **QRS** in the rear of the book or whichever ones you like.

But if you want to you can move on to the last section of the rules. This section will put the "icing on the cake". It will allow you to personalize your figures and much more. But you don't have to. But if you do choose to read the **ADVENTURERS – THE COMPLETE GAME** section you can add as much or as little of those rules as you like.

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ADVENTURERS
THE COMPLETE GAME

So many worlds, so little time.

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ADVENTURERS THE COMPLETE GAME

Congratulations on taking the plunge! Here's what you can expect. First off, you're only going to pick up a few new rules. Just enough o flesh out your figures and turn them into unique "characters". And you also will get better as well. When you're done and if you use all the rules you will have the most comprehensive sci-fi game in print. But keeping the ease of play you've already learned. As before, feel free to add as much of this section to the rules you're using.

All the rules and mechanics you've learned so far still applies. Example – Weapons function the same way in MO as they do in the Basic Rules. Let's get started!

STARS AND GRUNTS

ADVENTURERS – THE COMPLETE GAME changes your figures into "characters". We call them characters because they will reoccur in your Encounters but more importantly they will gain certain **ATTRIBUTES** that will make them unique.

There are two types of characters. They are **"STARS"** and **"GRUNTS".**

"STARS" – Characters that represent you, the player. This is the main character around which all 5150 campaigns revolve. You can refer to it as a "mini-me". At the start of the game you can choose to be from Rep 3 to Rep 5.

"GRUNTS" – These are the *non-player characters* that make up your group or enemies. They will come and go as the campaign progresses. Using the Army Lists and a deck of playing cards generates these.

SEPARATING THE STARS FROM THE GRUNTS OR PLAYER ADVANTAGES

Being a Star in 5150 has three important advantages or "perks". They are:

1. The "Larger Than Life" rule.
2. The "Cheating Death" rule.
3. The "Free Will" rule.

If desired some "Grunts" may be allowed to utilize any or all of the player advantages.

LARGER THAN LIFE (LTL)

5150 can be used to capture the "flavor" of action and adventure movies where the hero is a "larger than life" character. This is represented as follows.

A Star may not be killed by anyone with a lower Rep than his. The worst damage he can receive will be an out of the fight result. Treat all results of "obviously dead" as "out of the fight".

However when using the Larger Than Life rule the player will lose any Reputation Advancement Points he currently has and he has become captured if no one can successfully carry him from the board.

CHEATING DEATH

To "Cheat Death" the player declares his intent and he is removed from play and allowed to immediately end his involvement in the Encounter. This represents some amazing occurrence that has happened allowing him to have "cheated death".

However anyone cheating death will have his Rep immediately reduced by 1. But don't fret as you can still rebuild your Rep and perhaps improve upon it!

FREE WILL

This is the biggest rule that separates "Stars" from "Grunts". Take a look at the Reaction Tests on the QRS. Some will say, "Star may choose his Reaction". This means that on these Reaction Tests you can decide your response. Example – The player passes 1d6 on the "Received Fire" test. He decides to ignore being outgunned and returns fire instead.

ATTRIBUTES

5150 uses **ATTRIBUTES** to further define different figures. By the addition of Attributes the figure takes on characteristics and traits. Once a figure adopts an Attribute he becomes a character. At the start of the campaign each "Star" is allowed one Attribute *chosen* from the following lists. Each time the "Star" raises his Rep by one level he is allowed to choose another Attribute.

When a "Grunt" starts the campaign his Attribute is determined at random by drawing a playing card. Each time he raises his Rep by one level he is allowed to draw a card and add this Attribute. If you draw a Joker you are allowed to choose the Attribute for the character.

Note that some characters will already begin the campaign with Attributes. These are usually military or alien characters. If you choose to be one of these characters then this replaces your initial Attribute. However, each time you raise your Rep by one level you are still allowed to choose another Attribute.

SPADES

- **2 or 3 = 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.
- **4= Ambidextrous:** When the figure fires with two weapons he does not suffer any penalty.
- **5 = Athlete:** Can throw grenades 8" instead of 6". Can also throw grenades *back* by passing 1d6 versus his Rep. He only has to be an eligible target to attempt this. Example – Spugma tosses a grenade at Stubbs (Rep 4). Stubbs rolls 1d6 and scores a 3 so he can pick it up and throw it back. This is done on

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the Ranged Combat To Hit Table as normal.

- **6= Born Leader:** Does not have to be a Leader. When taking a Reaction Test any friendly character within 2" of him will react as he does without having to roll any dice.
- **7 or 8 = Brawler:** Adds 1d6 when in melee but can still only count the best two.
- **9 = Crappy Shot:** Minus 1 to Rep when firing.
- **10 or Jack = Clumsy:** If when rolling for "fast moving" and a "1" is scored he will move 1D6" instead and fall forward prone. He may not get up until active.
- **Queen or King = Cold as ice:** Never outgunned.
- **Ace = Combat artist:** Never count less than pass 1d6 when in melee.

CLUBS

- **2 or 3 = Coward:** Treats Duck Back as Hunker Down.
- **4 = Crackshot:** +1 to the first die score or round when firing.
- **5 or 6 Drunkard (or Druggie)**: Throw 1d6 at start of every Encounter. If the score is higher than the figures Rep then re-roll 1d6 and consult the table below:
  1. **Wildman:** Behave as if have Psycho Attribute.
  2. **Staggering drunk:** -1d6" from each normal move and may not Fast Move.
  3. **Dumbass drunk:** Behave as if a Dumbass.
  4. **Dead drunk:** When Active roll 1d6. If exceed Rep then pass out and count as out of fight, otherwise continues as desired.
  5. **Nauseous**: Count "fast movement" penalty when firing and one less d6 in melee.
  6. **Nerves of Steel:** Perform as if has Nerves of Steel attribute.
- **7, 8, or 9 = Dumbass:** Roll 1d6 when Active. Roll Rep or less and behave normal otherwise remain in place.
- **10 or Jack = Fast:** Able to move 2 extra inches each move.
- **Queen = Hard as nails:** Treat first Obviously Dead result as a Knock Down instead.
- **King = Knifeman:** Will add 1d6 in melee but only if armed with a knife. May count only the best two scores. When throwing knife (range of 4") may roll 2d6 to Hit and choose the best score.
- **Ace = Looter:** Empty structures, entrenchments, corpses, or anything that offers possibility of loot delay him for 1d6 turns. A Leader can cut this short by forcing a Rally check.

HEARTS

- **2 or 3 = Medic:** Functions as a medic adding 1d6 when checking figures for after the battle Recovery.
- **4 = Nerves of steel:** Not subject to Duck Back and **Fears** no one
- **5 or 6 = Poser:** Will roll only 1d6 when taking a Received Fire test.
- **7 = Psycho:** Must fast move (towards an appropriate enemy) and fire every turn if he can, moving the full distance until he makes contact. Opponents he is moving towards suffer **Fear.** He is also **Hard as nails** and has **Nerves of Steel**
- **8 = Resilient:** Treats first OOF as Knocked Down.
- **9 or 10 = Runt:** Counts 1 Rep lower in melee.
- **Jack or Queen = Shortsighted:** -1 to Rep penalty on In Sight checks.
- **King = Sidewalk Demon:** When shooting may double the "spread" of the weapon. When in melee does not receive penalty for fighting the first additional opponent more than one opponent. **Fears** no one.
- **Ace = Slight:** Counts -1 to Rep when making Recovery Checks.

DIAMONDS

- **2 or 3 = Slow:** Subtract 2" from move.
- **4 = Sniper:** Count 2d6 for Impact results choosing the best result. Only used when making a single shot and never when returning fire.
- **5 = Stealthy:** If motionless behind cover, cannot be seen at all beyond 12". when fired upon by multiple dice weapons will subtract 1d6 from shooter prior to rolling.
- **6 = Terrifying:** Causes **Fear** in everyone except those with certain Attributes as outlined above. When a character **Fears** an opponent he subtracts 1d6 when in melee with that opponent. In addition he always counts the "fast moving" penalty when firing at the **Feared** figure. He also rolls only 1d6 when taking a Being Charged or Wanting to Charge test against the terrifying opponent.

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- **7 or 8 = Tough:** Treats Runaway as Duck Back.
- **9 or 10 = Transporter:** May never count worse than pass 1d6 on the Lose Control Table when driving a vehicle.
- **Jack = Wary:** Add 1d6 when taking In Sight tests.
- **Queen, King, or Ace = Wuss:** Will only roll 1d6 if trying to Rally, Wanting to Charge, or Being Charged tests.

IMPROVING REP

Each time a character has successfully completed an Encounter he receives 1 Reputation Advancement Point (RAP) toward improving his Rep. A successful Encounter is where the character did not Runaway or Hunker Down, did not score an "out of fight" result, and engaged in either shooting or melee combat.

Consult the table below for the number of RAP needed to advance to the next level.

REP ADVANCEMENT TABLE

Rep	RAP
2	2
3	4
4	6
5	8
6	10

If a character runs away he loses any current RP and must start over. Once a character improves his Rep he starts over at 0 RP.

REP 7 AND HIGHER

After many successful Encounters the player may have a figure that is Rep 6 and has successfully completed 10 more Encounters. Can he move on to the ultimate? Can he attain the highest Rep allowed, that of Rep 7? Of course, he can!

But before you start believing that you're a God just remembers two words…"obviously dead".

THE LEAST YOU NEED TO KNOW

- There are two types of characters. They are Stars (you) and Grunts (the rest).
- Stars have three advantages that separate them from Grunts..
- The use of Attributes will individualize your characters.
- Some Attributes are good while some are bad.
- You can now increase your rep by successful Encounters.
- You can attain the pinnacle, Rep 7, but don't forget the OD rule!

WHERE YOU FROM AND WHAT ARE YOU?

When a character starts out he must determine not only whom he is but also where he is from. Players may decide to choose where they are from or find out at random. If at random he will roll 2d6 and check the total score on the table below to determine this.

2 "WHERE YOU FROM BOY?"

- **2 to 5** = Basic
- **6 to 8** = Gaea Prime (1)
- **9 (1-4)** = Scrunt
- **9 (5-6)** = Grath
- **10 (1-4)** = Hishen
- **10 (5-6)** = Hydrissian
- **11 (1-3)** = Spug
- **11 (4-6)** = Drantakh
- **12 =** Razor

(1) Rolling a Gaea Prime result means you have a chance to be in the army. You can choose your branch or roll 2d6 to find out.

- **2 to 4** = Planetary Militia
- **5 or 6** = PDF
- **7 to 10** = Star Army
- **10 to 11** = ISS
- **12** = Symon

*When playing the full rules I encourage you to choose who and what you are. Before make this choice I'd suggest you refer to the appropriate list in the **AREA 5150** section of the book to familiarize yourself with the different races.*

WHAT DO YOU DO?

You've figured out who you are so now let's figure our what you do. There are three basic types.

MILITARY – Military units from an established army. An example of a Military group would be a squad of Planetary Defense Force. This may already have been determined in the above section.

FREE COMPANIES – These "independent contractors" either fight as soldiers for an established army or freelance as Salvage Companies.

ADVENTURERS – These are those people that do not fall into either of the other two categories. The true "loose cannons" of the 5150 universe they do what they want when they want. Most Basics fall into this category.

If you aren't sure what you want to be or if you need to generate a random group for an Encounter roll 2d6 and consult the following table.

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2	WHAT DO YOU DO?
	Law Level (1) "4 or 5" planet -2
	Law Level "1 or 2" planet +2
2 to 7	Military (2)
8 or 9	Free Companies
10 to 12+	Adventurers

(1) See the section on entitled **LAW AND ORDER** for more info.
(2)You can choose to enlist in the military or not. If you do not then you're considered to be a draft dodger and have a BOLO placed on you on all of the planets held by that race.

Once you have figured out what you do it's time to see what "motivates" you. You should be familiar with this from prior rules. Just be sure to read the appropriate list to find out.

RECRUITING YOUR GROUP

When the game starts you have the choice of going military and being in charge of a squad or forming your own group. If you choose the non-military option then you will start the game as a Rep 3 to 5 Star and three randomly generated Grunts. You may not start with a Grunt of higher Rep than yourself and if one is recruited the Rep is immediately lowered to that of your Star.

These are the folks that you start with. If you want to increase the number of figures then you must go on Encounters and find them..

RANDOM CHARACTER GENERATION

When it is necessary to generate either your "Grunts" or the enemy simply roll on the appropriate Army List. After that is done draw cards to determine their Attribute for your Grunt.

THE LEAST YOU NEED TO KNOW

- You can choose who you are and what you do or find out randomly.
- There are three choices of what you want to be. They are Military, Free Company, or Adventurer.
- Military types will have a squad while the other two have a group.

ENCOUNTERS

Knowing that you have already familiarized yourself with how Encounters work through the previous rules we must know where the Encounter is taking place. To start we must define who "holds" the planet you are on. You have the option of stating that you are on any planet you desire such as a Scrunt held ER 1 planet or you can roll 2d6 on the **"WHO'S PLANET IS IT?" TABLE.**

2 "WHO'S PLANET IS IT?" TABLE

- **2 =** BUGS (Law Level NA)
- **3 =** Drantakh (Law Level 3)
- **4 to 7 =** Gaea Prime (Law Level 5)
- **8 =** Who knows?(1) (Law Level 2)
- **9 =** Who Cares? (Law Level 1)
- **10 (1-2)** = Scrunts (Law Level 3)
- **10 (3-6)** = Hishen (Law Level 5)
- **11 (1-4)** = Hydrissian (Law Level 4)
- **11 (5-6)** =Grath (Law Level 3)
- **12 =** Spugs (Law Level 5)

(1) Note that a result of "Who Knows?" or "Who Cares?" means just that. These are backwater planets or areas with no organized government to speak of.

LAW AND ORDER

Now that you know who owns the planet it's important to see what their attitude is to governing the place. Here's a brief description of these various Law Levels.

- **Level 5 Police State =** Very tightly controlled and monitored. Big Brother abounds and if you turn in your neighbor you're a "Hero of the State". All the residents are Citizens. Immigration to and from the world is strictly regulated. Aliens are not tolerated. Gaea Prime, the Hishen, and Spug worlds are Law Level 5.
- **Level 4 Controlled =** Somewhat more relaxed than a Police State but still closely monitored. The majority of the population is Citizens but there is a non-rights holding civilian population. Immigration to and from the world is regulated. Aliens are tolerated but must be registered and are closely observed. Hydrissian planets have Law Level 4.
- **Level 3 Average =** Each inhabitant has common rights. Free will and enterprise are encouraged. Immigration to and from the world is allowed without regulation. A structured government and aliens are tolerated. Drantakh, Grath, and Scrunt worlds are Law Level 3.
- **Level 2 Loose =** Loosely held by a local government that may (1-3) or may not be affiliated to a specific group. Use the **"WHO'S PLANET IS IT?" TABLE t**o determine this. People will band together in emergency situations but otherwise they are left alone. Immigration to the world is investigated.
- **Level 1 Free for all =** Who's in charge here? That would be no one. People may or may not band together in emergency situations but otherwise they want to be left alone. Immigration? Stay or go who cares, just don't bother me!

VARYING DEGREES

Planets that are farther from the Home World may have a varied Law Level than the Home World itself. A perfect example would be a backwater planet

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far from Gaea Prime. Subtract the ER of the planet from the Law Level of the holding race. If the result is a positive number then roll 2d6 versus this number and consult the table following. If it is zero or a negative number just use the current Law Level.

Example – Cranium 3 has a ER of 2. Gaea Prime who has a Law Level of 5 owns it. Subtracting the ER from the Law Level yields a 3 (5 – 2 = 3). 2d6 are tossed and a result of 2 and 5 come up. Passing 1d6 means that Cranium 3 will drop one Law Level and is now a 1. One is the lowest Law Level allowed.

2 LAW LEVEL VARIANCE TABLE

Pass 2d6
- Law Level drops two levels.

Pass 1d6
- Law Level drops one level.

Pass 0d6
- Use current Law Level.

LAW AND ORDER INTERACTION

There may be times when the local Law Enforcement will come into contact with you. This is generated on the **ADVENTURERS ENCOUNTER TABLE.** When this occurs roll 2d6 versus the Law Level of the planet.

2 LAW AND ORDER TABLE

Alien on Law Level "4 or 5" planet +2 to ER
"BOLO" in effect +1 to ER

Pass 2d6
- Confrontation! Roll 1d6 and add it to the Rep of your Leader. Roll 1d6 and add it to the Rep of the Law Enforcements Leader. Compare the totals.
- If you score higher than or equal to the LE total you talk your way out of it and they leave you alone.
- If they score higher you have the choice of submitting to being arrested or immediately go to a **STANDUP FIGHT ENCOUNTER.**

Pass 1d6
- Intimidation! Roll 1d6 and add it to the Rep of your Leader. Roll 1d6 and add it to the Rep of the Law Enforcements Leader. Compare the totals.
- If you score higher than or equal to the LE total you talk your way out of it and they leave you alone.
- If they score higher then roll 1d6.
- If the score is higher than the Law Level of the planet then "Have a nice day!" Go about your business as normal.
- If the score is equal or lower than the Law Level of the planet then you have the choice of submitting to being arrested or immediately go to a **STANDUP FIGHT ENCOUNTER.**

Pass 0d6
- "Have a nice day!" Go about your business as normal.

Note: If you have a Confrontation result with the local Law Enforcement you will have a BOLO issued for you on all their planets.

ADVENTURER ENCOUNTERS

This section describes how to set up your Encounters. They describe what the adventure is, your goal, the terrain, what forces are involved, and the deployment of these forces.

TYPES OF ENCOUNTERS

Now that there will be an Encounter we must determine what type it is. Roll 2d6 versus the ER of the area and compare the results on the appropriate tables following.

2 ADVENTURER ENCOUNTER TABLE

Pass 2d6:
- The Encounter is a Quest (1-3), Law Enforcement Interaction (4 - 5), or a Stand Up Fight (6).

Pass 1d6:
- The Encounter is a Raid.

Pass 0d6:
- The Encounter is a Stand Up Fight.

EXPLANATION OF ENCOUNTERS

QUEST

The **QUEST** Encounter is limited to **ADVENTURERS** only. A Quest is not one Encounter but a series of Encounters culminating in the rescuing, recovering, or destroying of another character or thing.

Roll 2d6 and compare to the table below to determine the object of the Quest.

2 QUEST TABLE
- 2 - 8 = Quest to recover an item.
- 9 - 11 = Quest to rescue a person.
- 12 = Quest to destroy someone or something.

COMPLETING A QUEST

Each Quest has a specific way to be successfully completed. A Quest to recover, capture, or rescue is successfully completed only when the item or person is returned.

A Quest where someone or something must be destroyed is successfully completed upon the destruction of the target.

QUEST MECHANICS

The player will start his Quest in the area he is currently in. This can be an area such as a neighborhood, city, or even a particular planet. He will then move to a different area each Campaign Turn

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and search for the object of his Quest. Rolling 2d6 and comparing the total to the table below does this.

2	"IS IT HERE?" TABLE
•	2 - 7 = The object of the Quest is not in the area. Roll again for an Encounter as normal
•	8 – 10 = The object of the Quest is in this area but the player must go to the **STANDUP FIGHT** Encounter first. If successful then proceed to a **RAID - ADVENTURER** Encounter with the object in the encounter.
•	11 or 12 = The object is in the area and at a known location. Go to a **RAID - ADVENTURER** encounter and retrieve it.

If the player does not find the object in one area, he must search in another. If the player ends up in the last possible area then replace the results of a (2-7) score with the results of a (8-10) score.

RAID – ADVENTURER

ADVENTURE:

- To recover, capture, or rescue an item or person.

GOAL:

- Move at least one figure into contact with the object and exit the nearest table edge with it.

FORCES:

- You are allowed one group.
- The enemy is allowed one group as well if playing another person
- If playing solo use the "Contact" table.

TERRAIN:

- Terrain is "Any" and must include from 1 to 6 buildings. The object of the Raid will be in one of these buildings. Which one is only revealed once the Raiders have entered the building. The defenders have the option to move the captive about as desired, although in this case the captive must be placed on the table, revealing its location to the raiders.
- If playing against another player he sets up terrain and you decide which table edge to enter from.
- If playing solo/same side you choose which table edge to enter from.

DEPLOYMENT:

- The defender is allowed to deploy his characters as desired with the restriction that no more than two thirds may be deployed inside dwellings. Those deployed inside or concealed need not be placed on the board, but may instead be clearly noted on paper.
- You enter the board from anywhere on the near table edge on your first Activation.
- If playing solo all enemy contact is via the "Contact Table". This is modified as follows. When entering a building only count the actual number of figures entering the building as your group for determining how many enemies there are in the building.

SPECIAL:

After the terrain and defenders are placed, the Raider chooses which direction he will enter from. To determine where he is allowed to place his forces both sides must roll 2d6 versus the Rep of their Leader. Compare the number of passed dice to the table below.

2	ADVENTURER RAID TABLE
Both side pass the same number of 2d6	
•	Raiders start from 24" away and the battle begins as normal.
One side passes 1d6 more than the other	
•	If the Raiders passed 1d6 more than the defenders then they are allowed to start 24" away and start the battle Active.
•	If the defenders passed 1d6 more than the Raiders then they are Active and the Raiders will start 24" away.
One side passes 2d6 more than the other.	
•	If the Raiders passed 2d6 more than the defenders then they start 12" away and are Active.
•	If the defenders passed 2d6 more than the Raiders then they are Active and the Raiders will start 12" away.

After this is done check the awareness of the defenders by using the **STATE OF AWARENESS TABLE.**

STAND UP FIGHT

ADVENTURE:

- A difference in opinion forces a fight and you are to drive them off the board.

GOAL:

- Inflict sufficient casualties to force the enemy to break off.

FORCES:

- You are allowed one group.
- The enemy is allowed one group as well.

TERRAIN:

- Terrain is "Any" and "may or may not" include urban areas.
- If playing against another player he sets up terrain and you decide which table edge to be nearest to.
- If playing solo/same side then dice for which table edge you will be nearest to.

DEPLOYMENT:

- Roll 2d6 versus each sides Leader and compare to the following **STANDUP FIGHT TABLE.**

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2 STANDUP FIGHT TABLE

Pass same number of d6

- Sides set up 12" apart and in sight. May be in cover if available. Roll Activation as normal.

One side passes 1d6 more than the other and has the advantage.

- Side that passed more d6 sets up.
- Other side Activates first and comes into sight 12"+2d6" away.

One side passes 2d6 more than the other and has the advantage.

- Side that passed more d6 sets up and is waiting in **AMBUSH.** Set up as if passed 1d6 more than the other except ambushers will count hidden at.
- Other side Activates first and comes into sight 12"+1d6" away.

TALK THE TALK

Okay so the Encounter says "Standup Fight". But maybe you won't have to. If you score a result of pass same number of d6 on the Standup Fight Table AND Activate first you may choose to **TALK THE TALK** instead.

To Talk the Talk the Leader of each side rolls 2d6 versus their Rep modified by the factors below.

TALK THE TALK MODIFIERS

Cooperated with other side in past	+2
Outnumber other party by 2:1 or more	+1
Fought other side in past	-2

Compare the results to the table below.

TALK THE TALK

Both sides pass same d6

- No conflict. Sides choose not to cooperate and part ways amiably. No search for loot allowed.

One side passes 1d6 more than the other

- If one party outnumbers the other by at least 2 to 1 then roll 1d6. If score is equal or less than Leader Rep it's time to **Walk the Walk**. If score higher then go to **Cooperation Table**.
- If neither side is outnumbered then go to **Cooperation Table.**

One side passes 2d6 more than the other

- If one party outnumbers the other by at least 2 to 1 then it's time to **Walk the Walk.**
- If neither side is outnumbered then roll 1d6. If score is equal or less than Leader Rep it's time to **Walk the Walk**. If score higher then go to **Cooperation Table**.

COOPERATION TABLE

1d6 versus Leader Rep of winner of Talk the Talk

Score is equal or less than Rep:

- Groups join. If player "won" Talk the Talk, the other group joins player. If non-player "won" Talk the Talk player will act together for this Encounter only.

Score is greater than Rep:

- Sides can't agree and groups part ways amiably with out chance to search for loot.

WALK THE WALK

Okay, for whatever reason the two sides are definitely going to rumble. Now the two Leaders of each group roll 1d6 and add to their Rep. The Leader with the high score is allowed to make the first move and becomes Active. After his personal Activation is over roll Activation dice as normal and the battle begins in earnest.

WHO ARE THEY

Okay so now you know you're going to "rumble" but who with? Most of the time you can figure it out just based on where you're at and what you do. If not just roll 2d6 and compare the results on the table below modified by the planet you're on.

.

2 WHAT DO THEY DO?

Law Level "4 or 5" planet -2
Law Level "1 or 2" planet +2

2 to 7	Military or Law Enforcement
8 or 9	Free Companies
10 to 12+	Adventurers

Next roll 2d6 and compare the total to the table below to find out who they are.

2 WHO ARE THEY?

- **2 to 5** = Basic
- **6 to 8** = Gaea Prime
- **9 (1-4)** = Scrunt
- **9 (5-6)** = Grath
- **10 (1-4)** = Hishen
- **10 (5-6)** = Hydrissian
- **11 (1-3)** = Spug
- **11 (4-6)** = Drantakh
- **12 =** Razor

Example – I'm on Omega One and do Free Company work for a living. O-1 as we call it has a Law Level of 2. I roll 2d6 on the What Do They Do Table adding 2 for the Law Level of O-1. The result is a 7+2 or 9. The other characters are members of a rival Free Company.

I roll 2d6 on the Who Are They Table and score a 9. I have to roll again and score a 5. Uh oh! It's a group of Grath.

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HOW MANY ENEMY ARE THERE

After determining who is involved in the Encounter, we must next find out how many enemies there are. Roll 2d6 and consult the table below to generate the number of enemy figures.

2	HOW MANY OF THEM TABLE
2	They have twice as many figures as you.
3 or 4	They have 50% more figures as you.
5	They have 1 more figure than you.
6	The forces are equal.
7	The forces are equal.
8	The forces are equal.
9	You have 1 more figure than they.
10 or 11	You have 50% more figures than they.
12	You have twice as many figures as they.

THE LEAST YOU NEED TO KNOW

- We now add the Law Level of a planet to it's ER..
- Interacting with the local Law Enforcement is a possible Encounter.
- Before the Encounter starts you will find out who the enemy is, what they are doing there, and how many of them there are.
- Other characters can be recruited by using the Talk the Talk Table.
- Outnumbering someone gives you an advantage and being outnumbered can prove fatal.

CONTACTING THE ENEMY

Now that you know how many of them there are we need to find out where they. Using the following procedure does this.

1. Choose either black or red to represent the enemy figures involved.
2. Pull one card for each enemy figure. Be sure they are of the same color.
3. Next add one of the opposing color for each card you originally drew.
4. Shuffle the cards and lay them face down at the enemy side of the table.

Whenever one or more of your figures come into LOS of a terrain piece or building there is a possibility of encountering the enemy.

To determine if this happens roll 2d6 versus the ER of the area and consult the **CONTACT TABLE.**

2 CONTACT TABLE

Rolled versus the ER of the area.

Pass 2d6

- Contact! Enemy unit found and considered to be hidden. Check for enemy type and State of Awareness.

Pass 1d6

- Contact! Enemy unit found but not hidden. Check for enemy type and State of Awareness.

Pass 0d6

- No contact!

- Once contact is made roll 2d6. Draw cards from the pile of enemy cards equal to the total of the dice.
- Flip the cards to see how many enemy figures are actually present.
- Determine their State of Awareness as learned in the Military Operations section of the book.

REINFORCEMENTS

Once the shooting starts the rest of the enemy group may hurry to the fight. These reinforcements are the characters that did not show up on the initial Contact.

- When the Activation dice comes up "seven" roll 2d6 versus the Rep of the enemy Leader and compare it to the table below.

2 HERE COME THE REST TABLE

Pass 2d6

- Roll 2d6. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are coming.

Pass 1d6

- Roll 1d6. Draw cards from the pile of enemy cards equal to the total of the dice. Flip the cards to see how many enemy figures are coming.

Pass 0d6

- No more coming right now.

WHERE REINFORCEMENTS DEPLOY

Once it is determined what reinforcements have arrived you next need to find out where they will deploy, or enter the board. To determine this draw two cards. Compare the cards to the following table:

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REINFORCEMENT DEPLOYMENT

Cards of opposite colors
- Enter behind the enemy 12" out.

Cards of the same color but different suits
- If red add to the enemy group by joining their right side.
- If black add to the enemy group by joining their left side.
- .

Cards of both the same color and suit
- If red then enter on your right flank.
- If black then enter on your left flank.

CHALLENGES

In 5150 your characters can do anything. Defuse a bomb, climb a ladder, hotwire a vehicle, if you can imagine it you can do it. Use this procedure whenever a character wants to perform an action that is not covered under any other rule in 5150.

Challenges represent the character's attempt to complete a Task successfully.

DEFINING A TASK

A Task is a challenge out of the ordinary. Opening a door is not a Task. Picking the lock or breaking it down would be. Riding a Zanthark is not a task. Leaping a fence with it would be.

There are a few things that need to be determined to define a task.

IS IT AN OPPOSED OR UNOPPOSED TASK?

Tasks are divided into two types as follows:

- **Unopposed Task** - The character is trying to complete a Task that does not involve another character. Such as climbing a wall, reading an ancient manuscript, unlocking a door, or other similar task.
- **Opposed Task** - The character is trying to complete a Task that does involve another character or characters. Such as wrestling a weapon from someone, trying to intimidate another character, sneaking by a guard without being seen, or other similar task.

TASK DIFFICULTY

After it has been determined if the Task is unopposed or opposed the player must determine how difficult the Task is. All *unopposed* Tasks have a Difficulty Factor (DF) as follows:

- Easy (+1)
- Tough (0)
- Hard (-1)
- Are you kidding me? (-2)

Players must agree as to the difficulty factor of a specific Task and this is purely subjective unless already determined prior to the Encounter.

COMPLETING AN UNOPPOSED TASK

The character attempting the task applies the DF of the Task to his Rep. This is the **TASK TARGET NUMBER**.

He then rolls 2d6 versus this number as if taking a Reaction Check. Consult the table below for the results.

2 UNOPPOSED TASK TABLE

Pass 2d6
- Successfully perform Task.

Pass 1d6
- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2d6 again. If a result of pass 1d6 occurs on this roll treat it as a result of pass 0d6

Pass 0d6
- Can't do it and faces the consequences.

Example – Pfc. Jim Bob Joe is being chased and sprints for the edge of the roof overlooking the alley between buildings and decides to leap over it (DF -1). His Rep is a 5 and with the DF of –1 the number 4 is his target number. He rolls a 2 and a 6. He passes on 1 die. He stops short of the edge, looks down, and decides he has to try it anyway, as the Hishen are hot on his tail.

He rolls again and scores a result of 1 and 6 or pass 1d6. This is his second attempt so he counts pass 0d6 and falls into the alley…splat.

The character prior to attempting the Task must know the consequence of failing.

COMPLETING AN OPPOSED TASK

Opposed Tasks are handled slightly different. Characters do not use the DF list from the unopposed Tasks but instead use the Rep of the character opposing the Task. *The DF becomes the difference between the opposing Reps***.**

In addition, a "situation advantage" of either a +1 or -1 may be added if there is something that gives one or the other characters an advantage during the attempt.

Players must agree as to the advantage of a specific character and this is purely objective unless already determined prior to the Encounter.

After the Reps of the opposing characters have been applied and the advantage determined this result is the **TASK TARGET NUMBER.**

The character attempting the Task rolls 2d6 versus this number as if a Reaction Check. Consult the table below for the results.

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2 OPPOSED TASK TABLE

Pass 2d6
- Successfully perform Task.

Pass 1D6
- Character doesn't think he can do it and stops short of failing OR he may decide to immediately try again by rolling 2d6 again. If a result of pass 1d6 occurs on this roll treat it as a result of pass 0d6

Pass 0d6
- Can't do it and faces the consequences.

Example – Jim Bob Joe (Rep 5) is trying to sneak past Gratzel (Rep 6) and Slider (Rep 4) to gain entrance to a building without causing an alarm. He is trying this in an unlit area so it is determined he has a +1 situation advantage.

His attempt versus Gratzel would be (Rep 5 – 1 for Gratzel's higher Rep, +1 for the advantage of the area being unlit) for a Task Target Number of 5.

His attempt versus Slider would be (Rep 5 +1 for Slider's lower Rep, +1 for the advantage on the area being unlit) for a Task Target Number of 7.

As both Gratzel and Slider are involved they both are opposing the Task and although only one set of dice are rolled the results are applied to both characters.

Jim Bob Joe rolls a 6 and a 4. He passes 2d6 against Slider (it was automatic) and could sneak by him but he passes only 1d6 versus Gratzel so may either stop the attempt before failing or try again.

He chooses to try again and rolls the same result except this time the pass 1d6 counts as pass 0d6 and Gratzel sees him and can react. Gratzel can take an In Sight test but Slider may not. Slider still hasn't caught on so cannot respond on the first round.

The character prior to attempting the Task must know the consequence of failing.

FACING THE CONSEQUENCES

The consequence of failing a task must be known prior to the attempt. The consequences of failure should be agreed upon prior to the trying and in keeping with the severity of the task. For example – Dropping down from a single story roof may result in a twisted ankle and movement reduction if failed. While falling from a six story building may result in death.

THE LEAST YOU NEED TO KNOW
- You can do almost anything with the Challenge system.
- There are two types of tasks, opposed versus other people, and unopposed versus things.
- Before you attempt the Task you have to know the consequences of failure.

HOW DO YOU WIN?

Like I said before winning will take on many forms. Taking an objective such as clearing a town can mean you win. Mapping out an area of the battlefield can mean you win. Sometimes just getting you and your men off the field means you win. Winning is up to you.

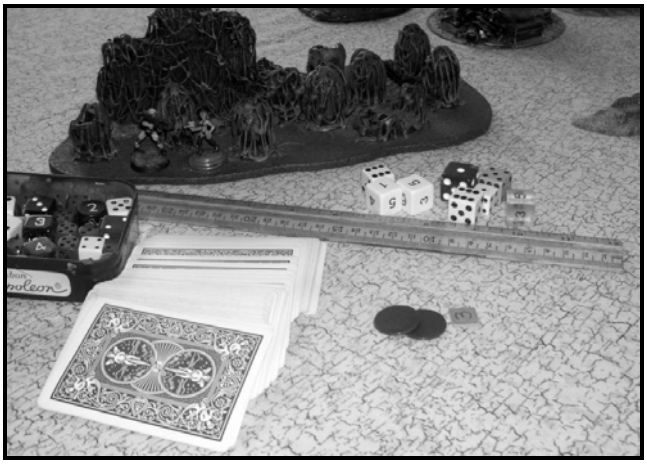
And sometimes you can't win! For whatever reason (often bad luck) you just can't win. Don't sweat it. Make the best of the situation and remember that it's a campaign game.

Me? I prefer to think I'm living a story when I play and each Encounter is a chapter and the whole campaign the book. If I look back at the end of the campaign and say "Hey, I had a good time and it was fun," then I won. Fun? You remember that don't cha?

PUTTING IT ALL TOGETHER

To help you to understand the sequence of playing a game from start to finish here's an example of play.

Below is a picture of what I use to game 5150. There are terrain, dice, cards, a ruler, figures, and some informational devices such as poker chips or counters. I use these to mark when a figure is out of ammo.



Choose figures – The first thing I do is decide which figures I want to use. In this case I took a Xeog (female) and a Basic (male).

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What are you – Next I have to choose whether I am Military, Free Company, or an Adventurer. I chose Adventurer. This determines the type of Encounters I will have.

Determine Rep – Next I have to determine what the Reps are of the figures. I roll 1d6 on both the Basic and Xeog Army Lists. This results in the "Basic" being a Rep 4 and the Xeog a Rep 5. I decide to make the Xeog my personal character or "Star".

Choose weapons – Next I must decide what weapons the figures will have. The Xeog has a Machine Pistol from the list and the "Basic" an Assault Rifle. I could have rolled for their weapons but chose to pick them instead as this is what the figures have on them.

Choose armor – Instead of rolling from the appropriate list I just picked. The Xeog has none (Xeogs don't use armor) while from the "Basic" list I took Hard Body armor to reflect what the figure was wearing.

Attributes – The last thing to give to the figures are Attributes. This will turn the figures into characters. The Xeog already had Fast, Resilient, and Wary. The "Basic" (called Simon) started without an Attribute so I drew a card. This gave him the Agile Attribute.

Primary motive – So why was I here? I decided my PM would be Profit. This would be important when the shooting started as this determines how you behave on the Stay Or Go Table.

Now what? Now that I had my little band ready to go I needed to "get the big picture". First up…

Decide when the campaign starts – I decided to start the campaign in Early January of 4356. Note that 5150 does not refer to the year but instead to a Gaea Prime Penal Code.

Opportunities – Now that I knew what time it was I needed to find out what was happening amongst the major races. This meant who was at war with whom. By determining this it would help in building the background for my Encounters.

War – I rolled 2d6 for each of the six major races that weren't already at war and came up with the following. Next to each race is their highest "passing" die score.

- Bugs War 3
- Gaea Prime War 2
- Grath War 2
- Hishen No War
- Scrunts War 1
- Spugs No War

When going to war the highest passing die score will attack the lowest passing die score. This meant that the Bugs were invading the Scrunts and the other two were at war on a neutral planet as their scores were tied.

Being an Adventurer I decided neither one sounded good to me. If I were Free Company member maybe hiring out to Gaea Prime would be okay but since I wasn't I decided to see what happened at a "peaceful" planet.

Where this takes place – You can choose whatever name you desire. I decided to name the planet Hermes III and decided it was a pretty populated place. That would be ER 4 or Encounter Rating 4.

Roll for Encounter – I rolled 2d6 on the Encounter Table looking for fours. The scores were a 3 and 2, both less than the ER of 4 so passing 2d6 meant that there would be an Encounter.

Determine type of Encounter – Next I rolled 2d6 on the Adventurer Encounter Table again looking for fours. I scored a 3 and a 6. This meant I had passed 1d6 and had a chance for either a Raid (1-2) or Stand Up Fight (3-6). I rolled again and scored another 3. A Stand Up Fight it would be!

Terrain – I decided it would be a loosely inhabited part of the planet so laid out loads of broken terrain to provide cover.

The enemy – Now I knew that my two characters were on a "peaceful" planet and ready to have a fight with some locals. But how many and who were they. Rolling an "eight" on the How Many Of Them Table meant that there would be two of them as well. But who were they? Seeing how this wasn't a war zone I thought they'd be either "Basics" or maybe part of a Free Company. I decided to roll 1d6 each and high score would determine who they were. Free Company! Guess we must have stumbled onto something they wanted and were willing to fight over. If was playing a Military Encounter the Go To War rolls would have determined whom my enemy was.

What they are – Rolling on the lists and drawing cards like I did for my own characters determined that the two enemy were…

- **Nolfe:** Rep 5, Assault Rifle, No armor, and a Brawler.
- **Shootie:** Rep 4, Shotgun, No armor, and a Knifeman.

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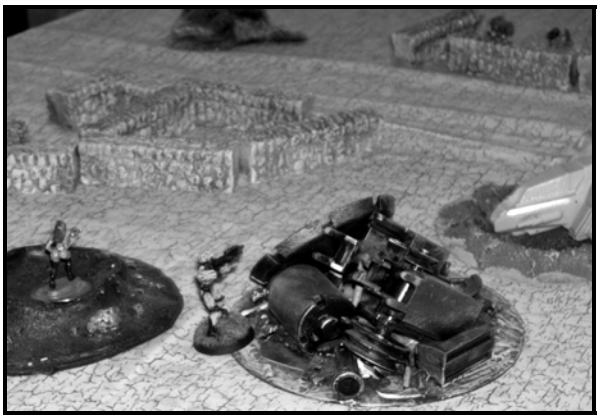
Deploy the troops – Now that I was ready to start I needed to find out where the forces would deploy. This is done by rolling 2d6 per side versus the Reps of the Leaders (Xeog and Nolfe). With both being Rep 5 I didn't expect any surprises and both passed 2d6. With the two Leaders passing the same number of d6 according to the Standup Fight Table

"Sides set up 12" apart and in sight. May be in cover if available. Roll Activation as normal."

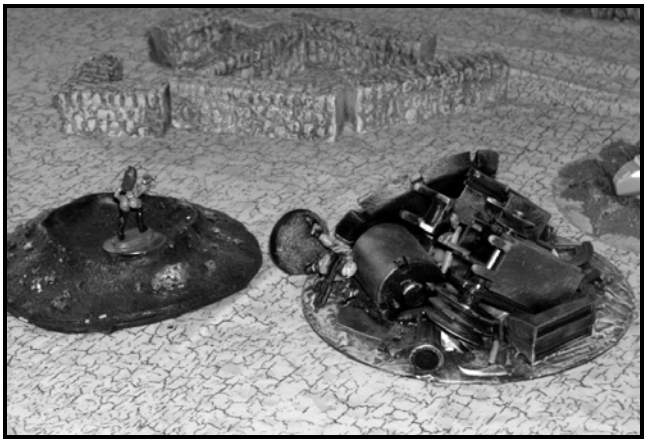
At twelve inches both the shorter-range shotgun and machine pistol could immediately come into action. I placed my duo behind some cover and did the same for the enemy. Now I was ready to start. The whole set up had taken fifteen minutes, not bad for setting up my first characters, "big picture" and terrain.



TURN ONE – I decided that the Blue die would be my side and the Black the enemy. The first roll was a **BLUE 5** and **BLACK 1.** I would go first.

Stand Up Fights can get bloody real fast. As all the figures start within sight of each whomever Activated first would fire first. I thought this would give me an advantage but…

- **Xeog** fires first at **Shootie.** The MP uses 3d6 so I rolled and scored a 1, 2, and 4. Adding to my Rep of 5 meant 3 misses! I got this info off the Ranged Combat To Hit Table on the Universal QRS.
- **Shootie** had to take a Received Fire test and scored a 3 and 5. With a Rep 4 he passed 1d6. Looking on the Free Company QRS he was forced to Duck Back as the Machine Pistol outgunned his shotgun.
- **Simon** fired next at **Nolfe.** The AR uses 3d6 and I rolled a 2, 4, and 5. Added to Simon's Rep of 4 they became three misses!
- **Nolfe** took a Received Fire test, also on the Free Company QRS and passed 2d6. He could fire back and did.
- **Nolfe** also had a 3d6 AR and he rolled a 2, 5, and 5. Added to his Rep of 5 **Nolfe** scored two hits! **Simon** was wearing Hard Body armor so looking on the Free Companies weapons table showed an Obviously Dead (OD) rating of 2 versus Hard Body armor. Rolling a 1 meant **Simon** would be killed outright, a 2 would result in an Out of the Fight (OOF) result and a 3 to 6 a Knock Down.. Bam, bam, a 1 and a 4. **Simon** was dead.
- **Xeog** now had to take a Stay Or Go Test due to the casualty. I rolled a 3 and 6, passed 1d6, and the table said to Break Off the Battle. But **Xeog** was a Star so I decided to stay instead. If she hadn't been a Star she would have been leaving and the Encounter would have ended.
- This ended my Activation for turn one. Now it was the enemy's turn to Activate. Yikes!



- **Nolfe and Shootie** were within 2" of each other and could act at the same time. **Shootie** had Ducked Back so had to roll to recover. He rolled 2d6, a 4 and 3 and recovered. He was ready to go. As **Nolfe** already saw the **Xeog** he could blast away. If Shootie decided to pop up out of cover the **Xeog** would have taken an In Sight test and probably gotten a shot off first. So instead of that…
- **Nolfe** fired his AR and hit twice! Checking the AR against an unarmored target (counts as Soft Body Armor against ranged weapons) shows an Impact of 3, which would be an OD on 1, OOF on a 2 or 3, and, Knock Down on 4 to 6. **Nolfe** scored a 6 and a 2. The **Xeog** was Knocked Down and OOF. This is where luck stepped in. **Xeogs** have the Resilient Attribute which means the first OOF is counted as a Knock Down instead. But this was still going to be a problem.
- **Shootie** sprang up with the intention of "fast moving" to the down and stunned **Xeog** and easily capturing her. After all as a Free Company mercenary he knew a **Xeog** would be worth a lot of credits. So he rolled 2d6 looking for fours and scored a 5 and 6! This meant he could fast move but only eight

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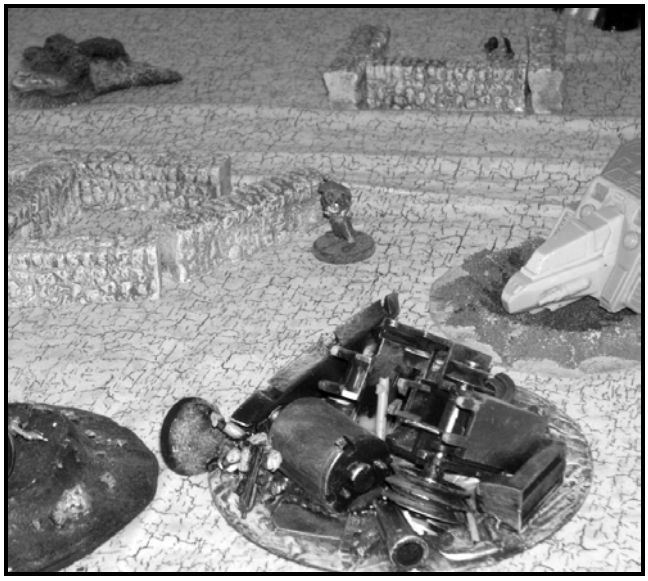
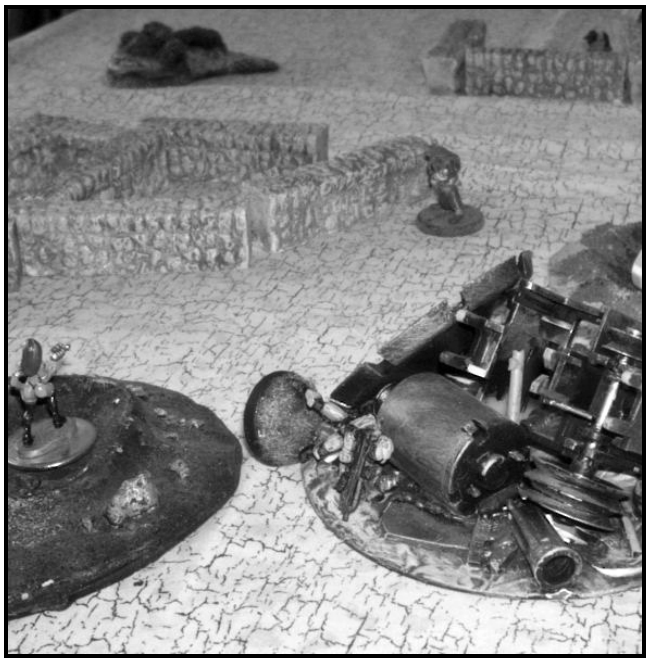
inches, not enough to get to the **Xeog!** This ended the turn and it would come down to who activated first!

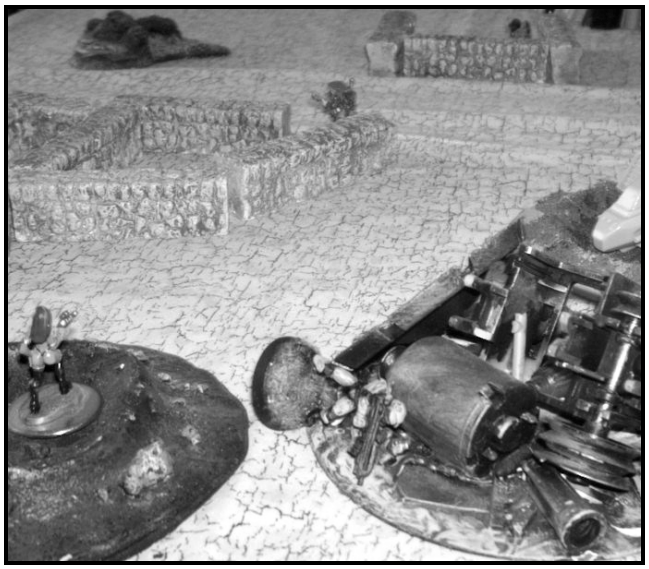


TURN TWO –The roll was a **BLACK 6** and **BLUE 2.** The enemy couldn't move!

- **Xeog** moves first and rolls on the Knocked Back Recovery Table and passed 0d6. She normally would not be able to recover but hey, she's a Star and could choose to get up. It's great being a Star! **Xeog** popped up and **Shootie** got to take an In Sight test.
- **Shootie** scored a 3 and 5, passed 1d6, and because he was in the open had to Duck Back. He scooted behind the wall and out of sight. At least he could do so before the **Xeog** could shoot.



- **Nolfe** could now take an In Sight test as **Shootie** had gotten out of the way. He rolled and passed 2d6 so could fire. 1, 3, and 4…three misses!



- **Xeog** now took a Received Fire test and passed with 2d6. I figured I'd roll for her but if need be use her Star status when I had to. She fired back and scored a 3, 4, and 5 that resulted in one hit! The MP had an OD of 1 and that's what she rolled! **Nolfe** was a goner!
- Speaking of goners **Shootie** had to take a Stay Or Go Test due to the casualty. Even though he passed 2d6 because he was Profit Motivated **Shootie** decided to Break Off the Battle. The Encounter was over.
- The **Xeog** picked up two Assault Rifles and left the field.
- She received one Reputation Advancement Point towards increasing her Rep.

Comments: It took longer to set things up than to play but I used only four figures. Bigger battles would of course take longer. Moving from QRS to QRS wasn't a problem at all. Things didn't turn out the way I had expected. Although I went first it didn't help and I feel very fortunate that things ended up the way they did. If the Xeog hadn't been Resilient and if Shootie had successfully "fast moved" things would have turned out differently.

By now you're probably asking, "Where's the Xeog list?" Sorry, they're in Book Two.

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AREA 5150
WHO ARE THOSE GUYS?

Beauty is in the eye of the beholder.

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ARMY LISTS

This section provides information about the creature and characters that inhabit the 5150 Universe. They can act as a guideline for your own creations as well. In 5150 everyone's welcome so if you have a favorite alien just follow these examples and bring them in. each **"ARMY LIST"** follows the same pattern.

- **CURRENT HISTORY** - A brief history of the race.
- **TYPES OF ENCOUNTERS** – Which Encounter table they will use.
- **PRIMARY MOTIVATOR** – Tells you what motivates them.
- **ORGANIZATION** How they are organized which includes.
  - **# Per Groups** – How many are in a group
  - **Dice Generation** – Roll this number to generate the number in the group.
  - **Leader Rep** – Roll this to generate the Leader.
  - **Basic Rep** – Roll this for each member of the group to find their Rep.
- **ATTRIBUTES** – What Attributes these types share.
- **WEAPONS** – What weapons that have available.
- **ARMOR** – What armor they have available.
- **WEAPONS STATS** – What their weapons can do.
- **POINTS** – These are listed in parenthesis next to each item. Those with two costs are for the weapon and each round.

BASICS

She may look dangerous but maybe she's just a Poser.

CURRENT HISTORY

BASIC is the common term for any humanoid who can trace their roots back to **GAEA PRIME**. Basics come in a wide variety of shapes and sizes and can best be equated to the 20th century **EARTHLING**. Basics are defined by their role in life also known as their occupation or job. Although Basics share a common ancestry and often have the same goals there are a few specifics that should be addressed.

"It's not the size of the dog in the fight but the size of the fight in the dog" is an ancient **EARTH** saying. Don't underestimate Basics by their size or gender. Basics can be all shapes, sizes and temperaments. They are the true "loose cannon" of the 5150 universe.

Basics make up the bulk of the inhabitants of most worlds. The vast majority of these inhabitants consist of the **LAW-ABIDING WORKING CLASS (LWC)**. These people go about their day-to-day existence and have little more than the desire to eat, sleep, and procreate…boring. However, there are five unique types of Basics above and beyond the LWC that are worth noting. These "adventurous" Basics are:

1. **POLICE.** Yes, it's an archaic term but still useful in the 5150 universe. These upstanding Basics risk their life on a daily basis to "protect and serve" their fellow man. Every planet has some sort of Police. It's their job to keep our second type of Basic in line, the…
2. **GANGS.** Also known as the 'criminal element'. These include but are not limited to murderers, thieves, con artists, burglars, and the like. Their sole purpose is to enrich their lives by preying on the hard work of others.
3. **CORPORATES.** These guys are a little bit Police and little bit Gang. While the LWC slaves away content in their safe little homes (or not so safe homes in many cases) the Corporates exist to make profit by any means necessary. This means using both legal and illegal methods. Much of the credit for the high standard of living amongst the LWC can be directed at the Corporates. Much of society's ills can also be laid at the doorstep of the Corporates. But what can a basic do if they can't take it anymore? Well they can become…
4. **COLONISTS.** These hearty men and women are those that have had enough. The ones that feel the only chance to better their life is to go **"OFF WORLD".** Outside of joining the military the only "free ticket" out of here is to become a Colonist. Colonists are sent to distant worlds to, well, colonize. This usually occurs many years after the planet has been **"RESURRECTED"** or made habitable. Who did the "resurrecting" determines whom you

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owe your "free ticket" to. Usually this is the government but sometimes it could be a large Corporation. In any case they want to be paid and the best way to do that is to become part of the LWC of some far off planet. Seems like the more things change the more they stay the same, eh?

TYPES OF ENCOUNTERS

Basics will use the **ADVENTURERS** Encounter Table. Keep in mind however; if they choose to join the **MILITARY** or **FREE COMPANIES** they must use that appropriate table.

PRIMARY MOTIVATOR

Basics can be motivated by any of the four Primary Motivators, **CONQUEST, COLONIZATION, RELIGIOUS FERVOR,** or **PROFIT.** However, they are allowed to make *one* motivator switch once in their career. In addition, they may return to their original Primary Motivator but must remain there.

BASICS ORGANIZATION

Following is the organization and stats (O&S) for groups of Basics that may be encountered.

BASICS

ORGANIZATION -	Basics
# Groups	Varies
Dice Generation	1d6 +? (1)
Leader Rep	Varies (2)
Basic Rep	Rep 5(1) (83 pts) Rep 4 (2-4) (66 pts) Rep 3 (5-6) (50 pts)

(1) Basics come in all numbers from lone characters to organized groups of unlimited size.
(2) There is no standard Rep for the Leader of a group of Basics.

ATTRIBUTES

Basics do not share common Attributes but exhibit a wide variety of them.

WEAPONS

The environments in which Basics travel will determine the type of weapon used. If on **GAEA PRIME** or other similar "civilized and controlled" world then the Basic 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.

2 BASIC 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 Basics have access to lasers? Yes, but on a very limited basis. Whenever a weapon is rolled roll 2d6. On a score of "12" a comparable laser weapon can be chosen instead.

ARMOR

Basics will come in a variety of armor. Again the armor is a reflection of the environment and in this case the wealth of the Basic. If on **GAEA PRIME** the Basic will normally be unarmored. Colonists 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 Basic. In addition to the three most common armor types. Wealthy Basics may have access to Absorption, Reflective, Displacer, and Shimmer armor types. They cannot have Exo or Battle Armor unless in the military.

To determine the armor of any Basic use the tables below.

2 BASIC 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)

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BASIC 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 (1)	6	1	0	0	Special	Special	Special	0	0	NE	5
Pistol	12	2	1	0	Special	Special	Special	1	NE	NE	4
BA Pistol	12	2	2	1	Special	Special	Special	2	NE	NE	14
Machine Pistol	12	3	1	0	Special	Special	Special	1	NE	NE	7
Shotgun	12	3	2	1	Special	Special	Special	2	NE	NE	22
Bolt Action Rifle	48	1	3	2	Special	Special	Special	3	NE	NE	15
Semi-auto Rifle	48	2	3	2	Special	Special	Special	3	NE	NE	28
Assault Rifle (1)	48	3	3	2	Special	Special	Special	3	NE	NE	41
SAW (1)	48	4	3	2	Special	Special	Special	3	0	NE	58
Grenade (2)	6	5” circle	2	1	Special	Special	Special	0	NE	NE	14

(1) Only Law Enforcement, Corporates, Criminals, and Colonists have access to this weapon.

(2) Only Law Enforcement and Colonists have access to this weapon and only in limited numbers.

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
Rifle/SMG with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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"BUGS"

BUGS come in all shapes but only one size…Big!

BUGS

"You're lucky. See a bug on the ground, you just squish'em with your foot. No problem, right? Well in the far future on planets far away it isn't so easy anymore. 'Cause the "Bugs" are bigger than you and have appetites to match. You've seen them. Aliens… Starship Troopers… know what I'm saying? That's what's this is all about. This…"Bugs!" It's about us against them. So what are you waiting for? Not afraid of a little bug, are you?"

***"BUGS"* © 2002 Two Hour Wargames**

Mention the word "Bugs" and almost everyone knows what you're *really* talking about. Bugs are giant-sized multi-legged ugly creatures that want to "slice and dice" you into bite-size pieces. Let's see what they are and what they do.

CURRENT HISTORY

XENOFORM is the generic term used for all "non-humanoid alien life forms". There are currently 53 "catalogued" Xenoforms according to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME.** Xenoforms are considered to be any alien species that share less than five major "codes" that define humanoids. Not all Xenoforms are hostile or should be considered dangerous.

However **… BUGS** are.

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

Bugs are not **PLANET BOUND** being able to travel from planet to planet at a slow rate. This is done via "organic ships" resembling cocoons in appearance. Attacking the Bugs in transit is the easiest way to destroy them**.**

There appears to be a planet of origin but as to its location or any other information nothing is known. For simplicity the ASI refers to this unknown world as **MIGUNE.**

Bugs are aggressively expanding their circle of infestation having been found from the seventh to the ninth **RINGS.** Unconfirmed reports place them in the sixth Ring as well. The first contact with the Bugs occurred when worlds were "resurrected' but now the Bugs appear to be on the offensive.

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

Bug colonies consist almost solely of adult warriors. They always have a **BRAIN BUG** that controls the Bugs.

TYPES OF ENCOUNTERS

BUGS will appear mostly in **MILITARY** Encounters but on very rare occurrences can be used in **ADVENTURER** Encounters.

PRIMARY MOTIVATOR

BUGS are motivated by **CONQUEST.** They live to kill.

BUG ORGANIZATION

Following is the organization and stats (O&S) for the most commonly encountered Bug.

'BUGS"

HAVEN ORGANIZATION -	Warriors
# Encountered	Unknown
# Per Group	Varies
Dice Generation	Special (1)
Basic Warrior	Rep 4 (66 pts)
Flyers	Rep 4 (96 pts)
Puker	Rep 4 (314 pts)
Brain	Rep 5 (100 pts)

ATTRIBUTES

All BUGS share the following Attributes:

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- **Infrared vision:** Able to see normal distances in the dark.
- **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 3d6.
- **Steady:** May move 12" regardless of terrain.

The BUGS are strictly Melee creatures and will rend and tear their opponents with their large and powerful jaws.

ARMOR
BUGS are considered to have Hard Body Armor (68 pts.

WEAPONS

MELEE WEAPONS	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Melee	x	1	4	4	4	4	4	4	4	3	2	33
Puke	unlimited	5" circle	OD	OD	OD	Special	OD	Special	0	5	3	NA

PLAYING BUGS

In 5150 the Bugs are played by the game mechanics. It is not necessary for someone to actually "run" the Bugs but if a player decides to do so they most certainly can. What follows are all the rules you'll need to generate and fight the BUGS. First up, where can BUGS be found?

BUG RATINGS

Each planet or area is "Bug Rated" (BR) from low (1) to high (5). These Bug Ratings are not to be taken lightly. Here's a quick synopsis of what they mean.

- **BR 1** – This means that the Bugs are probably either just scouting out the planet or have just landed. This occurs on non-Bug controlled planets.
- **BR 2** – The Bugs have landed and are reinforcing the planet. It is just a matter of time before their numbers grow larger. This occurs on non-Bug controlled planets where they have taken an interest.
- **BR 3** – The Bugs are now fighting in force. Any non-Bug forces should include heavy weapons, fighting vehicles, and air support. This occurs on contested planets where Bugs and non-Bugs are fighting to eradicate each other.
- **BR 4** – It's a Bug world get over it. Only visit this place if you intend to conquer it. There are too many Bugs for a half-hearted attempt so come "loaded for bear". This occurs on Bug controlled planets.
- **BR 5** – This is Bug heaven. They are well entrenched and you better have a real good reason why you're going there. This occurs in the home system of the Bugs.

LIMITED BUG HOLES

BUGS enter the table by exiting holes from underground. During the Encounter there may only be one hole per point of Bug Rating. Example: Planet Cestus IV has a Bug Rating of 3. This means that the players will only face a maximum of three Bug Holes.

HAVENS AND BRAIN BUGS

Bugs live in large colonies or "havens". Each haven has an undetermined number of Bugs and one "Brain Bug". The Brain Bug is the "link" that binds all the Bugs of the same haven. This allows them to activate as one group regardless of their location in and numbers.

Destroy the Brain Bug and the link is broken. The Bugs are no longer a threat and will not attack anyone. Destroy the Brain Bug and you destroy the haven. If the Brain Bug is not destroyed then the Bugs will fight till either they are dead or you are. There is no retreat for a Bug.

Where can you find the Brain Bug? They are always found somewhere underground in their complex tunnel system.

BUG HOLES – WHEN DO THEY APPEAR?

Every time the Activation Score roll is a "7", roll 2d6, compare them individually to the appropriate BR, and then consult the **Bug Hole Generation Table.**

BUG HOLES – FROM WHAT DIRECTION?

When a "Bug hole" is created roll 1d6 and consult the Bug Hole Location Table.

The results are self-explanatory with the exception of when a six is rolled. When a six is rolled immediately roll 1d6 and compare the result to the Bug Rating used during the Encounter. If the score is equal or less than the BR then only a Puker Bug appears. There may only be one Puker per hole. See the section **SPECIAL BUGS – PUKERS** for more info.

BUG HOLES – HOW CLOSE ARE THEY?

After the direction of the hole is discovered, roll 2d6. Count the lower score as the "tens" and the

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higher score as the "ones". This yields a score from 11 to 66. This is the distance in inches that the 3" hole will appear. The distance is measured from the *center* of your group. Anyone standing in a "Bug hole" when it opens is "obviously dead".

Note that Bug holes will not appear in rocky ground or mountainous terrain. So if the result places a Bug hole in rocky or mountainous terrain move it's location clockwise to the closest eligible spot away from the group.

HOW MANY BUGS

So you understand that there will potentially be one Bug Hole per point of Bug Rating. But how many Bugs will there be?

To determine the total number of Bugs for each hole roll 2d6 and compare each score to the **Bug Pool Table.** This will give you from four times the number of figures in your group down to half the number of figures in your group. This is the number of Bugs that will exit this hole.

Be sure to count ALL figures in the group when consulting the table below. This means that "rescue" missions where there are lots of civilians can be very dangerous. Vehicles count as 6 figures for the purpose of determining how many Bugs will be generated.

See the section entitled **SPECIAL BUGS – FLYERS.**

INITIAL BUG PLACEMENT

Once a hole breaks ground the Bugs are allowed to move six inches forward before the enemy is allowed an In Sight test. This may be replaced by a Being Charged test in some circumstances. Puker Bugs will remain on the hole and do not move. They do count as if in cover versus ranged fire.

On the first turn of the hole opening all the Bugs will appear. If there isn't enough room on the table for the Bugs the remainder are assumed to be in the hole and will exit as room allows

BUG GROUPS AND ACTIVATION

As the Bugs are linked by the Brain Bugs all Bugs will move together when Active. Only after all Bugs have moved will the necessary Reaction Tests are taken.

BUG MOVEMENT

Bugs may move up to 12" regardless of terrain however, Bugs will stop when confronted by an obstacle or barrier twice their height or more. The next Activation they will literally climb up the obstacle at normal speed.

ATTRACTING BUGS

Bugs have a heightened sense of smell and will always move towards the closest target.

SPECIAL BUG BOUND MOVEMENT

When Bugs move in considerable numbers they may find themselves in more than one rank. Basically this means they are moving in such a way that the front line of Bugs obscure LOS to the following ranks. In this case the front wave of Bugs will trigger an In Sight test. Whenever any of the front Bugs are killed or taken out of the fight this will reveal the Bugs directly behind. This Bug and all behind it are allowed to immediately move forward 3" before any new In Sight test may be taken. If the Bug is within 3" of the tester immediately after the front rank Bug has been removed then a Being Charged test is taken instead. Note that the total movement including multiple bound moves can exceed 12"!

ATTACKING TARGETS IN VEHICLES

Bugs can attack occupants of vehicles. If attacking the occupants they must be able to see them, such as a figure in an open-topped vehicle or protected only by glass. Melee is carried out as normal with the target taking a Being Charged test.

If the vehicle is moving the Bug must first attach itself to the vehicle before attacking. Rolling 2d6 against its Rep on the **Vehicle Attack Table** does this**.**

DEATH OR SOMETHING WORSE

After a Bug has disabled its victim there is a chance (roll of 6 on a d6) that it will take it back to the Bug hole instead.

SHOOTING IN MELEE

When being charged by a Bug you will want to shoot until the last second. To reflect this when meleeing an armed figure the figure counts the Impact of their weapon during melee.

"GAME OVER MAN…"

One man, one grenade, and a whole bunch of Bugs.

Don't ask me how but you've found yourself alone and surrounded by Bugs. Well, if you want to "go out like a man" try this.

Anytime a figure finds themselves alone (no friends within 6" and in sight) he can choose to use a grenade on himself and attacking Bugs. When charged by the Bugs instead of rolling the Being Charged test use the **Game Over Man Test.**

SEE GRUESOME DEATH

The *first time* a non-Military figure sees a fellow figure killed by a Bug the figure must take a **Bug Trauma** test. Roll 2d6 and compare to the Rep of the testing figure. This applies only if the test-causing figure is at 4" or less, is in clear LOS, and has scored a result of Obviously Dead.

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SPECIAL BUGS – PUKERS

Large slow moving Bug that "pukes" toxic liquid onto unsuspecting victims, lots of liquid. Puker Bugs have a Rep of 4. The liquid that they spew is devastating counting as if from a Plasma Gun. They count as Exo-armor due to their large size. The Puker cannot melee so is vulnerable to hand to hand combat. Puker Bugs can only move via tunnels, not above ground, and then only at 3" per turn.

HOW IT WORKS

Deep in the "belly of the beast" copious amounts of searing, acidic liquid are "brewed". When desired the "puker" begins a regurgitation action that "pukes" the deadly gobs skyward a considerable distance. The goo is highly toxic on contact and has been known to eat through armored vehicles.

When Active the "puker" can attempt to "puke" one goo projectile. Goo may be projected a minimum of 12" to a maximum of 36". To do this roll 2d6 versus the Rep of the Puker and compare the results to the **Puker to Hit Table.**

PUKER DEVIATION OR "WHERE DID IT GO?"

When a glob is projected and it deviates roll for *each* one on the **Puker Deviation Table.**

RISK TO PUKERS

If a puker is hit by ranged fire and an Obviously Dead result is scored there is a chance that the Puker could explode. Roll 2d6 versus Impact of the weapon and compare the results to the **Puker Goes Boom Table.**

SPECIAL BUGS - FLYERS

These are rare Bugs that will appear only on BR 3 or higher planets. When Bugs appear roll 2d6. On a score of "7" they will be flying Bugs or "flyers" instead. "Flyers" are identical to warrior Bugs except that they can fly. Flyers do not emerge from a Bug hole but will instead enter from off board. Although this counts as a Bug hole no actual hole is placed on the board.

HOW FLYERS MOVE

Nominate one table edge as the "1" edge. Next move clockwise and number the three remaining ones from 2 to 4. "Flyers" will enter the board from any edge rolled for randomly. Roll 1d6 and consulting the **Flyer Direction Table to** determine this.

When "flyers" enter from two table edges divide them into two as equal groups as possible. If there is only one "flyer" and two edges then the "flyer" enters the first table edge listed.

"Flyers" will exit from the opposite table edge that they entered.

HOW FLYERS ATTACK

"Flyers" attack by flying at high speeds and tearing at their target as they fly by. Often the "flyer" will "come out of nowhere" and attack the target before the target can react. To simulate this use the following procedure.

When "flyers" enter the table edge they will attack the closest enemy figure between them and the exiting table edge. Once the target is determined roll 2d6 and then consult the **Flyer Targeting Table.** This will result in one of three things.

The flyer makes a successful attack in which case both the flyer and target roll 2d6 versus their Rep and consult the **Flyer Attack Table.** Note that this represents either actual melee or firing during the melee.

The flyer makes the attack but the Target is allowed defensive fire first. Rolling 2d6 versus the targets Rep and consulting the **Defense Against Flyers Table** does this.

The flyer misses the attack and will return next Activation.

BUG TUNNELS

Bug holes are the exits and entrances to the tunnels that Bugs often travel through. Tunnels give the Bugs a many advantages. They can appear anywhere on the table at anytime. They can move safely, silent and invisible to gunfire. And that's where the Brain Bug lives. If a player ever wants to "go down the Bug hole" then use the following rules.

GAMING THE TUNNELS

You may choose to either record the tunnels using paper and pencil or you may actually lie out the tunnel using another table and whatever terrain you desire. Personally I use a 2" wide piece of cardstock for the tunnel and a 12" x 12" cardstock square or circle for the "rooms".

ENTERING TUNNELS

Bug holes are the entrances to the tunnels. To enter a Bug hole the figure must stop at the rim then proceed down on their next Activation. A group of figures may go down at the same time moving in file behind the leading figure.

GETTING AROUND UNDERGROUND

It's dark in an unlit tunnel, much darker than at night. To reflect this LOS is 1". Using a handheld illumination device extends LOS out to 12". The use of infrared equipment further extends this to normal LOS.

Any non-Bug traveling in a tunnel does so at ¾ speed.

TUNNEL LAYOUT

When figures first enter a Bug hole they will have 12" of straight tunnel in front of them. This will

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be in the opposite direction from which the Bugs exited the tunnel.

Whenever the figure sees the end of a tunnel he must roll 2d6 and compare the total to the **Tunnel Direction Table**. Following the table will result in the tunnel changing levels, direction, and in finding rooms. Some of these rooms may be occupied.

TUNNEL OCCUPANT EXPLANATION

Bugs normally use tunnels to move from one place to the other en masse. That's why you never encounter them wandering tunnels but instead in rooms.

- **BR + 2 Dice Bug eggs –** Roll 2d6 and add this to the current BR to determine how many eggs are encountered. Eggs are easily destroyed by scoring a hit with either a ranged weapon or with a physical attack. There is a chance (6) that the egg will hatch a fully functional Bug next Activation.
- **1d6 Survivors –** These unarmed survivors are of the same type as the tunnel invaders. Roll on the appropriate Army List to determine their Rep. After they are freed roll 2d6 on the **BUG TRAUMA TABLE** to see their status.
- **1 d6 Bugs –** Roll 1d6 to determine the number of Bugs encountered.
- **"Brain Bug" –** This is the "link" that controls all the Bugs in the Encounter. Kill or cause the Bug to become Out of the Fight and game over. 3d6 Bugs always surround the Brain Bug. Brain Bugs can only move 2" per Activation, will not fight, and will surrender instead when confronted alone.

SIZE OF TUNNELS

Actual tunnels are two figures wide while the "rooms" are 6+1d6" round. Tunnels can extend forever.

FIGHTING IN TUNNELS

Underground combat is slightly different the combat above ground. Because of the confined spaces and little or no cover most combat will be at short range. This is reflected in the following rules:

- Rocket launchers, LAWS, and Plasma Guns may not be used due to the danger to the user.
- Grenades and other explosives will add one to their Impact and will add 4" to their Blast Radius.
- As there is little cover in a tunnel figures required to Duck Back must either go prone or retreat around a corner.
- Comm links from tunnel to above ground will fail half the time (1 – 3).

COLLAPSING THE TUNNELS

When using grenades in a tunnel there is a chance that there may be a partial or full collapse. This could be accidental or in dire cases a necessity. Accidental collapse could occur whenever a grenade is tossed or fired in combat while collapsing the tunnel on purpose would occur if a figure took one Activation turn to "place" the grenade in an attempt to collapse the tunnel. To determine if a tunnel has collapsed roll 2d6 and consult the **Tunnel Collapse Table.**

DESTROYING TUNNELS

Dropping bombs or firing missiles from the air may destroy tunnels. Bombs and missiles are treated the same for this purpose. The easiest way to hit the tunnel is to nominate the entrance as the target spot and roll on the Ranged Combat To Hit Table to see if it hits. Any result of a miss does no damage to the tunnel while a hit allows for a roll on the **Tunnel Collapse Table.**

Figures caught within the collapsed length of a tunnel are considered Obviously Dead however Stars can still use the Cheating Death rule.

Tunnel entrances can also be destroyed with explosives planted by figures above ground. Placing an expolsive charge will destory the entrance and collapse a length of tunnel equal to the blast circle of the explosive plus 2".

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DRANTAKS

Lort fla ZEEN!
("Come on…get some!")

CURRENT HISTORY

(*Written by Professor Stephen Carroll*)

The **DRANTAKS** hail from the world of **SYSONBY.** Their home planet was actually charted by long-range scans and named by **GAEA PRIME** astronomers before the race itself was discovered. Initial exchanges of scientific knowledge, as well as basic trade agreements seemed to indicate an ally, or at least a neutral, in the expansionist difficulties that **GAEA PRIME** was facing at the time. (This was about the time of the first BUG War). A misunderstanding of spatial boundaries involving eccentric orbits and a binary star led to a limited shooting war and then more extensive conflict. Following the well-known resolution of that so-called "War of the Shells," the **DRANTAKH COALITION** and Gaea Prime did indeed become allies, at least on a high political level. In the years that followed, as now, Drantaks, Gaea Prime basics, and others could often be found on the same or opposite sides of many of the smaller conflicts that erupted throughout many systems.

Drantakh military technology is of course approximately equal to that of other serious contenders for supremacy. Their three-fingered claw-like hands mean that their weapons are not well suited for most others, and they also have difficulty in using appropriated equipment.

As warriors, the average Drantakh trooper is on a par with most any humanoid. They are quick, almost tireless, and have terrific balance, but are slightly slow to rise if they ever do get knocked down.

TYPES OF ENCOUNTERS

Drantaks will use the **MILITARY** Encounter Table when at war or when serving as **FREE COMPANY** mercenaries.

PRIMARY MOTIVATOR

Drantaks will use the **COLONIZATION** motivator as they have shown a desire use whatever means necessary to expand their influence.

DRANTAKH ORGANIZATION

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

Drantaks task organize in **assemblies** of from four to twenty. Each assembly has at least one **director** (1-4) and sometimes two (5-6). An assembly may have a mix of light and heavy troopers, and may or may not include special weapons.

One to three assemblies form a **field command**.

Two to three field commands form a **great command**.

One to three great commands form a **grand command.**

Drantaks

UNIT ORGANIZATION - Assembly	Soldiers
# Drans per Assembly	4-20
Dice Generation	3d6+4, minimum 4
Director	Rep 4 (66 pts) Hand beam
Troopers	Rep 4 (66 pts) Assault Rifle

ATTRIBUTES

All Drantaks share the following Attributes:

- **Sure-footed:** May move at normal speed through any type of terrain.
- **Rapid:** Add 1" to move, except for heavy troopers with DAR. Basic movement is now 9".
- **Weakness:** When suffering a Knock Down will count –1 to Rep when taking the Knock/Back Recovery test. For heavy troopers with DAR count –2 to Rep.

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WEAPONS

Drantaks use a mix of weapons to best accomplish the mission. Most troopers carry a reliable slug-throwing assault rifle, simply referred to by **STAR ARMY** veterans as a **DAR** (dee ay ar). Directors carry an elitist weapon, a handbeam, as a sign of their rank. Special weapons troopers sometimes carry Handbeams as a secondary armament. Because of the design of the weapons to specifically accommodate Drantakh physiology, and because of limited experience by other races with their weapons, most non-Drans use Drantakh weapons at -1 to their Rep. Grath will use the weapon at normal rep while the Hishen cannot use them at all.

- **Handbeam** – Carried by directors.
- **Assault Rifle** – Carried by the average trooper.
- **Sniper/ranger** – Special weapon carried exclusively by Dran Snipers.
- **LMG** – Limited to one per assembly.

Drantaks are able opponents in melee, using their weapons and sometimes their feet (light troops without boots are more likely to attempt this). Helmeted Drans may also employ head butts in some instances of close-in fighting.

SUPPORT WEAPONS

In addition to their basic weapons (DARs and handbeams) Drantaks usually have at least one of the following special weapons or troopers in an assembly.

- **HMG** – Operated by a two Dran team.
- **Missile Launcher/Grenade Lobber/Air Defense Artillery Missile** – Special multi-purpose weapon operated by two Dran team. Able to perform a variety of functions depending on weapon settings and ordnance used. May fire ground-to-ground in straight LOS, an arcing lob with spotting by any Dran, or used for anti-air.
- **Demo charge** – Employed by a single trooper, these auto-detonate when no Drans are within the danger area (5 or more inches from the charge). Three per section available at the Field Command level
- **Sniper/Ranger** – One Dran only; they always operate alone and usually separated from the main force Specially trained trooper with very accurate weapon. A master of camouflage; is very hard to hit. Has basic Drantakh Attributes plus.
    - **Sniper:** Count 2d6 for Impact hit choosing best result. Only when making a single shot and never when returning fire.
    - **Stealthy:** If motionless behind cover, cannot be seen at all beyond 12* inches, subtract one firing dice if shot at behind cover.

ARMOR

Drantakh light troopers have Soft Body armor (27 pts). Heavy troops, most obviously identified by their helmets, have additional protection and are rated as Absorption Body armor (102 pts).

DRANTAKH Weaponry	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Handbeam	24	2	4	4	3	Special	Special	Special	4	2	1	36
DAR – Assault Rifle	36	4	5	5	4	Special	Special	Special	5	1	1	96
Sniper Rifle	72	1	4	3	2	Special	Special	Special	3	NE	NE	18
LMG	48	6	4	3	2	Special	Special	Special	3	0	NE	86
HMG	60	4	5	5	4	Special	Special	Special	5	1	1	106
Launcher/Lobber/ADA	60	4” circle	OD	OD	5	Special	Special	Special	OD	5	4	91
Demo Charge	x	3” circle/1	5	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	2	2	2	2	2	2	2	NE	NE	12
Combat Knife	x	1	3	2	0	0	2	3	0	NE	NE	8
DAR with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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FREE COMPANIES

Just trying to make a living in the Rings.

CURRENT HISTORY

Maybe it's not the second oldest profession in the world but it's pretty darn close. Mercenaries are people willing to lay down their life for pay. You got the "cause" I got the gun. But in 5150 there are two types of mercenaries.

The first ones are true mercenaries. They're long on weapon skill and short on conscience. They get paid to do a job, not to question the job. They only have two questions. "When do I get paid?" and "How do I stay alive?" Mercenaries will fight for you but usually not to the death. No profit in that you know?

These types of mercenaries may or may not have their own interplanetary ships. Those that don't are at the whim of their employer for transportation.

The second type of Free Company is a "salvage company". These fellows are a bit more respectable with an emphasis on the "bit". They're looking to "salvage" abandoned property and to sell it at a profit. The lengths that they will go to achieve this depends largely on the person in charge. Included in this work are "recovery" operations. The dirty little jobs that the big players don't want to do but are willing to hire it out. You know, pick a package and deliver it with no questions asked. All "salvage companies" will have interplanetary ships.

It's common that Free Companies will often "blend" the two job descriptions. Quite often a mercenary company will find itself on a battlefield with salvageable goods and well, the next thing you know it's time for a "career" change.

Free Companies come in all shapes and sizes. It's common to find alien Free Companies (but never Hishen) or even combined alien/humanoid companies. Doesn't matter what you are as all free Company members refer to each other as "partners".

TYPES OF ENCOUNTERS

Free Companies will use the **ADVENTURERS** Encounter Table when functioning as Salvage Companies and the **MILITARY** Encounter Table when contracting out as a soldier.

PRIMARY MOTIVATOR

Free Companies will use the **PROFIT** motivator whether or not acting as a Salvage or true Mercenary.

FREE COMPANIES ORGANIZATION

Following is the organization and stats (O&S) for a "typical" Free Company.

Small Free Companies usually consist of between five to fifteen members. These groups tend to function together but it's common for one or more "partners" to be split off to function separately.

Smaller Free Companies have been known to band together to form larger companies.

Two to three small companies may band together to form a medium sized Company.

Two to three medium companies may band together to form a large sized Company.

Anything larger than that will quickly dissolve into chaos with petty bickering amongst the leaders.

FREE COMPANIES

UNIT ORGANIZATION - Companies	Partners
# Men per Group	5 to 15
Dice Generation	3 + 2d6
Leader	Rep 5 (1-3) (83 pts) Any weapon Rep 4 (4-6) (66 pts) Any weapon
Second in Command	Rep 5 (1) (83 pts) Any weapon Rep 4 (2-6) (66 pts) Any weapon
Partners	Rep 5 (1) (83 pts) Rep 4 (2-4) (66 pts) Rep 3 (5-6) (50 pts) Any weapon

ATTRIBUTES

Free Company partners do not share common Attributes but exhibit a wide variety of them.

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WEAPONS

Free Company partners come from a wide variety of humanoids/aliens. Their weapons reflect this. The ones listed below are just an example of what is commonly available to humanoid companies but keep in mind that if a weapon exists it could end up in a Free Company. Roll on the following table to see the weapons availability.

2	FREE COMPANY WEAPONS
	Small company -1
	Large company +1
	Leader +1
2	Pistol
3 or 4	BA Pistol
5 or 6	Machine Pistol
7	Shotgun
8	Bolt Action Rifle
9	Semi-auto Rifle
10+	Assault Rifle

Note: Do some companies have access to lasers? Yes, but on a very limited basis. Whenever a weapon is rolled roll 2d6. On a score of "10+" a comparable laser weapon can be chosen instead.

ARMOR

Free Company partners will come in a variety of armor. The armor is a reflection of the size of the company. Roll 2d6 for each partner modified by the size of the group. Use the following tables to determine the armor that each partner has available to them.

2	ARMOR AVAILABILITY
	Small company -1
	Large company +1
	Leader +1
2 to 6	None (0 points)
7/8	Soft Body Armor (27 points)
9/10	Hard Body Armor (68 points)
11+	Special – Roll on table below.

2	SPECIAL ARMOR AVAILABILITY
	Leader +1
3 to 5	Absorption Body Armor (102 points)
6/7	Shimmer Armor (51 points)
8/9	Reflective Armor (55 points)
9/10	Displacer (108 points)
11/12	Exo Armor (152 points)

FREE COMPANY WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Pistol	12	2	1	0	Special	Special	Special	1	NE	NE	4
BA Pistol	12	2	2	1	Special	Special	Special	2	NE	NE	14
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
Shotgun	12	3	2	1	Special	Special	Special	2	NE	NE	22
Bolt Action Rifle	48	1	3	2	Special	Special	Special	3	NE	NE	15
Semi-auto Rifle	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 (1)	48	6	3	2	Special	Special	Special	3	0	NE	86
LAW (2)	36	3" circle/1	OD	5	Special	Special	Special	OD	5	4	91
Rocket Launcher (3)	48	3" circle/1	OD	5	Special	Special	Special	OD	5	4	116/40
Satchel Charge (4)	x	3" circle/1	4	3	Special	Special	Special	3	5	4	41

(1) Limited to one per company. (2) Limited to medium sized and higher companies.
(3) Limited (up to one) to larger sized companies. (4) Available to all companies.

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
Rifle or SMG Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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GAEA PRIME STAR ARMY

ISS Trooper, only the best.

CURRENT HISTORY

***"GAEA PRIME** is Mother. From her good graces the known worlds were populated. We are all her children and from her all that is good flows. Honor thy Mother."*

So goes the Mantra of the civilization known as Gaea Prime. The premise is that from the randomness of the **ABYSS** Gaea brought order. And it is the duty of the children of Gaea to continue to bring order to all they encounter. It is to this end the Gaea Prime armed forces have evolved.

Bringing "order from chaos" requires a variety of forces. The most common one is the **PLANETARY MILITIA.** All populated worlds that have progressed from "**RESURRECTION**" to "**COLONIZATION**" have a Planetary Militia. These are Colonists that live on the world and act as a defensive force. They are expected to keep order and defend the planet from indigenous enemies. However, they do not act like the **POLICE** but instead band together in time of need. Although technically not a direct part of the **STAR ARMY (SA)**, all Planetary Militia units fall under their direct jurisdiction. As the population grows in size additional military forces are sent out from Gaea Prime. These are called **PLANETARY DEFENSE FORCES (PDF).**

The PDF are regular Star Army units whose members are not recruited from the planet they are assigned to guard. They routinely rotate out to other planets so as not to develop an affinity for their current assignment. The PDF does not replace the Planetary Militia but instead is intended to supplement them. Co-operation between the two will vary and is dependent upon many factors. In a perfect world the two work hand in hand, but in reality the relationship can become strained. The PDF, like the Planetary Militia, are planet bound.

The actual Star Army is a combined arms force with interplanetary capabilities. Unlike the PDF all Star Army regular units consist of well-trained soldiers that have seen combat at one level or the other. While the PDF is a purely defensive force the Star Army is used on the offensive. Star Army troops are used to invade hostile worlds. As the saying goes, "Taking the war to the enemy one planet at a time." On the cutting edge of the Star Army are the elite forces known as the **INTERPLANETARY SPECIAL SERVICES (ISS).**

The ISS is always at the front of any invasion. They are always the ones dispatched when there is a **BUG** infestation. These elite forces are known as the **"HAND OF GAEA".** Their job is to go in and "stabilize" any situation and then turn it over to the Star Army. The ISS is a self-governing entity that has it's own interplanetary travel capabilities, air support, armored fighting vehicles, and supply centers. The special units known as **SYMONS** only work under ISS supervision. Only veterans with extensive Star Army experience are considered for placement in the ISS.

TYPES OF ENCOUNTERS

Planetary Militias use the **ADVENTURERS** Encounter Table when not called to duty and the **MILITARY** Encounter Table when pressed into service.

The PDF, Star Army, and ISS will use the **MILITARY** Encounter Table.

PRIMARY MOTIVATOR

Planetary Militia can use any of the motivators available to Basics.

The PDF will use the **COLONIZATION** motivator while the Star Army and ISS use **CONQUEST.**

GAEA PRIME ORGANIZATION

Following are the organization and stats (O&S) for the various arms of the Gaea Prime Star Army.

PLANETARY MILITIA ORGANIZATION

Planetary Militia squads have no real organization. When duty calls they "just show up".

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PLANETARY MILITIA

ORGANIZATION -	Members
# Groups	Varies
Dice Generation	1d6 +? (1)
Leader Rep	Varies (2)
Basic Rep	Rep 5 (1) (83 pts) Rep 4 (2-4) (66 pts) Rep 3 (5-6) (50 pts)

(1) Members come in all numbers from lone characters to groups of unlimited potential.
(2) There is no standard Rep for the Planetary Militia Leader.

ATTRIBUTES

Planetary Militia do not share common Attributes but exhibit a wide variety of them.

WEAPONS

As the Planetary Militia is an "ad hoc" formation they have a wide variety of weapons available.

ARMOR

Planetary Militia armor varies according to the following tables.

2 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)

PM 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 **	6	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	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

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
Rifle with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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PDF ORGANIZATION

PDF squads consist of ten squaddies when at full strength. Each squad is divided into two teams of five. The senior NCO commands the 1st team while junior NCO commands the second.

Three squads form a platoon.
Three platoons form a company.
Ten companies a battalion.

PDF	
UNIT ORGANIZATION - Platoon	**Soldiers**
# Squads	3
# Men per Squad	10 (1)
Dice Generation	6 + 1d6
NCO	Rep 5 (1-4) (83 pts) BA Pistol Rep 4 (5-6) (66 pts) BA Pistol
Jr NCO	Rep 5 (1-2) (83 pts) BA Pistol Rep 4 (3-6) (66 pts) BA Pistol
Squaddies	Rep 5 (1) (83 pts) Rep 4 (2-4) (66 pts) Rep 3 (5-6) (50 pts) Assault Rifle

(1) Squad strength may exceed ten on some occasions.

PDF soldiers do not share common Attributes but exhibit a wide variety of them.

WEAPONS

The PDF have a limited number of weapons at their disposal. They are:

- **BA Pistol** – Carried by NCOs and officers.
- **Assault Rifle** – Carried by the average squaddie.
- **SAW** – Limited to one per squad.
- **Grenade** – Carried by each soldier.
- **Rifle Launched Grenades** –One per squad.

SUPPORT WEAPONS

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

- **HMG** – Two man team operated.
- **Rocket Launcher** – Two man team.
- **Heavy Mortar** – Two man team operated.
- **Flame Thrower** – One man operated.
- **AP Mine** – Three per section.
- **AT Mine** - Three per section.
- **Satchel Charge** - Three per section.

ARMOR

PDF soldiers have Soft Body Armor (27 points) as standard issue with NCOs and officers having Hard Body Armor (68 points).

ATTRIBUTES

PDF 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
Assault Rifle	48	3	3	2	Special	Special	Special	3	NE	NE	41
SAW	48	4	3	2	Special	Special	Special	3	0	NE	58
Grenade	6	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
Rocket Launcher	48	3” circle/1	OD	5	Special	Special	Special	OD	5	4	116/40
HMG	60	4	5	4	Special	Special	Special	5	1	1	106
Heavy Mortar	Unlimited	10” circle	2	1	Special	Special	Special	2	NE	NE	82/14
Flame Thrower	12	3” circle	4	3	Special	Special	Special	3	5	4	84
AP Mine	x	5” circle	2	1	Special	Special	Special	0	NE	NE	14
AT Mine/ Satchel Charge	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	2	1	0	0	1	2	0	NE	NE	4
Combat Knife	x	1	3	2	0	0	2	3	0	NE	NE	8
Assault Rifle w/Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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STAR ARMY ORGANIZATION

SA squads consist of ten squaddies when at full strength. Each squad is divided into two teams of five. The senior NCO commands the 1st team while junior NCO commands the second.

Three squads form a platoon.
Three platoons form a company.
Ten companies a battalion.

STAR ARMY	
UNIT ORGANIZATION -	
Platoon	**Soldiers**
# Squads	3
# Men per Squad	10 (1)
Dice Generation	6 + 1d6
NCO	Rep 5 (1-5) (83 pts) Laser Carbine Rep 4 (6) (66 pts) Laser Carbine
Jr NCO	Rep 5 (1-4) (83 pts) Laser Carbine Rep 4 (5-6) (66 pts) Laser Carbine
Squaddies	Rep 5 (1-2) (83 pts) Rep 4 (3-5) (66 pts) Rep 3 (6) (50 pts) Laser Rifle

(1) Squad strength may exceed ten on some occasions.

ATTRIBUTES

SA soldiers share the following Attributes.

- **Agile:** When the figure is "fast moving" he does not suffer any penalty when firing.
- **Fast:** Able to move 2 extra inches each move.

WEAPONS

The job of the Star Army is to "Take the war to the enemy one planet at a time." To accomplish this they have a wide variety of weapons to choose from. They are:

- **Laser Carbine** – Carried by NCOs and officers.
- **Laser Rifle** - Carried by the basic squaddie.
- **Rapid-fire Laser Rifle** - Limited to one per team.
- **Inferno Grenade Launcher**- Limited to one per team.

SUPPORT WEAPONS

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

- **HMG** – Two man team operated.
- **Rocket Launcher** – Two man team operated.
- **Heavy Mortar** – Two man team operated.
- **Plasma Gun** – One man operated.
- **Anti-Air Launcher** – One man operated.
- **AP Mine or AT Mine** – Three per section.
- **Breach Mine** - Three per section.
- **Inferno Mine –** Three per section.

ARMOR

Star Army soldiers have Hard Body Armor (68 points) as standard issue. When a full platoon is deployed one squad will have Exo Armor (152 points)

SA WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Laser Carbine	24	2	4	3	Special	Special	Special	4	2	1	36
Laser Rifle	48	1	4	3	Special	Special	Special	4	2	1	20
Rapid-fire Laser Rifle	48	3	4	3	Special	Special	Special	4	2	1	52
Inferno Grenade Launcher	24	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
AT Mine	x	1	4	3	Special	Special	Special	3	5	4	41
Breach Mine	x	3" circle/1	4	3	Special	Special	Special	3	5	4	41
Inferno Mine	x	10" circle	OD	5	Special	Special	Special	OD	5	4	189

For melee weapons use PDF stats.

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ISS ORGANIZATION

ISS squads consist of nine squaddies when at full strength. Each squad is divided into three teams of three. The senior NCO commands the 1st team while junior NCOs command the second and third.

Three squads form a platoon.
Three platoons form a company.
Five companies a battalion.

ISS	
UNIT ORGANIZATION - Platoon	**Drones**
# Squads	3
# Men per Squad	9 (1)
Dice Generation	4 + 1d6
NCO	Rep 5 (83 pts) RFL/GL
Jr NCO	Rep 5 (83 pts) RFL/GL
Squaddies	Rep 5 (1-4) (83 pts) Rep 4 (5-6) (66 pts) RFL/GL

(1) Squad strength may exceed nine on some occasions.

ATTRIBUTES

ISS soldiers share the following Attributes.

- **Agile:** When the figure is "fast moving" he does not suffer any penalty when firing.
- **Fast:** Able to move 2 extra inches each move.
- **Combat artist:** Never count less than pass 1d6 when in melee.

WEAPONS

The ISS will always take on the toughest jobs and the type and number of weapons available allows them to do so with confidence. They are:

- **Rapid-fire Laser/Grenade Launcher** – Carried by all troopers the RFL/GL combines a laser with a grenade launcher.

SUPPORT WEAPONS

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

- **HMG** – Two man team operated.
- **Rocket Launcher** – Two man team operated.
- **Heavy Mortar** – Two man team operated.
- **Plasma Gun** – One man operated.
- **Anti-Air Launcher** – One man operated.
- **AP Mine** – Three per section.
- **Inferno Mine –** Three per section.

ARMOR

All ISS soldiers have Battle Armor (400 points) as standard issue.

ISS WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
RFL/GL – RFL Inferno Launcher	48 24	3 5" circle	4 OD	3 5	Special Special	Special Special	Special Special	4 OD	2 5	1 4	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

For melee weapons use PDF stats.

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GRATH

"I didn't ask you how many of them there were, just where they were…"

CURRENT HISTORY

The **GRATH** are definitely **XENOFORMS.** According to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME** they are truly unique**.** This is because the Grath is *not* a single living organism but instead it is composed of literally thousands of organisms. The control and function membrane that runs through the interdependent system that comprises the Grath keeps these organisms together. Due to this unique arrangement the Grath can rearrange or regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the "head" which if done instantaneously will provide a terminal "system shock".

Graths survive solely by fluid intake. They have the ability to convert most fluids into the necessary nourishment it needs to survive. Just a word to the wise, they do not care where they obtain this fluid.

The Grath is the perfect warrior. Graths will fight anyone (including each other), any place, anytime, and are in constant demand as mercenaries throughout the 5150 universe. Only in **GAEA PRIME** controlled areas are the Grath not used. In fact, any Grath caught in Gaea Prime areas are immediately destroyed.

Graths prefer hand-to-hand combat and will always toss aside their weapons to do so. Where these weapons come from and how they are manufactured no one knows.

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

TYPES OF ENCOUNTERS

The Grath use the **ADVENTURERS** Encounter Table when not employed as a mercenary. When used as a mercenary they either use the **ADVENTURERS** or **MILITARY** Encounter Table depending upon their employer.

PRIMARY MOTIVATOR

When at war for themselves the Grath are motivated by **CONQUEST**. When used as mercenaries they will take on the motivator of their employer *regardless* of what it may be.

GRATH ORGANIZATION

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

Grath squads consist of ten squaddies when at full strength. Each squad is divided into two sections of five. The senior NCO commands the first section while the junior NCO commands the second.

Three squads form a platoon.

Two platoons form a company.

Five companies a battalion.

GRATH

UNIT ORGANIZATION - Platoon	Soldiers
# Squads	3
# Men per Squad	10 (1)
Dice Generation	6 + 1d6
NCO	Rep 4 (66 points) BMP
Jr NCO	Rep 4 (66 points) BA SMG
Squaddies	Rep 4 (66 points) BA Assault Rifles

(1) Squad strength may exceed ten on some occasions.

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.

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WEAPONS

The Grath have a wide variety of weapons…very large weapons. Due to their large size they can utilize very heavy and larger caliber weapons. This is reflected in the Impact Ratings of the weapons. Any non-Grath sized person attempting to use them will do so at a –2 to their Rep.

- **BA Machine Pistol** – Carried by NCOs and officers.
- **BA SMG** – Carried by NCOs.
- **BA Assault Rifles** – Carried by the average squaddie.
- **Grenade** – Carried by each soldier.
- **Grenade launcher** – Limited to one per section.
- **LMG** – One per squad.

Graths will always melee unarmed. They prefer to put away their weapons and rely upon their massive fists instead. It takes the Grath one Activation to recover their weapons after melee.

SUPPORT WEAPONS

In addition to the basic squad weapons the Grath 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.

- **Rocket Launcher** – Two man team operated.
- **Heavy Mortar** – Two man team operated.
- **Anti-Air Launcher** – One man operated.

ARMOR

Grath soldiers go into combat with hard body armor Grath. Whenever a result of OD is called for the shooter must roll 1d6. On a score of "1" the Grath has taken a "head shot" and is really OD. Any other result and the Grath remains standing and will not take a Received Fire check. (232 points)

GRATH WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
BA Machine Pistol (BMP)	12	3	2	1	Special	Special	Special	2	NE	NE	22
BA SMG	24	3	2	1	Special	Special	Special	2	NE	NE	24
BA Assault Rifle	48	4	5	4	Special	Special	Special	5	1	1	106
Grenades (1)	9	5" circle	2	1	Special	Special	Special	0	NE	NE	14
Grenade Launcher	36	5" circle	2	1	Special	Special	Special	0	NE	NE	18/14
LMG	48	6	4	3	Special	Special	Special	4	0	NE	86
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
Anti-Air Launcher	Unlimited	3" circle/1	OD	5	Special	Special	Special	OD	5	4	53

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	3	3	27

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HISHEN

Hishen Drone

CURRENT HISTORY

Inhabitants of the middle rings the **HISHEN** are the most technologically advanced of all the **CLONE RACES.** Slightly less than human size these gray skinned beings are the bane of freedom. The sole purpose of the Hishen is to expand their domain and control any and all races they meet.

To this end they have perfected the art of entrapping and enslaving all they come into contact with. The Hishen Empire consists of many thousands of Hishen Drones and a very small ruling class. It is estimated that for every one Drone there is at least 100 slaves coming from a wide variety of races. These slaves perform a variety of functions from menial chores up to participation in governmental administration. Although slaves have been known to rise to power in the Empire the lowest Drone is still of higher rank than the highest slave and any Drone may kill any slave without any repercussions.

Hishen slave fleets routinely search out new races to feed the insatiable demands of the Empire. It is customary that these fleets are manned partly by Hishen Drones and partly by "trusted" slaves. The Hishen will use any means available to capture others including seduction, force, and even purchasing from others.

While slaver fleets scour the universe the bulk of the Hishen Drones are used in warfare. It is not uncommon for the Hishen to invade a planet with the purpose of bringing it into their Empire. The bulk of the Hishen army is made up of Drones with the remainder fleshed out with slaves. The Hishen also have large numbers of **GRATH** mercenaries which function as elite units.

The Hishen have a unique way of communicating with each other. Because they share identical "code" the Hishen can send vast amounts of communication to each other instantly. To the outsider this may sound like an incessant drone similar to insects in flight. Communication between Hishen and other races is by standard **UNIVERSAL VOICE BOXES**.

On the battlefield the Hishen will always try to capture OOF enemy. However, they do not bother to retrieve their own casualties.

TYPES OF ENCOUNTERS

The Hishen use the **ADVENTURERS** Encounter Table when working as "slavers" and the **MILITARY** Encounter Table when at war.

PRIMARY MOTIVATOR

The Hishen will stop at nothing short than complete dominance. This "inherent right" is manifested in the **RELIGIOUS FERVOR** motivator.

HISHEN ORGANIZATION

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

Hishen squads consist of twelve squaddies when at full strength. Each squad is divided into three teams of four. The senior NCO commands the 1st team while junior NCOs command the second and third.

Three squads form a platoon.
Three platoons form a company.
Ten companies a battalion.

HISHEN

UNIT ORGANIZATION - Platoon	Drones
# Squads	3
# Men per Squad	12 (1)
Dice Generation	8 + 1d6
NCO	Rep 3 (66 pts) Parak Pistol
Jr NCO	Rep 3 (66 pts) Parak Pistol
Squaddies	Rep 3 (66 pts) Parak Rifle (2)

(1) Squad strength may exceed twelve on some occasions.
(2) One team in each squad may consist of solely Parak SMGs.

SPECIAL

All Drones will have a Rep of 3. Being a Clone Race the Hishen function slightly differently than others. Drones will always remain within 1" each other. When finding themselves separated they will immediately attempt to return to this distance.

When grouped together like this they function as if one figure. This is represented by the following procedures.

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- All Hishen are Rep 3. For each additional Hishen within 1" and in the same group or team their Rep will increase by 1 point but will never count higher than 5.
- The combined Rep is used for Activation as well.
- When firing, the combined Rep of the group is counted. Example – A team of three Drones would could as a Rep 5 for shooting. (Base 3 +1+1) A Hishen team always counts as if firing one weapon and always counts the best weapon in the group.
- When throwing grenades use the base Rep of 3. Only one grenade at a time may be tossed per group.
- When taking a Reaction test the combined Rep of the group is counted. Example – A team of two Drones would count as a Rep 4 for reaction. (Base 3 +1). A Hishen team will roll only one set of dice when making a reaction test and the whole team follows the result.
- As Drones are either OD or OOF their Rep is subtracted from the combined team Rep. Example – A team of three Drones are fired upon. Their current Rep is 5. One member is hit and OOF. They would now count as Rep 4.
- In addition as Hishen groups take casualties they must also take a Received Fire test. In the above example the two remaining Hishen would take a received Fire test at a Rep of 4.
- When in melee the Hishen count individually and use their base Rep of 3.

NOTE: Hishen are very dangerous when grouped together.

ATTRIBUTES

All Drones 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.

WEAPONS

The Hishen have a wide variety of weapons. Slaver forces usually are limited to pistols, rifles, SMGs, and grenades whereas invasion and defense forces are allowed access to all types.

"A dead slave is a useless slave" is an old Hishen saying and Hishen weaponry reflects this. When outnumbering their foe by two or more times the Hishen will set their weapons to stun or immobilize their enemy. This means that any Impact Rating is reduced to 0. This includes their grenades as well. However, if confronted by enemies of that they do not outnumber they will set their weapons to normal Impact.

- **Parak Pistol** – Carried by NCOs and officers.
- **Parak Rifle** – Carried by majority of squad members.
- **Parak SMG** – May be carried by one team of each squad.
- **Grenade** – Carried by each drone.
- **Grenade Launcher** – Limited to one per squad.

SUPPORT WEAPONS

In addition to the basic squad weapons the Hishen 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.

- **HMG** – Two man team operated.
- **Rocket Launcher** – Two man team operated.
- **Light Mortar** – Two man team operated.
- **AP Mine** – Three per section.
- **AT Mine** – Three per section.
- **Satchel Charge** – Three per section.

ARMOR

- All Hishen enter combat with Soft Body armor (27 points).

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HISHEN WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Parak Pistol	12	2	1	0	Special	Special	Special	1	NE	NE	4
Parak Rifle	24	1	3	2	Special	Special	Special	3	NE	NE	13
Parak SMG	24	3	1	0	Special	Special	Special	1	NE	NE	9
Grenades	4	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
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
Light Mortar	Unlimited	5” circle	2	1	Special	Special	Special	2	NE	NE	41/14
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
Satchel Charge	x	3” circle/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	2	1	0	0	1	2	0	NE	NE	4
Combat Knife	x	1	3	2	0	0	2	3	0	NE	NE	8
SMG or Rifle with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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HYDRISSIANS

Hydrissian "regular" with "Dis-gun".

CURRENT HISTORY

The **HYDRISSIANS** hold the distinction of being the hardest to find alien race in the known universe. Evidence garnered by the esteemed **PANG XU SMITH** points to them as being amongst the oldest races in the known universe. This fact makes their late discovery only more remarkable. This is directly attributed to the Hydrissians ability to mask communications channels by the use of particle resonance technology. (See P X Smith's paper on this subject entitled, **'HELLO, IS THERE ANYBODY OUT THERE?"**

According to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME** the Hydrissians are indeed **XENOFORMS**. This is easily confirmed upon visual inspection as the Hydrissians resemble a reptilian race but with their own uniqueness. The ASI has also put forward that the Hydrissians are the most advanced Xenoform yet discovered.

The Hydrissians are a **CLAN** based society with political power being wielded by the **HYDRISSIAN SENATE**, which sees to the common good of the Hydrissians both on their home world **HYDRIS PRIME** and amongst their colonies amongst the stars. Hydrissian Nobles concern themselves with garnering favor for their clan with the Senate. Doing this may require the making and breaking of temporary alliances with other clans and this often results in the disgrace and exile of a Noble faction. Many times the Hydrissians that you will meet are members of the retinue of one such exiled faction. These "wandering" Nobles are viewed as " alien agitators, usurpers, opportunists, and outright criminals." Hydrissians make great **FREE COMPANIES** and can often be found as hired out mercenaries in some of the most "questionable" areas of the universe.

TYPES OF ENCOUNTERS

The Hydrissians use the **MILITARY** Encounter Table when at war and the **FREE COMPANIES** Encounter table when appropriate.

PRIMARY MOTIVATOR

The Hydrissians are a **PROFIT** based race when members of a Free Company but tend to be **COLONIZATION** motivated when at war.

HYDRISSIAN ORGANIZATION

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

Hydrissian squads consist of five squaddies when at full strength. Each squad is commanded by a "Diplomat" and consists of him, a heavy weapons squaddie and three regulars. This is common when found both in Military units and Free Companies

Three squads form a platoon.
Three platoons form a company.
Five companies a battalion.

HYDRISSIANS

UNIT ORGANIZATION - Platoon	Warriors
# Squads	3
# Men per Squad	5(1)
Dice Generation	3 + 1/2d6
Diplomat	Rep 5 (1-4) (83 pts) Staff and Pistol Rep 4 (5-6) (66 pts) Staff and Pistol
Squaddies	Rep 5 (1) (83 pts) Rep 4 (2-5) (66 pts) Rep 3 (6-6) (50 pts) Dissembler Gun

(1) Maximum number of actual figures regardless of total rolled.

ATTRIBUTES

All Hydrissians share the following Attributes:

- **Brawler:** Adds 1d6 when in melee but can still only count the best two.
- **Unsteady:** Due to their physiology they cannot go prone when Knocked Down will count a –2 to their Rep when attempting to recover.
- **Wobbly:** May only roll 1d6 when attempting to Fast Move.

WEAPONS

The Hydrissians have a wide variety of unique weapons used for a variety of purposes. They are feared for their "Dissembler" guns that are

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capable of "dissembling" small bits of "soft" matter in localized blasts. This effect usually destroys whatever it hits and those surviving a dissembler blast can attribute it to having taken the hit in a limb. This of course will cause the target to amputate the limb if there is any hope of survival.

Special Military units known as "Sentinels" will also carry **fire lances** that can fire a blast as well as excel in melee.

In addition, Military Hydrissians have access to Singularity Bombs. These weapons in effect open up a temporary "black hole" that destroys any target whether soft skin or even armored. They are however a very dicey proposition, as they can only be tossed 4" and have a blast circle of 4".

Hydrissians have been known to also use captured weapons from other races and these stats will appear in their weapons table.

- **Dissembler Gun** – Carried by all Hydrissians.
- **Diplomatic Staff** – Carried by Diplomats.
- **Fire lance** – Carried by Sentinels only.
- **Singularity Bombs** – Carried by each soldier.
- **"Thump" Gun** – Limited to one squad.

SUPPORT WEAPONS

In addition to the basic squad weapons the Hydrissians 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.

- **Cyclone armored Hydrissian** – Battle armored Hydrissian. Rep 5 (83 pts) and armed with Thump Gun and wearing Cyclone Armor. The armor allows for them to ignore the Wobbly and Unsteady Attributes and instead function normally. Cyclone armor functions a Exo-armor (152 points) in all other circumstances.
- **Sentry Mortar** – Two man team operated.
- **Sentinel team** – Three Hydrissian shock team used for melee. Rep 5 (83 pts) armed with fire lance and Absorption armor (102 pts).
- **Singularity bomb** – Three per section (225 pts).
- **Arachnid Support Gun (NOVA Bombard)** – One-manned rocket launcher. Moves only 3" and used mostly in static defense.
- **Arachnid Mini Gun** – One-manned heavy support weapon. Moves only 3" and used mostly in a fire support role.

ARMOR

- All Hydrissians enter combat with Hard Body armor (68 points).

HYDRISSIAN WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Dissembler Gun	12	1	3	1	Special	Special	Special	3	NE	NE	4
Fire Lance	12	1	4	3	Special	Special	Special	4	2	1	43
"Thump Gun"	24	5" circle	2	1	Special	Special	Special	0	NE	NE	15/14
Grenades (1)	4	5" circle	2	1	Special	Special	Special	0	NE	NE	14
"Thump Gun"	48	5" circle	5	4	Special	Special	Special	5	1	1	106
Arachnid Support Gun	48	3" circle/1	OD	5	Special	Special	Special	OD	5	4	116/40
Assault Rifle (1)	48	3	3	2	Special	Special	Special	3	NE	NE	41
Sentry Mortar	unlimited	6	4	3	Special	Special	Special	4	0	NE	82/24
Arachnid Mini- Gun	48	6	4	3	Special	Special	Special	4	0	NE	86

(1) Represents captured or purchased weapons used by Free Companies.

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
Fire lance (1)	x	3	3	3	3	3	3	3	3	3	3	43
Diplomatic staff	x	1	4	3	0	0	3	4	0	NE	NE	12

(1) The point cost of the fire lance reflects the total cost.

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RAZORS

Pure evil?

CURRENT HISTORY

According to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME** strictly speaking **RAZORS** are not considered Xenoforms. According to the ASI Razors share more than the defining five major "codes" found in humanoids. It should be noted that this is speculation as there is no evidence of any Razor participation in any ASI studies.

Having said this we do know that the Razors are one of the most secretive races in the 5150 universe. Only females of the species have ever been encountered and whether there are males one can only speculate.

The Razors have a complex sensory system that allows them to process info and react at rapid speeds. Think of the chess player of antiquity that could "see" ten moves ahead. The Razor can see that far ahead and react immediately.

Razors are usually encountered in small numbers. Individual Razors have been known to accept employment as **EMPATHS** but for reasons unknown. They appear to be self-sufficient and need little to sustain life. Unsubstantiated rumours link Razors to cannibalism. Perhaps this is why no males have ever been seen.

They have a very close relation with the **HISHEN** and are used to re-think and advise the ambitions of the Hishen Empire. It is unclear if they are slaves or independent beings in Hishen employ. There have been reports that Razors have been seen accompanying Hishen Drone forces in combat. There use can only be speculated.

Razors have extended hands and nails that serve as natural weapons. Razors secrete neurotoxins that can be fatal on contact. The toxins mutate to conform to any organism with only the **GRATH** being the known exception. They prefer not to use weapons but have been known to resort to their use for self-preservation.

Witnesses report the ability of the Razors to focus a mental "blast" similar to that used by **WAVERS.** Combine this with very fast reflexes, developed musculature, and excellent hand-to-hand combat skills the Razors are formidable foes. Thankfully they are found in small numbers.

TYPES OF ENCOUNTERS

The Razors use the **ADVENTURERS** Encounter Table when working for themselves and the **MILITARY** Encounter Table when found in Hishen military units.

PRIMARY MOTIVATOR

The Razors are the ultimate survivalists and the **PROFIT** motivator manifests this. When taking a **STAY OR GO** test they will count as part of the group but with their own motivator.

RAZOR ORGANIZATION

Following is the organization and stats (O&S) for one or more Razors when encountered.

RAZORS

ORGANIZATION -	Travelers
# Squads or Groups	NA
# Attached to Groups (1)	1 to 3
Dice Generation	1/2d6
Leader Rep	Rep 5 (83 pts)
Basic Rep	Rep 5 (1 – 3) (83 pts) Rep 4 (4 – 6) (63 pts)

(1) In addition to being encountered in solely Razor groups they can be attached to other races such as the Hishen.

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.**

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- He rolls only 1d6 when 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 compares the results to the **BULLET MOVE TABLE** on the Razor QRS.
- **Combat artist:** May never count lower than passing 1d6 regardless of scores.
- **Cold as Ice:** Never Outgunned.

WEAPONS

The Razors can use conventional weapons if need be. However, this occurs only as a last resort and from any weapons they may scavenge during the fight.

Their primary weapons are their extended nails and a mental blast.

The nails are used only in melee and the toxins can affect all known races with the exception of the Grath. Whenever a hit is scored in melee use the following **RAZOR TOXINS TABLE** instead of using the **MELEE DAMAGE TABLE.** The target rolls 2d6 versus its Rep and reads the results from the table

2 RAZOR TOXINS TABLE

Pass 2d6
- Target fights off the effects of the toxins and continues fight. However, if exposed to the toxins again may only roll 1d6 for this test.

Pass 1d6
- Target becomes paralyzed and may not move until a recovery check is made after the battle.

Pass 0d6
- Target dies from the poison.

Razors may also use a mental "blast" as outlined below.

- The Razor may "fire" her blast as if firing a normal weapon. This means she may use her blast whether active or in reaction and must use the **RANGED TO HIT TABLE** as well.
- Razors may only fire their blast at what they can see. However, concealment, cover, and "fast moving" do not affect the blast.
- The mental blast affects all targets regardless of the armor they are wearing.
- Rep 5 or higher Razors can engage up to 2 targets within 2" of each other. Rep 4 Razors can only engage one target at a time.

When hit by a mental blast the target rolls 2d6 versus their Rep and compares the results to the table below.

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*.

*Targets that would normally be able to absorb more than one OD result are still OD when subjected to a mental blast attack.

ARMOR

Razors count as unarmored or "None" (0 points).

RAZORS WEAPONS	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Mental "blast"	24	1 or 2	0	0	0	0	0	0	0	0	0	105/210

MELEE WEAPONS	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Extended nails	x	varies	0	0	0	0	0	0l	0	NE	NE	85

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SCRUNTS

Typical Scrunt irregular infantry.

CURRENT HISTORY

SCRUNTS is the generic term used for the gregarious race of robust humanoids that live, well, all over. Scrunts can be found everywhere from the ninth and outer Rings to **GAEA PRIME** herself. These highly adaptable people have colonies on almost every inhabitable planet regardless of who owns it. Due to this ability to blend it is difficult to pinpoint the Scrunt home world and asking ten different Scrunts about it will get you ten different answers.

The Scrunts have always taken to other humanoids and have been fast allies. Because of this Scrunt mercenaries can be found fighting for almost everyone. Scrunts, like many other races, have no qualms in fighting on the opposite sides during battle yet have no hesitation is becoming fast friends with their enemies after the battle is over.

Physically Scrunts are smaller than "basics" yet much more stocky than the Hishen. They are a hardy stock that can walk for long distances with little sign of fatigue.

In war most Scrunts are considered "regular" soldiers with traditional tactics. However, there is an elite arm of Scrunts called **"IRREGULARS"** that forsake traditional war and are adept at guerilla fighting. These Irregulars are prized as mercenaries and command a high price.

Female Scrunts have also been known to fight along side their male counterparts.

Scrunts make excellent **FREE COMPANIES** and **ADVENTURERS** as well as fine soldiers.

TYPES OF ENCOUNTERS

Scrunts will use the **ADVENTURERS** Encounter Table. Keep in mind however; if they choose to join the **MILITARY** or **FREE COMPANIES** they must use that appropriate table.

PRIMARY MOTIVATOR

Scrunts will start out using the **COLONIZATION** Primary Motivator. However, they are allowed to make *one* motivator switch to either **CONQUEST** or **PROFIT** once in their career. In addition, they may return to their original Primary Motivator but must remain there.

SCRUNT ORGANIZATION

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

Scrunt squads consist of twelve squaddies when at full strength. Each squad is divided into two teams of six. The senior NCO commands the 1st team while the junior NCO commands the second.

Two squads form a platoon.

Two platoons form a company.

Five companies a battalion.

SCRUNTS

UNIT ORGANIZATION - Platoon	Scrunts
# Squads	2
# Men per Squad	12 (1)
Dice Generation	9 + 1d6 (1)
NCO	Rep 5 (83 pts) BA Machine Pistol
Jr NCO	Rep 5 (1–3) (83 pts) Rep 4 (4–6) (66 pts) BA Machine Pistol
Squaddies	Rep 5 (1–2) (83 pts) Rep 4 (3–6) (66 pts) BA Submachine Gun

(1) May not exceed 12 figures regardless of total scored.

ATTRIBUTES

All Scrunts share the following Attributes:

- **Infrared vision:** Able to see normal distances in the dark.
- **Resilient:** Treats first OOF as knocked down.
- **Steady:** May move 12" regardless of terrain.

  In addition, Scrunt Irregulars also have.
- **Stealthy:** If motionless behind cover, cannot be seen at all beyond 12" when fired at multiple dice weapons will subtract 1d6.

WEAPONS

The Scrunts usually have the following weapons at their disposal when at war. Keep in mind

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this can change if they are adventuring or a member of a Free Company.

- **BA Machine Pistol** – Carried by NCOs and officers.
- **BA Sub Machine Gun** – Carried by the average squaddie.
- **SAW** – Limited to one per squad.
- **Grenade** – Carried by each soldier.
- **Mini Gun** – Limited to one per squad.
- **Rocket Launcher** – Limited to one per squad.

SUPPORT WEAPONS

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

- **HMG** – Two Scrunt team operated.
- **Heavy Mortar** – Two man team operated.
- **Flame Thrower** – One man operated.
- **AP Mine** – Three per section.
- **AT Mine** - Three per section.
- **Satchel Charge** - Three per section.

ARMOR

- Scrunts at war will have either no armor (0 pts) if Irregulars or Soft Body armor (27 pts) if regulars.

SCRUNT WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
BA Machine Pistol	24	3	2	1	Special	Special	Special	2	NE	NE	22
BA Sub Machine Gun	24	3	2	1	Special	Special	Special	2	NE	NE	24
Grenade	6	5” circle	2	1	Special	Special	Special	0	NE	NE	14
SAW	48	4	3	2	Special	Special	Special	3	0	NE	58
Mini Gun	48	6	3	2	Special	Special	Special	3	0	NE	86
Rocket Launcher	48	3” circle/1	OD	5	Special	Special	Special	OD	5	4	116/40
HMG	60	4	5	4	Special	Special	Special	5	1	1	106
Heavy Mortar	Unlimited	10” circle	2	1	Special	Special	Special	2	NE	NE	82/14
Flame Thrower	12	3” circle	4	3	Special	Special	Special	3	5	4	84
AP Mine	x	5” circle	2	1	Special	Special	Special	0	NE	NE	14
AT Mine/ Satchel Charge	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	2	1	0	0	1	2	0	NE	NE	4
Combat Knife	x	1	3	2	0	0	2	3	0	NE	NE	8
SMG with Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12

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SPUGS

Space Bugs or simply Spugs.

CURRENT HISTORY

SPUGS are definitely **XENOFORMS.** According to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME** they could be the distance cousins of the **HAFERS** but are truly unique. They are one of a handful of Xenoforms that emulate humanoid behavior and desires. That is when they are encountered alone or in small groups. As a race the Spugs are totally different. En masse they descend upon unsuspecting worlds with the intent of either stripping them of whatever useful resources they may have or turning them into "hive worlds" whose purpose is to act as a breeding ground for more Spugs.

Spugs are divided into drones, "Alphas", and "Omegas". The drones are the most plentiful with the Alphas and Omegas occupying positions of power. All Spugs are from specific demi-hives and therefore are shared larvae. Once they break pupae and emerge from their cocoon they shared a commonality that allows for non-verbal communication between members counting as in comm link. Special uni-larvae Comm drones have been bred to provide communication between the separate demi-hives for without them the different demi-hives cannot function together.

The Spugs are highly militaristic and have an acute sense of survival. When found alone and in untenable positions they have been known to become mercenaries and bodyguards willing to work for anyone. It is often said that if you can't afford a **GRATH** at least hire a Spug.

Unlike other races the Spugs are well documented. Perhaps this is due to them being the common enemy of many races.

TYPES OF ENCOUNTERS

The Spugs use the **MILITARY** Encounter Table when not employed as a mercenary. When used as a mercenary they can either use the **ADVENTURERS** or **MILITARY** Encounter Table depending upon their employer.

PRIMARY MOTIVATOR

SPUGS want to overrun the known galaxies and are motivated by the **CONQUEST** motivator.

SPUG ORGANIZATION

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

Spug squads consist of ten squaddies when at full strength. Each squad is divided into two teams of five. The senior Alpha commands the 1st team while the junior Alpha commands the second.
Two squads form a platoon.
Two platoons form a company.
Five companies a battalion.

SPUGS

UNIT ORGANIZATION - Platoon	SPUGS
# Squads	3
# Men per Squad	10(1)
Dice Generation	6+ 1d6 (1)
Alpha	Rep 5 (1-2) (83 pts) Rep 4 (3-6) (66 pts) Machine Pistol
Jr Alpha	Rep 4 (1-2) (66 pts) Machine Pistol
Squaddies	Rep 5 (1-2) (83 pts) Rep 4 (2-5) (66 pts) Rep 3 (6) (50 pts) Rifle/SMG

(1) May be up to 12 figures.

ATTRIBUTES

All Spugs share the following Attributes:

- **Hard as nails:** Treat first Obviously Dead result as a Knock Down instead.
- **Nerves of steel:** Not subject to Duck Back.
- **Shortsighted:** -1 to Rep penalty on In Sight checks.
- **Slow:** Subtract 2" from move.
- **Driven:** Will never seek cover and when encountering it will still move their maximum distance.
- **Cold as Ice:** Never outgunned.

WEAPONS

The Spugs have a small number of weapons but each has a specific purpose. They employ "shard"

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technology in their smallarms. These are single load projectile weapons that fire rounds that explode into metallic "shards" that tear into the target accounting for their high Impact. *Spugs cannot target more than one target when firing but instead concentrate all rounds onto one target.*

The Toxcannon is the basic squad or "pack" support weapon and is an "over-under" rig that is multi-purpose. The "over" part functions as a grenade launcher effective against personnel while the "under" is a plasma thrower especially effective against vehicles and static defensive positions. Each squad has one of these weapons for its use. They are:

- **Machine Pistol** – Carried by NCOs and officers.
- **Submachine Guns** – Carried by NCOs and the average "Assault" Drone.
- **Rifle** – Carried by the average squaddie.
- **Grenade** – Carried by each Drone.
- **Tox Cannon –** Limited to one per squad.

SUPPORT WEAPONS

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

- **HMG** – Two Spug team operated.
- **Heavy Mortar** – Two Spug team operated.
- **Rocket Launcher** - Limited to one per platoon.
- **AP Mine** – Three per section.
- **AT Mine** - Three per section.
- **Spugnaught** - These are mortally wounded Alphas (Rep 5 at 83 pts) that are encased in powered armor functioning as Exo-armor (152 pts) and hooked up to life support. In addition to keeping the above normal Spug Attributes they are armed with a combination of the following weapons: Tox Cannons, Rocket Launcher, or Powered Claws AKA "Crab Crackers" The Spugnaught sacrifices mobility for protection and weapons so moves as a normal Spug. Spugnaughts may not "Fast Move".
- **Jump Spugs** – Two member teams of Rep 4 (66 pts) Spugs with Jump capabilities found elsewhere in the rules.

ARMOR

Spugs are naturally classed as Soft Body Armor (27 points).

SPUG WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Machine Pistol	12	3	2	1	Special	Special	Special	2	NE	NE	22
SMG	24	3	2	1	Special	Special	Special	2	NE	NE	24
Rifle	48	1	4	3	Special	Special	Special	4	NE	NE	20
Grenades	8	5" circle	2	1	Special	Special	Special	0	NE	NE	14
Tox Cannon Grenade Plasma	 36 24	 5" circle 3" circle	 2 OD	 1 OD	 Special Special	 Special	 Special Special	 0 0	 NE 5	 NE 3	126/14
Rocket Launcher	48	3" circle/1	OD	5	Special	Special	Special	OD	5	4	116/40

.

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
SMG or Rifle Bayonet	x	1	4	3	0	0	3	4	0	NE	NE	12
Power Claws	2	2	4	4	4	4	4	4	4	4	4	72

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SYMONS

Symon squaddies

CURRENT HISTORY

SYMON is the familiar term used for the current generation of **SYNTHETIC HUMANS.** These creations can be classified into two types. The "A - Type" or **SYN 1** was created at the end of the **AGE OF EXPLORATION** to provide an inexpensive yet reliable work force to assist in the colonization of far off planets. These were instrumental in the **"RESURRECTION"** of dead worlds and were used to make these worlds inhabitable to their human-type creators. As their job was finished they were relocated to the next world and the process was repeated.

The SYN 1 was a considerable upgrade in appearance from the **CLASS 3 ROBO-SERVE (RS3)**. The RS3 was a service robot that performed a variety of menial jobs while carrying on rudimentary conversations. The RS3 proved to be the most advanced of the RS types and they can still be found in many **"OFF WORLD"** locations, especially in the eight and ninth **RINGS**. In fact, when the colonization of off worlds became systematic one "perk" for the colonist was the granting of a RS3 to be used as desired to assist in the hard life that lay before them. Humanlike in appearance they however suffered from a slightly metallic "skin" which easily identified them as non-human at a distance. This however proved to be of minor consequence to their owners as their reliability was beyond reproach. Eventually they were replaced by the SYN 1, which was provided to colonists, again as a "perk" when the current **SYN 2** was developed.

Due to their very human appearance the SYN 2 inspired the term Symon. Even at a reasonably close distance these creations resemble human men and women but with a very slight differences. These differences often go unobserved by the untrained eye. The SYN 2 is best known as part of the elite military arm of **GAEA PRIME**. The SYN 2 is the first purely military "syn" created and as such they are not available to the average colonist.

The SYN 2 is *not* a mindless drone and has a strong desire for self-preservation and will act quite human-like in combat.

TYPES OF ENCOUNTERS

The Symons will use the **MILITARY** Encounter Table.

PRIMARY MOTIVATOR

Symons are motivated by a sense of duty manifested by the **CONQUEST** motivator.

SYMON ORGANIZATION

Following is the organization and stats (O&S) for Symons and their female counterparts **SYNDEES.**

Symon squads consist of six squaddies when at full strength. Each squad is divided into two teams of three. The senior NCO commands the 1st team while the junior NCO commands the second.

Two squads form a platoon.

Two platoons form a company.

It is common for each Star Army platoon to have one squad of Symons attached to it.

SYMONS

UNIT ORGANIZATION - Platoon	Symons
# Squads	2
# Men per Squad	6 (1)
Dice Generation	3 + 1/2D6 (2)
NCO	Rep 5 (83 pts) Dyal Pistol
Jr NCO	Rep 5 (1–2) (83 pts) Rep 4 (3–6) (66 pts) Dyal Pistol x 2
Squaddies	Rep 4 (66 pts) Dyal Rifle

(1) If less than 5 Symons present all will be in one squad.
(2) Total squad members will not exceed 6

ATTRIBUTES

All Symons share the following Attributes:

- **Infrared vision:** Able to see normal distances in the dark.
- **Brawler:** Use 3d6 when in melee but counting only the best two results.
- **Combat Reflexes:** Does not count minus to Rep when in melee with 2 enemy and will only count a –1 to Rep if engaging three or more opponents.
- **Snap Reflexes:** Add 1d6 to In Sight tests when stationary and able to take In Sight test *while moving*.
- **Bio-Med:** Every Symon has advanced med-tech built into them. This means

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that they are allowed 1d6 extra when rolling for Recovery after the battle.

WEAPONS

Symons are equipped with Dyal technology laser weapons. Dyal weapons are different from normal laser weapons in that they can either target one enemy or target up to as many targets as they have Impact. When doing so they count an Impact of 2 versus each target regardless of armor type with the exception of Battle Armor, which would be at the normal 1.

Example: Symon 09366 is confronted by three HB armored Capalans. He may choose to fire either at one target counting an Impact of 3 or at up to three targets counting an Impact of 2.

- **Dyal Pistol -** Carried by NCOs.
- **Dyal Rifle –** Carried by average squaddies.
- **Grenades -** Carried by all squaddies.

ARMOR

Symons are equipped with specially modified Exo-Armor (163 points) which conveys the following benefits.

- A result of NE on an Impact Rating means that the weapon cannot damage the wearer nor even knock him down.
- Normal movement for exo-armor is up to 16" without taking a Fast Movement test.
- Exo-armor has built in infrared equipment.
- Wearing Exo-armor allows the wearer to throw a grenade 8".
- Exo-armor is fully Comm-linked with the addition of **EVAC** request capabilities.
- If the Symon becomes OD or OOF the clock starts ticking. A signal is immediately sent back to HQ and recovery teams are sent out to retrieve the Symon whether or not he is "alive". If the Symon is not retrieved in 3 hours he will "dissolve" on the spot becoming unusable.

SYMONS WEAPONS	RANGE	TARGETS	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Dyal Pistol	12	Variable	4	3	Special	Special	Special	4	2	1	70
Dyal Rifle	24	Variable	4	3	Special	Special	Special	4	2	1	74
Grenade	8	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
Armed or unarmed combat	x	1	3	3	3	3	3	3	3	3	3	27

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XENOFORMS

Typical catalogued Xenoform

CURRENT HISTORY

XENOFORM (or **ZENO** for short) is the generic term used for all "non-humanoid alien life forms". There are currently 53 "catalogued" Xenoforms according to the **ALIEN STUDIES INSTITUTE (ASI)** located on **GAEA PRIME.** Xenoforms are considered to be any alien species that share less than five major "codes" that define humanoids. Not all Xenoforms are hostile or should be considered dangerous. However, military forces now almost always do the majority of "first contacts". With the "hope for the best but prepare for the worse" attitude in recent times we have seen less "Hafer incidents" than before. *

As mentioned previously there are 53 known species of Xenoforms. However, they all share some commonality. Not all Xenoforms are **PLANET BOUND** but many are. The same Xenoform may be found on planets that are separated by great distances. No one seems to know how the Planet Bound Xenoforms got to that particular planet or where their planet of origin is. It's almost as if they have been randomly scattered about the universe. It has been suggested that their randomness itself forms a pattern.

Typically Xenoforms can be found on uninhabitable backwater worlds or those with very limited humanoid presence. With the increase in **"RESURRECTING"** dead worlds more contact has been made with Xenoforms. When this occurs it is usually a remote colony, mining facility, or maybe a research station that is involved. On the rare occurrences where the "first contact" with hostile Xenoforms has been made by civilian forces the military usually gets sent out to investigate why there's been no communication from the site.

Xenoforms tend to live in hives or colonies. Rarely is a Xenoform encountered alone. These colonies range in size from the dozens, like the Zeban II "Tiltheads", to the hundreds, such as the "Biters" found on Gallia 6.

Xenoform colonies consist almost solely of adult warriors. There appears to be no pattern to the size of groups encountered or to the total number of Xenoforms per colony. However, they respond swiftly to any intrusion and you can expect to face the majority of the warriors very quickly after "first contact" is made.

Xenoform colonies usually have a Queen that produces eggs for the colony. The number of eggs corresponds to the size of the colony and scientists theorize that the Queen may increase her output of eggs simply because the planet she inhabits encourages it.

Xenoforms usually frequent dark and moist areas. This may be due to their desire to be within reach of the Queen as these conditions are perfect for the incubation and eventual hatching of the Xenoform eggs. Consequently most Xenoforms have enhanced vision to accommodate the low lighting of their dwellings.

TYPES OF ENCOUNTERS

Xenoforms can appear in any type of Encounter.

PRIMARY MOTIVATOR

Xenoforms are motivated by **COLONIZATION.** This can be confused with **CONQUEST** PM as they tend to kill a lot.

XENOFORMS ORGANIZATION

Following is the organization and stats (O&S) for one of the most commonly encountered hostile Xenoforms, the "Hafer".

*The "Hafer incident" refers to the first contact with the "Gallia 6 Biter", which resulted in the unfortunate demise of the Xenoform studies laureate K. Hafer. From this notable incident has come the informal military tradition of naming the Xenoform after its first known victim.

"XENOFORMS"

COLONY ORGANIZATION -	Warriors
# Encountered	Unknown
# Per Group	Varies
Dice Generation	Special
Basic Warrior	Rep 4 (66 pts)
Queen	Rep 6 (100 pts)

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ATTRIBUTES

All Xenoforms share the following Attributes:

- **Infrared vision:** Able to see normal distances in the dark.
- **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 3d6.
- **Steady:** May move 12" regardless of terrain.

WEAPONS

The Xenoforms that are known as Hafers are strictly Melee creatures rip their opponents into shreds.

ARMOR

Hafers are considered to have Hard Body Armor (68 pts).

MELEE WEAPONS	RANGE	TARGETS	NONE	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Melee	x	1	3	3	3	3	3	3	3	2	1	24

PLAYING XENOFORMS

In 5150 the Xenoforms are played by the game mechanics. It is not necessary for someone to actually "run" the Xenoforms but if a player decides to do so they most certainly can.

ENCOUNTERING XENOFORMS

Xenoforms will be found on backwater worlds with a very limited human presence. It can be a remote colony, mining facility, or maybe a research station but whatever it is it's overwhelmingly populated with lightly armed and armored civilians. Any military that gets sent out is usually investigating why there's been no communication from the site.

NOTE: Due to the nature of the planet where Xenoforms are found the resources sent to investigate these worlds are limited. Basically, you won't see Exo or Battle Armor and the only vehicles about are light recon types or civilian ones. Only when there's been a verified Xenoform infestation will the heavy stuff move in…and that's only if the planet is worth fighting for!

XENOFORMS – WHEN DO THEY APPEAR?

Because Xenoforms do not like bright lights or open spaces they will only be encountered in buildings or tunnels. If outside of buildings or tunnels it will only be when it is dark. In either case visibility is limited to your group to 12" without infrared equipment. When these conditions are met they will appear as follows. Every time the Activation Score roll comes up doubles Xenoforms will appear. The question is from where?

XENOFORMS – WHERE ARE THEY?

When Xenoforms are called for roll 1d6 on the **Xenoform Advance Table** to see where the Xenoforms will be coming from.

What if there isn't a left or right? Then rotate the direction clockwise. Example - 2nd Squad is hurrying down a hallway. They encounter Xenoforms by rolling double six and then roll on the **Xenoform Advance Table.** They roll a 2 meaning the Xenoforms should be coming from their right side. Except there is no right side so this rotates to the rear of the group.

XENOFORMS – HOW CLOSE ARE THEY?

After the direction of their advance is discovered you must see how close they are. Xenoforms will be 12 + 2d6" away from the group at the start. This is measured in actual inches that they are to cover. As they move about in buildings and such this may not be a straight line. After they are placed Activation is rolled normally. However, if the group is equipped with either a motion or heat detector they have a chance to activate first. This also applies if the Xenoforms start within LOS due to infrared equipment being used. To see if they do roll on the **"Here They Come!" Table** versus the tech level (4) of the device:

Detectors aren't needed if the Xenoforms start at 12" or less. At that range you can see them and you can immediately take an In Sight test! The good news about the detectors is that if you can successfully activate first you can fire over 12" with the Xenoforms counting concealed.

XENOFORMS – HOW MANY?

The *first* time that Xenoforms are to appear roll 1d6 to determine how many Xenoforms will be coming towards the party. Be sure to count all figures in the target group when consulting the **"How Many Xenoforms?" Table.** This means that "rescue" missions where there are lots of civilians can be very dangerous. Vehicles count as 6 figures for the purpose of determining how many Xenoforms will be generated.

Each subsequent time they are to appear add 1d6 to the number of dice tossed. So for the second appearance of Xenoforms roll 2d6, for the third roll 3d6, and so on.

XENOFORM GROUPS AND ACTIVATION

Xenoforms share a collective intelligence and will move together when Active. Only after all the

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Xenoforms have moved will the necessary Reaction Tests are taken.

XENOFORM MOVEMENT

Xenoforms may move up to 12" regardless of terrain however, Xenoforms will stop when confronted by an obstacle or barrier twice their height or more. The next Activation they will literally climb up the obstacle at normal speed. Xenoforms may also climb upon ceilings at normal speed.

ATTRACTING XENOFORMS

Xenoforms have a heightened sense of smell and will always move towards the closest target.

SPECIAL XENOFORM BOUND MOVEMENT

When Xenoforms move in considerable numbers they may find themselves in more than one rank. Basically this means they are moving in such a way that the front line of Xenoforms obscure LOS to the following ranks. In this case the front wave of Xenoforms will trigger an In Sight test. Whenever any of the front Xenoforms are killed or taken out of the fight this will reveal the Xenoforms directly behind. This Xenoform and all behind it are allowed to immediately move forward 3" before any new In Sight test may be taken. If the Xenoform is within 3" of the tester immediately after the front rank Xenoform has been removed then a Being Charged test is taken instead. Note that the total movement including multiple bound moves can exceed 12"!

ACIDIC BLOOD

Xenoforms have very acidic blood. The blood could splatter anyone within 2" of an OD or OOF Xenoform. Roll 2d6 on the **Blood Splatter Table** and compare to the Rep of the target.

DEATH OR SOMETHING WORSE

After a Xenoform has disabled its victim there is a chance (6) that it will take it back to the lair instead.

SHOOTING IN MELEE

When being charged by a Xenoform you will want to shoot until the last second. To reflect this when meleeing an armed figure the figure will count the Impact of their weapon during melee.

"GAME OVER MAN…"

One man, one grenade, and a whole bunch of Zenos.

Don't ask me how but you've found yourself alone and surrounded by Xenoforms. Well, if you want to "go out like a man" try this.

Anytime a figure finds himself alone (no friends within 6" and in sight) they can choose to use a grenade on himself and attacking Xenoforms. When charged by the Xenoforms instead of rolling the Being Charged test use the **Game Over Man Test.**

SEE GRUESOME DEATH

The *first time* a non-Military figure sees a fellow figure killed by a Xenoform the figure must take a **Xenoform Trauma** test. Roll 2d6 and compare to the Rep of the testing figure. This applies only if the test-causing figure is at 4" or less, is in clear LOS, and has scored a result of Obviously Dead.

XENOFORM HUNTING

There will come a time when you will enter a room or similar area while encountering Xenoforms. When you do roll 2d6 and compare it to the **Xenoforms About Table.** Note that this is in addition to any Xenoforms generated by an Activation Score of doubles!

If you do not have a scenario designed feel free use the Bug Tunnel system found in the section that covers BUGS.

OCCUPANT EXPLANATION

- **Nothing about –** The room is empty.
- **1d6 Xenoforms –** Roll 1d6 for number of Xenoforms about.
- **Egg room –** This room contains dormant Xenoform eggs waiting to hatch. These are best destroyed as each one contains an embryonic Xenoform. Eggs are easily destroyed by scoring a hit with either a ranged weapon or with a physical attack. In addition, there is a chance (1-3) of finding 1d6 unarmed survivors. After they are freed roll 2d6 on the **Xenoform Trauma Table** found earlier.
- **"Queen" –** This is the Queen Xenoform. There is only one Queen Xenoform in a Xenoform Clan. Usually she is producing eggs and will not move. However, in desperate circumstances such as being fired upon, she will cease production and move up to 8" per Activation. Anyone in melee with QB will count as if fighting three figures. QB will take reactions like other Xenoforms.

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MOVEMENT

2 LD FAST MOVE TABLE

Pass 2 d6
- Figure successfully Fast Moves up to 16”.

Pass 1d6
- Figure successfully Fast Moves up to 12”.

Pass 0d6
- Figure moves up to 8”.

MELEE

MELEE MODIFIERS

- Variable Attributes or racial modifiers +1d6
- Prone and in melee -1d6
- Each point of Impact less than enemy -1
- In melee with 2+ enemies -1
- In melee with 3+ enemies -2

2 MELEE RESULTS TABLE

Pass same number of d6
- All Miss and melee continues next turn.

One side passes 1d6 more than the other and “wins” the round of melee.
- Winner rolls on the Melee Damage Table to inflict wound.

One side passes 2d6 more than the other and “wins” the round of melee.
- Winner rolls 1d6 versus Impact of weapon. Score a “1” and the figure is dead, otherwise figure is Out of the Fight.

1 MELEE DAMAGE TABLE

Score is equal or less than weapons Impact:
- **If a “1” is rolled figure is Obviously dead!** Nature of the wound is so obvious that there’s no question about it.
- **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:
- **Knock Down!** Figure is hit and knocked prone and must roll to recover from Knock Down when Active.

RANGED FIRE

1	**Ranged Combat To Hit Table** *1d6 + Rep*
#	**Results**
3 to 7	• Miss.
8	• Target in cover miss. • Target concealed miss. • Target prone miss. • Target or shooters moving fast miss. • Firing two weapons miss • Second or higher target miss. • Otherwise hit.
9	• Target in cover miss. • Third or higher target miss. • Otherwise hit.
10+	• Hit.

1 RANGED COMBAT DAMAGE TABLE

Score is equal or less than weapons Impact:
- **If a “1” is rolled figure is Obviously Dead!** Nature of the wound is so obvious that there’s no question about it.
- **Otherwise the figure is Out of the Fight!** The casualty is badly wounded and out of the fight due to the serious nature of his wounds! May no longer function.

Score greater than Impact of weapon:
- **Knock Down!** Figure is hit and knocked prone and must roll to recover from Knock Down when Active.

5150 UNIVERSAL QRS:

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2 CONTACT TABLE

Rolled versus the ER of the area.

Pass 2d6
- Contact! Enemy unit found and considered to be hidden. Check for enemy type and State of Awareness.

Pass 1d6
- Contact! Enemy unit found but not hidden. Check for enemy type and State of Awareness.

Pass 0d6
- No contact!

STATE OF AWARENESS MODIFIERS

Applied to Rep of the group Leader
- Shots have been fired earlier in the game +2
- Currently "at war" +1
- BOLO* in force if law enforcement agency +1.
- In a "safe" area –1

* "Be on the lookout for" issued on suspect.

2 STATE OF AWARENESS TABLE

Pass 2d6
- All figures are facing your group and ready for action. Take In Sight tests as normal but using an extra 1d6 and counting the best two results.

Pass 1d6
- All figures are facing your group and ready for action. Take In Sight tests as normal.

Pass 0d6
- Some figures are facing your group (1-3) while some are not (4-6). Side is slack and unaware and may not take any In Sight tests.

2 LD "STAY OR GO" TABLE

Pass 2d6
- All with ¾ casualties, except Colonization, will break off.
- Conquest and Religious Fervor motivated will continue the fight.
- Profit motivated that either have loot equal to at least half their numbers, have captured a designated prisoner, have rescued a designated hostage, or at half-strength or less will break off battle. Otherwise continue the fight.

Pass 1d6
- All with ¾ casualties will break off.
- Conquest and Colonization motivated at half-strength or less will break off the battle. Otherwise continue the fight.
- Religious Fervor motivated will continue the fight.
- Profit motivated that either have loot equal to at least half their numbers, have captured a designated prisoner, have rescued designated hostages, or at less than two-thirds strength will break off battle. Otherwise continue the fight.

Pass 0d6
- Religious Fervor motivated at half-strength or less will break off the battle. Otherwise continue the fight.
- All others will break off the battle.

5150 UNIVERSAL QRS:

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5150 VEHICLE QRS:

2 VEHICLE IN-SIGHT TEST

Pass 2d6
- All will fire.

Pass 1d6
- Vehicle will rush shot and fire at -1 to Rep.

Pass 0d6
- Vehicle will not fire.

2 PLACE ROUND TABLE

GNR Rep –1 at over 48"

Pass 2d6
- Hit Target aimed for.

Pass 1d6
- Hit target if at 24" range or less.
- Otherwise roll 1d6
  Hit Turret* on 1 or 2
  Hit Hull on 3 – 6 (If "hull down" then Clank test)

Pass 0d6
- Miss, target ignores fire.

*Turret hit increases DV of target by 1 point.

2 PENETRATION RESULTS TABLE

Pass 2d6
- Round penetrates the vehicle and all crew killed. Building area under fire collapses and all inside area killed.

Pass 1d6
- Round disables the vehicle and each crewmember must roll 1d6 versus the penetration difference. If pass 1d6 then crewmember is dead. Otherwise they must bail out. Treat buildings as the same.

Pass 0d6
- Round does not penetrate vehicle but crew takes a "Clank" test on the table below. Occupants of building area under fire take "Received Fire" test.

2 CLANK TEST

"Star" may choose his reaction.

Pass 2d6
- Undergunned will Retire out of sight.
- Others return fire, rotating turret if necessary.

Pass 1d6
- Undergunned will Retire out of sight.
- If the main weapon is within 45 degrees of attacker, return fire.
- If main weapon not facing attacker carry on.

Pass 0d6
- Undergunned or fired on by penetrable enemy will Runaway.
- Others Retire out of sight.

2 LOSING CONTROL

Pass 2d6
- All vehicles make turn without problems.

Pass 1d6
- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width. If a solid object is hit each figure rolls 1d6 versus Rep +1. If score higher than modified Rep then count as Knock Down otherwise no effect.
- Tracked vehicles will turn and then veer away outward from the direction of the turn one body width. If hitting a solid object Driver must take an immediate "Run Over" test. If a solid object is hit, each figure rolls 1d6 versus Rep +1. If score higher than modified Rep then count as Knock Down otherwise no effect.

Pass 0d6
- Wheeled vehicles and half-tracks will turn and then veer away outward from the direction of the turn one body width and rolls over. Each figure rolls 1d6 versus Rep. If score higher than modified Rep then count as Knock Down otherwise no effect.
- Tracked vehicles will turn and then veer away outward from the direction of the turn one body wide and rolls over. The vehicle is disabled and may no longer move. If hitting a solid object must take an immediate "Run Over" test. Each figure rolls 1d6 versus Rep. If score higher than modified Rep then count as Knock Down otherwise no effect.

1 "RUN OVER" TABLE

Pass 1d6
- If traveling at 1/2 speed or less, tank obliterates object and continues through.
- If traveling over ½ speed it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count as if Knocked Down.

Pass 0d6
- If traveling at 1/2 speed or less it's a "rough ride"! Vehicle "hangs up" on object and does not move. Next Activation will obliterate object and continue through. One crewmember at random rolls 1d6 versus Rep. If pass then carry on, but if fail count as if Knocked Down.
- If traveling over 1/2 speed then "Stuck!" Vehicle grinds to stop 1" forward and becomes immobile. Cannot proceed and must attempt to reverse out next Activation. All crew roll 1d6 versus Rep. If pass then carry on, but if fail count as if Knocked Down.

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5150 BASICS 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 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.

BASICS ATTRIBUTES

Basics may have a wide variety of Attributes.

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
- 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 "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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2	BUG POOL TABLE
2 to 4	Four times the number of figures in the group.
5 to 6	Three times the number of figures in the group
7 to 8	Two times the number of figures in the group.
9 to 10	Equal number of figures in the group.
11 to 12	Half the number of figures in the group.

2 BUG HOLE GENERATION

Rolled versus Bug Rating of planet.

Pass 2d6
- Bug hole! A gigantic hole forms in the ground and Bugs start to pour out of it.

Pass 1d6
- If a Bug hole is already in play then another one appears.
- If no Bug hole is in play then no Bug hole.

Pass 0d6
- No Bug hole.

1 BUG HOLE LOCATION TABLE

- 1 = The hole is to the front of the group.
- 2 = The hole is to the right of the group
- 3 = The hole is to the rear of the group.
- 4 = The hole is to the left of the group
- 5 = Re-roll until direction is determined.
- 6 = Possible Puker Bug appears. Roll 1d6 versus BR of planet. If score is equal or less then Puker appears, otherwise re-roll for location.

2 KNOCK/BACK RECOVERY CHECK

Pass 2d6
- BUG recovers and functions as desired.

Pass 1d6
- BUG screeches and halts in place.

Pass 0d6
- BUG collapses and is "Out of Fight"

"BUG" ATTRIBUTES

All Bugs share the following Attributes:

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

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 3d6.

Steady: May move 12" regardless of terrain.

2 VEHICLE ATTACK TABLE

Pass 2d6
- Bug attaches itself to the vehicle and may immediately attack its victim.

Pass 1d6
- Bug must immediately re-roll counting a result of pass 1d6 as if a result of pass 0d6.

Pass 0d6
- Bug falls off vehicle but suffers no damage.

2 "GAME OVER MAN" TEST

Pass 2d6
- You did it! Wait until the Bugs come into melee range and detonate the grenade.

Pass 1d6
- **Nooo!** Not enough time, Bugs melee you.

Pass 0d6
- **Ahhhh sh…!** Freeze up and can't do it. Count 0d6 in melee.

2 BUG TRAUMA TABLE

Pass 2d6
- Recover wits next Activation and function as normal including use of weapons.

Pass 1d6
- Huddle in cover and may not move until either Rallied by others or game ends.

Pass 0d6
- Out of the Fight. May attempt recovery as normal after end of battle.

5150 "BUGS" QRS:

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PUKERS

2 "PUKER" TO HIT TABLE

Pass 2d6
- "Puker" scores direct hit!

Pass 1d6
- "Puker" goo projectile deviates from target. Roll on **PUKER DEVIATION TABLE**.

Pass 0d6
- "Puker" cannot project goo but instead spends time "brewing". May try again next Activation

2 PUKER DEVIATION TABLE
- **1 or 2 =** Long, directly past the target 2d6" if firing over 24", otherwise 1d6" if not.
- **3 =** Left of the 2d6" if firing over 24", otherwise 1d6" if not.
- **4 =** Right of the target 2d6" if firing over 24", otherwise 1d6" if not.
- **5 or 6 =** Short of target 2d6" if firing over 24", otherwise 1d6" if not.

2 "PUKER GOES BOOM!" TABLE

Pass 2d6
- "Puker" explodes like a Plasma Gun with a 10" blast circle.

Pass 1d6
- "Puker" explodes like a Plasma Gun with a 5" blast circle.

Pass 0d6
- "Puker" rolls over and dies a stinky death.

FLYERS

1 FLYER DIRECTION TABLE
- **1 =** Flyers coming from the "1" edge.
- **2 =** Flyers coming from the "2" edge.
- **3 =** Flyers coming from the "3" edge.
- **4 =** Flyers coming from the "4" edge.
- **5 =** Flyers coming from the "1" and "3" edges.
- **6 =** Flyers coming from the "2" and "4" edges.

2 FLYER TARGETING TABLE

Roll 2d6 versus Rep 4

Pass 2d6
- "Flyer" comes in "out of nowhere" and carries out attack. Roll on **FLYER ATTACK TABLE.**

Pass 1d6
- "Flyer" tries to make attack but target is allowed to defend itself first. Roll 2d6 on the **DEFENSE AGAINST FLYERS TABLE.**

Pass 0d6
- "Flyer" misses target completely and exits board**.**

2 FLYER ATTACK TABLE

Flyer and target roll 2d6 versus their Rep

Pass same number of d6
- All miss and flyer exits board to try again next activation.

One side passes 1d6 more than the other:
- Winner rolls on the Melee Damage Table to inflict wound.

One side passes 2d6 more than the other:
- Winner rolls 1d6 versus Impact of weapon. Score a "1" and the figure is dead, otherwise figure is Out of the Fight.

2 DEFENSE AGAINST FLYERS TABLE

Roll 2d6 versus the Rep of the target.

Pass 2d6
- If target is armed with a ranged weapon the fire from it causes the "flyer" to exit the board unable to return.
- If target is not armed with a range weapon he successfully dodges the "flyer" which then exits the board. The flyer will make an attack next Activation.

Pass 1d6
- If target is armed with ranged weapon the fire from it causes the "flyer" to exit the board. . The flyer will make an attack next Activation.
- If target is not armed with a range weapon the "flyer" carries out its attack. Roll on the **FLYER ATTACK TABLE.**

Pass 0d6
- If target is armed with ranged weapon the "flyer" carries out its attack. Roll on the **FLYER ATTACK TABLE.**
- If target is not armed with a range weapon the "flyer" carries out its attack. Roll on the **FLYER ATTACK TABLE.**

5150 "BUGS" PUKERS AND FLYERS QRS:

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2	TUNNEL DIRECTION TABLE
Score	**Result**
2 – 4	Roll 2d6 on Tunnel Level Change Table.
5 – 7	Continue straight 6”.
8 – 12	Roll 2d6 on Tunnel Junction Table

2	TUNNEL LEVEL CHANGE TABLE
Score	**Result**
2 – 8	Move 6” and drop down one level.
9 - 10	Move 12” and drop down two levels.
11– 12	Move 6” and go up one level if possible, otherwise drop down one level.

2	TUNNEL JUNCTION TABLE
Score	**Result**
2 – 4	Move 6” and 45 degree turn to left.
5	Move 12” and tunnel “Ts” left and right.
6	Move 6” and roll 2 Dice on “Room” Table
7	Move 12” and roll 2 Dice on “Room” Table
8	Move 6” and roll 2 Dice on “Room” Table
9	Move 6” and roll 2 Dice on “Room” Table
10– 12	Move 6” and 45 degree turn to right.

2	TUNNEL “ROOM” TABLE
Score	**Result**
2 - 4	Dead-end.
5 - 6	Exit on the other side.
7 - 10	Exit on the other side. Roll on Tunnel Occupants Table.
11 - 12	Dead-end. Roll on Tunnel Occupants Table.

2	TUNNEL OCCUPANTS TABLE
Score	**Result**
2 - 4	BR + 2d6 Bug eggs.
5	1d6 survivors.
6 - 11	1d6 Bugs
12	“Brain Bug”

2 TUNNEL COLLAPSE TABLE

Large Bomb Impact of 5
Small Bomb Impact of 4
“Placed” grenade Impact of 3
Tossed or fired grenade Impact of 2

Pass 2d6
- Tunnel shivers…and shakes… and collapses! Tunnel is impassable through this end.

Pass 1d6
- Partial collapse! Count a section 1d6” long as a hindrance to movement. Figures must stop when reach this point. May only move 1d6” per Activation, stopping when reach the other end of the blockage.

Pass 0d6
- Failure! Tunnel remains useable.

5150 “BUG” TUNNELS QRS:

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5150 DRANTAK QRS:

DRANTAK ATTRIBUTES

All Drantaks share the following Attributes:

- **Sure-footed:** Not slowed by woods, rocks, rubble, fording streams, climbing hills, etc.
- **Stamina:** Never has to rest or stop or slow down.
- **Rapid:** Add 1" to move, except for heavy troopers with DAR.
- **Weakness:** If knocked down, -1 to attempt to get back up; OR roll 1D6 and if 1, cannot get up that turn. For heavy troopers with DAR, -2 to attempt, or fail to rise if roll 1 or 2.

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 7", 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 run away.

Joke of the Day

Director: What's that on your freem?

Troop: Sir, that's not a freem; this morning my klon got stuck!

Director: Drop and give me twenty!

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6 OR 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.

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 "FALL BACK" CHECK

Pass 2d6
- All fall back up to full normal move firing anytime during move and end up facing enemy. May end up in cover facing enemy.

Pass 1d6
- All fall back up to full normal but may not fire but will face end up facing enemy. Will seek cover and if reach it will Duck Back.

Pass 0d6
- All run away.

2 LD "RALLY" CHECK

"Star" may choose his reaction.

Pass 2d6 OR Pass 1d6
- All back in the fight. Carry on as desired.

Pass 0d6
- Remove figure from play.

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5150 FREE COMPANY 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".
- 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 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 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 "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.

FREE COMPANY ATTRIBUTES
Free Company partners may have a wide variety of Attributes.

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5150 GAEA PRIME PLANETARY MILITIA 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".
- 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 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.

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
- 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

"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.

PLANETARY MILITIA ATTRIBUTES

Planetary Militia may have a wide variety of Attributes.

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5150 GAEA PRIME PLANETARY DEFENSE FORCE 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".
- Others will fire.

Pass 1d6
- Hidden figures with a Leader may opt not to fire while those without will count as "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. If outgunned will Duck Back. If Otherwise return fire at -1 to Rep.
- Those in open - If fired on to flank or rear will Runaway. If outgunned will immediately go prone. Otherwise cease movement and fire at –1 to Rep.

Pass 0d6
- Those in cover will Hunker Down.
- All others will Runaway.

PDF ATTRIBUTES
PDF soldiers may have a wide variety of Attributes.

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
- 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
"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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5150 GAEA PRIME STAR ARMY QRS:

2 IN-SIGHT TEST

+1d6 covering fire

Pass 2 d6
- Hidden figures may opt not to fire.
- All others will fire.

Pass 1d6
- Hidden figures with a Leader may opt not to fire while those without will count as "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 and may not fire. Otherwise finish move and may fire as normal.

Pass 1d6
- Those in cover - If fired on to flank or rear will Runaway. If outgunned will Duck Back. Otherwise return fire at -1 to Rep.
- Those in open - If fired on to flank or rear will Runaway. If outgunned will immediately go prone and may not fire. Otherwise cease movement and fire at –1 to Rep.

Pass 0d6
- Those in cover will Hunker Down.
- All others will Runaway.

STAR ARMY ATTRIBUTES

All SA soldiers share the following Attributes:
Agile: When the figure is "fast moving" he does not suffer any penalty when firing. In effect a score of 8 would ignore the fast movement penalty.
Fast: Able to move 2 extra inches each move.

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 "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 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

"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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5150 GAEA PRIME ISS 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 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 and may not fire. 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 will Runaway. If outgunned will immediately go prone and may not fire. 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 charge into hand-to-hand combat.

Pass 0d6
- All will remain in place and fire instead.

ISS ATTRIBUTES

All ISS soldiers share the following Attributes:

Agile: When the figure is "fast moving" he does not suffer any penalty when firing. In effect a score of 8 would ignore the fast movement penalty.
Fast: Able to move 2 extra inches each move.
Combat Artist: Will always count at least pass 1d6 in melee.

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 may not fire but will 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 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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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 Runaway. 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
- 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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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.

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5150 HYDRISSIANS 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 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 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.

HYDRISSIANS ATTRIBUTES

All Hydrissians share the following Attributes:

Brawler: Adds 1d6 when in melee but can still only count the best two.
Unsteady: Due to their physiology they cannot go prone when Knocked Down will count a –2 to their Rep when attempting to recover.
Wobbly: May only roll 1d6 when attempting to Fast Move.

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

2 KNOCK/BACK RECOVERY CHECK

"Star" may choose his reaction for Duck Backs only.
Count –2 to Rep when Knocked Down and not in Cyclone armor.

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

"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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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. Re-calculate 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.

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5150 SCRUNTS QRS:

2 IN-SIGHT TEST

+1d6 covering fire

Pass 2 d6
- Hidden figures may opt not to fire.
- All others will fire.

Pass 1d6
- Hidden Irregulars figures may opt not to fire.
- Hidden figures with a Leader may opt not to fire while those without will count as "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" (Irregulars 6"). If outgunned and not fast moving will go prone and may not fire. Otherwise finish move and may fire as normal.

Pass 1d6
- Those in cover - If fired on to flank or rear will Runaway. If outgunned will Duck Back. Otherwise return fire at -1 to Rep.
- Those in open - If fired on to flank or rear will Runaway. If outgunned will immediately go prone and may not fire. Otherwise cease movement and fire at –1 to Rep.

Pass 0d6
- Those in cover will Hunker Down.
- All others will Runaway.

SCRUNT ATTRIBUTES

All Scrunts share the following Attributes:

Infrared vision: Able to see normal distances in the dark.
Resilient: Treats first OOF as knocked down.
Steady: May move 12" regardless of terrain.

In addition, Scrunt Irregulars also have.

Stealthy: If motionless behind cover, cannot be seen at all beyond 12" when fired at multiple dice weapons will subtract 1d6.

2 LD "WANTING TO CHARGE" CHECK

"Star" may choose his reaction.

Pass 2d6
- All will charge into hand-to-hand combat.

Pass 1d6
- Regulars will charge into hand-to-hand combat.
- Those in cover and Irregulars will remain in place and if possible will fire instead.

Pass 0d6
- Others 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.
- Regulars charged to flank or rear will turn to face enemy and count as –1d6 for first turn of melee.
- Irregulars 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
- All back in the fight. Carry on as desired.

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

Pass 0d6
- All removed from play.

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5150 SPUGS QRS:

2 IN-SIGHT TEST

May never provide covering fire
May never be "hidden"

Pass 2d6
- All fire.

Pass 1d6
- 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

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

Pass 2d6
- Those fired on by "hidden" will remain in place.
- Others finish move and may fire as normal.

Pass 1d6
- Those in cover - Return fire as normal.
- Those in open - If fired on to flank or rear will halt in place and may not fire. Otherwise cease movement and fire at –1 to Rep.

Pass 0d6
- Those in cover will halt in place and may not fire.
- All others will Runaway.

2 "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 remain in place.

2 "BEING CHARGED" CHECK

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 KNOCK/BACK RECOVERY CHECK

"Star" may choose his Reaction.

Pass 2d6
- All back in fight. Carry on as desired.

Pass 1d6
- Immediately roll again counting a result of pass 1d6 as pass 0d6.

Pass 0d6
- Knockdowns are "Out of Fight"
- Others Runaway.

"RALLY" CHECK

***SPUGS** may not "Rally".*

SPUG ATTRIBUTES

All Spugs share the following Attributes:

Hard as nails: Treat first Obviously Dead result as a Knock Down instead.
Nerves of steel: Not subject to Duck Back.
Shortsighted: -1 to Rep penalty on In Sight checks
Slow: Subtract 2" from move.
Driven: Will never seek cover and when encountering it will still move their maximum distance
Cold as ice: Never outgunned.

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5150 SYMONS QRS:

2 IN-SIGHT TEST

+1d6 when taking In Sight test
May take In-Sight test while moving.

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 return fire.
- 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

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 but may not fire. 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
- All will charge into hand-to-hand combat.

Pass 0d6
- All will remain in place and fire instead.

2 "BEING CHARGED" CHECK

Pass 2d6
- Those that can will fire and prepare for melee.
- Those charged to flank or rear may not fire but will 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 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
- Those in cover/buildings back in fight.
- Others - Remove figure from play.

SYMON ATTRIBUTES

All Symon share the following Attributes:

Infrared vision: Able to see normal distances in the dark.
Brawler: Use 3d6 when in melee but counting only best two results.
Combat Reflexes: Does not count minus to Rep when in melee with 2 enemy and will only count a –1 to Rep if engaging three or more opponents.
Snap Reflexes: Add 1d6 to In Sight tests when stationary and to take In Sight test *while moving*.
Bio-Med: Every Symon has advanced med-tech built into them. This means that they are allowed 1d6 extra when rolling for Recovery after the battle.

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1 XENOFORM ADVANCE TABLE

- **1 =** Xenoforms coming from in front of the group.
- **2 =** Xenoforms coming from the right of the group
- **3 =** Xenoforms coming from the rear of the group.
- **4 =** Xenoforms coming from the left of the group
- **5 =** Xenoforms coming from the front and rear of the group.
- **6 =** Xenoforms coming from the left and right of the group.

2 "HERE THEY COME!" TABLE

Pass 2d6
- Group Activates first.

Pass 1d6
- Activation handled as normal.

Pass 0d6
- Xenoform Activate first.

2 "HOW MANY XENOFORMS?"

1, 2, 3 or 4	They outnumber you 2 to 1.
5 or 6	They outnumber you 3 to 2.
7 or 8	They outnumber you by 1 figure.
9	The forces are equal.
10	You outnumber them by 1 figure.
11	You outnumber them by 3 to 2.
12	You outnumber them 2 to 1.

2 KNOCK/BACK RECOVERY CHECK

Pass 2d6
- Xenoform recovers and functions as desired.

Pass 1d6
- Xenoform rises, screeches, and halts in place.

Pass 0d6
- Xenoform collapses and is "Out of Fight"

2 "GAME OVER MAN" TEST

Pass 2d6
- You did it! Wait until the Bugs come into melee range and detonate the grenade.

Pass 1d6
- **Nooo!** Not enough time, Bugs melee you.

Pass 0d6
- **Ahhhh sh…!** Freeze up and can't do it. Count 0d6 in melee.

2 BLOOD SPLATTER TABLE

Pass 2d6
- Close call! Blood misses figure.

Pass 1d6
- Ahhhh! Figure lightly splattered by blood. Roll on **RANGED COMBAT DAMAGE TABLE** counting Impact of 1.

Pass 0d6
- Nooo! Figure Obviously Dead.

2 XENOFORM TRAUMA TABLE

Pass 2d6
- Recover wits next Activation and function as normal including use of weapons.

Pass 1d6
- Huddle in cover and may not move until either Rallied by others or game ends.

Pass 0d6
- Out of the Fight. May attempt recovery as normal after end of battle.

2 "XENOFORMS ABOUT?" TABLE

Score	Result
2 - 7	Nothing about
8 - 9	1d6 Xenoforms
10 - 11	Eggs
12	"Queen"

XENOFORM ATTRIBUTES

All Xenoform share the following Attributes:

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

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 3d6.

Steady: May move 12" regardless of terrain.

5150 XENOFORM QRS:

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5150 VEHICLE ROSTER

UNIT DESIGNATE

Designate	Type	SIZE	SPEED	TRK	WHL	GRAV	A-RATING	ARMOR	CAPACITY	WEAPONS	T Com	Gunner	Driver

UNIT DESIGNATE

Designate	Type	SIZE	SPEED	TRK	WHL	GRAV	A-RATING	ARMOR	CAPACITY	WEAPONS	T Com	Gunner	Driver

UNIT DESIGNATE

Designate	Type	SIZE	SPEED	TRK	WHL	GRAV	A-RATING	ARMOR	CAPACITY	WEAPONS	T Com	Gunner	Driver

5150 VEHICLE WEAPONS

Weapon System	Imp	Hard	AB	REF	AB2
Rapid-fire Laser Rifle #	**3**	3	3	3	Special
Plasma Gun	**7**	7	7	7	Special
Rocket Launcher	**7**	7	Special	7	Special
HMG	**2**	2	Special	2	Special
Heavy Mortar	**2**	2	Special	2	Special
Flame Thrower	**5**	5	5	5	5
Light Pro	**3**	3	Special	3	Special
Medium Pro	**5**	5	Special	5	Special
Large Pro	**7**	7	Special	7	Special
Bigger Pro	**9**	9	Special	9	Special
Light Laser	**6**	6	6	Special	Special
Medium Laser	**7**	7	7	Special	Special
Large Laser	**8**	8	8	Special	Special
Bigger Laser	**9**	9	9	Special	Special
Medium Pulse	**9**	9	9	Special	9
Large Pulse	**10**	10	10	Special	10
Bigger Pulse	**11**	11	11	Special	11
				Special	
Light Plasma-Particle	**8**	8	8	8	8
Large Plasma-Particle	**11**	11	11	11	11
Bigger Plasma-Particle	**12**	12	12	12	12

Hard = Normal
AB = Absorbing capabilities. Works only versus Projectile weapons. To use: Roll 1d6 per hit on roll of 1-3 Clank test 4-6 treat as Hard
REF = Reflective armor. Deflects power of laser weapons causing Clank Test but similar to **Hard** versus other weapons.
AB2 = “Energy absorbing capabilities”. Works versus both pro and laser only.
To use: Roll 1d6 per hit on roll of 1-3 Clank test 4-6 treat as Hard

5150 VEHICLE DESIGN SHEET

TECH LEVEL 4 **Includes Basics, Free Companies,Gaea Prime, Scrunts, and Grath.**

TYPE	DV	ARMOR	CAPACITY	MAIN GUN	SEC WEAPONS	TRK/WHL/GRAV	SPEED	CREW	POINTS
Soft skin (20 pts)	1	Hard	2			W	14/8	2	
Soft skin (30 pts)	1	Hard	3			W	10/7	2	
APC (80 pts)	2/1	Hard	4			W	16/12	2	
A Car (80 pts)	2/1	Hard	4			W	16/12	3	
Hvy A Car (100 pts)	2/1	Hard	5			W	16/10	3	
Hvy A Car (180 pts)	3/1	Hard	6			W	14/10	3	
Lt Tank (210 pts)	3/1	Hard	7			T	16/10	3	
Lt Tank (240 pts)	3/2	Hard	8			T	14/10	3	
Med Tank (500 pts)	5/3	Hard	10			T	16/8	3	
Med Tank (720 pts)	6/3	AB	12			T	12/8	3	
Heavy Tank (1120 pts)	7/4	AB	16			T	12/8	4	
Heavy Tank (1600 pts)	8/5	AB	20			T	10/6	4	

Weapon System	T Level	Size	Imp	POINTS
HMG	4	2	2	106
Rocket Launcher	4	4	7	236
Heavy Mortar	4	3	2	144
Light Pro	4	4	3	120
Medium Pro	4	6	5	300
Flame Thrower	4	6	5	300
Large Pro	4	9	7	630
Bigger Pro	4	12	9	1080

Buildings	DV
Frame	1
Soft works	2
Masonry	2
Concrete	4
Bunker	6

Designing vehicles

1 - Choose type

2 - Choose main gun

3 - Choose secondary weapons

4 - Choose if tracked, wheeled, or grav

Be sure the total of main gun and secondary weapons does not exceed capacity

Each 5 figures counts 1 capacity for carrying.

5150 VEHICLE DESIGN SHEET

TECH LEVEL 5 **Includes Basics, Free Companies,Gaea Prime, Hishen, and Drantakh.**

TYPE	DV	ARMOR	CAPACITY	MAIN GUN	SEC WEAPONS	TRK/WHL/GRAV	SPEED	CREW	POINTS
Soft skin (20 pts)	1	Hard	2			W/G	14/8	2	
Soft skin (30 pts)	1	Hard	3			W/G	10/7	2	
APC (120 pts)	2/1	REF	4			W/G	16/12	2	
A Car (120 pts)	2/1	REF	4			W/G	16/12	3	
Hvy A Car (150 pts)	2/1	REF	5			W/G	16/10	3	
Hvy A Car (270 pts)	3/1	REF	6			W/G	14/10	3	
Lt Tank (315 pts)	3/1	REF	7			T/G	16/10	3	
Lt Tank (360 pts)	3/2	REF	8			T/G	14/10	3	
Med Tank (1000 pts)	5/3	AB2	10			T/G	16/8	3	
Med Tank (1440 pts)	6/3	AB2	12			T	12/8	3	
Heavy Tank (2240 pts)	7/4	AB2	16			T	12/8	4	
Heavy Tank (3200 pts)	8/5	AB2	20			T	10/6	4	
Behemoth (4480 pts)	8/6	AB2	28			T	8/5	5	

Weapon System	T Level	Size	Imp	POINTS
Rapid-fire Laser Rifle #	5	1	3	52
HMG	4	2	2	106
Light Laser	5	3	6	180
Rocket Launcher	4	4	7	236
Heavy Mortar	4	3	2	144
Medium Laser	5	5	7	350
Light Pro	4	4	3	120
Large Laser	5	8	8	640
Medium Pro	4	6	5	300
Flame Thrower	4	6	5	84
Bigger Laser	5	10	9	900
Large Pro	4	9	7	630
Bigger Pro	4	12	9	1080

Buildings	DV
Frame	1
Soft works	2
Masonry	2
Concrete	4
Bunker	6

Designing vehicles

1 - Choose type

2 - Choose main gun

3 - Choose secondary weapons

4 - Choose if tracked, wheeled, or grav

Be sure the total of main gun and secondary weapons does not exceed capacity

Each 5 figures counts 1 capacity for carrying.

5150 VEHICLE DESIGN SHEET

TECH LEVEL 6 **Includes Hydrissians, Gaea Prime, SPUGS, and Symons.**

TYPE	DV	ARMOR	CAPACITY	MAIN GUN	SEC WEAPONS	TRK/WHL/GRAV	SPEED	CREW	POINTS
Soft skin (40 pts)	1	AB2	2			W/G	14/8	2	
Soft skin (60 pts)	1	AB2	3			W/G	10/7	2	
APC (160 pts)	2/1	AB2	4			W/G	16/12	2	
A Car (160 pts)	2/1	AB2	4			W/G	16/12	3	
Hvy A Car (200 pts)	2/1	AB2	5			W/G	16/10	3	
Hvy A Car (360 pts)	3/1	AB2	6			W/G	14/10	3	
Lt Tank (420 pts)	3/1	AB2	7			T/G	16/10	3	
Lt Tank (480 pts)	3/2	AB2	8			T/G	14/10	3	
Med Tank (1000pts)	5/3	AB2	10			T/G	16/8	3	
Med Tank (1440 pts)	6/3	AB2	12			T/G	12/8	3	
Heavy Tank (2240 pts)	7/4	AB2	16			T	12/8	4	
Heavy Tank (3200 pts)	8/5	AB2	20			T	10/6	4	
Behemoth (4480 pts)	8/6	AB2	28			T	8/5	5	

Weapon System	T Level	Size	Imp	POINTS
Rapid-fire Laser Rifle #	5	1	3	52
HMG	4	2	2	106
Light Laser	5	3	6	180
Rocket Launcher	4	4	7	236
Heavy Mortar	4	3	2	144
Medium Laser	5	5	7	350
Light Pro	4	4	3	120
Large Laser	5	8	8	640
Medium Pro	4	6	5	300
Plasma Gun	6	8	7	560
Flame Thrower	4	6	5	84
Medium Pulse	6	8	9	720
Bigger Laser	5	10	9	900
Large Pro	4	9	7	630
Large Pulse	6	10	10	1000
Light Plasma-Particle	6	10	8	800
Bigger Pro	4	12	9	960
Bigger Pulse	6	14	11	1540
Large Plasma-Particle	6	14	11	1540
Bigger Plasma-Particle	6	20	12	2400

Buildings	DV
Frame	1
Soft works	2
Masonry	2
Concrete	4
Bunker	6

Designing vehicles

1 - Choose type

2 - Choose main gun

3 - Choose secondary weapons

4 - Choose if tracked, wheeled, or grav

Be sure the total of main gun and secondary weapons does not exceed capacity

Each 5 figures counts 1 capacity for carrying.

5150 SAMPLE VEHICLE SHEET

TECH LEVEL 4 **Includes Basics, Free Companies,Gaea Prime (Planetary Militia & Planet Defense Force), Scrunts, and Grath.**

TYPE	DV	ARMOR	CAPACITY	MAIN GUN	SEC WEAPONS	TRK/WHL/GRAV	SPEED	CREW	POINTS
Soft skin (20 pts)	1	Hard	2	na	carries 10 figures	W	14/8	2	20
Soft skin (30 pts)	1	Hard	3	HMG	carries 5 figures	W	10/7	2	136
APC (80 pts)	2/1	Hard	4	HMG	carries 10 figures	W	16/12	2	186
A Car (80 pts)	2/1	Hard	4	R Launcher	na	W	16/12	3	316
Hvy A Car (100 pts)	2/1	Hard	5	Lt Pro	na	W	16/10	3	220
Hvy A Car (180 pts)	3/1	Hard	6	Med Pro	na	W	14/10	3	480
Lt Tank (210 pts)	3/1	Hard	7	Lt Pro	HMG	T	16/10	3	538
Lt Tank (240 pts)	3/2	Hard	8	Med Pro	HMG	T	14/10	3	646
Med Tank (500 pts)	5/3	Hard	10	Med Pro	2 x HMG	T	16/8	3	1012
Med Tank (720 pts)	6/3	AB	12	Lg Pro	HMG	T	12/8	3	1456
Heavy Tank (1120 pts)	7/4	AB	16	Lg Pro	RL & HMG	T	12/8	4	2092
Heavy Tank (1600 pts)	8/5	AB	20	Bg Pro	RL & 2 HMG	T	10/6	4	3008

TECH LEVEL 5 **Includes Basics, Free Companies,Gaea Prime (Star Army), Hishen, and Drantakh.**

TYPE	DV	ARMOR	CAPACITY	MAIN GUN	SEC WEAPONS	TRK/WHL/GRAV	SPEED	CREW	POINTS
Soft skin (20 pts)	1	Hard	2	na	carries 10 figures	W	14/8	2	20
Soft skin (30 pts)	1	Hard	3	RFLaser	carries 10 figures	W	10/7	2	82
APC (120 pts)	2/1	REF	4	2 x RFLaser	carries 10 figures	G	16/12	2	224
A Car (120 pts)	2/1	REF	4	Lt Laser	RFLaser	G	16/12	3	812
Hvy A Car (150 pts)	2/1	REF	5	RLauncher	RFLaser	G	16/10	3	438
Hvy A Car (270 pts)	3/1	REF	6	Med Laser	RFLaser	G	14/10	3	672
Lt Tank (315 pts)	3/1	REF	7	Med Laser	2 x RFLaser	G	16/10	3	769
Lt Tank (360 pts)	3/2	REF	8	Med Laser	Lt Laser	G	14/10	3	890
Med Tank (1000 pts)	5/3	AB2	10	Large Laser	2 x RFLaser	T	16/8	3	1744
Med Tank (1440 pts)	6/3	AB2	12	Bigger Laser	2 x RFLaser	T	12/8	3	2444
Heavy Tank (2240 pts)	7/4	AB2	16	Bigger Laser	RLauncher+2 RFL	T	12/8	4	3480
Heavy Tank (3200 pts)	8/5	AB2	20	Bg Pro	2MedLaser/RFL	T	10/6	4	4912
Behemoth (4480 pts)	8/6	AB2	28	2 Bg Laser	RLauncher+4 RFL	T	8/5	5	6724

TECH LEVEL 6 **Includes Hydrissians, Gaea Prime (Star Army, ISS, & Symons), and ,Spugs .**

TYPE	DV	ARMOR	CAPACITY	MAIN GUN	SEC WEAPONS	TRK/WHL/GRAV	SPEED	CREW	POINTS
Soft skin (40 pts)	1	AB2	2	na	carries 10 figures	G	14/8	2	40
Soft skin (60 pts)	1	AB2	3	RFLaser	carries 10 figures	G	10/7	2	112
APC (160 pts)	2/1	AB2	4	2 x RFLaser	carries 10 figures	G	16/12	2	264
A Car (160 pts)	2/1	AB2	4	Lt Laser	RFLaser	G	16/12	2	392
Hvy A Car (200 pts)	2/1	AB2	5	Lt Laser	2 x RFLaser	G	16/10	3	484
Hvy A Car (360 pts)	3/1	AB2	6	RLauncher	2 x RFLaser	G	14/10	3	700
Lt Tank (420 pts)	3/1	AB2	7	Med Laser	2 x RFLaser	G	16/10	3	874
Lt Tank (480 pts)	3/2	AB2	8	Med Pulse	na	G	14/10	3	1200
Med Tank (1000pts)	5/3	AB2	10	Med Pulse	2 x RFLaser	G	16/8	3	1824
Med Tank (1440 pts)	6/3	AB2	12	Large Pulse	2 x RFLaser	G	12/8	3	2544
Heavy Tank (2240 pts)	7/4	AB2	16	Lg Plas Part	2 x RFLaser	T	12/8	4	3884
Heavy Tank (3200 pts)	8/5	AB2	20	Lg Plas Part	RLauncher+2 RFL	T	10/6	4	5080
Behemoth (4480 pts)	8/6	AB2	28	Bg Plas Part	RLauncher+4 RFL	T	8/5	5	7324

To generate Rep for crew members use the appropriate Army List. Roll as if building a squad but do not use NCO row.

Example: For a Spug

Point total does not include crewmembers

INDEX OF TABLES

You've read the rules and you know it's in there but you can't find it. This Index of Tables will take you right to the rule you're looking for and the Table that goes along with it.

AIRCRAFT

AIRCRAFT RANGED TO HIT TABLE 33
COMING IN HOT!" TABLE 33
DROP ZONE ERROR TABLE 34
EVAC REQUEST TABLE 33
GET US OUT OF HERE TABLE 34
GO, GO, GO TABLE 34
PILOTING TABLE 33
WE'RE ALL GOING TO DIE!" TABLE 34

BATTLE ARMOR

BTA PENETRATION TABLE 24
DAMAGED BATTLE ARMOR TABLE 25
JUMP TEST TABLE 25

CHALLENGES

OPPOSED TASK TABLE 55
UNOPPOSED TASK TABLE 54

CHARACTER BUILDING

REP ADVANCEMENT TABLE 48
WHAT DO YOU DO? 49
WHERE YOU FROM BOY 48

DRIVING

LOSING CONTROL 29
RUN OVER TABLE 29

ENCOUNTERS

ADVENTURER ENCOUNTER TABLE 50
ADVENTURER RAID TABLE 51
COOPERATION TABLE 52
ENCOUNTER TABLE 38
IS IT HERE? TABLE 51
LAW LEVEL VARIANCE TABLE 50
LAW AND ORDER TABLE 50
MILITARY ENCOUNTER TABLE 38
QUEST TABLE 50
STANDUP FIGHT TABLE 39
TALK THE TALK MODIFIERS 52
TALK THE TALK 52
WHO'S PLANET IS IT? TABLE 49

ENEMY – WHO AND WHERE ARE THEY

CONTACT TABLE 53
CONTACT TABLE - MILITARY 40
HERE COME THE REST TABLE 53
HOW MANY ENEMIES TABLE - MILITARY 40
HOW MANY OF THEM TABLE 53
WHAT DO THEY DO? 52
WHO ARE THEY? 52

MELEE

MELEE DAMAGE TABLE 19
MELEE MODIFIERS 18
MELEE RESULTS TABLE 19

MOVEMENT

FAST MOVE TEST 12

REACTION TESTS

BEING CHARGED CHECK 18
CLANK TEST 30
IN-SIGHT TEST 13
KNOCK/BACK RECOVERY CHECK 15
OUTGUNNED RATINGS 17
RECEIVED FIRE TEST 17
RALLY CHECK 18
STATE OF AWARENESS MODIFIERS 43
STATE OF AWARENESS TABLE 43
STAY OR GO TABLE 20
WANTING TO CHARGE CHECK 18
WHO WANTS TO BE A HERO? 31

REINFORCEMENTS

REINFORCEMENT DEPLOYMENT 54
REINFORCEMENT DEPLOYMENT-MILITARY 42
REINFORCEMENTS TABLES-MILITARY 41

REPLACEMENTS AND RECOVERY

RECOVERY CHECK 20
REPLACEMENTS AVAILABLE TABLE 44
REPLACEMENTS TABLE 44

SHOOTING

BOMBS AWAY TABLE 16
MORTAR TABLE 23
PLACE ROUND TABLE 30
PENETRATION RESULTS TABLE 30
RANGED COMBAT TO HIT TABLE 14
RANGED COMBAT DAMAGE TABLE 15
SNIPER TARGET TABLE 43
SUPPORT FIRE EFFECTS TABLE 43
WHERE'S THE GRENADE?" TABLE 16

STRATEGIC CAMPAIGN

GO TO WAR" TABLE 36
MAJOR MORALE TABLE 37

Use this table first.

UNIT TAG

TAG	REP	AC	WEAPON	RANGE	TARGET	NONE	SB	HB	EXO	BTA	MODIFIERS	RAP

UNIT TAG

TAG	REP	AC	WEAPON	RANGE	TARGET	NONE	SB	HB	EXO	BTA	MODIFIERS	RAP

TAG = Unit or figure name or designate.
REP = Rep.
AC = Personal armor worn by figure.
WEAPON = Primary weapon.
RANGE = Range of weapon.
TARGET = Maximum number of d6 rolled when firing the weapon.
NONE = Impact versus unarmored targets.
SB = The Impact of the weapon versus Soft Body armor targets.
HB = The Impact of the weapon versus Hard Body armor targets.
EXO = The Impact of the weapon versus Exo-armor targets.
BTA = The Impact of the weapon versus Exo-armor targets.
MODIFIERS = Any modifiers to the figure based on their Attributes.
RP = Reputation Advancement points the figure currently has.

Regiment Games

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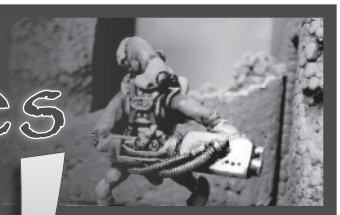

SPUGS!

The colonists who first encountered the Alien menace called them 'Space Bugs', because of their insect like appearance. Indeed, they fell upon world after world like locusts, stripping a planet of its' useful resources before moving on, or claiming it as a hive world. In time, when human forces had marshaled sufficient resistance and the xenobiologists had examined specimens, they were indexed as species XENO-00237/hostile.
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