5150

PLATOON·LEADER

5150

THE WARS HAVE BEEN GOING ON FOR YEARS

The Gaea Prime Empire is still hungry and still has many enemies, including a new one – the Zhuh-Zhuh. The Bug menace is at its worse and everyday there are reports of Hishen gains, closer and closer to the Home World. Darkness is coming and the body count is growing.

I like to think we've got them where we want them.

You're a Platoon Leader in command of three Squads. You can lead Gaea Prime soldiers, Hishen clones, Grath creatures, Zhuh-Zhuh "monkey boys"; heck even bone crunching Bugs, it's all up to you.

Although we've increased the size of your games, we've kept the detail from *5150: Star Army* while streamlining the mechanics. Now you can play with more figures in less time.

We've expanded the Campaign Rules, not made them harder. We've built upon those found in *5150: Star Army* to now include the option to fight from planet to planet. In short, more fun, less work.

You don't even feel the bumps anymore, too many drops for that. Damn, the soldiers are getting younger and younger or maybe you're just getting older? The green light flashes and you run your final check. All's good and you brace for touchdown. Bam! The door drops and your squad piles out immediately coming under fire. The last thing you remember is …

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5150: Star Army – Platoon Leader is the bridge between the squad based 5150: Star Army and battalion level 5150: Battalion Commander. Platoon Leader is a stand-alone game compatible with both.

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5150

PLATOON•LEADER

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5150: STAR ARMY – PLATOON LEADER

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The more things change; the more they stay the same.

1.1 WHAT IS 5150 STAR ARMY - PLATOON LEADER?

5150: Star Army - Platoon Leader is a set of Platoon Level skirmish rules that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name. Before we go into detail about the game let's explain the cornerstone of all Two Hour Wargames, *the Reaction System*.

Traditional games use a turn sequence known as "IGO, UGO". This means that I move my figures, fire, we do some melee and maybe you do a morale test or two.

THW uses what is called the Reaction System. In this system your side *activates* and you move all or part of your force. That triggers a reaction from parts of my force. I immediately react and this may cause you to react in kind. Here's an example of both systems using one figure on each side.

1.2 IGO UGO

Our figures start on opposite sides of a building and *are out of sight* of each other.

- It's my turn and I move first.
- I move my figure around the corner and see your figure.
- I shoot at your figure.
- You either get hit or not.
- If you get hit I see how bad the damage is.
- If you don't get hit, maybe you take a morale test or maybe you don't.
- Now it's your turn.
- If you stay where you are you shoot at me.
- You either hit me or not.
- If you get a hit you see how bad the damage is.
- If you don't get a hit maybe I take a morale test or maybe I don't.
- Now it's my turn again.

The big thing is I get to move and shoot at you and you can't do anything about it.

Now let's put that in real life context. A Hishen soldier and a Star Army soldier are on opposite sides of a building. The Hishen walks around the corner and the Star Army soldier sees him, yet does nothing about it. Instead he does not react and lets the Hishen shoot him. *A bit strange, don't you think?*

1.3 THW REACTION SYSTEM

Now let's go through the same scenario using the Reaction System. Our figures start on opposite sides of a building and *are out of sight* of each other.

- I activate and move first.
- I move my figure around the corner and your figure can see me.
- We take an In Sight Reaction Test.
- Maybe you go first and shoot at me.
- Or maybe you duck for cover.
- Or maybe I go first.

- If you do shoot at me either you hit me or you miss.
- If you hit me you see how bad the damage is.
- But if you miss me I take a Received Fire Reaction Test.
- Maybe I shoot you.
- Maybe I duck back for cover.
- Or maybe I run away.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks back behind cover, or runs away.
- When all my actions and all reactions that they have caused are finished, it's your turn.

The big thing is you immediately get to react to what I do, during my turn, just like in real life.

Now let's put that in real life context. A Hishen soldier and a Star Army soldier are on opposite sides of a building. The Hishen walks around the corner and the Star Army soldier sees him and the Hishen fires first, but misses. The Star Army soldier fires back and the Hishen dives for cover. The Star Army soldier cannot see the Hishen so stops firing. *Better?*

1.4 STOP BOXES

Be sure to read the rules one section at a time and do the review and easy exercises in the Stop boxes. We've broken the rules down into smaller pieces to make it easier to learn. If you have a question about the rules just keep reading as the answer will be coming along shortly.

2.0 NEEDED TO PLAY

You will need a few things to play *5150: Star Army - Platoon Leader.*

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

2.1 THE DICE

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

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

2.1.1 PASSING DICE

To pass dice you roll a number of d6 and compare each die score individually to the *Target Number.* The Target Number can be Reputation (3.2), Investment Level (9.4) or something entirely different.

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

Example – Sgt Spellman (Rep 4) must take a Received Fire Test. The Target Number for the test is his Reputation (4). He rolls 2d6 and scores a 1 and a 5. As the 1 is equal or lower than the Rep of 4, 1d6 has been passed.

2.1.2 COUNTING SUCCESSES

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

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

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

2.1.3 POSSIBILITIES

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

Example – The Hishen soldiers will be on a Patrol (1 – 3), Attack (4 – 5), or defend Mission (6). I roll 1d6 and score a 3. The Hishen are on Patrol.

2.1.4 READING AND ADDING THE DICE

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

Example – On the Reinforcements Table (12.2) I roll a 3 and a 6 for a total of 9.

2.1.5 1/2D6

There may be times when you are asked to roll a 1/2d6. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Any result of 1 or 2 becomes a 1.
- Any result of 3 or 4 becomes a 2.
- Any result of 5 or 6 becomes a 3.

2.1.6 HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left-hand corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 2 or 1. If you see a word like Rep or Target, roll 1d6 for each point of whatever word.

Example – A Star Army soldier (Rep 4) must roll a Received Fire Reaction Test. Looking on the Star Army Reaction Tests in the back of the book we see a 2 in the upper left-hand corner so I will toss 2d6.

Later, the Star Army soldier and a Hishen soldier (Rep 3) go into Melee. Looking on the Melee Combat Table (6.8.2) we see the word Rep. This means they will roll 1d6 per point of Reputation (3.2). The Star Army soldier will roll 4d6 while the Hishen soldier will roll 3d6.

2.2 FIGURES AND TERRAIN

Literally hundreds of figures can be used with *5150: Star Army - Platoon Leader*. There aren't any official figures so play with whatever you already have.

You can choose from metal figures, plastic figures, or even paper figures. Sizes range from 6mm to 54mm and everything in between. The best part is that you can use any of them and still play *5150: Star Army - Platoon Leader*. If you don't already have figures, you can find them in gaming stores, at conventions, or online.

Finding terrain can be handled the same way or you can build it from scratch. Some very nice paper terrain is available online that will work just fine.

2.2.1 BASING FIGURES

The standard unit, Bug or humanoid, is six figures. You can choose to base them individually or in groups. Casualties will be removed from the unit so keep this in mind. Figures already based for other rules can be used as well.

Support Weapons are usually one figure so basing them individually is the best way.

2.2.2 DEFINING FACING

Charging onto the rear of an enemy or shooting to its rear depends upon the actual physical location of the attacker. To qualify as a rear attack the attacker must begin and end its movement behind the front facing of the target.

- The front facing is defined as 180 degrees to the front of the figure.
- The rear facing is defined as 180 degrees to the back of the figure.

The following illustration helps to define the front and rear facings.
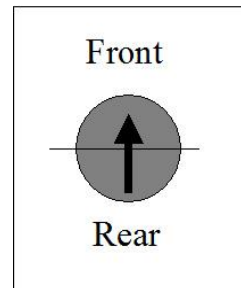
2.3 TABLES

Your 5150: Star Army - Platoon Leader games can be as simple or as detailed as you like. For those that want a quick pickup game, just use the basic Reaction Tables. If you want a realistic campaign then use the numerous tables that are provided. 5150: Star Army - Platoon Leader is like a toolbox. You may not need all the tools, but they are there when you do!

3.0 DEFINING THE FIGURES

5150: Star Army - Platoon Leader is played with individual figures that are defined in the following four ways.

- Is it a *Star* or a *Grunt*?
- What is its *Reputation*?
- What type of *Armor* is it wearing?
- What type of *Weapon* does it have?

3.1 STARS AND GRUNTS

We use two types of figures, called *Stars* and *Grunts.*

STARS – This figure represents you, the player. Stars can be Squad Leaders (replacing one figure in the unit), Platoon Leaders, or Company Commanders. We suggest your Star begin with a Reputation of 5.

GRUNTS – These are the figures that do not represent a player. They may be friends or foes and will come and go as the game progresses. Grunts are controlled by the game mechanics.

3.1.1 STAR ADVANTAGES

As a Star in *5150: Star Army - Platoon Leader* you have two important advantages; Star Power and Leadership.

3.1.2 STAR POWER

Star Power is the ability of your figure to ignore normally disabling damage. Here's how we do it:

- Stars start each Mission with one Star Power d6 for each point of Rep (3.2)
- Whenever a Star takes damage from ranged fire or in melee (hand-to-hand combat) it rolls all of the Star Power d6 it currently has.
- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays, but the d6 is retained for future use.
- Any result of 6 means the damage stays, but that die is removed from your figure's Star Power *for the rest of the Mission.*

Damage is reduced in the following ways:

- An Obviously Dead (6.5.5) becomes an Out of the Fight (6.5.6) result.
- An Out of the Fight result becomes a Duck Back (6.5.2) if being fired on or a Carry On (6.5.1) if in melee.
- A Duck Back becomes a Carry On.

It is possible to reduce damage by multiple levels if you roll several results of 1, 2, or 3.

Example: A Star with a Rep of 5 is hit by HMG fire. He takes one Obviously Dead result. The player rolls one d6 per point of the Star's Rep or 5d6 in this case. The results are 2, 2, 4, 5, and 6.

The first 2 reduces the Obviously Dead to an Out of the Fight. The second 2 reduces the Out of the Fight to a Duck Back.

The 4 and 5 have no effect.

The 6 has no effect and is lost for the remainder of the Mission.

3.1.3 LEADERSHIP

When the Star is with a unit – in base to base contact, that unit receives a +1d6 bonus when taking the Received Fire (6.4) and Man Down Reaction Tests (6.4).

When attached to a unit, the Star will use its Rep for Activation (6.0) and In Sight (6.3), but the Rep of the unit for the Charge into Melee (6.8.1), Received Fire and Man Down reaction Tests.

Example – A Star Squad Leader (Rep 5) is attached to a Rep 4 Star Army Squad. Activation dice are rolled and a 5 comes up. The Squad activates and moves into sight to a Hishen unit. An In Sight Test is taken and the Hishen fire first. The Star Army Squad takes the Received Fire Test versus its rep of 4, but counts a +1d6 bonus for having the Star Leader.

3.2 REPUTATION

Reputation (Rep) represents a combination of training, experience, and motivation. Rep is an expression of a figure's overall fighting quality. Both Stars and Grunts use Rep.

5150: Star Army - Platoon Leader deals with military battles so all of the figures in the same unit will have the same Rep, including the Leaders, unless using a Star Squad Leader..

There are three possible starting levels of Reputation:

- **REP 5 -** These are veterans of numerous successful missions. Combat experienced officers, NCO's, and elite troops would have a Rep of 5.
- **REP 4** - These are reliable soldiers of some experience or highly trained highly motivated troops. These troops make up the bulk of most armies.
- **REP 3 -**These are fighters of unknown quality who have seen little or no action. Newly trained troops going into combat for the first few times would have a Rep of 3.

Remember, Stars always start with a Rep of 5.

3.3 ARMOR

In *5150: Star Army - Platoon Leader* we use a wide variety of armor. In this section we explain their use and how they differ from each other. For simplicity and playability we use the same armor types for infantry and structures *(7.0)*.

Armor is used to reduce the chance of damage in combat. Here's how we do it:

- **SOFT BODY (SB)** – Unarmored or lightweight minimal body armor.
- **HARD BODY (HB)** – Rigid body armor that can reduce damage.
- **EXO-ARMOR (EXO)** – Flexible body armor with internal modifications that enhance the natural abilities of the wearer while greatly reducing damage.
- **BATTLE TACTICAL ARMOR (BTA)** - Fully enclosed integrated body armor with lots of modifications that super-enhance the wearer while drastically reducing damage.

3.3.1 EXO-ARMOR

Exo-Armor is available only to Star Army personnel and provides the wearer with enhanced capabilities. Here's how we do it:

- Any NE result scored on the Exo-Armor wearer is converted to a Received Fire Test (6.4).
- Normal movement for the Exo-Armor wearer is 16". They cannot take a Fast Move test, but will count as moving fast when moving over 8".

Note that the body of the Grath counts as Exo-Armor for damage.

3.3.2 BATTLE TACTICAL ARMOR

ISS troopers wearing Battle Tactical Armor are *jacked in* to their suits, giving them seamlessly meshed, fully-enhanced abilities making them formidable in battle. Here's how we do it:

- Any NE result scored on the BTA trooper is converted to a Received Fire Test.
- Normal movement for the BTA trooper is 12". They cannot take a Fast Move Test, but will count as moving fast when moving over 8".
- BTA troopers have jump capabilities allowing them to jump up to 24" straight ahead. This jump allows all enemy within 24" and in LOS to take an In Sight Test, but at -1 to their Rep. Jumpers can act and react normally. Any result of Duck Back means the jumper cuts short their jump and bounds away to cover.
- Disabled BTA troopers can only be carried off the field by other BTA troopers.
- BTA takes damage in a different way than other armor. This is reflected on the Ranged Combat Damage Table (6.7.5).

3.3.2.1 HIGH ALTITUDE DROP

BTA is a self-contained environment not subject to gas attacks or lack of oxygen. BTA troopers may move as normal under water. In addition they can be *dropped* from orbit to the surface of a planet using the High Altitude Drop. Here's how we do it:

- Roll 2d6 per BTA trooper.
- The lowest score is the section of the table that the trooper will land. The higher score is the distance in inches the trooper will land, north of the center of the section.
- A result of doubles means the trooper rolls on the Ranged Combat Damage Table (6.7.5) against a Rocket Launcher.

3.4 WEAPONS

Most figures are assumed to have a ranged weapon. These are covered in more detail in the appropriate section entitled Ranged Weapons (6.6).

In *5150: Star Army - Platoon Leader* we have grouped weapons into broad categories. If you don't see a weapon listed, use the stats for a weapon in the category that best fits it.

4.0 THE ARMY LISTS

This section will explain the armies that are used in *5150: Star Army - Platoon Leader.* The following Army Lists are provided:

- Bugs (18.6)
- Gaea Prime (18.1)
  - Planet Defense Force (18.1.2)
  - Rebels (18.2)
  - Free Companies (18.3)
  - Star Army (18.1.3)
  - Symons (18.1.4)
  - ISS (18.1.5)
- Hishen Empire (18.4)
  - Grath (18.4.1)
  - Hishen (18.4)
  - Zhuh-Zhuh (18.5)

Most of the armies will have racial characteristics and traits that will make them unique. You will find these on the appropriate table that they affect; In Sight, Ranged Combat, Charge into Melee, Melee Combat, Received Fire and Man Down.

4.1 USING THE LISTS

Here's how to use the lists.

- Decide which army you want to use and go to that List.
- Choose which unit type or types you want to play.
- Go to the appropriate unit and determine their stats.
- The number of units you can use is determined by the Mission (9.5) and will range from a Squad to a Company.

Every army is built around the basic unit called a Squad.

4.2 SQUAD ORGANIZATION

The building block of the armies in *5150: STAR ARMY - PLATOON LEADER* is the Squad of six figures. Information on each Squad can be found on each Army List. Here's how we do it:

- **#** - This is the number of soldiers in the squad. These are further divided by the weapons they carry. The number in this column corresponds to the weapon found in the Weapon column. Infantry squads will have figures with two or three weapon types.

- **TYPE** - This tells you the type of troop the unit is composed of.
- **REP** - This tells you the possible Rep of the unit. Rolling 1d6 tells you this. Use this also to generate the Reps of Platoon leaders and Company Commanders as well.
- **ARMOR** - This is the type of armor each figure wears.
- **MOVE** - This is the normal movement rate in inches of each figure in the unit.
- **WEAPON** - This is the type of weapon the figure is armed with.
- **RANGE** - This is the maximum range in inches that the weapon can fire out to on the table.
- **TARGET** - This is the Target Rating (6.6.3) or number of d6 that the shooter will roll when firing the weapon.

Transfer all the information for each unit to a Company Roster (4.2).

Example - I decide to play the Star Army so go to its List (18.1.3). I want to play a Ranger Squad and go to that section of the List. I see that there are six figures in a Squad. One is armed with a Grenade Launcher, four with Laser Rifles, and one with a Rapid-Fire Laser Rifle. I roll 1d6 and score a 5. This means the unit is Rep 4. I see that the unit has Exo-Armor and a normal move of 16".

4.3 PLATOON ORGANIZATION

Every army groups their Squads into Platoons. Here's how we do it:

- Each Platoon has three Squads of six soldiers. They are known as the 1st, 2nd, and 3rd Squads. The Squads are always arranged from highest to lowest Rep, with the 1st Squad being the highest.
- Each Platoon has one Platoon Leader. The Platoon Leader must remain within 4" of one or more of his Squads.
- Each Platoon has two Support Weapons (6.6.5). Players can choose which ones from their Army List based on availability by Mission type. Support Weapons must remain within 4" of one of the Squads or the Platoon Leader.

4.3.1 SYMONS

One Squad of Symons can replace the 3rd Squad in a Star Army Platoon or be added to the Platoon instead of a Support Weapon.

4.3.2 GRATH

One Squad of Grath can replace the 3rd Squad in a Hishen Platoon or be added to the Platoon instead of a Support Weapon.

4.3.3 ZHUH-ZHUH ARMORED INFANTRY

One Squad of Zhuh-Zhuh Armored Infantry can replace the 3rd Squad in a Zhuh-Zhuh Platoon or be added to the Platoon instead of a Support Weapon.

4.4 COMPANY ORGANIZATION

Every army groups their Platoons into Companies. Here's how we do it:

- Each Company has two Platoons of three Squads and two Support Weapons. They are known as the 1st and 2nd Platoons.
- Each Company has one Company Commander. The Company Commander must remain within 4" of one or more of his Squads.
- Each Company has one Support Weapon. Players can choose which one from their Army List based on availability by Mission Type. The Support Weapon must remain within 4" of one of the Squads or the Company Commander.

4.5 GROUP COHESION

A group is defined as one or more Squads within the Chain of Command (4.6). Your groups can operate at three different levels. They are:

- Squad.
- Platoon,
- Company.

Let's go over each level in more detail.

4.5.1 SQUAD COHESION

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

The Squad is the smallest unit that can operate independently with the exception of Support Weapons, which also operate independently.

4.5.2 PLATOON COHESION

Three Squads, the Platoon Leader, and the two Platoon Support Weapons are grouped together to form a Platoon.

- Squads that are within 4" of another Squad of the same Platoon will activate at the same time, based on the Rep of the Platoon Leader.
- Any Squad outside of 4" is now separated and will activate on its Squad Rep, or the higher Squad Rep, if two or more Squads are grouped together, and the Platoon Leader is not within 4"

4.5.3 COMPANY COHESION

Two full Platoons, the Company Commander, and the Company Support Weapon are grouped together to form a Company.

- Platoons that are within 4" of another Platoon of the same Company will activate at the same time, based on the Rep of the Company Commander.
- Any Platoon outside of 4" is now separated and will activate on its Platoon Leader Rep, or the higher Platoon Leader Rep, if two or more Platoons are grouped together, and the Company Commander is not within 4"

4.6 CHAIN OF COMMAND

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

Companies, Platoons, and Squads will always activate on the Rep of the highest ranking officer (Leader) in the formation. Here's how we do it:

- Squads activate on the Rep of their *Squad Leader*, represented by the Squad Rep.
- Platoons activate on the Rep of the *Platoon Leader*.
- Companies activate on the Rep of the *Company Commander*.
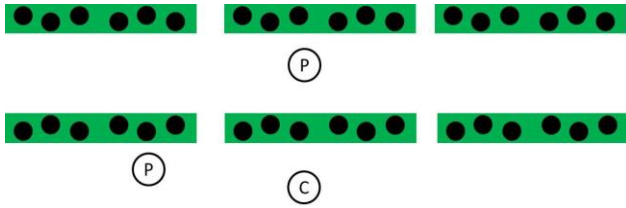
In this picture we have a company of two Platoons. As the six Squads are all within 4" of another Squad, the chain of command is unbroken, and the Company is under the command of the Company Commander.

4.6.1 BREAKING THE CHAIN

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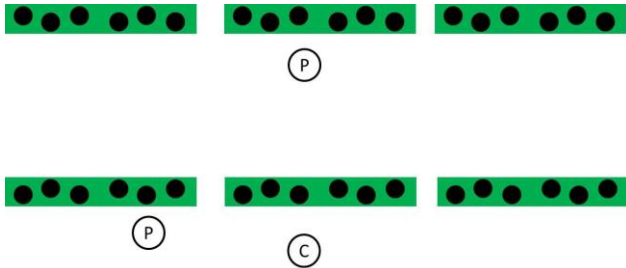
In this picture the 1st Platoon has moved away, outside of 4" from the other Squads. They are now in a separate group and activate on the Rep of the Platoon Leader. The other Platoon remains under the command of the Company Commander.

5.0 YOUR FORCE

You will command from one Squad to a Company or more depending upon your Mission and how comfortable you get with the rules.

5.1 LEADERS

Company Commanders and Platoon Leaders are all considered to be Leaders. You will be a Platoon Leader or Company Commander. If desired you can also play as a Squad Leader, replacing one normal figure.

The Leader allows for all figures under his command to activate when he does.

5.1.1 ASSUMING COMMAND

When Leaders go down someone will *always* step up and replace them. Here's how we do it:

- Whenever a Company Commander is lost, the 1st Platoon Leader takes over command of the Company.
- Whenever a Platoon loses its Platoon Leader, the 1st Squad Leader takes over command.
- Remember that as Leaders move up when assuming command, someone will step up and replace those Leaders.

STOP!

Units are permanent organizational structures, like a Squad or Platoon.

Groups are formed and disbanded as needed and will consist of multiple Squads.

Review how figures assume command.

6.0 - TURN SEQUENCE

5150: Star Army - Platoon Leader is played in turns, with one phase of Activation per side. Although battles can last an unlimited number of turns, each turn follows a strict sequence.

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

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

- At the start of the turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) re-roll them.
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate its units first.
- If the total is "7", there is a chance that one side could receive Reinforcements (12.0).

Example - The two dice are rolled and a Blue 5 and a Yellow 4 are rolled. I scored higher so I can activate my units first.

- Only units with a Leader whose Rep is equal to or higher than their Activation die score can be activated. This could be the Squad Leader, Platoon Leader, or Company Commander. Units are activated from highest to lowest Reps with ties activating in the order the player desires.

Example: A Blue 5 and a Yellow 4 were rolled. The Blue side scored higher so his side activates first. Blue can activate only units that are led by a Rep 5 or higher Leader.

- After the first unit has completed all its actions and any reactions it may have caused have been resolved, the active side is allowed to proceed to its next unit.
- After all of one side's units have been activated the other side can activate one unit at a time based on the result of his activation die roll.

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

- After both sides have activated all of their eligible units and all reactions have taken place the turn is over and Activation dice are rolled again.

This system will mean that many times lower Rep units will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. It also stresses the importance of higher Rep Leaders at the Platoon and Company Level!

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

Let's start with actions.

6.1 ACTIONS

When a group (remember this can be one Squad or more) is *active* its figures can voluntarily do one of the following actions.

- Move up to full distance and fire at *anytime* during its move. A figure can *always* fire once when active, called active fire, regardless of any firing called for due to a reaction result.

Example – Sgt. Billy Pink is active and leads his Squad around a corner triggering an In Sight. Billy fires first in reaction, taking out the opponent.

Later during the same activation he fires Billy at a target that has his back to him – not requiring an In Sight Test.

- Stay in place, changing the way it is faced if desired, and fire.
- Charge into Melee (6.8.1).

6.1.1 OTHER ACTIONS

When active, figures can do the following actions in addition to those previously listed and still make a normal move.

- Pick up dropped weapons.
- Reload a weapon.

6.2 MOVEMENT

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

6.2.1 NORMAL MOVEMENT

Normal movement can range from 6" to 16" and is specified on the Army List.

6.2.2 FAST MOVEMENT

Some, but not all, units can attempt to move at a faster speed than normal. Exo-Armor and BTA cannot attempt to Fast Move. All others can. Here's how we do it:

- Declare the intent of the unit to Fast Move.
- Move the figures their normal movement.
- Roll 2d6 for the unit.
- For each d6 passed, the figure is allowed to move half their normal movement. In effect, passing 2d6 allows the figure to double its normal movement distance.

Example – A Rep 3 Squad wants to Fast Move. I move them 8", their normal movement distance. I now roll 2d6 versus Rep, score a 3 and 4, and apply the results to each figure. By passing 1d6, the Rep 3 unit can move 4" more.

6.2.3 GOING PRONE

Figures can go prone at anytime during their turn. Here's how we do it:

- Going prone ends their movement.
- To regain their feet takes half of their movement distance.
- *Active* figures that *choose* to go prone can fire immediately after going prone.

- A figure *forced* to go prone by a reaction result cannot fire.

6.2.4 INVOLUNTARY MOVEMENT

Figures can be forced into involuntary actions and movement due to the results of a Reaction Test. However, the possible involuntary actions and moves are as follows.

6.2.4.1 CHARGE INTO MELEE

If the figure is within 6" of an enemy and has a Line of Sight (6.7.1) to it, the figure will go to the Charge into Melee Table (6.8.1).

6.2.4.2 DUCK BACK

Try to gain cover from fire. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- Figures in Duck Back may not fire until active or caused by a subsequent Reaction Test.
- Figures in Duck Back cannot see or be seen by the cause of the test but those that go prone can.

6.2.4.3 FIRE

Immediately fires at the cause of the test.

6.2.4.4 HALT

Immediately halt in place, but can still react normally. This could make them Charge into Melee or Duck Back.

6.2.4.5 LEAVE THE BATTLEFIELD

Immediately remove the figure from the table.

6.2.4.6 RETURN FIRE

Immediately fires at the cause of the test.

6.2.4.7 SNAP FIRE

Immediately fire at the cause of the test, but takes the Snap Firing penalty.

STOP!

Activation Dice are rolled at the start of each turn. If doubles are rolled, just re-roll them.

The higher score activates first. Only units commanded by a Leader with that Rep or higher can activate. I have three Squads, all with Rep 4 Squad Leaders. The Activation Die comes up 5. They normally could not activate, but they are within 4" of the Rep 5 Platoon Leader, so can.

Normal move distance is from 6" to 16". Which two troop types cannot Fast Move? For each d6 passed on a Fast move, the unit can move an additional half of its movement distance.

The Reaction Tests (6.4) can cause your unit to involuntarily move or act.

6.3 IN SIGHT

The In Sight Test is a Reaction Test taken differently than the others. First let's explain the difference between being In Sight and Out of Sight.

6.3.1 IN SIGHT OR OUT OF SIGHT

Figures are *always* in sight or out of sight

A figure is in sight when:

- An enemy figure can trace a *Line of Sight* (6.7.1) to that figure, from figure base to figure base. This applies even if that figure is in cover.

A figure is out of sight when:

- It cannot be seen because of intervening terrain (8.4).
- It cannot be seen due to weather or light restrictions such as being too far away to see the enemy at night (6.7.1).
- It cannot be seen due to any other figure in the way.
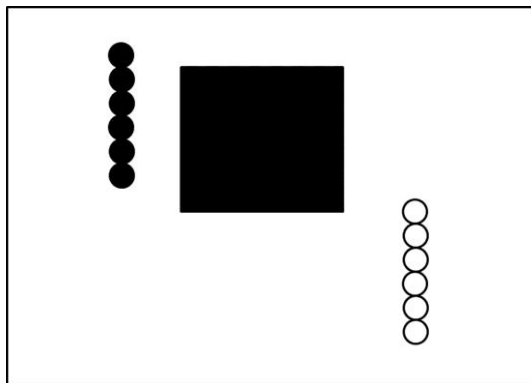
In this picture the black Squad is out of sight of the white Squad.

6.3.2 Triggering an In Sight Test

Here's how an In Sight Test is triggered:

- Whenever a figure has an opposing figure enter into its Line of Sight or LOS, and the opposing figure was not seen previously during this activation phase, the In Sight Test has been triggered.
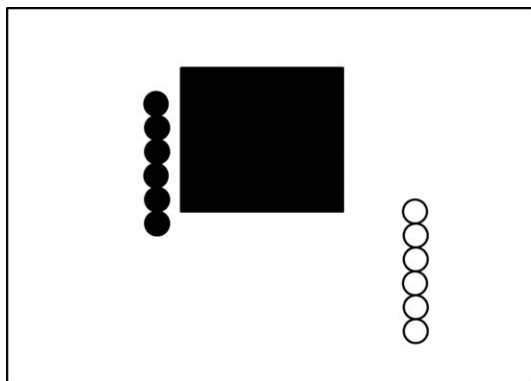
In this picture the black squad has activated and moved forward. As soon as the first figure came into sight, the In Sight was triggered.

- The In Sight Test is triggered as soon as *any* figure in a moving unit comes into sight.

- Once the test is triggered the triggering unit is allowed to move all of its figures (whether they triggered the In Sight or not) up to two additional inches. This movement could result in the figures going out of sight.

6.3.3 Taking the In Sight Test

After the triggering unit has moved up to two additional inches all units in sight of an enemy or having the enemy in sight will take the test. Here's how we do it:

- The Leader of each unit takes the In Sight. If the Leader does not have LOS just use the Rep of the unit.
- Each Leader starts with1d6 per level of their Rep.
- Consult the In Sight Table.
- Modify the number of d6 each Leader rolls, by any applicable Circumstance or Attribute.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the Leader reaches 0d6.
- The Leaders roll their modified d6 total looking for successes, a score of 1, 2 or 3.
- Place a d6 with the number of successes scored, facing up, next to the Leader of each unit. Do not remove it as this also tells the order that actions during the In Sight and reactions afterwards are resolved.
- The unit with the higher number of successes has won the In Sight.
- If the number of successes is equal, re-take the test.
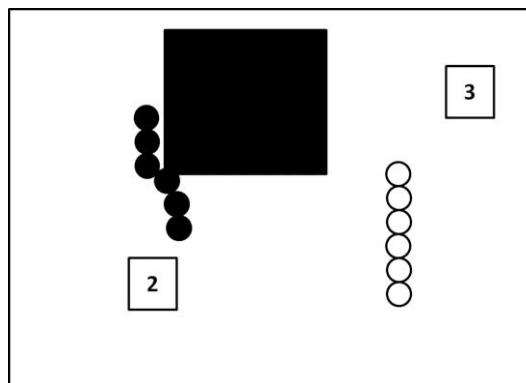
After the In Sight was triggered the black Squad could move an additional 2". This brought 3 figures into sight and the test is taken. The black Squad scored 2 successes – score of 1, 2 or 3. The white Squad scored more, 3 successes, so has won the In Sight and can now act. The d6 are left in place as reactions are taken in the same order as the In Sight is taken. Note that if the black side had won the In Sight, only the 3 figures that actually have a LOS could act.

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6.3.3 IN SIGHT

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
SYMONS	+1d6
HISHEN	-1d6
CIRCUMSTANCE	MOD
ACTIVE - Figure is active and moved.	-1d6
COVER - Enemy is in cover.	-1d6
DUCKING BACK – Figure is Ducking Back.	(1)

(1) Figure cannot fire and will complete its reaction instead.

6.3.4 RESOLVING IN SIGHT ACTIONS

The figures winning the In Sight will now act. Here's how we do it:

- Those that can, will Fire.
- Those that cannot fire will Charge into Melee if within 6".
- This that cannot fire or Charge into Melee will Duck Back.

6.3.5 MULTIPLE UNITS AND IN SIGHTS

There may be a time when more than one unit from the same side will take an in Sight against the same opponents. Here's how we do it:

- All units take the In Sight normally.
- If a unit has beaten an opposing unit it has won the In Sight with that unit. It could have lost the In Sight to another unit.
- A unit cannot act against a unit that it lost the In Sight to.
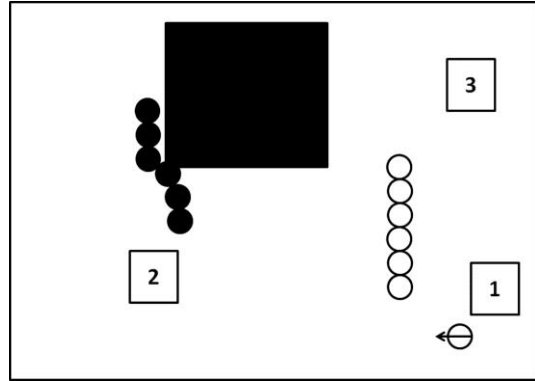
In this picture a white Support Weapon was also involved in the in Sight. It scored only 1 success so has lost to the black Squad and cannot act during the In Sight After the white Squad has fired its weapons; any surviving members of the black squad will fire at the Support Weapon.

After all firing is resolved the black squad would take their Reaction Tests and carry out their reactions against the white Squad. When this is complete the white Support Weapon takes their Reaction Tests and carry out their reactions against the black Squad.

6.3.6 COMPLETED IN SIGHTS

Once *all* Squads have taken the In Sight Test and have completed their actions, appropriate Reaction Tests are taken and resolved in the same order as the In Sight was resolved. This could result in multiple rounds of reaction.

After all In Sight Actions and reactions are completed, the active side continues its part of the turn.

STOP!

Take two Star Army and two Hishen figures. Place them on the table, out of sight of each other. Both sides are Rep 4.

Roll 2d6 for Activation. Move the active figures into sight. Remember that once the In Sight is triggered every figure in the unit can move 2" before the In Sight is taken.

Take the In Sight Test for both sides. Did you modify the number of d6 rolled for the Hishen Attribute? By the one side being active and moving?

Only one side can win the In Sight Test. Remember that after the winning side resolves their actions, the other side will be taking Reaction Tests. Be sure to place a d6 face up next to each Leader to show when to act and react during the In Sight resolution.

Just to recap. The In Sight is taken by the highest ranking Leader in the unit with a qualifying LOS. This means that the Squad Rep is used if the Leader is not involved in the In Sight.

6.4 RECEIVED FIRE & MAN DOWN

The Received Fire and Man Down Reaction Test are taken differently than the In Sight. Here's how we do it:

- If one or more figures in the unit Received Fire and did not get hit; the whole unit takes the Received Fire Reaction Test.
- If one or more figures in the unit have been hit by fire; the whole unit takes the Man Down Reaction Test.

6.4.1 HOW TO TAKE THE TESTS

Here's how we do it:

- Determine what is causing the test; Received Fired, Man Down or a combination of both. If more than one cause, you still take one test but apply the worst result.
- Start with 2d6.
- Modify the number of d6 rolled by any applicable Circumstances found on the Reaction Tests Table for the unit taking the test.
- Roll the modified number of d6 and determine how many d6 were passed based on the Rep of the unit.
- Go down the left-hand column to the appropriate test then across to the appropriate column to see the results.
- Immediately carryout the results.
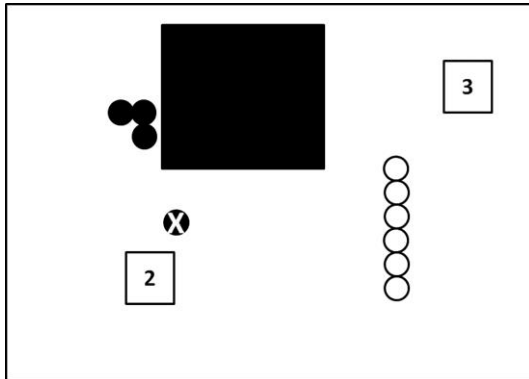
In this picture the 3 figures from the black Squad have taken 1 hit (the "x") and must now take the Received Fire for being fired at and not hit, as well the Man Down Test. Looking on the PEF Reaction Tests I roll 2d6 versus the Squad Rep of 4 and score a 5 and 2, passing 1d6. This results in a Duck Back and Duck Back, but 1 in 2 figures Leave the Battlefield. Two figures leave and the others Duck Back out of sight. Note that figures not involved in the In Sight will still suffer the consequences.

6.4.2 MULTIPLE RESULTS

There may be times when a unit qualifies for more than one Reaction Test and scores more than one result, sometimes conflicting. Here's how we do it:

- One set of d6 are rolled.
- Apply the results to each cause of the test.
- Take the worst result.

Example – A Free Company Rep 4 Squad comes under fire. Some figures are hit and some are not. The Squad takes the Received Fire (6.4) and Man Down (6.4) Tests and passes 1d6. Looking on the Free Company's Reaction Test (same as the one used for the PDF) we see a result of Duck Back, and Duck Back, but 1 in 2 figures (minimum of 1) leaves the Battlefield. As Leaving the Battlefield is worse (6.5.4) than Duck Back, that result is taken.

6.4.3 COMPLETING REACTIONS

There may be times when a unit is carrying out a Reaction Test and may be forced to take another test prior to completion of the first. When called for the unit immediately takes the second Reaction Test, cannot score better than the first result, but can score worse.

Example - A PDF Squad takes a Received Fire Test and scores a result of Duck Back. The unit moves towards cover and into the sight of another enemy force, triggering an In Sight Test. The enemy fires and misses the Ducking Back unit before it has completed its move. The Ducking Back unit takes a new Received Fire Test and passes 2d6 which would allow them to return fire. However, it cannot score better than the Duck Back result, so continues on towards cover.

6.5 STATUS AND ACTIONS

The Reaction Tests can change the status of a figure or force it to act in a certain way. Here we will explain the terms found on the Reaction Tests.

6.5.1 CARRY ON

The figure is in good order and can act and react as desired. This is the best status the figure can have. A figure is considered to be *carrying on* if it is *not* doing any of the following. We have ranked them from best to worse.

- Return Fire.
- Snap Fire.
- Halt.
- Duck Back.

- Leave the Battlefield.
- Out of the Fight.
- Obviously Dead.

6.5.2 DUCK BACK

Try to gain cover from fire. Here's how we do it:

- Move to the nearest cover within 6". This can be in any direction, even forward.
- If no cover is available within 6" the figure will drop prone in place, ending its turn.
- Figures in Duck Back may not fire until active or caused by a subsequent Reaction Test.
- Figures in Duck Back cannot see or be seen by the cause of the test, but those that go prone can.

6.5.3 HALT

Immediately halt in place, but can still react normally. This new test could make them Charge into Melee, return Fire, etc.

6.5.4 LEAVE THE BATTLEFIELD

Immediately remove the figure from the table.

6.5.5 OBVIOUSLY DEAD

The figure has taken damage that is so severe it is obvious that the figure is dead.

6.5.6 OUT OF THE FIGHT

The figure has taken serious damage and cannot continue the battle. He cannot move on his own, but could recover (Medics 6.10). If contacted by an enemy he is considered to be captured or dispatched as desired.

6.5.7 RETURN FIRE

Immediately fires at the cause of the test.

6.5.8 SNAP FIRE

Immediately fire at the cause of the test, but takes the Snap Firing penalty.

STOP!

One set of 2d6 are rolled for the whole unit when taking the Received Fire or Man Down Test. Not all of the figures in the unit need to have caused the test for the whole unit to react to the test.

It is possible to win one In Sight and act, even if you have lost an In Sight as well. In this case, only the surviving figures in the In Sight can act. You cannot act against a unit beat you in the In Sight.

Review the Status a unit may have. What is the best status?

6.6 RANGED WEAPONS

There are two ways to inflict damage *in 5150: Star Army - Platoon Leader.* The first way is through ranged weapons fire and the other is through melee (hand-to-hand combat). Trust me on this. Melee is considered to be a last resort.

Each weapon is defined by type and in some cases weapons have been lumped into broader categories. Weapons are defined by three characteristics.

6.6.1 TYPE

What they are.

6.6.2 RANGE

The range listed for every weapon is its *effective range* or the range that *the shooter feels he has a reasonable chance of hitting the target.* This range is considerably shorter than the maximum range of most weapons.

6.6.3 TARGET RATING

The maximum number of d6 rolled when the weapon is fired by the figure. Each d6 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 arc of fire (swath) of the weapon.

When a 3" or 5" circle is listed under the Target, this means all figures inside the circle suffer the attack.

Example – An Assault Rifle with a Target of 3 may fire at up to three targets in a three-inch swath (arc of fire).

6.6.4 LIST OF RANGED WEAPONS

Here's a list of the weapon types used in *5150: STAR ARMY - PLATOON LEADER*. If a specific weapon does not appear on the list use the type it most closely resembles

- *Grenade, Inferno -* Plasma like grenade effective against everything. Can be hand tossed or delivered from a rifle. Plasma remains on the table for the remainder of the game. Crossing it causes an automatic ranged combat attack on the target based on a Rep 4 shooter.
- *Grenade Launcher –* Ranged weapon used to deliver Fragmentation or Inferno grenades
- *Grenade, Fragmentation –* Blast weapon used to attack large numbers of targets at the same time.
- *Rapid Fire Laser/Grenade Launcher -* Over/under combination weapon with grenade launcher fixed under an automatic fire beam rifle. May fire one or the other, but not both at the same time. May switch freely during the turn.
- *Rifle, "Big Ass" Assault -* Larger caliber automatic projectile firing rifle.
- *Rifle, Assault -* Automatic projectile firing rifle.
- *Rifle, Laser -* Pulse fire beam rifle.
- *Rifle, Rapid-Fire Laser -* Automatic fire beam rifle.
- *SAW -* Squad Automatic Weapon. Usually a projectile weapon, but could be beam based in some circumstances.

6.6.5 LIST OF SUPPORT WEAPONS

Here's a list of the support weapons used in *5150: STAR ARMY - PLATOON LEADER*. If a specific weapon does not appear on the list use the type it most closely resembles. Usage and specifics can be found on the appropriate Lists.

- *Grenade, Fragmentation or Inferno –* Technically the grenade is not a Support Weapon, but it can be found on the Support Weapon section of the Army List.
- *Machine Gun, Heavy -* Large caliber high-rate of fire automatic projectile weapon with a two man crew.
- *Plasma Gun -* Weapon capable of firing flammable plasma over long distances. When fired it will lay a path 1" wide ending in a 3" circle of flaming plasma. Plasma remains on the table the remainder of the game. Crossing it causes an automatic Ranged Combat attack on the target based on a Rep 4 shooter. The plasma gun can only fire once per turn whether active or in reaction. Operated by one soldier.

- *Rocket Launcher -* Device capable of delivering a large charge of explosives at both personnel and structures. The Rocket Launcher can only fire once per turn whether active or in reaction. Used by one soldier.

6.6.5.1 HEAVY MACHINE GUN SET UP

The Heavy Machinegun is crewed by two figures and must be set up before it can fire. Here's how we do it:

- Move the crew and gun up to normal movement; it cannot Fast Move.
- When the gun has finished its movement it cannot fire until it is next active or in reaction.

6.6.5.2 RECOVERING SUPPORT WEAPONS

When the Support Weapon, Squad SAW/Grenade Launcher becomes a casualty, another soldier can recover and use the weapon. Here's how we do it:

- The new soldier moves to the downed Support Weapon and picks it up.
- He can use it when next active or in reaction.
- The soldier must remain with his Squad or within 4" of the Platoon Leader or a Company Commander.

6.7 SHOOTING

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: Star Army - Platoon Leader*. Before you can shoot something you need to be able to see it.

6.7.1 LINE OF SIGHT

A straight line from the shooter to the target is called a Line of Sight or LOS. Line of Sight extends across the whole table and is blocked only by friendly figures, terrain, buildings and sometimes weather. Here's how we do it:

- LOS is to the front of the figure up to a 180 degree arc.
- 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.
- LOS between figures inside woods or rough terrain is reduced to 12" in the daytime and 6" at night. If within 1" of the edge of the woods the

figure can see and be seen from outside the woods as normal.

- It is common for some figures in a unit to have LOS while others do not. This means not all figures may take an in Sight or fire.

6.7.2 RESOLVING FIRE

Fire continues between two or more figures until one is unable to return fire. This can happen for the following reasons.

- The weapon, such as a Rocket Launcher, can only fire once per turn.
- One has Ducked Back.
- One has Left the Battlefield
- One has been hit by fire.

It is common for figures to fire multiple times in one turn, both when active and in reaction.

All figures in a unit must resolve their fire before the opposing side can fire.

Example – Pfc. Char fires her laser rifle at Gnarly and misses. Gnarly takes the Received Fire Test. Gnarly fires back with his Assault Rifle and misses as well. Pfc. Char takes the Received Fire Test and passes 2d6 and fires back. She scores a hit and rolls 1d6 for damage. Scoring a 3, lower than Gnarly's Rep, causes him to Duck Back. This ends the fire between the two figures.

6.7.3 ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1" for each point of Target it has. The first figure fired at defines where the arc of fire begins. All figures in the arc, up to the Target Rating, can be hit.
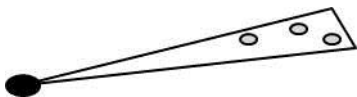
In the picture above the shooter has a 3" swath, defined by the Target Rating of 3. He is allowed to shoot up to 3 targets, one per inch of swath if desired

6.7.4 TARGET SELECTION

Figures match up one on one when targeting each other whether firing or charging into melee. The firing side when shooting or the charging side if going into melee determines target allocation.

After one side has all of their figures targeted the other, more numerous side, will randomly roll to determine who the left over shooters will target or who chargers will melee.

Figures in reaction will always target the figures that shot at them. When taking an active fire the player may choose his targets.

6.7.5 FIRING THE WEAPON

A figure can fire at up to one target per point of Target Rating of the weapon. Here's how we do it:

- Consult the Ranged Combat Table (6.7.6).
- Before firing, the shooter must declare how many shots will go onto each target. It is possible for one target to be fired at more than once.
- Start with the Rep of the <u>shooter</u>.
- Modify the Rep by any applicable Circumstance.
- Roll the dice, read each result as rolled.
- Arrange the d6 in order from highest to lowest. Starting with the first target, apply the highest result, and the rest to the targets next in line.
- Compare each result to the modified Rep of the shooter.
- Go down the left-hand column to the appropriate row for each d6, then across to see the results.
- Immediately carry out the result.

Example –Pvt. Gnarly fires his Assault Rifle at Pfc. Char and SGT Billy Pink. He declares to fire 1d6 at the first target, Char, and the rest at Billy. Gnarly rolls a 3, 5 and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 will be applied to Char and the rest applied to Billy.

Remember that the swath is measured from the first target then to the left or right. Using the swath may take an eligible figure that is closer to the shooter, out of the swath, even if that figure could be targeted. The swath is most effective when firing an automatic weapon along a line of figures from the front or back, or a column of figures from the side.

6.7.5 RANGED COMBAT

TARGET	RANGED COMBAT
	(Taken versus Rep)

CIRCUMSTANCE	MODIFY TO REP
ISS, Star Army or Symons firing	+1
Shooter Moved Fast or Snap Firing	-1
Target Moved Fast	-1
Target in Cover	-2

#	RESULT
Rep or lower	Hit: Go to Ranged Combat Damage Table (6.7.5).
Higher than Rep	Miss: Target takes Received Fire Test (6.4).

6.7.6 DETERMINING DAMAGE

Each time a hit is scored the shooter must see if any damage was scored. Here's how we do it:

- Consult the Range Combat Damage Table.
- Start with the Rep of the <u>target.</u>
- Roll 1d6 and read the result as rolled.
- Go down the Armor column of the target and apply any modifiers.
- Go down the Weapon column for the shooter and apply any modifiers.
- Compare the modified d6 total versus the Rep of the target.
- Go down the left-hand column to the appropriate row, then across to see the results.
- Immediately carry out the result.

6.7.6 RANGED COMBAT DAMAGE

1	RANGED COMBAT DAMAGE
	(Taken versus Target Rep)

ARMOR	MODIFIER
BTA: If Grenade - Fragmentation, Assault Rifle, or SAW.	No Effect. No Received Fire Test Taken.
EXO-ARMOR: If Grenade, Fragmentation or Assault Rifle.	No Effect. Received Fire Test.
HARD BODY ARMOR	+1 to score
SOFT BODY ARMOR	+2 to score

WEAPON	MODIFIER
Inferno Grenade	+3 to score
Plasma Blast or Gun	+3 to score
Rocket Launcher	+3 to score
Heavy Machine Gun	+1 to score.

SCORE	RESULT
"6" or higher	Target is Obviously Dead. BTA explodes and becomes irreparable.
Rep or higher, but not a "6" or higher	Target is Out of the Fight. BTA is immobile and trooper Out of the Fight. BTA could be recovered.
Lower than Rep	Target Ducks Back, no Received Fire Test taken. BTA takes Received Fire Test instead.

Example – SGT Billy Pink has hit Glitz with his Assault Rifle. Glitz is wearing Soft Body Armor so will count a +2 to Billy's 1d6 score. No weapon modifiers apply.

SGT Billy rolls 1d6 and scores a 1. This converts to a 3. This is lower than Glitz's Rep so he Ducks Back out of sight. He does not take a Reaction Test.

6.7.7 AUTO-KILL OR CAPTURE

If an active figure comes into contact with an Out of the Fight figure he can choose to automatically dispatch the figure or capture him. If captured the figure must be guarded by at least one armed figure. Each armed figure can guard up to six enemy figures.

Example – SGT Billy Pink activates and runs up to the Out of the Fight Hishen and chooses to capture him.

6.7.8 ORDER OF FIRE RESOLUTION

Here's the easiest way to resolve fire between two units.

- Designate all targets.
- Resolve *all* fire from *all* shooters.
- Designate OOF and OD results.
- Take any Reaction Tests from fire.

6.7.9 BLAST EFFECT WEAPONS

Some weapons (grenades, rockets, etc.) will use a *blast circle* instead of a swath. Here's how we do it:

- Be sure you have a LOS to the target.
- Nominate the spot where you want the round to land.
- Roll on the Ranged Combat Table (6.7.6) as you would normally do.
- If a hit is scored center the 3" or 5" blast circle, depending upon weapon type, on the spot.
- All targets inside this circle will be affected by the blast.
- Roll for damage normally.

6.7.10 USING GRENADES

Just as Squads will use their ranged weapons when they are in range, Squads will throw hand grenades when in range. Here's how we do it:

- When attacking, 1 in every 6 figures will substitute grenades, with a minimum of 1. The grenades are thrown by a rifle armed figure. Those throwing grenades cannot charge into melee on the first round and do not take the Charge into Melee Test (6.8.1).
- When defending, 1 in every 3 figures will substitute grenades, with a minimum of 1. The grenades are thrown by a rifle armed figure. Those throwing grenades will take the Charge into Melee Test (6.8.1). If they do not score a result of "fire" they cannot throw the grenade.
- Grenades are thrown using the Ranged Combat Table (6.7.6) from 5" to 7" depending upon who throws them. See the Army Lists (18.0) for more info.

6.7.11 THROWING GRENADES

When throwing a grenade you can nominate a spot that you cannot see. Here's how we do it:

- The target is inside a building or behind a wall.
- The thrower nominates the spot normally, even if he cannot see it.

- The target now counts as being in cover.
- If a miss is scored the target takes a Received Fire Test.

Example – Sgt. Pink has a grenade and wants to toss it over a wall. He picks a spot 6" away and out of sight. He goes to the Ranged Combat Table and starts with a Rep of 5. He subtracts 2 for the target being in cover. His Target Number is 3. He rolls 1d6 and scores a 5, missing. The Hishen inside take the Received Fire Test.

6.7.12 DROPPING & ROLLING GRENADES

There may be times when you want to drop a grenade through a window or roll it through a door. Here's how we do it:

- The figure with the grenade is adjacent to the window or door and active.
- The thrower nominates the spot adjacent to the window or door, even if he cannot see it.
- The target does not as being in cover.
- If a miss is scored the target takes a Received Fire Test.

Example – Sgt. Pink has a grenade and wants to roll it into an open door. He picks a spot adjacent to the door. He goes to the Ranged Combat Table and starts with a Rep of 5. He does not subtract 2 for the target being in cover. His Target Number is 5. He rolls 1d6 and scores a 5, hitting. The 5" blast circle is centered next to the door, effectively cutting it in half. Those inside the room and circle are at risk, those not in the circle take the Received Fire Test, while those outside the room are not affected.

EXTENDED EXAMPLE

Here's an extended example of how ranged fire fits in with In Sights and Reaction Tests.
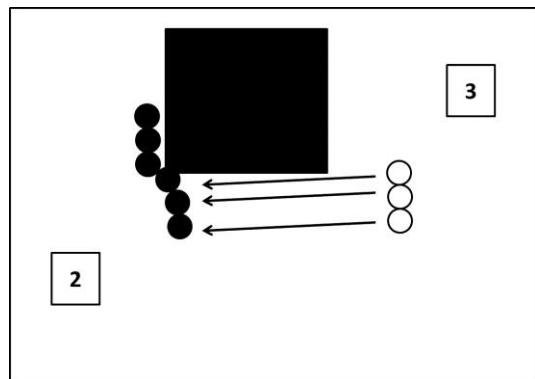
Three white Squaddies have won the In Sight and now open fire.
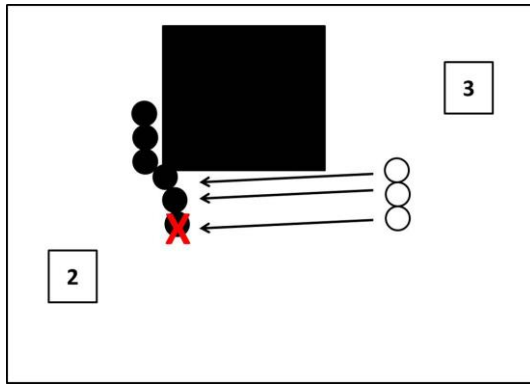
Each soldier will roll 1d6 for each point of Target Rating (Rifle, Laser) on the Ranged Combat Damage Table versus their Rep. Two rolled higher than their Reps and missed. One soldier rolls his Rep so scores a hit. He now rolls on the Ranged Combat Damage Table versus the Rep of the target. He scores a "6", so the target is Obviously Dead. As all the firing is resolved the black side now takes their Reaction Tests.
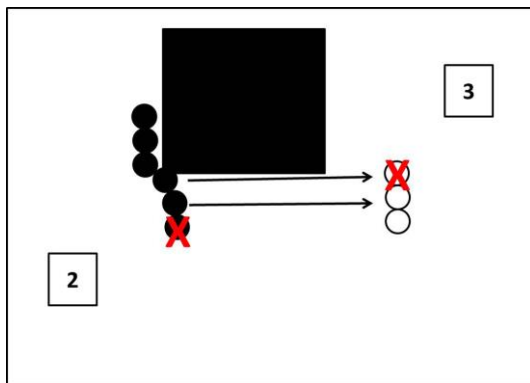
The black Squad now takes the Received Fire and Man Down Reaction Tests. 2d6 are rolled versus their Rep of 4 and score a 1 and 2 – passing 2d6. Looking on the Hishen Reaction Tests they score Return Fire and Carry On results. The two Hishen now open fire, scoring a hit and putting one Star Army soldier Out of the Fight. As all firing is resolved the white side now takes their Reaction Tests.
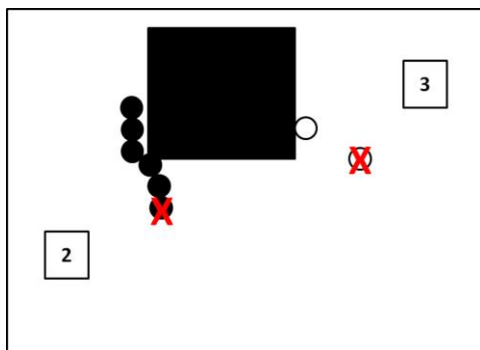
The white Squad now takes the Received Fire and Man Down Reaction Tests. 2d6 are rolled versus their Rep of 4 and score a 1 and 5 – passing 1d6. Looking on the Star Army Reaction Tests

they score Duck Back and Duck back, but 1 in 3 figures Leave the Battlefield results. One white soldier Ducks Back and the second Leaves the Battlefield. As the white side is not out of sight, the In Sight portion of the turn is over. The active Hishen side can now continue its move.
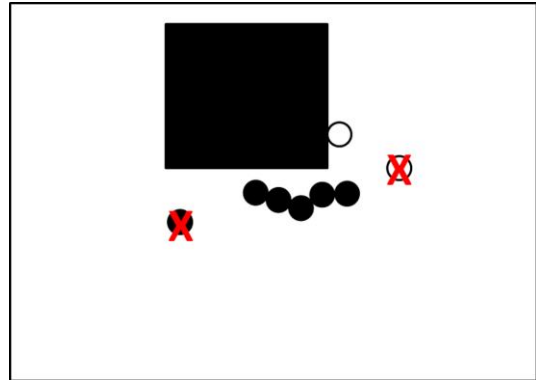
The Hishen move forward and into sight of the Ducking Back Star Army soldier. This triggers a new In Sight, the Hishen can move an additional 2" and the test is taken.

STOP!

Place a Star Army Squad on the table. How many figures are in the unit? How many have a laser rifle, rapid fire laser, and grenade launcher?

Roll on the Army List to determine their Rep. Place a Hishen Squad on the table and follow the same procedure.

Place the units out of sight of each other. Roll for Activation and move the activating unit into sight of the other unit. Remember that after the In Sight is triggered, the triggering unit can move another 2".

Take an In Sight.

The winning unit can now fire. Allocate targets and resolve the ranged fire. Remember that when shooting you will use the Rep of the shooter and when rolling for damage you will use the Rep of the target.

A Rep 3 Hishen is firing his Assault Rifle at a Star Army target with Hard Body Armor and in cover. How many d6 does he roll on the Ranged Combat Table? What is the Target Number (2.1.1)? If he scored a 5 on the Ranged Combat Damage Table (6.7.5), what happened?

6.8 MELEE

When figures come into contact they can enter into melee (hand-to-hand combat). Melee is extremely bloody and all should consider it as a last resort – except for Bugs.

6.8.1 STEP ONE - CHARGING

Melee is a three step process. Step one is Charge into Melee. Here's how we do it:

- When a unit has LOS to a target and enough movement to contact it, even if it requires a successful Fast Move, it can attempt to charge. If it takes a Fast Move and comes up short the Charge into Melee Test is still taken, but the charger cannot contact the target. This means it could come under fire. If it does, the charger will take the appropriate Reaction Tests.
- The charging unit declares which unit it will target.
- Both units take the Charge into Melee Test (6.8.1) at the same time.
- Each unit starts with 2d6.
- Modify the number of d6 by any applicable modifier for Troop Type or Circumstance.
- Both units roll the modified total of d6 and compare the scores against their Rep.
- Go down the left-hand column to the appropriate row based on the number of d6 passed by each side.
- Go across to the appropriate column based on whether the Charger or Target passed more d6.
- Immediately carry out the results.
- A result of fire is applied to every eligible figure in the Target unit.
- Note that Reaction Tests will only be taken if the charger failed a Fast Move and did not contact. Otherwise, no Reaction Tests are taken.

6.8.1 CHARGE INTO MELEE

2	CHARGE INTO MELEE
	(Taken versus Rep)

TROOP TYPE…	MODIFIER
Bugs, Grath, ISS, or Zhuh-Zhuh Armored Infantry	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Either unit outnumbered 3:1 or more	-1d6
Hishen, Star Army, Symons, or PDF charged by Bugs.	-1d6
Leader with unit.	+1d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	**Target** may not fire. **Charger** moves into melee. No Reaction Tests taken.	**Target** fires. **Charger** moves into melee. No Reaction Tests taken.
Pass same number d6 as opponent	**Target** fires one shot. **Charger** moves into melee. No Reaction Tests taken.	**Target** fires one shot. **Charger** moves into melee. No Reaction Tests taken.

6.8.2 STEP TWO - MELEE COMBAT

After all firing is resolved; the chargers are placed into base to base contact with the targets. This signals the second step of the process – actual melee. Once the figures are in contact it's time to melee. Here's how we do it:

- Each unit removes one figure for each unit it is in melee with.
- Consult the Melee Combat Table.
- Each unit starts with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Armor or Circumstance.
- Both sides roll their modified total of d6 counting all successes - score of 1, 2 or 3.
  - If both sides score the same number of successes, no additional casualties are taken.
  - If one side scores fewer successes, it will remove figures equal to the difference between their successes and those of their opponent.

- For each figure removed, roll 1d6. If a "6" is scored, a Leader has been hit. Remove it instead of a regular soldier.

6.8.2 MELEE COMBAT

REP	MELEE COMBAT
	(Looking for successes)

ARMOR	MODIFIER
BTA – If wearing BTA.	+3d6
EXO-ARMOR – If wearing Exo-Armor.	+2d6
HARD ARMOR – If wearing Hard Body Armor.	+1d6
CIRCUMSTANCE	MODIFIER
## - Each figure in melee	+1d6
BUGS – Bugs in melee.	+2d6 Double total d6
GRATH – Grath in melee.	+2d6
HISHEN – Hishen in melee.	-1d6
ISS - ISS in melee.	+2d6
SYMONS – Symons in melee.	+1d6
ZHUH-ZHUH – Zhuh-Zhuh in melee.	+1d6
ZHUH-ZHUH ARMORED INFANTRY – Zhuh-Zhuh Armored Infantry in melee.	+2d6

Example – A Squad of Star Army (Rep 4) and Hishen (Rep 3) are in melee. Both sides remove 1 figure.

The Star Army starts with 4d6 for Rep. Adds 1d6 for Hard Body Armor and another 5d6 for having 5 figures. The Star Army Squad rolls 10d6 and scores 6 successes – score of 1, 2, or 3.

The Hishen start with 3d6 for Rep and adds 5d6 for having 5 figures. Being Hishen means they suffer a -1d6 penalty. The Hishen roll their 7d6 and score 3 successes. Subtracting their successes (3) from those rolled by the Star Army (6) means 3 more Hishen are removed.

6.8.3 STEP THREE – ENDING MELEE

Melee continues until the opposing units are no longer in contact. Here's how we do it:

- After each round of melee, all units take a Man Down Reaction Test – remember that each unit lost one figure at the start of each round of melee.
- A failed Man Down Test will eventually cause a unit to Leave the Table.

- If both units score a result of Leave the Battlefield at the same time, the unit with the lower Rep will leave while the higher Rep will count as under half-strength and lose figures as directed on the Man Down Test.
- If the Reps are equal, both count as being under half-strength and will lose figures as directed on the Man Down Test.
- After the Man Down Test have been taken, another round of melee is immediately fought. This continues until one side has left the field.

Example – Continuing the previous example, the 5 Star Army soldiers and 2 Hishen now take the Man Down Test. The Star Army roll 2d6 and pass 1d6. The Star Army loses 1 figure.

The Hishen roll 1d6 due to being under half-strength and pass 1d6. This results in them Leaving the Battlefield.

6.9 RETRIEVING WOUNDED

Some armies place a premium on the lives of their soldiers. Some do not. The following armies will try to retrieve their wounded.

- Free Companies.
- Rebels.
- Gaea Prime - Planet Defense Force
- Gaea Prime - Star Army.
- Gaea Prime - ISS.
- Gaea Prime - Symons.

When it's time to retrieve wounded, here's how we do it:

- Units in Duck Back will retrieve wounded.
- Units in Carry On can voluntarily choose to retrieve wounded.
- One figure can carry one wounded figure.
- Move the figure into base to base contact with the wounded figure.
- Picking up the wounded figure costs 2" of movement. The figure can move, pick up, and continue the move in the same activation or in reaction (Duck Back).
- Figures carrying wounded will take the Fast Move test normally, but cannot pass more than 1d6.
- Figures cannot fire weapons when carrying wounded figures.
- Figures charged while carrying wounded will drop the wounded.

Example – A Star Army Squad has just scored a Duck Back result. There are 5 figures carrying on and 2 Out of the Fight. Two soldiers spend 2" and pick up the two Out of the Fight soldiers. They Fast Move, pass 1d6, and move the balance of their movement into cover.

6.10 MEDIC!

We now introduce those unsung heroes of every war, the *medic*. These are figures with medical training and their presence on the field can be the difference between life and death. Here's how we do it:

- Medics are always Rep 4.
- They will only defend themselves in hand to hand if charged.
- Consult the Medic Table.
- When a medic comes into base to base contact with the Out of the Fight figure roll 1d6 the Rep of the medic and 1d6 versus the Rep of the Out of the Fight figure.
- Determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the result.
- This may be only attempted once on an Out of the Fight figure.

Note that players can choose *not* to attempt to use a Medic.

6.10 MEDIC!

1 + 1	MEDIC!
	(Taken versus Rep of the Medic)

# D6 PASSED	RESULT
2	Figure returns to the fight at normal Rep when next Active.
1	Figure remains Out of the Fight.
0	Figure becomes Obviously Dead

6.10.1 MEDICS - WHO HAS THEM?

Each Platoon or Company may have one medic. We must determine which Squad he is with. Here's how we do it:

- Gaea Prime Squads have a chance (1 - 2) that the medic is attached to their Squad. If he is not, check each time another Squad from their Platoon reaches the table. The chance will increase by 2 each time a Squad enters, but there will not be more than one medic per every three squads – a Platoon.

- The Rebels, Free Companies and Hishen have a chance (1) that a medic will be attached to their Squad. If he is not, each time an additional Squad enters the table check to see if the medic is present. The chance will increase by 1 each time a Squad enters, but there will not be more than one medic per every six squads – a Company.

Example - Three Hishen squads are on the table. There is a chance (1- 3) that the medic is already there. I roll 1d6 and score a 5, no medic. A fourth squad enters the table and there is a chance (1 - 4) that a medic will be with them. A 4 is rolled and the medic is with that squad. Until the seventh squad reaches the table there is no chance of another Hishen medic being present.

6.10.2 HISHEN MEDICS

"Hishen medics; I thought you said Hishen don't recover their wounded?"

They don't. They recover yours to turn into slaves. Here's how we do it:

- The Hishen Medic reaches the Out of the Fight figure and the test is taken.
- If the figure recovers the Hishen will capture him (6.7.7).

6.11 AFTER THE MISSION

After the battle, if playing a campaign, Out of the Fight figures and those that have left the battlefield must test to see if they return to the campaign. Here's how we do it:

- Consult the After the Mission Table.
- Roll 2d6 vs. the Rep of each figure that went Out of the Fight and was retrieved or left the battlefield.
- Go down the left-hand column to the appropriate row, then across to see the result.
- Immediately carry out the results.

6.11 AFTER THE MISSION

2	AFTER THE MISSION
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Figure returns to the Squad.
1	Out of the Fight returns to the Squad. Those that left the battlefield do not return.
0	Figure does not return.

STOP!

When figures come into contact a melee occurs. You need to have enough movement to contact the target. You can use a Fast Move, but review what happens if you fall short.

Melee is a three step process. Step one is the Charge into Melee Test. Place two units on the table and both will take the test.

Step two is the actual combat. Be sure to remove one figure per each unit you are in melee with.

Step three is the Man Down Test. What happens if both units score a Leave the Battlefield result? Remember that after both sides have taken the Man Down Test and remain in melee, another round of melee is immediately fought.

How do you determine if you have a medic with your Squad? Take a Medic Test.

Roll for your casualties from the melee on the After the Mission Table.

Now that you have all the rules to fight a battle we'll expose you to other rules to enhance your battles. Yes, the Bugs are coming soon.

7.0 STRUCTURES

The rules for structures are intentionally abstracted to allow for a wide variety of types and models.

In this section we cover structures. We use two types of structures in *5150 STAR ARMY*:

- Heavily fortified military structures called Bunkers.
- Lighter non-military structures called Buildings.

7.1 DEFINING STRUCTURES

Just like figures are defined so are structures. Here's how we do it:

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

7.1.1 TYPE

Structures are divided into two types: Bunkers and Buildings.

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

7.1.2 SIZE

The size of the building is defined by how many figures it can hold inside. Here's how we do it:

- A small building can hold one squad.
- A large building can hold one platoon.

Support Weapons do not count against the number of figures in the building, however small buildings can hold only one Support Weapon while large buildings can hold up to two.

7.1.3 ARMOR

We use the same armor types as found in the infantry section for structures as well. Here's how we do it:

- Small Buildings count as Hard Body Armor.
- Small Bunkers count as Exo-Armor.
- Large Buildings count as Exo-Armor.
- Large Bunkers count as BTA.

7.2 Entrances and Exits

Figures can enter and exit structures during play. Here's how we do it:

- The entrance opening to a Bunker always faces towards the table edge behind the owner.
- The entrance opening to the Building can face any direction. Buildings may (1 – 3) have two entrance openings on opposite sides.
- Entering and exiting structures is done at a 2" loss of movement.

7.3 Firing from Structures

Figures inside a structure can fire out. Here's how we do it:

- To fire from a facing the structure must have one or more openings. This can be windows, doors, holes, etc. The actual number per facing does not influence firing as we handle it in an abstract way.
- Up to half of the figures inside the structure can fire out from the same facing.
- Support Weapons are always assumed to be occupying the front facing of the building unless specified differently by the player.

7.4 Firing at Occupants

Firing at occupants of structures is handled normally with the targets counting as in cover.

7.5 Firing at Structures

Firing at the structure to destroy it is done normally, but damage is resolved a bit differently. Here's how we do it:

- Only Inferno Grenades, Plasma Blasts, Plasma Guns, or Rocket Launchers can destroy a structure.
- Use the Ranged Combat Table (6.7.6) to score a hit on the target.
- Once a hit is scored consult the Infantry vs. Structure Table.
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row, then across to see the results.
- Immediately carry out the result.

7.5 Infantry vs. Structures

1	**INFANTRY VS. STRUCTURES**
	(Read the result as rolled)

SCORE	RESULT
6	Building collapses. All inside are Obviously Dead (1 - 3) or Out of the Fight (2 - 6).
3 to 5	Building collapses and all inside must roll on the Ranged Combat Damage Table. All survivors must abandon the building when next Active.
1 or 2	Building collapsing and all inside must take the Man Down Test. All occupants must abandon the building when next Active.

7.6 Finding Structures

Structures are either revealed via the PEF Resolution Table (10.3) or are determined by the Mission. When structures are revealed we must determine its specifics. Here's how we do it:

- The Enemy Defensive Positon Table (10.3.1) will specify the type of structure.
- Players can choose the type and size of a structure as desired.

7.7 Clearing Structures

Once the occupants of the structure have been eliminated there *may* remain one more thing to do before the structure is secured. When fighting against Hishen, a table section is not considered secure until all Buildings and Bunkers have been checked.

You may have to perform a Check for Dead Test [1]. Here's how we do it:

- When entering a Building or Bunker have all occupants have bene eliminated, roll on the Check for Dead Table, 1/2d6 times.

(1) This will only occur when non-Hishen troops must check Hishen bodies whether they are in structures on not.

7.7.1 Check for Dead Test

Even near death there is chance that an enemy will make one last attempt to cause casualties. Non-Hishen troops must check any Hishen Out of the Fight or Obviously Dead figure to see if they are truly dead. Here's how we do it:

- Move one or more of your figures to within 3" of the downed Hishen figure.
- If more than one of your figures moves to within 3" of the downed enemy figure only the closest figure takes the test and then only once.
- Consult the Check for Dead Table.
- Roll 2d6 vs. the Rep of your figure and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

7.7.1 CHECK FOR DEAD

2	CHECK FOR DEAD
	(Taken vs. Rep)
	A result of "6" is always a failure

# D6 PASSED	RESULT
2	Enemy figure is Obviously Dead.
1	Enemy figure takes a final shot at the tester before expiring. Roll 1d6. • (1) The tester has been shot once with the weapon that the enemy would normally have. • (2 - 6) The enemy has shot and missed and is now Obviously Dead.
0	The enemy figure explodes a fragmentation grenade. All figures within a 5" blast circle are possible casualties as previously outlined. Regardless of the outcome, the enemy figure is now Obviously Dead

STOP!

Structures are defined by Type (Bunker or Building), Size, and Armor Value.

It costs 2" of movement to enter or exit a structure.

Up to half of a unit can fire out from a structure from the same facing.

Occupants can be fired on normally, counting as being in cover.

Structures can be attacked using the Ranged Combat Table, but damage is resolved on the Infantry vs. Structures Table.

Review how to clear a Hishen held structure. The Check for Dead Test is also used each time you approach an Out of the Fight or Obviously Dead Hishen.

8.0 TERRAIN

Your Missions can take place in a wide variety of terrain types. We've made the terrain rules very easy on purpose to get you playing quicker.

We recommend using whatever you already have.

8.1 SETTING THE TABLE

Although you can use any terrain pieces you already have, we will show you how to set them up. Here's how we do it:

- We recommend playing on 3' x3' table.
- Divide the table into nine roughly equal sections. See the following illustration that shows the corresponding number for each section. In this case the board is square, but you may be using a rectangle. It doesn't matter just be sure and divide the table into nine equal sections.

1	2	3
4	5	6
7	8	9

Determine the overall terrain type of the table. Here's how we do it:

- Roll 1d6 and read the result as rolled. The terrain will be clear (1 – 3), urban (4 – 5), or wooded (6).

Example – I have divided the table into nine sections, but do not know what type of overall terrain it will have. I roll 1d6 and score a 4. I will use the urban area column on the Terrain Generator Table (8.5) to determine the actual terrain in each section.

8.2 CLEAR TERRAIN

The section is flat, without any terrain that will affect movement, or provide cover. There is a chance (1 - 2) that there is a road running from one table edge to the table edge on the opposite side. The road runs down the center of the table, through sections 2, 5, and 8.

8.3 URBAN TERRAIN

The section is flat and covered with buildings. There is a chance (1- 4) that there is a road running from one table edge to the table edge on the opposite side. The road runs down the center of the table, through sections 2, 5, and 8.

75% of the section must be covered in buildings. Use whatever you have.

8.4 WOODED

This represents dense wooded or jungle areas that slow travel and obscure vision. There is a chance (1) that there is a road running from one table edge to the table edge on the opposite side. The road runs down the center of the table, through sections 2, 5, and 8.

- Infantry movement is reduced to half speed if off the road.
- Visibility between figures inside these terrain features is limited to 12" in the daytime and 6" at night.
- Those inside one inch of the edge of these terrain features count as in cover. They can see out and be seen from outside the area.
- Those farther inside from the edge cannot be seen from anyone outside of the terrain.

8.4.1 WOODED HILLS

These are sections with wood covered hills and can affect your figures. Here's how we do it:

- Hills are elevations that slope down in two directions and blocks Line of Sight between figures on opposite sides of its crest or ridgeline.
- Figures within 1" of the crest or ridgeline of the hill are considered to be in cover to those on the opposite side. They can see and be seen from the other side.
- If desired, feel free to use hills without woods on them.

8.5 HOW MUCH TERRAIN?

After you have determined the overall type of terrain on the table it's time to see what the table will look like. Here's how we do it:

- Consult the Terrain Generator Table.
- Start from section number one and work your way to section number nine.
- Roll 1d6, read the result as rolled.
- Go down the left-hand column to the appropriate row and across to the appropriate column for the overall type of terrain.
- This tells you the type of terrain that occupies at least 75% of that section.

8.5 TERRAIN GENERATOR

1	TERRAIN GENERATOR	
	(Read the result as rolled)	

#	*CLEAR*	*URBAN*	*WOODED*
1	Clear	Clear	Clear
2	Clear	Clear	Clear
3	Clear	Clear	Woods
4	Clear	Urban	Woods
5	Clear	Urban	Woods
6	Woods	Urban	Wooded Hill

Example – I have determined that the overall terrain type of the board will be clear. I roll 1d6 on the Terrain Generator Table for section one and score a 3, clear terrain. I roll a 4 for section two, clear with a chance of buildings. I continue to roll until all nine sections are full.

8.6 GROUPING TERRAIN

Once the terrain is generated for each section we need to group it together. Here's how we do it:

- The terrain in section five remains in section five.
- Move the terrain around from section to section, so the terrain of the same type is adjacent to each other.

8.7 ROADS

Roads can affect how your units can move. Here's how we do it:

- Roads are two figures wide.
- Units starting and finishing their movement on a road increase their normal movement by 50%.
- Units moving on roads can also Fast Move normally.

STOP!

The table is divided into nine equal sections.

There are three types of terrain – clear, urban, or wooded. Each section will have terrain based on the Terrain Generator Table. Each section must have 75% of it covered by the terrain type.

Roads increase your movement by 50% if you start and finish your movement on the road.

9.0 CAMPAIGN

In this section you will learn how to link your Missions together into a continuous Campaign where the result of one Mission affects the course of the next.

Campaigns can be as simple or as detailed as you want. The choice is up to you. Feel free to use as little or as much of the following rules for your Missions and Campaigns.

9.1 TIME IN THE CAMPAIGN

For simplicity's sake we track time in the Campaign by the month. Players will have two Missions per month.

9.2 CAMPAIGN MORALE

After you have decided the armies that are involved we need to generate a few things:

- The Campaign Morale of each side.
- Determine the Controlling and Contesting sides.
- Determine the Investment Level of each side.

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

So what is your starting Campaign Morale and that of your enemy? Looking at the Campaign Morale Table tells you this.

9.2 CAMPAIGN MORALE

X	**CAMPAIGN MORALE**

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

Example – My campaign will be on Cestus V. This is a Gaea Prime controlled planet and defended by the Planetary Defense Force (PDF). They have a starting Campaign Morale of 2.

Cestus V is being invaded by the Hishen. They have a starting Campaign Morale of 3.

9.3 CONTROLLED OR CONTESTED

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

- Each side rolls 1d6 and adds their score to their Campaign Morale (9.2).
- The side with the higher total is the Contesting army. *Note that the PDF is always controlling and Rebels always contesting.*
- Re-roll all ties.

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

9.4 INVESTMENT LEVEL

The Investment Level (IL) is a number that reflects how important the planet or area being fought over is. The Investment Level directly affects the probability of a side receiving Reinforcements (12.0). At the start of the Campaign we must determine the Investment Levels of both sides. Here's how we do it:

- Consult the Investment Level Table.
- Go down the left-hand column to the row for the appropriate army.
- Each army has two Investment Levels. One is when they are the Controlling force (defending the area or planet) and the other if they are the Contesting force (attacking the area or planet).
- Roll 2d6 versus the number based on the army and if it is Controlling or Contesting.
- The Investment Level is equal to the highest passing d6. If you pass 0d6 then the Investment Level is 1 less than the listed number.

9.4 INVESTMENT LEVEL

X	INVESTMENT LEVEL	
ARMY	**CONTROLLING**	**CONTESTING**
Free Companies	3	3
GP - ISS	3	5
GP - PDF	3	na
GP - Rebel	na	2
GP - Star Army	5	3
Hishen	4	4
Zhuh-Zhuh	4	3

Example - A Hishen force is on the attack at a Gaea Prime planet. Looking on the Investment Level Table under the Contesting column we see the Hishen Target Number (2.1.1) is 4. The Hishen player rolls 2d6 and scores a 3 and a 5. The Hishen Investment Level is 3.

I now look at the GP – PDF row under the Controlling column. I roll 2d6 and score a 4 and 6. Passing 0d6 the PDF Investment Level will be 2 – 1less than the listed number.

9.5 MISSIONS

There are three types of Missions.

- Patrol (11.1).
- Attack (11.2).
- Defend (11.3).

The Campaign in *5150: Star Army - Platoon Leader* revolves around how your Squad, Platoon, or Company carries out their Missions. The Missions are interlocking and the results of one can affect the results of the next. This is determined by the Mission Results and Next Mission Tables (9.7).

9.6 AFTER EACH MISSION

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

- Consult the Mission Results Table.
- Each side starts with 2d6.
- The successful side will add 1d6.
- Each side rolls their modified d6 versus their current Campaign Morale.
- Determine how many d6 each side passed.
- Go down the left-hand column to the appropriate row, based on whether the player side passed

more, less, or the same number of d6 as the opponent.
* Go across to see the result and adjust the Campaign Morales and Investment Levels as directed.

9.6 MISSION RESULTS

2	MISSION RESULTS

(Taken versus Campaign Morale)

A result of "6" is always a failure

CIRCUMSTANCE	MODIFIER
Last Mission was a success.	+1d6

# OF D6 PASSED	RESULT
More than opponent.	Your Campaign Morale increases by one. Enemy Campaign Morale reduced by one. Enemy Investment Level reduced by one. [1]
Same as opponent	No changes to you or the enemy.
Less than opponent	Enemy Campaign Morale increases by one. Your Campaign Morale reduced by one. Your Investment Level reduced by one.

(1) Investment Level can never be lower than 1.

9.6.1 REPLACEMENTS AND IMPROVEMENT

If you decide to play the full blown Campaign with all the bells & whistles, check out the sections on Replacements (14.0) and Improving Rep (14.2). Otherwise keep reading.

9.7 ENDING THE CAMPAIGN

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

* You are a local Hero and on your next Campaign the friendly Campaign Morale is increased by one.

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

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

9.8 NEXT MISSION

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

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

9.7 NEXT MISSION

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

9.9 GENERIC CAMPAIGN MAP

Now that we are linking your Missions together, let's link your Campaigns together. Here's how we do it:

* Decide the armies involved.
* Determine their Campaign Morales.
* Determine who is Controlling and Contesting the planet.
* Determine the Investment Levels.
* The 1st part of the Campaign is called Foothold!

9.9.1 FOOTHOLD!

In this part of the Campaign the Contesting forces have made planet fall and are fighting to establish a foothold where they can receive supplies, etc. Play the Campaign normally.

* If the Contesting forces win, the next part of the Campaign is called the Interior.
* If the Controlling forces win, the Campaign is over. Time to start another one.

9.9.2 THE INTERIOR

In this part of the Campaign the Contesting forces have established a foothold and are now driving through the interior of the countryside. Be sure to determine new Campaign Morales and Investment Levels. Remember to modify your Campaign Morale by the results of the previous part of the Campaign (9.7).

- If the Contesting forces win, the next part of the Campaign is called the Heartland.
- If the Controlling forces win, the Campaign is returned to the Foothold.

9.9.3 THE HEARTLAND

In this part of the Campaign the Contesting forces are now driving through to the heartland of the countryside in hopes of forcing the Controlling side to capitulate. Be sure to determine new Campaign Morales and Investment Levels. Remember to modify your Campaign Morale by the results of the previous part of the Campaign (9.7).

- If the Contesting forces win, the Campaign is over and the planet conquered.
- If the Controlling forces win, the Campaign is returned to the Interior.

9.9.4 HOME WORLD IN DANGER!

As you can see, the Campaign can go back and forth depending upon how successful a side is. If you want, you can take the Campaign a step farther. Here's how we do it:

- Substitute the Foothold as the Edge. The Edge is a complete planet and it takes a successful Campaign (Foothold to Interior to Heart) to win on the Edge.
- Substitute the Interior as the Secondary Planet. It takes a successful Campaign (Foothold to Interior to Heart) to win on the Secondary Planet.
- Substitute the Heart as the Home World. It takes a successful Campaign (Foothold to Interior to Heart) to win on the Home World.
- Just as you did with the Generic Campaign, the two sides can go back and forth until the Contesting side is driven away from the Edge or the Controlling side is forced to capitulate on their Home World.

STOP!

Campaigns can be as simple or detailed as desired.

We track time in the Campaign by the month. You will have two Missions per month.

Each army will have a Campaign Morale. When it hits "0", the Campaign is over and that army has lost.

The Contesting side is attacking while the Controlling side is defending.

The Investment Level determines how many reinforcements you receive.

Your Next Mission is generated based on whether you were successful or a failure on your previous Mission.

We've included a Generic Campaign that can be expanded to multi-planet Campaigns.

10.0 PEFS

PEF stands for Possible Enemy Force. We use PEFs to limit the intelligence the player has before and during the Mission. By using PEFs we create an uncertainty as to the size of the enemy force, its composition and location. PEFs are used in every Mission. Here's how we do it:

- Roll 1d6. The score indicates which numbered section of the table (8.1) will contain a Possible Enemy Force or (PEF).
- Place an enemy figure or marker of any type in this section of the board to represent the PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present place the PEF in the center of that section.
- Repeat this process until you have three PEFs placed on the board.
- It is possible to have more than one PEF in the same section.
- PEFs have a Rep of 4.
- Once it has been resolved it is removed from the table.

10.1 PEFS AND BUILDINGS

PEFs are treated a little bit differently when dealing with buildings (not bunkers). Here's how we do it:

- The first time a player unit comes within 12" and LOS to a building, a PEF is generated inside the building. Resolve it normally.
- If the PEF did not resolve as an enemy:
  - The first time the building is entered resolve a PEF using 3d6, counting the lowest two results.

10.2 PEF MOVEMENT

PEFs move just like they are units. Here's how we do it:

- When the enemy is active, start with the PEF farthest from any player unit.
- Consult the PEF Movement Table.
- Roll 2d6 and compare the scores versus its Rep of 4.
- Determine how many d6 were passed.
- Go down the left-hand column to the appropriate row based on the number of d6 passed.
- Go across to see the results.
- Immediately carry out the result.
- Any contact that the PEF causes must be resolved prior to moving the next PEF, the next one farthest from any player unit.

10.2 PEF MOVEMENT

2	**PEF MOVEMENT**
	(Taken versus the Rep of 4)

#D6 PASSED	*RESULT*
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

10.2.1 SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties.

10.2.2 PEFS THAT PREVIOUSLY MOVE

PEFs that have previously moved can still be Enemy Defensive Positions (10.3.1). This represents the uncertainty of their location and not actual movement.

10.3 RESOLVING PEFS

When a player unit and a PEF have a LOS it's time to resolve the PEF. Here's how we do it:

- Be sure that there is a valid LOS to the PEF. PEFs in cover can be seen while those with cover between the tester and the PEF cannot.
- Consult the PEF Resolution Table.
- Roll 2d6 versus the Enemy Investment Level and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row based on the number of d6 passed.
- Go across to see the results.
- Immediately carry out the result.

10.3 PEF RESOLUTION

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

#D6 PASSED	*RESULT*
2	*Contacted enemy force.* Roll 1d6, counting a +1 if you are on an Attack Mission • (1 - 5) Roll on the Enemy Reinforcements Table (12.0). • (6) Roll on the Enemy Defensive Position Table (10.3.1).
1	*There might be something out there.* Resolve the next PEF with 3d6 counting the lowest two scores. If this is the last PEF and none have been previously resolved as enemy, count as passing 2d6.
0	*False alarm.* Just a case of nerves! If this is the last PEF and none have been previously resolved as enemy, count as passing 2d6.

10.3.1 ENEMY DEFENSIVE POSITION

When a result of Enemy Defensive Position is scored you have run into enemy forces that have taken up defensive positions in a structure or in impromptu cover. Here's how we do it:

- Consult the Enemy Defensive Position Table.
- Roll 1d6, read the result as rolled.
- Modify the result by any applicable Circumstance.
- Go down the left-hand column to the appropriate row and across to see what you have contacted.
- Place the Enemy Defensive Position facing your force and centered on the PEF location.
- In Sights are now taken.

10.3.1 ENEMY DEFENSIVE POSITION

1	ENEMY DEFENSIVE POSITION
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Enemy Investment Level.	+1
If Contesting the planet/area.	+1

#	RESULT
2 or 3	Heavy Machinegun Team in Small Building.
4 or 5	One Enemy Squad in Small Building.
6	One Rocket Launcher in Defensive Position. [1]
7	One Enemy Squad in Defensive Position. [1]
8	Heavy Machinegun Team in Small Bunker.
9	One Enemy Squad + Heavy Machinegun Team in Defensive Position. [1]
10	Two Enemy Squads in Large Building.
11	Two Enemy Squads + Heavy Machinegun Team and Rocket Launcher in Defensive Position. [1]
12+	One Enemy Platoon + Heavy Machinegun Team and Rocket Launcher in Large Bunker.

(1) The Defensive Position will be 6 + 1/2d6 inches per squad in length and counts as cover.

10.4 NP FORCE MOVEMENT

Once a PEF has been resolved and replaced with actual enemy forces, these Non-Player or NP Enemy Forces are moved as if they were controlled by a player. Here's how we do it:

- Activation is handled normally.
- Starting with the NP Enemy Force with the highest Rep, and working to the one with the lowest Rep, roll 2d6 versus its Rep.
- Determine how many d6 it has passed.
- Consult the NP Enemy Movement Tables and carry out the results. Be sure to use the appropriate table based on the type of Mission *they* are on.
  - If you are on a Patrol Mission, they are on a Patrol (1 – 3), Attack (4 – 5) or Defend (6) Mission.
  - If you are on a Defend Mission they are on an Attack Mission.
  - If you are on an Attack Mission they are on a Defend Mission.
- Any contact that the NP Force must be resolved prior to the next NP Force moving.

10.4.1 NP FORCE TACTICS

We've already explained how PEFs move and how enemy figures move now let's go into some detail of the *basic* tactics they will use when they move on the battlefield.

- NP forces will stay and end in cover as long as the end point of the move meets the requirement listed in their NP Movement Table.
- If no cover is available, they move in the open as long as the end point of the move meets the requirement listed in their NP Movement Table.
- Make sure that as much of the Squad's firepower as possible is directed toward their target when firing.

10.4.2 ATTACK MISSION TACTICS

The attack Mission is conducted to carry a position and to occupy ground. Here's how we do it:

- Consult the NP Movement – Attack Table to determine how the NP body will move.
- Start with 2d6.
- Modify the number of d6 rolled by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the Leader of the body and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the result.
- The unit will always attempt to Fast Move.
- Support Weapons will move to a position, in cover if possible, which allows them a clear LOS to the attack objective. This objective can be a terrain feature or enemy force.
- When beginning its move within 6" of the enemy it will attempt to Charge into Melee (6.8.1).

10.4.2 NP MOVEMENT - ATTACK

2	**NP MOVEMENT - ATTACK**
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

# D6 PASSED	RESULT
2	If the NP infantry has 2x or more of your number: • Half of their force, with the Support Weapon, will move to cover* to fire at you. • The other half will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will advance to closer cover to fire at you. • If no cover will drop prone and fire at you.
1	If the NP infantry has 2x or more of your number: • The force will advance directly at you with the Support Weapons firing if within LOS and range. Otherwise: • Will move to cover* to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to cover* to fire at you. • If no cover will move to nearest cover whether in their weapon range or not.

* If already in cover and in range, will fire at you instead.

10.4.3 DEFEND MISSION TACTICS

The Defend Mission is conducted to prevent the enemy from moving off the table edge opposite from the one that they entered from. Here's how we do it:

• Consult the NP Movement – Defend Table to determine how the NP body will move.
• Start with 2d6.
• Modify the number of d6 rolled by any applicable Circumstance.
• Roll the modified number of d6 versus the Rep of the Leader of the body and determine how many d6 are passed.
• Go down the left-hand column to the appropriate row and across to see the result.

The enemy will start or move to cover then stay put and fire.

• When additional NP units arrive they will deploy to the left (1 - 3) or right (4 - 6) of the unit or units already in Defensive Positions.
• If the unit cannot tie in to a flank, it will take up position behind the NP units already on the table.
• When an enemy unit approaches within 6" of an NP unit, but is not charging, the defending unit will use grenades (6.7.9).
• NP units in Defensive Positions will stay in those positions and shoot unless another unit loses a Defensive Position in sight to their front and within charge distance. In this case, when active, that unit will attack to retake the position using any Support Weapons to support the attack.

10.4.3 NP MOVEMENT - DEFEND

2	NP MOVEMENT - DEFEND
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6
If NP is in cover.	+1d6

# D6 PASSED	RESULT
2	If the NP infantry have 2x or more of your number: • Half of the force, with the Support Weapon, will move to cover* to fire at you. • The other half, if there is cover available, will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will move to or remain in cover to fire at you. • If no cover will drop prone and fire at you.
1	All - • Will move to or remain in cover to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to or remain in cover to fire at you. • If no cover will drop prone and fire at you.

* If already in cover and in range, will fire at you instead.

10.4.4 PATROL MISSION REACTION

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

- When the NP patrol comes into LOS of an enemy force, consult the NP Patrol Reaction Table.
- Start with 2d6.
- Modify the number of d6 rolled by any applicable Circumstance.
- Roll the modified number of d6 versus the Rep of the Leader of the body and determine how many d6 are passed.

- Go down the left-hand column to the appropriate row and across to see the result.

10.4.4 NP PATROL REACTION

2	NP PATROL REACTION
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

# D6 PASSED	RESULT
2	If Patrol outnumbers triggering enemy by 2:1 or more, convert to an Attack Mission. Otherwise the Patrol takes cover and converts to a Defend Mission. If beat away enemy will revert to a Patrol Mission.
1	Patrol takes cover and converts to a Defend Mission. If beat away enemy will withdraw from the table back the way they entered. No additional rolling on this table required.
0	Patrol converts into a fighting withdrawal moving from cover to cover until withdraw from the table back the way they entered. No additional rolling on this table required.

STOP!

Possible Enemy Forces or PEFs are used to limit the knowledge a player has before and during their Mission.

3 PEFs are placed at the start of the Mission. All PEFs have a Rep of 4, used for Activation.

When a player unit and a PEF have a LOS the PEF Resolution Table is used to see what you have met.

Non-Player Forces use the NP Movement Tables based on their Mission – Patrol, Attack, or Defend. The Attack and Defend Tables are used at the start of each turn at Activation.

The Patrol Reaction Table is used each turn at Activation until a result of pass 1d6 or pass 0d6 is scored.

11.0 FIRST MISSION

Your first Mission of the Campaign will be a Patrol.

11.1 PATROL

You are the *eyes and ears* of the army and not the *tip of the spear*. Keep that in mind!

OBJECTIVE

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

FORCES

- You will patrol with a Squad at maximum.
- Decide which Army List the enemy will use.

TERRAIN

- The board is divided into nine sections and terrain generated normally (8.0).

DEPLOYMENT

- Your patrol will enter the board from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (10.0).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day.
- Establish your Investment Level (9.4).
- Establish the Enemy Investment Level (9.4).
- Move your patrol onto section 7, 8, 9 or any combination of those sections if you choose to split your Squad.
- After you have entered the table, place the PEFs.
- Roll for Activation.
- When the enemy activates go to the PEF Movement Table (10.2).
- Resolve PEFs as needed (10.3).
- Be sure to use the Non-Player Patrol Reaction Tactics (10.4.4) and enemy tactics for *their* Mission (10.4).

- Use the appropriate Non-Player Movement Tables when needed (10.4).
- Play continues until the player has accomplished his Mission, been destroyed, or leaves the table.

11.2 ATTACK

In this Mission you must push forward, engage and defeat the enemy and reach your objective. Be sure to be clear on what that objective is!

OBJECTIVE

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

FORCES

- You may choose at to use up to a Company.
- Decide which List the enemy will use.

TERRAIN

- The board is divided into nine sections and terrain generated normally (8.0).

DEPLOYMENT

- You will enter the board from the edge bordering sections 7, 8, and 9.
- PEFs are generated and deployed as outlined in the PEF section (10.0).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day.
- Establish your Investment Level (9.4).
- Establish the Enemy Investment Level (9.4).

- Move your force onto section 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have entered the table, place the PEFs.
- Roll for Activation.
- When the enemy activates go to the PEF Movement Table (10.2).
- Resolve PEFs as needed (10.3).
- Refresh yourself on the Non-Player Tactics for *their* Mission (10.4.3).
- Use the appropriate Non-Player Defend Movement Table when needed (10.4.3).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

11.3 DEFEND

In this Mission the enemy is attacking. You must stop them from exiting the table, inflicting as many casualties as possible.

OBJECTIVE

- Your objective is to prevent the enemy from exiting the table through sections 7, 8, or 9. The Mission is over when you have chased off or destroyed all enemy forces and PEFs on the table.
- A Non-Player will determine its Attack Mission objective prior to entering the table.
  - If their Campaign Morale is greater than yours, their objective is to destroy as much of your force as they can.
  - If their Campaign Morale is equal or less than yours, their objective is to exit the table through sections 7, 8 or 9.

FORCES

- You may choose up to a Company.
- Decide which List the enemy will use.

TERRAIN

- The board is divided into nine sections and terrain generated normally (8.0).

DEPLOYMENT

- You can set up anywhere you want in sections 7, 8 or 9.
- PEFs are generated and deployed as outlined in the PEF section (10.0).

SPECIAL INSTRUCTIONS

- The Mission takes place during the day (1 – 5) or at night (6).
- Establish your Investment Level (9.4).
- Establish the Enemy Investment Level (9.4).
- Set up your force in sections 7, 8, 9 or any combination of those sections if you choose to split your force.
- After you have set up your force, place the PEFs.
- Roll for Activation.
- When the enemy activates go to the PEF Movement Table (10.2).
- Resolve PEFs as needed (10.3).
- Refresh yourself on the Non-Player Tactics for *their* Mission (10.4.2).
- Use the appropriate Non-Player Attack Movement Table when needed (10.4.2).
- Play continues normally until the player has accomplished his Mission, been destroyed, or leaves the table.

12.0 REINFORCEMENTS

Support arrives on the battlefield as reinforcements and can take many forms. The number of reinforcements that each side will receive is in direct relationship to their Investment Level.

In traditional 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 solo or same side. In reality, all that the Squad or Platoon Leader could be sure was available to him were his own men. In theory he had other forces and assets, but these were doled out by the higher ups based on certain priorities. Sure, you'd like to have some artillery for support, but perhaps there are pressing issues elsewhere that need it more. And as for knowing what enemy force you'd be facing, well good luck!

To recreate this uncertainty we use Investment Level (9.4) and the Reinforcements Table (12.2).

12.1 WHEN THEY ARRIVE

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

- Determine which side scored the higher number.

- Roll 1d6 versus their Investment Level.

- If they pass 1d6, they could receive reinforcements. Go to the Reinforcements Table (12.2)

- If they pass 0d6, they do not receive reinforcements.

12.2 WHAT ARE THEY

Once reinforcements have arrived we need to see what they are. Here's how we do it:

- Consult the Reinforcements Table (12.2).
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across for the appropriate army.
- This will tell you if there are any reinforcements available.
- If the army does not have any forces on the table the reinforcement will be a PEF instead. Place the PEF normally (10.0).
- Bugs could generate Bug Holes (17.3) when "7" is rolled and do not receive reinforcements normally.

12.2 REINFORCEMENTS

2	REINFORCEMENTS
	(Add the scores together)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1
If on an Attack Mission	+1

#	FREE CO.	GAEA PRIME PDF	HISHEN	ISS	REBELS	STAR ARMY	ZHUH-ZHUH
2	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing
3	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing
4	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing
5	Nothing	Nothing	Rocket Launcher	Rocket Launcher	Nothing	Rocket Launcher	Rocket Launcher
6	Rocket Launcher	Rocket Launcher	Infantry squad	Infantry squad	Nothing	Infantry squad	Infantry squad
7	Infantry squad	Infantry squad	Infantry squad	Infantry squad	Rocket Launcher	Infantry squad	Infantry squad
8	Infantry squad	Infantry squad	Grath squad	Infantry squad w/Plasma Gun	Infantry squad	Infantry squad w/Rocket Launcher	Infantry squad w/Rocket Launcher
9	Infantry squad w/Rocket Launcher	Infantry squad w/Rocket Launcher	Rest of Platoon	Rest of Platoon	Infantry squad	Rest of Platoon	Rest of Platoon
10	Rest of Platoon	Rest of Platoon	Rest of Platoon	Strafing Run	Infantry squad w/Rocket Launcher	Strafing Run	Strafing Run
11	Strafing Run	Strafing Run	Off Board Fire Support (A)	Strafing Run	Rest of Platoon	Off Board Fire Support (A)	Off Board Fire Support (A)
12	Off Board Fire Support (M)	Off Board Fire Support (M)	Off Board Fire Support (A)	Off Board Fire Support (A)	Off Board Fire Support (M)	Off Board Fire Support (A)	Off Board Fire Support (A)

12.2.1 REST OF PLATOON

If the player has less than a full Platoon on the table, the balance of the Platoon, in Squads, will arrive. In addition he also receives one soldier with a Rocket Launcher if his Platoon does not already have two on the table. If the whole Platoon is already on the field he receives a Squad from another Platoon. If another result of Rest of the Platoon occurs, the rest of this new Platoon will arrive. For ease of play all the Platoon members and the Rocket Launcher soldier are Rep 4.

12.2.2 ROCKET LAUNCHER

The player receives one soldier with a Rocket Launcher. For ease of play the soldier is Rep 4.

12.2.3 INFANTRY SQUAD w/ROCKET LAUNCHER

The player receives an infantry Squad and one soldier with a Rocket Launcher. For ease of play all the Squad members are Rep 4.

12.2.4 INFANTRY SQUAD

The player receives an infantry Squad. For ease of play <u>all</u> the Squad members are Rep 4.

12.2.5 STRAFING RUN

The player receives a Strafing Run (12.3) in support.

12.2.6 OFF BOARD FIRE SUPPORT (M)

The player receives Off Board Fire Support (12.4) in the form of Heavy Mortars.

12.2.7 OFF BOARD FIRE SUPPORT (A)

The player receives Off Board Fire Support (12.5) in the form of Artillery.

12.3 STRAFING RUN

A low flying gunship enters the table at high speed, makes a strafing run, and exits the table at the opposite end.

12.3.1 TRACING THE FLIGHT PATH

The first thing we do is trace the flight path of the gunship. Here's how we do it:

- The player receiving the run rolls 1d6.
    - (1 - 3) The gunship arrives on the table edge behind the player's front lines and exits on the opposite table edge.
    - (4) The gunship arrives on the table edge to the left of the player's front lines and exits on the opposite table edge.
    - (5) The gunship arrives on the table edge to the right of the player's front lines and exits on the opposite table edge.
    - (6) The gunship arrives on the table edge behind the enemy's front lines and exits on the opposite table edge.

12.3.2 ENTRY AND EXIT POINTS

Once the flight path has been determined we now place the entry and exit points of the run. Here's how we do it:

- Go to the table edge that the gunship is entering.
- Roll 1/2d6 and read the result as rolled.
- The gunship enters that many sections from the left of the table edge, through the center of the section.

- Follow the same to establish the exit point.

12.3.3 MAKING THE RUN

Now it's time to make the run. Here's how we do it:

- Line up the entry and exit points. Placing a string from the declared entry point to the declared exit point is a good way to handle it. Just remember that the gunship will travel over a straight line.
- Measure 3" to the left and right of the flight path (string). This is the Gunship Firing Arc.
- Slowly move the gunship along the flight path.
- Any enemy unit or structure in the Gunship Firing Arc is now at risk.
- Continue on the remainder of the flight path resolving attacks as targets appear.

12.3.4 INFANTRY TARGETS

Each infantry figure in the arc is a target and could be hit by fire. Here's how we do it:

- Roll 1d6 for each infantry target in the Gunship Firing Arc.
- A result of 1, 2, or 3 means the target will Duck Back.
- A result of 4, 5, or 6 means the target has been hit by Heavy Machine Gun fire. Roll for damage normally on the Ranged Combat Damage Table (6.7.5).

12.3.5 STRUCTURE TARGETS

Each structure in the arc is a target and could be hit by fire. Here's how we do it:

- Roll 2d6 and add the results for each building in the firing arc. If the dice come up doubles, the structure has taken a direct hit. Any other result is an indirect hit.
- If taking a direct hit the structure is destroyed, all inside or on are Obviously Dead. A maximum of two structures can be destroyed in this manner during the entire Strafing Run. Any additional buildings are considered to have taken indirect hits.
- If taking an indirect hit the structure will roll on the Strafing Run Penetration Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across to see the results.
- Immediately carry out the results.

12.3.5 STRAFING RUN PENETRATION

1	STRAFING RUN PENETRATION
	(Read the result as rolled.)

CIRCUMSTANCE	MODIFIER
BTA	-2
Exo-Armor	-1

SCORE	RESULT
5 or 6	Structure shot up and Armor Value reduced by 1 level. All inside must roll on the Ranged Combat Damage Table. All survivors must abandon the building when next Active.
3 or 4	Structure undamaged and occupants take the Man Down Reaction Test.
1 or 2	Structure undamaged and occupants take the Man Down Reaction Test.

12.4 OFF BOARD MORTAR FIRE

A Mortar Fire Mission has been called in on your position. Here's how we do it:

- The section that contains the most of your figures is the target section
- It is possible that there can also be enemy units in the same section with your forces.
- After determining which section is being targeted, place a 10" blast circle on the center of the section.
- All figures or structures in this circle may be hit.

12.4.1 INFANTRY TARGETS

Each infantry figure in the blast circle is a target and could be hit by fire. Here's how we do it:

- Roll 1d6 for each infantry target in the blast circle.
- A result of 1, 2, 3, or 4 means the target Ducks Back.
- A result of 5 or 6 means the target has been hit. Roll for damage normally on the Ranged Combat Damage Table (6.7.5) as if hit by a grenade.

12.4.2 STRUCTURE TARGETS

Each structure totally or partially in the blast circle is a target and could be hit by fire. Here's how we do it:

- If taking a hit the structure will roll on the Mortar Penetration Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across to see the results.
- Immediately carry out the results.

12.4.2 MORTAR PENETRATION

1	MORTAR PENETRATION
	(Read the result as rolled.)

CIRCUMSTANCE	MODIFIER
BTA	-2
Exo-Armor	-1

SCORE	RESULT
5 or 6	Structure collapses. All inside are Obviously Dead (1 - 3) or Out of the Fight (2 - 6).
3 or 4	Structure undamaged and occupants take the Man Down Reaction Test.
1 or 2	Structure undamaged and occupants take the Man Down Reaction Test.

12.5 OFF BOARD ARTILLERY

An artillery strike has landed on your position. Here's how we do it:

- The section that contains the most of your figures is the target section
- It is possible that there can also be enemy units in the same section with your forces.
- After determining which section is being targeted, place a 10" blast circle on the center of the section.
- All figures or buildings in this circle may be hit.

12.5.1 INFANTRY TARGETS

Each infantry figure in the blast is a target and could be hit by fire: Here's how we do it:

- Roll 1d6 for each infantry target in the blast circle.

- A result of 1, 2, or 3 means the target Ducks Back.
- A result of 4, 5, or 6 means the target has been hit with a Rocket Launcher. Roll for damage normally on the Ranged Combat Damage Table.

12.5.2 STRUCTURE TARGETS

Each structure totally or partially in the blast circle is a target and could be hit by fire. Here's how we do it:

- Roll 2d6 and add the results for each building in the blast circle. If the dice come up doubles the building has taken a direct hit. Any other result is an indirect hit.
- If taking a direct hit the building is destroyed, all inside or on are Obviously Dead.
- If taking an indirect hit the building will roll on the Artillery Penetration Table.
- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Go down the left-hand column to the appropriate row then across to see the results.
- Immediately carry out the results.

12.5.2 ARTILLERY PENETRATION

1	**ARTILLERY PENETRATION**
	(Read the result as rolled)

SCORE	RESULT
6	Structure collapses. All inside are Obviously Dead (1 - 3) or Out of the Fight (2 - 6).
3 to 5	Structure collapses and all inside must roll on the Ranged Combat Damage Table. All survivors must abandon the building when next Active.
1 or 2	Structure undamaged and occupants take the Man Down Reaction Test.

12.6 WHERE REINFORCEMENTS ARRIVE

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

- Consult the Reinforcement Entry Table.
- Roll 1d6 and read the result as rolled.
- Immediately place the reinforcements on the table with a front no wider than 6".

- Reinforcements arrive when Active; this turn or next.

12.6 REINFORCEMENT ENTRY

1	**REINFORCEMENT ENTRY**
	(Read the result as rolled)

#	RESULT
1	Enter on the table edge to the player's left, one section up, and through its center.
2	Enter on the table edge to the player's rear, on the left section, and through its center.
3	Enter on the table edge to the player's rear, on the center section, and through its center.
4	Enter on the table edge to the player's rear, on the center section, and through its center.
5	Enter on the table edge to the player's rear, on the right section, and through its center.
6	Enter on the table edge to the player's right, one section up, and through its center.

13.0 ENTERING THE TABLE

Depending upon the Mission, players will either enter the table through sections 7, 8, or 9 or start in sections 7, 8, or 9. Here's how we do it:

- If attacking, the player enters the table through one or more of the sections.
- If defending, the player will set up in one or more of the sections.

In the following sections we explain how you will arrive and leave the table. This procedure is used whether you have a Patrol or Attack Mission.

13.1 WALKING IN

Just like it says, you walk onto the table.

13.2 DROPSHIP

Coming in via a Dropship is very dramatic. A low flying aircraft enters the table from a section at random, makes a quick landing, and then exits the table at the opposite end. Each dropship can only carry six figures. That's coming in and going out!

13.2.1 LZ - LANDING ZONE

We've abstracted the benefits and liabilities of using a dropship.

When using a dropship, deployment is handled a bit differently than normal. First we must establish the Landing Zone or LZ. Here's how we do it:

- Sections 4, 5 and 6 become sections 7, 8, and 9.
- Sections 7, 8, and 9 become sections 4, 5, and 6.
- The player nominates the section he wishes to land on and rolls 1d6.
  - If a success is scored (score of 1, 2 or 3) he lands on the section of choice.
  - If a 4, 5 or 6 are rolled the dropship lands on that section – 4, 5 or 6.

13.2.2 LANDING THE DROPSHIP

After the LZ has been determined we can land the dropship. Here's how we do it:

- The dropship lands on the LZ. Place the model as close to the center of the section as possible or within 3" of any building if desired.
- Roll 2d6 and compare the scores versus the Enemy Investment Level (9.4).
  - If pass 1d6 or 0d6; the dropship lands normally.
  - If pass 2d6, the dropship has come under fire and is coming in "hot". Roll 1d6 on the Ranged Combat Table (6.7.5) versus a Target Number of 3. If a hit is scored, roll on the Ranged Combat Damage Table (6.7.6) counting as if BTA being hit by a Rocket Launcher.
- On the same turn it has arrived, the doors automatically open.
- PEFs (10.0) are placed on the table normally, but cannot move on the first turn they could activate.
- Activation is now rolled normally.
- When active, the Squad can exit the dropship and move up to half their movement distance. This can be normal movement or a Fast Move.
- The next turn, after the Squad exits, the doors are closed, and the model removed from the table.

13.2.3 HIGH ALTITUDE DROP

ISS troopers in BTA can choose to use a High Altitude Drop (3.3.2.1) instead of dropships for entering the table.

13.3 EVAC

Just as you can enter the table via dropship, you can leave the table via dropship. This is called an Evac. Here's how we do it:

- If fighting on a *contested* Planet, the ISS can only leave the battlefield via an Evac.
- Non-ISS troops can request an Evac if they are facing three times their number of enemy or to remove Out of the Fight figures.

13.3.1 MAKING THE CALL

Once the decision to Evac has been made you must determine when it will arrive. Here's how we do it:

- Consult the Evac ETA Table.
- When active, roll 1d6, read the result as rolled, and add your Investment Level to the score.
- Go down the left-hand column to the appropriate row and across to see when the dropship will arrive.
- The dropship will land on the section the player desires.
- When leaving, the dropship must roll to see if it is leaving "hot" using the same procedure as when they were coming in (13.2.2).
- Use the same procedure for each dropship needed.

13.3.1 EVAC ETA

1	EVAC ETA
	(Read the result as rolled)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level.	+1

#	RESULT
2 or 3	*"Negative!"* No Evac available this turn, but another request may be made when next Active.
4 or 5	*"On our way."* Dropship will arrive in 3 + 1/2d6 turns, but can only carry out 4 figures as it already has casualties onboard.
6 to 9	*"Almost there."* Drop ship is close by and will arrive in 2 turns.
10+	*"Overhead now!"* Drop ship is standing by and will arrive next turn.

Example – "E" Company has been fighting Bugs and has gathered their Out of the Fight in section 6. The Company Commander activates and calls for an Evac, needing dropships. The Investment Level is 4 so they are a high priority. He rolls 3d6 – one for each dropship – and modifies each score by a +4 for Investment Level.

8 = Dropship will arrive in 2 turns.

5 = Dropship will arrive in 5 turns (3 + 1/d6). It only has room for 4 figures.

10 = Dropship will land next turn.

14.0 REPLACEMENTS

After all Out of the Fight and figures that left the battlefield have rolled on the After the Mission Table (6.11) it's time to see if your Squads will receive any replacements. Here's how we do it:

- If on a *controlled* planet, roll 3d6 versus your Investment Level for each Squad. You receive 1 replacement for each d6 passed.
- If on a *contested* planet, roll 2d6 versus your Investment Level for each Squad. You receive 1 replacement for each d6 passed.
- You can never have more than a full Squad. Extra replacements can be added to other Squads.

14.1 REPLACING LEADERS

When Leaders are lost during the Mission, they will be replaced afterwards. Here's how we do it:

- All current Leaders will move up if there is an opening. So 2nd Squad Leader would replace the 1st Squad Leader. 1st Squad Leader would replace the 2nd Platoon leader who would replace the 1st Platoon Leader.
- Leaders come from any replacements you have received. No replacement, no new Leader.
- The new Leader will have his Rep generated normally from the Army List. This means that there could be Squaddies with a higher Rep than the new Leader!

14.2 IMPROVING REP

It is possible for you and your Squad mates to improve their Rep based on performance. If you're playing a campaign follow these simple rules. *Remember only the Leaders and members of your squad will use this section.*

After each *successful* Mission it is possible that a figure can raise it's Rep. All of the following requirements must be met for the Mission to be considered a success. It is possible that a Mission may be a success for one figure and not another! Here's how we do it:

- Fired at the enemy and scored a casualty or survived a melee.
- Did not receive a result of Out of the Fight.
- Did not receive a result of Leave the Battlefield.
- No Out of the Fight Squad members were left behind or captured.

If the Mission was a success the figure rolls 1d6.

- If the score is higher than the current Rep, the Rep will go up one level.
- If the score is a "6" the Rep will go up one level regardless of the current level.
- Your figures can grow to as high a Rep as desired as there isn't a maximum. There is, however, Obviously Dead.
- Note that your replacements must roll for their own Reps! This means you can have a Squad of figures with a variety of Reps – which is why we recommend using this for your Squad only.

14.3 DECREASING REP

Just as Rep can go up when you have a successful Mission it can go down if the Mission was a failure. It is possible that a Mission may be a failure for one figure and not another. So if you didn't meet all the requirements for a successful Mission you had a failure - if there were enemies remaining on the table when you left.

- When a figure fails on a Mission, roll 1d6.
- If the score is a "1" the Rep will go down one level regardless of the current level. This can be attributed to stress, illness, or anything else you decide it to be.
- You can never have a Rep lower than "1".
- Any other result and the figure is fine.

> # STOP!
>
> Your first Mission in the Campaign is a Patrol. There are three Missions – Patrol, Attack, and Defend.
>
> Player forces will always enter or start the Mission in sections 7, 8, and/or 9.
>
> PEFs will always start based on a random 1d6 roll in sections 1, 2, 3, 4, 5, and/or 6.
>
> When the Activation dice come up "7", the higher scoring army *could* get Reinforcements.
>
> Reinforcements are tied into your Investment Level and army type.
>
> Review the variety of reinforcements available. Note that Artillery, Mortars, and Strafing Runs are reserved for the higher Investment Levels.
>
> You can enter the table by walking in or via a dropship. ISS troopers can use the High Altitude Drop.
>
> You can exit the table by walking out or by dropship – Evac. Calling in an Evac takes time!
>
> After the Mission your Squad's Rep can go up or down, you can get replacements for casualties, and new Leaders.

15.0 STEP BY STEP

Here's a step-by-step outline that will help you to get started. After a few games it will become second nature and you won't need it anymore. In fact, you may choose not to use some parts, but if you do, they're there!

15.1 AT THE START

1. Choose your personal Rep (3.2).
2. Choose which Army List you want to play (18.0).
3. Roll up the Reps (3.2) of your Squads.
4. Fill out the Company Roster Sheet (4.2).
5. Establish your Campaign Morale and that of your enemy (9.2).
6. Decide who is Controlling or Contesting the planet/area (9.3).
7. Establish your Investment Level and that of your enemy (9.4).

15.2 DURING THE MISSION

1. Your first Mission is a Patrol (11.1). Alternately, you can choose the Mission you want to play – Patrol (11.1), Attack (11.2), or Defend (11.3).
2. Follow the Mission instructions and play the game.

15.3 AFTER THE MISSION

1. Roll on the Mission Results Table (9.6) and adjust the Campaign Morales (9.2) and Investment Levels (9.4) for you and your enemy based on a successful or failed Mission.
2. Determine your next Mission (9.8).
3. Check to recover casualties on the After the Mission Table (6.11).
4. Check for Replacements (14.0).
5. Adjust Reps as needed (14.2).

16.0 BUGS

Okay, you've waited long enough. We recommend that you play a few games without Bugs to be sure you feel comfortable with the game mechanics.

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

16.1 DEFINING BUGS

Four things define each Bug.

*   What *Type* is it?
*   What is its *Reputation*?
*   What type of *Armor* does it have?
*   What type of *Weapon* does it have?

16.1.1 TYPE

In *5150: STAR ARMY - PLATOON LEADER* we use two types of Bug, the Warrior Bug – a melee machine, and the Puker – a plasma projecting creature.

16.1.2 REPUTATION

All Bugs are Rep 4.

16.1.3 ARMOR

All Bugs count as Hard Body Armor.

16.1.4 WEAPONS

Warrior Bugs rip and shred in melee using jaws and claws, while Puker Bugs fire blobs of Plasma from far away.

16.2 BUG GROUPS

Bugs do not form up into Squads, Platoons, or Companies. Instead they form groups. Here's how we do it:

- Bugs will always form into groups of six Warrior Bugs.
- They must always be in contact with other Warrior Bugs to qualify as a group.
- Smaller groups of Warrior Bugs will move to combine with other Warrior Bugs to form groups of six.

Example – The Bugs Activate first. A group of three Warrior Bugs is within 12" of a Hishen Squad. Between them and the Hishen are four Bugs. The three Bugs move to the four Bugs, form a group of six Bugs and continue towards the Hishen. The 7th Bug follows separately and counts as a separate group.

16.3 LEADERS

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

- Going from left to right, start with the Bug group closest to the table edge. This is the first group to move.
- After this group has moved, *and only moved,* move the next group to its right.
- Continue until all Bug groups have moved.
- After all the Bug groups have moved, return to the first group and carry out all Puker fire, Charges into Melee, reactions, firing, and melees that it's movement has caused.
- After this group has finished, move on to the next group to its right and repeat the process.
- Continue until all Bug groups have finished.

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

16.4 TURN SEQUENCE

Bugs follow the same Turn Sequence as do all others and activate normally.

16.5 ACTIONS

During the turn *active* Bug groups will always move towards the closest opponents and attempt to charge into melee. They will join any Bug group of less than six figures while on the way.

16.6 MOVEMENT

Bugs are also subject to voluntary and involuntary movement.

16.6.1 VOLUNTARY BUG MOVEMENT

Bugs can move up to 12" when active at no penalties regardless of the type of terrain.

16.6.2 INVOLUNTARY MOVEMENT

Bugs will Halt (immediately stop in place) or Leave the Battlefield (removed from the table) when called upon by a Reaction Test (18.6).

16.7 REACTION

Bugs are subject to all Reaction Tests.

16.8 MELEE

Bugs can melee infantry or structures.

16.8.1 MELEEING INFANTRY

Bugs will count a +2d6 modifier on the Melee Combat Table (6.8.2) and then count twice their total modified melee d6.

16.8.2 MELEEING STRUCTURES

Bugs will always attempt to destroy occupied structures. Here's how we do it:

- Use the Charge into Melee Test (6.8.1) to move into contact with the structure. This means the occupants may be able to fire.
- Once in contact with the structure consult the Bugs vs. Structure Table.

- Roll 1d6 and read the result as rolled.
- Modify the score by a +1 for each additional Bug attacking the same structure, up to two.
- Go down the left-hand column to the appropriate row, then across to see the results.
- Immediately carry out the result.

16.8.2 BUGS VS. STRUCTURES

1	**BUGS VS. STRUCTURES**
	(Read the result as rolled)
	Count a +1 for each additional Bug over the first – up to 2.

CIRCUMSTANCE	MODIFIER
Each additional Bug over the first and meleeing the same structure.	+1

SCORE	RESULT
6+	Structure collapses. All inside are Obviously Dead (1 - 3) or Out of the Fight (2 - 6).
3 to 5	Structure collapses and all inside must roll on the Ranged Combat Damage Table. All survivors must abandon the building when next Active.
1 or 2	Structure collapsing and all inside must take the Man Down Test. All occupants must abandon the building when next Active.

17.0 BUG CAMPAIGNS

In this section you will learn all you need to know about campaigning with Bugs

17.1 CAMPAIGN MORALE

Bugs use Campaign Morale (9.2) just like all other armies.

17.2 BUG INVESTMENT LEVEL

Bugs also use Investment Level (9.4), but it is handled a bit differently than other armies. Here's how we do it:

- At the start of every game the Bug Investment Level must be determined. When playing a Campaign, refer to the following information, while in a pickup game just use "3" as the Bug Investment Level.

Each planet has its own Investment Level from 1 (low) to 5 (high). These Investment Levels are not to be taken lightly. Here's a quick synopsis of what they mean.

INVESTMENT LEVEL 1 – This occurs on non-Bug controlled planets. This means that the Bugs are either just scouting out the planet or have just landed. The Bugs are Contesting the planet/area.

INVESTMENT LEVEL 2 – This occurs on non-Bug controlled planets where they have taken an interest. The Bugs have landed and are contesting the planet. Think Foothold in the Generic Campaign (9.9.1). It is just a matter of time before their numbers grow larger. The Bugs are Contesting the planet/area.

INVESTMENT LEVEL 3 – This occurs on contested planets where Bugs and non-Bugs are fighting to eradicate each other. The Bugs are now fighting in force. The Bugs are Contesting the planet/area.

INVESTMENT LEVEL 4 – This occurs on Bug controlled planets. It's a Bug Planet, 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, uh, Bugs.* The Bugs are Controlling the planet/area.

INVESTMENT LEVEL 5 – This occurs in the home system of the Bugs. This is Bug heaven. They are well entrenched and you better have a real good reason why you're going there. The Bugs are Controlling the planet/area.

What type of planet are you on? That depends on the force that you are playing. Here's how we do it:

- Consult the Bug Investment Table.
- Roll 1d6 and read the result as rolled.
- Go down the left-hand column to the appropriate row for the result rolled then across to the appropriate column for the army you are playing.
- This gives you the Bug Investment Level and who is Controlling or Contesting the planet/area.

17.2 BUG INVESTMENT LEVEL

X	**BUG INVESTMENT**			
	(Read the result as rolled)			

#	PDF	STAR ARMY	ISS	HISHEN
1	1	3	3	2
2	1	3	3	2
3	2	3	4	3
4	2	3	4	3
5	3	4	5	3
6	3	4	5	4

17.3 BUG HOLES

Bugs enter the table by exiting from holes in the planet's surface. Let's go into detail of the when, where, and how and of the Bug Hole.

17.3.1 BUG HOLES - WHEN DO THEY APPEAR

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

- There are two ways to generate Bug Holes.
  - When the Activation dice total "7" and the Bugs roll the higher score, there is a chance of a Bug Hole opening.
  - When a PEF is resolved, there is a chance of a Bug Hole opening.
- When either of the circumstances occurs, consult the Bug Hole Table.
- Roll 2d6 versus the Bug Investment Level and determine how many d6 are passed.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

17.3.1 BUG HOLE!

2	BUG HOLE!
	(Taken versus Bug Investment Level)

# D6 PASSED	RESULT
2	*Bug Hole!* A gigantic hole [1] forms in the ground and Bugs start to pour out of it.
1	*If a Bug Hole is already in play,* another one appears. *If no Bug Hole is in play,* no Bug Hole appears.
0	No Bug Hole appears.

(1) A 5" circle works great.

17.3.2 HOW MANY BUG HOLES

During the Mission there will only be one Bug Hole per point of Bug Investment Level.

Example: Planet Cestus V has a Bug Investment Level of 3. This means that the players will only face a maximum of three Bug Holes.

17.3.3 BUG HOLES - WHERE THEY APPEAR

Bug Holes will appear at random on the table. Here's how we do it:

- Once a Bug Hole is generated roll 1d6 for each section of the table with the highest score being where the Bug Hole appears. Re-roll any ties.
- Be sure to place the hole in the center of the section.
- Any units under an opening Bug Hole are destroyed.

17.3.4 HOW MANY BUGS PER HOLE

So you understand that there will potentially be one Bug Hole per point of Bug Investment Level, but how many Bugs will there be? Here's how we do it:

- Consult the How Many Bugs Table.
- Roll 1d6 and read the result as rolled.
- Add the score to the Bug Investment Level.
- Go down the left-hand column to the appropriate row and across to see the results.
- Immediately carry out the results.

17.3.4 HOW MANY BUGS

1	HOW MANY BUGS
	(Add the result to the Bug Investment Level)

#	NUMBER OF BUGS IN THE HOLE
6 or less	Half as many Warrior Bugs as the number of enemy figures *on the table*.
7 or 8	As many Warrior Bugs as the number of enemy figures *on the table*.
9	One and a half as many Warrior Bugs as the number of enemy figures *on the table*.
10	Twice as many Warrior Bugs as the number of enemy figures *on the table*.
11	Three times as many Warrior Bugs as the number of enemy figures *on the table*.

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

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

17.3.4.1 PUKERS

If the Bug Investment Level is 3 or higher, there could be a Puker Bug present when the Bug Hole opens. Here's how we do it:

- When a Bug Hole opens, roll 1/2d6 and read the result as rolled.
- If the score is equal or lower than the number of Bug Holes on the table, a Puker exits the hole.
- Pukers do not move except to reenter the hole.
- They will begin to fire Plasma at the enemy group that can be seen by any Bug, not just the Puker! The target will always be the largest unit and any ties will be rolled at random.
- No more than one Puker will fire at the same target.
- When firing they use the Ranged Combat Table (6.7.5) targeting a spot as if throwing a grenade.
- If they score more higher than their Rep the Plasma circle will land long (1 – 3) or short (4 – 6) inches equal to the d6 result rolled that missed.
- Pukers only fire once per turn and must be active to do so.

Example – Activation dice are rolled and the Bugs score a 2. There are two Pukers on the table. There are three six figure Star Army units that can be seen by the Bugs. I roll 1d6 for the three units and the two higher scoring units are the targets.

The first Puker nominates a spot in the center of the unit and rolls 1d6 on the Ranged Combat Table; a 3 is scored – hit! The 5" blast circle is placed on the spot and casualties determined.

The second Puker nominates the spot and rolls 1d6; a 5 is scored – a miss! I roll 1d6 and score4 – the blast circle has landed 5" short of the target. The blast circle is placed on a Bug unit!

17.3.5 BUG PLACEMENT

Once the Bug Hole has been placed it's time to move the Bugs. Here's how we do it:

- Any Puker is placed at the end of the opening, farthest from the enemy.
- Warrior Bugs will exit the hole when they activate, including on the turn the hole appears.
- They are allowed to move 6" away from the hole towards the nearest enemy. If there isn't enough room within 6" of the Bug Hole for all the Bugs to exit, the remainder is assumed to be underground and will exit as soon as room allows.
- This means Bugs may be required to take the Charge into Melee Test as soon as they exit the hole.

STOP!

There are two types of Bugs – Warrior Bugs and Pukers – both are Rep 4.

Warriors can move 12"; count double their total d6 in melee and move in groups of six.

Pukers can only return to the hole and fire plasma up to 48" away. They can target any enemy group that can be seen by any Bug!

Bugs use Campaign Morale and Investment Level.

Bugs enter the table through Bug Holes. The maximum number of Bug Holes is one per point of Investment Level.

Bug Holes are generated by a result of "7" for Activation when the Bug d6 score is higher and when a PEF is resolved.

Bug Holes are placed at random.

18.0 THE 5150 UNIVERSE

We've saved this section for last as it's informative and not part of the rules.

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

18.1 GAEA PRIME

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

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

18.1.1 PLANETARY MILITIA

For those wishing to play Planetary Militia, use the PDF Army List counting a -1 to each roll for Rep, but never scoring lower than Rep 3.

Bringing *order from chaos* requires a variety of forces. The most common one is the Planetary Militia. All populated planets that have progressed from *resurrection to colonization* have a Planetary Militia. These are colonists that live on the planet and act as a defensive force. They are expected to keep order and defend the planet from *indigenous enemies.* However, they are not an organized military force, but instead band together in time of need. Although not directly linked to the Star Army, all Planetary Militia units fall under their jurisdiction. As the population grows in size additional military forces are sent out from Gaea Prime. These are called the Planetary Defense Forces or PDFs.

18.1.2 PLANETARY DEFENSE FORCE

The PDF are regular second line Star Army units whose members are not recruited from the planet they are assigned to guard. They routinely rotate out to other planets so as not to develop an affinity for their current assignment. The PDF does not replace the Planetary Militia, but instead is intended to supplement them. Co-operation between the two will vary dependent upon many factors. In a perfect planet the two work hand in hand, but in reality the relationship can become strained and in some cases have fomented rebellion. The PDF, like the Planetary Militia, are planet bound.

18.1.3 STAR ARMY

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

18.1.4 SYMONS

Symon is the familiar term used for the current generation of Synthetic Humans. The Symon used by the Star Army are the pinnacle of Sym-Life technology and not found anywhere else in Gaea Prime space. The current version is the SYN-2. The SYN-2 is not a mindless fighting machine and has built-in survival instincts. They will fight and keep fighting long after many humans would give up, but they will not fight to the death… unless necessary.

18.1.5 ISS

On the cutting edge of the Star Army is the elite force known as the Interplanetary Special Services or ISS. The ISS is always at the front of any invasion and is deployed to step on the throat of the enemy. They are always the ones dispatched when there is a Bug infestation.

This elite force is often referred to as the *Hand of Gaea*. They are dispatched to *stabilize* any situation and then turn it over to the Star Army. The ISS is a self-governing entity that has its own interplanetary travel capabilities, air support, armored fighting vehicles and supply centers. The special units known as Symons only work under ISS supervision even when attached to Star Army units. Only veterans with extensive Star Army experience are considered for placement in the ISS.

18.2 REBELS

Most citizens of Gaea Prime are content with their life. They gladly receive her benefits and embrace the duties that come with Gaea Prime rule. Some misguided souls do not. They call themselves a variety of names, but collectively they are known as Rebels. Rebels are semi-organized and depend upon captured military equipment. Supplementing these Rebels are mercenaries known as

Free Companies. Rebels are usually planet bound and are rarely encountered outside of their home planet.

18.3 FREE COMPANY

It may not be the oldest profession in the universe but it's pretty darn close. Mercenaries are people willing to do a job, usually dirty, for pay. You got the "cause", I got the gun. In the 5150 universe there are two types of mercenaries, but both are called Free Companies. One type is the salvage company where their livelihood depends upon recovering abandoned property and selling it off to the highest bidder.

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

Free Companies may (1 - 3) or may not (4 - 6) own interplanetary ships. Those that don't are at the whim of their employer for transportation and there are many stories of Companies being left behind after a fight has ended badly.

18.4 HISHEN EMPIRE

Inhabitants of the middle Rings the Hishen are the most technologically advanced of all the *clone races*. They also prize order above all else, but order under their control. Slightly less than human size these gray skinned beings are the bane of freedom. For the sole purpose of the Hishen is to expand their domain and subjugate any and all races they meet. The Hishen Empire consists of many millions of Hishen Drones and a very small ruling class. It is estimated that for every one Drone there are 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 of a like kind. Where one encounters Hishen slave raiders their battle fleets are sure to follow.

While slave ships scour the universe the bulk of the Hishen Drones are used in warfare. It is not uncommon for the Hishen to invade a planet with the purpose of bringing it into their Empire by decimating the population. 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 units to stiffen their resolve on the battlefield.

Interestingly, the Hishen will always attempt to capture disabled enemy, but never bother to retrieve their own casualties. In fact, it is quite common for a disabled Hishen to explode a grenade killing itself in hopes of disabling more enemy.

18.4.1 THE GRATH

The Grath are definitely Xenoforms and according to the Alien Studies Institute (ASI) located on Gaea Prime, they are truly unique**.** The Grath is *not* a single living organism, but is composed of literally thousands of organisms. The control and function membrane that runs through the interdependent system that comprise the Grath keeps these organisms together. Due to this unique arrangement the Grath can regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the head, which if done instantaneously, will provide a terminal system shock. Needing only basic fluids to survive, the Grath have the ability to convert most fluids into necessary nourishment. Combine this ability with the knowledge that they do not care where they obtain this fluid makes the Grath a terrifying enemy.

The Grath is the perfect warrior. Graths will fight anyone (including each other), any place, 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.

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

18.5 ZHUH-ZHUH

Zhuh-Zhuh is the common term for members of the infraorder *Suprasimiiformes.* When ASI research expeditions had first contact with the Zhuh-Zhuhs they were assumed to be *evolved cousins* of the infraorder *Simiiformes* or the *higher primates* that populate many worlds in one form or another. This was incorrect as

proven centuries later with data that supports that these Suprasimiiformes are much older than was originally thought.

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

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

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

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

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

18.6 BUGS

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 of the major DNA codes that define humanoids. Not all Xenoforms are hostile or should be considered dangerous.

Bugs are and should be.

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

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

First contact with the Bugs was on *resurrected* planets, but now the Bugs appear to be on the offensive having been *confirmed* as close as the 7th Ring. Reports place them in the 6th Ring as well, but as of yet this is unsubstantiated.

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

18.7 CURRENT EVENTS

This section is informative and not part of the rules.

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

18.7.1 GAEA PRIME'S PLACE IN THE UNIVERSE

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

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

Such is the dominance of Gaea Prime that no other independent Home Worlds can be found in the first three Rings. It isn't until you reach the 4th Ring that you find another Home World. This is the Home World of the Zhuh-Zhuh, the largest planet in the six planet confederation known as the *Hapflorean Federation of Worlds (HFW)* [1]

Although Gaea Prime dominance is confined to the first three Rings their influence has spread out as far out as the 5th Ring with diplomatic overtures and explorers reaching to the Rings far beyond [2].

18.7.2 THE HISHEN THREAT

Gaea Prime dominance is threatened by the Hishen Empire. Currently no official war has been declared but

both sides acknowledge a high rate of *incidental military contact* occurring between the two. As the Hishen Home World is in the 5th Ring, much of this contact occurs in the 4th Ring [3]. As long as Gaea Prime and the Hishen Empire effectively counteract each other the 5150 universe is pretty stable. However, the involvement of a third equally powerful force threatens this delicate balance.

18.7.3 UPSETTING THE BALANCE

The Bugs are that third force. With reports of Bug incursions in the 6th Ring the Hishen find their resources being drawn away from Gaea Prime and towards the Bugs. This allows for more aggressive Gaea Prime behavior. This behavior is forcing many of the independent races, such as the Zhuh-Zhuhs, Drantak, and Scrunts, to be concerned about Gaea Prime pressure. As long as the Hishen Empire remains powerful, Gaea Prime is held in check. The Bug intervention is threatening to disrupt this and is causing a ripple throughout the 5150 universe.

18.7.4 IN DUE TIME

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

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

18.7.5 FREEDOM FIGHTERS OR PAWNS?

This ripple also threatens to upset the balance of power in another way. A wave of independence has hit the smaller planetary Colonies and Rocks in the 3rd Ring [4]. Some Gaea Prime possessions are expressing their displeasure and this takes a variety of forms from slowing down production of much needed exports to armed aggression and open declarations of independence. While these Rebels insist that they are *self-sufficient freedom fighters* many Gaea Prime officials fear these malcontents are actually propped up by Hishen financial aid. This aid takes the form of *non-military aid* as well as footing the bill for the numerous Free Companies that supplement the Rebel forces.

18.8 THE FUTURE IS YOURS

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

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(1) Note that the HFW was first erroneously reported to be located in the 5th and 6th Rings. (2) The current GP government has authorized ISS pre-emptive strikes on Bug controlled planets in the 6th and 7th Rings. This has caused numerous protests from the inhabitants of these Rings. Some view these raids as illegal and merely ruses to intimidate. (3) All of the conflicts between Gaea Prime and the Hishen Empire in 5150: Star Army - Platoon Leader takes place in the 4th Ring. (4)All of the conflicts between Gaea Prime and these Rebels in 5150: Star Army - Platoon Leader takes place in the 3rd Ring.

4.2 - COMPANY ROSTER

COMPANY INFO

SUPPORT WEAPON	RANGE	TARGET

1ST PLATOON

#	TYPE	REP	ARMOR	MOVE	WPN	RGE	TGT

#	TYPE	REP	ARMOR	MOVE	WPN	RGE	TGT

#	TYPE	REP	ARMOR	MOVE	WPN	RGE	TGT

SUPPORT WEAPON	RANGE	TARGET

2ND PLATOON

#	TYPE	REP	ARMOR	MOVE	WPN	RGE	TGT

#	TYPE	REP	ARMOR	MOVE	WPN	RGE	TGT

#	TYPE	REP	ARMOR	MOVE	WPN	RGE	TGT

SUPPORT WEAPON	RANGE	TARGET

CAMPAIGN INFO

CONTROLLING ARMY _____   CAMPAIGN MORALE _____   INVESTMENT LEVEL _____

CONTESTING ARMY _____   CAMPAIGN MORALE _____   INVESTMENT LEVEL _____

6.3.3 – IN SIGHT

REP	IN SIGHT
	(Looking for successes)

ATTRIBUTE	MOD
SYMONS	+1d6
HISHEN	-1d6
CIRCUMSTANCE	MOD
ACTIVE - Figure is active and moved.	-1d6
COVER - Enemy is in cover.	-1d6
DUCKING BACK – Figure is Ducking Back.	(1)

(1) Figure cannot fire and will complete its reaction instead.

6.3.4 RESOLVING IN SIGHT ACTIONS

The figures winning the In Sight will now act. Here's how we do it:

- Those that can, will Fire.
- Those that cannot fire will Charge into Melee if within 6".
- This that cannot fire or Charge into Melee will Duck Back.

6.7.5 – RANGED COMBAT

TARGET	RANGED COMBAT
	(Taken versus Rep)

CIRCUMSTANCE	MODIFY TO REP
ISS, Star Army or Symons firing	+1
Shooter Moved Fast or Snap Firing	-1
Target Moved Fast	-1
Target in Cover	-2

#	RESULT
Rep or lower	Hit: Go to Ranged Combat Damage Table (6.7.5).
Higher than Rep	Miss: Target takes Received Fire Test (6.4).

6.7.6 – RANGED COMBAT DAMAGE

1	RANGED COMBAT DAMAGE
	(Taken versus Target Rep)

ARMOR	MODIFIER
BTA: If Grenade - Fragmentation, Assault Rifle, or SAW.	No Effect. No Received Fire Test Taken.
EXO-ARMOR: If Grenade, Fragmentation or Assault Rifle.	No Effect. Received Fire Test.
HARD BODY ARMOR	+1 to score
SOFT BODY ARMOR	+2 to score

WEAPON	MODIFIER
Inferno Grenade	+3 to score
Plasma Blast or Gun	+3 to score
Rocket Launcher	+3 to score
Heavy Machine Gun	+1 to score.

SCORE	RESULT
"6" or higher	Target is Obviously Dead. BTA explodes and becomes irreparable.
Rep or higher, but not a "6" or higher	Target is Out of the Fight. BTA is immobile and trooper Out of the Fight. BTA could be recovered.
Lower than Rep	Target Ducks Back, no Received Fire Test taken. BTA takes Received Fire Test instead.

6.8.1 – CHARGE INTO MELEE

2	CHARGE INTO MELEE
	(Taken versus Rep)

TROOP TYPE…	MODIFIER
Bugs, Grath, ISS, or Zhuh-Zhuh Armored Infantry	+1d6
CIRCUMSTANCE	**MODIFIER**
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Either unit outnumbered 3:1 or more	-1d6
Hishen, Star Army, Symons, or PDF charged by Bugs.	-1d6
Leader with unit	+1d6

#D6 PASSED	CHARGER	TARGET
Pass more d6 than opponent	*Target* may not fire. *Charger* moves into melee. No Reaction Tests taken.	*Target* fires. *Charger* moves into melee. No Reaction Tests taken. .
Pass same number d6 as opponent	*Target* Snap Fires. *Charger* moves into melee. No Reaction Tests taken.	*Target* Snap Fires. *Charger* moves into melee. No Reaction Tests taken.

MELEE

- Each unit removes one figure for each unit it is in melee with.
- Consult the Melee Combat Table.
- Each unit starts with 1d6 for each point of Rep.
- Modify the number of d6 by any applicable Armor or Circumstance.
- Both sides roll their modified total of d6 counting all successes - score of 1, 2 or 3.
  - If both sides score the same number of successes, no additional casualties are taken.
  - If one side scores fewer successes, it will remove figures equal to the difference between their successes and those of their opponent.
- For each figure removed, roll 1d6. If a "6" is scored, a Leader has been hit. Remove it instead of a regular soldier.

6.8.2 – MELEE COMBAT

REP	MELEE COMBAT
	(Looking for successes)

ARMOR	MODIFIER
BTA – If wearing BTA.	+3d6
EXO-ARMOR – If wearing Exo-Armor.	+2d6
HARD ARMOR – If wearing Hard Body Armor.	+1d6
CIRCUMSTANCE	**MODIFIER**
## - Each figure in melee	+1d6
BUGS – Bugs in melee.	+2d6 Double total d6
GRATH – Grath in melee.	+2d6
HISHEN – Hishen in melee.	-1d6
ISS - ISS in melee.	+2d6
SYMONS – Symons in melee.	+1d6
ZHUH-ZHUH – Zhuh-Zhuh in melee.	+1d6
ZHUH-ZHUH ARMORED INFANTRY – Zhuh-Zhuh Armored Infantry in melee.	+2d6

6.10 – MEDIC!

1 + 1	MEDIC!
	(Taken versus Rep of the Medic)

# D6 PASSED	RESULT
2	Figure returns to the fight at normal Rep when next Active.
1	Figure remains Out of the Fight.
0	Figure becomes Obviously Dead

6.11 – AFTER THE MISSION

2	AFTER THE MISSION
	(Taken vs. Rep)

# D6 PASSED	RESULT
2	Figure returns to the Squad.
1	Out of the Fight returns to the Squad. Those that left the battlefield do not return.
0	Figure does not return.

10.2 PEF Movement

2	PEF Movement

(Taken versus the Rep of 4)

#D6 Passed	Result
2	The PEF moves 8" directly towards the player ending in cover if possible.
1	The PEF moves 4" directly towards the player ending in cover if possible.
0	PEF does not move.

10.3 PEF Resolution

2	PEF Resolution

(Taken versus Enemy Investment Level)

#D6 Passed	Result
2	*Contacted enemy force.* Roll 1d6, counting a +1 if you are on an Attack Mission • (1 - 5) Roll on the Enemy Reinforcements Table (12.0). • (6) Roll on the Enemy Defensive Position Table (10.3.1).
1	*There might be something out there.* Resolve the next PEF with 3d6 counting the lowest two scores. If this is the last PEF and none have been previously resolved as enemy, count as passing 2d6.
0	*False alarm.* Just a case of nerves! If this is the last PEF and none have been previously resolved as enemy, count as passing 2d6.

10.3.1 Enemy Defensive Position

1	Enemy Defensive Position

(Read the result as rolled)

Circumstance	Modifier
Each point of Enemy Investment Level.	+1
If Contesting the planet/area.	+1

#	Result
2 or 3	Heavy Machinegun Team in Small Building.
4 or 5	One Enemy Squad in Small Building.
6	One Rocket Launcher in Defensive Position. [1]
7	One Enemy Squad in Defensive Position. [1]
8	Heavy Machinegun Team in Small Bunker.
9	One Enemy Squad + Heavy Machinegun Team in Defensive Position. [1]
10	Two Enemy Squads in Large Building.
11	Two Enemy Squads + Heavy Machinegun Team and Rocket Launcher in Defensive Position. [1]
12+	One Enemy Platoon + Heavy Machinegun Team and Rocket Launcher in Large Bunker.

(1) The Defensive Position will be 6 + 1/2d6 inches per squad in length and counts as cover.

10.4.4 NP Patrol Reaction

2	NP Patrol Reaction

(Taken versus Rep)

Circumstance	Modifier
If NP side has twice as many figures on the board.	+1d6

# D6 Passed	Result
2	If Patrol outnumbers triggering enemy by 2:1 or more, convert to an Attack Mission. Otherwise the Patrol takes cover and converts to a Defend Mission. If beat away enemy will revert to a Patrol Mission.
1	Patrol takes cover and converts to a Defend Mission. If beat away enemy will withdraw from the table back the way they entered. No additional rolling on this table required.
0	Patrol converts into a fighting withdrawal moving from cover to cover until withdraw from the table back the way they entered. No additional rolling on this table required.

10.4.2 NP MOVEMENT - ATTACK

2	NP MOVEMENT - ATTACK
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6

# D6 PASSED	RESULT
2	If the NP infantry has 2x or more of your number: • Half of their force, with the Support Weapon, will move to cover* to fire at you. • The other half will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will advance to closer cover to fire at you. • If no cover will drop prone and fire at you.
1	If the NP infantry has 2x or more of your number: • The force will advance directly at you with the Support Weapons firing if within LOS and range. Otherwise: • Will move to cover* to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to cover* to fire at you. • If no cover will move to nearest cover whether in their weapon range or not.

* If already in cover and in range, will fire at you instead.

10.4.3 NP MOVEMENT - DEFEND

2	NP MOVEMENT - DEFEND
	(Taken versus Rep)

CIRCUMSTANCE	MODIFIER
If NP side has twice as many figures on the board.	+1d6
If NP is in cover.	+1d6

# D6 PASSED	RESULT
2	If the NP infantry have 2x or more of your number: • Half of the force, with the Support Weapon, will move to cover* to fire at you. • The other half, if there is cover available, will move to encircle your left (1 - 3) or right (4 - 6) flank. Otherwise: • Will move to or remain in cover to fire at you. • If no cover will drop prone and fire at you.
1	All - • Will move to or remain in cover to fire at you. • If no cover will drop prone and fire at you.
0	All - • Will move to or remain in cover to fire at you. • If no cover will drop prone and fire at you.

* If already in cover and in range, will fire at you instead.

12.2 REINFORCEMENTS

2	REINFORCEMENTS
	(Add the scores together)

CIRCUMSTANCE	MODIFIER
Each point of Investment Level	+1
If on an Attack Mission	+1

#	FREE CO.	GAEA PRIME PDF	HISHEN	ISS	REBELS	STAR ARMY	ZHUH-ZHUH
2	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing
3	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing
4	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing	Nothing
5	Nothing	Nothing	Rocket Launcher	Rocket Launcher	Nothing	Rocket Launcher	Rocket Launcher
6	Rocket Launcher	Rocket Launcher	Infantry squad	Infantry squad	Nothing	Infantry squad	Infantry squad
7	Infantry squad	Infantry squad	Infantry squad	Infantry squad	Rocket Launcher	Infantry squad	Infantry squad
8	Infantry squad	Infantry squad	Grath squad	Infantry squad w/Plasma Gun	Infantry squad	Infantry squad w/Rocket Launcher	Infantry squad w/Rocket Launcher
9	Infantry squad w/Rocket Launcher	Infantry squad w/Rocket Launcher	Rest of Platoon	Rest of Platoon	Infantry squad	Rest of Platoon	Rest of Platoon
10	Rest of Platoon	Rest of Platoon	Rest of Platoon	Strafing Run	Infantry squad w/Rocket Launcher	Strafing Run	Strafing Run
11	Strafing Run	Strafing Run	Off Board Fire Support (A)	Strafing Run	Rest of Platoon	Off Board Fire Support (A)	Off Board Fire Support (A)
12	Off Board Fire Support (M)	Off Board Fire Support (M)	Off Board Fire Support (A)	Off Board Fire Support (A)	Off Board Fire Support (M)	Off Board Fire Support (A)	Off Board Fire Support (A)

18.1.2 – PLANETARY DEFENSE FORCE

2	**PDF [1] REACTION TESTS**
	(Taken versus Rep)

(1) Includes Free Company and Rebels.

CIRCUMSTANCES	PASS 2D6	PASS 1D6	PASS 0D6
+1d6 if led by a Star. +1d6 if in cover. -1d6 if at half strength or less.	Fired On: • Snap Fire. Man Down: • Carry On.	Fired On: • Duck Back. Man Down: • If under half-strength, Leave the Battlefield. • Otherwise Duck Back, but 1 in 2 figures (minimum of 1) Leave the Battlefield.	All: • Leave the Battlefield.

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
1	Infantry	1 = 5	1 - 4 = SB	8	SAW	48	4
5	Infantry	2 - 4 = 4	5 - 6 = HB		Rifle, Assault	48	2
		5 - 6 = 3					

SUPPORT WEAPONS	RANGE	TARGET
Grenade, Fragmentation – All Missions	6	5" circle
Machine Gun, Heavy - Defend	60	4
Rocket Launcher - Attack or Defend	48	5" circle

18.6 – BUGS

2	**BUG REACTION TESTS**
	(Taken versus Rep)

CIRCUMSTANCES	PASS 2D6	PASS 1D6	PASS 0D6
+1d6 if Bugs. -1d6 if at half strength or less.	Fired On: • Carry On. Man Down: • Carry On.	Fired On: • Halt. Man Down: • Roll 1d6. If score is greater than the number of Bugs in the group, Leave the Battlefield. • Otherwise Halt, but 1 in 3 figures (minimum of 1) Leave the Battlefield.	All: • Leave the Battlefield.

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
6	Warrior	4	HB	12 [1]	Melee	X	1
1	Puker [2]	4	HB	X [2]	Plasma Blast	48	5" circle

(1) Bugs do not suffer any terrain penalty when moving and will always move 12". (2) One Puker is allowed per each point of Bug Investment Level over 2.

18.1.3 – STAR ARMY

2	STAR ARMY [1] REACTION TESTS

(Taken versus Rep)

(1) Includes Symons.

CIRCUMSTANCES	*PASS 2D6*	*PASS 1D6*	*PASS 0D6*
+1d6 if led by a Star. *+1d6 if in cover.* *+1d6 if Symons.* *-1d6 if at half strength or less.*	Fired On: • Return Fire. Man Down: • Carry On.	Fired On: • Snap Fire. Man Down: • If under half-strength, Leave the Battlefield. • Otherwise Duck Back, but 1 in 3 figures (minimum of 1) Leave the Battlefield.	All: • If under half-strength, Leave the Battlefield. • Otherwise Carry On, but 1 in 2 figures (minimum of 1) Leave the Battlefield.

#	*TYPE*	*REP*	*ARMOR*	*MOVE*	*WEAPON*	*RANGE*	*TARGET*
1	Infantry	1 - 2 = 5	HB	10	Grenade Launcher	24	5" circle
4	Infantry	3 - 5 = 4			Rifle, Laser	48	1
1	Infantry	6 = 3			Rifle, Rapid-Fire Laser	48	3

#	*TYPE*	*REP*	*ARMOR*	*MOVE*	*WEAPON*	*RANGE*	*TARGET*
1	Rangers [1]	1 - 3= 5	Exo	16	Grenade Launcher	24	5" circle
4	Rangers	4 - 6 = 4			Rifle, Laser	48	1
1	Rangers				Rifle, Rapid-Fire Laser	48	3

(1) Up to one platoon of Rangers can be used but only if the GP Investment Level is 3 or more.

18.1.4 - SYMONS

GAEA PRIME - SYMONS

#	*TYPE*	*REP*	*ARMOR*	*MOVE*	*WEAPON*	*RANGE*	*TARGET*
6	Infantry	4	EXO	16	Rifle, Rapid-Fire Laser	48	3

SUPPORT WEAPONS	*RANGE*	*TARGET*
Grenade, Fragmentation – All Missions	6	5" circle
Machine Gun, Heavy - Defend	60	4
Plasma Gun – Attack or Defend	24	3" circle
Rocket Launcher – Attack or Defend	48	5" circle

18.1.5 - ISS

<table>
<tr><td>**2**</td><td colspan="3">**ISS REACTION TESTS**
(Taken versus Rep)</td></tr>
</table>

CIRCUMSTANCES	PASS 2D6	PASS 1D6	PASS 0D6
+1d6 if led by a Star. *+1d6 if in cover.* *+1d6 if ISS.* *-1d6 if at half strength or less.*	Fired On: • Return Fire. Man Down: • Carry On.	Fired On: • Duck Back. Man Down: • If under half-strength, Duck Back, but 1 in 3 figures (minimum of 1) Leave the Battlefield. • Otherwise Carry On.	All: • If under half-strength, Leave the Battlefield. • Otherwise Carry On, but 1 in 2 figures (minimum of 1) Leave the Battlefield.

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
1	Infantry	1 - 2 = 6	BTA	12	Rapid Fire Laser/Grenade Launcher [(1)]	48/24	3/5" circle
5	Infantry	5 - 6 = 5			Rifle, Rapid-Fire Laser	48	3

(1) First stat refers to RFL while second refers to grenade launcher. May choose to fire with one or the other when active firing or in reaction firing.

SUPPORT WEAPONS	RANGE	TARGET
Grenade, Inferno – All Missions	6	5" circle
Plasma Gun – Attack or Defend	24	3" circle
Rocket Launcher – Attack or Defend	48	5" circle

18.4.1 – GRATH

<table><tr><td>**2**</td><td>**GRATH REACTION TESTS**
(Taken versus Rep)</td></tr></table>

CIRCUMSTANCES	PASS 2D6	PASS 1D6	PASS 0D6
+1d6 if led by a Star. +1d6 if in cover. +1d6 if Grath. -1d6 if at half strength or less.	Fired On: • If in reach take Charge into melee Test. • Otherwise Return Fire. Man Down: • Carry On.	Fired On: • Duck Back. Man Down: • If under half-strength, Duck Back, but 1 in 3 figures (minimum of 1) Leave the Battlefield. • Otherwise Carry On.	All: • Leave the Battlefield.

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
1	Infantry	4	Exo	6	Grenade Launcher	24	5" circle
5	Infantry				Rifle, "Big Ass" Assault	48	2

SUPPORT WEAPONS	RANGE	TARGET
Grenade, Fragmentation – All Missions	7	5" circle
Rocket Launcher – Attack or Defend	48	5" circle

18.4 – HISHEN EMPIRE

<table><tr><td>**2**</td><td>**HISHEN REACTION TESTS**
(Taken versus Rep)</td></tr></table>

CIRCUMSTANCES	PASS 2D6	PASS 1D6	PASS 0D6
+1d6 if in cover. +1d6 if led by a Star. -1d6 if at half strength or less.	Fired On: • Return Fire. Man Down: • Carry On.	Fired On: • Duck Back. Man Down: • If under half-strength, Leave the Battlefield. • Otherwise Duck Back, but 1 in 3 figures (minimum of 1) Leave the Battlefield.	All: • Leave the Battlefield.

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
1	Infantry	1 - 3 = 4	SB	6	SAW	48	4
5	Infantry	4 - 6 = 3			Rifle, Assault	48	3

SUPPORT WEAPONS	RANGE	TARGET
Grenade, Fragmentation – All Missions	5	5" circle
Machine Gun, Heavy - Defend	60	4
Rocket Launcher – Attack or Defend	48	5" circle

18.5 – ZHUH-ZHUH

2	ZHUH-ZHUH REACTION TESTS
	(Taken versus Rep)

CIRCUMSTANCES	PASS 2D6	PASS 1D6	PASS 0D6
+1d6 if led by a Star. *+1d6 if in cover.* *+1d6 if Zhuh-Zhuh* *-1d6 if at half strength or less.*	Fired On: • Return Fire. Man Down: • Carry On.	Fired On: • Return Fire. Man Down: • If under half-strength, Leave the Battlefield. • Otherwise Return Fire, but 1 in 2 figures (minimum of 1) Leave the Battlefield.	All: • Leave the Battlefield.

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
1	Infantry	1 - 2 = 5	SB	8	Grenade Launcher	24	5" circle
4	Infantry	2 - 6 = 4	SB		Rifle, "Big Ass" Assault	48	2

#	TYPE	REP	ARMOR	MOVE	WEAPON	RANGE	TARGET
1	Assault Troops	1 = 6	HB	6	Grenade Launcher	24	5" circle
4	Assault Troops	2 - 6 = 5			Rifle, "Big Ass" Assault	48	2

SUPPORT WEAPONS	RANGE	TARGET
Grenade, Fragmentation – All Missions	6	5" circle
Rocket Launcher – Attack or Defend	48	5" circle

INDEX OF TABLES

LR	LR	LR	LR	RFLR	GL	RKT
LR	LR	LR	LR	RFLR	GL	HMG
LR	LR	LR	LR	RFLR	GL	ASTMG
RFLR CC	RFLR PL	RFLR PL	PLASMA	MED	PEF	PEF
RFLR	RFLR	RFLR	RFLR	RFLR	RFLR	PEF
AR	AR	AR	AR	AR	SAW	RKT
AR	AR	AR	AR	AR	SAW	HMG
AR	AR	AR	AR	AR	SAW	ASTMG
AR CC	LR PL	LR PL	MED	PEF	PEF	PEF
BAAR	BAAR	BAAR	BAAR	BAAR	GL	PEF