

SCI-FI IMMERSION GAME

5150

NEW BEGINNINGS

2HourWARGAMES
JUST PLAY THE GAME

5150



NEW BEGINNINGS

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5150: New Beginnings

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The THW Yahoo Group - For continued support 5000 members and still growing!

And Lil ☺

For a squad -/platoon level military sci-fi game compatible with New Beginnings try:

5150: STAR ARMY



Star Army - It's not a job, it's an adventure.

PROLOGUE

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

*Judge Xyston V
3-4384-8-29*

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

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

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

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

"Alien, cease and desist!" Malcolm shouted through his Universal Voice Box (UVB) ⁽¹⁾. He knew the Grath understood so that made this legal. *"That's an order!"*

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

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

"That's your first and last mistake fool!" With lightning speed the Grath leapt towards Malcolm. Feet planted but with a slight jerk of his shoulders, Malcolm could feel his *enhancements* kick in as he twisted his body out of harm's way causing the Grath to sail by him.

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

Malcolm holstered his weapon and tapped behind his right ear. *"Ingham 1130. We need a bio-toxin cleanup down here. Yes, in front of the "Green" on Academy."* Malcolm listened then said. *"One more thing, officers down, send multiple trauma units as well."*

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

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

Bailey smiled and said, *"Thanks and I will."* He left a good-sized tip on the table and walked away. *"Kind of cute for a Robo-Serve 3",* he thought as he entered the street.

Welcome to the world of 5150: New Beginnings where things are not always as they appear.

INTRODUCTION

"Welcome to New Hope City where we like to say that everyone deserves a second chance and a little hope. As a citizen of NHC you're expected to get a job and make a better life for yourself. The kind of job is up to you. Hey, we need accountants, bus drivers and even cooks. What? Looking for something a bit more, uh exotic? Oh, I see; something with a little more excitement? Yes, yes, we have those kinds of jobs available too. Yes, you'll do just fine in New Hope City."

In 5150: New Beginnings you're thrust into a bustling, *living* urban environment hundreds of years in the future. Or maybe it's now but just a place far, far away. In any case, your goal is to take your character; we call them Stars, as far as it can go.

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Acquire wealth, fight crime, commit crimes, or something in between, it's up to you. Want to be an interplanetary smuggler or how about a bounty hunter? Yep, you can be that. Want to feel the rush of jacking up your body with the latest technology and running on the edge. Oh yeah baby, this is the place. And it's your story so let's get started.

5150: NEW BEGINNINGS

5150: New Beginnings is a game that can be played with any figures you may already have. Games are usually finished in two hours or less, hence the company name.

New Beginnings is an immersion game where players take the role of individual characters trying to gain experience and rewards that will allow them to grow in abilities. Although immersion games share some common elements with Role-Playing Games (RPGs) there is a dramatic difference. The difference between immersion games and Role-Playing Games is that in an immersion game you have a realistic combat system as opposed to the abstract combat system favored by RPGs.

In an RPG combat takes a minor role due to the small element of danger to the player characters. It's quite common for player characters to run about the game taking on overwhelming odds with little risk as the abstract combat system is skewed to protect the player. Games soon become less enjoyable as the lack of danger diminishes player satisfaction and the games become "same old, same old", exercises in boredom. This soon relegates the game to a shelf in your closet.

In a THW *immersion game* combat takes on a major roll due to its high level of danger. Now your adventures are exciting as the risk is great and at any moment, a quick bout of combat can result in your character wounded or worse. When we say "quick" we mean quick. Unlike other systems where combat takes a long time with repetitive game mechanics more like a ping pong game than a game of death, the combat system in *New Beginnings* comes to a deadly conclusion in a short time. In *New Beginnings* entering combat is fraught with risk and not to be taken lightly!

But that's what makes the game so enjoyable.

What about those that just want a miniatures wargame? Because we use a realistic and not abstract combat system you can play without any of the *immersion* bits and still have a very enjoyable man-to-man skirmish game.

But as we said in the beginning, it's all about the story. *5150: New Beginnings* shines in that it provides all the information and detail you need to create your story. Economics, character development, all you need to breathe life into your character is provided and in an easy to use format. With *New Beginnings* you don't have to sweat the details because we have done it for you. Now you can have the details without the bookwork because it's all about playing the game and not keeping notes.

Before we go into greater detail about the game let's explain the cornerstone of all Two Hour Wargames, *the Reaction System*. You're going to love it or hate it and it's not for everyone. If you enjoy total control of all your figures, well, better to pass and try another fine game. But if you want a set of rules that mimics real world combat then read on.

TRADITIONAL GAMES

Traditional games use a turn sequence known as "IGO, UGO". Chess is an "IGO, UGO" game.

Basically I have my turn then you have your turn. In wargaming this usually means that I move my figures, fire my weapons, we do some melee and maybe you do a morale test or two.

THW uses what is called the *Reaction System*. In THW games your side *activates* and you move 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.

IGO UGO

Our figures start on opposite sides of a building *and cannot see each other, also known as 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.

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- If I get hit you see how bad the damage is.
- If I don't get 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.

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 *cannot see each other, also known as out of sight* of each other.

- I activate and move first.
- I move my figure around the corner and your figure can see me.
- You get a chance to react to me.
- Maybe you shoot at me.
- Maybe you don't.
- If you do shoot at me either you hit me or you miss.
- If I get hit me you see how bad the damage is.
- But if you miss me I get a chance to react.
- Maybe I shoot back.
- Maybe I duck for cover.
- Or maybe I just run away.
- We continue to fire back and forth until either one of us gets hit, runs out of ammo, ducks 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.

There are a variety of Reaction Tests in *5150: New Beginnings* but don't let that fool you. *You'll only be using two of them 95% of the time.* After a few turns you'll have them memorized and will rarely refer to the rules. It's that simple.

TERMINOLOGY

For ease of play and understanding we have chosen to use current terminology when possible to describe the people, places and things in *5150: New Beginnings*.

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the advice at the end of each section. If you have a question about the rules just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group link below for answers to questions and free downloads.

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

With 5000 members you can expect a response within 24 hours.

NEEDED TO PLAY

You will need a few things to play *5150: New Beginnings*:

- 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 is recommended for games taking place inside the city with a 4'x4' surface for the areas outside of the city. When using 15mm or 28mm feel free to tweak the table size to fit if desired. *Note that playing on a larger surface does not guarantee a better game!*

THE DICE

During the game you will be required to roll the dice (d6) in a variety of ways. They are:

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

PASSING DICE

When *passing dice* roll a number of d6 and compare each die score individually to the *Target Number*.

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The Target Number can be Reputation (page, 8) 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 then the d6 has not been passed.
- You can pass 3, 2, 1, or 0d6 when the dice are rolled in this manner.
- Isn't passing 0d6 really failing 2d6? No, it's not. Remember, it's called *passing dice*, as in "How many did you pass?"

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.

COUNTING SUCCESSES

When *counting successes* the player rolls the dice and counts *successes*.

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

Example: Billy Pink, Rep 5 Dropout, enters melee and rolls 5d6. He scores a 1, 3, 3, 4 and 4. This translates into three successes (1, 3, and 3) and two failures (4 and 4).

POSSIBILITIES

When there is a *possibility* of something happening there will be one or more numbers in parenthesis such as (1-2). This means that there is a chance of that event happening based on a 1d6 roll.

Example – There is a chance (1-2) that you arrive at the bar after it is closed. I roll 1d6 and score a 2. The bar is closed.

READING AND ADDING THE DICE

Reading and adding dice is something that you have normally done in the past. When you are rolling a d6 simply read the result as rolled. When rolling 2d6 you add the scores together to get a total.

Example – On the Urban Terrain Generator Table (page, 78) I roll a 3 and a 6 for a total of 9.

1/2D6

When reading 1d6 there is one special way that it is done. This is when you are called on to roll 1/2d6.

This means that:

- Roll 1d6 normally.
- A score of 1 or 2 is treated as a result of 1.
- A score of 3 or 4 is treated as a result of 2.
- A score of 5 or 6 is treated as a result of 3.

Example - Billy Pink walks into a bar and is confronted by 1/2d6 Gangsters. I roll a 2 which means there is 1 Ganger. Billy opens a can of whupazz on the Ganger who later comes back to the bar with 1+1/2d6 Gangsters. I roll a 6 which means there are 1+3 or 4 Gangsters.

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left 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. That means roll 2d6 or 1d6. At times there may be a word like Rep or Target instead of a number. In those cases you will roll 1d6 for each point of whatever word appears. If you see an "X" then no d6 will be rolled.

Example – An LWC (Rep 4) and a Ganger (Rep 3) go into Melee. Looking on the Melee Combat Table (page, 57) we see the word Rep. This means they will roll 1d6 per point of Reputation. The LWC will roll 4d6 while the Ganger will roll 3d6. Later the LWC takes the Recovery Test (page, 59). Looking on the Recovery Table we see a 2 in the left hand corner. The LWC rolls 2d6.

FIGURES AND TERRAIN

Literally hundreds of figures can be used with 5150: *New Beginnings*. 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: *New Beginnings*. 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. I

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use eBay as one source for terrain; it is also a good way to find painted figures.

Perhaps the best form of guidance will come from joining the Two Hour Wargames Yahoo Group and asking your questions there.

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

BASING FIGURES

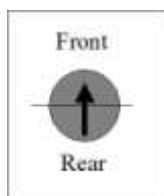
Each figure represents one real man, alien or vehicle. The easiest way to base your figures for *5150: New Beginnings* is one figure on a round or square base as either style will work. Vehicles usually won't need any basing but if you do be sure to use the smallest one based on the size of the model.

DEFINING FACING

Charging onto or shooting to the rear of an enemy 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. Any opposing figure, vehicle or building within this facing is considered to be In Sight.
- The rear facing is defined as 180 degrees to the back of the figure. Any opposing figure, vehicle or building within this facing is considered to be Out of Sight.
- The following illustration helps to define the front and rear facings.



TABLES

Wherever possible all the tables that you will *usually* use during the game have been grouped together in the back of the book on the *Quick Reference Sheets* also called the QRS. When reading a section it is recommended that you review the table in question.

WHY SO MANY?

Your *5150: New Beginnings* 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 we have provided. Most of the tables are there to create and advance your stories. *5150: New Beginnings* is like a toolbox. You may not need all the tools but they are there when you do!

WHAT TYPE OF GAME IS IT?

That's up to you.

- If you only want to play a man-to-man sci-fi skirmish combat game use the defining sections that have an "*" after them.
- If you want a total *immersion game* then use all the defining sections as listed.

In either case you need to know how your figures are defined. What makes them special?

1 - CHARACTERS

In this first section you will be introduced to the characters used in *5150: New Beginnings*. We recommend that you read each section taking a break when asked. The breaks will direct you to what you can do to make understanding the rules easier. Little bites to learning the rules.

DEFINING THE FIGURES

Note that the term figure and character are interchangeable.

5150: New Beginnings is played with individual figures (characters) that are defined in the following ways.

- Is it a *Star* or a *Grunt*? *
- Is it a *Basic* or an *Alien*? *
- What is its Gender?
- What is its *Reputation*? *
- What is its *Class*?
- What is its *Motivation*?
- Does it have any *Attributes*?*
- What are its *Skills*?
- What is its *Profession*?
- What type of *Weapon* does it have? *
- Does it have any *Armor*? *
- Is the character *Com-Linked*? *

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STARS AND GRUNTS

There are two types of figures, called *Stars* and *Grunts*.

STARS – This figure represents you, the player. We suggest your Star begin with a Reputation of 5. *Note that when you first start playing New Beginnings your character is a Rep 5 veteran, you are not.* This will make more sense as you learn the game mechanics and develop different strategies for success.

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. *All Grunts, even yours are controlled by the game mechanics.*

WHY USE STARS?

One question that may be asked is why do we use Stars in Two Hour Wargames? It's because of the *Reaction Tests* (page, 39).

All Grunts are controlled by the Reaction Tests. They will behave according to their quality and training but more importantly will respond to the situations that you put them in. Grunts will behave in a realistic manner that balances a desire to stay alive with the desire to do their job.

But Stars? That's you. You will see that you have much more freedom, as in real life, to do what you want, as well as some distinct advantages that separates you from the Grunts.

CO-STARS

There may come a time, at the player's discretion, when a Grunt has performed splendidly over a long period of time and deserves a raise. In this case you can choose to elevate the Grunt to Co-Star status. Co-Stars gain the following Star Advantages.

- Star Power equal to their Rep minus 2.
- Ability to use the Larger Than Life advantage.
- Ability to use the Cheating Death advantage.

Co-Stars do not receive Bonus Dice or Free Will and are always subordinate to the Star whenever they are in the same group.

STAR ADVANTAGES

As a Star in *5150: New Beginnings* you have five important advantages. These are:

- Star Power
- Larger Than Life
- Cheating Death
- Free Will
- Bonus Dice

STAR POWER

Star Power is the ability of a figure to ignore normally disabling damage.

Stars start with Star Power equal to their Rep. Whenever a figure with Star Power takes damage from ranged fire or in melee (hand-to-hand combat) it will roll a number of d6 equal to its Star Power. Read each d6 as rolled:

- Any result of 1, 2, or 3 reduces the damage by one level.
- Any result of 4 or 5 means the damage stays and the d6 is retained for future use.
- Any result of 6 means the damage stays but that d6 is removed from the figure's Star Power *for the rest of the Encounter* (page, 104).

Damage is reduced in the following ways:

- An Obviously Dead result becomes an Out of the Fight result.
- An Out of the Fight result becomes a Bleeder result.
- A Bleeder result becomes a Stunned result.
- A Stunned result becomes a Carry On result.

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 three times by submachine gun fire. He takes one Out of the Fight and two Obviously Dead results. The player rolls 1d6 per point of the Star's Rep or 5d6 in this case. The results are 2, 2, 4, 5, and 6. The two 2s reduce the two Obviously Dead results to two Out of the Fight results. The 4 and 5 have no effect and the 6 means the d6 is discarded and the Star has only 4 points of Star Power for the remainder of the Encounter. However, this won't do the Star much good since he is still Out of the Fight.

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LARGER THAN LIFE (LTL)

5150: New Beginnings can be used to capture the cinematic flavor of modern action movies where the Star is a *larger than life* character. This is represented in the following way.

- Stars cannot be killed by anyone with a Rep lower than the Star.
- The worse result a Star could receive would be *Out of the Fight*.

Example - A Dropout Star (Rep 5) is shot by a Grath Ganger (Rep 4). The Grath scores an Obviously Dead result. The Dropout Star uses his Star Power but to no avail. The Dropout Star declares he is using his Larger Than Life advantage and is Out of the Fight instead.

Note that Larger Than Life is applied *after* Star Power is used.

CHEATING DEATH

A Star can be killed by anyone with an equal or higher Reputation. When this occurs the Star may declare that he is *cheating death*. He is immediately removed from the table and whisked to safety.

When a player chooses to use the Cheating Death rule his Rep is immediately reduced by one level.

Example - A Dropout Star (Rep 5) is shot by a Xeog Dealer (Rep 5). The Dealer scores an Obviously Dead result. The Dropout Star uses his Star Power but to no avail. The Dropout Star declares he is Cheating Death and is whisked from the table to safety. He is still alive but is now reduced to Rep 4.

Note that Cheating Death is applied *after* Star Power is used.

FREE WILL

Each time a Star must take certain Reaction Tests he can *choose which of the three possible results he wants to do without rolling dice*. These are the following tests and are noted with an asterisk (*) next to it on the QRS:

- Received Fire (page, 41).
- Man Down (page, 42).
- Cohesion Test (page, 42).

These are the only Reaction Tests where Free Will applies.

Example - Detective Riker (Rep 5) is shot at by the enemy. He is a Star so can choose his reaction on the Received Fire Test. He chooses to pass 2d6 and return fire. Later Riker is hit by fire and must take the Recover From Knock Down Test. He cannot choose his reaction so rolls 2d6. He passes 2d6 so is Stunned. He can now use his Star Power.

BONUS DICE

Every Star is allowed Bonus Dice during each Encounter. Here's how it works:

- The Star receives one Bonus Die for each level of Rep. A Rep 5 Star would receive 5 Bonus Dice.
- The Star can choose to use one or more Bonus Die *anytime* during the Encounter for *anything even after rolling other d6*. Once a Bonus Die is used it is discarded but recovered after the Encounter.

Example - Billy Pink must take the Recover From Knock Down Test. This is usually done with 2d6 but he decides to use 1 Bonus Die so will take the test with 3d6. After he takes the test he loses the use of the Bonus Die.

BASIC OR ALIEN

The 5150 universe revolves around humans or Basics as they are called. Or at least they like to think so. *Players can choose to be either a Basic or an Alien.*

The Aliens found in *New Beginnings* are:

- Grath (page, 24).
- Hishen (page, 26).
- Razor (page, 27).
- Xeog (page, 29).
- Zhuh-Zhuh (page, 30).

Those familiar with the original 5150 or 5150: *Star Army* may recognize these aliens. Don't see the one you're interested in? No worries as we have plans to update all of them into both 5150: *Star Army* and 5150: *New Beginnings*.

GENDER

Here's character gender info.

- **Basics:** Basics can be male (1-3) or female (4-6).
- **Grath:** Always male.
- **Hishen:** Always male.
- **Razor:** Always female.
- **Xeog:** Always female.

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- **Zhuh-Zhuhs:** Zhuh-Zhuhs can be male (1-3) or female (4-6).

FYI - Feel free to make the characters any gender you like to match your figures.

REPUTATION

Reputation or Rep represents a combination of training, experience, and morale. Rep is an expression of a figure's overall quality and coolness under pressure. Stars and Grunts, Basics and Aliens, all use Rep.

There are five possible *starting levels* of Reputation:

- **REP 5** - These are very confident and experienced characters. Not to be regarded lightly.
- **REP 4** - These are reliable characters of some experience. Overall pretty good characters.
- **REP 3** - These are characters of unknown quality and cannot be counted on during crunch time.
- **REP 2** - These are low end characters that need to be looked after.
- **REP 1** - Yes, it possible to have a Rep 1 character but the question would be, why?

Remember, Stars always start with a Rep of 5. This doesn't mean that you're a Rep 5, your figure is! When you start you're really a Rep 3 but play a few games and soon your real life Rep may equal the Rep of your character!

USING REP

Note that Reputation is used in many ways. It is used when the character takes a Reaction Test (*page, 39*), fires a weapon (*page, 46*), fights in melee (*page, 57*) and when allocating Skills (*page, 12*).

CLASS

All characters fall into one class or the other. The character's class defines it as well as dictates their choice of *professions* (*page, 12*). Class also determines which Reaction Tables (*page, 39*) it will use during the game. Here are the classes used in *New Beginnings*.

- **Corporate** - High-powered LWC that are in it for the money and power. These characters will do "whatever it takes" to accomplish their goals. Corporate

characters will use the LWC Reaction Tests (*QRS*).

- **Dropouts** - These people want more than what the typical LWC life provides. Prefers to see life in shades of gray as opposed to black and white. Dropouts will use the Dropouts Reaction Tests (*QRS*).
- **Ganger** - Members of the Criminal Element. People that skirt or openly break the laws for their personal gain and profit. Gangers will use the Ganger Reaction Tests (*QRS*).
- **Grath** - Distinctively different alien (*page, 24*). Graths will use the Grath Reaction Tests (*QRS*).
- **Hishen** - Distinctively different alien (*page, 26*). Hishen will use the Hishen Reaction Tests (*QRS*).
- **LWC** - Short for Law-abiding Working Class. These are the vast majority of people doing the hum drum jobs day after day just content to exist. These are the people without dreams. LWC characters will use the LWC Reaction Tests (*QRS*).
- **Mercenaries** - People that hire their martial skills out to the highest bidders, usually the Corporations and the wealthy. Mercenaries will use the Mercs Reaction Tests (*QRS*).
- **Police** - Law Enforcement personnel. These are the people that keep the peace. To protect and serve as the saying goes. Police characters will use the Police Reaction Tests (*QRS*).
- **Razor** - Distinctively different alien (*page, 27*). Razors will use the Razor Reaction Tests (*QRS*).
- **Xeog** - Distinctively different alien (*page, 29*). Xeogs will use the Xeog Reaction Tests (*QRS*).
- **Zhuh-Zhuh** - Distinctively different alien (*page, 30*). Zhuh-Zhuhs are similar to Basics, some say related, so they will use the Dropout, Ganger, LWC, Mercenaries or Police Reaction Tests based on what class they choose.

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MOTIVATION

Everyone has one or more reasons for what they do. In *New Beginnings* these reasons are called the character's *motivation*. The character's motivation is *usually* based on its class. Player's can use their own motivation when playing their Stars while Grunts, also known as Non-Player Characters (NPCs), use their pre-generated motivation. In *New Beginnings* we use the following types of *motivation*.

Note that Zhuh-Zhuhs are unique in that they can be LWC, Police, Gangers, Mercenaries or Dropouts so will be motivated according to their chosen class.

DUTY

Duty motivated characters serve a greater cause than the characters themselves. Duty motivated characters will place their body on the line to honor a sworn oath they have taken. This can be to protect and serve others or a vow of loyalty. *Police and Grath are Duty motivated.*

PROFIT

As they used to say on 20th century Earth ⁽¹⁾, *"It's all about the Benjamins."* Profit motivated characters try to make the biggest financial gain for the smallest investment. This investment could be in time or money. These people are not in it for the long haul but for short term profit. *Gangers, Hishen and Mercenaries are Profit motivated.*

(1) For more info on Earth's place in the 5150 Universe see First Contact, also by Two Hour Wargames.

SURVIVAL

Survival motivated characters are not risk takers. This doesn't mean that they aren't motivated to prosper, (okay, the LWC are not), it just means that self-preservation is their first priority. *Dropouts, LWC, Razors and Xeogs are Survival motivated.*

ATTRIBUTES

In *New Beginnings* we use Attributes to further define our characters. When using Attributes it's best to limit them to your Star and Grunts and not use them for the NPCs unless using Aliens or noted in the Encounter. But the choice is yours.

An Attribute is an ingrown trait or behavior that is demonstrated over the life of the character. There are two types of Attributes, Basic and Alien.

- *Basic Attributes* are those available to Basics and Aliens.
- *Alien Attributes* are restricted to the Aliens found in the 5150 universe. You can also use these and Basic Attributes to create your own unique aliens.

HOW MANY

Stars are allowed two Attributes. Grunts are allowed only one.

HOW DETERMINED

Attributes are determined in the following ways:

- Stars are allowed to choose one Attribute and must roll for the second.
- Grunts must roll for their Attribute.

Here's how you roll for an Attribute.

- If you're a Basic roll 1d6. This tells you which Basic Attribute Table to consult.
- If you're an Alien roll 1/2d6. This tells you which Alien Attribute Table to consult.
- Next roll 1d6 to determine which Attribute to use from that table.

Example - Char is a Rep 4 Grunt. She rolls a "1" then a "5". Looking on the "1" Basic Attribute Table I go to the 5th Attribute. Char is a Born Leader.

BASIC ATTRIBUTES

TABLE 1

#	BASIC ATTRIBUTE
1	Agile: Counts a +1d6 when taking any Physical Challenge involving agility.
2	Athlete: Counts a +1d6 when taking the Fast Move Test counting all three.
3	Ambidextrous: The character ignores the shooter firing with Off Hand penalty when shooting.
4	Attractive: Counts a +1d6 when taking a People Challenge against the opposite sex. Xeogs will also have this affect on Basics and Zhuh-Zhuhs.
5	Born Leader: When taking the Received Fire and Man Down Tests any friendly character within 4" and LOS to the Born Leader will react as it does regardless of what their reaction would have actually been.
6	Brawler: Counts a +1d6 when in melee.

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TABLE 2

#	BASIC ATTRIBUTE
1	Charismatic: Counts a +2d6 when taking a People Challenge.
2	Clumsy: When testing to Fast Move and any doubles are rolled the character will move 1d6" then fall prone counting as <i>Stunned</i> .
3	Coward: Treats a result of Duck Back as Retire. Counts a -1d6 when taking the Charge into Melee Test.
4	Cruel: Counts a +1d6 when taking a People Challenge against those with a lower Rep.
5	Dim: Counts a -1d6 when taking a People Challenge.
6	Drunkard (or Druggie): Roll 1d6 at the start of every Encounter. If the score is higher than the figure's Rep or a "6" is rolled toss another 1d6 and consult the table below: <ul style="list-style-type: none"> (1 - 2) Staggering: When move will subtract 1/2d6" from their normal move and will take the Fast Move Test with only 1d6. (3 - 4) Dumbass: Behave as if Dim. (5 - 6) Nerves of Steel: Perform as if has Nerves of Steel attribute.

TABLE 3

#	BASIC ATTRIBUTE
1	Fast: Normal move is now 10" and allowed to use 3d6 when taking the Fast Move Test counting all three.
2	Free Spirit: Counts a +1d6 when taking a People Challenge but counts a -1d6 when taking a Savvy Challenge.
3	Genius: Counts a +2d6 when taking a Science Challenge but counts a -2d6 when taking a People Challenge.
4	Greedy: Empty structures, corpses, or anything that offers possibility of loot will delay him for 1d6 turns. A Leader can cut this short by moving to within 1".
5	Hard as Nails: Once during each Encounter the character will treat its first Obviously Dead result as a Knock Down result instead.
6	Initiative: Counts one Rep higher for Activation purposes when operating alone.

TABLE 4

#	BASIC ATTRIBUTE
1	Logical: Counts a +1d6 when taking a Science Challenge but counts a -1d6 when taking a People Challenge.
2	Lucky Bastard: Can change a result of Obviously Dead to a miss but only once in the life of the character.
3	Nerves of Steel: Treat Duck Back as if Carry On and never Outgunned. Not affected by Fear . Counts a +1d6 when taking the Charge into Melee Test
4	Poser: Will roll only 1d6 when taking the Received Fire and Man Down Tests. Designate by color which d6 is to be counted prior to rolling.
5	Rage: Counts a +1d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test
6	Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Stunned result instead.

TABLE 5

#	BASIC ATTRIBUTE
1	Runt: Counts a -1d6 when taking the Charge into Melee Test
2	Shy: Counts a -1d6 when taking a People Challenge.
3	Slow: Only rolls 1d6 when taking the Fast Move Test.
4	Slow to React: Counts a -1d6 when taking the In Sight Test.
5	Smooth: Counts a +1d6 to taking a People Challenge.
6	Steely Eyes: Counts a +1d6 when taking the In Sight Test.



"Clean up on aisle 51?"

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TABLE 6

#	BASIC ATTRIBUTE
1	Stone Cold: Will roll 1d6 extra when taking the Received Fire and Man Down Tests. Not affected by Fear . Counts a +1d6 when taking the Charge into Melee Test
2	Stunning: Counts a +2d6 when taking a People Challenge versus the opposite sex. Xeogs will also have this affect on Basics and Zhuh-Zhuhs.
3	Sure Handed: Counts a +1d6 when taking a Physical Challenge specifically involving the use of the hands as the primary factor.
4	Tough: Once during each Encounter the character will treat the first Retire result as a Duck Back result.
5	Unlucky: Anytime a friend within 3" of the character is hit by ranged weapon fire there is a chance (1-3) that the friend will suffer the result instead.
6	White Knight: May not shoot or melee anyone unable to defend themselves. Not affected by Fear .

ALIEN ATTRIBUTES

TABLE 1

#	ALIEN ATTRIBUTE
1	Brick Wall: If take an Obviously Dead result to the head count as Obviously Dead. Otherwise take the Recover From Knock Down Test.
2	Climb: Able to climb trees, walls and along roofs as if moving normally. Muggie-Zhuhs and similar may attempt to Fast Move.
3	Exceptional Fixer: Counts a +2d6 when taking a Savvy Challenge when making repairs.
4	Exceptional Pilot: Counts a +2d6 when taking a Piloting related Savvy Challenge.
5	Heightened Senses: Whenever approached within 12" will immediately turn to face whether active or not. Counts +1d6 when taking the In Sight Test.
6	Infrared vision: Able to see normal distances in the dark and low light conditions.

TABLE 2

#	ALIENS ATTRIBUTE
1	Initiative: Counts one Rep higher for Activation purposes when operating alone.
2	Leap: Can leap onto single story buildings or 6" distance from a standing start by taking a Physical Challenge. Failure of the test does not result in injury but does end its activation.
3	Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test counting all three.
4	Slight: Counts a -1d6 when in melee.
5	Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.
6	Steady: Ignore all terrain penalties when moving.

TABLE 3

#	ALIEN ATTRIBUTE
1	Stealthy: If in cover and not moving, cannot be seen at all from beyond 12".
2	Superior Senses: Can detect target at any range on the table and are not subject to line of sight rules. Can track any target and follow the path it takes on the tabletop. Counts a +1d6 when taking the In Sight Test.
3	Terrifying: When within 12" and in sight the terrifying character will cause Fear in everyone except those with certain Attributes including Terrifying. When a character Fears an opponent: <ul style="list-style-type: none"> Counts a -1d6 when in melee with this opponent. Always counts the Fast Moving penalty when firing at this opponent. Counts a -1d6 when taking the Charge into Melee Test.
4	Vicious: Counts a +2d6 when in melee. Counts a +1d6 when taking the Charge into Melee Test
5	Wary: Takes the In Sight Test with a +1d6 bonus.
6	Wobbly: May only roll 1d6 when attempting to Fast Move.

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ALIEN ATTRIBUTE PACKAGES

Some Aliens in *5150: New Beginnings* will usually have more than one Attribute that defines them. This is called an Attribute Package and is substituted for rolling for Attributes.

MAKING YOUR OWN ALIENS

Players are encouraged to make their own Attribute Packages for Aliens not found in *New Beginnings*. This can be done as desired or simply follow this procedure:

- Give your aliens 2+1/2d6 rolls on the Attributes Tables.
- Roll 1d6 for each Attribute scored.
- On a result of 1, 2 or 3 use the Basic Attributes Tables.
- On a result of 4, 5 or 6 use the Alien Attributes Tables.

Note that when rolling up a new Alien Race it is possible for Attributes to cancel each other out but they still count towards the total number of rolls.

SKILLS

While Attributes are traits and behaviors Skills are learned. Each character is composed of four Skills. These Skills are used to round out the character, to help with their background and storylines as well as to make each character unique. The four Skills are:

FITNESS (FIT)

Fitness represents the overall physical ability of the character. Fitness is used when taking a *Physical Challenge* (page, 60).

PEOPLE (PEP)

The People Skill is a measure of how well a character relates and interacts with others. The People Skill is used when taking *People Challenges* (page 60).

SAVVY (SAV)

Not necessarily book Savvy but that is included. This Skill is a measure of how the person performs both job related tasks and those requiring common sense. Savvy is used when taking a *Savvy Challenge* (page 60).

SCIENCE (SCI)

Science measures how book smart the character is when it comes to science. Science is used when taking a *Science Challenge* (page 60).

HOW PROFICIENT IN THE SKILL

Now that you know the four Skills let's see how proficient your character is in each of them. Here's how it's done:

- All Skills start with a value of zero.
- Start with the Rep of the character.
- Give 1 Skill a value equal to the Rep of the character.
- Give 1 Skill a value equal to the Rep of the character minus one
- Give 1 Skill a value equal to the Rep of the character minus two.
- Fitness must be assigned a value of at least one.
- At least one Skill and possibly two will have a value of zero.

Example - Here are four examples of characters that have been assigned Skills.

NAME	REP	FIT	PEP	SAV	SCI
Alyson	2	2	1	0	0
Barnes	5	5	3	4	0
Clack	4	3	2	0	4
Demezou	3	2	3	1	0

ACQUIRING A NEW SKILL

As mentioned previously at least one of the four Skills will have a value of zero when the character is generated. Is it possible to increase the zero Skill to one or more? Yes, yes you can. Take a look at the section called *Raising a Zero Level Skill* (page, 140).

PROFESSIONS

People work. I work, you work, and in general everybody works. And it doesn't change in the 5150 universe. For simplicity's sake we've grouped similar professions together and placed them under nine broad categories. We've also used contemporary terminology for ease of play. If you don't find your favorite occupation listed just slip it into one of the categories.

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PRIMARY SKILL

Each Profession has a Primary Skill that is used when taking Challenges related to performing that job. Players will do well to choose a profession that matches their highest Skill.

FIELD OF EXPERTISE

A field of expertise is a specific field within the profession of the character.

Example - Max is in the culinary profession. He has catering as his field of expertise.

Characters will receive a bonus when taking a Challenge in their Profession and a bonus if it is also in their field of expertise.

Example - Otto is a Doctor with the surgeon field of expertise. He is trying to set a broken leg. He receives his Profession Bonus. Now if he were trying to saw the leg off, that would get him the field of expertise bonus as well.

Players are encouraged to come up with their own fields of expertise for their characters.

PROFESSION TYPES

Professions are divided into seven categories or types. They are:

- Blue Service
- Criminal Element
- Dependents
- Exotics
- Government
- Laborers
- Law Enforcement
- Technical
- White Service

EXPLAINING THE PROFESSION LISTS

The following information, read from left to right in each entry, is provided for each Profession:

- Job code.
- Profession name.
- QRS used
- Primary Skill.
- *Fit* - Fitness
- *Pep* - People
- *Sav* - Savvy
- *Sci* - Science
- Brief description.

BLUE SERVICE

These are the people that provide the blue *collar* services needed by the great mass of LWC. These folks usually fall into the *poor and median classes*. They are:

BS1 - Culinary (LWC) Sav: Back of the house, foodservice jobs. Chefs, dishwashers and other kitchen staff fall into this category.

BS2 - Delivery Driver (LWC) Fit: This is the guy that drives the vehicle that delivers goods from one place to another. Delivery Drivers are limited to routes inside the city.

BS3 - Sales Clerk (LWC) Pep: These are people that directly work with the customer. Retail sales people fall into this category.

BS4 - Storeowner (LWC) Sav: Commonly referred to as owners. These are the people that own businesses and provide much of the employment growth. Ranging from the owner of the corner convenience store or eatery to the manager of the large box-stores, this category covers those in charge.

BS5 - Wait Staff (LWC) Pep: The food service equivalent to the Sales Clerk. This class covers wait staff, bartenders, and other servers that deal with the "front of the house".

CRIMINAL ELEMENT

This is the category that covers all criminal professions from the petty hoodlum to the interplanetary smuggler and everything in between. These folks fall into the *poor, median, and wealthy classes*. They are:

CE1 - Dealer (LWC) Pep: Person involved in buying, selling, and distributing illegal goods such as Stims (1-3), Weapons (4-5), or Body Parts (6). Dealers buy from a smuggler and sell to their customers.

CE2 - Escort (LWC) Pep: Those involved in a variety of pleasures for a price.

CE3 - Ganger (Ganger) Fit: Gangers are members of an organization that cooperate to benefit from illegal activities. Gangers are usually of a violent temperament.

CE4 - Net Runner (LWC) Sav: This is the guy you need to get if you want someone to hack into a computer, dig up information or bring down a security system.

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CE5 - Smuggler (Merc) Pep: The smuggler makes his living by moving illegal items from one place to the other, often between planets.

CE6 - Thief (Ganger) Sav: Thieves specialize in pick pocketing, robbery, or breaking and entering.

CE7 - Transporter (Merc) Sav: Transporters move vehicles or people from one destination to another. Sometimes, but not always, what they do is illegal.

DEPENDENTS

These are residents of New Hope that, technically, do not have a profession. However, they do play a role in the day-to-day life of another person, often a relative. These folks fall into the *poor, median, and wealthy classes*. They are:

D1 - Children (LWC) Pep: These are dependent children that live at home.

D2 - Elderly (LWC) Pep: These are elderly and in some cases infirm people that still do low profile jobs to survive.

D3 - Home Maker (LWC) Sav: The home maker is responsible to maintain the home and children and may (1-3) or may not (4-6) be required to work outside the home.

D4 - Homeless (LWC) Pep: These folks move from area to area of New Hope City seeking shelter where they can find it. These people are unemployed and in many cases are now unemployable.

D5 - Religionist (LWC) Pep: A religious figurehead varying from a simple Street Preacher to a self-styled Prophet.

D6 - Retired (LWC) Sav: These are elderly people who spend time doing their hobbies or harassing their relatives.

D7 - Student (LWC) Sav: Young adults that are studying either in a vocational school or school of higher learning. May (1-3) or may not (4-6) be living at home and often holding a minor job in their chosen field (1) or a Blue Service job (2-6).

D8 - Trophy Wife (LWC) Pep: These are highly attractive women, and occasionally men, with social grace and People Skills that are usually seen as a prize possession of a very wealthy or famous spouse. They are not otherwise employed and may (1-2) or may not (3-6) have children. Trophy Wives are often Patrons as well.

EXOTICS

This category covers unique and exciting jobs of a wide variety that don't quite fit into the other categories. These folks can fall into the *poor, median, and wealthy classes*. They are:

E1 - Bounty Hunter (Merc) Sav: Bounty Hunters find people that have not appeared for a court date causing someone that has posted their bail to lose some money. Bringing these fugitives back to jail is how the Bounty Hunter usually makes a living. Bounty Hunters have been known to hunt Metal Maniacs (*page, 100*) for a bounty as well.

E2 - Entertainer (LWC) Pep: People that are in the business of entertaining people for compensation. This ranges from local singers to inter-planetary vid-stars. This also includes those responsible for the production of the entertainment such as film crews as well as reporters and their vid-crews.

E3 - Guide (Dropout) Sav: Person with a sufficient knowledge of what's outside of New Hope City (1-3) or where to find stuff inside New Hope City (4-6).

E4 - Gunslinger (Merc) Fit: A gunslinger is a problem solver. Part body guard and part assassin, gunslingers walk the fine line between legal and illegal.

E5 - Mercenary (Merc) Fit: Mercenaries hire out their martial services as body guards, provide security, or recover lost or stolen property. Think of a mercenary as a hired gun.

E6 - Patron (LWC) Pep: A supporter, sponsor, or benefactor of someone or something, such as an institution, event, or cause. Often their support takes the form of financial backing. Large amounts of financial backing. See Trophy Wife.

E7 - Pilot (LWC) Sav: Anyone that pilots a spaceship (1) or aircraft (2-6).

E8 - Trader (Dropout) Sav: People involved in the buying and selling of a variety of goods usually in backwater areas/planets.

GOVERNMENT

These are all the people that have a role in local and non-local government. These folks fall into the *median and wealthy classes*. They are:

G1 - Diplomat (LWC) Pep: One, such as an ambassador, who has been appointed to represent a planet in its relations with New Hope.

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G2 - Government Assistant (LWC) Sav: These are the people that assist the Office Holders.

- **Level 5** - Personal assistant to the Governor.
- **Level 3** - Assistants to the Mayor of New Hope City and its councilmen.
- **Level 1** - Low level assistants and assistants to low level office holders.

G3 - Office Holder (LWC) Pep: Those that are elected or appointed to their office. Each official has a different level of authority determined by its level.

- **Level 7** - This is the Gaea Prime appointed governor of New Hope.
- **Level 6** - This is the locally elected Mayor of New Hope City.
- **Level 4** - High level members of the Mayor's Council.
- **Level 2** - Local low level office holders and bureaucrats.

LABORERS

This category includes all types of jobs that consist of performing manual labor. These folks fall into the *poor and median classes*. They are:

L1 - Farmer (LWC) Sav: People associated with the growing of crops or raising of animals for food. Not a lot of them on New Hope.

L2 - Laborer (LWC) Fit: These are general all-purpose laborers found on many job sites and in many industries from construction workers to plumbers.

L3 - Manufacturing (LWC) Sav: People that work in factories.

L4 - Mechanic (LWC) Sav: These are the people that keep the machines running.

L5 - Miners (LWC) Sav: People that work the soil for resources and wealth.

L6 - Power Supply (LWC) Sav: People that install and keep the power on in New Hope City.

LAW ENFORCEMENT

Anyone involved in one form or another of Law Enforcement or protection. These folks fall into the *median and wealthy classes*. They are:

LE1 - Law Enforcement Officer (Police) Fit: This is either a uniformed Police Officer (1-5) or sergeant (6).

There are other types of Law Enforcement personnel with duties handled by other Job Codes and may be found in the employ of non-Law Enforcement occupations. In some cases they may be required to use a different QRS than listed in the original Job Code and /or may have a different Primary Skill.

- **SWAT Members** - LE1 (Police) Fit:
- **Detectives** ⁽¹⁾ - E1 - Bounty Hunter (Police) Sav:
- **Lieutenants and Captains** - LE1 (Police) Sav:
- **Forensic Experts** - T6 - Med Tech (Dropout) Sci:
- **Vice Cops** - E1 - Bounty Hunter (Police) Pep:
- **Police Commissioner** - G3 - Office Holder (Police) Pep:

(1) These would include Private Investigators that will use the Dropout QRS instead.

TECHNICAL

This broad category encompasses academics, science, and other technical fields. These folks fall into the *median and wealthy classes*. They are:

T1 - Computer Tech (LWC) Sav: People trained in the maintenance and use of computers, hardware installation, and software production.

T2 - Data Analyst (LWC) Sav: People that process, track, and make sense of data at all levels.

T3 - Doctor (LWC) Sci: A person trained in the healing arts and *usually* licensed to practice.

T4 - Engineer (LWC) Sci: Those trained in or professionally engaged in a branch of engineering.

T5 - Lab Assistant (LWC) Sav: The people that assist the scientists.

T6 - Med Tech (LWC) Sci: Those that work as technicians in the medical field such as X-Ray technicians and even nurses.

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T7 - Professor (LWC) Sav: An academic professional with vast knowledge in a specific field that chooses to teach.

T8 - Scientist (LWC) Sci: People having expert knowledge of one or more sciences, especially a natural or physical science.

WHITE SERVICE

Traditional white-collar workers in jobs commonly referred to as the *professional fields*. These folks fall into the *poor, median and wealthy classes*. They are:

WS1 - Accounting (LWC) Sav: Accounting is the profession of managing and tracking business financial information.

WS2 - Attorneys (LWC) Pep: Any form of law practitioner from high-priced lawyers down to para-legal assistants.

WS3 - Brokers (LWC) Sav: Commodity and financial brokers and those working in financial institutions.

WS4 - Corporate Exec (LWC) Sav: These are the people that run the Corporations.

- **Level 6** - Chief Executive Officer (CEO)
- **Level 5** - Chief CEO Counsel
- **Level 4** - Local Chief Executive Officer (CEO)
- **Level 3** - Minor Corporate Officers.

WS5 - Corporate Assistant (LWC) Sav: These are the Personal Assistants (PAs) to the Corporate Officers.

- **Level 4** - Personal Assistant (PA) to the Chief Executive Officer (CEO).
- **Level 2** - Personal Assistant (PA) to the Local Chief Executive Officer (CEO).
- **Level 1** - Personal Assistant (PA) to a minor Cooperate Officer.

WS6 - Courier (LWC) Sav: People responsible for getting info and important packages from point A to point B in a timely manner in New Hope City. Couriers are usually hired by financial institutions.

WS7 - Translator (LWC) Sav: Someone that can translate one or more languages.

PROFESSION AND CLASS

Naturally some Professions are best suited for certain Classes. Grunts or NPCs will be in the Class, and use its respective set of Reaction Tables, that is listed adjacent to the name of the Profession.

Example - An NPC Med Tech (LWC) will use the LWC Reaction Tables.

There are two times, besides some Law Enforcement personnel, when the Class and the Profession may not match up.

- The character is an Alien.

Aliens will use their Class Reaction Tables regardless of their profession.

Example - A Razor Diplomat (LWC) will use the Razor Reaction Tables and not the LWC for her Profession.

- The character is a Star.

Stars will use their Class Reaction Tables regardless of their Profession.

Example - A Star Dealer (LWC) can decide to be a Dropout and will use that Reaction Table and not the LWC for its profession.

MORE THAN ONE PROFESSION

Yes, players can have more than one profession. After the first profession is chosen the player can choose a second or even a third if desired. Actually the number is unlimited. Here's how it's done:

- The character starts with a "0" Savvy or Science, whichever is applicable, for the additional profession.
- When the character can increase a Skill it can increase the value from "0" to "1" if he scores a 1d6 result of his Rep or less. If he does not he must wait until the next time he can increase a Skill. Once the character has raised his Skill level to "1" he has enough rudimentary training in the Profession to actually count it when taking Challenge Tests and at other times.

Example - Billy Pink (Rep 5) decides he wants to add the Pilot Profession. He has qualified to increase a Skill but as this is a new Profession he must roll 1d6 versus his Rep. He scores a "6" so has to hit the books more. The next time he has a chance to increase a Skill Billy rolls 1d6 and scores a 4. He can now increase his "0" Pilot Skill to "1" and is now a Pilot.

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PLAYER PROFESSIONS

Players can be whatever they want. But who wants to be an accountant? How about a farmer? Although there is nothing wrong with either of those I'm not too sure you could say they would be entertaining to play. That's why we suggest playing one of the following professions.

PLAYER PROFESSIONS
CE1 - Dealer
CE3 - Ganger
E5 - Mercenary
LE1 - Law Enforcement and it's variants
Drop Out ⁽¹⁾
Alien ⁽²⁾

(1) Dropouts can choose any Profession. Being a Dropout is a state of mind and not a job. Cool dude!

(2) Players can be Aliens as well but you will still need to choose one of the Professions.

WEAPONS

Most figures are assumed to have a weapon whether rifle, submachine gun, knife etc. Some figures such as civilians may not.

Players are encouraged to count the figure to be armed with the weapons it has. Keep in mind that one hand weapons can be concealed on the figure!

Weapons are covered in more detail in the appropriate sections entitled Ranged Weapons (page, 44) and Melee (page, 54).

Example – I have three figures. One is an Escort with a knife, another is a Ganger with a submachine gun and the last is a Dealer with a Big Ass Pistol.

WEAPONS AVAILABILITY

The type of weapons available to characters is based upon their Class and sometimes Profession. This table shows just that. If an "X" appears in a box in the row for a specific Class that weapon type is available.

Example - I am an LWC. I look at the LWC row and see that I only have two types of weapons available to me, Pistols and BA Pistols.

Note that the common knife is a universal weapon and available to everyone.

Players may only start with weapons that are available to them but they may obtain other types by buying them at twice the normal cost (two Items) or from other characters.

#	WEAPON AVAILABILITY									
TYPE	A	B	C	D	E	F	G	H	I	J
LWC			x					x		
Corporate			x					x		
Police	x		x	x	x	x		x	x	
Gangers	x	x	x				x	x	x	x
Mercs	x		x	x	x	x	x		x	
Dropout	x	x	x				x	x	x	x

- **A** = Assault Rifle (AR) ⁽¹⁾
- **B** = BA Machine Pistol (BAMP)
- **C** = BA Pistol (BAP)
- **D** = BA SMG (BASM) ⁽²⁾
- **E** = Bolt Action Rifle (R) ⁽²⁾
- **F** = Flash Bang Grenade (FBG) ⁽²⁾
- **G** = Machine Pistol (MP)
- **H** = Pistol (P)
- **I** = Shotgun (SG) ⁽³⁾
- **J** = Submachine Gun (SMG) ⁽⁴⁾

(1) - Used by Police Officers as back up in their patrol vehicles and others on a war footing. (2) - Used by Police SWAT Teams and Mercenaries on a war footing. (3) - Used by Police Officers as back up in their patrol vehicles, by Police SWAT Teams and others on a war footing. (4) - Used on a war footing.

WAR FOOTING

Society in general and the Police, specifically, frown on its members carrying firearms. In some circumstances handguns may be permitted to be carried based on the profession of the carrier but this is regulated, and rightfully so, by the government. In general you won't see firearms on the city streets, *at least not in plain sight*. This is what happens 99% of the time.

But there are times when weapons are openly displayed. This is called being on a *war footing*. When on a *war footing* the users do not care if they are seen carrying weapons. This is when the assault rifles, shotguns and similar weapons that cannot be easily concealed are brought out. Being on a *war footing* means the weapon carriers are on a specific mission. This can vary by the type of character carrying the weapon. Here are some examples of being on a *war footing*:

- Police SWAT Teams when called into action.
- Mercenaries carrying out a raid.
- Gangers committing a robbery.

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- Dropouts defending their homes from possible attacks.

This is not an exhaustive list of circumstances that signify being on a *war footing* and players are encouraged to provide their own. Just know that if you are carrying any weapon, except for a Pistol, BA Pistol or Machine Pistol, in view of the Police you will be arrested (page, 87) or worse.

YEAH, BUT WHERE'S THE...

In *5150: New Beginnings* we have grouped weapons into broad categories. If you don't see a weapon listed in *5150: New Beginnings* use the stats for a weapon in the category that best fits it.

ARMOR

There are three types of body armor available for use in *New Beginnings*. Basically armor is used to reduce the Impact (page,44) of the weapon that is being used against the target that is wearing it. *Remember that we are talking about an urban environment and not a combat zone so check your BTA at the door!*

ARMORED JACKETS

Armored jackets include flak jackets, bullet proof vests, and the 5150 equivalents. Armored jackets are usually not visible on the user. Law Enforcement Professionals, Mercenaries on war footing, and others will use armored jackets.

The wearer is considered to be armored in the chest/gut/back area. If hit in these protected locations the wearer will add 1d6 when taking the Recover from Knock Down Test.

To determine if a character is wearing an Armored Jacket at any given moment consult the Wearing a Jacket Table.

Players are encouraged to modify the chance by a +1 for whatever applicable Profession as desired.

1

WEARING A JACKET

(Read result as rolled)

CLASS	WEARING A JACKET
LWC	Special ⁽¹⁾
Police	Always when on duty and possibly when off duty (1-2).
Mercenary	Always when on a job and possibly when not on a job (1).
Ganger	1 or 2
Dropout	Special ⁽¹⁾
Grath	Never
Hishen	1 or 2
Razor	Never
Xeog	Never
Zhuh-Zhuhs	Class ⁽²⁾

(1) Roll 1d6. If a "6" is scored there is a chance that the character is wearing a jacket. Roll 1d6 again. On a score of 1, 2 or 3 the character is wearing a jacket. On a score of 4, 5 or 6 it is not. (2) Zhuh-Zhuh has the chance for its Class.

HELMETS

Helmets are visible protection for the wearers head. If hit in the head the wearer will add 1d6 when taking the Recover from Knock Down Test.

TACTICAL ARMOR

Tactical armor is actually a combination of the previous two types of armor. Tactical armor is always visible and consists of a helmet and armored jacket. Usually used by riot police, SWAT members and others they must be visible on the figure. Tactical armor provides protection to the head and chest/gut/back area. If hit in these protected locations the wearer will add 1d6 when taking the Recover from Knock Down Test.

RIOT SHIELD

The riot shield is a large metal device that is used by riot police and similar. Those shot at to the front when using a riot shield will count their chest, gut and the arm holding the shield as being in cover when consulting the Ranged Combat Hit Location Table (QRS) and add a +1d6 when meleed to the front.

COM-LINKED

Com-Links are portable devices that allow the user to communicate with others that they may or may not be able to see. This can be similar to a primitive cell phone but usually it is a small external or internal headset that allows the users to communicate as needed. Some characters will be com-linked while others will not. Com-Links come in three types:

- **Combat** - A limited Com-Link allowing for *secure* communication between characters within 24" of each other. This allows com-linked characters to function as a group removing the need to be in LOS of another group member. Combat Com-Links or CCLs are usually used by mercenaries. *Combat Com-Links are assumed to be on and working at all times unless otherwise specified.*
- **Long Range** - A Long Range Com-Link that provides the benefits of a Combat Com-Link but also allows for direct *secure* communication with others off the table. Preferred by Law Enforcement personnel who are in contact with their police station or dispatch personnel. These also come in handy when trying to locate downed officers, coordinate a search, etc. *Long-Range Com-Links or LRCLs are assumed to be on and working at all times once it has been turned on by an active character. Long-Range Com-Links can also be turned off by an active character.*
- **Local** - This is the equivalent of the modern day cell phone. Although known as a Local Com-Link or LCL this device allows for *unsecured* communication at long distances. Almost every LWC has one and rumors that they contain data capturing devices as well as being able to track the location of the user are grossly exaggerated. *Local Com-Links are assumed to be on and working at all times once it has been turned on by an active character. Local Com-Links can also be turned off by an active character.*

PITFALLS OF USING COM-LINKS

It is possible to jam Com-Links, rendering them useless. It is also possible to tap into Long Range and Local Com-Links to discover information such as who is at the other end of the link and where they are located. Here's how we do both of these:

- Before the Encounter players can spend *one Item (page, 83)* for *three points* of ECM. Once bought the ECM is lost whether or not it is used during the Encounter.
- To see if a Non-Player side is using ECM look on the ECM Use Table based on the appropriate type.
- Roll 1d6 against the Target Number listed in the Chance column.
- If the result is equal or less than the Target Number ECM is in use.
- If the result is greater than the Target Number then no ECM is in use.
- Players are encouraged to tweak the ECM Use table to fit their Encounters.

X ECM USE		
TYPE	CHANCE	ECM POINTS
Law Enforcement	2	4
Corporate employed	5	5
Razor employed	3	3
Gangers	1	2
If employing Net Runner	X	+1 to ECM level

- The first time one side attempts to use any Com-Link device the opposing side, if capable, will immediately attempt its ECM attack. The ECM attack can be made whether Active or not.
- Start with 1d6 for each point of ECM the attacking side has.
- Subtract 1d6 for each point of ECM the defending side has.
- The attacking side rolls the modified number of d6 looking for successes (score of 1, 2 or 3).
- Determine the number of successes rolled, consult the ECM Attack Table and immediately carry out the result.

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ECM	ECM ATTACK (Counting successes)
-----	------------------------------------

CIRCUMSTANCE	MODIFIER
Each level of ECM used by opposition	-1d6

#	RESULT
SUCCESSSES	
3+	All opposing Com-Links shut down for remainder of Encounter. Attacker learns who is using Long Range Com-Link or Local Com-Link and their current location.
2	Opposing Local and Combat Com-Links shut down for remainder of Encounter. Attacker learns who is using the Long Range Com-Link or Local Com-Link but not their location. May try again when next active.
1	Opposing Local Com-Link shut down 1/d6 turns. May try again when next active.
0	ECM attack fails and cannot be tried again this Encounter.

ALARM SYSTEMS - SECURITY COM-LINKS

Security systems that trigger an alarm function exactly like normal Com-Links. In effect, when the alarm is set off a signal is sent to a local or remote receiver. In some cases it may be sent to both types simultaneously.

Example - A liquor store has a local and remote alarm set up. A Ganger tries to break into the store and the alarm is set off. Locally a signal is sent to a bell that rings loudly while at the security monitoring station the alarm is sounded, dispatching security officers.

Whenever a character sets off an alarm it can attempt an ECM Attack if they ECM capabilities. Attacks are carried out like ECM attacks on Com-Links.

Here is the chance that a building has an alarm system and the Security Level.

- If the player spends one Item (page, 83) before the Encounter the chance of having an alarm is rolled before the Encounter begins.
- If he chooses not to spend one Item then the chance is not rolled until the actual breaking and entering is attempted.

X	ALARM SYSTEM
---	--------------

BUILDING OWNER	CHANCE	TYPE	LEVEL
Blue Service	1 - 2	A	1/2d6
Corporation, Executive	1 - 4	B	1 + 1/2d6
Corporation, Large	1 - 6	B	2 +1/2d6
Corporation, Mega	1 - 6	B	3 +1/2d6
Corporation, Small	1 - 6	A	1 + 1/2d6
Criminal King Pin	1 - 4	C	1 + 1/2d6
Embassy	1 - 6	B	2 +1/2d6
Government, Gaea Prime	1 - 6	B	4 +1/2d6
Government, Local	1 - 3	A	1 + 1/2d6
Laborer	1	A	1/2d6
Law Enforcement	1 - 6	A	3 +1/2d6
Office Holder	1 - 4	A	2 +1/2d6
Patron	1 - 6	A	3 +1/2d6
Technical	1 - 3	A	1/2d6
Wealthy Citizen	1 - 6	A	2 +1/2d6
White Service	1 - 2	A	2

Building Owner: This column tells you who the owners of the building are.

Chance: This column tells you the chance of the building having an alarm.

Type: This column tells you the type of alarm system:

- **A:** There is a local alarm that attracts 1/2d6 PEFS to the table the turn after it is set off and a remote alarm that calls the Police.
- **B:** There is a local alarm that attracts 1/2d6 PEFS to the table the turn after it is set off and a remote alarm that calls the Police and attracts 1/2d6 PEFs inside the building the turn after it is set off. When resolving the PEFs (page, 117) count them as 1/2d6 security officers (Merces) unless a result of Nada occurs.
- **C:** There is a local alarm that attracts 1/2d6 PEFS to the table and 1/2d6 PEFs inside the building the turn after it is set off. When resolving the PEFs (page, 117) count them as 1/2d6 Gangsters unless a result of Nada occurs.

Level: This column tells you the Security Level of the alarm system.

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LEVEL ECM SECURITY SYSTEM ATTACK

(Counting successes)

CIRCUMSTANCE	MODIFIER
Each point of Security level of the system	-1d6

# SUCCESES	RESULT
1+	Attack disables the alarm.
0 or less	Alarm goes off normally.

Example - A Razor Gang wants to break into a Criminal King Pin's mansion. The Razor spends one Item and rolls the chance of having an alarm system. She then spends two Items to buy 6 points of ECM. The Razor rolls 1d6 and scores a 4. She knows that there is a Security Level of $1 + 1/2d6$. When the alarm is set off she rolls 1d6 for the Security Level and scores a "5". This means the Level is $1 + 3$ or Level 4. The Razor subtracts this number from her ECM points of 6 and has a result of 2. She rolls 2d6 and scores a 3 and 4. As one success was scored the alarm does not go off.



"Some questions still need to be answered."

CLASS LISTS

This section will explain the Class Lists that are used in *5150: New Beginnings*. They are:

- Basics
- LWC
- Corporate
- Police
- Ganger
- Mercenaries
- Dropouts
- Grath
- Hishen
- Razor
- Xeog
- Zhuh-Zhuh

USING THE LISTS

Here's what you will find in each List:

- The name of the character type.
- Current history.
- Reputations available.
- Motivation.
- Attributes available.
- Professions available.
- Weapons available.
- Armor available.
- Com-links available.
- Random character generation info.

Let's start with the majority of the characters you will meet in *New Beginnings* - Basics.

Most of what you will learn about the characters in the 5150 universe comes from the Alien Studies Institute (ASI) located on Gaea Prime.

BASICS



"Is she dangerous or just a Poser?"

CURRENT HISTORY

According to the *Alien Studies Institute (ASI)* located on Gaea Prime, *Basic* is the common term for any being that has the defining "*five major codes of life*". Although there are humanoids that may have the "*five major codes*", in reality, the term Basic only applies to those humanoids that can trace their ancestry back to Gaea Prime. Who qualifies for Basic status is a bone of contention in the Gaea Prime courts. Anyone interested in this aspect are recommended to read the briefs written by *Judge Xyston V* (page, 1). But we digress...

Basics come in a wide variety of shapes and sizes and more importantly, temperament. "*It's not the size of the dog in the fight but the size of the fight in the dog*" is a relevant saying when it comes to Basics. Don't underestimate Basics by their size or gender as they are the true *loose cannons* of the 5150 universe.

On the worlds where Basics make up the bulk of the inhabitants, the vast majority of them consist of the Law-Abiding Working Class (LWC). These people go about their day-to-day existent with little more than the desire to eat, sleep, and procreate...truly an ideal existence. However, there are other major groups (sub-classes) that define and separate

Basics. These groups range from those that protect and serve the greater good to those selfish individuals that have forsaken their duty. Take heart and take hope knowing that the forces of Gaea Prime, our Mother, are at work to *reform or remove* those malcontents. Let's cover these groups in more detail starting with the bedrock that Gaea Prime is built upon.

LAW-ABIDING WORKING CLASS (LWC)

These Basics are the unsung heroes of Gaea Prime. These Citizens willingly go about their lives fulfilling their existence by doing a good job. Whether they are scientists or sales clerks, the LWC understand their place in the universe. With nothing to worry about and enjoying the benefits of work, access to plentiful sources of food and shelter, the LWC have a wonderful life. So wonderful a life, that it has inspired *alien beings* from other worlds to emulate the LWC. Often working hand in hand with their LWC brothers, unconcerned that they may never achieve citizenship, these trustworthy aliens work for the glory of Gaea Prime and a better existence for all.

CORPORATE

The two factors that have played the biggest role in the expansion of Gaea Prime are the Star Army and the Corporations. Yes, some may think of it as a time-ridden cliché or a staple of old-time speculative fiction (charmingly known as "science fiction" - nudge, nudge, wink, wink) but without the Mega Corporations and their little brothers in commerce where would we be? Which Corporation has contributed the most depends upon whom you ask but without the initiative and desire of these Corporations the wonderful life that the LWC enjoy would not be possible.

The first *resurrection planets* were developed by the *Prosperity Corporation*. At a heavy financial cost they led the way in expanding Gaea Prime by taking these otherwise barren rocks and turning them into producing, prosperous worlds. When you take that into consideration you realize that we owe a great debt to the *Prosperity Corporation*, and the other Corporations that followed. Who can begrudge these entities the profits that they earn? I sure can't and neither should you!

POLICE

Yes, it's an archaic term but still useful in the 5150 universe. Nothing strikes fear in the *criminal element* like coming under the bright light of the law and hearing the words, "*Halt, Police!*"

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These upstanding Basics, and in some cases *trustworthy aliens*, risk their life on a daily basis to *protect and serve* their fellow Citizens. Although our Mother, Gaea Prime, extends her benevolent hand over a large universe, every planet under her watchful eye has some sort of Police. And it's their job to reform or remove our next group of Basics, the Gangers.

GANGERS

Gangs are the bane of our civilized worlds. Gangs are the strong arm of the *Criminal Element*, those malcontents that work for their own good at the expense of others. The Criminal Element includes but are not limited to murderers, thieves, con artists, unlicensed escorts, and other types that break the law to one degree or the other. Their sole purpose is to enrich their lives by preying on the hard work of our heroes, the LWC. Although our primary purpose is to reform these *lost souls* we accept our responsibility to remove those that cannot be saved.

How do Gangers fit in? They are the violent arm of the Criminal Element and our greatest threat.

MERCENARIES

Protecting and serving is tough work and that's where the help of Mercenaries comes in handy. Mercenaries are those brave men and women that have sworn to protect and serve the Corporations and their assets. Need someone to protect a Corporate CEO? Hire the Merc. Protect a job site? Call a Merc. These privately paid individuals serve as Police to the hundreds of Corporations and by doing so free up our Police to protect the LWC. As if this work wasn't enough, some helpful Mercenaries even make their services available to the private Citizen. Gaea blesses the Mercenaries, one and all!

DROPOUTS

Dropouts are misguided LWC gone awry. These poor souls start their life as a LWC but somewhere along the line they fall from the path. Medical and psychological professionals agree that sometime during their life the Dropout suffers a physical, emotional or mental trauma that triggers its fall from grace. Sad but true, no family is immune from this affliction.

The Dropout is no longer a contributing member of society but instead becomes a self-centered individual that takes from our Mother and does not give in return. Dropouts often act the role of contented LWC making it extremely difficult for us to reach out and *reform* them. Luckily we have a

system in place where concerned citizens can call the proper authorities to identify and help these misguided souls. Be a good citizen, make the call!

PLAYING DROPOUTS

Playing a Dropout can be a challenge. It is also the character with the most freedom of play. Here's how to do it.

- Only Basics and Zhuh-Zhuhs can be Dropouts.
- Dropouts are limited to LWC Professions.
- Dropouts use the Dropout Generator (*page, 122*), QRS, and are Survival Motivated (*page, 9*).

REPUTATION

Basics can start with the full range of Reputation from Rep 1 to Rep 5.

MOTIVATION

The following table shows the variety of Motivators for each type of Basic.

#	BASIC MOTIVATION
TYPE	MOTIVATION
LWC	Survival
Corporate	Profit
Police	Duty
Gangers	Profit
Mercenaries	Profit
Dropout	Gain

Players can choose their own Motivation and if desired they can change their Motivation once during their lifetime. When they do so it must be declared between Encounters. Changing your Motivation may change your QRS as well.

ATTRIBUTES

Basics have a wide variety of Attributes at their command, a real wide variety of Attributes. See the Attributes section for more details.

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PROFESSIONS

Basics are adaptable beings and this is reflected in the large number of professions that they can have. See the Basic Professions Table (page, 121) for more details

WEAPONS

Basics have access to a wide variety of weapons. See the Weapons Availability Section (page, 17) for more info.

ARMOR

Basics sometimes will have access to personal armor. The following table shows the armor available to each type of Basic. See the section called Armored Jackets (page, 18) for more info.

#	BASIC ARMOR				
	TYPE	JACKET	HELMET	TACTICAL	SHIELD
	LWC	x			
	Corporate	x			
	Police	x	x	x	x
	Gangers	x			
	Mercs	x	x	x	x
	Dropout	x			

COM-LINKS

Basics sometimes will have access to Com-Links. The following table shows the Com-Links available to each type of Basic.

#	BASIC COM-LINKS			
	TYPE	LOCAL	COMBAT	LONG RANGE
	LWC	x		
	Corporate	x		x
	Police	x ⁽¹⁾	x	x
	Gangers	x		
	Mercs	x ⁽¹⁾	x	x
	Dropout	x		

(1) Only on the person when off-duty.

ALIENS

How many aliens are there in the 5150 universe? No one knows for sure. But in this section you'll find info on five *important* aliens. They may not be the most plentiful but each of them impacts the 5150 universe in a significant way.

GRATH



"I didn't ask you how many of them there are, just where they are..."

CURRENT HISTORY

The Grath are definitely Xenofoms. According to the Alien Studies Institute (ASI) they are truly unique. This is because the Grath is *not* a single living organism. The Grath is composed of literally thousands of organisms. The control and function membrane that runs through the interdependent systems that comprise the Grath keeps these organisms together. Due to this unique arrangement the Grath can rearrange or regenerate itself almost instantly. This makes killing a Grath very difficult and best done by removing the *head* which if done instantaneously will provide a terminal system shock.

Graths survive solely by fluid intake. They have the ability to convert *any* fluid into the necessary nourishment it needs to survive. Just a word to the wise, they do not care where they obtain this fluid.

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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 worlds, with few exceptions, are the Grath not used. In fact, any Grath caught on Gaea Prime controlled worlds are immediately destroyed.

Grath have no concept of sleep or imagination and are basic in their intellect. One shudders at the thought of a Grath developing intelligence and emotions on a level comparable to their physical abilities. 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 combat.

REPUTATION

Graths always have a Rep of 4 and can never increase.

MOTIVATION

Graths are motivated by their Duty to their employer.

ATTRIBUTES

Graths have the following Attribute Package.

GRATH

ATTRIBUTE PACKAGE

Brawler: Counts a +1d6 when in melee. .

Brick Wall: If take an Obviously Dead result to the head count as Obviously Dead. Otherwise take the Recover From Knock Down Test.

Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.

Terrifying: When within 12" and in sight the terrifying character will cause **Fear** in everyone except those with certain Attributes including Terrifying. When a character **Fears** an opponent:

- Counts a -1d6 when in melee with this opponent.
- Always counts the Fast Moving penalty when firing at this opponent.
- Counts a -1d6 when taking the Charge into Melee Test.

PROFESSIONS

Graths are limited in employment to the following Professions.

- CE3 - Ganger
- E1 - Bounty Hunter
- E5 - Mercenary

SPECIAL NOTE

There will only be one Grath per side. Whether you randomly generate or recruit Graths there can only be one per side. When rolling randomly for PEF Resolution any result of more than one Grath means there will be one Grath, a Razor and the balance will be Hishen.

WEAPONS

Graths are allowed to use any weapons available to Gangers and Mercenaries. See the Weapons Availability Section for more info.

ARMOR

Graths do not wear armor but have the Brick Wall Attribute that more than makes up for it.

COM-LINKS

Garths are never in charge but may have access to Combat Com-Links.

HISHEN



"Pure evil or...?"

CURRENT HISTORY

Much is known about the Hishen in general. Slaver traders. No regard for life (they are notorious for leaving their wounded on the battlefield while being willing to risk their lives to capture prisoners). For those that wish to learn more about the Hishen Empire consult *page, 75 of 5150: Star Army*. But just know that the slightly less than human size, grayish blue skinned beings you meet on New Hope are not your Daddy's Hishen. *These Hishen appear to have picked up some traits usually found in Basics*.

The Hishen have a unique way of communicating with each other. Because they share identical genetic code the Hishen can send vast amounts of communication to each other instantly. To the outsider this may sound like an incessant drone similar to insects in flight. Perhaps this strange way of communication increases the distrust between Hishen and other beings. Communication between Hishen and other races is by the standard Universal Voice Boxes (UVB). Hishen found on New Hope profess to be different than their slave trader brethren. They claim to have become tired of serving the Hishen Empire and instead seek work and freedom on this back water planet. Maybe so, but a word of advice, be extra careful when dealing with the Hishen.

REPUTATION

Hishen have a Rep of 3. However they draw strength from other Hishen to increase their bravery.

To reflect this each Hishen counts his Rep one point higher for each additional Hishen within 4" whether in sight or not up to a maximum of Rep 5. This is called Hishen Bravery.

This increased Rep only affects the following:

- Received Fire Test.
- Man Down Test.
- Cohesion Test.

MOTIVATION

Hishen are always Profit motivated.

ATTRIBUTES

Hishen have the following Attribute Package.

HISHEN

ATTRIBUTE PACKAGE

Cruel: Counts a +1d6 when taking a People Challenge against those with a lower Rep.

Slight: Counts a -1d6 when in melee.

Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test.

PROFESSIONS

Hishen are limited in employment to the following Professions.

- CE3 - Ganger
- CE5 - Smuggler
- CE6 - Thief
- E5 - Mercenary
- E7 - Pilot

WEAPONS

Hishen are allowed to use any weapons available to Gangers and Mercenaries. See the Weapons Availability Section for more info.

ARMOR

Hishen have access to Armor just like Basics based on their Class (*page, 18*).

COM-LINKS

Hishen have access to all types of Com-Link.

RAZOR



"Trust me, I'm just misunderstood..."

CURRENT HISTORY

Strictly speaking Razors *are* not Xenofoms. Any Basic that encounters a Razor will dispute that fact. According to the ASI, Razors have more than the *five major defining codes*.

Razors encountered on New Hope are almost always leaders of Hishen mercenaries or gangs. However, they have been working more and more with Basics as well as working independently. While more info can be found elsewhere let's re-cap the Razors that you may meet.

The Razors have a complex sensory system that allows them to process info and react at an amazing speed. Think of the chess player of antiquity that could see ten moves ahead.

They appear to be self-sufficient and need little to sustain life. Unsubstantiated rumours link Razors to cannibalism. Perhaps this is why no males have ever been seen.

Witnesses report the ability of the Razors to focus a *mental blast* that can cause severe pain and even death in some cases.

Razors have extraordinary reflexes, developed musculature, and excellent hand-to-hand combat skills.

REPUTATION

Razors can be Rep 4 (1-3) or Rep 5 (4-6).

MOTIVATION

Razors are always Survival motivated.

ATTRIBUTES

Razors have the following Attribute Package.

RAZOR

ATTRIBUTE PACKAGE

Bullet Move: When a hit is scored on the Razor by ranged weapons this test is immediately taken (page, 28)

Infrared vision: Able to see normal distances in the dark and low light conditions.

Nerves of Steel: Treat Duck Back as if Carry On and never Outgunned. Not affected by **Fear**.

Rage: Counts a +2d6 when in melee.

Steely Eyes: Counts a +1d6 when taking the In Sight Test.

Terrifying: When within 12" and in sight the terrifying character will cause **Fear** in everyone except those with certain Attributes including Terrifying. When a character **Fears** an opponent:

- Counts a -1d6 when in melee with this opponent.
- Always counts the Fast Moving penalty when firing at this opponent.
- Counts a -1d6 when taking the Charge into Melee Test.

PROFESSIONS

Razors have started to find a wide variety of employment in the following professions.

- CE1 - Dealer
- CE2 - Escort
- CE3 - Ganger
- CE5 - Smuggler
- CE7 - Transporter
- D8 - Trophy Wife
- E1 - Bounty Hunter
- E4 - Gunslinger
- E5 - Mercenary
- E7 - Pilot
- WS7-Translator

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WEAPONS

Razors have extended hands and nails that serve as natural weapons. Razors secrete neurotoxins that can be fatal on contact. They prefer not to use weapons but young Razors have been known to resort to their use. But don't be misled, if needed *any* Razor will use *any* weapon.

RAZOR TOXIN

Whenever a hit is scored on a target in melee the Razor will inject a toxin from its nails. Here's how the toxins work:

- When a hit is scored the Razor will use the Toxic Effects Table instead of the Melee Damage Table. Here's how it's done:
 - Those injected with the toxin will roll 2d6 versus their Rep on the Toxic Effects Table.
 - Those that would normally receive a +1d6 to their Recover From Knock Down roll will roll 3d6 instead of 2d6.
- The toxin has no affect on enhanced limbs, Grath or other Razors. In these cases melee is carried out normally

RAZOR MENTAL BLAST

Razors have the ability to reformulate mental energy into a wave that can damage all organic life forms, except for the Grath. Here's how it works:

- Razors may target up to one target per each point of Rep so a Rep 5 Razor has a Target Rating of 5 (*page, 44*).
- Any figure in LOS in the front 90 degrees, not 180 degrees, of the way the Razor is facing is a target.
- The Razor will always fire with Target Rating equal to her Rep but only one d6 can be applied to each target. Roll d6 at the same time and arrange as if firing a weapon. So one target getting fired at by 4d6 will only be affected by the highest d6 result.
- Armor and cover does not reduce the effect of the blast nor help in resisting it.
- Razors may fire when active or in reaction.
- Razors are limited to one Active fire but have no limits to reactive fire.

- Razors use the Razor Mental Blast Table instead of the Ranged Combat Table.
- Targets hit by the mental blast will immediately roll on the Mental Blast Damage Table and will not use the +1d6 for being armored.

TARGET	RAZOR MENTAL BLAST
	(1d6 + Rep)

#	RESULT
7 or less	Blast lacks power to inflict damage.
8	Second or higher target – no effect. Otherwise – hit ⁽¹⁾ .
9	Third or higher target - no effect. Otherwise - hit ⁽¹⁾ .
10+	Hit ⁽¹⁾ .

(1) Target takes the recover from Knock Down Test with only 2d6.

ARMOR

Razors do not use Armor. But as mentioned previously they can process info and react at amazing speeds. This manifests it most visibly with the special Razor ability known on the street as the Bullet Move. The net effect of the Bullet Move is that the Razor could move and contort her body fast enough to dodge a bullet. Here's how it works:

- When a hit is scored on the Razor by ranged weapons roll 2d6 versus her Rep.
- Count the number of d6 passed and consult the Bullet Move found on the Razor QRS in the rear of the book.
- The Razor will take this test as many times in a row as needed.
- The Razor does not need to see the shooter to take the test!

COM-LINKS

Razors have access to all types of Com-Link.

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XEOG



"Take a look behind the curtain if you dare."

CURRENT HISTORY

Xeog lineage can be traced back thousands of years to the ancient Shikar Empire. Most Xeog are part of a devout religious order whose sole purpose is the return of the Shikar Empire. Those are not the ones you're likely to run into. Those have made a science of moving stealthily through the universe. No, the ones that you will mostly encounter are the *divas*. *The one's that like the attention.*

With enhanced bio systems and strength, female Xeogs strike a stunning pose. Tall and slender these *divas* are not afraid to use whatever wiles are at their disposal to further their aims. Unfortunately, one would be hard pressed to understand these aims as they appear to have an appetite for everything and are insatiable in many ways.

Xeogs come in two shades the basic green and a bright shade of blue. It has been speculated that the blue version is a natural progression from the green stage and that some unknown stimulus occurs that causes this transformation. The *blues*, as they are often referred as, almost always "go rogue" and those are the ones you'll encounter most of the time. The *greens* appear to be younger and less experienced. FYI, don't ask a Xeog their age, you don't want to know. Xeogs are often found working in the intelligence field on many worlds. Due to this

they have earned the reputation of being involved in the darkest of plots and subversion. ASI speculates it's a desire to be or be near the power.

REPUTATION

Xeog can be Rep 3 (1), Rep 4 (2-3) or Rep 5 (4-6).

MOTIVATION

Xeogs are always Survival motivated.

ATTRIBUTES

Xeogs have the following Attribute Package.

XEOG

ATTRIBUTE PACKAGE

Initiative: Counts one Rep higher for Activation purposes when operating alone.

Rapid: Normal move is now 12" and allowed to use 3d6 when taking the Fast Move Test counting all three.

Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Stunned result instead.

Stunning: Counts a +2d6 when taking a People Challenge versus the opposite sex. Xeogs will also have this affect on Basics and Zhuh-Zhuhs.

Wary: Takes the In Sight Test with a +1d6 bonus.

PROFESSIONS

Xeogs can be found in a wide variety of professions.

- CE1 - Dealer
- CE2 - Escort
- CE3 - Ganger
- CE4 - Net Runner
- CE5 - Smuggler
- CE6 - Thief
- CE7 - Transporter
- D8 - Trophy Wife
- E1 - Bounty Hunter
- E4 - Gunslinger
- E5 - Mercenary
- E7 - Pilot
- WS5 - Corporate Assistant
- WS7 - Translator

WEAPONS

Xeogs are allowed to use any weapons available to Gangers and Mercenaries. See the Weapons Availability Section for more info.

ARMOR

Xeogs are too vain to wear Armor.

COM-LINKS

Xeogs have access to all types of Com-Link.

ZHUH-ZHUH



"Don't tug on Superman's cape."

CURRENT HISTORY

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.

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 to others it represents a sell out to Gaea Prime.

REPUTATION

Zhuh-Zhuhs can be Rep 3 (1), Rep 4 (2-4) or Rep 5 (5-6).

Muggie Zhuh-Zhuhs can be Rep 3 (1-2), Rep 4 (3-5) or Rep 5 (6).

MOTIVATION

Zhuh-Zhuhs are unique in that they can be LWC, Police, Gangers, Mercenaries or Dropouts so will be motivated accordingly.

ATTRIBUTES

Zhuh-Zhuhs have the following Attribute Package.

ZHUH-ZHUHS

ATTRIBUTE PACKAGE
Climb: Able to climb trees, walls and along roofs as if moving normally. Muggie-Zhuhs and similar may attempt to Fast Move.
Age: Counts a +2d6 when in melee.
Resilient: Once during each Encounter the character will treat its first Out of the Fight result as a Stunned result instead.
Slow Mover: Normal movement is 6". Will only roll 1d6 when taking the Fast Move Test, applies to Zhuh-Zhuhs only.

PROFESSIONS

Next to Basics, Zhuh-Zhuhs are adaptable beings and this is reflected in the large number of professions that they can have. See the Zhuh-Zhuh Professions Table (page, 124) for more info.

WEAPONS

Zhuh-Zhuhs are allowed to use any weapons available to the class they are in. See the Weapons Availability Table (page, 17) for more info.

ARMOR

Zhuh-Zhuhs have access to Armor just like Basics based on their Class (page, 18).

Zhuh-Zhuhs are large in stature so will receive a +1d6 when rolling on the Recover From Knock Down Table (QRS). Muggie Zhuh-Zhuhs will not.

COM-LINKS

Zhuh-Zhuhs have access to all types of Com-Link.

SETTING UP YOUR STAR

Here's a checklist of what you will need to do to set up your first character, your Star. We will give you a complete checklist but remember that you can play the game without using all the Items on the list.

- Make a copy of the Character Journal (QRS). All the information about your Star should be kept on it.
- Re-read the Star Advantages (page, 6) as this will help you to remember them. They will come in handy.
- Decide if the Star will be a Basic or Alien (page, 7).
- Decide the Gender (page, 7). Remember that some Aliens already have specific genders such as Razors are always female.
- Decide the Reputation (page, 8). We recommend you start with a Rep of 5 to help you survive. No, seriously, we're not kidding. Until you learn the rules a high Rep is suggested.
- Decide the Class (page, 8). The choice of Class helps determine your Profession. If you like you can hold off on choosing a Class until after you have your Attributes and Skills.

- The Motivation (page, 9) is usually based on the Class of the character. NPCs have their Motivation assigned by Class but players can choose their own. Players may even change motivations between Encounters if desired, but only once.
- Each Star gets two Attributes (page, 9). One you are allowed to choose while the other you roll for. You can decide in what order to gain your Attributes. Aliens will already have their Attributes assigned.
- Now it's time to assign your Star its Skills (page, 12). Review your Class and what you may want your Profession to be. Try and match up your Skills to your Profession.
- Choose your Profession (page, 12). There are over 50 to choose from but don't be afraid to make one up if you like. I prefer Entrepreneur.
- Arm your Star (page, 17).
- Add some Armor (page, 18) if you like.
- Decide what type of Com-Link (page, 19) you want.
- Now it's time to pay for all your Items (page, 83). You start with three times your Rep in Items.
- If you have any unused Items you can use them to buy things, Recruit Grunts (page, 33) or even buy Enhancements (page, 95).

Once you have completed the checklist your Star is fully functional.

STOP!

You have just learned all you need to know about generating characters. Now go back and generate your Rep 5 Star. This character is *you* so take your time and make it perfect. When you're done move on to section 2, Forming Your Group.



"Things may not always be as they first appear."

2 - FORMING YOUR GROUP

Group ⁽¹⁾, posse, gang, call it what you like but they all share some common aspects.

- All have a Leader (page, 32). In *New Beginnings* you are the Leader.
- All have members, usually Grunts.
- The Leader and the members join together to succeed. Success is defined by financial gain or something else. This is up to you.
- They trust each other to stay together for protection, security and a common purpose. Those that violate this trust are expelled from the group.
- Groups revolve around the Leaders. Remove or incapacitate the Leader and the group must find another or wither away.

Let's cover each aspect of your group in more detail.

(1) The characters that you recruit are called your group. During an Encounter, characters within 4" and LOS of another figure form a Tactical Group (page, 35).

LEADERS

Every group has a Leader. Your group has a Leader. That is you, the Star. Opposing groups will come and go and are made up of Grunts but these groups will always have a Leader. Leaders have the following benefits:

- The Leader allows for all figures in his Tactical Group (page, 35) to activate (page, 36) when he does.
- The Leader is allowed to roll a Leader Die when the Received Fire, Man Down or Cohesion Reaction Tests are taken by anyone in his group as well as when he takes these tests. *Ldr* will be found next to these Reaction Tests on the QRS located in the rear of the rules to remind you of this.
- It is best to use a different colored d6 than the 2d6 you will roll for your group members.
- To use the Leader Die roll 1d6 and compare the result to the Rep of the Leader.
- If the score is equal or less than the Rep of the Leader it has passed. If passed figures in his group that are taking the tests are allowed to add his pass 1d6 result to their own scores.
- If the score is higher than the Rep of the Leader it has not passed.
- Leader Die is rolled even if the Leader does not qualify for the Reaction Test. Be sure to roll it separately from any figure in the group that takes a Reaction Test.

Example - Bosco (Rep 5) is the Leader of a Zhuh-Zhuh gang composed of three additional gangers, two Rep 4 and one Rep 3. Two gangers, a Rep 4 and a Rep 3, come under fire. The gangers must now take the Received Fire Test (page, 41).

I pick up 1d6 for my Leader Die. I roll 1d6 and score a 3 on the Leader Dies meaning that I have passed and can now add this pass 1d6 result to however many d6 the gangers.

Each ganger now rolls their own 2d6 individually. The Rep 3 scores a 5 and 4 so passes 0d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 1d6.

One Rep 4 ganger scores a 5 and 3 so passes 1d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 2d6.

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The second Rep 4 ganger scores a 2 and 3 so passes 2d6 on his own. He adds the pass 1d6 from the Leader Die for a net of pass 3d6 but will only count as passing 2d6.

If the Leader, Bosco had to take the test he would have rolled his own 2d6 as did the gangers, carrying out the result.

TAKING OVER

When Leaders go down someone will always step up and replace them. Here's how this is done:

- Whenever a Tactical Group loses its Leader or if the Tactical Group becomes separated from the Leader the character with the highest Rep will take over the lead. He functions as a leader but does not provide Leader Die.

Example - Bosco decides to send two of his gangers, one Rep 4 and one Rep 3, away from the group to serve as lookouts for a robbery. The Rep 4 ganger is now the Leader of the group of two and they will activate on his Rep. The following turn the Zhuh-Zhuh activation roll comes up 5. Bosco's group can activate but the other cannot.

RECRUITING

To form your group you, the Star, must recruit them. Here's how this is done:

- Decide which Class (page, 8) you will play.
- Go to the following section called First Recruits to see who you can recruit for your *original* group. This is important as after you have recruited your original group, regardless of size, you can only recruit or hire characters that you encounter during the game! ⁽¹⁾

(1) If you are playing a one off game don't sweat this rule.

FIRST RECRUITS

Refer to the First Recruits Table to see who you can recruit for your *original* group based on your Class.

X

FIRST RECRUITS

TYPE	D	GA	GR	H	L	M	P	R	X	Z
Corporates					x					
Dropouts	x				x					
Grath				x						
Ganger		x			x					
Hishen			x	x						
LWC					x					
Mercenaries						x				
Police							x			
Razor			x	x				x		
Xeog					x				x	
Zhuh-Zhuhs					x					x

After the initial group is recruited characters can recruit any and all of the other classes based on a successful People Challenge (page, 60).

HOW MANY?

Stars are allowed to recruit up to one character for each point of Rep they have. But you can never recruit someone with an equal or higher Rep. If you choose not to recruit a member you can add an Item (page, 83) instead.

WHO ARE THEY?

Once you know who you can recruit and how many of them it's time to start recruiting. Here's how it's done:

- Go to the appropriate Generator Table (page, 121) for the Class of character you are recruiting.
- Roll 2d6 add the results together and consult the Generator Table.
- If the Rep of the character is equal or higher than your Rep, you cannot recruit him. Simply re-roll.

Example - Billy Pink, Dropout (Rep 5) Star, is ready to recruit his first group. Looking in the First Recruits section under Dropouts he is allowed to recruit, Dropouts or LWC.

Billy gets five rolls, one per point of Rep. He rolls 2d6, adds the scores and gets a total of 3. Looking on the Dropout Generator Table (page, 122) Billy can recruit a Rep 3 Dropout. He now rolls 2d6, adds the scores together for a total of 9. Checking the Basic Professions Table (page, 121) we see that a 9 means he is in the Technical Field. Billy rolls 1d6 and scores a 6. Checking the Technical column a 6

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means the Dropout is a Computer Tech (page, 15). He rolls 1d6 for Gender and scores a 4, the Computer Tech is female (page, 7).

Billy rolls 2d6 for his second recruit and scores a 7. As this is a Rep 5 Dropout he cannot be recruited as his Rep is equal or greater than Billy's. Billy simply re-rolls.

Billy re-rolls 2d6 and scores a 5. Looking on the Dropout Generator Table (page, 122) Billy can recruit a Rep 4 Dropout. Using the same procedure as he did with his first recruit, Billy rolls on the Basics Profession Table and determines that he is a Transporter (CE7). I roll 1d6 and score a 3, the Transporter is male.

Billy rolls 2d6 for his third recruit and scores a 10. Looking on the Dropout Generator Table Billy can recruit a Rep 3 Dropout. His profession, after rolling on the Basics Profession Table is a Pilot (E7). He rolls 1d6 and scores a 3, the Pilot is male.

Billy decides that he has enough recruits so chooses not to recruit a fourth or fifth Grunt. Instead he is allowed to add two Items (page, 83) to his current total.

Billy is done rolling his group and has three recruits and two extra Items.

GRUNT ITEMS

When you recruit your Grunts they will start with two Items per point of Rep. If they have a weapon from the Generator Table they must pay for it.

GROUP PURPOSE

Now that you have formed your group you need to decide what you want to do with it. You can do whatever you like, define success any way you want, just keep in mind what Motivates your group.

Example - Billy is a Dropout but as a Star he can choose his motivation. Heck, it can even change on a daily basis if desired. But his group has the Survival motive so he has to keep this in mind when choosing Encounters..

Keep in mind that recruiting Grunts of different Classes will result in your group members having a variety of Motivators which could cause problems! How so? Look at the Reaction Tests for differently motivated characters. They may be different and this may cause some members of the group to leave the Encounter before the rest of the group does.

Note that when the Cohesion Test (page, 42) is taken by the group you always use the Reaction result from the Leader when there are more than one Reaction results.

TRUST

Groups stay together out of trust. The actions of the Leader will often determine if the group stays together. Consequently, at the end of each Encounter each member of the group will take the Keeping It Together Test (page, 139). Players will do well to study the modifiers to the test.

LEADER LOSS

Leaders can be lost in one of two ways.

- They can be lost during an Encounter via Obviously Dead.
- They can have group members leave due to a Keeping It Together Test.

Example - The Encounter has ended and the members of Billy Pink's group must now take the Keeping It Together Test. Note that Billy went Out of the Fight and used a Star Advantage so this means he will count a -1d6 for the test.

SETTING UP YOUR GRUNTS

Setting up your Grunts is a bit easier than your Star. Grunts will come and go so we need not spend too much time on them.

Make a copy of the Character Journal (QRS). All the information about your Grunts should be kept on it. Do the following for each Grunt.

- Decide if the Grunt will be a Basic or an Alien (page, 7).
- Locate the appropriate Generator Table (page, 121) roll 2d6, add the results and see which Grunt has been generated.
- The Generator will give you the Rep, all Skills and Weapon of the Grunt.
- NPCs have their Motivation assigned by Class.
- Each Basic Grunt gets one Attribute (page, 9), which must be rolled for. Aliens will already have their Attributes assigned.
- Choose the Profession of the Grunt from the appropriate Professions Table (page, 121).

- Check the Wearing a Jacket Table (page, 18) to see if they have any armor.
- All Grunts will have a Local Com-Link (page, 19) with mission specific Com-Links provided by the Star. (Make sure to retrieve it from them after the mission, whether alive or not).
- Grunts could have Enhancements and we leave that up to you. They can only have Enhancements equal to their Rep so a Rep 4 Grunt could have 4 Items worth of Enhancements.

After you completed the checklist for your first Grunt the next will be easier to do. When you Recruit Grunts (page, 33) from a Chillin' Encounter (page, 127) most of what you need to know will be generated for you. Just run down the checklist again to fill in any gaps such as Attributes.

STOP!

You have just learned all you need to know about forming your group. We suggest reading the section on Items (page, 83) right now before recruiting your group. Once you have come back and recruit your group. When you're done move on to section #3, Rules of War.

3 - RULES OF WAR

Okay, you've made your Star and recruited your group. Now it's time to learn the rules.

TACTICAL GROUPS

Remember that your gang, posse, squad etc. is your group. We also use the term *tactical group* for movement purposes during the Encounter or game. So when playing an Encounter what is a tactical group?

A tactical group is one or more figures. As long as figures meet the requirement to form a group there is no limit to its size. For a figure to be part of a tactical group it:

- Must be able to see or be seen by another figure within 4".

This means anything that blocks a clear Line Of Sight (LOS) between the figures causes them to be

in separate groups unless they are Com-Linked (page, 19).

When the above requirement no longer applies the figures are in separate groups and will activate on the figure in the group with the highest Rep.

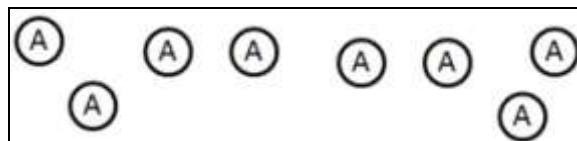
FORMING GROUPS

Groups can be formed at anytime during the turn but only count as a group for movement at the start of the turn.

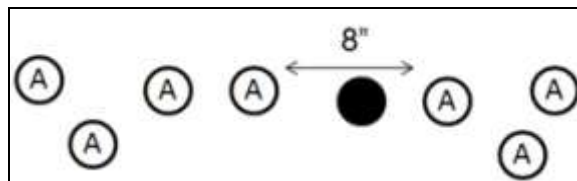
Example - Billy Pink (Rep 5) and his group of four Dropouts are on an Encounter. Billy and two of them are in one group while the other two are 12" away in a separate group. Activation is rolled and a 4 is scored. The highest Rep Dropout in the other group is a 4 so they can activate. They move 8" towards Billy's group, come within 4" and LOS of them so is now part of that group. Next turn activation is rolled and Billy activates first. He moves the whole group 8".

SPLITTING UP GROUPS

Groups are not permanent. You can break apart your group at anytime during the turn when you are active or when forced to by reaction. Here's an example of how groups can be broken up during the turn.



In the picture above we see an 8 figure group. All of the figures are within 4" of another figure.



In this picture one member of the group has been hit and is no longer functioning. This could be Stunned, Out of the Fight, Bleeder or Obviously Dead but as he is not in Carry On status (page, 43) the link between figures is broken. There are now two groups that will activate separately.

Now that we have defined groups and how they are used during the game let's take a look at the Turn Sequence used in *New Beginnings*.

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TURN SEQUENCE

5150: New Beginnings is played in turns with each divided into two parts phases of *activation*, one per side. Activation means that the Active side can move their groups. Although games, called Encounters, can last an unlimited number of turns, each turn follows a strict sequence.

- Before the game begins both sides choose a d6 of different colors. If playing with more than two sides use an additional different colored d6 for each additional side. Note that playing with more than two sides will increase the number of times sides may not activate and potentially increase the number of PEFs that can be generated during the Encounter (page, 114).

Example - I choose a blue d6 and Jim Bob Joe chooses yellow. If there was a third player we would use a third d6 of a different color.

- At the start of the turn both dice are rolled. This is called rolling for Activation.
- If the die scores are the same (doubles) neither side will activate, so re-roll the activation dice. Note that when playing with more than two sides it is possible that two sides cannot activate but the third can.

Example - Three d6 are rolled. I score a Blue 4, Jim Bob Joes scores a Yellow 3 and the Police scores a Green 3. Jim Bob Joe and the Police cannot activate this turn.

- In addition, when doubles are rolled, there is the possibility of a new PEF (page, 114) being generated. Here's how it's done:
 - Determine the Law Level (page, 113) of the area that the Encounter is in.
 - If the doubles result is higher than the Law Level of the Encounter a new PEF is placed.
 - If the doubles result is equal or less than the Law Level then no new PEF is placed.
- If the die scores are not doubles then read each die individually. The higher score determines which side will activate its group or groups first.

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

- Only groups led by a character with a Rep equal to or higher than their Activation die score can be activated. Groups 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 d6 scored higher so I activates first. I can only activate groups that are led by a Rep 5 or higher Leader.

- After the first group 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 group.
- After all of one side's groups have been activated the other side can activate one group at a time based on the result of his activation die roll.

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

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

This system will mean that many times lower Rep figures will not be able to move. This reflects their lack of confidence and hesitancy to engage the enemy. *It also stresses the importance of putting higher Rep Leaders with lower Rep groups!*

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.

ACTIONS

When a group is *active* they can voluntarily do one of the following actions.

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

Example – Billy Pink walks around a corner and triggers an In Sight Test. The Ganger and Billy exchange fire with Billy taking out the Ganger. Billy continues his move and decides to active fire at another Ganger, from behind, later during the turn. "Hey, he shot him in the back!" You bet.

- Stay in place, changing the way it is facing if desired, and active fire.
- Charge into Melee (page, 54) in lieu of taking active fire.
- Search a room, vehicle or building section (page, 71).

OTHER ACTIONS

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

- Pick up dropped weapons, other characters or Items at a cost of 2" of movement.
- Reload a weapon.

Example - Billy Pink activates and desires to Fast Move (page, 37) to cover. He takes his test and has a total move of fourteen inches. Billy moves six inches, picks up his downed friend using two inches, and continues his movement the remaining six inches. As he turns the cover he sees an enemy with his back to him and takes his active fire. "He shot another guy in the back!" No one said he was a White Knight (page, 11).

MOVEMENT

There are two types of movement, *voluntary*, when the figure is *active*, and *involuntary* when caused by a Reaction Test. Figures can be forced into involuntary actions and movement due to the results of a Reaction Test. These actions and movement are covered in more detail in the Status and Actions section (page, 43).

NORMAL MOVEMENT

Normal movement for all figures is 8" unless specified otherwise by an Attribute.

FAST MOVEMENT

If desired a group can attempt to move at a faster speed than normal. Here's how it's done.

- Declare the intent of the group to Fast Move.
- Move *each figure* wanting to Fast Move their full normal move distance.
- Roll 2d6 for *each figure* and compare each die score individually to the Rep of that figure.
- For each d6 passed, the figure is allowed to move up to that many inches.
- See the section called Charge to Cover (page, 37).

Example – A group of four figures want to Fast Move. I move them 8", their normal movement distance. I now roll 2d6 for each figure. Here's how the group will move.

I roll 2d6 for the Rep 5 Leader and score a 3 and a 4. He passes 2d6 and may move up to 7" more, the total of the passing dice.

I roll 2d6 for the first Rep 4 Mercenary and score a 4 and 5. He passes 1d6 and may move up to 4" more.

I roll 2d6 for the second Rep 4 Mercenary and score a 2 and 5. He passes 1d6 and may move up to 2" more.

I roll 2d6 for the Rep 2 LWC and score a 3 and 6. He passes 0d6 and cannot move any farther.

CHARGE TO COVER

If desired an active player can choose to *charge to cover*. This means that the figure is attempting to gain cover by moving as fast as he can directly to the cover forsaking any active fire for the turn. To do this we use the following procedure.

- Player declares his intent to charge to cover.
- The player is now considered to be a Charger when taking the Received Fire Test with the cover being the Target.
- Move the figure full normal move.
- Roll 2d6 for the figure and compare each die score individually to the Rep of that figure.
- For each d6 passed, the figure is allowed to move up to that many inches.
- The player forfeits any active fire for the turn and ends up behind cover and cannot see or be seen as if in Duck Back (page, 43).

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GOING PRONE

Figures can go prone at anytime during their turn at no cost to their movement. This ends their move. This will often occur when a character attempts to Fast Move and does not move as far as desired. In this case he would drop prone at the end of his move.

- 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 when going prone.

REACTION

This section covers the heart of the Two Hour Wargames gaming system. While copied to a certain extent by others, it's what makes us different. It's called the *Reaction System*. You will love it or you will hate, but it will get a reaction out of you!

Reaction Tests reflect how a character will perform when under physical, mental or emotional stress during a confrontational situation.

Figures will take Reaction Tests during the game when called upon. Here's a list of the Reaction Tests used in *5150: New Beginnings*.

- In Sight
- Received Fire
- Man Down
- Cohesion
- Recover from Knock Down

All of the tests can be found on the individual Quick Reference Sheets in the rear of the book.

MULTIPLE TESTS

There may be times when a figure qualifies for more than one Reaction Test. In these cases one set of d6 are rolled and the results applied to *all* the tests with the *worse* result being counted. For an example of how this can occur and how it is handled see the Man Down example (page, 42).

Here are the Reaction Test results from best to worst:

- Carry On
- Fire
- Snap Fire
- Duck Back
- Retire

COMPLETING REACTIONS

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

Example - Jim Bob Joe takes a Received Fire Test and scores a result of Duck Back. Jim Bob Joe moves towards cover and into the sight of Billy Pink triggering an In Sight Test. Billy fires at and misses Jim Bob Joe before he has completed his move. Jim Bob Joe cannot fire as he has not completed his Duck Back result. Jim Bob Joe takes a Received Fire Test and passes 2d6 which would allow him to return fire. However, he cannot score better than the Duck Back result so must continue his move.

CHARGING INTO MELEE PRECEDENT

Reaction Tests are taken when called for. This is explained in greater detail in each section that explains each Reaction Test.

However there is one exception. Note that the only Reaction Test that is taken when a *charge* is declared and when rolling on the Charging into Melee Table is the Cohesion Test. This is only taken if directed by a Charging into Melee result.

Example - Billy Pink comes around a corner and sees a Ganger. This would normally trigger an In Sight Test but Billy declares his intent to charge. The In Sight Test is not taken. Both figures will instead roll on the Charging into Melee Table.

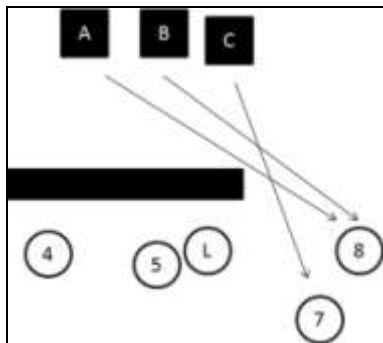
HOW TO TAKE A REACTION TEST

Here's how a Reaction Test is taken.

- Determine which test or tests apply.
- Determine which figure must take the test.
- For the *Received Fire, Man Down and Recover From Knock Down Tests* use the following procedure.
 - Roll any applicable Leader Die versus the Rep of the Leader and determine if it was passed.
 - Next roll 2d6 versus the Rep for each figure taking the test and determine how many d6 each figure has passed.
 - Add the results of the Leader Die and determine how many d6 the figure has now passed.

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- Carry out the results based on the number of d6 passed. This will be 3, 2, 1 or 0d6.



In the picture above we see a group of five Mercs come into sight of a group of three Gangers. Mercs "7" and "8" come under fire. As both are missed they take a Received Fire Test.

As the Leader is within 4" and part of the group that was fired on he is allowed to roll one Leader Die. He rolls a 4 and passes 1d6.

2d6 are now rolled for Merc "7" who is a Rep 3. He scores a 3 and a 5 so passes 1d6. He is allowed to add the pass 1d6 Leader Die result for result of pass 2d6. Looking on the Merc QRS passing 2d6 allows him to Carry On.

2d6 are now rolled for Merc "8" who is a Rep 4. He scores a 6 and a 5 so passes 0d6. He is allowed to add the pass 1d6 Leader Die result for result of pass 1d6. Looking on the Merc QRS passing 2d6 allows him to Carry On.

THE REACTION TESTS

Reaction Tests represent immediate unthinking reactions to certain events. Here's a real life example. You're in the kitchen and grab a pot. It is hot and you immediately let go of it. That's a reaction.

Next you grab a towel and then grab the pot. That's an action. Before we take a closer look at each Reaction Test let's start with Line of Sight.

LINE OF SIGHT

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

The same applies to Reaction Tests. If you do not have an LOS you *usually* will not have to take the Reaction Test. The Cohesion Test (page, 42) is one exception

- LOS extends 180 degrees along the front facing of the figure.
- 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. Those in the well-lit area are still restricted to 12".
- Those with Infrared Vision equipment or as an Attribute can see in nighttime as if it were day.
- LOS between figures inside woods or rough terrain is reduced to 12" in the daytime and 6" at night. If at the edge of the woods or rough terrain the figure can see and be seen from outside the woods as normal.
- LOS in *inclement weather* such as rain is reduced to 12" in the daytime and 6" at night.

IN SIGHT

Note that this test is taken differently than the others.

Whenever a figure has an opposing figure enter into its LOS, and the opposing figure was not seen previously during this activation phase, both figures take this test. Here's how it's done:

- The In Sight Test is triggered as soon as any figure in a moving group comes into sight.
- Once the test is triggered the moving group is allowed to move its figures up to two additional inches.
- The test is the only one that is interactive. Both the qualifying active and reactive groups take the test at the same time.
- To qualify the figure must have a LOS to an enemy figure.

REACTION ORDER

Each qualifying figure starts with 1d6 per point of Rep.

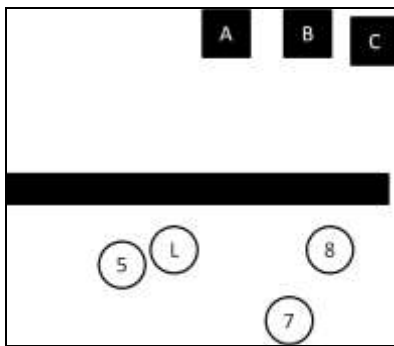
- Modify this number of d6 by the Character Type, any applicable Attribute and any applicable Circumstance.
- There is no maximum number of d6 that can be rolled.
- There is no minimum number of d6 that can be rolled and there may be times when the figure reaches 0d6. At this time he counts as if scoring zero successes.

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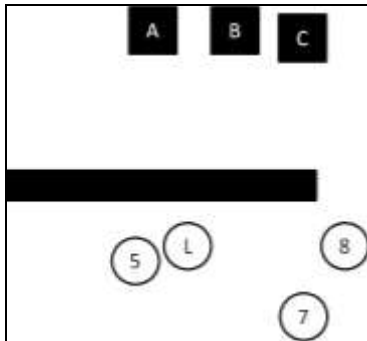
- All figures roll their modified d6 total looking for successes (score of 1, 2 or 3).
- Place a d6 with the number of successes scored, facing up, and next to the figure. This is for ease of play. When the figure resolves their action remove the d6.
- The highest number of successes fires first moving down to the last and lowest. See the In Sight Resolution Table (page, 41)

After the In Sight test is completed, figures in the moving group that triggered the test can continue their movement and active fire if they have not already done so.

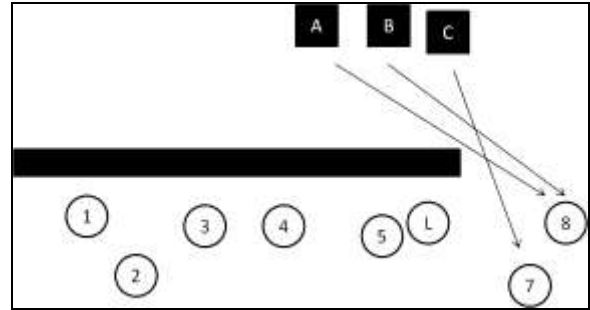
New figures coming into sight, even if from the same group will trigger a new In Sight Test.



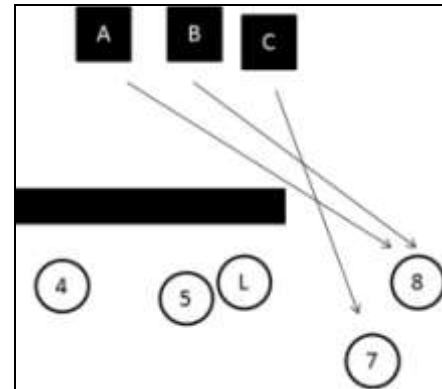
In the above picture both sides are out of sight of each other. The white side activates.



The white side moves out from behind the wall. As figure "8" enters the sight of at least one enemy the In Sight Test is triggered.



The white side is allowed to move the rest of its figures 2".



All qualifying figures (A, B, C, 7 & 8) will now take the In Sight Test.

IN SIGHT OR NOT

Figures are *always* in sight or not.

A figure is in sight when –

- An enemy figure can trace a line of sight (page, 39) to that figure. This still applies even if that figure is *in* cover or concealed.

A figure is not in sight when-

- It cannot be seen because of intervening terrain. Figures in Duck Back *behind* cover fall into this category.
- It cannot be seen due to weather or light restrictions such as being farther than 12" from the enemy at night.

Example – Billy Pink is inactive and behind a building. Gnarr is on the other side and not in sight. Gnarr is now active, moves up to the corner of the building and can now be seen by Billy. Gnarr is considered to be In Sight yet still in cover. Both characters will now take the In Sight Test.

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REP

IN SIGHT

(Looking for successes)

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

CHARACTER TYPE	MOD
Gunfighter	+1d6
Razor	+1d6
Xeog	+1d6
ATTRIBUTE	MOD
Heightened Senses	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
Stone Cold	+1d6
Superior Senses	+1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Audio Enhancement within 6" of enemy	+1d6
Concealed/Cover -Enemy is concealed or in cover	-1d6
Drugged - Character is Drugged	-1d6
Drunk - Character is Drunk	-1d6
Ducking Back - Cover is Ducking Back	(1)
Retiring - Character is Retiring	(1)

(1) Ducking Back or Retiring figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION TABLE

When it's the character's turn to resolve it's In Sight used the following When It's Your Turn Table.

WHEN IT'S YOUR TURN
Active: <ul style="list-style-type: none"> May Charge to Cover in lieu of shooting and forfeiting active fire.
Weapon drawn: <ul style="list-style-type: none"> If outgunned then Duck Back! Sorry but you forfeit your chance to respond. If not outgunned then Fire.
Weapon needed to be drawn: <ul style="list-style-type: none"> If outgunned then Duck Back! Sorry but you forfeit your chance to respond. If not outgunned draw weapon and Snap Fire.
Out of range, ammo or do not have a ranged weapon and outside of charge reach: <ul style="list-style-type: none"> Duck Back.
In charge reach: <ul style="list-style-type: none"> If outgunned then Duck Back! Sorry but you forfeit your chance to respond. If not outgunned Charge into Melee Test

OPTIONAL GRUNT RULE

If desired, you can add this rule to the In Sight Resolution Table. All Grunts, both sides roll 1d6.

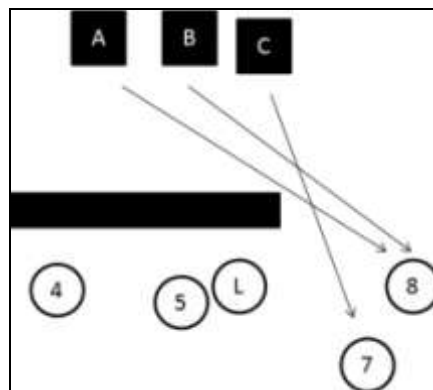
- Pass 1d6 = In Sight Resolved normally.
- Pass 0d6 = Grunt will Charge to Cover.

The rule is totally optional.

RECEIVED FIRE

Stars do not have to roll d6 when taking this test but can choose to automatically pass 2d6, 1d6 or 0d6 instead.

Whenever a figure has been shot at and not hit it will take this test. All figures within 4" and LOS of the targeted figure will also take the test and react accordingly if possible.



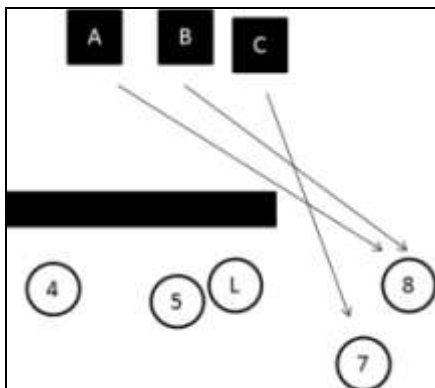
Gangers "A" and "B" fire at Merc "8". "C" fires at "7". All of them miss causing "7" and "8" to take the Received Fire Test. Even though "8" has been shot at by two shooters he will only take one test.

"L" is within 4" of "7" so will take the test as well. Leader Die is rolled first then each member of the group rolls 2d6, versus their Rep. All three pass 2d6 which results in their being able to return fire. "L" does not have LOS to a target so will Carry On instead. If the result had been Duck Back all three would have Ducked Back.

ADDING CHARACTERS TO ONGOING IN SIGHTS

There may be a time where an In Sight Test is called for and all the figures involved roll their d6. As one option during an In Sight is for a figure to Charge into Melee its movement may take it into sight of a figure that is not involved in the In Sight. In this case the new figure takes the In Sight normally and will take action normally depending upon how many successes were scored.

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In this picture A, B, C, 7 and 8 are all In Sight and take the test. All d6 are rolled and placed next to each figure. Let's assume that C does not have a ranged weapon and charges instead. When it clears the wall L has a LOS so is allowed to take the In Sight Test. If he rolls more successes than 7 then he would be allowed to complete his action first, if the same then they would act simultaneously and if less he would act after 7 in the normal order.

"I'M NOT DEAD YET!"

There will be times when all figures that have taken the In Sight Test will have fired, taken their Received Fire Tests and now both sides have figures still left In Sight. What happens now?

All figures that have scored a Carry On result take another In Sight Test. This means that figures could take multiple In Sight Tests during the same phase.

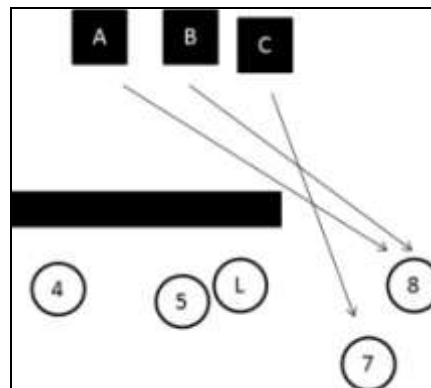
Example - A, B and C come into sight of 1, 2 and 3 triggering an In Sight Test. All figures take the test and fire is resolved.

B, 1 and 3 go down leaving A, C and 2 still standing. A and C take the Received Fire and Man Down Tests. They both score a result of Carry On. 2 takes the same tests and also scores a result of Carry On. All three now roll an In Sight Test with 2 firing first followed by C then A. This continues until only one side has any figures left standing and In Sight.

MAN DOWN

Stars do not have to roll d6 when taking this test but can choose to automatically pass 2d6, 1d6 or 0d6 instead.

Any figure within 4" and LOS to a friendly figure that suffers a result of *Stunned*, *Out of the Fight*, *Bleeder* or *Obviously Dead* will take this test.



In the previous example "A" and "B" fire at "8". "C" fires at "7". "8" is still missed but let's assume that "7" is hit and goes down. This could be *Stunned*, *Out of the Fight*, *Bleeder* or *Obviously Dead*, it doesn't matter; "7" still goes down. Figures "5", "L" and "8" are all within 4" and LOS to "7" so they must take the Man Down Test. I roll 1d6 Leader Die.

"L", "5" and "8" each roll 2d6 for the test and score a result of *Duck Back*. In addition, "8" takes the *Received Fire Test* using its 2d6 and the Leader Die result and scores a result of *Carry On*. But when taking two *Reaction Tests* you have to count the worse result so "8" will *Duck Back* instead and moves behind the wall, no longer being seen or able to see the cause of the test.

COHESION TEST

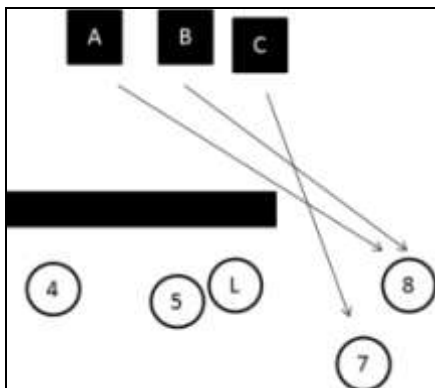
Stars do not have to roll d6 when taking this test but can choose to automatically pass 2d6, 1d6 or 0d6 instead.

The Cohesion Test is taken differently than all of the other Reaction Tests and taken for the following reasons:

- When any figure in a group calls for it due to a Received Fire Test result.
- When any figure in a group calls for it due to a Man Down Test result.
- When called for by a Charging into Melee result.

The Cohesion Test is taken by the whole group whether or not they were involved in the original Reaction Test. Here's how the Cohesion Test is taken:

- Leader Die is rolled normally.
- Only one set of d6 are rolled for the whole group and applied individually to each member taking the test. Members of the same group will often be using different QRSS, it doesn't matter, the same set of 2d6 are used by all.



Staying with the previous example where figures "5", "L" and "8" are all within 4" and LOS to "7" so they must take the Man Down Test. Figures "5" and "L" pass 2d6.

Figure "8" passes 0d6 causing a result of Cohesion Test. All the figures in the group, including those that did not take the previous Reaction Test ("4") will now take the Cohesion Test.

I roll 3d6 again; a new Leader Die is rolled plus 2d6 for the group and score a 6 for the Leader Die (pass 0d6) and a 3 and 5 for the other 2d6 which will be applied to the whole group, including "4".

"4" is a Rep 3 LWC so passes 1d6. On his LWC QRS he scores a result of Retire so leaves the table.

"5" and "8" are Rep 4 Mercenaries so pass 1d6 but Carry On due to using the Mercenaries QRS.

"L" passes 2d6 and on the Mercenaries QRS will Carry On.

RECOVER FROM KNOCK DOWN

Whenever a figure is Knocked Downed Combat or Melee result it will immediately take this test and carry out the result. Note that in some circumstances 3d6 may be rolled instead of 2d6. This is noted on the individual QRSs.

Example – Patrolwoman Char has been hit in the chest by fire and is Knocked Down. She rolls 3d6, adding 1d6 for wearing an Armored Jacket, and takes the Recover From Knock Down Test and passes 1d6. Char is now Out of the Fight.

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.

BLEEDER - The figure is knocked down and has taken serious damage and is in danger of death from loss of blood.

CARRY ON – The figure is in good order and can act and react as desired. This means he could continue to move, fire, Charge into Melee, etc. A figure is considered to be *carrying on* if it is *not* doing any of the following.

- Bleeder
- Duck Back
- Obviously Dead
- Out of the Fight
- Retire
- Stunned

CHARGE INTO MELEE - If within 8" of the enemy and desiring to charge the figure will go to the Charging into Melee Table (page, 55).

COHESION TEST - The figure immediately takes the Cohesion Test (page, 42).

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

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

OUT OF THE FIGHT – The figure has taken serious damage and cannot continue the battle. He cannot move on his own and must be retrieved by others. If contacted by an enemy he is considered to be captured or dispatched as desired.

RETIRE - Figure has quit the encounter.

- If inside a building will move to exit the table as fast as possible.
- If outside of a building will move off the table as fast as possible.
- Those that caused this result are allowed a Parting Shot, firing at the fleeing figure at full Target Rating with the target counting as Fast Moving. Parting shots do not cause a Received Fire Reaction Test.

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- Retired figures that find a way to get charged or do not have a way to escape will surrender on the spot!

SNAP FIRE - The figure immediately fires taking the Snap Firing penalty.

STUNNED – Figure may not act or react until having spent one full turn of activation doing nothing. Those contacted by enemies while stunned can be captured or dispatched as desired.

Example - Jim Bob Joe is active and gets hit by gunfire. He rolls on the Recover From Knock Down Test and passes 2d6 going Stunned. He will remain stunned for the rest of his current activation and his entire next activation.

STOP!

Take some time to check out the Quick Reference Sheets (QRSs) in the back of the book that cover the Reaction Tests. Take three figures, one Rep 5, one Rep 4 and one Rep 3. Place them in a group and take three Received Fire Tests, Man Down Tests and Cohesion Tests. Be sure to use the Leader Die rule! When you're done move on to the Ranged Weapons section.

RANGED WEAPONS

There are two ways to inflict damage in *5150: New Beginnings*. The first way is through ranged weapons fire (shooting) 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 four characteristics.

TYPE – What they are.

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.

TARGET – 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 or spread) of the weapon.

Example – A submachine gun with a Target of 3 may fire at up to three targets in a three-inch swath (arc of fire).

Weapons with two Targets can be fired using either one at the player's discretion.

IMPACT – The lethality of the weapon. This can be modified by the armor of the target but the higher the Impact the deadlier the weapon.

ARC OF FIRE OR SWATH

Each weapon has an arc of fire or *swath* equal to 1" for each point of Target Rating 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.

LIST OF RANGED WEAPONS

Here's a list of the weapon types used in *5150: New Beginnings*. If a specific weapon does not appear on the list use the type it most closely resembles. Here's a brief description of each weapon type:

ASSAULT RIFLE (AR) – ARs have a range of 48", Target of 1 or 3 and have an Impact of 3.

BA MACHINE PISTOL (BAMP) – Big A\$\$ MPs have a range of 12", Target of 3, and an Impact of 2.

BA PISTOL (BAP) – Big A\$\$ pistols have a range of 12", Target of 1 or 2 and have an Impact of 2.

BA SUB-MACHINE GUN (SMG) – B A\$\$ SMG have a range of 24", Target of 3 and have an Impact of 2.

BOLT ACTION RIFLE (BAR) (SNIPER RIFLE) – Rifles have a range of 48", Target of 1 and have an Impact of 3.

FLASH-BANG GRENADE (FBG) – These grenades have a 6" range when thrown, 24" if fired from a single purpose grenade launcher, can engage an unlimited number of Targets in a 12" blast circle. For more information see Flash-Bang Grenade (page 50).

MACHINE PISTOL (MP) – MPs have a range of 12", Target of 3, and have an Impact of 1.

PISTOL (P) – Pistols have a range of 12", Target of 1 or 2 and have an Impact of 1.

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SHOTGUN (SG) – Shotguns have a range of 12", Target of 3 and have an Impact of 2. They also use the following rule.

- When firing the shotgun the shooter is allowed to roll 6d6 instead of 3d6.
- He counts only the best three scores for damage.
- He counts all six d6 rolled for purposes of Tight Ammo (page, 45).

Example – Jim Bob Joe fires at three targets. He scores a 1, 1, 2, 4, 5 and 6. He counts the 4, 5 and 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo.

SUB-MACHINE GUN (SMG) – SMG has a range of 24", Target of 3 and have an Impact of 1.

X WEAPONS

TYPE	RANGE	TARGETS	IMP
Assault Rifle (AR)	48	1 or 3	3
BA Machine Pistol (BAMP)	12	3	2
BA Pistol (BAP)	12	1 or 2	2
BA SMG (BASM)	24	3	2
Bolt Action Rifle (BAR)	48	1	3
Flash Bang Grenade (FBG)	6/24	12" circle	NA
Machine Pistol (MP)	12	3	1
Pistol (P)	12	1 or 2	1
Shotgun (SG)	12	3 (6)	2
Submachine Gun (SMG)	24	3	1

OUTGUNNED RANKINGS

When firing, some weapons are perceived to have greater firepower than others. This is called their Outgunned Ranking (OR).

If a figure shoots with a weapon with a higher OR than what the target has or if the target cannot shoot back then the target is *outgunned*. The target will take the Received Fire Test but cannot score better than Duck Back.

Example – Billy Pink has an assault rifle (OR 3) but is out of ammo. He is fired on by Slag who is using a bolt-action rifle. Billy takes the Received Fire Test and passes 2d6. Although Billy has a higher OR weapon, he cannot fire because he is out of ammo, so must Duck Back instead.

X OUTGUNNED RANKINGS

OUTGUNNED RANKING	WEAPON TYPE
4	Flash Bang Grenade.
3	Target Rating 3 weapons.
2	Target Rating 2 weapons.
1	Target Rating 1 weapons.
0	Those that are out of ammo or range.

OUTGUNNING WHEN FIRING TWO WEAPONS

It is possible to use two weapons at the same time. For outgunning purposes the shooter counts the combined weapons as one weapon but with an Outgunned Rating of one higher than normal. When doing this the shooter is still outgunned by a single weapon with the same OR.

Example- I am firing two BAPs. My OR is now 3. I fire at a guy with a BAP so outgun him. I am shot at by an assault rifle with an OR of 3. I am outgunned.

NEVER OUTGUNNED

Stars, figures retrieving wounded, chargers and those with some Attributes never count as outgunned.

TIGHT AMMO

Ammo in 5150: New Beginnings is pretty much unlimited. However, there still is a chance that the weapon may temporarily run out of ammo and must be reloaded.

- Anytime two or more *ones* are rolled when firing a weapon it is out of ammo and cannot be fired again until reloaded.
- It takes one turn of activation to reload the weapon.
- Figures reloading weapons may move but cannot exceed their normal movement.

The weapon is considered out of ammo *after* all d6 have been applied for the purposes of hitting.

Example – Jim Bob Joe fires at three targets. He scores a 1, 1 and 6. He counts the 6 for hitting the target. He also counts the two ones for tight ammo purposes so he is out of ammo.

Note that Grunts will always reload when possible Ducking Back if needed.

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: New Beginnings*.

LINE OF SIGHT

To shoot something you must first be able to see it. A straight line from the shooter to the target is called a Line of Sight or LOS. See the section of the same name for more info (page, 39).

RESOLVING FIRE

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

- Run out of ammo by rolling two or more ones.
- The weapon, such as a Flash-Bang Grenade, can only fire once per turn.
- One side has Ducked Back.
- One side has Retired.
- One side has been hit by fire.

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

Example – Patrolwoman Char fires her BAP at Gnarly and misses. Gnarly fires back with his SMG and misses as well. Gnarly and Patrolwoman Char take the Received Fire Test and both pass 2d6. Normally Char would Carry On and take a subsequent In Sight Test but instead Officer Char will Duck Back as she is outgunned. This ends the fire between the two figures.

ORDER OF FIRE

Fire is resolved in the following way:

- All eligible figures take the In Sight Test. Each figure rolls 1d6 per level of Rep, modified by any applicable circumstance.
- Determine the number of successes (score of 1, 2 or 3) rolled by each figure. *Those that score zero successes cannot fire during this round of In Sights.* For ease of play place a d6, with the number of successes scored, face up next to the figure.
- The highest score will fire first, followed by the next highest and continuing to the

last or lowest figure. *Ties will fire simultaneously.*

- Next, all targets of fire are declared in the following manner starting with the inactive side.
- Each figure will target the closet enemy figure that has not yet been targeted. Once all figures are targeted then return to the closest figure and work your way down.

Example - I have four inactive figures firing at three active figures. I start with the closest target and after all of the active figures have been targeted I target the closest figure a second time.

- Any active figure targeted by an inactive figure will exchange fire with that figure but may target additional figures if having sufficient Target Rating.
- If the inactive side has fewer figures than the active side, any active figures that have not been targeted will fire at the closest untargeted inactive figure.
- Stars can always choose their targets regardless of being targeted or not.

Example - I have three inactive figures firing at five active figures. The inactive figures (A, B and C) target the closest active figures 1, 2 and 3. Active figures 4 and 5 target the two closest inactive figures (A and B).

- If a miss occurs move on to the next shooter.
- If a hit occurs immediately roll on the Ranged Combat Damage Table.
- If the figure is knocked down or worse remove its d6. Figures that lose their d6 in this manner cannot fire this round of In Sights.
- If the figure is missed due to being in cover do not remove its d6 and it is allowed to fire when it is its turn.
- If a figure has targeted an enemy and that enemy is hit before it can fire, the figure must still fire at the declared target.
- Continue firing in order.
- *After all firing is complete* all figures still Carrying On will take their Reaction Tests.

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Example - Billy Pink (Rep 5) and Char (Rep 4) turn a corner triggering an In-Sight Test with Jim Bob Joe (Rep 3).

After all have rolled their In Sight Billy will fire first, Jim Bob Joe second and Char will go last.

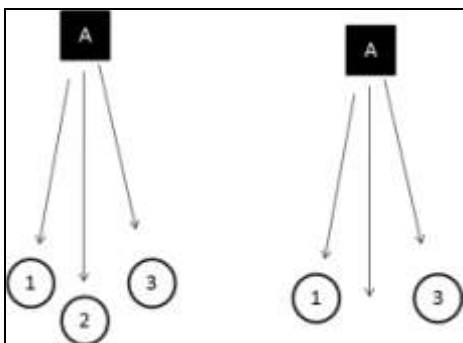
Jim Bob Joe will target first as he is inactive. He targets Billy Pink. Billy Pink and Char declare that they are firing at Jim Bob Joe.

Billy fires first and hits Jim Bob Joe causing him to go Out of the Fight. It is now Jim Bob Joe's turn to fire but as he was hit he cannot. Char can now fire and must still fire at Jim Bob Joe.

APPLYING SHOTS

A figure may fire at up to one target per point of Target Rating of the weapon.

- The shooter may fire at targets more than 1" from each other only if he spends one point of Target Rating to bridge each 1" gap between targets.



In the picture on the left "A" has a SMG with a Target Rating of 3. As the distance from "1" to "3" is 3", the swath of the SMG, all are eligible targets. "A" fires 1d6 at all three targets.

In the picture on the right "A" has a SMG with a Target Rating of 3. As the distance from "1" to "3" is 3", the swath of the SMG, all are eligible targets. However, as the targets have a gap larger than 1" between them; one point of Target Rating must be spent for each 1" of gap. Therefore "A" fires 1d6 at target "1", fires 1d6 to bridge the gap and fires 1d6 at target "3".

- Before firing the shooter must declare how many shots will go onto each target. It is possible for one target to have multiple hits.
- Roll the dice and arrange the dice from the highest to the lowest.

- Apply the dice to the targets as stated prior to shooting with the highest d6 on the first target.

Example – Carlos fires his SMG at Dez and Char. He declares to fire 2d6 at the first target, Dez, and the third at Char. Carlos rolls a 3, 5, and 2. The d6 are laid out from high to low (5, 3, and 2). The 5 and 3 will be applied to Dez and the 2 is applied to Char.

TARGETING

When firing due to an In Sight Test, figures are targeted as previously outlined (*Order of Fire*, page, 46). However, there are two additional targeting rules. They are:

- When taking an active fire, the shooter may target specific figures regardless of proximity.
- Stars can always choose their target whether taking an active fire or due to an In Sight Test.

HITTING THE DESIRED BODY PART

It's possible to score a result on the Ranged Combat Table that allows the target to be hit in a location that is visible and desired by the shooter, such as the head. When this occurs you may find more than one damage row for the body part on the Ranged Combat Hit Location Table. Here's what to do:

- Roll 1d6.
- If the result is a 1-3 use the row with the number farthest from "7".
- If the result is a 4-6 use the row with the number closest to "7".

Example - Billy Pink hits Jim Bob Joe in the head. He rolls 1d6 and scores a 4. Billy will use row #3 to determine damage. The Impact of his weapon is a 2 so Jim Bob Joe is knocked down.

SHOOTING SEQUENCE

- 1 - Shooter rolls 1d6 per each point of weapons Target Rating adding each result individually to the shooter's Rep.
- 2 - Arrange totals from highest to lowest and apply to targets.
- 3 - Consult the Ranged Combat Table (page 48) to determine if there's a hit.

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Target

RANGED COMBAT

(1d6 + Rep)

A result of two or more "ones" means out of ammo.

CIRCUMSTANCE	MODIFY TO DIE SCORE
Shooter using Targeting	+1

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none"> Moved fast. Snap firing. Firing with Off-Hand ⁽¹⁾. Unfamiliar weapon. TARGET WAS MISSED IF <ul style="list-style-type: none"> Charging. Concealed. In Cover. Prone. Moved fast. Is second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none"> Moved fast. Snap firing. TARGET WAS MISSED IF <ul style="list-style-type: none"> Is third or higher target. OTHERWISE – HIT.
10	SHOOTER HITS TARGET
11+	SHOOTER HITS DESIRED VISIBLE BODY PART

(1) Unless specified differently all characters are considered to be right handed. If firing a weapon with the left hand the Off-Hand penalty will usually apply.

4 - If a hit is scored roll on the Ranged Hit Location Table (QRS) to see what body part was hit. By cross-indexing the Impact of the weapon with the body part hit you will see the damage the target has taken subject to being protected by cover (page, 49).

- OD = Obviously Dead (page, 43)
- Bleeder = Bleeder (page, 43)
- OOF = Out of the Fight (page 43)
- KD = Recover From Knock Down (page 43)

If the target is Knocked Down it will take the Recover From Knock Down Test (QRS) immediately after all fire against it from all shooters has been resolved.

5 - If the target was not hit then it will take the Received Fire Test after the round of the In Sight Test is completed.

Example - Billy Pink (Rep 5) is firing his BAP at a Ganger behind a small wall. Billy is allowed to roll 2d6 for his weapon which has a Target Rating of 2. He rolls a 3 and a 6.

Adding each score to his Rep he has a total of 8 and 10. Looking on the Ranged Combat Table we see that the Ganger is in cover so the 8 is a miss. The 10 is a hit so Billy now rolls on the Ranged Combat Hit Location Table. He rolls 2d6 and scores a total of 7. The Ganger is hit in the chest.

The BAP has an Impact of 2 so checking that column listed along the top and cross-indexing it to the dice total of 7 we see the Ganger is Out of the Fight.

FIRING TWO WEAPONS AT ONCE

It is possible to use two weapons at the same time. This results in more firepower but at the cost of reduced accuracy. Figures doing so will count each weapon as *Snap Firing* when doing so. Which two weapons can I use together? Any two that you want, it's your game.

PARTING SHOT

When a character scores a result of Retire due to a Reaction Test he is subject to the Parting Shot rule. The character causing the test is allowed to shoot at the fleeing character before it leaves. This Parting Shot is at full Target Rating but counting as Snap Firing. Shooters are allowed only one Parting Shot but may spread it out up to their Target Rating.

COVER OR CONCEALMENT

There will be times when a character will hide behind cover or is concealed by terrain. Cover and concealment are different.

- Concealment hides parts of your body and makes you harder to see and therefore hit. Concealment does not stop a bullet.
- Cover hides parts of your body, makes you harder to see and therefore hit, and also can stop a bullet. It is possible to roll a Hit on the Ranged Combat Table then roll on the Ranged Combat Hit Location Table and score a miss because the body part is in cover.

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Example - My target is in cover. I score a 10 on the Ranged Combat Table and get a result of hit. I then roll 2d6 and score a 9 which is a miss due to the body part being in cover.

COVER OR CONCEALMENT

So how do you tell which is which? We've put together a short list that answers the question. Players should match the terrain on the table with the type that best resembles it on the Cover or Concealment List *before* the game begins.

#	COVER OR CONCEALMENT
TYPE	RESULT
Buildings, inside	Figures inside buildings are in cover when stationary and in concealment when moving.
Buildings, outside	Figures with exterior building walls between them and the shooter are in cover.
Crowd ⁽¹⁾	Figures in a crowd of figures will count as if in Woods.
Metal, sheet ⁽²⁾	Figures with sheet metal between them and the shooter are in concealment.
Metal, solid	Figures with solid metal between them and the shooter are in cover.
Rock or stone	Figures with rock or stone between them and the shooter are in cover.
Vehicles, Inside of	Figures inside vehicles are in cover against Impact 1 weapons and in concealment against Impact 2 or greater weapons.
Vehicles, Behind	Figures behind vehicles are in cover.
Woods	Figures inside woods are in cover when stationary and in concealment when moving.

(1) If the target has two or more figures within 1" to the left and right of it and is stationary he counts as being in a crowd. If hit by ranged weapons fire and the result on the Ranged Combat Hit Location is "Miss if in cover" then one of the figures, at random, is hit in that location instead.

(2) Sheet metal is self-explanatory. Think carport material.

Example - Jim Bob Joe is firing at a Dropout who is between three LWC. Jim Bob Joe scores a 9, a hit. He rolls 2d6 on the Ranged Hit Location Table (QRS) and scores a 9. The result is one LWC at random is hit in the Gut!

NON-LETHAL RANGED WEAPONS

The 5150 universe is a deadly playground for you the gamer. But not all weapons are *killers*.

There may come a time when you will need to incapacitate your opponent but not cause lasting damage to them. Weapons that incapacitate but do not cause lasting physical harm are called *non-lethal weapons*. Perhaps you're in Law Enforcement, perhaps not, but in any case here some non-lethal weapons for your use.

TRANQUILIZER DARTS

Non-lethal darts fired from a special ranged weapon. Here's how it works:

- Tranquilizer gun range is 12".
- Firing is done normally.
- Hitting a non-armored or fleshy body part results in the target being knocked to the ground Out of the Fight.
- If hitting an armored or fully enhanced body part there is no effect.
- Those Out of the Fight from a tranquilizer gun will count as pass 2d6 on the Recovery Test after the Encounter.

STUN GUN

High voltage non-lethal ranged weapon. Here's how it works:

- Stun gun range is 6".
- Firing is done normally.
- Hitting a non-armored or fleshy body part results in the target being knocked to the ground Out of the Fight.
- If hitting an armored body part there is no effect.
- If hitting an enhanced body part the shooter will roll 1d6.
 - On a result of 1-3 the body part is damaged and must be repaired after the Encounter.
 - On a result of 4-6 the target is Stunned.
- Those Out of the Fight from a stun gun will count as pass 2d6 on the Recovery Test after the Encounter.

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WEBBERS

Weapons that discharge a sticky web onto a target are collectively known as Webbers. Webbers come in two sizes and have the following stats:

TYPE	RANGE	TARGETS	IMP
Webber Gun	12	6" circle	5
Vehicle Mounted Webber	24	12" circle	9

Webbers are fired in the following way:

- Webbers can only be fired once per turn and then only when the shooter is active.
- Webbers must have LOS to the target spot.
- Nominate the spot the Webber is to center on.
- Roll 2d6 versus the shooter's Rep.
- Consult the Firing the Web Table. This table is used *instead* of the Ranged Combat Table.

2 FIRING THE WEB (Taken vs. Rep)

# D6 PASSED	RESULT
2	Web is centered on the nominated spot. Center the blast circle on the spot and all within blast circle roll on the Web Results Table.
1	Roll 1d6: <ul style="list-style-type: none"> • 1 - Web goes long 1" per each 6" distance from shooter to nominated spot. • 2 - Web goes long 1" per each 6" distance from shooter to nominated spot. • 3 - Web goes left 1" per each 6" distance from shooter to nominated spot. • 4 - Web goes right 1" per each 6" distance from shooter to nominated spot. • 5 - Web goes short 1" per each 6" distance from shooter to nominated spot. • 6 - Web goes short 1" per each 6" distance from shooter to nominated spot. Center the blast circle on the new spot and all within blast circle roll on the Web Results Table.

0	Webber misfires or jams. Must spend one uninterrupted turn of activation repairing the Webber before it can be used again.
---	--

WEBBER HIT RESULTS

The Webber has been fired, the blast circle centered and a figure finds itself in the circle and at risk. How badly is determined in the following way:

- Roll 1d6 for each point of Impact of the Webber looking for successes (score of 1, 2 or 3).
- Roll 1d6 for each point of Rep of the target looking for successes (score of 1, 2 or 3).
- Determine the number of successes scored by each and consult the Web Results Table.

WEB RESULTS (Comparing successes)

# OF SUCCESSES	RESULT
Score more than opponent	Webber scores more: <ul style="list-style-type: none"> • Target immobile and cannot escape. Target scores more: <ul style="list-style-type: none"> • Target Duck Backs and successfully dodges webbing.
Score same as opponent	Target Duck Backs and successfully dodges webbing.

FLASH- BANG GRENADES

This non-lethal weapon is designed for engaging multiple targets at the same time and was made popular by the *H'Dan Corporation*. When exploded the grenade sends a loud sound and bright flash of light with all within its blast circle affected. The Flash-Bang Grenade or FBG is a perfect complement to the Stun Baton (*page, 58*) that is used by most of the Law Enforcement agencies throughout Gaea Prime controlled space as well as for use by SWAT Teams. Here are the stats for the FBG.

TYPE	RANGE	TARGETS	IMP
Flash Bang Grenade (FBG)	6	12" circle	NA

Using a Flash-Bang Grenade is a two step process.

- Ready the grenade.
- Throw the grenade.

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READYING THE GRENADE

The first step to using a FBG is to ready the grenade. Here's how you ready a grenade:

- Roll 2d6 versus the Rep of the *active* figure that wants to use the grenade.
- Consult the Ready the Grenade Table.
- Carry out the results.

2 READY THE GRENADE (Taken vs. Rep)

# D6 PASSED	RESULT
2	The grenade is ready and can immediately be tossed.
1	The grenade is not ready but can be tossed in reaction or when next active.
0	The grenade is not ready but can be tossed when next active.

THROWING A FBG

Grenades can be thrown up to 6" or more in some cases. Here's how it's done:

- Nominate the spot the grenade is to land.
- Roll 2d6 versus the thrower's Rep.
- Consult the Throwing a Grenade Table. This table is used *instead* of the Ranged Combat Table.

2 THROWING A FBG (Taken vs. Rep)

# D6 PASSED	RESULT
2	Grenade lands on the nominated spot. Center the blast circle on the nominated spot and all within blast circle roll on the Flash Bang Results Table.
1	<ul style="list-style-type: none"> • If the thrower cannot see the nominated spot, such as behind cover or concealment, the grenade deviates by 2" long (1-3) or short (4-6). Center the blast circle on the new spot and all within blast circle roll on the Flash Bang Results Table. • If the thrower can see the nominated spot or the grenade is being dropped over a wall, rolled into a doorway, or similar, it lands on the nominated spot. Center the blast circle on the nominated spot and all within blast circle roll on the Flash Bang Results Table.
0	Oops! Grenade is dropped. Center the blast circle at the feet of the figure and all within blast circle roll on the Flash Bang Results Table.

FBG EFFECTS

All figures in the blast circle, other than the thrower who is assumed to have averted his eyes, unless a result of pass 0d6 was scored on the Throwing a FBG Table, will be affected. Here's how the effects are resolved:

- Each character in the blast circle must roll 2d6 versus their Rep.
- Determine the number of d6 passed by each character and consult the Flash Bang Results Table.
- Characters that go Out of the Fight due to the FBG will always pass 2d6 when taking Recovery Test (*page, 59*).

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2

FLASH BANG RESULTS

(Taken vs. Rep)

CIRCUMSTANCE	MODIFIER
Have Infrared Attribute or using IR equipment	-1d6
Razor or Xeog target	+1d6
Grath target	+1d6 passed

# D6 PASSED	RESULT
2	Target averts or covers up eyes and ignores blast but still takes Received Fire Test.
1	Target takes a Recover From Knock Down Test but with a +1d6. Armored targets do not receive the Armored +1d6 bonus.
0	Target goes Out of the Fight.

DISABLING THE GRENADE

If needed a figure can declare he is disabling the grenade, taking it out of its readied state. This can only be done when active and cannot be done on the same turn of activation that it was readied.

Note that a figure hit by fire or in melee and becoming *Stunned*, *Out of the Fight*, *Bleeder* or *Obviously Dead* will drop any grenade that they are holding. If it has been readied it will immediately go off centered on the spot occupied by the figure.

“WHO’S GOT THE GRENADE?”

This rule eliminates the need for bookkeeping where grenades are concerned. So long as grenades are available to that force, whenever a figure needs to use a grenade, it is assumed to have one. Yes, it's *fudging* but it makes the game move more quickly! Doesn't that allow for the whole group to ready grenades? It sure does, give it a try and let me know how it works out for you!

DAMAGE FROM FIRE OR MELEE

There are four stages of damage in *5150: New Beginnings*. They are, in order of severity from least to most:

- Stunned.
- Bleeder.
- Out of the Fight
- Obviously Dead

STUNNED

Figure is knocked to the ground and may not act or react until having spent one full turn of activation doing nothing.

BLEEDERS

The figure has suffered serious damage. Here's how *bleeders* are handled:

- When a character receives a result of Bleeder it does not take the Recover from Knock Down Test but instead immediately drops to the ground and acts as Stunned.
- Each result of Bleeder has the following cumulative results:
 - The character drops one point of Rep.
 - The character drops one point of Fitness, People, Savvy and Science.

Example - Jim Bob Joe (Rep 4) takes a bleeder result from a gunshot. He drops to the ground and counts as Stunned. His Rep is reduced to 3 and all of his Skills have dropped by one point as well. Later Jim Bob Joe takes another bleeder result. His Rep is now a 2 and all of his Skills are reduced by another one point. Jim Bob Joe then is hit by gunfire and scores a result of Knock Down. He takes the Recover From Knock Down Test, passes 1d6 and becomes Obviously Dead.

OUT OF THE FIGHT

The figure has taken a potentially fatal wound and cannot continue the battle. He cannot move on his own and must be retrieved by others.

OBVIOUSLY DEAD

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

AUTO-KILL OR CAPTURE

If an active figure comes into contact with a *Stunned* or *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 or immobilized. Each armed figure can guard up to six enemy figures.

Example – Billy Pink activates and runs up to the stunned Ganger Glitz and chooses to capture him.

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TREATING THE WOUNDED

Characters that have received a result of Bleeder can receive First Aid, impromptu medical care, during the Encounter. There are two ways to receive First Aid.

- Another character moves adjacent to the Bleeder and spends one uninterrupted turn of activation applying First Aid.
- The Bleeder spends one uninterrupted turn of activation applying First Aid. First Aid is defined as attempting to control and stop the bleeding.

Here's how it works.

- Start with 1d6 for the character applying First Aid whether a second character or the Bleeder applying it to himself.
- Modify this number by any applicable circumstance.
- Roll the modified total of d6 versus the Savvy of the character attempting First Aid. Determine how many d6 are passed *but count no more than one*.
- Roll 1d6 versus the Rep of the wounded character. Determine if the d6 was passed or failed.
- Add all the passed d6 together which will be 2d6, 1d6 or 0d6.
- Read the results on the First Aid Table and carry out the results.

Note that players can choose *not* to attempt to use First Aid.

1	FIRST AID
(Taken vs. Savvy of character and current Rep of victim)	

CIRCUMSTANCE	MODIFIER
Medically trained	+1d6
Using First Aid equipment	+1d6

# D6 PASSED	RESULT
2	Return to the fight regaining any diminished Rep and Skills.
1	Return to the fight regaining one point to diminished Rep and Skills.
0	Go Out of the Fight.

Bleeders may only receive First Aid one time per injury.

Example - Billy Pink (Rep 5) takes a Bleeder result. Char (Rep 4) spends a full turn of uninterrupted First Aid working on Billy.

Char has a Savvy of 2. She starts with 1d6 for Savvy. Char has a small First Aid kit so will add 1d6. She rolls 2d6 and scores a 2 and 5. She has passed 1d6.

Billy rolls 1d6 and scores a 3. He has passed 1d6.

Between them they have scored 2d6 so Billy immediately recovers. A Ganger activates and moves into view of Char and Billy. Billy is allowed to take the In-Sight Test.

MEDICAL TRAINING - "I'S HAS IT!"

Anyone can qualify for the using First Aid equipment bonus when applying First Aid but to qualify for the medically trained modifier the character must have one of the following professions or had documented military service:

- Medical Tech
- Mercenary
- Doctor

STOP!

Before going any farther take two sides of two figures each and do the following:

- Place them 6" from each other.
- Give them a variety of weapons.
- Roll an In Sight Test.
- Resolve the firing.
- Take any Received Fire or Man Down Tests and continue to resolve In Sights until one side cannot fire any more.
- Roll Recover From Knock Down Tests as needed.
- Apply First Aid to one or more characters.

When you're done move on to the Melee Section.

MELEE

When figures come into contact they can enter into melee (hand-to-hand combat). Melee is the last resort of the desperate!

MELEE WEAPONS

There are six types of melee weapons. They are:

- **Unarmed** - This is what is used by unarmed characters that are not trained in any form of Martial Arts. This combat has a -1d6 modifier when rolling on the Melee Combat Table (page, 57). Unarmed combat is *usually* non-lethal but can occasionally result in death.
- **Improvised Weapon** - This is what is used when a character uses a non-weapon physical item as a weapon. Let's say a beer bottle for example. This combat has a 0d6 modifier when rolling on the Melee Combat Table (page, 57). Using an improvised weapon can cause lethal damage.
- **One Hand Weapon** – This is what is used when a character uses a weapon designed to be used with one hand or a Improvised Weapon used with two hands. Let's say a knife or baseball bat for example. This combat has a +1d6 modifier when rolling on the Melee Combat Table (page, 57). Using a One Hand Weapon can cause lethal damage.
- **Two Hand Weapon** – This is what is used when a character uses a weapon designed to be used with two hands. Let's say a rifle mounted bayonet or two handed sword. This combat has a +2d6 modifier when rolling on the Melee Combat Table (page, 57). Using a Two Hand Weapon can cause lethal damage.
- **Enhanced One Hand Weapon** - This is what is used when a character uses a Power Assisted weapon designed to be used with one hand. It's just like a normal weapon but has added damage capabilities due to the addition of electrical or similar power. This combat has a +2d6 modifier when rolling on the Melee Combat Table (page, 57). Using an Enhanced One Hand Weapon can cause lethal damage.

- **Enhanced Two Hand Weapon** - This is what is used when a character uses a Power Assisted weapon designed to be used with two hands. It's just like a normal weapon but has added damage capabilities due to the addition of electrical or similar power. This combat has a +3d6 modifier when rolling on the Melee Combat Table (page, 57). Using an Enhanced Two Hand Weapon can cause lethal damage.

OTHER TYPES OF MELEE COMBAT

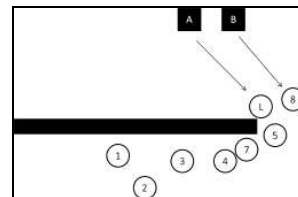
There are two other types of melee combat that need to be covered. They are Martial Arts and Enhanced Body Parts (page, 96).

- Characters trained in Martial Arts like Kung Fu count as if using a One Hand Weapon and can cause lethal damage. If specified the user can declare that he is attempting non-lethal combat (page, 58).
- Characters with one Enhanced Arm will count as if using a Two Hand Weapon while those with two Enhanced Arms will count as using an Enhanced Two Hand Weapon. In addition, Metal Maniacs (page, 100) will count all results of Out of the Fight that they inflict on an opponent as Bleeder instead. Metal Maniacs are a bit on the sadistic side.

CHARGE INTO MELEE TEST

The only way to enter melee is via the Charge into Melee Test. The test is only taken if the following circumstances apply:

- A figure must be active to take the test.
- A figure can take only one Charge into Melee Test when active.
- When the test is declared only figures with a clear LOS to a target figure can take the test.
- Each figure will roll their d6 separately.



In the above picture the white side has moved into sight. The group is allowed to move an additional 2" before the Charge into Melee Test can be taken. Only "L" and "8"

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have a LOS to a target when the test is taken. The other figures cannot take the Charge into Melee Test.

How To CHARGE INTO MELEE

Here's how the Charge into Melee Test is taken:

- When an active figure has LOS to a target and enough movement to contact it, even if it requiring a successful Fast Move, it can attempt to charge. If it takes a Fast Move and comes up short it cannot melee and the In Sight Test is taken instead.
- Chargers can declare a charge at anytime during their turn even if the target of the charge was out of LOS at the start of the charger's turn. When the group moves into LOS instead of triggering an In Sight Test it can declare the intent to charge. Move the group an additional 2" before the test is taken.
- Declare which figures are charging which targets.
- If charged by more than one figure the target figure rolls one set of dice and applies the results against all of the figures that are charging it. The target will take the worse result.
- All figures take the Charging into Melee Test *at the same time*.
- Each figure starts with 2d6 and adds and subtracts d6 as circumstances and modifiers apply.
- All figures roll the modified total of d6 and compare the scores against their Rep.
- Determine how many d6 are passed for each figure.
- Compare the number of d6 passed by the charger to the target.
- Carry out the results on the Charge Resolution Table.

Note that the only Reaction Test that is taken when a charge is declared and when rolling on the Charging into Melee Table is the Cohesion Test and this is taken only if directed by a Charging into Melee result.

2

CHARGING INTO MELEE

(Taken versus Rep)

CHARACTER TYPE	MODIFIER
Cyndee	+1d6
Dropout	+1d6
Grath	+2d6
Hishen	-1d6
LWC	-1d6
Police	+1d6
Razor	+1d6
ATTRIBUTE	MODIFIER
Coward	-1d6
Driven	+1d6
Nerves of Steel	+1d6
Rage	+1d6
Runt	-1d6
Stone Cold	+1d6
Vicious	+1d6
CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Outnumbered 3:1 or more	-1d6
Subject to Fear	-1d6

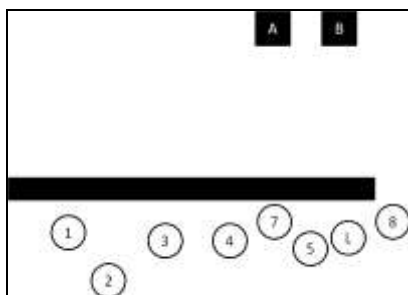
CHARGE RESOLUTION TABLE

#D6 PASSED	CHARGER	TARGET
3+ more than opponent	Target takes Cohesion Test. Charger moves into melee. If target leaves the battlefield then occupy the vacated spot and take <i>Parting Shot</i>	Target fires at Full Target Rating. Charger takes Cohesion Test.
2 more than opponent	Target may not fire. Charger moves into melee	Target fires at Full Target Rating. Charger moves into melee.
1 more than opponent	Target fires one shot. Charger moves into melee.	Target fires at Full Target Rating. Charger moves into melee.
Same as opponent	Target fires at Full Target Rating. Charger moves into melee.	Target fires at Full Target Rating. Charger moves into melee.

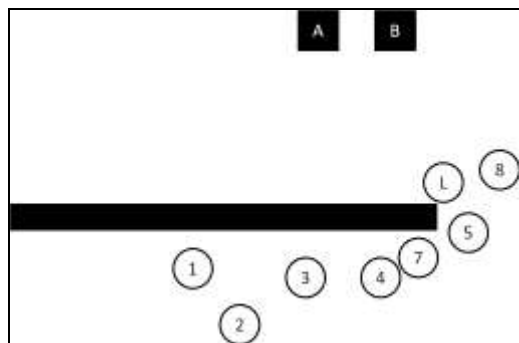
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CHARGING INTO MELEE EXAMPLE

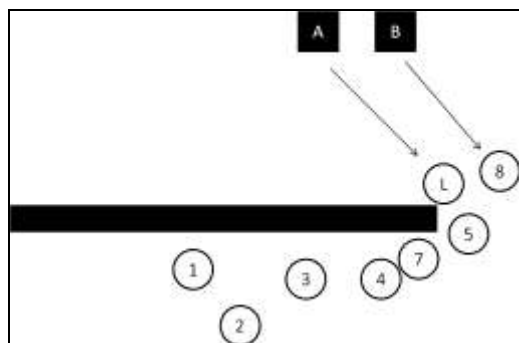
Here's a detailed example of how the Charging into Melee Test is carried out.



The white side starts their turn out of sight of the black side.



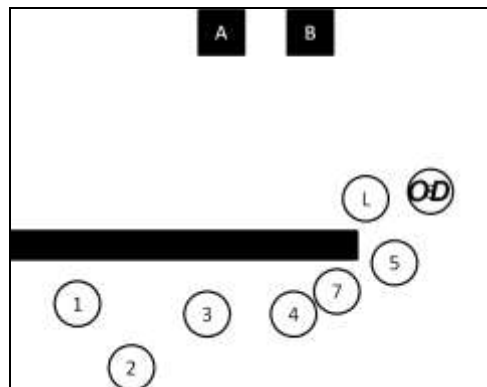
The white side activates and "8" and "L" move into sight. They are allowed to move an additional 2". They declare their intent to Charge into Melee. This move would usually trigger an In Sight Test but their charge declaration takes priority and no In Sight is taken. Instead both sides go to the Charging into Melee Test.



Each figure starts with 2d6 and adds and subtracts modifiers based on circumstances. After the number of d6 are determined each figure rolls against their Rep.

"L" passes 2d6 more than "A". Looking on the Charge into Melee Table (page, 55) we see that "A" cannot fire. "L" moves into contact and a melee will be fought after all charges from the group have been resolved.

"8" scores 2d6 less than "B". Looking on the Charge into Melee Table (page, 55) we see that "B" can fire. "B" fires at "8" causing it to go down, Obviously Dead.



As "L" has declared a charge he does not take the Man Down Test. "5" will take the test as he is within 4" and has LOS to "8". He takes the test and scores a Carry On. Movement is frozen until the melee is resolved. After melee the white side can continue their move. The movement may trigger another In Sight Test. Figures that have not previously declared a charge may do so if desired and the process would be repeated.

MELEE COMBAT

Any figure that passes the Charge into Melee Test and comes into contact will now go into melee. Line up the charging figures in contact with the target figures. Now it's time to melee.

- Each figure starts with 1d6 for each point of Rep.
- Add or subtract d6 based on Melee Weapon, Attribute or Circumstance.
- Each figure rolls its modified total of d6 counting all successes (scores of 1, 2 or 3).
- If one figure has scored more successes than the other it has scored a hit and its opponent has been knocked to the ground. The winner scores one Impact Point for each success more it has rolled than the loser.
- If a hit is scored the winner now rolls 2d6, adds the results together, and consults the Melee Combat Hit Location Table (QRS). Cross-index the dice total with the Impact scored by the winner to arrive at the damage taken by the loser. This will be one of the following:
 - OD = Obviously Dead
 - OOF = Out of the Fight
 - Bleeder = Bleeder
 - KD = Recover From Knock Down

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- If the target is Knocked Down it will take the Recover From Knock Down Test (QRS) before any other melee against it is resolved.
- If both figures score the same number of successes they are evenly matched and will remain in melee.

Rep

Melee Combat

(Looking for successes)

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
One Hand Melee Weapon or Martial Artist	+1d6
Enhanced One Hand Melee Weapon	+2d6
Two Hand Melee Weapon or One Enhanced Arm	+2d6
Enhanced Two Hand Melee Weapon or Two Enhanced Arms	+3d6
ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
Slight	-1d6
Vicious	+2d6
CIRCUMSTANCE	MOD
Combat Artist	+1d6
Evenly Matched - If scored a result of evenly matched this turn during a melee.	-1d6
Fear - Subject to Fear and in Melee	-1d6
Prone - The character is prone and in melee	-2d6
Shield - Attacked to the front while using a Riot Shield.	+1d6

#

MELEE RESULTS

(Comparing successes)

#	RESULT
SUCCESSSES	
Score more than opponent	Enemy knocked down. Roll 2d6 on Hit Location Table. Score one Impact point for each success more than opponent.
Score same as opponent	Evenly matched. Remain in melee and when next active may fight another round of melee or break off. If the attacked by another opponent while evenly matched will count a -1d6 in the melee.

Example - Char (Rep 4) is in melee with Milltz (Rep 3) at a bar.

Char starts with 4d6 for Rep and adds the following modifiers: 0d6 for an Improvised Weapon (bottle) and +1d6 for being a Brawler. She will roll 5d6 and scores a 1, 2, 2, 3 and 5 for 4 successes (scores of 1, 2 or 3).

Milltz starts with 3d6 for Rep and adds the following modifiers: +1d6 for a One Hand Weapon (knife) and -1d6 for being Slight. She will roll 3d6 and scores a 1, 4 and 5 for 1 success (scores of 1, 2 or 3).

Char has scored more successes so has won the melee and will count an Impact of 3 for scoring 3 more successes than Milltz.

Char now rolls 2d6, adds the results, and scores a total of 8. She now consults the Melee Combat Hit Location. Cross-indexing the dice total of 8 with the Impact of 3 we see that Milltz is hit in the gut and is now a Bleeder. Obviously Char cracked the bottle first before sticking it into Milltz's gut.

FREE HACK

When charging a figure to the rear the attacking figure need not roll on the Charge into Melee Table. Instead move the figure into contact with the rear of the defender and fight a round of melee. The defender does not roll any d6. If the attacker wins the melee the defending figure is knocked down and the attacker may choose the location that he has hit. Once the figure hits the ground they can defend themselves in future melees but will count as prone.

If the melee results in the two being evenly matched the defender turns around and faces, ready to continue the melee when either side activates.

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MULTI-FIGURE MELEE

Up to four figures may melee one figure. This is done by contacting the figure with two figures to its front facing and two figures to its rear facing. Here's how the melee takes place:

- Only one figure at a time can attack starting with the highest Rep attacker to the lowest.
- Stars may choose when they will take their turn to melee.
- The charger decides in which order the figures will attack.
- The attacking and defending figures conduct a round of melee.
- If the defender lose the melee it rolls on the Recover From Knock Down Table before the next melee is resolved.
- Melees continue until all have fought.

Example - Billy Pink (Rep 5) is in melee with two figures to his front. Billy and the first figure fight a round of melee and score a result of Evenly Matched. The next figure attacks and he and Billy will fight a round of melee with Billy counting a -1d6 for already being Evenly Matched with the first figure.

NON-LETHAL MELEE

Not all melee combat need be lethal. Want to use non-lethal melee? Simple, don't use a weapon and resolve the melee normally with the following changes:

- Results of Stunned count normally.
- Results of Bleeder or Out of the Fight count as Stunned.
- Results of Obviously Dead count as Out of the Fight and will roll 3d6 instead of 2d6 but only counting the best two results when taking the Recovery Test. This allows for accidental deaths.

STUN BATON

Here's another non-lethal way to inflict damage. Originally designed for crowd control the Stun Baton is used when you need to incapacitate a target in a hurry. The premise of the Stun Baton is simple. Touch the target with this 24" energy stick and he is Out of the Fight due to a massive energy jolt. Stun Batons will work against armored targets as well as Graths. Stun Batons count as an Enhanced One Hand Weapon. Here's how it works:

- Simply win a melee against an opponent and the opponent becomes Out of the Fight.
- Those Out of the Fight from a Stun Baton will count as pass 2d6 when rolling on the Recovery Test.

STOP!

Before going any farther take two figures and do the following:

- Place them 6" from each other.
- Give them different melee weapons.
- Take a Charge into Melee Test.
- Resolve a melee.
- Do this a second time then add one figure to one side.
- Take a Charge into Melee Test.
- Resolve a multi-figure melee.

When you're done move on to the Breaking Off Melee Section.

BREAKING OFF MELEE

Anytime a Star that is still in melee, from a result of Evenly Matched, becomes active it may choose to end the melee by moving at least 1" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. Once the melee has been broken off, both sides will take the In Sight Test. This could result in one or more sides being fired upon.

GRUNTS BREAKING OFF MELEE

Anytime a Grunt that is still in melee, from a result of Evenly Matched, becomes active it must test to see if it will choose to end the melee by moving at least 1" away from the enemy. It can do this unless blocked by terrain such as when having their back to a wall. Once the melee has been broken off, both sides will take the In Sight Test. This could result in one or more sides being fired upon.

Here's how it's done:

- The Grunt rolls 1d6 versus its Rep.
- If it passes 1d6 it remains in melee.
- If it passes 0d6 it breaks off the melee.

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Example - Char (Rep 4) and Gnarr (Rep 5) are in melee having scored a result of "Evenly Matched". Gnarr activates first and must check to see if he continues the melee. Gnarr rolls 1d6 and scores a 6, breaking off the melee. Gnarr moves 6" away to cover and triggers an In-Sight Test as soon as Gnarr is 1" away. Gnarr scores higher in the In Sight so finishes his Duck Back move. If Char had scored higher she could have fired before Gnarr finished his move.

RETRIEVING WOUNDED

Players can attempt to recover their wounded during the Encounter. Hishen will not. Here's how to retrieve a wounded character:

- Figure moves adjacent to the wounded figure.
- Figure picks up wounded figure and reduces current movement by 2".
- Figures can fire weapons when retrieving wounded figures but will count as Snap Firing.
- Figures charged while retrieving wounded will drop the wounded. Stars can choose to keep the wounded but will melee at a -2d6.
- Those retrieving wounded are never outgunned.

4 - AFTER THE BATTLE

If you decide that you would like to keep the same characters for more than one Encounter this is an easy way to see if they recover from damage. This test is taken by *all* figures that went Out of the Fight or were Bleeders. This includes those captured by the enemy or arrested. Here's how it's done:

- Start with 2d6 per figure.
- Modify this total by any applicable circumstance.
- Roll this modified total versus the Rep of the figure.
- Count how many d6 were passed and consult the Recovery Table and carry out the results.

2

RECOVERY TEST

(Taken vs. Rep)

A result of "6" is always a failure.

# D6 PASSED	RESULT
2	OOF: <ul style="list-style-type: none"> • Recover back to normal. Bleeder: <ul style="list-style-type: none"> • Out of action for one month per each Bleeder result but recovers back to normal.
1	OOF: <ul style="list-style-type: none"> • Out of action for one month but recover back to normal. Bleeder: <ul style="list-style-type: none"> • Out of action for 1+1/2d6 months but recover back to normal.
0	All: <ul style="list-style-type: none"> • Die.

Example – Char (Rep 3) went out of the fight and after the game I roll 2d6 to see what happened to her. I roll a 3 and 2 passing 2d6. Char comes back at her normal Rep. Dez (Rep 4) is a Bleeder after the Encounter. I roll 2d6 and score a 1 and a 5 passing 1d6. Dez is out of action for 1+1/2d6 months but will recover back to normal. I roll a 3 so Dez is gone for 3 months.

WHAT DO YOU MEAN GONE?

If a character goes out of action they cannot have any Voluntary Encounters or go to work. In addition, roll 1d6 at the end of the period of inaction and if the result is equal or less than the number of months that the character is out they have lost their job.

When out of action, characters may still be subject to arrest, if they have a Warrant (page, 93) or a Home Invasion (page, 86).

5 - CHALLENGES

Whenever a character wants to do something that is not covered in the rules he can choose to use the Challenge rule. Before players can attempt a Challenge we must determine what type it is. There are two types of Challenges.

- *Opposed:* The character is trying to accomplish a Challenge against one or more other characters or creatures, usually NPCs. There are two types of Opposed Challenges, *Physical* and *People*.
- *Unopposed:* The character is trying to accomplish a Challenge against an inanimate object. There are three types of Unopposed Challenges, *Physical*, *Savvy* and *Science*.

Even though both types of Challenges share some things in common let's cover each type separately.

OPPOSED CHALLENGES

An Opposed Challenge is always taken against one or more characters or creatures, usually NPCs. Here's how it's done:

1 - Determine what the Challenge will be, either a Physical or People Challenge.

2 - Decide what constitutes a Major Success, Minor Success, Minor Failure and Major Failure. The size of the success or failure should be in proportion to the difficulty of the Challenge. The higher the difficulty the greater the consequences of success or failure will be. What you decide must be agreed upon by all the players.

Example - I will be taking an Opposed Physical Challenge. I want to sneak by a guard without alerting him to my presence. I decide the following:

- A Major Success means that I make it by him and continue my movement.
- A Minor Success means that I make it by him but cannot continue my movement once I get past him.
- A Minor Failure means I make noise and alert him causing both of us to take an In Sight Test.
- A Major Failure means I make lots of noise and alert him causing both of us to take an In Sight Test with me at an additional -1d6 penalty.

3 - Determine which Skill all involved characters will use for the Challenge.

- For physical interaction between characters a Physical Challenge is taken using the Fitness Skill. *Trying to wrestle a gun away from another character is an example of a Physical Challenge.*
- For verbal interaction between characters a People Challenge is taken using the People Skill. *Trying to seduce a character is an example of a People Challenge.*
- Note that when taking an Opposed Challenge against a group of characters or creatures they all will roll dice separately and take the Challenge!

Example - I try to sneak past two guards and score a Minor Success and a Minor Failure. This means one guard will take an In Sight with me but the other will not.

4 - All characters or creatures in the Challenge start with d6 equal to the applicable Skill. Those without the applicable Skill will start with 0d6.

5 - All characters or creatures will modify the number of d6 up or down based on any modifiers that apply to the Challenge.

6 - All characters or creatures will roll the modified total of d6 looking for successes (score of 1, 2 or 3).

7 - Subtract the number of successes scored by each character or creature from those scored by the characters taking the Challenge. This is the total number of successes for the Challenge and can be a positive number, a negative number or zero. Note that when taking a Challenge against more than one opponent it is possible that different results will be scored. See the previous example for one such result.

8 - Consult the Challenge Table for each total number of successes scored and immediately carry out the results.

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SKILL	CHALLENGE (Counting successes)
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PHYSICAL CHALLENGE	
ATTRIBUTE	MOD
Agile and the Challenge involves agility	+1d6
Sure Handed and the Challenge involves the use of the hands as the primary factor.	+1d6
CIRCUMSTANCE	MOD
Field of Expertise - Challenge is in the character's field of expertise	+1d6
Profession - Challenge is in the character's Profession	+1d6
Tool - Character has an applicable tool to assist in the Challenge	+1d6
Weather - Weather conditions or similar circumstance that opposes the character	-1d6

PEOPLE CHALLENGE	
ATTRIBUTE	MOD
Attractive and opponent is opposite sex. Xeogs will also have this affect on Basics and Zhuh-Zhuhs.	+1d6
Charismatic	+2d6
Cruel	+1d6
Dim or a Dumbass	-1d6
Free Spirit	+1d6
Genius	-2d6
Logical	-1d6
Shy	-1d6
Smooth	+1d6
Stunning and opponent is opposite sex. Xeogs have this affect on Basics and Zhuh-Zhuhs.	+2d6
CIRCUMSTANCE	MOD
Hated Enemy - Character is considered to be a <i>hated enemy</i>	-2d6
"Monkey Boy" - Non-Zhuh-Zhuh character calls a Zhuh-Zhuh a "monkey boy"	-2d6
Party Favor - Each Party Favor character spends on opponent this Encounter	+1d6
Recruited - Character recruited opponent in the past with good results	+2d6
Run In - Character had <i>run in</i> with opponent in past	-1d6
Weapon - Character has weapon drawn and opponent does not	+2d6

SAVVY OR SCIENCE CHALLENGE	
ATTRIBUTE	MOD
Exceptional Fixer and making repairs.	+2d6
Exceptional Pilot and taking a Piloting related Savvy Challenge.	+2d6
Free Spirit	-1d6
Genius	+2d6
Logical	+1d6
CIRCUMSTANCE	MOD
Field of Expertise - Challenge is in the character's field of expertise	+1d6
Part - Character has part needed to complete the Challenge	+2d6
Profession - Challenge is in the character's Profession	+1d6
Tool - Character has an applicable tool to assist in the Challenge	+1d6

#	CHALLENGE RESULTS (Counting successes)
---	--

#	RESULT
SUCCESSSES	
3+	Score Major Success.
1 or 2	Score Minor Success.
0	Return to situation as prior to Challenge. May be attempted again by the same character or a new one when next active.
-1 or -2	Score Minor Failure.
-3	Score Major Failure.

UNOPPOSED CHALLENGES

An Unopposed Challenge is always taken against an inanimate object. Here's how it's done:

1 - Determine what the Challenge will be, either a Physical, Savvy or Science Challenge.

2 - Decide what constitutes a Major Success, Minor Success, Minor Failure and Major Failure. The size of the success or failure should be in proportion to the difficulty of the Challenge. The higher the difficulty the greater the consequences of success or failure will be. What you decide must be agreed upon by all the players.

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Example - I will be taking an Unopposed Physical Challenge. I want to jump across an alley from a third story roof to another third story roof. I decide the following:

- A Major Success means that I make the jump and can continue my movement.
- A Minor Success means that I make the jump but land prone and cannot continue my movement.
- A Minor Failure means I try the jump and fall to the ground below and must take the Recover From Knock Down Test.
- A Major Failure means I try the jump and fall to the ground below and must take the Recover From Knock Down Test but at a -1d6 penalty.

3 - Determine which Skill all involved characters will use for the Challenge.

- A Physical Challenge is taken using the Fitness Skill. Trying to leap a fence while on the run is an example of a Physical Challenge.
- A Savvy Challenge is taken using the Savvy Skill. Trying to pick a lock is an example of a Savvy Challenge.
- A Science Challenge is taken with the Science Skill. Trying to make gunpowder out of raw materials is an example of a Science Challenge.

4 - Assign a Difficulty Factor for the Challenge. This functions as Skill for the inanimate object of the Challenge. When assigning a Difficulty Factor to a Challenge consider whether it is:

- *Easy*: Difficulty Factor of 1
- *Tough*: Difficulty Factor of 2
- *Hard*: Difficulty Factor of 3
- *Difficult*: Difficulty Factor of 4
- *Complex*: Difficulty Factor of 5
- *Insane*: Difficulty Factor of 6

Note that the Difficulty Factor of a Challenge must be agreed upon by all players.

5 - All characters in the Challenge start with d6 equal to the applicable Skill. Those without the applicable Skill will start with 0d6.

6 - All characters will modify the number of d6 up or down based on any modifiers that apply to the Challenge.

7 - All characters will roll the modified total of d6 looking for successes (score of 1, 2 or 3).

8 - Roll d6 equal to the Difficulty Factor (DF) of the Challenge looking for successes (score of 1, 2 or 3).

9 - Subtract the number of successes scored by the Difficulty Factor from the number of successes scored by the Challenger. This is the total number of successes for the Challenge and can be a positive number, a negative number or zero.

10 - Consult the Challenge Table for each total number of successes scored and immediately carry out the results.

EXTENDED CHALLENGE EXAMPLE

Here is an extended example of a Unopposed Challenge.

Example - Billy Pink is being chased down an alley by three Zhuh-Zhuh Gangsters. He sees a fire escape ladder hanging above him but out of reach. He wants to leap up and grab it to help him escape. This is an Unopposed Physical Challenge so Billy must use his Fitness Skill (4). This is a slightly difficult challenge so I assign a Difficulty Factor of 3, Hard. Yes, I could have rated it higher or lower but thought this was fair. Now what happens if Billy is successful or fails?

I decide a Major Success means he has pulled the ladder down and can climb up his remaining move.

A Minor Success means he has pulled the ladder down but it cost him his remaining move.

A Minor Failure means the ladder cannot be pulled down by Billy.

A Major Failure means the ladder is pulled down but broken and cannot be used.

Billy now rolls 4d6 and scores a 1, 2, 3 and 4 for 3 successes. I roll 3d6 for the Difficulty Factor and score a 2, 3 and 5 for 2 successes. Billy has scored one more success so pulls the ladder down at the cost of his remaining move.

USING TOOLS

Tools are physical Items that the character can use to increase his chance of success by adding 1d6 to his roll when taking a Challenge. Here are some examples:

- Lock pick tools would give the user 1d6 more when attempting a Savvy Challenge to open a locked door.
- Climbing equipment would give the user 1d6 more when attempting a Physical Challenge like climbing a wall.

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- An instruction manual for repairing a motorcycle would give the user 1d6 more when attempting a Savvy Challenge to repair a broken down bike.

Characters can only use one tool at a time to affect a Challenge.

STOP!

Before going any farther take some time to make three Challenges. Be sure to do at least one Opposed Challenge. Based on how difficult the Challenge will be determine what constitutes a Major Success, Minor Success, Minor Failure and Major Failure. Remember that this is up to you and the other players and there isn't a right or wrong answer. It's just a way to advance the story and cover things that you may want to do that are not covered by the rules. When you're done move on to the next section, Vehicles.

6 -VEHICLES

In this section we introduce vehicles to *5150: New Beginnings*. When we speak of vehicles we include all non-military vehicles. Military vehicles are handled in *5150: Star Army*.

The rules for vehicles are simple on purpose as the real Stars of the game are the characters. Feel free to increase the difficulty and detail if desired but keep in mind that this may not increase the enjoyment of the game.

GETTING A VEHICLE

Players can get a vehicle in one of two ways:

- Take a vehicle with the one Item you get per month (page, 84).
- Take a vehicle from another character during an Encounter. Note that taking a vehicle will result in a Warrant (page, 93) being issued.

If you're playing a non-campaign Encounter or one off game then just take one.

TYPES OF VEHICLES

Here's a list of vehicles that are used in *5150: New Beginnings*.

X

VEHICLE LIST

TYPE	SEATS	BASH VALUE	SIZE
Big Rig	6	12	5
Bus	40	9	5
Cycle	2	0	1
Sedan	6	5	3
Sports Car	2	3	2
SUV	9	6	3

VEHICLE DESCRIPTIONS

Here's a brief description of each vehicle type. If your vehicle is not listed use the one that is closest to what you have,

- **Big Rig:** Large trucks that may (1-5) or may not (6) have an enclosed box trailer on the back.
- **Bus:** Large covered vehicle used for transporting a large number of people.
- **Cycle:** Two wheeled open to the elements motorized bike. Nice and easy to maneuver between things but not much protection.
- **Sedan:** Your basic four or two door, nice, sedate vehicle. Usually has room for six occupants.
- **Sports Car:** Any jazzy "chick magnet" hot little number. You know what I mean. Holds two and runs like hell.
- **SUV:** Sort of like a small bus with speed.

DEFINING THE VEHICLE

All vehicles are defined in the following ways:

TYPE – The class of the vehicle.

SEATS– How many people the vehicle can safely carry.

BASH VALUE – The Impact and damage a vehicle can deliver when bashing into other vehicles or characters.

SIZE - This is the relative size of the vehicle and is used when testing to see if the vehicle has become disabled due to ranged weapons fire (page, 68).

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AIRBORNE VEHICLES

In *New Beginnings* there are flying cars just like they promised us when we were in grade school. But it's not like the Jetsons. *Only* Police and Emergency vehicles are *legally* allowed to be airborne. Airborne vehicles still function under the same rules as ground vehicles, they are just cooler.

Oh and they explode when they hit the ground. All figures in the section that they impact will roll on the Ranged Combat Damage Table versus an Impact 5 weapon.

GROUPS

All the passengers in a vehicle count as being in the same tactical group.

Any vehicles within 4" of each other are counted as being in the same tactical group.

CHARACTERS AND VEHICLES

A character may do *one* of the following when active.

- Move to and enter a vehicle at a cost of 2" from their movement.
- Start up the vehicle.
- Drive the vehicle.
- Fire from the vehicle. *Note that the driver may also fire and drive the vehicle but will count as snap firing while doing so.*
- Exit the vehicle at a cost of 2" from their movement and continue to move.

Turning off the vehicle may be done at anytime and may be combined with any of the above actions.

You may not combine vehicle and character movement in the same turn.

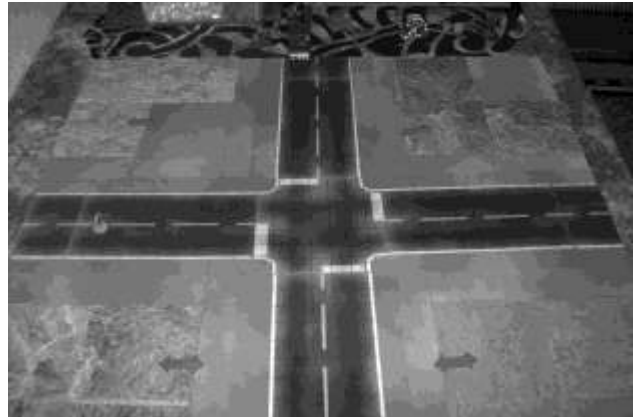
MOVEMENT

Vehicles may only move when Active. Vehicle movement is done as follows.

If the vehicle starts off the table-

- Nominate the spot where the vehicle will enter the table.
- Decide if the vehicle will stop on the table or move through and exit the table.
 - If stopping on the table, nominate the spot where the vehicle will stop.

- If exiting the table nominate the spot on the table edge where the vehicle will exit.



In the above picture the Razor Gang is active and is off the table at the top of the screen. They plot their movement which is come down the street; make a left turn at the intersection, then stop the vehicle.



Here is their location after the vehicle has moved. The next turn the Razor Gang exits the vehicle and moves up to 2". The vehicle cannot move on the same activation that passengers exit or enter the vehicle.

If the vehicle starts on the table-

- Decide if the vehicle will move and stop on the table or exit the table.
 - If stopping on the table, nominate the spot where the vehicle will stop.
 - If exiting the table nominate the spot on the table edge where the vehicle will exit.



The next turn the vehicle plots his movement. It will return to the spot it entered the table and exit. The Razor Gang can also move when active as they are no longer in the vehicle. In the above picture the vehicle can be seen leaving the table.

VEHICLE REACTION TESTS

The driver and passengers in vehicles take Reaction Tests just as if they are not in vehicles. Let's go over each one to see if and how they differ when in a vehicle.

LINE OF SIGHT

Line of Sight is handled the same way as if the figure were not in a vehicle.

IN SIGHT

Passengers in vehicles resolve their In Sights normally but Drivers will use the Driver In Sight Resolution Table.

X

DRIVER INSIGHT RESOLUTION

WHEN IT'S THE DRIVER'S TURN

Active:

- May Charge to Cover in lieu of shooting and forfeiting active fire.

Weapon drawn:

- If outgunned then veer away and finish the move 6" to the left (1-3) or right (4-6) of the original exit or stopping spot.
- If not outgunned then Fire.

Weapon needed to be drawn:

- If outgunned then veer away and finish the move 6" to the left (1-3) or right (4-6) of the original exit or stopping spot.
- If not outgunned then draw weapon.

Out of range, ammo or do not have a ranged weapon:

- If outgunned then veer away and finish the move 6" to the left (1-3) or right (4-6) of the original exit or stopping spot.
- Carry on.

If have LOS to target *after* it has moved its 4" bonus:

- If outgunned then veer away and finish the move 6" to the left (1-3) or right (4-6) of the original exit or stopping spot.
- If not outgunned may attempt to Run Down pedestrians (*page, 66*) or Bash an opposing vehicle (*page, 67*) if resolve In Sight before the target.

RECEIVED FIRE

The Received Fire test is taken normally.

MAN DOWN

The Man Down test is taken normally except those in the front seat of a vehicle will not take the test for downed figures in the back seat.

DUCK BACK

Drivers that are called on to Duck Back will veer away and finish the move 6" to the left (1-3) or right (4-6) of the original exit or stopping spot.

RETIRE

Drivers that are called on to Retire will immediately exit the board using the shortest route.

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VEHICLE INTERCEPT

When an active vehicle moves into LOS of an inactive vehicle all Drivers and occupants will take the In Sight Test. When the inactive Driver resolves his In Sight he can attempt to Bash into the Active vehicle. Here's how it's done:

- The inactive vehicle must be idling. The engine cannot be turned off.
- The active vehicle moves into LOS of the inactive vehicle and is allowed to move up to 4" more. If this takes him out of LOS no In Sight is taken!
- Both Drivers take an In-Sight test.
- If the Driver of the inactive vehicle is allowed to go first he can move his vehicle in front of or Bash into the active vehicle. Go to the Bash Table (page, 67).
- If the Driver of the active vehicle is allowed to go first he can continue his move as the inactive vehicle has lost its chance to intercept. The inactive vehicle remains in place until his In Sight is resolved. When resolved, the driver can shoot but cannot move his vehicle.

REVERSING DIRECTION

Anytime a vehicle wishes to move in reverse it may do so at up to a maximum of 8". The vehicle must have been stopped prior to moving in reverse. The vehicle can then combine this reverse movement with a turn and forward movement.

Example - The Hishen driver declares he wishes to exit the table edge to the left and behind the direction he is currently facing. He is currently stopped with the engine idling. He backs up 6" into the intersection, turns left, then moves forward, exiting the table.

TURNING

Vehicles may voluntarily make as many turns or changes of direction limited only by the model's physical turning radius, whenever desired during their movement.

IDLING

If desired the driver may stop his move on the table but leave the engine running or idling. When the vehicle is idling, the driver may choose to try a Vehicle Intercept when resolving an In Sight.

ISN'T THAT A LOT OF MOVEMENT?

Yes it is. But don't worry as the Reaction Tests will balance out all that movement.

VEHICLE COMBAT

Vehicles can be involved in combat in a variety of ways.

RUNNING DOWN PEDESTRIANS

The Driver, when active or inactive if called on by an In Sight Test result of fire, may declare his wish to run down pedestrians that are on the table. Here's how it's done:

- After the Driver has plotted his movement the Driver declares which targets he will attempt to rundown.
- Both the Driver and all targets roll 2d6 versus their respective Reps.
- Modify the number of d6 rolled if any circumstances apply.
- Determine the number of d6 passed and consult the Rundown Table.
- Immediately carry out the results.

2

RUNDOWN

(Taken versus Rep of the Driver and Target)

CIRCUMSTANCE	MODIFIER
The Target gains the modifier if it has a ranged weapon and is facing the vehicle.	+1d6
The Driver gains the modifier if it is attacking to the flank, straddling the front and rear facings, of the Target.	+1d6
The Driver gains the modifier if it is attacking to the rear of the Target.	+2d6

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#D6 PASSED	DRIVER	TARGET
2+ more than opponent	Vehicle runs down Target. Go to Bash Damage Table.	Target fires at Driver and Driver passes by, missing the Target.
1 more than opponent	Vehicle swipes Target. Go to Bash Damage Table reducing vehicle Bash Value by half, rounded down.	Target fires at Driver and Driver passes by, missing the Target.
Same as opponent	Target dodges 3" to left (1-3) or right (4-6) out of the path of the vehicle. Vehicle finishes its move as previously plotted.	Target dodges 3" to left (1-3) or right (4-6) out of the path of the vehicle. Vehicle finishes its move as previously plotted.

BASHING VEHICLES

There may come a time when one character wishes to ram, or Bash, his vehicle into another vehicle.

This is done in the following way:

- Vehicle plots his movement.
- Be sure to pick a point past the Target Vehicle in case the Driver does not have the "stones" to actually bash into the Target Vehicle!
- The attacker declares his intent to Bash Attack.

BASH ATTACK

The Driver intends to bash into the opposing vehicle but does he have the "stones" to do it? Here's how we see if he does:

- Decide the location that the Driver wants to hit on the Target Vehicle. The attacking vehicle may not make any turns within 6" of the Target Vehicle.
- Start with 2d6.
- Modify the number of d6 by any applicable circumstance.
- Roll the modified number of d6 versus the Rep of the Driver.
- Consult the Bash Table and carry out the result.
- Stars *always* have the "stones".

2

BASH TABLE

(Taken versus Rep of the Driver)

CIRCUMSTANCE	MODIFIER
Vehicle has twice or more Bash Value than the Target Vehicle	+1d6
Vehicle has half or less Bash Value than the Target Vehicle	-1d6
Driver is attempting to rear end the Target Vehicle	+1d6

#D6 PASSED	RESULT
2+	Driver slams his vehicle into the Target Vehicle. Go to the section called Bashing counting the full Bash Value of the bashing vehicle.
1	Driver slides his vehicle into the Target Vehicle delivering a glancing blow. Go to the section called Bashing counting half of the Bash Value of the bashing vehicle.
0	The Driver doesn't have the "stones" for this and moves past the target Vehicle and finishes its plotted movement.

BASHING

Show time! The vehicle is slamming into the target vehicle. Here's how it's done;

- If the vehicles are Bashing head on then both will count a +2d6.
- Each side rolls 1d6 for each point of Bash Value of their vehicle. This may or may not have been halved.
- Determine how many successes were scored by each side.
- The side that scored the least number of successes will roll on the Bash Damage Table. If both scored the same number of successes then both will roll versus the Target Number of "1".

BASH DAMAGE

The vehicle has been bashed and it's time to assess the damage. Here's how it's done:

- Determine the difference in Bash Value of the two vehicles. *This may have been halved during the Bash Attack.* Pedestrians count as a Bash Value of "0". The difference between bash Values is the Target Number.

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- If the difference is a negative number count the Target Number as "1".
- Roll 2d6 versus the Target Number and determine how many d6 were passed.
- Consult the Bash Damage Table and immediately carry out the results.

2

BASH DAMAGE

(Taken versus BV difference between vehicles)

# D6 PASSED	RESULT
2	Vehicle is struck with devastating result. Vehicle explodes. All inside or on are Obviously Dead. Pedestrians are Obviously Dead.
1	Vehicle will roll over and is irreparable. All inside or on will roll on the Ranged Combat Damage Table versus an Impact 3 weapon. Pedestrians roll on the Ranged Combat Damage Table versus an Impact 3 weapon.
0	No appreciable damage. Vehicle stops but can be restarted when next active. Pedestrian counts as Stunned.

CRASHING

Crashing is similar to Bashing except the vehicle has hit a solid object and not another vehicle. This can occur when a Driver becomes disabled and the vehicle runs into a solid object due to a Driver Disabled (page, 69) result. Here's how it's done:

- Follow the same procedure as if Bashing.
- Buildings have a Bash Value of 15.

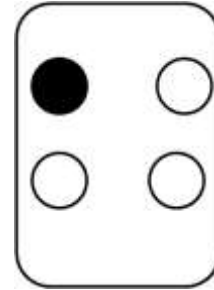
SHOOTING AND VEHICLES

Drivers and passengers may fire from the vehicle while characters outside can shoot at the Driver, passengers or vehicle itself.

OCCUPANT LOCATION

When riding in a vehicle pull the figures off the table and set them to the side. This represents them inside the vehicle. Arrange them as they would be actually sitting in the vehicle with the Driver in the front left corner of the vehicle and everyone placed in relation to him.

The placement of the occupants determines if they can shoot and be shot at from outside. Yes, you can cram people into a vehicle such as three in a sports car. The *extra passengers* cannot shoot past another passenger or be shot at through another passenger.



In the above picture we have four occupants in a sedan with the Driver in black.

FIRING FROM A VEHICLE

Firing from a vehicle is handled normally and must be through a window. Drivers will count the Snap Firing penalty if the vehicle is moving while shooting.

SHOOTING AT DRIVER OR PASSENGERS

Drivers and passengers will count cover if inside a vehicle. See Cover or Concealment (page, 49) for more info.

If the vehicle is entering and exiting the table on the same turn it and its occupants are considered to be Fast Moving.

If the vehicle starts or stops on the table it and its occupants are not considered to be Fast Moving.

SHOOTING AT VEHICLES

There is a chance that a shooter can disable a vehicle with ranged weapons fire. This is done in the following way.

- Roll 1d6 and add the Target Rate of the weapon.
- If the result is an eight or higher the vehicle has been hit and may possibly become disabled.
- Roll 2d6 versus the Size of the vehicle (page, 63) and consult the following Disabled Vehicle Table.

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2

DISABLED VEHICLE

(Taken vs. the Size of the vehicle)

# PASSED D6	RESULT
Pass 2d6	No effect. Driver takes Received Fire Test.
Pass 1d6	Vehicle moves 6" forward coming to a stop. The vehicle is inoperable. All inside or on are safe.
Pass 0d6	Vehicle will roll over and is irreparable. All inside or on will roll on the Ranged Combat Damage Table versus an Impact 3 weapon.

DRIVER DISABLED

If the Driver of a vehicle becomes disabled for any reason there is a chance that the vehicle could crash. Here's how it's done:

- Roll 2d6 versus the Rep of the passenger *closest* to the Driver. If the passenger is in the back seat subtract 1 from its Rep.
- Determine how many d6 were passed and consult the Driver Disabled Test (QRS).
- Immediately carry out the results.

STOP!

This completes the vehicle section of the rules. I suggest that you play a small game with one vehicle per side to get used to the game mechanics. Start at the beginning of the section and give the mechanics a try. Try the movement system, Bash the vehicles and even do a Driver Disabled Test. Once you feel comfortable with vehicles we can move on to Buildings.

7 - BUILDINGS

Buildings will be a pretty integral part of your 5150: *New Beginnings* games because these easy to follow rules allow you to move *inside buildings* and from room to room in a realistic manner. All this at little or no cost using any existing buildings you may already have.

By using these rules you have expanded the number of confrontations per Encounter as now instead of one possible confrontation when entering a building you could have four or more!

You will find that by using these building rules you will not need as many buildings on your table as you will be getting maximum usage from each building. In fact, it is possible to have a complete Encounter take place in only one building.

GETTING STARTED

Let's start with a list of buildings that can be found in the areas of a typical urban city.

X

BUILDINGS BY AREA

CITY CENTER	RESIDENTIAL	INDUSTRIAL
ATMs	Apartments	ATMs
Bank	ATMs	Bars & Taverns
Bars & Taverns	Bank	Church
Coffee House	Bars & Taverns	Clinics
Condos	Church	Condos
Doctors Offices	Clinic	Garages
Garages	Coffee House	Grocery Stores
Gentlemen's Club	Grocery Stores	Junkyard
Grocery Stores	House	Liquor Store
High End Condos	Hospital	Manufacturing
High End Retail	Liquor Store	Restaurant
Office Buildings	Retail , Medium and Low End	Restrooms, Public
Restaurant	Restaurant	Storage Facility
Storage Facility	Storage Facility	Strip Club
		Warehouse

City Center: Think downtown, financial district, city hall and business center. High end businesses and office buildings with a few shops scattered about. In NHC that would be the City Hall and Financial areas.

Residential: Where the people live from mansions to apartments to three bedroom ramblers. This area

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is populated with houses, restaurants, liquor stores, and shops varying from medium to low end, with most of those being Mom and Pop types. In NHC that would be the Lower Income, Middle Income and The Heights.

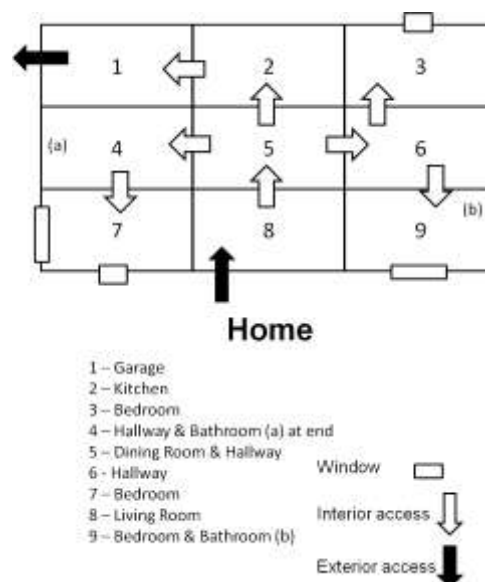
Industrial: Area containing industry, airports, docks and large public facilities. The area has some diners, loads of bars, strip clubs, warehouses and cheap hotels. In NHC that would be the Space Port and the Pub & Rec areas.

FLOOR PLANS

With these building rules it's all about the floor plans. The first thing to do is map out the floor plan of each building that you will use. We've included some examples in *New Beginnings* and are tied into our sample Encounters (page, 127). Here's how mapping out a floor plan is done:

- Start with any building you already have. These do not have to have accessible interiors.
- You now must decide how to represent the interiors of these buildings. This can be drawings on paper, paper square cut outs, or tiles. I use the 4" square sample tiles that you can get for little or no cost at hardware stores.
- Each building will be divided into from two to nine or more sections. If desired you can use six tiles for smaller buildings or twelve or more for larger buildings.
- You'll need a way to mark the following:
 - *Exterior Doors* - Doors that link the outside area to the inside of the building.
 - *Interior Doors* - Doors that link one interior section to another. This represents both actual doors and hallways as well.
 - *Windows* - Windows to the outside of the building.

Here are two examples of how to use floor plans. The first is a drawing that can be used to represent a Home. When using drawings you can mark where the figures are located as they move through the building.



Here's an example of a Home using the sample square tiles with figures being used as they would during an Encounter. This is much preferred as you can change the floor plans as needed. The markers used on the tiles are color coordinated markers and are used to represent exterior doors, interior doors and windows. You can buy sets from us at the THW web store or make your own. Just as long as the three types that are used are easily distinguishable.



The ideal way is to use the drawings for reference and lay the tiles out as needed. With Encounters usually fought on 3' x 3' boards it's easy to set up one or more tile buildings on the side of the same table. This allows you to transfer figures from the table top to the tiles of the buildings as they enter then back to the table as they exit.

CHANGEABLE FLOOR PLAN

The tiles, when placed in a grid, form your *changeable floor plan*. They represent the interior of the buildings that are on the gaming table. What if the building isn't square? No problem, just move the

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tile grid to reflect the shape. Here's the best way to use the changeable floor plan:

- Have drawings of all the buildings you will be using on the table. We've included a few in the sample Encounters. You will probably use the same floor plan for more than one building.
- Lay out the tiles in the shape of the building usually a square or rectangle. It doesn't matter as long as you grid the building out into equal sections.

LAY OUT THE BUILDING

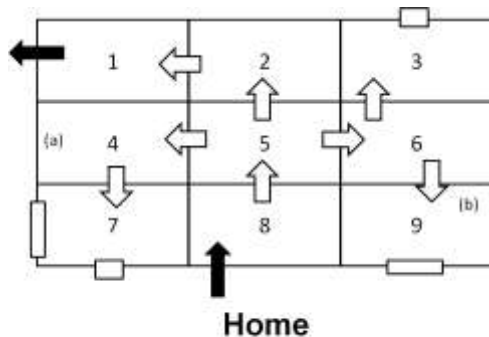
There's an order to laying out each building. Once we know which building we are representing and what shape it is we do the following procedure:

- Layout the tile grid.
- Label the sections based on their interior function such as bedroom, kitchen, hallway, etc.
- Place the exterior doors.
- Place the windows.
- Place the interior doors.

Here's a detailed example of laying out a building.

LAYOUT THE TILE GRID

Once you have chosen the type of building you are using super impose a sectioned grid over the top. This should follow the actual layout of the building based on the rooms inside. Here's an example of a three bedroom house with nine interior sections.

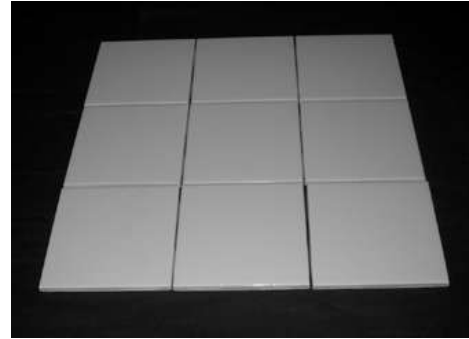


- 1 – Garage
- 2 – Kitchen
- 3 – Bedroom
- 4 – Hallway & Bathroom (a) at end
- 5 – Dining Room & Hallway
- 6 – Hallway
- 7 – Bedroom
- 8 – Living Room
- 9 – Bedroom & Bathroom (b)



It is not important that all the rooms be the same size. The smaller rooms such as the bathrooms are usually placed in a section with another room or in some cases a hallway. In our example the bathrooms are represented by the (a) and (b) in sections 4 and 9 respectively.

And here's the grid laid out representing the above floor plan.



LABEL THE SECTIONS

Once the grid is laid out be sure to label the sections from one to whatever based on the rooms or hallways. See the previous Home floor plan for how to do it.

PLACE EXTERIOR DOORS

Exterior doors are placed next. This can be front doors, back doors, double doors or even garage doors. The size does not matter as long as you can exit and enter the building through it. These doors are placed on the edge of the grid section and straddling the area outside of the building. In our example we use red plastic triangles ⁽¹⁾ to represent the Exterior Doors but you can use whatever you like.



Unless specified differently exterior doors are considered to be locked and if not locked they are still considered to be closed.

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(1) On our website we offer a complete pack of building markers that include red and green two headed arrows for doors as well as yellow rectangles for windows.

PLACE WINDOWS

Next we must place the windows. These are placed on the edge of the grid section and straddling the area outside of the building. See the House floor plan for the symbol used for windows. For the grid we use yellow plastic triangles for windows.



Unless specified differently windows are considered to be locked and if not locked they are still considered to be closed.

PLACE INTERIOR DOORS

Interior doors are doors or hallways that allow figures access into and out of the adjoining sections inside of the building. These are placed straddling two adjacent sections. Note that in some circumstances an interior door marker will be used to represent an open space devoid of walls or doors such as a hallway.

See the Home floor plan for the symbol used for interior doors. We use green plastic arrows to represent the Interior Doors.

Your grid has now been finished and is ready to use.

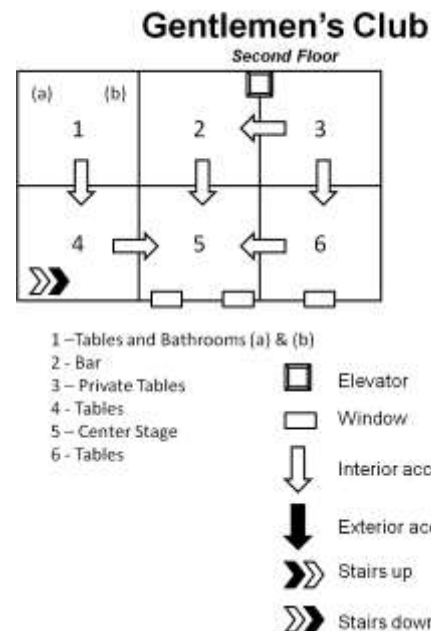
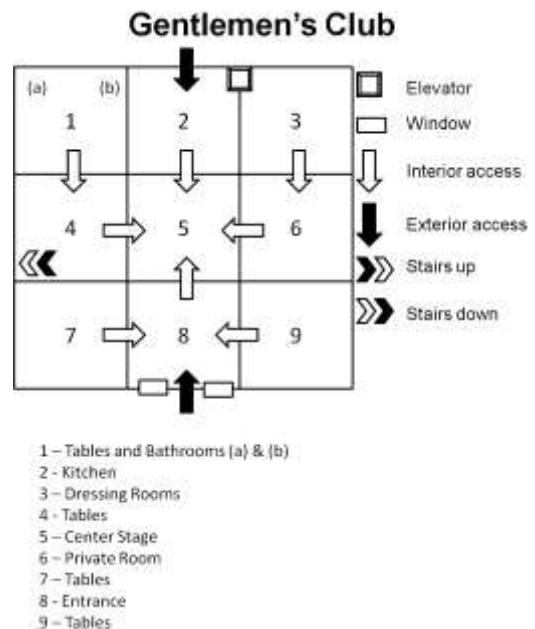


Unless specified differently interior doors are considered to be unlocked and some may not have the capability to be locked. Unless specified interior doors may (1) or may not (2-6) be closed.

SECOND STORIES

With these simple rules it is now possible to have functional multi story buildings. To do this simply treat multiple floors as separate buildings and follow the same procedure found in the Lay Out the Building section (page, 71).

Here's a sample floor plan of a *Gentlemen's Club*.



Notice that with multi story buildings we have to add some additional symbols to represent new interior and exterior doors. They are:

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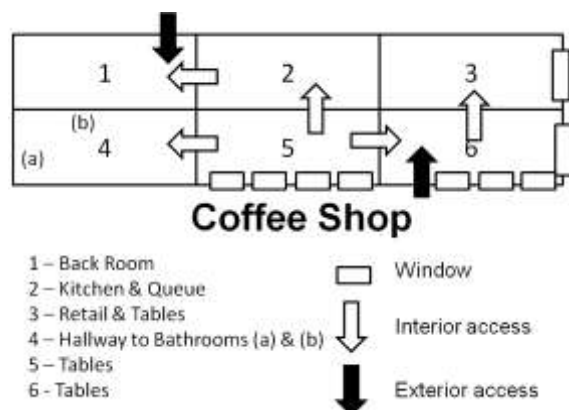
- Stairs going up to the upper floor
- Stairs going down to the lower floor.
- Elevators.*

*Elevators work in the following manner. Unless previously specified the elevator doors are always considered to be closed. It takes one turn of Activation to summon the elevator. The following turn the characters may enter the elevator and the doors close. The next turn the elevator will raise one floor, the doors will open and the characters may exit. When using the grid I place a red marker on the elevator location when it is not on that floor and a green one on the elevator location when it is.

SMALLER & LARGER BUILDINGS

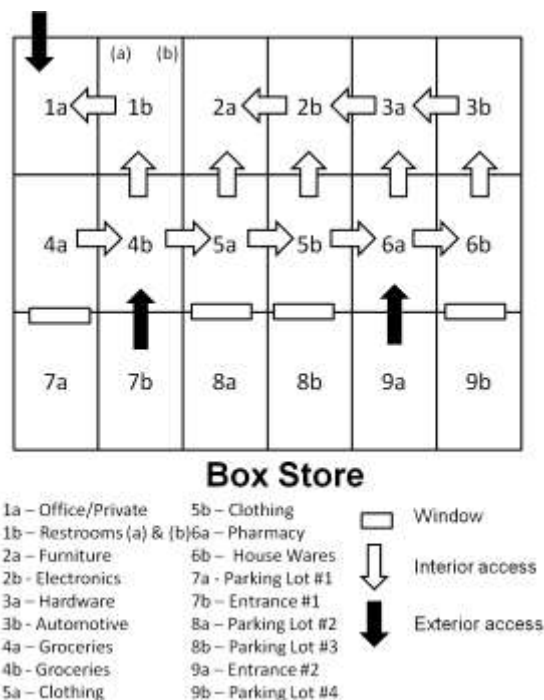
There may be times when you will have buildings that are smaller or larger than the average nine section grid. Just use less or more tiles to represent these buildings.

Here is the floor plan for a small Coffee Shop ⁽¹⁾. Notice that I chose to use only six tiles. This was actually based on my local Starbucks, a great example of how there are many buildings in your town that can serve as inspiration for your games.



Now here's the floor plan for a large Box Store located in town. In this case I felt it was appropriate to label the parking lot areas to differentiate it from the public streets. In a building of this size it is possible to have the whole Encounter take place in the building.

(1) The Coffee Shops, known throughout Gaea Prime space are called Green. The common flavor throughout all green products mimics that of 20th Century Earth coffee. It's common for Citizens to speak of their "cup of Green" and these places always have Informational Access Points for free, think Planet Bound Internet Access.



JOINED BUT OPEN SECTIONS

In the above example of the Box Store you will see areas called *joined sections*. Joined sections have large open interior spaces and do not have doors. A hallway is a joined section.

This means that figures can move freely between the sections as there aren't any doors.

Think of a Box Store. In general they do not have interior walls, except for the restrooms and employee areas such as the office. Theoretically you can see from one end of the building to the other.

For practical purposes LOS extends from one section through another and into an adjacent section, two sections from the character. Not only can you see through joined sections you can also shoot through them. In the Box Store example you could shoot from 2a, through 2b and into 3a.

Use joined sections when they make sense and be sure to place an interior door marker signifying that you can move between them. *Just be sure to explain to the players that the point is an open area and not a door way.*

RESOLVING PEFs

PEFs (*page, 114*) may be resolved when a LOS is present. For practical purposes LOS extends from one section through another and into an adjacent section, two sections from the character unless blocked by interior walls or doorways.

FIGURES INSIDE BUILDINGS

Figures inside the buildings are handled as follows:

- Figures that are not next to a door or window are placed away from the edge of the section.
- Those at a door or window are placed at the edge of the section and in contact with the door or window. Only two characters may be in contact with a door or window at the same time.

SHOOTING INSIDE BUILDINGS

Shooting in buildings is a bit different than on the table top.

- Figures inside buildings can shoot at characters inside the same section.
- Figures in joined sections (*page, 73*) can shoot through one section into an adjacent one or two sections from the shooter if LOS permits.
- Figures outside of a building can shoot into the building if they are adjacent to an exterior door or window. They can shoot into the section where the door or window is located.
- Figures inside of a building can shoot out of the building if they are adjacent to an exterior door or window. They can shoot as far as they can subject to LOS and range.
- Stationary figures inside a section always count as cover.
- Moving figures inside a section always count as concealed.

MOVING INSIDE BUILDINGS

Now that the building has been laid out you can use it to its full potential. Here's how to do it:

- As the figures move from the table top into the buildings, through the exterior doors, move them from the table into the section where the door is located.
- Once inside, figures in a section can move into an adjacent section only if there is an interior door linking them together. If no door appears between the sections then the sections share a common wall.

With the *changeable floor plan* moving from room to room in a realistic manner is now possible in your games. Here are some guidelines and tricks to help you understand how it works.

MOVING BETWEEN SECTIONS

You cannot move from one interior section to another unless there is an interior door placed between sections. Looking back at the Home floor plan (*page, 71*) you can see that characters can move from the Living Room (#8) to the Dining Room (#5). They cannot move directly from the Living Room (#8) to the Bedroom (#7) on the left. To reach it they would have to move into the Dining Room (#5), then to the Hallway (#4), and finally to the Bedroom (#7).

INTERIOR WALLS

Lines separating sections that do not have interior doors are considered to be interior walls. The lines between the Living Room (#8) and Bedroom (#7) are interior walls.

NORMAL MOVEMENT

Normal movement inside buildings is from one section to another through an interior door and takes one turn. In the case of the Home floor plan a character could move from the Living Room (#8) to the Dining Room (#5) in one turn.

FAST MOVING

Characters may Fast Move from one section through another and into a third only if they score at least 6" of additional movement on their Fast Move Test (*page, 37*). If they score less than 6" they cannot move into the third section. In cases where more than one character Fast Moves through the same section, the one with the higher total inches is

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assumed to be in the front and will always enter the section first.

DUCKING BACK

Figures required to Duck Back will move to the closest door between them and the cause of the Duck Back take up position behind it where they cannot see or be seen. If the closest door is an exterior door they will exit the building.

Those forced to Duck Back while in a window will Duck Back behind but still in contact with the window.

RETIRING

Figures forced to *retire* will leave the section they are in and move to an adjacent section away from the enemy only if there is an interior or exterior door or a window that they can jump out of. They will continue to do so until they have left the table. If none are available the figure will surrender.

Metal Maniacs (*page, 100*) will fight to the death instead.

JUMPING FROM A BUILDING

There may be times when a character needs to jump from a roof or upper floor of a building. Yes it can be done and here's how we do it:

- Figures jumping from an upper floor window are subject to taking damage and must take a Physical Challenge (*page, 60*) as follows:
 - The basic Difficulty Factor of the jump is 3 from a second floor or one story roof.
 - Add 1 for each additional story that you are jumping from.
- *Major Success* - Hits the ground, tucks and rolls and ends up standing, able to react.
- *Minor Success* - Hits the ground and goes prone.
- *Minor Failure* - Hits the ground and is stunned.
- *Major Failure* - Hits the ground and must take the Recover From Knock Down Test.

MOVING THROUGH DOORS

Doors may stop or slow movement through them in the following ways:

- Only two figures may move through a doorway at the same time. Not during the same activation but the same time.
- Moving through a doorway reduces the movement rate by 2".

LOCKED DOORS

Characters may not move through locked doors. Contacting a locked door ends the figure's movement.

Characters may unlock a door if they have the key and then move through it at normal movement rate. If they do not they must shoot the lock off (successful Savvy Challenge - Difficulty factor of 1) or kick in the door (successful Physical Challenge - Difficulty factor of 2).

MOVING THROUGH WINDOWS

Only one figure may move through a window at a time and up to two characters during the same turn of activation.

Movement through a window costs half of the figures movement rate.

Once a character exits the window it can continue its remaining movement, shoot, and react normally.

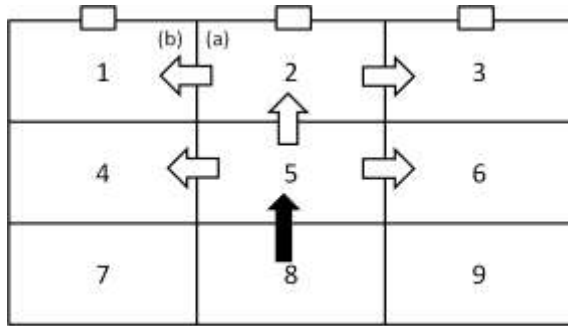
SAMPLE FLOOR PLANS

We've attached the following floor plans that should cover most of the structures you will need.

APARTMENT

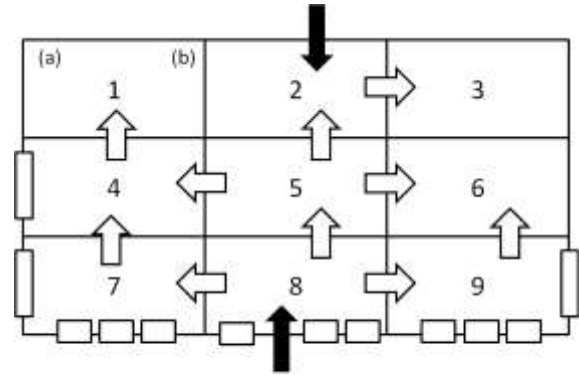
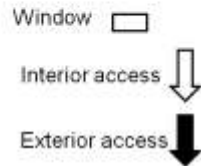
An apartment complex will consist of 2 + 2d6 units. This is one apartment.

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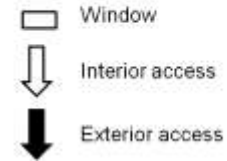
Apartment

- 1 – Bedroom with Bathroom (b)
- 2 – Dining Area with Bathroom (a)
- 3 – Kitchen
- 4 – Bedroom
- 5 – Living Room
- 6 – Bedroom
- 7 – Hallway
- 8 – Hallway Entry
- 9 – Hallway



Big Restaurant

- 1 – Tables with Bathrooms (a) & (b)
- 2 – Kitchen
- 3 – Office & Storage
- 4 – Tables
- 5 – Tables
- 6 – Bar
- 7 – Tables
- 8 – Entrance
- 9 – Tables

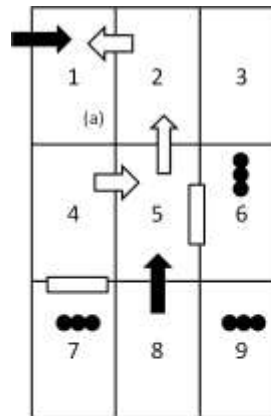


BAR

This can be as small as the Coffee Shop (*page, 73*) or as large as the Gentlemen's Club (*page, 72*).

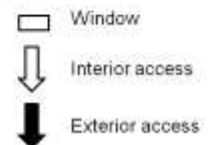
RESTAURANT

Like the Bar, the Restaurant can be as small as the Coffee Shop (*page, 73*) or much larger like this Big Restaurant.

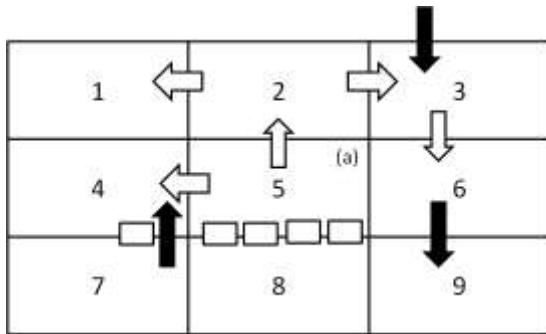


Gas Station

- 1 – Office with Bathroom (a)
- 2 – Cashier & Counter
- 3 – Parking Lot #1
- 4 – Cooler
- 5 – Groceries
- 6 – Parking Lot #2 w/Fuel Pumps
- 7 – Parking Lot #3 w/Fuel Pumps
- 8 – Entrance
- 9 – Parking Lot #4 w/Fuel Pumps

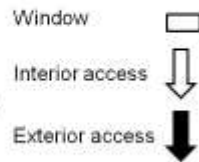


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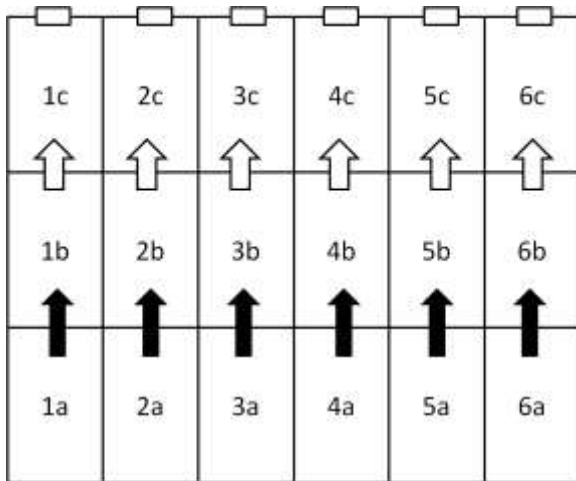
Garage

- 1 – Office
- 2 – Counter & Queue
- 3 – Garage & Inventory
- 4 – Waiting Area
- 5 – Waiting Area with Bathroom (a)
- 6 – Garage
- 7 – Entrance
- 8 – Parking Lot #1
- 9 – Parking Lot #2



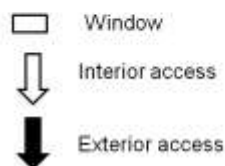
"No-TELL" MOTEL

These are cracker box motels with small rooms and not much else. They range from the smallest (6 rooms) to large ones (24 rooms). There is a small office on site that may (1-3) or may not (4-6) actually have someone that runs the place. This is a six room motel.



"No-tell" Motel

- #a – Parking Space
- #b – Living Room
- #c – Bathroom



STORE

These are usually small shops (use the Coffee Shop on page 73) with the occasional (1) large store (use the Box Store on page 73 without sections 4a, 4b, 5a, 5b, 6a, and 6b).

POPULATING YOUR BUILDINGS

In the PEF section (page, 114) we explain how to populate your Encounters with Grunts. If desired you can choose to populate your buildings in the same way with the following additional rules:

- The number of PEFs in the building is equal to the number of PEFs normally generated for the Encounter. So if there were three PEFs for the Encounter you could have three PEFs in each building.
- One of the PEFs will always be members of the staff for the building type. So if you were in a coffee shop there would be the baristas, wait staff, etc. in the building. *This is always the second PEF that is resolved or first if there is only one PEF.*
- When playing with multi-story buildings you can treat each floor separately in regards to generating PEFs.
- These rules are strictly optional and should be attempted when you feel comfortable with basic PEF generation. BTW - It's great for single building Encounters!



Example - In the above picture all PEFs have been resolved and replaced with characters. We have the following characters in the following sections:

- Section 1 = Empty
- Section 2 = A group of three player characters.
- Section 3 - Empty.

- Section 4 = A group of two NPCs and a waitress.
- Section 5 = A waitress.
- Section 6 = A bartender.
- Section 7 = Two three figure NPC groups, one of LWC and the other of Biker Gangers.
- Section 8 = A group of three NPC Rasta Gangers.
- Section 9 = Empty.

STOP!

This completes the buildings section of the rules. Here's a little exercise that you should try before moving on. Grab some tiles or a piece of paper and grid out the building that you are reading this in. Lay out the sections, exterior doors, windows then interior doors. Now grab a couple of figures and move them through the building. Sitting in the building that you are gridding out will make it easier to assign sections. Next take some In Sight Tests and do some shooting. You'll soon realize that with these rules you'll have some natural "choke points" in the building, usually a hallway that runs the width of the building. These are great locations for placing a figure to control enemy movement through the building. When you've gridded out a few buildings and feel comfortable move on to the next section, Terrain.

8 - TERRAIN

Now that you know how to grid out your buildings to get the maximum playability from them let's learn how to place the terrain that is outside.

GRIDDING THE TABLE TOP

Just like we grid buildings we also grid the table top. Here's a gridded table top.

1	2	3
4	5	6
7	8	9

When playing Encounters in a city we use 8"x8" sections but 12" x 12" would work just as well.

GENERATING TERRAIN

Unless previously determined by the scenario terrain is generated in the following way:

- Roll 2d6, add the results together, and consult the Urban Terrain Generator Table.

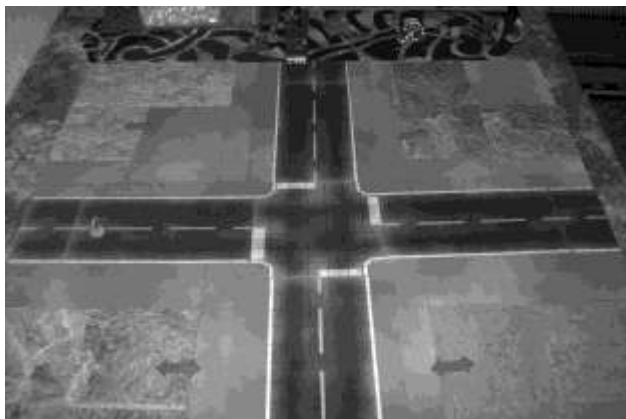
2 URBAN TERRAIN GENERATOR

(2d6 added together)

#	TYPE OF TERRAIN
2	Intersection
3	Alley
4	Public Park
5	Public Street
6	Public Street
7	Intersection
8	Public Street
9	Public Street
10	Alley
11	Alley
12	Intersection

Example - I roll a 3 and a 4 for a total of 7. The table will be an intersection.

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In the picture above we see an Intersection. The intersecting streets are obvious but let's look a bit closer. The 4" square tiles lined up in each corner of the intersection represent buildings. The two headed arrows on some tiles represent building exit doors. The little marker in the street to the left is a PEF marker (page, 115). Going from top to bottom, left to right:

Section 1 has a three tile building, section 2 the street and section 3 another three tile building.

Section 4 the street and a PEF, section 5 the intersection and section 6 the street.

Section 7 a four tile building, section 8 the street and section 9 another four tile building.

TERRAIN TYPES

In this section we cover the *types of terrain* to be found in New Hope City or any similar urban setting. This will cover a *general description* of the terrain and what effect it may have on your Encounters. There are three types of terrain:

- Clear.
- Cluttered.
- Closed.

The 3'x3' table will consist of one of the three types determined by the Encounter or at random by the Urban Terrain Generator (page, 78).

Let's cover each type in more detail

CLEAR

Clear tables will be one of the following:

- **Public Park** – This is a clear area of greenbelt and will occupy most of the table. It will have two paved 3" paths. Each path will enter one edge of the park and exit the opposite edge. They will intersect in the center of the park and could wrap around a small, shallow 6" x 6" pond. Each 8" x 8" section could

have a small building (1) in a clearing or be covered with light woods (2-6) ⁽¹⁾.

- **Intersection** – Two 8" Public Streets will intersect in the center 8" x 8" section of the table with 1 or 2 buildings filling in the corners of the intersection.

(1) See the section on Woods for more info.

CLUTTERED

Cluttered tables will be the following:

- **Public Street** – A 4" or 8" wide paved street ⁽²⁾ running from one end of the table to the other with 1 to 3 buildings ⁽³⁾ on either side. Buildings may be placed to form small alleys or parking lots.

(2) See the section on Streets (page, 80) for more info. (3) See the section on Buildings (page, 69) for more info.

CLOSED

Closed tables will be the following:

- **Alley** – This is a 4" wide stretch of pavement, running the length of the running from one end of the table to the other with 1/2d6 buildings ⁽³⁾ on either side. Each building may have one (1-4) or two (5-6) doors into the alley. Each may be locked (1-4) or unlocked (5-6). This isn't that important as the action should take place in the alley but can come in handy if a character needs to Retire. Garbage dumpsters, drunks, punks and stray animals are just some of the things that can be found lurking in the alley.

WOODS

Woods in the Park are areas with small trees or similar. Woods have the following influence on your figures:

- Reduce normal movement by 2"
- Cause a -1d6 penalty when attempting a Fast Move.
- LOS in woods is reduced to 12" in the daytime and 6" at night. If at the edge of the woods the figure can see and be seen from outside the woods as normal.
- Figures moving in the woods count as concealed.
- Figures stationary in the woods count as being in cover.

STREETS

The width of the street will depend on the area that the Encounter is taking place. Here's what you need to know:

- 4" streets are used in the Residential areas.
- 8" streets are used everywhere else.

Note that whether you are using 15mm or 28mm figures, a 2' x 2" or 3' x 3' table, all streets must be no more than one section wide.

STOP!

This completes the terrain section of the rules. Layout a table and generate some terrain. You can always decide what you want the table to look like or use the Terrain Generator. Place a building on the table and layout the floor plan for it. Place it next to your 3'x3' table. Now take a couple of figures and move them on the table then into the building. Play a small game with all the rules you've learned so far. When you feel comfortable move on to the next section, Playing the Game.

And remember, answers to your questions are just a click away on the THW Yahoo Group (*page, 3*).



"Better to have it and not need it than to need it and not have it."

9 - PLAYING THE GAME

As you may or may not know *all* Two Hour Wargames can be played solo, same side (cooperatively) and head to head (competitively). Everyone knows the benefits and pitfalls of head to head but let's discuss solo and same side.

NOT SO GOOD OLD DAYS

In the *not so good old days* when you were forced to play a game solo it was pretty bleak. There weren't any good mechanics to recreate a live opponent. You were honor bound to make the best move for each side and surprise was out of the question. Not to mention the work of setting up a battle, let alone a campaign.

First you had to figure out what type of battle you were going to fight. Then what type of terrain you would be fighting over and what each side had in the way of numbers and troop types. The list goes on and on. Once you were done and all set up to play you gave it a whirl but it usually ended up as a boring game if you finished it at all.

And play on the same side? No way. That was until Two Hour Wargames came along.

SOLO

Now it's not only possible to play solo it's also a joy. Why? Because when you add the Campaign rules all the work is done for you.

You decide what forces you will bring into the scenario or Encounter and we do all the work. Everything else is generated by rolling some dice and consulting some tables. We do all the work to set up the game as well as the enemies and friends you'll meet during the game. *And by doing this no two games will ever be alike.*

SAME SIDE

So we've explained how THW handles solo play so now let's explain *same side* gaming. Same side has the same ease of setup as solo but an additional advantage.

Usually when you teach someone a game you go easy on them or beat the stuffing out of them. Neither option is too attractive.

But now you can play *with* them and beat the stuffing out of the game instead. Now you can sit around with a few of your buds and play *with them* instead

of *against* them. And it's a great way to get new players into the game whether it's your friend, your kid or (gasp) your spouse or special friend! Give it a try.

HEAD TO HEAD

So we've talked about solo and same side playing. That's where this section really comes into play for generating your battles.

But what about those times you want to play head to head? It's real simple.

- Each player controls their own group.
- They go on Encounters like normal.
- And the other player or players run the NPCs.

Want to fight group against group. No problem. Set up any of the Encounters and each player chooses which side they want to play. Maybe it's a Raid Encounter where your group is tasked with gaining info from a corporate office while your buddy's group is in charge of security.

Now that we've explained the ways to play the game let's get started. First off, let's talk about where your Encounters will take place, the planet called New Hope.



"Welcome to New Hope City where we like to say that everyone deserves a second chance and a little hope. And we do mean everyone!"

10 - NEW HOPE

This info was taken directly from the Universal Fact Book provided by the Department of Interstellar Travel.

BACKGROUND:

New Hope is part of the Gaea Prime Hegemony.

LOCATION & GEOGRAPHY:

New Hope (3/4/4/2) is located in the 3rd Ring ^(*), 4th Sector, 4th Sub-Sector.

**Note that there is some dispute that New Hope is actually located in the 4th Ring, specifically in Xeog controlled space.*

SIZE:

New Hope is a Class Two planet.

LAND:

85% of the surface is composed of land.

WATER:

15% of the surface is composed of water or similar.

TERRAIN:

The terrain consists of mostly desert with some hills and a small number of mountains to the north. What water there is consists of mainly lakes.

CLIMATE:

75% of the year the climate is mild, cooling off towards the north. The other 25% (June through August) sees almost a constant rain in addition to higher temperatures.

LAND USE:

85% of the planet is considered to be uninhabitable.

15% of the planet is considered to be inhabitable. Population is centered in and around New Hope City.

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PEOPLE:

New Hope is a progressive world with a wide variety of Basics and Alien Races.

POPULATION:

The population of New Hope is estimated to be between 125,000 to 300,000. No official census has been taken.

Population Growth Rate:

The population growth of New Hope is unknown.

NET MIGRATION RATE:

The net migration rate of New Hope is unknown.

URBANIZATION:

It is estimated that 98% of the population lives in New Hope City.

ALIEN GROUPS:

Due to the relatively uncontrolled immigration policy many types of Aliens can be found on New Hope.

RELIGION:

Keeping with the relatively uncontrolled immigration policy many types of religion can be found on New Hope. These range from legitimate deities to common self-styled street preachers.

LANGUAGE:

Although *Gaeen* is universally spoken, due to the relatively uncontrolled immigration policy many types of languages can be heard on New Hope. This isn't a problem as most Basics and Aliens have access to the Universal Voice Box translator (1 Item).

GOVERNMENT:

Local government meets with Gaea Prime approval. (See the *Halverson Accord* for more details.)

CAPITAL:

The capital of New Hope is New Hope City.

ADMINISTRATIVE DIVISIONS:

One planetary district located in New Hope City with a unknown number of settlements functioning under a *limited autonomy*.

GAEA PRIME ACCEPTANCE:

New Hope gained Gaea Prime acceptance on 643505. (See the *Halverson Accord* for more details.)

LEGAL SYSTEM:

The legal system is based upon *legal acts of precedent*.

POLITICAL POWER:

Political power *lies ultimately in the hands of a few*.

ECONOMY:

The economy of New Hope revolves around the importance of New Hope City. As there is no viable product that can be produced for export the economy is limited at best. *However, the standard of living in New Hope City appears to contradict this.*

PURCHASING POWER:

New Hope Interplanetary Purchasing Power is rated at 33.

EXCHANGE RATE:

The Gaea Prime Credit is the standard currency of New Hope.

GROWTH RATE:

There is little chance of the local economy increasing in the near future.

IMPORTS:

New Hope relies heavily on off world imports to satisfy their needs.

EXPORTS:

There are no viable products that can be exported.

COMMUNICATION:

Interplanetary communication is at a minimum with an estimated 3 month lag from GP Standard.

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TRANSPORTATION:

Department of Interstellar Travel (DIT) certified service to New Hope is not available. All transport to and from the planet is by private enterprise.

SPACE PORTS:

There is one accessible Space Port on New Hope located in New Hope City. Entry to this port is tightly regulated with off world application required.

INTERNAL TRANSPORTATION:

There is limited public transportation, underground rail, in New Hope City and no significant transportation system outside of the city limits.

ROADWAYS:

Roads are plentiful in New Hope City but of limited upkeep in many areas. Almost non-existent outside of the city limits.

MILITARY:

New Hope does not have interplanetary military capabilities and is limited to planet side defense.

MILITARY BRANCHES:

Ad hoc Planetary Militia.

MILITARY SERVICE AND OBLIGATION:

In theory, all inhabitants of New Hope are expected to serve in the Planetary Militia.

MANPOWER AVAILABLE FOR MILITARY SERVICE:

Estimates are between 15,000 and 35,000.

PLANETARY ISSUES:

New Hope suffers from the following issues.

INTERPLANETARY DISPUTE:

The biggest interplanetary dispute is the claim that New Hope is not part of the Gaea Prime Hegemony but actually lies in Xeog space. Currently attempts at a definitive resolution have been solely diplomatic.

ILLICIT TRADE:

Most of the illicit trade in Ring 3 can trace a connection to New Hope. This has caused relations between neighboring planets and New Hope to be strained at best.

EXTRADITION:

The government of New Hope refuses to recognize interplanetary jurisdiction. Consequently all attempts to extradite fugitives that make their way to New Hope are ignored.

New Hope City is your jumping off point into 5150: New Beginnings. Like we say, everyone deserves a second chance and a little hope. Welcome home!

11 - ITEMS

Many RPGs make the players keep track of their income, money, gold pieces or some other currency. Not so in 5150. We believe the *game play is the thing and bookkeeping is a chore*. Enter the use of *Items*.

Items are how we track what a character has, loses, acquires, etc. during their campaign. What's an Item?

Items are anything that the character can use at anytime during the game.

Here are examples of various Items.

- Weapon.
- Infrared goggles.
- Physically enhanced arm.
- An apartment.
- One point of Pre-Encounter Intel.
- One loop.
- Combat Com-Link.
- One serving of Party Favors.
- Currency held in a financial institution.
- Spacecraft.

"Whoa, a spacecraft? Isn't that a bit excessive?"

Nope, not at all. It's all about playing the game and if you want to play a space bound smuggler why should you be forced to get a job and try and build up enough credit, money, whatever to buy one. Life's too short folks, on with the game!

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LIST OF ITEMS

Any list of Items included in *New Beginnings* would be incomplete. There are just too many Items in the world right now let alone in the future. Here's how you can create your Item for use in *New Beginnings*:

- Decide what the Item is.
- Decide how it works in real and apply it in game terms.
- That's it.

Example - Billy Pink needs a targeting device for his weapon. Call it a scope, laser site, whatever you want. I decide that it will give Billy a +1 to hit when shooting. Billy now has a laser site.

"Hey, what if I want it to be a +3 to hit? Or maybe even an automatic hit?" Go ahead; it's your game so you can make it as easy or hard for yourself as you like. But you won't break the game. Trust us, just play the game and you'll see.

HOW DO YOU GET ITEMS?

You get Items in a variety of ways. They are:

- At the start of the campaign each Star receives *three Items per point of Rep*.
- When recruiting your first group (page, 33) you will receive one Item for each member you do not recruit.
- Once a month a character gains one Item.
- Once a month you can trade one of your Items for one of your Grunts' Items.
- You can find them or take them from characters while on an Encounter (page, 104).
- You can trade in one Item for one that can be saved.
- You can receive Items as wages or gifts from other characters.

I'm sure by now some of you resourceful players are thinking of ways to bend the rules to your benefit. Good job! Because the life expectancy in 5150 is pretty short so enjoy it while you can. Hey, did we mention that *the game play is the thing*?

SAVING ITEMS

You can choose to not acquire a new Item and instead save it. There's no limit on how many you can save. Unspent Items are safely stored away at financial institutions so are *relatively* safe. Items can be taken out as needed but can only be put into savings at the start of the month.

Example - It's the start of a new month and Billy Pink receives one Item. He decides to save it in a financial institution just like you would do with money. He also takes a pistol and trades it into one Item that can be saved, just like you were to sell something and bank the money. Billy now has two Items saved. He can withdraw them any time he wants and convert them into Items.

EASY ACCESS TO ITEMS

Items that are saved can be easily accessed at anytime during the Encounter and used when needed in New Hope City. Just say the magic words, Universal Credit System.

Example - Billy Pink has met Char at a bar and they have begun to talk. He decides that he wants to buy two drinks, Party Favors (page, 95), during the Encounter so he deducts 2 Items from his savings. Think of it as going to an ATM or using a Debit Card. Credit? Yeah right, this is sci-fi, not fantasy!

HOW DO YOU LOSE ITEMS?

Easy come easy go, here's how you lose Items.

- Someone takes them from you during an Encounter.
- Someone robs your Home (page, 85) while you're gone or even there.
- You get legal troubles and have to give away some of your Items.
- You give them freely to another character, like Party Favors when taking a People Challenge.
- Or the big one...you get killed.

WHAT CAN I CARRY?

How many Items can a character carry? That depends on the Item. Items are either used with one hand or two hands.

- Items used with one hand count as one Item for carrying purposes.
- Items used with two hands count as two Items for carrying purposes.

Characters can carry twice their Rep in Items with the following notes:

- Clothing does not count against carrying limits.
- Personal Items like wallet, watch, etc. do not count against carrying limits.
- Enhancements do not count against carrying limits.

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- Packs or duffle bags can hold Items equal to twice the character's Rep. The pack or duffle bag will count as two Items.
- A briefcase can carry Items equal to the character's Rep. The briefcase will count as one Item.
- If the Item can carry you, such as a vehicle, it does not count against the number of Items you can carry and can carry a lot of Items. How many is for you to decide. Just remember that if you lose your vehicle you lose the Items that were inside it.

Over time you can acquire as many Items as you want but you cannot carry them all so choose your Items wisely before each Encounter.

INTEL

Here's something that you should know. *Pre-Encounter Intel* (page, 111) is considered to be an Item. What's Intel? You better check it out before you choose your first Items.

ECM

While we're at it we should mention that using an ECM attack (page, 20) during an Encounter is considered to be an Item. You better go back and check that one as well.

Now go load up your Star with what you might want, but be sure to take your time and think about it first.

12 - HOME

Everybody has to live somewhere. An apartment uptown, three bedroom house in the 'burbs or hell, under a bridge, everyone has to live somewhere. Here's how it's handled in *5150: New Beginnings*, the benefits and the pitfalls. Don't worry, you won't be paying rent but we'll get you in other ways.

Before you choose your Home be sure to check out the Floor Plans (page, 75) included in *New Beginnings*. *This will give you a good idea of the layout of your place should you have to defend it.*

A Home is a safe place in an area of New Hope that the player may store his belongings and rest. When a player declares himself to be in his Home, he chooses this in lieu of a Voluntary Encounter (page, 105) but you must still dice to see if you have an Involuntary Encounter (page, 105). *Usually nothing*

happens when a character declares that he is staying Home.

However, once you have stayed Home for two consecutive months there's a chance that people have learned where you live. Bad people. At the end of that month and each consecutive month there is a chance of a calamity occurring. Here's how it's done:

- Designate one Item per point of Rep as *safe*, your Home counts as one of them!
- Roll 1d6 per point of Law Level (page, 113) of the area that your Home is located in ⁽¹⁾.
- Modify this by any applicable circumstances on the Home Alone Table.
- Count the number of successes (score of 1, 2 or 3) that were rolled and consult the Home Alone Table. Carry out the results.

LL

HOME ALONE

(Counting successes)

CIRCUMSTANCE	MOD
Live in an area with a higher Law Level than your Rep	-1d6
You have a "hated enemy"	-1d6
You have a Criminal Element profession	-1d6
Your Notoriety or Fame Level is 3 to 5	+1d6
Your Notoriety or Fame Level is 6 to 8	+2d6
Your Notoriety or Fame Level is 9 or more	+3d6
You have a security system	+1d6

#

HOME ALONE RESULTS

(Counting successes)

# OF SUCCESSES	RESULT
2+	Nothing to worry about.
1	Home invasion! Go to a Raid/Defend Encounter with you and 1/2d6 group members of choice as the defenders at your Home.
Zero	Yikes! Your Home was <i>hit</i> while you were out on the town. Roll 1d6 for each of your Items that were not labeled as safe. Group the Items by their score. You have lost any Item that scored a result of 4, 5 or 6!

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(1) What, you don't know where your Home is located in? We told you to think before you picked your Items when you created your character. Roll 2d6 and count the lower score. This is the Law Level of where your current Home is located.

Once you have scored 1 or fewer successes when rolling on the Home Alone Table where you live has become common knowledge in certain circles.

You can move to another Home or you must roll on the Home Alone Table every month. Don't worry though, a Home counts as one Item and you get one Item per month.

Example – Bizebode (Rep 3) is a Dealer and has been in her Home for two consecutive months. At the end of the month she rolls 3d6 as she has an apartment in a Law Level 3 neighborhood. She has a Criminal Element profession so subtracts 1d6 for a total of 2d6. She rolls them and scores a 1 and a 4. She scores 1 success and now must go to a Defend Encounter. Bizebode now rolls 1/2d6 to see if she has any help and scores a 6, which is converted to a 3. She has two roommates so they will help her defend the place. Maybe she can call the police once the action starts?

INVOLUNTARY ENCOUNTER AT HOME

You still must check for an Involuntary Encounter (page, 105) even if your Home was attacked.

STOP!

This completes the two sections called Items and Home. Here's a quick exercise that you should do. Outfit your Star with twenty Items of your choice

Decide how many and which Items he will carry.

Now roll 1d6 for each Item that he is not carrying and was left at Home. Each Item that scored a 4, 5 or 6 was lost. Remove it from your character.

Now let's move on to the next section, the Police.

13 - POLICE

The Police can and will interact with players for a variety of reasons, some worse than others. Sometimes this will be inside another Encounter in the form of a routine stop or they have been called to enforce the law. Sometimes you may have a warrant out for your arrest. Sometimes they just

want to mess with you. A Police Encounter can happen at any time and here is how it's done.

CALLING THE COPS

When shots are fired there is a chance that the cops will be called. In addition to this whenever there is a dispute between characters or a crime committed the cops will be called. This can be done either by player characters or by NPCs. Here's how it's done:

- The call is made at the start of the turn after shots have been fired or it can be made by an active player or NPC anytime during the turn.
- Starting with the turn *after the call has been made* add a different colored 1d6 to the activation dice. This represents the police.
- Roll all activation dice with doubles only applying to the sides that are currently on the table.
- Add the score of the police activation d6 to the Law Level of the area and consult the Police Arrival Table.

1

POLICE ARRIVAL

(Add the result to the Law Level)

CIRCUMSTANCE	MODIFIER
Sirens heard previously	+2

#	RESULT
6 or less	No sirens are heard nor do any police arrive.
7	Sirens are heard and the police are rapidly approaching. Count a +2 to subsequent die rolls. <ul style="list-style-type: none">• If heard previously then the Police will arrive next turn. Roll on the Police Presence Table.
8 or more	Sirens are heard approaching fast. Police will arrive next turn. Roll on the Police Presence Table when they arrive.

WHO AND HOW MANY

Once the Police arrive you have to determine who and how many there are. Here's how it's done:

- Roll 1d6 consult the Police Presence Table using the appropriate Law Level Column.

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1

POLICE PRESENCE

(Read result as rolled)

#	LL 1	LL 2	LL 3	LL 4	LL 5
1	A	A	A	A	A
2	A	A	A	A	B
3	A	A	A	B	B
4	A	A	A	B	C
5	A	A	B	C	D
6	A	B	C	C	D

A: 1 Police Cruiser.

B: 1/2d6 Police Cruisers.

C: 1+1/2d6 Police Cruisers.

D: SWAT Team ⁽¹⁾

SWAT Team: A four-man SWAT Team arrives in a police van. Roll four times on the Police Generator (page, 122). The Leader is Long Range and Combat Com-Linked. The rest are Combat Com-Linked. All are equipped with Tactical Armor, Flash-Bang Grenades and the team has Assault Rifles (1-3) or BASMG (4-6).

Police Cruiser: Two officers arrive in a patrol car. Roll twice on the Police Generator (page, 122). The Leader is Long Range Com-Linked. Both are equipped with Armored Jackets and a BAP.

(1) The SWAT Team will only arrive if shots have been fired. If shots have not been fired or there are not at least two police cruisers already on the scene, treat this as a result of C.

BASIC OR ZHUH-ZHUH

When Police arrive there is a chance that they will be Basics, Zhuh-Zhuhs or a combination of both. Here's how it's done:

- Roll 1d6 for each officer and read the result as rolled.
- (1-4): The officer is a Basic.
- (5-6): The officer is a Zhuh-Zhuh.

WHERE ARRIVE

Each police cruiser or SWAT Team will arrive on the table from the edge. This is determined exactly like placing PEFs (page, 114). Re-roll any result that is not an accessible table edge section. Their first move will be to get to LOS of the crime scene then proceed from there.

BACKUPS

The Police will always call for backups. Here's how it's done:

- Once the police have started arriving keep rolling on the Police Arrival Table to determine when backups arrive.

GETTING ARRESTED

There are two ways to get arrested in NHC.

- The first way is when someone witnesses you committing a crime and rats you out to the Police. The Police will then come looking for you for questioning. This will take the form of an Involuntary Encounter either this month or next month if you have already had an Involuntary Encounter this month. This is automatic. So if you commit a crime or are suspected of a crime in LOS to one or more non-Criminal Element characters the police will come a knocking!
- The second way is when the Police show up at the scene during the commission of a crime and try to arrest you on the spot.

Let's cover these one at a time.

POLICE CALLED IN

When the Police have been called in for a dispute or are looking for you ⁽¹⁾ they will confront you but only after they have checked you for an outstanding Warrant (page, 93). If you have one then this becomes an Arrest Encounter (page, 130).

If you do not have an outstanding Warrant they will listen to your story to determine if there is an adequate reason to arrest you.

- To determine this roll 2d6 versus your Rep.
- Next roll 2d6 versus the Class of the Crime that you are being charged with (page, 89).
- Compare the number of d6 that are passed and consult the Under Arrest Table (page, 88).
- Immediately carry out the results.

(1) If you have a warrant they will not talk but will attempt to arrest you.

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2

UNDER ARREST TABLE

(Taken versus Rep or Class of crime)

A result of "6" is an automatic failure
Police scoring doubles results in a 5150 ⁽¹⁾

# OF D6 PASSED	CHARACTER	CLASS OF CRIME
2 more than other side	Not enough evidence so Police leave.	Police tell you that you're under arrest.
1 more than other side	Not enough evidence so Police leave.	Police tell you that they are taking you in for questioning.*
Pass same number	Not enough evidence so Police leave.	Not enough evidence so Police leave.

(1) See the 5150 section (page, 93) for more info. * Once at the station you must take the test again and you will be asked to surrender your weapon before going to the station. If you refuse then you will be charged with resisting arrest.

COMMITTING THE CRIME

In this case the Police arrive on the crime scene while you are committing or have just finished committing the crime.

- If they have seen you committing the crime or if you have weapons drawn they will have their weapons drawn and automatically try to arrest you.
- If they did not see you committing the crime and instead you have been identified by a witness the Police will confront you with weapons drawn and automatically try to arrest you.

TO COOPERATE OR NOT

When the Police say that you are under arrest, or they are taking you in for questioning you can choose to do one of two things.

- If you do not have weapons drawn you can choose to go quietly, surrendering your weapons and trusting in the "justice system".
- You can choose to resist. You may or may not have weapons drawn at the time.

RESISTING ARREST

There are three ways to resist arrest.

- You can try and Run For It (page, 89) when you next activate.
- You can Charge into Melee with both sides taking the Charge into Melee Test (page, 54) when you next activate.
- You can choose to draw your weapon. If you do then all involved will take the In Sight Test (page, 41) when you next activate.

GRUNTS OPTIONS

Grunts have the same options as players. Here's how they are handled:

- Start with the Rep of the Grunt.
- Modify the Rep based on any applicable circumstance.
- Roll 2d6 versus the modified Rep.
- Determine how many d6 are passed and consult the Grunt Arrest Reaction Table.

2

GRUNT ARREST REACTION

(Taken versus Rep)

A result of "6" is an automatic failure

CIRCUMSTANCE	MOD
LWC	⁽¹⁾
If a Ganger and armed	+1
If a warrant was issued on the Grunt	+1

# D6 PASSED	RESULT
2	If engaged in illegal activity or have warrant: <ul style="list-style-type: none"> • Will attempt to draw weapon if armed (In Sight Test) or Charge into Melee if not. If not engaged in illegal activity: <ul style="list-style-type: none"> • Will attempt to Run For It.
1	If engaged in illegal activity or have warrant: <ul style="list-style-type: none"> • Will attempt to Run For It. If not engaged in illegal activity: <ul style="list-style-type: none"> • Will surrender.
0	All: <ul style="list-style-type: none"> • Will surrender.

(1) LWC will always surrender.

RUN FOR IT

If the player chooses to run for it then he must fight his way off or run off the table. Some figures may make it off the table and some may not.

CONSEQUENCES

Any characters that escape off the table will now have a warrant out for their placed on them for Resisting Arrest (page, 88).

JAIL TIME

Once you are arrested you will be hauled to the jail located downtown near City Hall. From there you have two choices:

- Go before a judge (page, 89).
- Attempt to escape (page, 94).

STOP!

This completes the Police section. Nothing will ruin your game like having the Police show up during your Encounter and you aren't familiar with the mechanics for using them.

So start at the beginning and do the following:

Start with a Law level of 3.

Go over how to call the cops.

Use the Police Presence Table to determine which cops will respond.

Determine if they are Basics or Zhuh-Zhuhs.

Try to arrest your Star and an armed Rep 3 Ganger.

Once you have completed this quick little exercise go on to the next section, Going Before the Judge.

14 - GOING BEFORE THE JUDGE

If you are arrested and do not try to escape you will go before the judge and he will hear your case. *Each crime is judged separately but at the same time.*

The trial counts as an Involuntary Encounter.

Here's list of punishable offenses on New Hope.

X

CRIMES

TYPE	LEVEL	CLASS
Arson	2/3	Minor/Major
Brandishing a Weapon	2/3	Minor/Major
Bribery	2/3	Minor/Major
Disturbing the Peace	1	Minor
Endangerment	2	Minor
Kidnapping	4	Major
Lewd Behavior	1	Minor
Mayhem	2/3	Minor/Major
Murder	4/5	Major
Resisting Arrest	3	Major
Robbery	2	Minor
Sedition	4	Major
Shoplifting	1	Minor
Soliciting	2	Minor
Stealing	2	Minor
Treason	5	Major

Type: This column tells you the type of crime.

Level: This is the degree of severity of the crime with the higher the number the worse the crime. When two numbers appear the first is the Level when it is a Minor Offence while the second is the Level when it is a Major Offense.

Class: This is the Class of the crime either Minor or Major depending upon severity. Some crimes may qualify as both.

EXPLAINING THE CRIMES

In this section we provide a quick overview of what the nature of the crime is. It is up to the player to categorize criminal actions into the correct crime.

- **Arson:** Setting property on fire. If due to negligence count as Level 2. If pre-meditated then Level 3. If you flick a cigarette into a trash can in a restaurant and it catches the place on fire that's negligence. If you pour a gallon of gas around the place then light it on fire that's pre-meditated.
- **Brandishing a Weapon:** Unholstering or revealing a weapon in the presence of others. Brandishing pistols or similar is a Level 2 offense while brandishing a SMG or similar weapon is a Level 3.
- **Bribery:** Offering Items to a Government or Law Enforcement official. Bribes to Government officials are Minor Level 2 violations while those

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to Law Enforcement are Major and Level 3.

- **Disturbing the Peace:** Very broadly defined but includes general rowdiness or whatever the responding Police decide it is. It's kind of a catch all crime and often piled on to other crimes.
- **Endangerment:** Pointing a weapon while on New Hope can result in you being charged with Endangerment. This is different than using it. Usually piggy-backed with Brandishing a Weapon (1-5) and will cause the perpetrator to be charged twice for essentially the same crime.
- **Kidnapping:** Kidnapping includes illegal captivity or forced employment as well. Snatch someone and hold them against their will and you'll face kidnapping charges.
- **Lewd Behavior:** Similar to Disturbing the Peace and often paired with it (1-3) but of a sexual nature ranging from exposing a body part best left covered or observed performing certain acts in public.
- **Mayhem:** Perform an action that causes bodily harm to another person and it's Mayhem. Mayhem that results in the victim becoming *Stunned* is a Level 2 crime. Mayhem that results in the victim becoming *Out of the Fight* is a Level 3 crime. Obviously *Dead*? Congratulations, you'll be charged with murder.
- **Murder:** Kill someone and you'll be tried for murder. That's a Level 5 crime. Trying to kill someone and failing is attempted murder and a Level 4 crime.
- **Resisting Arrest:** Not cooperating with the Police when bring arrested is Resisting Arrest.
- **Robbery:** Using force or the threat of force to steal something from a character. Use a weapon and tack on Brandishing and Endangerment. Hurt someone then add Mayhem, at least, as well. See how multiple charges can occur?
- **Sedition:** Any action such as speaking at, organizing or attending a meeting against the local Government is considered an act of sedition. Three or more people in attendance will constitute a meeting.

- **Shoplifting:** Taking one Item from a business without paying for it. Taking three or more Items will result in a charge of Stealing in addition to the individual Shoplifting charges.
- **Soliciting:** Propositioning a character, who isn't properly licensed, for lewd acts for pay is Soliciting. Following through with an act is Lewd Behavior, an additional charge. Does that Escort have a license? Roll 1d6 versus their Rep. Passing 1d6 means they have the proper license while passing 0d6 means they do not. *Solicitation applies to the both parties involved.*
- **Stealing:** This one is pretty self-explanatory. Take something that doesn't belong to you from somewhere and it's considered to be stealing. Take it from someone and that's Robbery.
- **Treason:** Carry out an act that is detrimental to the Government and you will go on trial for Treason.

MULTIPLE CHARGES

It is common for multiple charges and their sentences to be added together. On New Hope sentences are consecutive, not concurrent.

THE CASE AGAINST YOU

Now that you know the charges against you it's time to see what type of case the prosecution has built. Here's how it's done:

- Roll 2d6, add the scores together and consult the Wheels of Justice Table (page, 91) to see if anything may affect your case.

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2 WHEELS OF JUSTICE TABLE

(2d6 added together)

CIRCUMSTANCE	MODIFIER
You were caught on vid cam	+2
If there was at least one Grunt that witnessed your crime	+1

#	RESULT
3 to 6	Nothing will affect your case.
7 or 8	A witness comes forward to testify in your behalf. Add one to your Rep when rolling on the Justice Is Served Table. That costs you one Item if you're acquitted.
10+	A witness comes forward to testify against you. Minus one to your Rep when rolling on the Justice Is Served Table.

The witness will apply to each crime you have been charged with.

HIRING PROPER COUNSEL

So now you find yourself in jail and they've built their case what about an attorney? No problem, you'll be assigned a Public Defender. Go to the Justice Is Served Table and see how good he is. Back? Good. So maybe you want to hire a lawyer instead. No problem. Here's what it costs for Proper Counsel, as we like to call it.

- Proper Counsel, +1d6 modifier, will cost 1/2d6 Items.
- Proper Counsel, +2d6 modifier, will cost 2 + 1/2d6 Items.

Proper Counsel must be paid for prior to the trial. It must be paid with Items that you have saved in a financial institution. If you do not have any then you cannot hire Proper Counsel!

But if you feel it is necessary you can have Proper Counsel on retainer. Pay one Item per month and the +1d6 attorney is yours or pay two Items per month and the +2d6 attorney is yours.

HIRING EXCEPTIONAL COUNSEL

You know who we're talking about. The high powered-high profile attorney that grabs all the headlines. Want to hire him? Here's how it's done:

- Roll 1d6 to see if he is available. He is available on a result of 6. You can add 1 to your die roll for every 1 Item you choose to spend.

- If he's available you must now see if he will take your case. Roll 1d6 versus your Notoriety/Fame Level. Pass 1d6 and he takes the case, pass 0d6 and he does not. You can reduce your die result by 1 for every 2 Items you spend.
- If he takes the case you have to pay his fees. He charges 5+1d6 Items, in advance.

So what do you get? A +3+1/2d6 (+4-6d6) modifier on the Justice Is Served Table.

SELF COUNSEL

So you want to defend yourself? No problem. Here's how it's done.

- Roll 2d6 versus your Rep.
- For each d6 that you fail, a result that is higher than your Rep with a "6" always being a failure, subtract 1d6 from your Rep.

This means the best you can hope for is 0d6 modifier and the worse would be a -2d6 modifier. Why do it? Maybe you are being charged with a low level crime and want to take your chances instead of getting a Public Defender.

YOUR DAY IN COURT

The case has been built and you have a lawyer. Congratulations, it's your day in court. Justice will be served and here's how it's done:

- Go to the Justice Is Served Table.
- Start with 1d6 per each point of Rep.
- Modify this d6 total if any circumstances apply.
- Roll the new number of d6 and count how many successes (score of 1, 2 or 3) are scored. This number will be compared against the number of successes rolled by each crime separately.
- Determine the Level of each crime.
- Roll 1d6 per Level of crime and count how many successes (score of 1, 2 or 3) are scored.
- Compare the number of successes scored by the character and each crime separately.
- Carry out the results.

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REP/LEVEL JUSTICE IS SERVED

(Counting successes)

CIRCUMSTANCE	MOD
A witness comes forward in your behalf	+1d6
A witness comes forward against you	-2d6
If a warrant was issued on the character.	-1d6
For each additional charge against the character over one.	-1d6
You have been assigned a Public Defender	-1d6
You have Proper Counsel	+1/+2d6
You have Exceptional Counsel.	+3 +1/2d6
You have chosen to defend yourself.	0, -1d6 or -2d6
Your Notoriety Level is 1 to 2	-1d6
Your Notoriety or Fame Level is 3 to 5	+1d6
Your Notoriety or Fame Level is 6 to 8	+2d6
Your Notoriety or Fame Level is 9 or more	+3d6

# SUCCESSES	REP	CRIME
2+ more than other side	Not guilty. Character is free to go but must forfeit one Item to pay "for court costs". Costs are cumulative.	Guilty as charged in the <i>first degree</i> . Go to Sentencing (page, 92). Forfeit one Item to pay "for court costs". Costs are cumulative.
1 more than other side	Not guilty. Character is free to go but must forfeit one Item to pay "for court costs". Costs are cumulative.	Guilty as charged in the <i>second degree</i> . Go to Sentencing (page, 92). Forfeit one Item to pay "for court costs". Costs are cumulative.
Same number as other side	Not guilty. Character is free to go but must forfeit one Item to pay "for court costs". Costs are cumulative.	Not guilty. Character is free to go but must forfeit one Item to pay "for court costs". Costs are cumulative.

Example - Billy Pink (Rep 5) was arrested for Disturbing the Peace (Class 1) and Lewd Behavior (Class 1). Billy will start with 5d6. A witness stepped forward to testify against Billy reducing him to 4d6. Billy decided to use a Public Defender Billy lost another 1d6. He was charged with a second crime so lost another 1d6. He now rolls 2d6 and scores a 1 and 5 for 1 success.

Disturbing the Peace rolls 1d6 and scores a 3 for 1 success. Lewd Behavior rolls 1d6 and scores a 5 for 0 successes. Billy scores the same number of successes as the Disturbing the Peace charge so is found not guilty but must pay 1 Item in court costs. Billy scores the one more success than the Lewd Behavior charge so is found not guilty but must pay 1 Item in court costs.

Bottom line is that Billy was found not guilty and must pay 2 Items in court costs. This doesn't mean he is innocent, just not guilty. There is a difference.

SENTENCING

If a character is convicted he is subject to punishment. Here's how we determine the sentence for a guilty result:

- Roll 1d6 per each conviction.
- Modify the score by any applicable circumstances.
- Check the Sentencing Table for each conviction. Be sure to use the appropriate column based on whether it is *guilty in the first or second degree*.

1

SENTENCING TABLE

(Based on guilty in the first or second degree)

CIRCUMSTANCE	MOD
Each Level of the crime	+1
Convicted of a Major Crime	Convert months into years

#	FIRST DEGREE	SECOND DEGREE
2	Fine of 1 Item	Fine of 1 Item
3	Fine of 1 Item	Fine of 1 Item
4	Fine of 2 Items	Fine of 1 Item
5	1 month jail time	Fine of 2 Items
6	1 month jail time	Fine of 3 Items
7	2 months jail time	1 month jail time
8	3 months jail time	1 month jail time
9	5 months hard labor	2 months jail time
10+	Death	3 months jail time

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- **Fine:** The guilty party must pay Items equal to the fine. Pay the fine and the character walks. If the character cannot or will not pay the fine he will be jailed for one month per each Item unpaid. *Fines must be paid with Items that you have saved in a financial institution. If you do not have any Items saved then you must remain in jail until someone pays the fine for you!*
- **Jail Time:** The guilty party is kept in jail. Characters will not have Encounters while in jail and do not collect the normal one Item per month. If desired the character may attempt to Escape (page, 94).
- **Hard Labor:** The character is stripped of all Items and sent to perform hard labor on the Edge. Once the term has been served the character is taken to the Space Port and sent off world.
- **Death:** In 1+1/2d6 months the character is taken to the Public & Recreation area and hung until dead. All of his Items are forfeited. Hangings are performed monthly and the character may try to Escape and/or Commute his sentence prior to its date with death.

COMMUTE

Characters can attempt to commute their death sentences in the following way.

- Roll 1d6 versus his Rep.
- Pass 1d6 and there's a review of the case.
- Pass 0d6 and the sentence stands.
- If granted a review resolve it as if it was a trial by using the Justice Is Served Table as previously done.
- A result of Not Guilty means the sentence is replaced with 10 years hard labor.
- A result of Guilty means the original death sentence remains.

WARRANTS

Warrants are legal papers filed by the courts authorizing you to be arrested on sight for a violation of some sort. Warrants can be issued for any crime that you are accused of such as Murder or Robbery. They are issued as needed.

The most common warrant is issued for Resisting Arrest (page, 88). After the Encounter in which you resisted arrest is completed a warrant is issued.

Warrants remain in effect until you have appeared before the judge (page, 89).

EFFECTS OF WARRANTS

Having a warrant has the following affects:

- There is chance each month that the character will be stopped by the Police and they will attempt to arrest him (page, 87). When rolling for an Involuntary Encounter the player rolls 1d6. If a 1 is rolled substitute an Arrest Encounter (page, 130).
- There is a chance that the Warrant will come into play when rolling on the Contact Resolution Table (page, 125).
- The character can only interview for jobs with the Criminal Element.

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For more info on the specifics of what is a 5150 see page, 1).

Anytime *doubles*, the die scores are the same, are rolled by the Police on the Under Arrest Table (page, 88) the 5150 law is in effect. Regardless of the actual result on the table the Police will attempt to arrest the character. The character can respond as he normally would when being arrested.

If the character is arrested he will roll 2d6 versus his Rep.

- A result of 6 is always a failure.
- Pass 2d6 or 1d6 and the character is free to go but must forfeit 1 Item for "evaluation fees".
- Pass 0d6 and the character is declared to be "mentally incompetent" and has two options.
- Forfeit 5 Items for "extensive evaluation fees" or serve 1 month in jail and go through the process again.

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- Fees will accumulate and the character is not found competent until the fees have been paid.

ATTEMPT TO ESCAPE

Characters may attempt to escape from jail. Each attempt counts as a Voluntary Encounter and only one Escape can be attempted each month.

If the character attempts to escape there are two ways you can handle this. You can decide to make an Encounter built around the escape attempt or use the Escape Table. Here's how the Escape Table is used:

- Roll 1d6 for each point of Rep the character has.
- Roll 1d6 for each point of Level of the worse crime that he was convicted of.
- Compare the number of successes (scores of 1, 2 or 3) that each side rolls.
- Consult the Escape Table and carry out the results.

REP/LEVEL ESCAPE TABLE

(Looking for successes)

# OF SUCCESSSES	CHARACTER	JAILERS
2+ more than other side	Character escapes and goes underground.	Character is Obviously Dead while attempting to escape.
1 more than other side	Character escapes and returns to the street.	Escape is foiled. May try again next month but character will count -1d6 on any future escape attempts. Penalties are cumulative.
Same number as other side	Escape attempt doesn't go off. May try again next month.	Escape attempt doesn't go off. May try again next month.

WHAT NOW?

If the character escapes and goes underground a Warrant is issued (page, 93). The chance of being stopped by the Police each month increases. When rolling for an Involuntary Encounter the player rolls

1d6. If a 1 or 2 is rolled substitute an Arrest Encounter (page, 130).

STOP!

This completes the Going Before the Judge section. Before moving on to the Campaign Rules we recommend you run through the judicial system starting with your Star already having been arrested. So start at the beginning and do the following:

Your Star is charged with Brandishing a Weapon and Endangerment.

Build the prosecution's case.

Get an Attorney.

Have the trial for both charges and remember that they are done separately.

Carry out the sentence.

Maybe try to Escape.

Once you've done this and feel comfortable move on to the next section, the Campaign.



"New Hope is about Hope. And with Hope comes Faith and Faith can be found in many things."

DISCLAIMER

Some of the following sections deal with mature themes and are optional. They are intended for adult use. You know your kids better than me so using them, with them, is your choice. Welcome to the Dark Side of 5150.

15 - PARTY FAVORS

Note that the section on Party Favors is presented to bring an element of realism into the New Beginnings immersion game and in no way should it be considered an endorsement of their actual use or abuse.

Party Favors is the catch all term for the vices that people can fall prey to. Recreational drugs, alcohol, etc. all these fall under Party Favors.

USING PARTY FAVORS

You can buy Party Favors for Grunts to influence their response to your interactions with them. For each Party Favor a character spends on a Grunt he gains a modifier when taking a People Challenge (page, 60). However, you will only receive the modifier if you are *sharing* Party Favors with the Grunt.

Example - Billy Pink decides to buy Char a drink (Party Favor). He has a drink himself, so is sharing with Char, and receives the +1d6 modifier for the People Challenge. Billy has spent 2 Items in Party Favors.

CONSEQUENCES OF PARTY FAVORS

Using Party Favors does not come without consequences. When you consume Party Favors it can have possible side effects. Here's how it's done:

- Each time a character uses a Party Favor roll 1d6 and add the score to the number of Party Favors the character has had this Encounter.
- If the total is more than the Rep of the character it has its Rep and all Skills reduced by one. All reductions to Rep and Skills are cumulative.
- If the total is two times or more the Rep of the character he has passed out and counts as Out of the Fight for the remainder of the Encounter. Don't worry

as he counts as passing 2d6 on the Recovery Test.

- Grunts will not use more than their Rep in Party Favors.
- The effects of Party Favors will last until the Encounter is over.

Example - Joey has had three rounds of Party Favors. He rolls 1d6 and scores a 5 and added to 3 is a total of 8. Joey is a Rep 4 so his Rep and all Skills are reduced by one.

STOP!

This completes the Party Favors section. Here's a simple little exercise to learn how to use them.

Have your Star and a Rep 4 Grunt use Party Favors. Keep going until one of you passes out or the Grunt refuses another Party Favor. Then go on to Enhancements.

16 - ENHANCEMENTS

Basics are considered one of the frailest beings in the 5150 universe. Well how does one level the playing field? We're glad you asked and you will be too. Basics, and *only* Basics, are allowed to have improvements that enhance the performance of their natural senses or abilities. These *upgrades* are known simply as Enhancements. Enhancements come in three types:

- *Physical* where body parts have been removed and replaced with an enhanced version. A person with an enhanced arm has a physical enhancement.
- *Blended* where the person has a computer processing unit (CPU) surgically implanted into his head allowing him to run performance enhancing programs called *loops*.
- *Chemical* where the character takes pharmaceuticals to enhance their performance. Known as Stims on the street.

But before we show you the *good stuff*, Judge Xyston (page, 1) insists we provide you with the following information.

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YOUR RESPONSIBILITIES

Look, you're choosing to use Enhancements and not all gamers will. So it's your responsibility to know how they work and apply them during the game. We've kept lots of the perks from these Enhancements in this section so as not to clutter the QRSs in the back.

Now back to what we were saying.

SOCIETY'S VIEW ON ENHANCEMENTS

We'll be referring to New Hope and New Hope City (page, 81) in *New Beginnings* but the info applies throughout Gaea Prime controlled space.

Enhancements are *not* universally accepted on New Hope. Whenever anyone *obviously* uses an enhancement we must see how the people that see it respond. Here's how it's done:

- When the enhancement is used roll 2d6 versus the Law Level of the area that the Encounter is occurring.
- Determine how many d6 are passed and consult the Enhanced Response Table.

2 ENHANCED RESPONSE (Taken vs. the Law Level of the area)

# D6 PASSED	RESULT
2	Zero tolerance. <ul style="list-style-type: none"> • If any Law Enforcement characters are present they will confront the enhanced user. Go to the Zero Tolerance Table. • If no Law Enforcement characters are present there is a chance, equal to a 1d6 roll of the Law Level or less, that the police will be called (page, 86).
1	Lack of tolerance. <ul style="list-style-type: none"> • Take the test at the start of the next turn of activation.
0	No one notices or no one cares, not even the Police. <ul style="list-style-type: none"> • Anyone can use enhancements without fear of Police intervention.

2 ZERO TOLERANCE (Taken vs. Law Level of the area)

# D6 PASSED	RESULT
2	You're under arrest and will be charged with Disturbing the Peace and Endangerment. <ul style="list-style-type: none"> • Decide to cooperate or not (page, 88).
1	Just a verbal warning. <ul style="list-style-type: none"> • Either leave * or count as if passed 2d6.
0	Just checking in. <ul style="list-style-type: none"> • Officer takes a look and decides to leave.

* To see if a Grunt will leave immediately roll 1d6 versus its Rep. If pass 1d6 the Grunt will leave. If pass 0d6 the Grunt will not.

POLICE ENHANCEMENT USE

As Gaea Prime frowns on the use of Enhancements the Police will not use physical enhancements but some (1) Police will use blended enhancements while others (1-2) will use chemical.

LOOKING BACK

Those that are *physically* enhanced often refer to non-enhanced people as *meats* or *flesh heads*. In return non-enhanced people will commonly refer to the physically enhanced as *metal heads* or *jacked up* as in "He's half-jacked up." Both sides view each other with suspicion. *Flesh heads* will consider an obviously enhanced person as a *hated enemy* when taking a People Challenge.

Where do the *blended* characters fit? Well, nowhere and everywhere. Blended characters are not accepted by either *meats* or *metal heads*. *Flesh heads* and *metal heads* will count a -1d6 to any People Challenge taken involving an obviously *blended* person.

Okay, so having said all that, let's go into the show room.

PHYSICAL ENHANCEMENTS

An *enhanced body part* AKA *cyber body part*, replaces a removed body part on the user. This removal may have been accidental or on purpose. In either case the enhanced body part can take or deal out more damage than the organic one it replaced. Arms and legs can be enhanced body parts. The

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chest and gut cannot be replaced but they can be *enhanced* to count as an integrated, indistinguishable, Armor Jacket (*page, 18*). Most enhancements, except for much older types, are totally indistinguishable except when used.

Here is a list of Physical Enhancements. Note that the adding of a Physical Enhancement is done at no cost and counts as one Item. *Ain't technology wonderful!*

- **Audio Enhancement:** Allows the tester to add 1d6 when taking the In Sight Test within 6" of the enemy. Also allows you to add 1d6 when taking any Challenge that involves hearing.
- **Bio Med:** Allows the user to add 1d6 when taking the Recovery Test.
- **Blades:** Surgical steel implants attached over the forearm that extends from the fist with an Impact of 1per Blade, added when winning a Melee. Blades are concealed until needed and can only be exposed when active. Can be attached to a non-enhanced or enhanced arm.
- **Cyber Arm, One only:** Counts +2d6 when rolling on the Melee Combat Table.
- **Cyber Arms, Two:** Counts a +3d6 when rolling on the Melee Combat Table.
- **Cyber Legs, Two =** Counts as two Items and must be purchased in pairs. Just save one Item from the previous month. May always move at 12" and can roll 4d6 when attempting a Fast Move. Also can leap onto a single story building or 6" distances from a standing start without taking a Physical Challenge Test.
- **Full Metal Jacket:** Reinforcing and retooling the torso of the body so the user counts as wearing an Armored Jacket.
- **Hot Wire:** Surgical implant attached to the finger tip. A high-heat thin wire from the finger that acts like a whip. Counts an Impact of 2 added when winning a Melee. Hot Wires are concealed until needed and can only be exposed when active. Can be attached to a non-enhanced or enhanced arm. Limit of one per hand.
- **Imaging:** Optical enhancement that allows the user ability to count targets in concealment as if in the open.

- **Infrared Vision:** Optical enhancement that makes the user able to see normal distances in the dark or in low light. May be switched on or off when active. Watch out for those Flash-Bang grenades!
- **Lock On:** Optical enhancement that allows the user to add 1d6 to the Target Rating of any weapon when firing. But must toss the lowest score out.
- **Resilient:** Retooling the body so the user has this Attribute.
- **Targeting:** Optical enhancement that allows the user to ignore the Fast Moving penalty when firing at a Fast Moving target.

DAMAGE TO BODY PARTS

If an enhanced arm or leg is hit by ranged fire or in melee, the user does not suffer normal damage. Instead, the enhanced part may be damaged. Here's how this is determined:

- If the body part hit is totally enhanced like an arm the character does not take the Recover From Knock Down Test but is still knocked down.
- Group together all the hits on the enhanced body part that are taken in the same round of shooting or melee.
- Roll 1d6 per each point of Impact of the weapons that scored the hits.
- Count how many successes were rolled (score of 1, 2 or 3).
- Consult the Body Part Damage Table (*page, 98*) and immediately carry out the result.
- Keep track of any cumulative damage to the enhanced body part as it occurs.

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BODY PART DAMAGE

(Counting successes)

# OF SUCCESSSES	RESULT
6+	<p>Body part cannot function for the remainder of the Encounter. Figure is Knocked Down and must take the Recover From Knock Down Test using 3d6.</p> <ul style="list-style-type: none"> If hit in arm it may not be used in any way. Counts a -2d6 when in melee. If one leg is damaged movement is reduced to half normal for the remainder of the Encounter and may not attempt to Fast Move. If both legs are damaged the character cannot move.
5	<p>Body part takes damage. Figure is Knocked Down and must take the Recover From Knock Down Test using 3d6.</p> <ul style="list-style-type: none"> If hit in arm count as if scored 6+ successes. If hit in leg minus 2" to normal movement and Fast Move reduced to 2d6.
4	<p>Possible body part damage. Figure is Knocked Down and must take Recover From Knock Down Test using 3d6.</p> <ul style="list-style-type: none"> If hit in arm count Rep at minus one when using the arm for the remainder of the encounter. If hit in leg no damage taken.
3 or less	No damage taken. Figure carries on.

DAMAGE TO ENHANCED FLESHY BITS

If a fleshy part of the body is hit that contains an Enhancement there is a chance that the Enhancement could be damaged as well as the character taking physical damage such as Stunned, Out of the Fight or Bleeder. Here's how it's done:

- If a fleshy body part contains an Enhancement, like Blades, the character takes physical damage normally and will

roll on the Recovered From Knock Down Table.

- He then rolls 1d6 for each Enhancement located on the damaged fleshy part and checks the Enhancement Damage Table based upon the type of damage taken.

1

ENHANCED DAMAGE

(Read the result as rolled)

DAMAGE TYPE	RESULT
Stunned	1 = Damaged and no longer functional. See Body Part Damage Table for more info as to how the character is affected. 2+ = No damage.
Out of the Fight	1 - 2 = Damaged and no longer functional. See Body Part Damage Table for more info as to how the character is affected. 3+ = No damage.
Bleeder	1 - 3 = Damaged and no longer functional. See Body Part Damage Table for more info as to how the character is affected. 4+ = No damage.
Obviously Dead ⁽¹⁾	1 - 4 = Damaged and no longer functional. See Body Part Damage Table for more info as to how the character is affected. 5+ = No damage.

(1) What? The character is dead, why do I care if the part was damaged? Simple, if someone wants to scavenge the body part to trade in for one Item. Hope you brought along a knife or Mini-Cutz All!

Example - Jim Bob Joe takes a head shot and goes down. He rolls a result on KD for damage so takes the Recover from Knock Down Test. He scores a result of Stunned so must roll for any Enhancements located on his head. He rolls a 3 for his Targeting Enhancement so no problem there. He scores 1 for his Audio Enhancement so it is damaged and cannot be used until it is repaired.

REPAIRS

Body part damaged and needs to be repaired? Easy peasy, that counts as one Item. Guess we know what's on your shopping list next month. Hey, it doesn't even count as an Encounter but know what? Roll 1d6 at the start of the month, score a 4-6 and

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you can have it repaired but *not* until after your Involuntary Encounter.

BLENDed ENHANCEMENTS

Blended Enhancements involve the use of a tiny computer processor unit (CPU) imbedded into the character and his body is *wired* to respond to performance enhancing programs or *loops* that the processor will run. Blended Enhancements function in the following ways:

- Each CPU has a Capacity of either 5 or 7. This is the maximum number of *Memory Rating (MR)* that the CPU can safely run at the same time.
- Each *loop* has a *Memory Rating (MR)* value assigned to it reflecting how much of the CPU must be dedicated to running the loop. This value ranges from 1 (very low) to 5 (very high).
- Characters may run one or more loops at a time but must keep track of the total MR of *all* the loops running at the same time. Players must monitor this at all times, increasing and decreasing when needed.
- Loops can be turned on and off as often as desired but can only be done when the character is active. The sole exception is that characters can declare one or more loops to be running when the Encounter starts.

Example – Rave starts the Encounter with the Infrared Vision (MR 1) loop running. She becomes active on the third turn and turns on the Lightning Reflexes (MR 3) loop and the combined CR climbs to 4.

CAPACITY CHECK

When a character attempts to run loops with a combined MR that exceeds the CPU Capacity (5 or 7) there is a chance of failure and possible damage to the user as well as the CPU. Immediately when the MR exceeds the Capacity of the CPU the character must take a Capacity Check to see how the CPU is functioning. After the initial test the check is made when the character activates every time the CPU Capacity is exceeded. Here's how this is done:

- Total up the MR of the loops currently being run.
- Subtract the Capacity of the CPU from this total. This gives you the Target Number.
- Roll 2d6 versus the Target Number.

- Determined how many d6 are passed and consult the Cap Check Table.
- Immediately carry out the results.

2

CAP CHECK

(Taken versus the MR minus the CPU Capacity Rating)

# D6 PASSED	RESULT
2	CPU overloaded and shuts down. Character takes the Recover From Knock Down Test with a "6" counting as an auto-fail. All loops are shut down.
1	Roll 2d6 versus Rep. <ul style="list-style-type: none">• If pass 2d6 then CPU is working fine.• Any other result CPU is overloaded and damaged. CPU has its Capacity Rating reduced by 1/2d6 until repaired. This will require an immediate Cap Check!
0	CPU is working fine.

Example – Rave (Rep 4) activates and is currently running the Infrared Vision (MR 1), Lightning Reflexes (MR 3), and Rage (MR 3) loops for a combined MR of 7. She has a CPU Capacity of 7 so no Cap Check is needed.

Later during her activation she turns on the Stone Cold (MR4) loop, increasing her combined MR to 11 or 4 over the CPU capacity of 7. She immediately takes the Cap Check with a Target Number of 4. She rolls a 5 and 6 so no problem. During her activation she can choose to turn off some loops. She keeps all the loops running.

A 3 is rolled and she activates. Rave must now take the Cap Check. She rolls 2d6 and scores a 3 and 5, passing 1d6. She immediately rolls 2d6 versus her Rep and scores a 5 and 6. Her CPU is overloaded and damaged. She rolls 1/2d6 and scores a result of 4 which converts to a 2. Her Capacity Rating is reduced to 5. She must immediately take another Cap Check. She is still running at a MR of 11 so the Target Number is 6. That's an auto pass 2d6 for a big time disaster as she must take a Recover from Knock Down Test. Best case is she's Stunned, worse case is she's dead. In any case better hope no Harvesters are about.

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Harvesters? Oh, those are the folks that will remove Enhancements to sell for one Item each.

AVAILABLE LOOPS

Here is a list of the available *loops* that can be used and their individual Memory Ratings listed in parenthesis.

- **Agile (MR2):** Gives the user this Attribute.
- **Audio Enhancement (MR1):** Allows the user to count a +1d6 when taking the In Sight Test if within 6" of the enemy.
- **Brawler (MR2):** Gives the user this Attribute.
- **Combat Reflexes (MR3):** Allows the user to ignore the -1d6 penalty for being evenly matched when engaging multiple enemies.
- **Data Storage (MR1):** Allows the user to download and store tremendous amounts of information "in his head" as they say. Also known as the Magic Box. Couriers, Net Runners and similar professions that can benefit from this loop can get paid twice their normal wages. When store data will immediately increase the MR value by 2x1/2d6 MR.
- **Quick (MR1):** Allows the user to add 1d6 when attempting a Fast Move, counting all three.
- **Imaging (MR1):** Allows the user to be able to count targets in concealment as if in the open.
- **Infrared Vision (MR1):** Allows the user to see normal distances in the dark or in low light conditions. Watch out for those Flash-Bang grenades!
- **Lock On (MR1):** Allows the user to add 1d6 to the Target Rating of any weapon when firing. But will toss the lowest score out.
- **Lightning Reflexes (MR3):** Allows the user to perform the Bullet Move like a Razor.
- **Nerves of Steel (MR3):** Gives the user this Attribute.
- **Rage (MR3):** Gives the user this Attribute.
- **Stone Cold (MR4):** Gives the user this Attribute.
- **Targeting (MR1):** Allows the user to ignore the Fast Moving penalty when firing at a Fast Moving target.

MESHING ENHANCEMENTS

It is possible for characters to *mesh* Enhancement types as desired.

Example – Rave is running a blended enhancement Brawler loop on her CPU and has a set of Blades. Yikes!

ENHANCEMENT REMOVAL

There may come a time when you decide, "enough is enough" and want to remove an Enhancement. This is easily done and is done for free. Well, sort of. You know, it'll cost you one Item.

Just remember to adjust your Metal Madness Potential when you do it.

"My what?" No worries mate, just keep reading.

BTW - If you removed an arm, leg, eye, etc. not to worry. Your cost includes a non-enhanced but functional replacement at no additional cost. Ain't life grand!

METAL MADNESS

Ah technology! All these available enhancements sure can make life easier for you, don't you think? Yes, but at what price? What's the REAL cost of enhancing your body?

After years of enhancement usage it became apparent that the more someone "jacked up" the more they began to identify with the hardware. Slowly they psychologically became less human. This first manifested itself by shunning non-enhanced people and seeking others of their own kind.

Eventually even these relationships broke off as the *metal head* had less and less empathy for people, any kind of people. Eventually they began to suffer violent outbursts that have been termed *Metal Madness*. These outbreaks were triggered whenever the person was under a lot of stress. Eventually these *metal maniacs* went over the edge and never recovered. They were then declared a *menace to society*, the ultimate 5150 (page, 93), were hunted down by Government employed Bounty Hunters and "re-arranged".

USING AND ABUSING ENHANCEMENTS

Every time a character adds or subtracts a physical or blended enhancement, the player must keep track of exactly what it is and note it on the Character Journal (QRS).

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When you add your first Enhancement, write down its Metal Madness Potential value or MMP. This is the amount of mental instability the enhancement is causing the user and can be found on the Metal Madness Potential List. As you add or subtract Enhancements adjust your MMP total up or down.

X METAL MADNESS POTENTIAL LIST

PHYSICAL ENHANCEMENT	MMP VALUE
Audio	1
Bio Med	2
Blades - each	3
CPU 5	3
CPU 7	5
Cyber Arm - each	5
Cyber Legs - pair	7
Full Metal Jacket	9
Hot Wire	3
Imaging	1
Infrared Vision	1
Lock On	1
Resilient	3
Targeting	1
BLENDED ENHANCEMENTS - LOOPS	MMP VALUE
First five loops - each	1
Sixth or higher loop - each	2
CIRCUMSTANCE	MMP VALUE
If the character is "edgy"	5

Example - Spin (Rep 5) Dropout Net Runner has a CPU 7 (5), one Blade (3) in his right forearm, and six loops (7) for total MMPS of 15.

LET'S GO CRAZY

So how exactly is MMP used? Each time an enhanced character enters a *stressful situation* such as a result of Failure on a People Challenge, when the shooting starts or another violent act that involves the character takes place, the character will take the Metal Madness Test. Here's how it's done:

- Compare your total current MMP and consult the Metal Madness Table to determine your Metal Madness Target Number.

2

METAL MADNESS

(2d6 added together)

CURRENT MMP	MMP TARGET NUMBER
2x the character's Rep	11
More than 2x but less than 3x the character's Rep	10
3x the character's Rep	9
More than 3x but less than 4x the character's Rep	8
4x the character's Rep	7
More than 4x but less than 5x the character's Rep	6
5x the character's Rep	5
More than 5x the character's Rep	4

- Roll 2d6, add the scores together and compare it to your MMP Target Number.
- If you scored equal or less than the Target Number then it's all good. Just carry on normally and continue the Encounter.
- But if you scored higher than the Target Number be sure to note exactly how much higher you scored. You see, we have a bit of a problem. Time to get the results back from your Metal Madness Test.

X

METAL MADNESS RESULTS

(Difference between 2d6 roll and the Target Number)

SCORE	RESULT
4+ more than the Target Number	<i>The lunatic is in your head!</i> Congratulations you are a certified <i>Menace to Society</i> ⁽¹⁾
2 to 3 more than the Target Number	<i>On the edge!</i> The character is now "edgy" for the rest of its life even if it removes all Enhancements. Being edgy adds 5 MVP to your MMP Target Number.
1 more than the Target Number	<i>It's all good!</i> Character holding it together.

(1) During the Encounter that this occurs you will act on your own and try and kill everyone you see starting with the closest figure. This will last until all are dead, you are out of the fight or dead, or forced to leave the table.

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MENACE TO SOCIETY

All together now, let's hear it!

*The lunatic is in my head.
The lunatic is in my head.
You raise the blade, you make the change;
You re-arrange me 'til I'm sane.
You lock the door
and throw away the key.
There's someone in my head but it's not me.*
- Pink Floyd 1973
Dark Side of the Moon

Welcome to a whole new you! As a *menace to society* you can continue in the 5150 universe but it's a bit different now. You *must* use the Metal Maniac Encounter Table. There aren't any Voluntary encounters any more, just two Involuntary ones per month generated by the Metal Maniac Encounter Table. Here's how it's done:

- Roll 2d6 versus the Law Level of the current area or planet that you are on.
- Consult the Metal Maniac Encounter Table and determine the type of Encounter you will have.

2 METAL MANIAC ENCOUNTER

(Taken versus Law Level)

# DICE PASSED	RESULT
2	<i>Raid/Defend Encounter.</i> You are defending at Home against 2 + 1/2d6 Bounty Hunters.
1	<i>Arrest Encounter.</i> 1/2d6 Law Enforcement personnel will attempt to arrest and "re-arrange" you in a public place of your choice.
0	<i>It's all good.</i> No Encounter today.

"Wait! There has to be some other way!" Well, yes, yes there is. You can go to any Law Level 1 planet and live a quiet normal life. This means you will use the normal Encounter procedure. But any time you go to a Law Level 2 or higher planet or *any* Gaea Prime controlled planet, regardless of Law Level, its back to the Metal Maniac Encounter Table.

Not fair? Well, no one made you start enhancing yourself, now did they? Maybe you should have listened to Nancy.

SADISTIC

Certifiable *metal maniacs* do *not* like to be hunted. They will use any and all weapons at their disposal until they are confronted with only one Bounty Hunter or Law Enforcement official. When facing only one enemy the *metal maniac* will choose to melee instead. He does this to set an example to those that may come after him in the future.

Example - Three police officers confront a metal maniac. He will use weapons on the first two but when he gets down to the last guy he will choose to melee him instead.

Whenever a *metal maniac* inflicts an Out of the Fight result while in melee, he will count it as a Bleeder result instead. If the opponent scores an Out of the Fight result on the Recover From Knock Down table the result applies. The *metal maniac*, unless chased away, will attempt treat the wound (page, 53) in hopes of the opponent recovering and continuing the fight...so he can beat on him again.

STIMS: CHASING THE RABBIT

As you can see Enhancements can be dangerous and you may decide to avoid them. But didn't we say there was a third type of Enhancement. Maybe you'd like to try that one. It's a temporary enhancement known on the street as *chasing the rabbit*.

Basically these are temporary, chemical, Enhancements called *Stims*. These are one-shot wonders that are taken when needed. Low cost (yes they still count as one Item) and no chance of Metal Madness. But of course they're not without risk, but what isn't? But we'll get to that later.

HOW TO USE STIMS

There are different types of Stims that characters can *choose* to use but they are all taken in the same way. Here's how they are used:

- The Stim must be taken when active or prior to the Encounter.
- The effects begin to be felt when next active.
- The effects of one dose of a particular Stim will last for the whole encounter. If the Stim effect was not used during the Encounter it doesn't matter, the effects wear off when the Encounter is finished.
- You cannot take more than one type of Stim during an Encounter or more than one dose of one Stim.

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- Stims do not count as an Item when being carried (*page, 84*).

TYPES OF STIMS

Here's a list of the types of Stims available to the character.

- Calm:** Allows the user to add 1d6 when taking the Man Down and Recover From Knock Down Reaction Tests.
- Highway:** Allows for the character to count a +1d6 when taking a Savvy or Science Challenge.
- Ice:** Allows the user to ignore Duck Back results and not to count as *outgunned*.
- Nails:** Allows the user to treat the first Obviously Dead result as Stunned instead. Counts as two doses of Stims when taken but still costs only one Item!
- Rebound:** Allows the user to treat the first Out of the Fight result as Stunned.
- Spin:** Allows the user to add 1d6 when in melee.
- Spike:** Allows the user to add 2d6 when in melee. Counts as two doses of Stims when taken but still costs only one Item!

I THINK I'M GOING HATTER

I'm sure you've guessed by now that there are dangers in *chasing the rabbit*.

Every time a character takes a dose of Stims, remember some such as Nails count as two doses, the player must add this to the total number of doses the character has taken in its *whole life*. This total can never go down but you can stop taking them when you want. Be sure to track this number on the Character Journal (QRS).

"So what's this going Hatter stuff?"

After each dose of Stims has worn off the character will take the Going Hatter Test. Here's how it's done:

- Compare the total number of Stims doses the character has taken, in his whole life, to the Going Hatter Table. This will determine your Going Hatter Target Number.

2

GOING HATTER

(2d6 added together)

TOTAL DOSES	GH TARGET NUMBER
2x the character's Rep	11
More than 2x but less than 3x the character's Rep	10
3x the character's Rep	9
More than 3x but less than 4x the character's Rep	8
4x the character's Rep	7
More than 4x but less than 5x the character's Rep	6
5x the character's Rep	5
More than 5x the character's Rep	4

- Roll 2d6, add the scores together and compare it to your Going Hatter Target Number.
- If you scored equal or less than the Target Number then it's all good. Just get on with your life.
- But if you scored higher than the Target Number be sure to note exactly how much higher you scored. You see, we have a bit of a problem. Time to get the results back from your Going Hatter Test.

X

GOING HATTER

(Difference between 2d6 total and the GH Target Number)

SCORE	RESULT
3+ more than the Target Number	<i>You're gone.</i> The character is Obviously Dead.
2 more than the Target Number	<i>On the edge!</i> The character is now "edgy" for the rest of its life even if it stops taking Stims. Being "edgy" adds 5 doses to your Going Hatter Target Number. Don't worry, once you're "edgy" you can't get more "edgy".
1 more than the Target Number	<i>Got it under control.</i> Character continues normally

"What about the chance of an intervention occurring?" Oh yeah, that'd be zero. Remember what Nancy said?

STOP!

This completes the Enhancements portion of our entertainment. Remember that Enhancements are *optional* but if you're going to use them then we recommend going back to the beginning and enhancing your Star. Review the physical and blended enhancements. Take a look how damage can occur and maybe play a small battle with your Enhanced Star and two or three Rep 4 Grunts. Maybe give the Grunts a dose of Stims each to give them more of a chance.

When you're done take the Metal Madness Test. When you feel comfortable with the Enhancements mechanics, move on over to the next sections, Campaign and Encounters.

17 - CAMPAIGN

Encounters are the scenarios or games that you play in *5150: New Beginnings*. If you like you can play individual, unrelated, Encounters or *one off games*. But where *5150: New Beginnings* really shines is in letting you tell your story by linking your Encounters together where the result of one affects the outcome of the next. And that's called playing the Campaign Game. *This is where you and your Star are immersed in the game.*

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 campaign but for the full effect use them all!

TIME IN THE CAMPAIGN

For simplicity's sake we track time in the campaign by the month. Players will have two Encounters per month. One is a Voluntary Encounter (*page, 105*) and the other is an Involuntary Encounter (*page, 105*). The Encounters can take place in any order the player desires but they *have* to take place for the month to pass.

18 - ENCOUNTERS

In this section we provide you with some basic Encounters. These are pre-made allowing you to get playing ASAP and to act as a guide to designing your own Encounters. Rather have pre-made Encounters? Not to worry, we'll be serving some up

shortly. Be sure to visit our web store from time to time for more info.

THE 5 P'S

5150: New Beginnings is best played when following the "5 P's".

"Proper planning prevents poor performance."

In this section we will provide you step-by-step instructions on how to build your Encounters. Much of the needed info for playing the game can be done ahead of time. For example, let's say that the opposition in the Encounter is a rival gang. Before the game starts write down the Reps, weapons, etc of each gang member so you don't have to thumb through the book looking for the section that generates gang members. If you're having an Encounter with buildings on the table be sure to have the floor plans ready. Maybe lay out the grid for the buildings that you'll be using.

What we're saying is if you do a little planning and preparation before the game you and the other players will have a better time playing the game.

ENCOUNTER FORMULA

Designing Encounters is easy. Just follow the formula that we've outlined here. It's all you'll need to know when building or playing an Encounter. The Encounter types may be different but the formula is the same. Let's get started with building your Encounter.

- 1 - Type:** What kind of Encounter (*page, 105*) is it?
- 2 - Objective:** What is the objective that needs to be achieved for the Encounter to be considered a success (*page, 106*)?
- 3 - Employer:** Who is paying you (*page, 106*)?
- 4 - Pre-Encounter Intel:** What the player's side knows when they first come into contact (*page, 111*)?
- 5 - Area:** Where does the Encounter take place (*page, 112*)?
- 6 - Day Part:** When is the Encounter taking place (*page, 112*)?
- 7 - Terrain:** What does the terrain on the table look like (*page, 78*)?
- 8 - Law Level:** What is the Law Level of the area (*page, 113*) where the Encounter is taking place?
- 9 - Weather:** What is the weather like (*page, 113*)?

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10 - PEFs: How many PEFs (*page, 114*) are involved?

11 - Characters: How many and what kind of characters (*page, 120*) are involved on both sides?

12 - Deployment: How are the characters and PEFs to be deployed on the table (*page, 126*)?

13 - Special Instructions: Are there any Special Instructions in effect? Special Instructions could be how many times a People Challenge can be taken when attempting a Stims deal before the deal breaks (cannot be carried out). These can be instructions or directions that are out of the ordinary.

After a few games this process will become second nature and will only take a few minutes to set up. Let's go over more details where you may need them.

TYPES OF ENCOUNTERS

Encounters are divided into two types. They are:

- **Voluntary** - Where the player *chooses* the Encounter.
- **Involuntary** - Where the player *does not* choose the Encounter.
- Each month in the campaign consists of two Encounters, one of each type.

VOLUNTARY ENCOUNTERS

Once a month, the player can *choose* to have an Encounter. Basically if you can rationalize it then just do it!

Here are the Voluntary Encounters used in *5150: New Beginnings*.

- **Chillin'** - The character is spending time out on the town. This is used when trying to recruit Grunts, find characters or just get some rest and relaxation.
- **Robbery** - The character is robbing someone. If an Encounter turns into a Robbery Encounter it is still considered part of the original Encounter and not an involuntary one.
- **Arrest** - The character is arresting someone. If an Encounter turns into an Arrest Encounter it is still considered part of the original Encounter and not an involuntary one.
- **Raid/Defend** - The character is attacking a place to inflict harm, steal, or arrest something or someone. The flip

side is the character is defending against the raid.

INVOLUNTARY ENCOUNTERS

Once a month, the player may have an Involuntary Encounter. Involuntary Encounters are those when things happen to you. How do you know if the character will have an Involuntary Encounter?

- Roll 1d6.
- If you score a 1 or 2 and you have escaped jail you will have an Arrest Encounter
- If you score a 1 and you have an outstanding warrant you will have an Arrest Encounter
- If you score a 1-3 and neither of the above apply then roll 1d6 and consult the Involuntary Encounter Table.
- If you score a 4-6 and none of the above apply you do not have an involuntary Encounter and may substitute a Voluntary one if desired.

1	INVOLUNTARY ENCOUNTER (Read result as rolled)
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#	ENCOUNTER
1	You are offered a job. Use the Employer mechanics (<i>page, 106</i>) and the job that you interviewed the best for is the one you are offered.
2	You are offered a job. Use the Employer mechanics (<i>page, 106</i>) and the job that you interviewed the best for is the one you are offered.
3	You are offered a job as bodyguard for a Dealer. If you take it then it's a Chillin' Encounter. The Dealer must contact his connection in an alley (1), Public Street (2), Home (3), or in the Pub & Rec area (4-6). They both will use the People Challenge to conclude the deal with the potential obstacles via 5 PEFs placed and resolved normally. This is a Black Job so Pre-Encounter Intel will apply. If refuse the offer then it's a Chillin' Encounter in the Pub & Rec area.
4	Chillin' Encounter in the Pub & Rec area.
5	<i>You're being robbed!</i> You're the intended victim of a Robbery Encounter.
6	<i>If you were Double Crossed</i> they've come to get you. It's a Hit at your Home (1) or in Public (2-6) with the specifics determined at random. If you were not Double Crossed it's a Chillin' Encounter in the Pub & Rec area.

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OBJECTIVE

This will explain what the character has to do to have a successful Encounter (*page, 105*). This could be to arrest a particular character, recover a particular Item or other objective that would apply to the type of Encounter.

EMPLOYER

This details who is sending the character on the Encounter and what the character will get paid. Employers come in two types:

- *Someone besides the character.* You get assigned jobs and paid a wage for taking the job.
- *The character is self-employed.* You pick your jobs and pay yourself whatever you can.

You can make up your employers or use the Employer Table (*page, 106*). Use your imagination, books, movies or even current events to match up the Employees to the character based on the Encounter.

GETTING A JOB

If desired you can be self-employed and choose your own Encounters or you can work for others. In either case this is your one Voluntary Encounter for the month. Let's go over the ins and outs of finding a job.

FIRST THINGS FIRST

There's a job out there for you and you have to find it. So the first question is who's hiring? Here's how we find out:

- Roll 1d6.
- (1 to 3) = The Employers on the white rows of the Employer Table are hiring this month.
- (4 to 6) = The Employers on the gray rows of the Employer Table are hiring this month.

X

EMPLOYER

EMPLOYER	INTEL	WAGE	INTERVIEW D6
Accounting Firm	0	1	3
Corporation, Large	3	3	5
Corporation, Executive	2/3/4 ⁽¹⁾	2/3/4 ⁽²⁾	4
Corporation, Mega	5	4	6
Corporation, Small	2	2	4
Dealer	2	2	3
Embassy	4	3	6
Entertainer	2	3	4
Gang	3	2	2
Government, Gaea Prime	5	4	6
Government, Local	4	3	4
Law Firm	1	1	3
Office Holder	2	2	5
Patron	4	3	5
Religionist	1	1	3
Scientist	1	1	4
Smuggler	2	1	3
Trader	2	1	3
Trophy Wife	1	1	4

The listed Intel is for an Executive of Small, Large, and Mega Corporations. (2) The listed Wage is for an Executive of Small, Large, and Mega Corporations.

EXPLAINING THE EMPLOYER TABLE

Employer: This tells you who is hiring.

Intel: This the Intel Value added to Pre-Encounter Intel (*page, 111*) when doing a Black Job.

Wage: This is the basic wage for doing a job for this Employer. This may be modified by the type of job and working conditions. *You do not get paid if you fail.*

Interview d6: This is the number of d6 the Employer will roll during the Interview (*page, 108*).

TYPE OF JOB

Now that you know who's hiring it's time to see what the jobs entail. Here's how we do it:

- For each Employer roll 1d6 and consult the Job Type Table.
- Cross-index the d6 result with the Employer to determine the job.
- Read the Job Description section for more specifics.

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X	JOB TYPE
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EMPLOYER	1	2	3	4	5	6
Accounting Firm	S	S	S	S	BG	BE
Corporation, Large	S	S	S	D	BG	BE
Corporation, Executive	S	S	D	BG	BG	BE
Corporation, Mega	S	K	H	D	BG	BE
Corporation, Small	S	S	S	D	BG	BE
Dealer	R	H	D	BG	BG	BE
Embassy	S	S	S	K	H	BE
Entertainer	S	S	D	BG	BG	BG
Gang	R	R	K	H	BG	BE
Government, Gaea Prime	A	S	S	K	H	BE
Government, Local	A	S	S	S	S	S
Law Firm	S	S	S	S	BG	BE
Office Holder	S	S	BG	BG	BG	BE
Patron	S	S	S	T	H	BG
Religionist	S	S	S	BG	BG	BG
Scientist	S	S	S	BG	BG	BG
Smuggler	S	BG	BG	H	D	BE
Trader	S	BG	BG	H	D	BE
Trophy Wife	S	S	H	D	BG	BG

JOB DESCRIPTIONS

Here are specifics for the types of jobs that you could be hired for.

A = Arrest (Arrest or Raid): Only available to Law Enforcement and Bounty Hunters. The arrest will be attempted in public (1-4) or at a specific place (5-6). Use the Chillin' Encounter if out in public or the Raid Encounter if at a specific place.

BE - Breaking & Entering (Raid): In this job you are to break into a place and steal a specific Item (1-3) or Items in general. Use the Raid Encounter acting as the Raider.

BG = Body Guard (Chillin' or Defend): In this job you are to protect someone. Use the Chillin' Encounter if they are out in public or the Raid Encounter acting as the Defender if they are at their home or place of business. Body Guard jobs will last 1/2d6 Encounters.

D = Deal (Chillin':) In this job you are to meet someone either in public (1-4) or at their place of business (5) or home (6). Use the Chillin' Encounter.

H = Hit (Chillin' or Raid): In this job you are to kill someone. Use the Chillin' or Raid Encounter as desired.

K = Kidnap (Chillin' or Raid): In this job you are to kidnap someone. Use the Chillin' or Raid Encounter as desired.

R = Robbery (Chillin' or Raid): In this job you are to rob someone of a specific Item (1-3) or rob a specific place (4-6) for Items. Use the Chillin' or Raid Encounter as desired.

S = Security (Defend): In this job you are to protect a place from being broken into. Use the Raid Encounter acting as the Defender.

T = Transport (Chillin':) In this job you are to transport information (1-2), a thing (3-5) or a person (6) to a person at a specific place. Use the Chillin' Encounter to find the person and place.

BLACK JOBS

Characters will be able to have a variety of Encounters, some legal and some not so legal. These illegal jobs are called *Black Jobs*. Here is a list of Black Jobs:

- Breaking & Entering: Always a Black Job.
- Deal: Always a Black Job.
- Hit: Always a Black Job.
- Kidnap: Always a Black Job.
- Robbery: Always a Black Job.
- Security: Black Job if Employed by Criminal Element (page, 13).
- Transport: Black Job if Employed by Criminal Element (page, 13).

WAGES

Different jobs will pay different amounts but all pay in *Items*. Payment is made only for success and at the end of the job, after the Encounter is over. Here is a list of jobs and the base pay for doing each one. Note that grunts will received 80% of what the Star receives, paid by the Employer.

X	BASE PAY
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JOB TYPE	BASE PAY
Arrest	1
Breaking & Entering	2
Body Guard	2
Deal	1/2d6
Hit	5
Kidnapping	3
Robbery	1/2d6
Security	2
Transport	2

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MODIFIERS TO PAY

To determine what a job will pay multiply the Base Pay of the job by the Wage of the Employer.

Example - Billy Pink takes a Body Guard job with a Trophy Wife. The Base Pay is 2 and the Wage modifier for the Trophy Wife is 1. Billy would get 2 Items at the end of the Encounter if he was successful.

Next month Billy gets a Body Guard Job protecting a Corporate Exec for a Large Corporation. The Base Pay is 2 and the Wage modifier for the Corporate Exec is 4. Billy would get 8 Items at the end of the Encounter if he was successful.

EXPENSES

What happens if you fail at the job? If you fail at the job you do not received the agreed to wage but you do collect expenses, one Item.

INTERVIEW

Once you have determined which of the possible Employers are hiring this month you can pick up to three of them to interview with. This is the maximum number of interviews you can have in a month. Interview with all three and pick the job offer you want. If you strike out and receive zero job offers you must take a Voluntary Encounter of your choice.

Here's how Interviews are conducted:

- The player chooses up to three possible interviews.
- The player starts with 2d6.
- The player modifies this by any applicable circumstances.
- The Employer rolls its Interview d6.
- Determine how many successes (score of 1, 2 or 3) each side has rolled and consult the Interview and Offer Table and carry out the results.

2

INTERVIEW AND OFFER

(Looking for successes)

CIRCUMSTANCES	MODIFIER
Each level of Notoriety/Fame	+1d6
Worked for Employer before and never failed	+1d6
Worked for the Employer and failed at least once	-1d6
Interviewed well in the past	+1d6
Interviewed badly in the past	-1d6
"Employer is looking for you"	+1d6

# OF SUCCESSES	STAR	EMPLOYER
2+ more than other side	You get a job offer.	Can't even get in the front door. Don't bother applying here ever again.
1 more than other side	If you're not part of the Criminal Element they'll offer you a job. Otherwise you interviewed well but are not hired. May interview with them in the future.	Interviewed badly and not hired. May interview with them in the future.
Both sides pass same number of d6	Interviewed well but not hired. May interview with them in the future.	Interviewed well but not hired. May interview with them in the future.

Example - Billy Pink is interviewing for a Body Guard job with a Trophy Wife. He starts with 2d6 and adds 2d6 as his current Fame Level is 2 (24 Fame Points). He worked for the Employer in the past and has never failed so adds 1d6. Billy rolls 5d6 and scores a 1, 2, 3, 3 and 4 for a total of four successes.

The Trophy Wife rolls 4 Interview d6, found on the Employer Table, and scores a 1, 2, 3 and 6 for a total of three successes.

Billy has scored one more success than the Trophy Wife. As Billy is not part of the Criminal Element she will offer him the job.

INFLUENCING THE INTERVIEW

Here's a way to influence your interview. Take a People Challenge before rolling for the interview.

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Just use the Interview d6 of the Employer as their People Skill and have the following results:

- **Major Success:** The interviewer *really* likes you. +2d6 during the Interview.
- **Minor Success:** The interviewer likes you. +2d6 during the Interview.
- **Minor Failure:** The interviewer isn't impressed. -1d6 during the Interview.
- **Major Failure:** "WTF?" -2d6 during the Interview.

WANT THE JOB?

Once you have a successful interview the Employer will tell you that the job is yours if you want it. They have told you what the job is but not who or what is the Target is. Now what?

- If you accept their offer go on to the Target Section below.
- If you do not accept the offer then you can come back after you have interviewed with someone else.

SPECIAL CIRCUMSTANCES

There may be times during your story that circumstances may arise where you have the perfect job for your Star. In this case just assume that the "Employer is looking for you". This will give you a +2d6 during the interview. Of course, it could be a set-up.

Example - In a previous Encounter you had an Investigative Reporter go on a Raid Encounter with the Prosperity Corporation. Things went bad and a cover-up was needed. Your reporter isn't interested in participating so Pro Corp gave her a veiled threat. You just happen to have a Star that has some Body Guard experience. So set up a Chillin' Encounter with the reporter as the Target and when you find her go to the Interview Table.

TARGET

Based on your Employer the Target or Objective will vary. To find out the Target of the job we refer to the Target Table.

- Read down the Employer column until you have reached your Employer.
- Read down the Target column, stopping at your Employer.
- This is the Target or Objective of your job. This may require a 1d6 roll.

X	TARGET
EMPLOYER	TARGET
Accounting Firm	Competitor
Corporation, Large	Small (1-2), Large (3-5), or Mega Corporation (6)
Corporation, Executive	Kidnappers (1-4) or Assassins (5-6)
Corporation, Mega	Small (1), Large (2-3), or Mega Corporation (4-6)
Corporation, Small	Small (1-3), Large (4-5), or Mega Corporation (6)
Dealer	Competitor (1-4) or Police (5-6)
Embassy	Kidnappers (1-3) or Assassins (4-6)
Entertainer	Kidnappers (1-2) or Robbers (3-6)
Gang	Competitors (1-4) or Police (5-6)
Government, Gaea Prime	Mega Corporation
Government, Local	Opposition Party (1-4), Mega Corp (5) or Gaea Prime (6)
Law Firm	Competitor
Office Holder	Kidnappers (1-5) or Assassins (6)
Patron	Kidnappers (1-3) or Robbers (4-6)
Religionist	Kidnappers (1-2), Robbers (3-5) or Assassins (6)
Scientist	Kidnappers (1-5) or Assassins (6)
Smuggler	Competitor (1-4) or Police (5-6)
Trader	Competitor (1-2), Robbers (3-4) or Police (5-6)
Trophy Wife	Kidnappers (1-3) or Robbers (4-6)

WHERE THEY CAN BE FOUND

Once you know the Target or Objective you need to know where it can be found and the best time to achieve the objective. If the Target is a thing at a place that's pretty easy to figure out as you just go to whatever makes the most sense to you. Need to steal some corporate secrets, go to the Corporate Office. Have to protect an Embassy, go there.

If the Target is a person then that's a bit different. Here's how it's done:

- Look up the Target on the Target Where and When Table.

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- This will tell you where you can find the target during each Day Part (page, 112). When more than one area appears roll off to determine which area applies.
- If you are protecting someone this will tell you where they will be when the attempt against them is made. Again, when more than one area appears roll off to determine which area applies.
- Can't find your target? Just use the most logical choice from the table.

X

TARGET WHERE AND WHEN

TARGET	EARLY	DAY TIME	EVENING	LATE
Corp Executive	M,H	F	P,M,H	M,H
Dealer	L,M	L,M,F	H,P	L,M,P
Diplomat	H	C,F	H,P	H
Entertainer	H	H	H,P	H,P
Ganger	L,M	L,M,P	L,M,P	L,M,P
LWC	L,M	F	L,M,P	L,M,P
Office Holder	H	C,F	C,H,P	H
Patron	H	F	H,P	H
Religionist	H	F	H,P	H
Scientist	M,H	F	M,H	M,H
Smuggler	L,M	L,M,F	L,M,P	L,M,S
Trader	L,M	L,M,F	L,M,P	L,M,S
Trophy Wife	H	F	H,P	H,P

C: City Hall
F: Financial District
H: The Heights
L: Lower Income
M: Middle Income
P: Pub & Rec
S: Space Port

BODY GUARDS AND TARGETS

When the player takes on a Body Guard job where he is responsible for the safety of the Employer the Targets will be the characters that are trying to injure the Employer. This requires a slight difference in how the Where They Can Be Found procedure is used. In this case the Employer is considered to be the Target to determine where the attempt on the Employer will be made. Once the place is set up the Targets can be Encountered.

Example - Billy Pink is charged with protecting a Religionist. Looking on the Target Table (page, 109) we that he must be concerned with Kidnappers (1-2), Robbers (3-5) and Assassins (6). Looking at the Target When and Where Table will tell us where the Religionist will be during each Day Part.

HITTING THE TARGET

You'll see in the PEF section (page, 114) that you're not sure of what or who you run into until the PEF is resolved. So how do you know when you have hit the Target or in the case of being a Body Guard when the attacker has appeared? Here's how:

- The Target will be the first PEF you resolve that matches its Class. It is possible that you can miss the Target.

Example - Billy Pink is looking for a Ganger out in public. The first PEF he resolves is a Dropout group. Not the Target as it is a different Class. The next PEF he resolves is a Ganger. Bingo! Same Class so that's the Target.

Billy is doing Body Guard work and is on the lookout for an assassin. I figure this will probably be a Gunslinger or Mercenary. The first PEF that is resolved is an Exotic. Bingo! Same Class so that's the Target.

OPPOSITION

So you know who, what and where now it's time to see who is with the Target. When you have found the Target he or it may be protected by friends or security guards. Here's how we determine who's there to protect the Target:

- Consult the Opposition Table.
- Go down the Target column until you reach the correct Target.
- Next go across to the Grunts column. This is the type of opposition that will be with the Target.
- Finally check the # column. This tells you how to modify the 2d6 roll on the How Many Grunts Table (page, 118).

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X

OPPOSITION

<i>TARGET</i>	<i>GRUNTS</i>	<i>#</i>
Accounting Firm	Private Security ⁽¹⁾	-2
Corporation, Large	Private Security	0
Corporation, Executive	Private Security	-2/-1/0 ⁽²⁾
Corporation, Mega	Private Security	+1
Corporation, Small	Private Security	-1
Dealer	Gangers (1-4) or Mercs (5-6)	0
Embassy	Private Security	+1
Entertainer	Private Security	-1
Gang	Gangers	0
Government, Gaea Prime	Private Security	+2
Government, Local	Police	+1
Law Firm	Private Security	-2
LWC	Gangers (1-2) or Mercs (3-6)	-2
Office Holder	Police	-1
Patron	Private Security	+2
Religionist	Gangers (1-2) or Mercs (3-6)	-2
Scientist	Private Security	-2
Smuggler	Gangers (1-2) or Mercs (3-6)	0
Trader	Gangers (1-3) or Mercs (4-6)	0
Trophy Wife	Private Security	-2

(1) Private Security characters use the Mercenary Generator (page, 122). (2) Bodyguards based on Small, Large or Mega Corporation.

Example - Jim Bob Joe is on a Kidnapping Black Job (Raid) with a Trophy Wife Target. Jim Bob Joe has three Grunts working with him. The Target is in public so he must resolve a PEF that is the same Class as the Trophy Wife, LWC. He runs into a PEF and it is resolved as a LWC. Bingo, he has hit the Target on the first PEF.

He looks at the Opposition Table under the Target column for the Trophy Wife and goes to the Grunts column and sees the words Private Security. This means she has bodyguards.

Jim Bob Joe rolls 2d6 and scores a total of 8. This is modified by a -2 from the # column on the Opposition Table under Trophy Wife. This is applied to the score of 8, reducing it to a 6. Looking on the How Many Grunts Table (page, 118) we see that there will be one less figure than Jim Bob Joe's group. As Jim Bob Joe has four figures, including

himself, in his group he has run into the Trophy Wife and three body guards.

OPPOSITION ROSTER

Here's a blank form that can be used when pre-generating your opponents. Just the basic info is all you will usually need.

OPPOSITION ROSTER

[illegible]

STOP!

This is a very large section so we're going to break it down into smaller chunks to make understanding it easier.

Review the difference between Voluntary Encounters and Involuntary Encounters.

Next it's time to familiarize yourself with how jobs are found, Employers determined, and how the interview process works.

Once you have gone through the process continue on to job specifics including finding the Target of the job. When you are comfortable with it move on to the next part, Pre-Encounter Intel.

PRE-ENCOUNTER INTEL

Pre-Encounter Intel is simply what you know about the Encounter before you go on it and only comes into play when doing a Black Job (*page, 107*). This could be as simple as knowing what time the movie starts to meet a Target or what type of security cameras are being used in that building you're breaking into. Here's how your Intel Level is determined:

- Start with a Basic Intel Level of 2.

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- If you have an employer, add or subtract the Intel number of the employer to your Base Intel Level. You will find this number on the Employer Table (page, 106).
- You can buy more Intel for one Item per one level of increase.
- Next subtract the Target Intel from your modified Intel Level. You will find this number on the Employer Table (page, 106).
- Intel comes into play when you have your First Contact (page, 119).
- The maximum Intel possible is 5.

Example - Billy Pink has taken a job with an accounting firm (Employer Table). It is a Raid against a competitor (Target Table). Pre-Encounter Intel is as follows. Basic Intel is a 2. The accounting firm has an Intel modifier of 0 (Employer Table) while the competitor has an Intel modifier of 0 as well (Employer Table). This means the Billy has an Intel of 2 going into the Encounter. When First Contact is made the Intel will be used.

AREA

In *New Beginnings* we use the following areas, based upon New Hope City. Players can choose the area that they wish to have a Voluntary Encounter or if desired they can roll 2d6, add the scores and consult the New Hope City Area Table.

2 NEW HOPE CITY AREA (Adding the results together)

#	RESULT
2	The Heights - Wealthy Area
3	Middle Income - Residential Area
4	Space Port
5	Lower Income - Residential Area
6	Lower Income - Residential Area
7	Pub & Rec - Play Center
8	Lower Income - Residential Area
9	Middle Income - Residential Area
10	Financial District - Downtown
11	City Hall - Government Area
12	The Heights - Wealthy Area

AREA DESCRIPTIONS

Here's some basic info about NHC. We will go into greater detail in *5150: Hew Hope City*.

- **City Hall:** Located downtown in the government area. The government seat for both the city and planet is here as is the main Police Station and Jail.
- **Financial District:** Surrounding City Hall and also downtown where the high rises live. Have the usual restaurants and bars where deals are cut.
- **The Heights:** Where the wealthy live. Not the rich, the ones that own the rich.
- **Lower Income Area:** Barrio, 'hood, trailer park, call it what you like.
- **Middle Income Area:** Where the middle class and upper class wannabes live.
- **Pub & Rec:** Where folks go for a *good time*. How you define *good time* is up for debate but anything you want can be found here.
- **Space Port:** The only legal way to enter New Hope. Constant traffic coming or going, in one form or another, 24/7. The area around the Space Port is just the one around any major airport. Hotels, strip joints, you get the idea.

DAY PART

Encounters can occur at anytime of the day. We use the following Day Parts in *New Beginnings*. For ease of play and storytelling we've added some arbitrary times for reference.

- **Early (3AM to 6AM)** – Before the sunrise.
- **Day Time (6AM to 5PM)** – Sun's up and everyone is at work.
- **Evening (5PM to 10PM)** – Early in the evening.
- **Late (10PM to 3AM)** – Night time, fun time!

You can choose when you have your Encounter, it can be specified by the job or scenario or you can determine it at random. To do so roll 1d6 per Day Part and count the highest score.

TERRAIN

The terrain where the Encounter takes place can be set up by the players or determined in the following way:

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- Use the Terrain section (page, 78) to generate the terrain.
- Use the Buildings by Area Table (page, 69) to determine the buildings available for the area. Players can choose which buildings to use if not determined by the job or scenario.

- If a result of 5 or 6 is rolled the test must be re-taken when doubles is rolled for Activation. Continue re-taking until a result of "Remains for the entire Encounter" is scored.

LAW LEVEL

The Law Level is a number that reflects how much Police Presence (page, 87) there is in the area. This could be actual Police, military units or on some worlds gang patrols. Law Level is a number from 1 (low) to 5 (high).

Not all planets or areas of the planet will have the same Law Level. New Hope is a good example of this and has the following Law Levels.

- Overall Planetary Law Level of 2. This is used outside of New Hope City.

New Hope City has the following Law Levels, found on the NHC Law Level Table, based on the area and time of day.

X

NHC LAW LEVELS

AREA	EARLY	DAY TIME	EVENING	LATE
City Hall	5	4	5	5
Financial	4	3	3	4
The Heights	5	4	4	5
Lower Income	1	2	2	1
Middle Income	2	3	3	2
Pub & Rec	2	3	3	2
Space Port ⁽¹⁾	2	3	3	2

(1) The Law Level inside the Space Port is always a 4 and the Law Levels listed are for the area outside the actual Space Port.

INCLEMENT WEATHER

Unless specified otherwise there is a chance (1) that there could be inclement or bad weather that will affect LOS (page, 39) and more. If testing in June, July or August the chance of inclement weather is increased to 1 to 3. Here's how it's determined:

- Roll 1d6 and consult the Inclement Weather Table.
- If a result of 1 to 4 occurs the weather will remain as described for the whole Encounter.

1

INCLEMENT WEATHER

(Read result as rolled)

#	RESULT
1	Terrible weather. ECM attacks not possible. LOS reduced to 12" in the day and 6" at night. Anyone attempting a Fast Move will slip at the end of their normal move and go prone on any score of doubles instead of gaining any movement. Remains for the entire Encounter.
2 to 4	Inclement weather. LOS reduced to 12" in the day and 6" at night. Remains for the remainder of the Encounter.
5 or 6	Inclement weather but may get worse 6" at night. Anyone attempting a Fast Move will slip at the end of their normal move and go prone on any score of doubles instead of gaining any movement.

STOP!

Go to the section called Pre-Encounter Intel and work your way through it. Then move on to the sections covering Area and Day Part.

Terrain should be a review as we've already covered how to generate terrain and buildings.

Next find out the Law Levels for the Financial Area during the Late Day Part, the Pub & Rec Area during the Early Day Part and finally the Space Port in the Day Time. Did you remember that the Law level in the actual Space Port is different than the immediate surrounding area?

Lastly roll on the Inclement Weather Table. Your first roll is a 5, what makes that significant and different from most other results?

When you're finished trying the Inclement Weather Table move on to the following section called PEFs.

PEFs

PEF stands for Possible Enemy Force. In reality, a PEF can be either people or situations and not always opponents. Here are some examples:

- The PEF is three LWC on the town.
- The PEF is a LWC being robbed by two Gangers.
- The PEF is an Escort to be interacted with...with a Ganger waiting in an alley to rob you.
- The PEF is a corporate executive interested in hiring you.
- The PEF is an undercover detective.
- The PEF is a truck full of produce outside of a restaurant being unloaded by a delivery driver.
- The PEF is a Grunt of the same Class as your Target and may (1-2) have info as to where to find the Target.

In short, a PEF can be just about anything you want it to be.

Important!

When playing a Raid Encounter (page, 128) as the Defender the PEFs will be the enemy forces.

Let's start with generating the PEFs.

GENERATING PEFs

The number of PEFs that you will meet during your Encounter is based upon the area and the Day Part that you are in it. The following Area PEF Table tells you the number of PEFs that are initially placed on the table before the Encounter begins.

X AREA PEF				
AREA	EARLY	DAY TIME	EVENING	LATE
City Hall	1	4	1	1
Financial	1	4	3	2
The Heights	1	2	3	1
Lower Income	3	2	3	2
Middle Income	2	2	3	1
Pub & Rec	1	2	5	3
Space Port	2	4	4	2

GENERATING PEFs DURING PLAY

In addition to the PEFs that are generated prior to play it is possible to generate PEFs during the Encounter. Here's how it's done:

- If doubles are rolled during activation, there is a possibility of a new PEF being placed on the board.
 - If the doubles result is greater than the Law Level of the Encounter a new PEF is generated and placed normally.
 - If the doubles result is equal or lower than the Law Level of the Encounter no new PEF is placed.
- The PEF is placed and resolved normally.
- It is possible for a PEF to be placed in a section occupied by players or other PEFs.
- When playing with more than two sides doubles will occur more often as all the dice can generate doubles. When three of the same number come up you have generated two PEFs!

PEFs AND BUILDINGS

In previous THW rules such as *All Things Zombie*, when characters entered a building they would roll to see if it was occupied. *This is not done in 5150: New Beginnings unless you are using the optional Populating Your Buildings rules (page, 77).* If doing so there will be a number of PEFs equal to the Law Level, in each building, the first time the player enters it. If a player re-enters the building no new PEFs are generated.

PEFs AND VEHICLES

Can a resolved PEF result in a vehicle? Definitely. Here's how to determine if a vehicle is involved:

- If you are in an Alley (page, 79) roll 1d6.
- If you are on a Public Street (page, 79) roll 2d6.
- If you are on an Intersection (page, 79) roll 3d6.
- Any score of a "6" means the Grunts you are Encountering are in a vehicle. What kind? That is up to you.

What about if you're in a Public Park? Sorry, no chance of any vehicle being present.

PLACING PEFs

After the number of PEFs have been determined, either by the scenario or by the Area PEF Table we must place them on the table. This happens after the

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table top has been set up but before the off board group enters the table. Here's how it's done:

- As mentioned previously we divide the table into nine sections, three rows of three.

1	2	3
4	5	6
7	8	9

- Start in the upper left hand corner of the table, section 1.
- Roll 1/2d6 (page, 4).
- Now count that many sections over along the top of the table.

Example - I roll a 3. This means that I am in the center column of the table.

- Roll 1/2d6 (page, 4).
- Now count that many sections down from the top of table.

Example - I roll a 5. This means that I am on the bottom row. When taken with the previous roll I am in section 8 on the table.

- This can result in more than one PEF being placed in the same section.

MARKING PEFs

Once we have determined where the PEFs will be located we must mark them. Here's how it's done:

- Place a marker, d6 or figure of any type in the section of the table to represent the PEF.
- If there is a terrain feature in the section such as woods that can block LOS from the PEF to sections 7, 8 and 9 place the PEF behind that feature. If there is a building in the section then place the PEF inside of it. If no such feature is present then place the PEF in the center of that section.

PEF REP

Just as characters have a Rep so does each PEF. All PEFs have a Rep of 4.

PEF MOVEMENT

PEFs move as if they were tactical groups of figures. Here's how it's done:

- Activation for the PEF side is rolled normally based on the Rep of 4. In effect, this means when the PEF side scores a 1, 2, 3 or 4 for activation all PEFs will activate.
- The PEF in the section closest to an enemy occupied section activates first. Then the next closest and so on until all PEFs have activated.
- When a PEF activates roll 2d6 versus the PEF Rep of 4.
- Determine how many d6 are passed and consult the PEF Movement Table.
- Immediately carry out the results.

2

PEF MOVEMENT

(Taken versus the Rep of 4)

# D6 PASSED	RESULT
2	<p><i>If inside of a building:</i></p> <ul style="list-style-type: none"> If in a building section that contains an exterior door then exit the building. If in a building section that does not contain an exterior door then move to a random adjacent building section. <p><i>If outside of a building:</i></p> <ul style="list-style-type: none"> (1) Move into a building if in the same section, otherwise move to the closest section that contains a building. (2-4) Move towards the closest player group. This could be into a section occupied by the group or not. (5-6) Split into two PEFs.
1	<p><i>If inside of a building:</i></p> <ul style="list-style-type: none"> If in a building section that contains an exterior door then exit the building. If in a building section that does not contain an exterior door then move towards the section that has an exterior door. <p><i>If outside of a building:</i></p> <ul style="list-style-type: none"> (1-3) Move into a building if in the same section, otherwise move into the closest section that contains a building. (4-6) Split into two PEFs.
0	<p><i>All:</i></p> <ul style="list-style-type: none"> Remain in place.

SPECIAL PEF MOVEMENT

PEFs do not suffer any terrain movement penalties and will always stay in cover, able to see and be seen, if given the opportunity.

PRE-GENERATED PEF

There will be Encounters where both sides are pre-determined as in the sample Raid Encounter (page, 128). When the type and number of opposing characters are known we use the Pre-Generated PEF procedure. Here is how it's done:

- Determine how many PEFs are to be used based on the Area PEF Table (page, 114) and the Populate your Buildings rule (page, 77) if it is in place.
- Decide if the opposing characters can be Area PEFs, Building PEFs or a combination
- Roll 1d6 for each of the opposing characters.
- Place all the characters that score the same number into a group.
- When a PEF is resolved and it is found to contain characters roll 1d6 for each group and use the highest score. Re-roll any ties.
- The last PEF to be resolved will contain all of the remaining characters.

Example - I decide to play a Raid Encounter. The opposing characters are a Razor Gang. The gang consists of five Hishen, one Razor and one Grath. I roll 1d6 for each character and score the following results.

Three Hishen score the same number so they are in the same group. One Razor and one Hishen score the same number so are in a second group. The last Hishen and the Grath score unique numbers so are separate groups. This gives me four groups.

The first PEF is resolved and contains characters. I roll 1d6 for each of the four groups and the three Hishen groups scores the highest result. The PEF will use this group.

The next PEF scores a nada result so no characters are used. The third PEF is resolved and it contains characters. I roll 1d6 for each of the three remaining groups and the lone Grath group scores the highest result. The PEF will use this group.

The final PEF is resolved and also contains characters. All of the remaining groups are now used. Be sure to automatically use all the remaining groups when the last PEF is being resolved, no roll is necessary.

PEFs - HEAD TO HEAD

When playing head to head against an opponent it's still possible to use PEFs. Just use the following rules:

- Each side is allowed three PEFs.
- Divide the forces that you will start with and spread amongst from one to three of the PEFs.
- The defending player places his PEFs as desired on the table.
- The attacking player moves his PEFs on the table and when PEFs occupy the same section they are resolved.
- PEFs are generated in the normal way when doubles are rolled for Activation and it exceeds the law level of the area. Both sides roll 1d6 with the higher result getting the first PEF and subsequent PEFs alternating.

NPC MOVEMENT

When PEFs are resolved and actual figures are placed on the table, until combat occurs, these figures will move using the PEF Movement Table activating on the Rep of the group Leader. Any result of split into two PEFs is ignored and cause for a re-roll.

Once combat occurs they will move towards the player group, using cover when possible and attack by shooting or melee if not armed with a ranged weapon. If outnumber their opponents they will split into two groups and attempt to flank them with one group.

The higher Reps will always be to the front when possible with the exception of Razors who will never be in the front if possible.

STOP!

Before we move on to resolving PEFs, let's review what we've learned about them so far. Refer to the appropriate sections as we go down the list.

PEFs can be generated in two ways. At the start of the Encounter based on Law level or during play when doubles that exceeds the Law Level is rolled for activation.

PEFs are placed on the table by cross-indexing two 1/2d6 rolls against the sectioned off table.

PEFs have a Rep of 4 until they are replaced with figures.

When active a PEF will move based on the PEF Movement Table.

You cannot shoot at an unresolved PEF but normal LOS and shooting rules do apply, immediately when they have been resolved.

RESOLVING PEFs

When a player group enters a PEF occupied section or a PEF enters a player occupied section, it's time to resolve the PEF. Here's how it's done:

- Be sure that there is a valid LOS between the group and the PEF. PEFs in cover can be seen while those with cover *between* the group and the PEF cannot.
- If this is a Black Job and this is your first PEF you need to go to the First Contact section (*page, 119*). If not then continue along.
- Roll 1d6 and modify it by any applicable circumstances.
- Consult the PEF Resolution Table and immediately carry out the results. Be sure to use the appropriate column based on the Law Level of the Area.

1

PEF RESOLUTION

(Result read as rolled)

CIRCUMSTANCE	MODIFIER
Early Day Part	-1
Evening Day Part	+1
Late Day Part	+2
No Grunts have been encountered	+1
Add the Law Level of the area	+1-5

#	LL 1	LL 2	LL 3	LL 4	LL 5
1	Nada	Nada	Nada	Nada	Nada
2	LWC	Nada	Nada	Nada	Nada
3	LWC	LWC	Nada	Nada	Nada
4	Drop	LWC	LWC	Nada	Nada
5	Drop	Drop	LWC	Police	Nada
6	CE	Drop	Police	LWC	Police
7	CE	Police	Drop	LWC	LWC
8	Police	CE	Drop	Drop	LWC
9	CE	CE	CE	Drop	Police
10+	CE	CE	CE	CE	CE

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Nada: Nothing at all. Just go on about your business.

LWC: You've run into some LWC.

Drop: You've run into some Dropouts.

Police: You've run into the Police.

CE: You've run into a member of the Criminal Element.

RESOLVING PEFs IN BUILDINGS

If you choose to use the optional Populating Your Buildings rules (page, 77) one of the PEFs in building will be a member of the building staff. This could be a waitress, store clerk, etc. Contact (page 125) with PEFs inside buildings is resolved normally with the following exception:

- The staff PEF, unless the player chooses otherwise, will always be a result of A: Pleasantries (page, 125). Basically the staff member is fulfilling their duties as an employee as it pertains to the player. This could be bringing you a drink, giving you medical assistance or any other appropriate service.

WHAT ARE THEY?

Now that you have contact what are they? Here's how it's done:

- Roll 1d6 and add the result to the Law Level of the area.
- Consult the What Are They Table to see who you've met.

1 WHAT ARE THEY

(Read the result as rolled and add to the LL of the Area)

#	LWC ⁽¹⁾	POLICE	CRIMINAL ELEMENT
2	Grath	Zhuh-Zhuh	Grath
3	Hishen	Basic	Hishen
4	Razor	Zhuh-Zhuh	Zhuh-Zhuh
5	Basic	Basic	Basic
6	Zhuh-Zhuh	Basic	Basic
7	Basic	Basic	Razor
8	Zhuh-Zhuh	Basic	Xeog
9	Xeog	Zhuh-Zhuh	Basic
10	Basic	Zhuh-Zhuh	Basic
11	Basic	Basic	Basic

(1) Use when a result of Dropout occurs on the PEF Resolution Table. Substitute Basic when rolling a result of Hishen, Razor, Grath or Xeog on this table.

HOW MANY ARE THERE?

Now that you know who you have met we need to know how many of them there are. Here's how it's done:

- Roll 2d6 and add the results.
- Refer to the How Many Grunts Table.
- PG is the number of figures in the player's group.
- Regardless of the result there will never be less than one Grunt.
- The number of Grunts will include one Leader, the Grunt with the highest Rep. If there's a tie then count the one with the highest People Skill.

2 HOW MANY GRUNTS

(Add the scores together)

#	LWC	POLICE ⁽¹⁾	CRIMINALS
2	PG -3 or 1	1	1
3 - 4	PG -2	1	1
5	PG -1	1	2
6 - 8	PG	2	PG
9	PG +1	2	PG
10 - 11	PG +2	2	PG +1
12	PG +3	2	PG +2

(1) SWAT Team will always have 4 figures.

Example - Billy Pink and Char have run into a NP group belonging to the Criminal Element. I roll 2d6 and score a 4. The result is PG -1 or one figure less than Billy's group of two figures. I have met one member of the Criminal Element. Note that fractions are always rounded up to the next whole number.

STOP!

This is an easy one but a needed one as it finishes off PEFs. Place a few PEFs on the table and move your Star and his group to resolve it. Remember how?

If you ran into some Grunts determine what type they are using the What Are They Table. Now let's see who you'll be running into.

FIRST CONTACT

If it's a Black Job (page, 107) or an Arrest Encounter (page, 130) you'll be using Pre-Encounter Intel and the First Contact Table. Use this procedure the *first time* you resolve a PEF. Resolve subsequent PEFs in the normal fashion (page, 117). Here's how it's done:

- Use this procedure before rolling to resolve the PEF.
- Roll 2d6 versus your Intel level.
- Determine how many d6 were passed and consult the First Contact Table.

2	FIRST CONTACT (Taken versus Intel Level)
----------	--

# D6 PASSED	RESULT
2	<p>If doubles were rolled:</p> <ul style="list-style-type: none"> • You were <i>double crossed</i> by your Employer ⁽¹⁾. Treat as if passed 0d6. <p>Otherwise no surprises.</p> <ul style="list-style-type: none"> • PEF is resolved normally.
1	<p>Things are sketchy.</p> <ul style="list-style-type: none"> • Roll 1d6. • (1-3) = passed 2d6. • (4-6) = passed 0d6.
0	<p>Encounter goes wrong!</p> <ul style="list-style-type: none"> • Roll on the Encounter Goes Wrong Table.

(1) See the section called Double Crossed.

DOUBLE CROSSED

Something has happened and it ain't good. Maybe you worked for this Employer in the past and failed. Or someone got to them and paid them off. Or maybe you pissed them off and didn't realize it. In any case here's what happens:

- The Encounter has gone wrong and you have run into *complications*. See the Encounter Goes Wrong Table for specifics.
- If you survive the Encounter you cannot work for them any longer and they may (1) come after you in the future.

(1) When rolling for an Involuntary Encounter and a 1 is scored roll 1d6 again. On a score of 1 they are coming after you. They are Raiding and you are Defending.

ENCOUNTER GOES WRONG

When you score a result of *Encounter Goes Wrong* your Intel has failed you. Whatever they told you was wrong and now you've run into unexpected circumstances. Here's how we determine what has gone wrong:

- Consult the Encounter Goes Wrong Table.
- Go to the appropriate Encounter type. Note that you will find Encounters listed that are different than the sample Encounters. These will appear in the next book, *New Hope City*, but are listed here for completeness.
- Read the info under the result column to determine what may have gone wrong.
- Roll 1d6 and carry out the appropriate results.

1	ENCOUNTER GOES WRONG (Read result as rolled)
----------	--

TYPE OF ENCOUNTER	RESULT
Arrest	<p>(1-4) "Missed the target!" Target is not present but his group is and they're just Chillin'.</p> <p>(5-6) "Complications!" The Target is there but you've been made by the Target. Lay out the Grunts in the same section and go to the In Sight Table (page, 41) with you counting as active.</p>
Body Guard	<p>(1-4) "Missed the target!" The person you're supposed to be guarding gives you the slip. Move the person into the closest section occupied by a PEF.</p> <p>(5-6) "Complications!" Double the number of PEFs and place them normally.</p>
Breaking & Entering	<p>(1-4) "We've been set up!" Too much security. You can choose to continue but with double the PEFs or you can call off the raid.</p> <p>(5-6) "Complications!" Ambush! PG+2 Opposition are waiting for you. Lay out the Opposition in the same section and all In Sight of each other. Go to the In Sight Table (page 41) with you counting as active.</p>

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Chillin'	<p>(1-4) "Total waste of time!" No chance to recruit or pick up any Items.</p> <p>(5-6) "Complications!" Not only was it a waste of time but it cost you one Item to boot. Lose one Item from your inventory or don't receive one Item next month.</p>
Deal	<p>(1-3) "Uh-oh!" The deal fell through.</p> <p>(4-6) "Complications!" Bad news, it's a raid and they're swarming all over the place. PG+2 Police show up. Lay out the Police in the same section, from two sides, and all in sight of each other. It's become an Arrest Encounter and the Police are counted as active.</p>
Hit	<p>(1-4) "We've been set up!" Too much security. You can choose to continue but with double the PEFs or you can call off the raid.</p> <p>(5-6) "Complications!" Ambush! PG+2 Opposition are waiting for you. Lay out the Opposition in the same section and all In Sight of each other. Go to the In Sight Table (page, 41) with you counting as active.</p>
Kidnap	<p>(1-4) "We've been set up!" Too much security. You can choose to continue but with double the PEFs or you can call off the raid.</p> <p>(5-6) "Complications!" Ambush! PG+2 Opposition are waiting for you. Lay out the Opposition in the same section and all In Sight of each other. Go to the In Sight Table (page, 41) with you counting as active.</p>
Raid	<p>(1-4) "We've been set up!" Too much security. You can choose to continue but with double the PEFs or you can call off the raid.</p> <p>(5-6) "Complications!" Ambush! PG+2 Opposition are waiting for you. Lay out the Opposition in the same section and all In Sight of each other. Go to the In Sight Table (page, 41) with you counting as active.</p>
Robbery	<p>(1-3) "It's the Police!" Police presence causes you to call off robbery.</p> <p>(4-6) "Complications!" Robbery goes off but 1/2d6 Police</p>

	<p>officers arrive during the robbery. Lay out the Police in the same section and all in sight of each other. Go to the In Sight Table (page, 41) with the Police counting as active. See the section called Calling the Cops (page, 86) for more info.</p>
Security	<p>(1-4) "Security Breach!" Someone provided inside info to the Raiders. Lay out the Opposition in the same section and all In Sight of each other. Go to the In Sight Table (page, 41) with you counting as active.</p> <p>(5-6) "Complications!" Double the number of PEFs and place them normally.</p>
Transport	<p>(1-4) "Uh-oh!" Your contact never showed.</p> <p>(5-6) "Complications!" You were set up and there's someone there to jack your car and cargo. PG+2 Gangers (1-3) or Mercs (4-6) show up. Lay out the enemy in the same section, from two sides, and all in sight of each other. It's become a Robbery Encounter and the robbers are counted as active.</p>

GENERATING GRUNTS

This section will outline the Characters that can be involved in the Encounter. You can use this when designing Encounters or you will be directed here from a PEF resolution.

On the What Are They Table (page, 118) we provided the type of group you have met and the How Many Grunts Table (page, 118) gave you the number of them. Now it's time to see what types they are. Here's how it's done:

- Go to the appropriate Profession Table.
- If needed roll 1d6 to generate the Gender of the Grunt.
- Next roll 2d6 or 1d6 as needed to determine the Profession.
- Note that LWC and CE groups may have members with different professions.

REPS, SKILLS AND WEAPONS

Use the appropriate Generator Tables after the Profession Tables to complete your Grunts. Here's how it's done:

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- Roll 2d6, add the results together and consult the appropriate table.
- This will give you the Rep, Skills and Weapon. Note that if the character is on a *war footing* simply substitute an assault rifle, shotgun, or other appropriate weapon based on the ones available for the type of class.

We've placed the Generator Tables after each Profession Table.

BASICS

Basics: The Basic will be male (1-3) or female (4-6).

BASIC PROFESSIONS

LWC	#	PROFESSION
2-5 Blue Service	1	Culinary
	2	Delivery Driver
	3	Sale Clerk
	4	Storeowner
	5-6	Wait Staff
6 Dependents	1 (1-4)	Children
	1 (5-6)	Elderly
	2 (1-3)	Religionist
	2 (4-6)	Student
	3	Homeless
	4	Retired
	5	Home Maker
	6	Trophy Wife
7 (1-5) Exotic	1 (1-4)	Entertainer
	1 (5-6)	Patron
	2 (1-3)	Pilot
	2 (4-6)	Gunslinger
	3	Mercenary
	4	Guide
	5	Bounty Hunter
	6	Trader
7 (6) Government	1	Diplomat
	2-3	Office Holder
	4-6	Government Asst.
8 Laborer	1	Farmer
	2	Laborer
	3	Manufacturing
	4	Mechanic
	5	Miners
	6	Power Supply

9 Technical	1 (1-4)	Engineer
	1 (5-6)	Scientist
	2 (1-3)	Doctor
	2 (4-6)	Professor
	3	Lab Assistant
	4	Med Tech
	5	Data Analysis
	6	Computer Tech
10-12 White Service	1 (1-4)	Corporate Exec
	1 (5-6)	Translator
	2	Brokers
	3	Accounting
	4	Corporate Asst.
	5	Courier
	6	Attorneys
CRIMINAL ELEMENT	#	PROFESSION
	1 (1-4)	Dealer
	1 (5-6)	Smugglers
	2 (1-3)	Thief
	2 (4-6)	Transporter
	3	Escort
	4	Net Runner
	5-6	Ganger
LAW ENFORCEMENT	#	PROFESSION
	1-4	Police Officer
	5	Police Sergeant
	6	Detective

2

CORPORATE GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	3	2	1	3	0	None
3	5	5	3	4	0	BAP
4	4	2	4	3	0	P
5	3	2	3	1	0	BAP
6	3	1	2	3	0	None
7	3	2	1	3	0	None
8	3	2	1	3	0	None
9	3	2	1	3	0	P
10	4	2	3	4	0	None
11	5	3	4	5	0	None
12	3	2	1	3	0	None

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2

DROPOUT GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	4	3	5	0	BAP
3	3	1	0	2	3	None
4	3	1	3	2	0	None
5	4	3	2	4	0	P
6	4	2	3	4	0	MP
7	5	3	4	5	0	BAP
8	4	4	3	5	0	MP
9	4	2	4	3	0	P
10	3	2	1	3	0	None
11	3	1	2	3	0	None
12	5	3	4	5	0	BAMP

2

MERCENARIES GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	4	2	3	0	BAP
3	5	4	3	5	0	MP
4	5	5	3	4	0	BAP
5	4	4	2	3	0	MP
6	4	4	2	0	3	BAP
7	5	5	3	4	0	BAP
8	4	4	3	2	0	MP
9	4	4	2	3	0	BAP
10	5	5	3	4	0	BAP
11	5	4	2	3	0	MP
12	4	4	3	2	0	BAP

2

GANGER GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	5	3	4	0	BAP
3	2	2	1	0	0	P
4	3	3	2	1	0	None
5	4	4	3	2	0	P
6	4	4	2	3	0	MP
7	5	5	4	3	0	BAP
8	4	4	3	2	0	MP
9	3	2	1	3	0	P
10	3	1	0	2	3	None
11	2	2	1	0	0	None
12	5	4	5	3	0	BAMP

2

POLICE GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	4	5	3	0	BAP
3	5	4	5	3	0	BAP
4	3	3	2	1	0	BAP
5	4	4	3	2	0	BAP
6	4	4	3	2	0	BAP
7	5	5	3	4	0	BAP
8	4	4	3	2	0	BAP
9	4	4	3	2	0	BAP
10	3	3	2	1	0	BAP
11	5	5	4	3	0	BAP
12	4	3	2	4	0	BAP

2

LWC GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	4	3	5	0	BAP
3	4	3	2	4	0	None
4	4	3	2	4	0	P
5	3	3	1	2	0	BAP
6	3	2	1	0	3	None
7	2	1	2	0	0	None
8	3	2	3	1	0	None
9	3	3	1	2	0	P
10	4	3	2	4	0	None
11	4	4	3	2	0	None
12	5	4	3	5	0	None

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ALIENS

GRATH PROFESSIONS

Grath: Always male.

LWC	#	PROFESSION
Exotic	1	Bounty Hunter
	2-6	Mercenary
CRIMINAL ELEMENT	#	PROFESSION
	1-6	Ganger

2

GRATH GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	4	2	3	0	BAP
3	4	4	2	3	0	BAMP
4	4	4	2	3	0	BAP
5	4	4	2	3	0	BAMP
6	4	4	2	3	0	BAP
7	4	4	2	3	0	BAP
8	4	4	2	3	0	BAMP
9	4	4	2	3	0	BAP
10	4	4	2	3	0	BAP
11	4	4	2	3	0	BAMP
12	4	4	2	3	0	BAP



I'm greedy, and I'm angry, and I don't care who I cross. I'm Mr. Bad Example, intruder in the dirt. I like to have a good time, and I don't care who gets hurt.

"MR. BAD EXAMPLE"
© 1991 Warren Zevon & Jorge Calderon

HISHEN PROFESSIONS

Hishen: Always male.

LWC	#	PROFESSION
Exotic	1-5	Mercenary
	6	Pilot
CRIMINAL ELEMENT	#	PROFESSION
	1-4	Ganger
	5	Smugglers
	6	Thief

2

HISHEN GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	3	3	0	1	2	BAP
3	3	3	2	1	0	MP
4	3	3	1	2	0	P
5	3	3	1	2	0	MP
6	3	3	2	1	0	BAP
7	3	3	1	2	0	P
8	3	3	2	1	0	MP
9	3	3	2	1	0	P
10	3	2	3	1	0	BAP
11	3	2	1	3	0	MP
12	3	2	0	3	1	BAP

RAZOR PROFESSIONS

Razor: Always female.

LWC	#	PROFESSION
1 Dependents	1-6	Trophy Wife
2-5 Exotic	1-2	Bounty Hunter
	3	Gunslinger
	4-5	Mercenary
	6	Pilot
6 White Service	1-6	Translator
CRIMINAL ELEMENT	#	PROFESSION
	1	Dealer
	2	Escort
	3-5	Ganger
	6 (1-3)	Smugglers
	6 (4-6)	Transporter

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2

RAZOR GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	3	0	4	2	None
3	5	5	3	4	0	None
4	5	5	4	3	0	None
5	4	4	3	2	0	None
6	4	3	2	4	0	None
7	5	5	3	4	0	None
8	4	4	3	2	0	None
9	4	3	4	2	0	None
10	5	4	5	3	0	None
11	5	4	3	5	0	None
12	4	2	4	3	0	None

XEOG PROFESSIONS

Xeog: Always female.

LWC	#	PROFESSION
1 - 2 Dependents	1-6	Trophy Wife
3 - 5 Exotic	1-2	Bounty Hunter
	3-4	Gunslinger
	5	Mercenary
	6	Pilot
6 - White Service	1-2	Corporate Asst.
	3-6	Translator
CRIMINAL ELEMENT	#	PROFESSION
	1 (1-4)	Dealer
	1 (5-6)	Smugglers
	2	Escort
	3	Net Runner
	4	Ganger
	5	Thief
	6	Transporter

2

XEOG GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	3	4	5	0	BAP
3	4	2	3	4	0	MP
4	3	1	2	3	0	None
5	4	3	4	2	0	None
6	5	3	5	4	0	BAP
7	5	5	4	3	0	MP
8	5	5	3	4	0	MP
9	4	2	0	4	3	MP
10	3	2	3	1	0	None
11	4	2	4	3	0	MP
12	5	3	4	5	0	BAP

ZHUH-ZHUH PROFESSIONS

Zhuh-Zhuhs: The Zhuh-Zhuh will be male (1-3) or female (4-6).

LWC	#	PROFESSION
2-5 Blue Service	1-2	Delivery Driver
	3-4	Storeowner
	5-6	Wait Staff
6 Dependents	1	Children
	2 (1-3)	Elderly
	2 (4-6)	Religionist
	3	Home Maker
	4	Retired
	5	Student
	6	Trophy Wife
7 (1-5) Exotic	1 (1-4)	Pilot
	1 (5-6)	Patron
	2-5	Mercenary
	6	Gunslinger
7 (6) Government	1	Diplomat
	2	Government Asst.
	3-6	Office Holder
8 Laborer	1	Farmer
	2	Laborer
	3	Manufacturing
	4	Mechanic
	5	Miners
	6	Power Supply
9 Technical	1-3	Doctor
	4-5	Professor
	6	Scientist
10-12 White Service	1-3	Attorneys
	4-5	Courier
	6	Translator
CRIMINAL ELEMENT	#	PROFESSION
	1 (1-4)	Dealer
	1 (5-6)	Smugglers
	2 (1-3)	Escort
	2 (4-6)	Transporter
	3 (1-4)	Thief
	3 (5-6)	Net Runner
	4-6	Ganger
LAW ENFORCEMENT	#	PROFESSION
	1-4	Police Officer
	5	Police Sergeant
	6	Detective

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2

ZHUH-ZHUH GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	4	5	3	0	BAP
3	4 ^(M)	2	0	4	3	P
4	4 ^(M)	4	2	3	0	None
5	5	5	4	3	0	BAP
6	4	4	3	2	0	BAP
7	4	4	3	2	0	None
8	4	4	3	2	0	None
9	4 ^(M)	2	3	4	0	None
10	3 ^(M)	1	3	2	0	MP
11	5 ^(M)	4	3	5	0	MP
12	3	3	2	1	0	BAP

(M) It's a Muggie Zhuh-Zhuh.

Example - I have run into a LWC Xeog. As Xeogs are always female I don't have to roll 1d6 for its Gender I go to the Xeog Professions Table and roll 1d6. I score a 3 which means the Xeog will have an Exotic Profession. I now roll a second d6 and score a 4. I have run into a Xeog Gunslinger.

I now roll 2d6 and score a 5 and a 2. I add them and get a total of 7. Looking on the Xeog Generator Table I see that she has the following stats: Rep 5, Fitness 5, People 4 and Savvy 3. Yikes! I wonder what she wants.

CONTACT RESOLUTION

Now that you've resolved the PEF and you know what you're facing it's time to determine what happens next. *What did that Xeog Gunslinger want?* Here's how it's done:

- Roll 1d6 and modify it by any applicable circumstances.
- Consult the Contact Resolution Table and immediately carry out the results. Be sure to use the appropriate column based on the Law level of the Area.

1

CONTACT RESOLUTION

(Result read as rolled)

CIRCUMSTANCE	MODIFIER
Add to the Law Level of the area	1 to 5
Outnumber NPC by 2:1 or more	-2
NPC outnumbers your group by 2:1 or more	+2
If you are alone	+1

#	LL 1	LL 2	LL 3	LL 4	LL 5
1	A	A	A	A	A
2	A	A	A	A	A
3	B	A	A	A	A
4	B	B	A	A	A
5	B	B	B	A	A
6	B	B	B	B	A
7	B	B	B	B	B
8	C	B	B	B	B
9	C	C	B	B	B
10	C	C	C	B	B
11	C	C	C	C	B
12+	C	C	C	C	C

A: PLEASANTRIES

Nothing will happen unless you start it. Note that players always can "start something" if they so desire.

B: CONTACT

LWC will go to a People Challenge with the following specifics:

- **Major Success:** LWC Leader acknowledges you then they leave the Encounter. You made a positive impression so count a +1d6 to future People Challenges with this LWC. When you run into this class in the future roll 1d6. A result of "1" means you have run into him again.
- **Minor Success:** Both sides exchange pleasantries but little else.
- **Minor Failure:** Both sides exchange pleasantries but little else.
- **Major Failure:** LWC Leader acknowledges you then he leaves the Encounter. He thinks you're a bit of a "dick" so count a -1d6 to future People Challenges with this LWC. When you run into this class in the future roll 1d6. A result of "1" means you have run into him again.

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Police will attempt to arrest you if you have an outstanding Warrant. Otherwise they will ignore you.

Criminal Element will behave depending upon their profession. **Gangers and thieves** will try to "shake you down" using a People Challenge with the following specifics:

- **Major Success:** You intimidate the Ganger or Thief to leave the Encounter. Congratulations, you have just had a "run in". When you run into this class in the future roll 1d6. A result of "1" means you have run into him again!
- **Minor Success:** You talk your way out of it and he leaves the Encounter.
- **Minor Failure:** You can give him one Item then treat this as a Minor Success. You can refuse and re-take the Challenge counting a result of Minor Failure as a Major Failure.
- **Major Failure:** Makes you for a "mark". This has just become a Robbery Encounter (page, 132).

Other Criminal Elements will attempt to provide you with their services at a cost of 1 Item.

C: CRISIS

LWC will go to a People Challenge with the following specifics:

- **Major Success:** You verbally abuse the LWC Leader and they storm away. Congratulations you now have a "hated enemy". When you run into this class in the future roll 1d6. A result of "1" means you have run into him again!
- **Minor Success:** LWC Leader walks away shouting obscenities at you. You have had a "run in" with this guy. When you run into this class in the future roll 1d6. A result of "1" means you have run into him again!
- **Minor Failure:** LWC gets physical. Go to the Charge into Melee Table and settle this with non-lethal combat.
- **Major Failure:** LWC goes for a weapon. Go to In Sight.

Police will attempt to arrest you if you have an outstanding Warrant. Otherwise they will confront you with a People Challenge with the following specifics:

- **Major Success:** Everything is in order, apologizes and leaves the Encounter.
- **Minor Success:** Checks your ID, tosses it back to you and leaves the Encounter.

- **Minor Failure:** Checks your ID, tosses it back to you and tells you to leave the Encounter. If you don't leave he will attempt to arrest you (page, 87) on a charge of Disturbing the Peace for starters.
- **Major Failure:** Attempts to arrest you on a charge of Disturbing the Peace for starters.

Criminal Element will behave depending upon their profession. **Gangers and thieves** will try to rob you. This has just become a Robbery Encounter (page, 132).

Other Criminal Elements will attempt to "shake you down". Treat this as previously outlined in "B" but counting the Criminal Element as a Ganger.

DEPLOYMENT

This section will tell you where and how the player's group, Grunts, Opposition and PEFs are placed on the table.

SPECIAL INSTRUCTIONS

This section covers any special instructions particular to the Encounter You'll learn more by looking at the sample Encounters we've included.

STOP!

Review the following and do the mechanics in order from start to finish.

You have run into a group of Criminal Element Basics.

Determine how many of them there are.

What kind of Professions they are as well as their Reps, Skills and Weapons.

Finally determine what they want.

One more thing, let's do it again but this time you were on a Black Job!

Finished? Then let's take a look at the sample Encounters.

SETTING UP AN ENCOUNTER

Here's a checklist for designing your Encounters. We will be making re-useable pre-made Encounters but use this when you need one of your own.

- Decide which Type of Encounter you want. In this book we've limited it to
 - Arrest (page, 130)
 - Chillin' (page, 127)
 - Raid/Defend (page, 128)
 - Robbery (page, 132)
- Clearly define the Objective of the Encounter. See the sample Encounters for examples of Objectives.
- Decide who is Employing (page, 106) your character and the Target (page, 109) if need be.
- If it's a Black Job (page, 107), determine the Pre-Encounter Intel (page, 111) for both sides. *If it's not a Black Job then you can skip this step.*
- Choose the Area (page, 112) where your Encounter will take place.
- Pick the Day Part (page, 112). Note that some Encounters could cross over into multiple Day Parts or even multiple days.
- Decide the Terrain (page, 112) for each part of the Encounter.
- Do the same with the Law Level (page, 113).
- Check for Inclement Weather (page, 113).
- Generate and place your initial PEFs (page, 114).
- Decide which characters to use for your side and the overall Opposition (page, 111) if needed. In a Chillin' Encounter (page, 127) these will be generated by PEF resolution (page, 117).
- Decide in which table sections the characters of both sides will be placed and/or enter the table.
- Decide if any Special Instructions are needed. These can be instructions or directions that are out of the ordinary.

Be sure to refer to the sample Encounters for guidance. After a few times this process will become second nature and will only take a few minutes to set up.

Review the section called the 5 P's (page, 104).

19 - CHILLIN'

In a Chillin' Encounter the Star is going out on the town. Use this Encounter when you want to recruit new group members or just to see what's happening.

OBJECTIVE

In this Encounter Billy Pink is new to New Hope City and wants to recruit some Grunts to start his own group.

EMPLOYER

Billy is doing this for his own benefit so Billy counts as self-employed (page, 106).

PRE-ENCOUNTER INTEL

This isn't a Black Job so no Pre-Encounter Intel is used.

AREA

Billy decides to go to the Pub & Rec area (page, 112).

DAY PART

Billy wants to check it out in the Evening (page, 112) as this may increase his chance of running into Grunts.

TERRAIN

The table top is a 3' x 3' Public Street pictured below.

1	2	3
4	5	6
7	8	9

LAW LEVEL

The Law Level in the Pub & Rec area in the Evening is 3 (*page, 113*).

WEATHER

The weather is clear (*page, 113*).

PEFs

There will be 5 PEFs in the Pub & Rec area in the Evening (*page, 114*). There will be 5 PEFs in each building.

CHARACTERS

NAME	REP	FIT	PEP	SAV	SCI	WPN
Billy Pink	5	4	5	3	0	BAP

The Chillin' Encounter is the *only* Encounter where your group members may not be available to accompany the Star. In this Encounter Billy doesn't have any group members but if he did here's how it would be decided:

- Roll 1d6 versus the Rep of each group member.
- If the result is lower than the Rep of the Grunt it *will not* be available to go Chillin'.
- If the result is equal or higher than the Rep of the Grunt it *will be* available to go Chillin'.

In a Chillin' Encounter a wide variety of Characters may be Encountered.

DEPLOYMENT

Billy will enter the table onto sections 4 or 6.

The five PEFs will roll for their initial deployment (*page, 114*).

SPECIAL INSTRUCTIONS

1 - Each building will have 5 additional PEFs as well. The Populating Your Buildings rule is in place (*page, 77*).

20 - RAID/DEFENSE

This is a two-sided Encounter in that at times the player will be the Raider and at other times the Defender.

This Encounter is used when the Star is Raiding a place to steal, rescue, retrieve something or injure, kidnap another character.

It is also used when the Star is Defending a place or person from a Raid.

OBJECTIVE

In this Encounter members of the Southside Gang are attacking a rival upstart gang that is moving into Southside territory. The objective is to kill and injure as many of the Razor Gang members as possible. The Southside Gang is the raiders and the Razor Gang is the defenders.

EMPLOYER

The Southside Star is doing this for the benefit of his Gang so counts as self-employed (*page, 106*).

PRE-ENCOUNTER INTEL

This is a Black Job so Pre-Encounter Intel is in play. The Southside Gang has a + 1 Intel modifier (*page, 106*). This is added to the Base Intel Level of 2 for a modified total of 3. The Razor Gang also has +1 Intel modifier so this is subtracted to give the Southside Gang Pre-Encounter Intel Level of 2. This value will be used when resolving their First Contact (*page, 119*).

AREA

The Razor Gang is at a home in the Low Income area (*page, 112*).

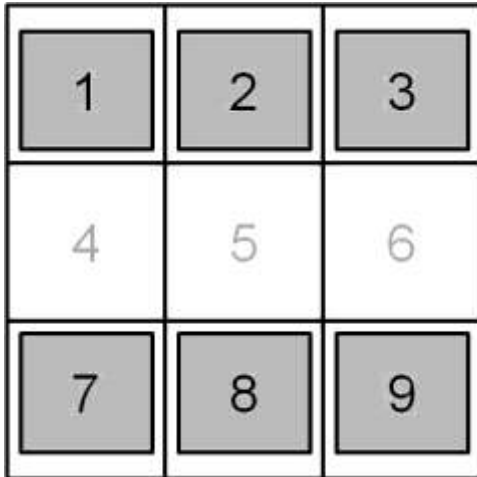
DAY PART

The Southside will make their hit in the Day Time (*page, 112*).

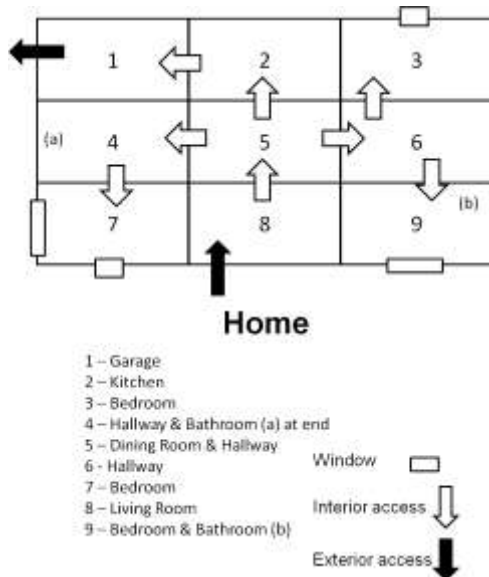
TERRAIN

The table top is a 3 x 3 Public Street pictured below. The buildings are all houses. The Target home is number 2.

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The Home floor plan will be used when needed.



LAW LEVEL

The Law Level in the Low Income area in the Day Time is 2 (page, 113).

WEATHER

The weather is clear (page, 113).

PEFs

There will be 2 PEFs in the Low Income area in the Daytime (page, 114). They start in the house.

CHARACTERS

The Southside will be using four characters to make the raid.

Southside Gang

NAME	REP	FIT	PEP	SAV	SCI	WPN
1	5	5	3	4	0	BAMP
2	2	2	1	0	0	AR
3	3	3	2	1	0	AR
4	4	4	3	2	0	SMG

The rivals are a Razor Gang.

Razor Gang

NAME	REP	FIT	PEP	SAV	SCI	WPN
R	5	5	3	4	0	None
G	4	4	2	3	0	BAMP
H1	3	3	1	2	0	MP
H2	4	4	2	3	0	MP
H3	3	3	2	1	0	SMG
H4	4	4	3	2	0	SMG

DEPLOYMENT

The Southside Gang can enter the table onto sections 4 or 6.

The Razor Gang deploys as follows:

- H1 is positioned as a lookout in section 2 outside of the house.
- The remaining gang members are grouped as Pre-Generated PEFs as follows:
- Group 1 - Razor and H2.
- Group 2 - Grath and H3 and H4.

SPECIAL INSTRUCTIONS

1 - Both gangs are on War Footing (page, 17).

2 - The Razor Gang starts with one Gang member acting as lookout outside their house. When the Southside Gang enters the table, the lookout rolls 1d6.

- If a success (score of 1, 2 or 3) is rolled the lookout has spotted the Southside Gangers.
- If a failure is rolled (score of 4, 5 or 6) then the lookout will spot them when he activates.

3 - Remember that because the lookout is a figure and not a PEF normal LOS and shooting rules apply.

4 - The PEFs will remain in the house until shooting starts. Once shooting starts they will move according to the PEF Movement Table (page, 116).

21 - ARREST

In this Encounter Law Enforcement personnel are trying to arrest a fugitive.

OBJECTIVE

In this Encounter the two Police Officers have been tipped to the location of a fugitive that has an outstanding Warrant.

EMPLOYER

The Police Officers are doing this for the Local Government.

PRE-ENCOUNTER INTEL

Although technically not a Black Job, arrests will use Pre-Encounter Intel.

The Local Government has a +2 Intel modifier the Thief (page, 14) is self-employed so has no Intel modifier. This gives the Police an Intel Level of 4. This value will be used when resolving First Contact (page, 119).

AREA

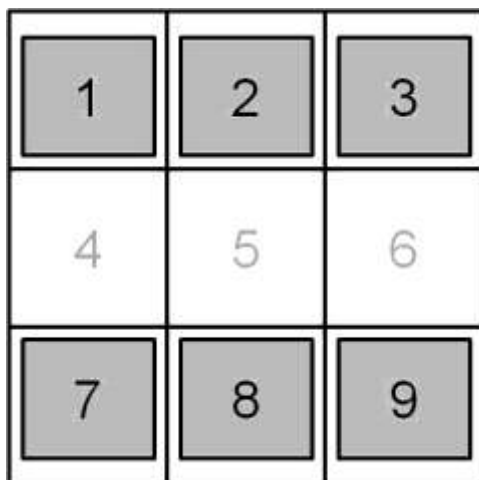
The arrest will take place in the Financial District (page, 112).

DAY PART

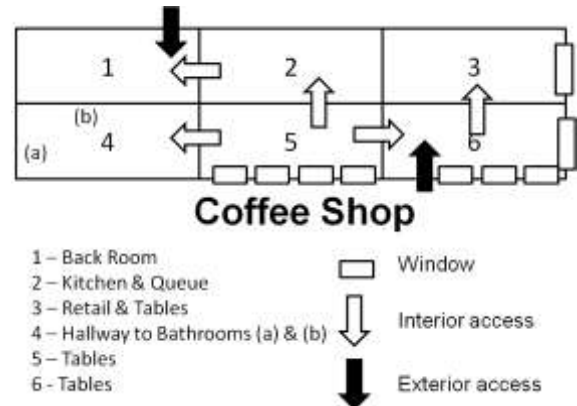
The arrest will take place in the Day Time (page, 112).

TERRAIN

The table top is a 3 x 3 Public Street pictured below.



The Coffee House (Green) floor plan will be used. It is building #3.



LAW LEVEL

The Law Level in the Financial District in the Day Time is 3 (page, 113).

WEATHER

The weather is clear (page, 113).

PEFs

There will be 4 PEFs in the Financial District in the Day Time (page, 112). There are four PEFs in the Coffee House (Green) as well.

CHARACTERS

There are two Police Officers.

Police

NAME	REP	FIT	PEP	SAV	SCI	WPN
Toody	3	3	2	1	0	BAP
Muldoon	4	4	3	2	0	BAP

Thief

NAME	REP	FIT	PEP	SAV	SCI	WPN
Ittakesa	4	4	3	2	0	P

DEPLOYMENT

The Police Officers may enter the table onto sections 4 or 6.

The thief starts in the Coffee House (Green).

The four PEFs will roll for their initial deployment (page, 114).

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SPECIAL INSTRUCTIONS

1 - The Populating Your Buildings rule (page, 77) is in place. There will be four additional PEFs in the Coffee House (Green) with one of them being the staff:

Staff

NAME	REP	FIT	PEP	SAV	SCI	WPN
Barry	3	3	2	1	0	None
Eesta	4	4	3	2	0	None

And the other three being six LWC divided into groups of two each.

LWC

#	NAME	REP	FIT	PEP	SAV	SCI	WPN
1	Amos	5	4	3	5	0	BAP
2	Bell	4	3	2	4	0	None
3	Cindy	4	3	2	4	0	P
4	Deena	3	3	1	2	0	None
5	Egress	3	2	1	0	3	None
6	Fendle	2	1	2	0	0	None

2 - The thief starts in the Coffee House (Green) ordering a drink and will use the PEF Movement Table (page, 116).

3 - For ease of play we've duplicated some info from the book that will be needed.

TO COOPERATE OR NOT

When the Police say that you are under arrest, or they are taking you in for questioning you can choose to do one of two things.

- If you do not have weapons drawn you can choose to go quietly, surrendering your weapons and trusting in the "justice system".
- You can choose to resist. You may or may not have weapons drawn at the time.

RESISTING ARREST

There are three ways to resist arrest.

- You can try and Run For It when you next activate.
- You can Charge into Melee with both sides taking the Charge into Melee Test (page, 54) when you next activate.
- You can choose to draw your weapon. If you do then all involved will take the In

Sight Test (page, 41) when you next activate.

GRUNTS OPTIONS

Grunts have the same options as players. Here's how they are handled:

- Start with the Rep of the Grunt.
- Modify the Rep based on any applicable circumstance.
- Roll 2d6 versus the modified Rep.
- Determine how many d6 are passed and consult the Grunt Arrest Reaction Table.

2

GRUNT ARREST REACTION

(Taken versus Rep)

A result of "6" is an automatic failure

CIRCUMSTANCE	MOD
LWC	(1)
If a Ganger and armed	+1
If a warrant was issued on the Grunt	+1

# D6 PASSED	RESULT
2	If engaged in illegal activity or have warrant: <ul style="list-style-type: none"> • Will attempt to draw weapon if armed (In Sight Test) or Charge into Melee if not. If not engaged in illegal activity: <ul style="list-style-type: none"> • Will attempt to Run For It.
1	If engaged in illegal activity or have warrant: <ul style="list-style-type: none"> • Will attempt to Run For It. If not engaged in illegal activity: <ul style="list-style-type: none"> • Will surrender.
0	All: <ul style="list-style-type: none"> • Will surrender.

(1) LWC will always surrender.

RUN FOR IT

If the player chooses to run for it then he must fight his way off or run off the table. Some figures may make it off the table and some may not.

CONSEQUENCES

Any characters that escape off the table will now have a warrant out for their placed on them for Resisting Arrest (page, 88).

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JAIL TIME

Once you are arrested you will be hauled to the jail located downtown near City Hall. From there you have two choices:

- Go before a judge (page, 89).
- Attempt to escape (page, 94).

22 - ROBBERY

In this Encounter an armed Gang member will attempt to rob a LWC at an ATM.

OBJECTIVE

To rob the LWC without inflicting harm if possible.

EMPLOYER

The Grunt Gang member is working for the Gang.

PRE-ENCOUNTER INTEL

This is a Black Job so Pre-Encounter Intel is in play. The robber has a +1 modifier to Intel for being in a Gang while the LWC does not have any. The Intel Level for the robber will be 3. This value will be used when resolving the First Contact (page, 119).

AREA

The robber is in the Space Port area (page, 112).

DAY PART

It is Late (page, 112).

TERRAIN

The table top is a 3 X 3 Public Street pictured below.

1	2	3
4	5	6
7	8	9

The ATM is located outside of a Gentlemen's Club. If it is needed, the Gentlemen's Club floor plan, can be used (page, 72).

LAW LEVEL

The Law Level in the area outside the Space Port when it is Late is 2 (page, 113).

WEATHER

The weather is bad. Roll on the Inclement Weather Table (page, 113) for specifics.

PEFs

There will be 2 PEFs in the area outside the Space Port when it's Late (page, 114).

CHARACTERS

Robber

NAME	REP	FIT	PEP	SAV	SCI	WPN
Jim Bob Joe	4	4	3	2	0	P

LWC

NAME	REP	FIT	PEP	SAV	SCI	WPN
Vic Dim	3	3	1	2	0	P

The LWC victim is rolled on the LWC Generator Table (page, 122). If desired you can get more info about him by rolling on the Basic Profession Table (page, 121).

DEPLOYMENT

The LWC starts facing the ATM located outside of the club.

The robber starts 3" behind the LWC waiting in line.

The two PEFs will roll for their initial deployment (page, 114).

The LWC starts in front of the ATM.

SPECIAL INSTRUCTIONS

1 - Here's how a character performs a robbery:

- The robber is active and moves to within 2" and LOS of the target or the target is active and moves to within 2" and LOS of the robber.
- The robber will then draw a weapon whether he is active or inactive.
- The robber declares his intent to rob the target and the target stops in place.
- Both sides take a People Challenge.

- If the robber scores a:
 - **Major Success:** Target does not resist and hands over all valuables.
 - **Minor Success:** Target does not resist and hands over all valuables.
 - **Minor Failure:** Target resists and chooses to run as if Breaking Off a Melee (page, 58).
 - **Major Failure:** Target resists. If armed go to In Sight Test. Vic is armed. If unarmed go to the Charge into Melee Table.
- If there is a tie:
 - When active the robber will attempt another People Challenge.
 - When active the target will act as if being arrested. See the section called To Cooperate or Not (page, 88) to determine how the target will behave.

23 - TRAVEL

Sometimes you may need to get from here to there. What I mean is maybe there's a need to end an Encounter with a chance for another Encounter. Use the Travel Encounter when it's needed. Here's how it's done:

- The current Encounter is over.
- Your characters have to return home.
- Decide how they will get there. On foot, in a vehicle, public transit, or whatever you decide.
- Roll 1d6.
- Any result except for a "1" means the characters got home safely.
- On a "1" there may be a problem.
- You have run into a PEF.
- Resolve it normally except modify your roll on the PEF Resolution Table by a +2.

Example - Billy Pink and Ashlynn Cooper have concluded some business at a bar near the Space Port. Billy offers to give her a ride home. This qualifies for a Travel Encounter. Billy rolls 1d6 and scores a "1". This means he must roll on the PEF Resolution with a +2 to his result. He scores a "6" which becomes an "8". Added to the Law level of the Area (3) and modified by the Evening Day Part (+1) the final result is a 12. They have run into a member of the Criminal Element.

ENCOUNTER NOTES

5150: New Beginnings is an immersion game. You can literally recreate any real life occurrence on the tabletop. Because it is such an open system you will get as much out of it as you put into it. The Encounters provided are the tip of the iceberg and a framework for building your own. New Beginnings is a tool box, feel free to use as many or as few of the tools as you like.

But if you prefer pre-made scenarios we'll be publishing some of them in the near future.



"Things that go bump in the night."

24 - "WE WANT TO KNOW"

"If it bleeds it leads" was a popular 20th Century Earth media saying and it holds true in the Gaea Prime universe. As a Citizen you have a right to expect up to the moment coverage of the events that shape your lives and it's our duty to provide it. Whatever is happening, "We want to know" and here's how we do it.

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Media Crew members will *never* be armed with weapons unless Drivers are also providing security.

Note that using Media Coverage is optional and can be a player's Profession if you so desire.

MEDIA CREWS

Media crews consist of up to three parts. They are:

- The Reporter has to get the story, ask the questions and get the scoop. There are two types of Reporters. The most common Reporter (1-5) is classified as an E2 - Entertainer (LWC) Pep: while the less common but higher profile Investigative Reporter (6) is classified as an E1 - Bounty Hunter (Merc) Sav: with the Target of the story equaling the Target of the bounty. The Reporter is always the Leader of the Media Crew.
- The Vid Man records the story in video. There will always be a Vid Man with the common reporter but may not be (1-2) with the Investigative reporter. The Vid Man is classified as E2 - Entertainer (LWC) Sav:
- The Driver drives the Media Crew about their jobs when needed (1-2) and will sometimes provide security (1-2) and act as a guide. The Driver is classified as an E3 - Guide (Dropout) Sav:

REPORTER

The Reporter's job is to report, to find the story and tell it to us who want to know. Investigative Reporters specialize in getting those dirty little stories and exposes.

All Reporters get the story by *interviewing* their subject. We do this by conducting an Interview as follows:

- The Reporter comes within 1" face to face contact with the subject of the interview.
- When Active the Reporter can start to Interview the subject.
- The Reporter and subject of the interview start with d6 equal to their People Skill.
- Modify the Reporter's number of d6 up or down based on applicable circumstances from the Questions Table.
- Both sides roll their total d6 looking for successes (score of 1, 2 or 3).

- Subtract the number of successes scored by the subject from the number of successes scored by the Reporter. This is total number of successes can be a positive number, a negative number or zero.
- Consult the Answers Table and track the number of Interview Points scored each roll.
- The reporter is allowed to roll only once per turn on the Questions Table and only when Active.
- The reporter *is allowed only three total* rolls on the Questions Table per subject interviewed.
- Track the number of Interview Points scored for each roll.

PEP

QUESTIONS

(Counting successes)

CIRCUMSTANCE	MOD
Reporter is an Investigative Reporter	+2d6
Reporter previously portrayed the subject in a good way	+2d6
Reporter previously portrayed the subject in a positive way	+1d6
Vid Man present with non-Criminal Element or non-Government subject	+1d6
Interview being conducted while under fire	-2d6
Reporter previously portrayed the subject in a bad way	-2d6
Reporter viewed as hated enemy by subject	-2d6
Reporter previously portrayed the subject in a negative way	-1d6
Reporter is a Dumbass	-1d6
Reporter and subject are not the same Race	-1d6
Vid Man present with Criminal Element or Government subject	-1d6
Subject is a Zhuh-Zhuh	+1d6
Subject is a Dumbass	+1d6
Subject is a Razor	-2d6
Subject works for Gaea Prime Government	-2d6
Subject works for Local Government	-1d6
Subject is a Xeog	-1d6
Subject is part of the Criminal Element	-1d6

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#

ANSWERS

(Counting successes)

#	RESULT
SUCCESSSES	
3+	Score 2 Interview Points.
1 or 2	Score 1 Interview Point.
0	Score 0 Interview Points.
-1 or -2	Score -1 Interview Point.
-3	Score -2 Interview Points.

- After the end of the Encounter the Reporter will add the three best Interview Point scores and consult the How Good is the Story Table to see how well he has done.

#

HOW GOOD IS THE STORY

(Adding three best Interview Point scores)

# INTERVIEW POINTS	RESULT
5+	Score Major Success.
4	Score Minor Success.
3	Score Minor Success.
2	Score Minor Failure.
1	Score Minor Failure.
0	Score Major Failure.

MAJOR SUCCESS:

Excellent job of Reporting! The Encounter was a success even if you scored a result of Retired or Out of the Fight or Bleeder.

- All Reporters portrayed the non-Criminal Element subject in a *good way*.
- Normal Reporter portrayed the Criminal Element subject in a *positive way*.
- Investigative Reporter portrayed the Criminal Element subject in a *bad way*.

MINOR SUCCESS:

Good job of Reporting! The Encounter was a success *unless* you scored a result of Retired. Scoring a result of Out of the Fight or Bleeder still allows you to count the Encounter as a success.

- All Reporters portrayed the non-Criminal Element subject in a *positive way*.
- Investigative Reporter portrayed the Criminal Element subject in a *negative way*.

MINOR FAILURE:

Encounter was a failure. Maybe get a decent sound bite.

MAJOR FAILURE:

Encounter was a total waste of time. Not even a decent sound bite.

- Non-Criminal or Government subjects believe that you portrayed them in a negative way.
- Criminal Element and Government subjects regard you as a *hated enemy*.
- If Investigative Reporter and a Government subject, there will be a Black Job Home Invasion (*page, 86*) as your next month's Involuntary Encounter. They will try (1-4) to do it while you are out. They will try not to hurt you *too bad*.
- If Investigative Reporter and a Criminal Element subject, there will be a Black Job Home Invasion (*page, 86*) as your next month's Involuntary Encounter. They will try (1-4) to do it while you are in your Home with the intent to score a Bleeder, Out of the Fight or Obviously Dead result on you. Once any of the three results are scored they will leave.

VID MAN

The Vid Man is the Reporter's best friend. His or her job is to record the sights and sounds of the interview. Doing this increases the chance of the Reporter getting a better story.

TAKING VIDS

The Vid Man can take Vids in the following way:

- He can take as many Vids as desired in Reaction.
- He can take one Vid when Active.
- He can shoot Vids from the same section, from an adjacent section or from two sections away.

SHOOTING THE VIDS

Here's how it's done:

- Videos or Vids may only be taken if there is an actual Encounter and the table is set up.
- When taking a Vid the player will note what *specifically* he is taking a Vid of.

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- Note the distance to the target. This can be in the same section, from an adjacent section or from two sections away. This applies when shooting indoors even though the sections are smaller!
- Start with the Rep of the Vid Man.
- Roll 1d6, read the result as rolled and add it to the Rep of the Vid Man.
- Consult the Vid Table to see the result. Be sure to mark the result next to the note of what specifically is being photographed.

1	VID (Read the result as rolled and add to Rep)
----------	--

#	RESULT
7 or less	Crappy video of no use!
8	<p>If Vid Man is:</p> <ul style="list-style-type: none"> Shooting from two sections away. Shooting outside in Inclement Weather. Moving Fast. <p><i>Crappy video of no use! If not then continue down.</i></p> <p>If Vid Man is:</p> <ul style="list-style-type: none"> Shooting in the Evening or Late outside. Shooting from one section away. Moving up to normal distance. <p><i>Score 1 Vid Capture Point. If not then score 2 Vid Capture Points.</i></p>
9	<p>If Vid Man is:</p> <ul style="list-style-type: none"> Shooting from two sections away. Shooting outside in Inclement Weather. Moving Fast. <p><i>Score 1 Vid Capture Point. If not then continue down.</i></p> <p>If Vid Man is:</p> <ul style="list-style-type: none"> Shooting in the Evening or Late outside. Shooting from one section away. Moving up to normal distance. <p><i>Score 2 Vid Capture Points. If not then score 3 Vid Capture Points.</i></p>

10	<p>If Vid Man is:</p> <ul style="list-style-type: none"> Shooting from two sections away. Shooting in rain or fog outside. Moving Fast. <p><i>Score 2 Vid Capture Point. If not then score 3 Vid Capture Points.</i></p>
11+	Score 3 Vid Capture Points.

USING AND BENEFITS OF VIDS

After the Encounter the Vid Man can see if any of his Vids can be used by the Reporter and to what extent.

- Add the Vid Capture Points of the three best Vids the Vid Man collected.
- Consult the Vid Usefulness Table and apply the results.

#	VID USEFULNESS (Counting Total Vid Capture Points scored)
----------	---

# VID CAPTURE POINTS	RESULT
4 or less	Nothing gained.
5 to 7	Add 1 Interview Point to the Reporter's Story total. Vid Man counts the Encounter as a success.
8 or more	Add 2 Interview Points to the Reporter's Story total. Vid Man counts the Encounter as a success.



"It's all about the face time."

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REACTIONS TO BEING VID CAPTURED

Some folks love to be on camera while some do not. Here's how we determine who does and who doesn't:

- Subjects will roll 2d6 versus their Rep.
- Determine the number of 2d6 passed, consult the To Vid or Not to Vid Table and carry out the results.

2

TO VID OR NOT TO VID

(Taken versus Rep of the Subject)

# D6 PASSED	RESULT
2	All will refuse to cooperate. Vid Man can take Vids but will count as if Moving Fast.
1	Criminal Element and Government count as if passed 2d6. Non- Criminal Element and Non-Government types will count as if passed 0d6.
0	Shoot away! Subject is "in to it" and allows total Vid access.

VIOLENT REACTION TO BEING VID CAPTURED

Anytime doubles are rolled on the To Vid or Not to Vid Table by the subject and the result is pass 2d6 the subject, or his bodyguard, will attempt to thrash the Vid Cam. Here's how it's done:

- The subject or his bodyguard is Active and moves to within 1" of the Vid Man.
- The Vid Man and the subject or his bodyguard will each roll 1d6 per each point of Rep.
- Count the number of successes scored.
- If the subject or his body guard scores more successes than the Vid Man he has taken the Vid Cam and destroyed it. Otherwise the Vid Man has protected the Vid Cam and it can still be used.
- The subject or his body guard can attempt to thrash the Vid Cam as many times as desired.

As you can imagine this situation could escalate if allowed by the Vid Man.

CREWS STANDING BY

So now that we've covered how Media crews work let's see when they are in the Encounter. This can be in two ways:

- If the player chooses to be a Reporter, Investigative Reporter or Vid Man he will generate Encounters normally.
- If there is no player Media Crew then when the first PEF is successfully resolved with figures being placed, roll 3d6 versus the Media Coverage Level of the area and consult the Film at Eleven Table.
- This result does not replace the PEF, which is resolved as directed, but is in addition to the PEF. This may mean that there is one or more Media Crews present, they could arrive after the shooting starts or there is an Investigative Reporter lurking about!

3

FILM AT ELEVEN

(Taken versus Media Coverage Level)

# D6 PASSED	RESULT
3	<u>Full Media Coverage</u> with 1 Media Crew consisting of Reporter, Vid Man and a Driver in a news van. They Activate separately from all others ⁽¹⁾ .
2	<u>Media Coverage</u> consisting of Reporter and Vid Man. They Activate separately from all others ⁽¹⁾ .
1	<u>No Media Coverage</u> but 1 Media Crew consisting of Reporter and Vid Man in a news van will show up 2+1/2d6 turns of Activation after any shooting starts. They Activate separately from all others ⁽¹⁾ .
0	<u>If triples occur</u> there is an Investigative Reporter either in your group (1) in the opposing group (2-3) or present as a third, independent party (4-6). He Activates separately from all others ⁽¹⁾ . To determine who the target of the investigation is, roll 1d6 vs. your Fame Level. Pass 1d6 it's you. Pass 0d6 it's the target. <u>Otherwise</u> no Media Coverage present.

(1) Note that the Media Crew will have their own Activation d6 but are NOT counted for doubling with other activation scores.

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X

MEDIA COVERAGE LEVEL

AREA	EARLY	DAY TIME	EVENING	LATE
City Hall	4	3	4	4
Financial	3	2	2	3
The Heights	4	3	3	4
Lower Income	0	1	1	0
Middle Income	1	2	2	1
Pub & Rec	1	2	2	1
Space Port ⁽¹⁾	1	2	2	1

(1) The chance of Media Coverage inside the Space Port is always a 3 and the Media Coverage Level listed are for the area outside the actual Space Port.

ANY NEWS IS GOOD NEWS

Or is it? As a player being Interviewed or Vid Captured can be a good thing and a bad thing. The following rules will act as guidelines and hopefully trigger your own ideas as well.

GOOD NEWS!

In this section we provide some samples of what type of actions may provide good results and how they apply in game terms. This is not the end all, be all list but merely a sample to assist in creating your story and subsequent Encounters.

#

GOOD NEWS

ACTION	RESULTS
Preventing a crime	Gain a reward of 1/2d6 Items. Gain Fame Points equal to Rep multiplied by the Level of the Crime.
Catching a criminal	Gain a reward in Items equal to the Level of the Crime. Gain Fame Points equal to Rep multiplied by the Level of the Crime.
Projected in a positive way.	If tracking Fame Points gain points equal to Rep. If tracking Notoriety Points lose this many points.
Projected in a good way.	If tracking Fame Points gain points equal to 3x Rep. If tracking Notoriety Points lose this many points.

BAD NEWS!

In this section we provide some samples of what type of actions may provide bad results and how they apply in game terms. This is not the end all, be all list but merely a sample to assist in creating your story and subsequent Encounters.

#

BAD NEWS

ACTION	RESULTS
Seen committing a crime.	Gain Notoriety Points equal to Rep multiplied by the Level of the Crime. If 6 or more Vid Cap Points were taken then the chance of an Arrest Encounter being substituted for an Involuntary Encounter (page, 105) rises from 1 to 1 and 2.
Doing "bad things".	This can be anything at your discretion from cheating on a business deal to infidelity but cannot cause bodily harm. If tracking Notoriety Points gain points equal to 1x, 2x or 3x Rep depending upon how many people are affected. If tracking Fame then lose this many points. If 6 or more Vid Cap Points were taken double the loss of Fame Points.
Projected in a negative way.	If tracking Notoriety Points gain points equal to Rep. If tracking Fame Points then lose this many points.
Projected in a bad way.	If tracking Notoriety Points gain points equal to 3x Rep. If tracking Fame Points then lose this many points.

GENERATING MEDIA CREWS

When you need to generate Media crews here's how it's done:

- A Reporter or Vid Man will use the LWC Generator (page, 122). An Investigative Reporter will use the Mercenaries Generator (page, 122) but switching the People and Fitness Skills.
- A Driver will use the Dropout Generator (page, 122) unless he provides security as well. In that case he will use the Mercenaries Generator (page, 122).

25 - AFTERWARDS

The story doesn't end when the Encounter does. In fact it's just starting. Think of each Encounter as a chapter in a book with more to come. So what happens now?

Well congratulations, you made it through the Encounter. Time to see what you gained, lost, who got better, and more. After each Encounter you *must* do the following:

- Adjust the Notoriety or Fame Levels for all group members.
- Take the Keeping It Together Test.
- Increase or decrease the Rep or a Skill for each group member.
- Consider recruiting more group members.

Let's go over each one in more detail.

NOTORIETY OR FAME POINTS

If you're part of the Criminal Element it's called Notoriety, otherwise it's called Fame. In any case it can affect what your Encounters are and who your Employers may be (page, 106). Here's how it works:

- All characters start at level zero.
- Each time any Encounter is a success (page, 140), the character gains its Rep in Notoriety or Fame Points.
- If the character is shot at or engages in a melee during a successful Encounter he earns double the points. This is earned only once per Encounter.
- If the Encounter is a failure the character loses its Rep in Notoriety or Fame Points.
- You can have zero and even a negative point total.
- Be sure to adjust Notoriety and Fame up or down after each Encounter and track it on the Character Journal (QRS).

USING NOTORIETY OR FAME POINTS

Notoriety and Fame Points are used in the following ways:

- Determine your current Level of Notoriety or Fame Level.
- This is done by comparing your current total Notoriety or Fame Points to the Notoriety and Fame Table.

- Your level is used when interviewing for a job (page, 108). The higher the level the better the chances of getting hired.

Example - Billy Pink currently has 36 Fame Points. His current Fame Level is 3.

X

NOTORIETY AND FAME

CURRENT NOTORIETY OR FAME POINT TOTAL	NOTORIETY OR FAME LEVEL
19 or less	1
20 to 29	2
30 to 39	3
40 to 49	4
50 to 59	5
60 to 69	6
70 to 79	7
80 to 89	8
90 to 99	9
100+	10

KEEPING IT TOGETHER

Grunts will join you for a variety of reasons. Maybe for mutual defense, the promise of security, to pay the bills or perhaps because man is a social animal and nobody wants to be alone.

But for each reason that there is for a Grunt to join you there's more reasons for him to leave. So to see if the group splits up this test is to be taken after each Encounter. Here's how it's done:

- Start with 1d6 per each point of your Rep.
- Modify this total by any applicable circumstances. The modifiers may fluctuate depending upon the Grunt taking the test.
- Roll the modified total number of d6 and count how many successes (score of 1, 2 or 3) are scored.
- Next each member rolls 1d6 per point of Rep.
- Count how many successes (score of 1, 2 or 3) are scored by each member.
- Compare the number of successes scored by you to each member separately.
- Consult the Keeping It Together Table and immediately carry out the results.

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REP

KEEPING IT TOGETHER

(Counting successes)

STAR CIRCUMSTANCES	MODIFIER
If went Out of the Fight	-1d6
If a group member was OOF or OD	-1d6
If different class than the Grunt	-1d6
Grunt's mind has been "poisoned"	1-d6
For each 3 consecutive months that the Grunt has been in the group	+1d6
Difference between your Fame or Notoriety Level and the Grunt's	+/- difference

# OF SUCCESSSES	STAR	GRUNT
Score twice as many successes than the other side.	Grunt remains in the group and does not take this test after the next encounter.	The Grunt leaves the group. And "poisons" the minds of any other group members that have an equal or lower Rep.
Score more successes than the other side.	The Grunt remains in the group	The Grunt leaves the group.
Both sides score zero successes	If the last Encounter was a Success the Grunt remains in the group. If a Failure the Grunt leaves the group.	If the last Encounter was a Success the Grunt remains in the group. If a Failure the Grunt leaves the group.

HOW ABOUT NOTORIETY AND FAME POINTS

So you want both eh? Sure, why not. Just be sure to keep track of the Encounters so you know what type of points you're scoring. Want an example of who could do this?

Batman!

IMPROVING REP OR SKILLS

Yes sir. If you're playing a campaign then follow these simple rules. After each successful Encounter it is possible that a character, Star or Grunt, can raise his or her Rep or a Skill. All of the following requirements must be met for the Encounter to be considered a success for that character. *It is possible that an Encounter may be a success for one character and not another!*

- Did not receive a result of Out of the Fight or Bleeder.
- Did not retire.
- The Encounter objective was achieved.

If the Encounter was a success for the character then you can choose to attempt to increase the character's Rep or one of its Skills. This is up to the player whether attempting to raise a Star or Grunt. Once you have decided what you would like to raise roll 1d6:

- If the score is higher than the current Rep or Skill that Rep or Skill will go up one point.
- If the score is a "6" the Rep or Skill will always go up one point regardless of the current level.

Your character can grow to as high a Rep or Skill as desired as there isn't a maximum. *There is, however, Obviously Dead so don't get too full of yourself.*

RAISING A ZERO LEVEL SKILL

You may remember that when a character is generated it will have one or more Skills at level zero. Well if you want to increase it to a one this is the time to do it.

Instead of increasing an existing Skill you can try and increase that zero level Skill to a one. Here's how it's done:

- Choose which zero level Skill you want to increase to level one.
- Roll 1d6.
- If you score a 6 then you have raised it to level one.
- Any other score and it remains at zero.

Hey, we never said it would be easy, we just said that you could do it.

DECREASING REP OR SKILL

Just as Rep or Skill can go up when you have a successful Encounter they can go down if the Encounter was a failure. So if you didn't meet *all* the

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requirements for a successful Encounter you had a failure.

If the Encounter was a failure then the character will roll 1d6.

- If the score is a "1" the Rep or one Skill will go down one point 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 or Skill lower than "1".
- Which Rep or Skill? Roll 1d6 for Rep and each Skill and the lowest score is the one at risk.

Example - Billy Pink (Rep 5) has had a successful Encounter. Billy can attempt to increase his Rep or a Skill. Billy chooses to try and increase his Savvy Skill from 3 to 4. He rolls 1d6 and scores a 4. As it is higher than his current Savvy of 3 he increases his Savvy to 4.

Jim Bob Joe (Rep 3) has had a failed Encounter so is at risk of having his Rep or a Skill reduced. He rolls 1d6 for each, his Rep and his three Skills and scores a low of 2 for his People Skill. He rolls 1d6 and scores a 1. Jim Bob Joe reduces his People Skill of 3 down to a 2.

REPLACEMENTS

There may be times when members of your group leave via the Keeping It Together Test (page, 140) or are lost due to damage. When this happens you may need to recruit new members. How do you do it? Easy peasy, just choose a Chillin' Encounter (page, 127), meet some new Grunts and try to recruit them with a People Challenge. Stars are limited to three People Challenge Tests per month when it comes to recruiting new members. Here's how it's done:

- **Major Success:** The Grunt joins your group with no restrictions.
- **Minor Success:** The Grunt will join your group for one Encounter. If it is successful it will take the Keeping It Together Test but if it is a failure he will leave the group. You can try and recruit him again via another People Challenge in the future. Do this anytime you run into him (1-3) during a Chillin' Encounter.
- **Minor Failure:** Both sides exchange pleasantries but little else. But you can try and recruit him again via another People Challenge in the future. Do this

anytime you run into him (1-3) during a Chillin' Encounter.

- **Major Failure:** The Grunt and you decide that it's not a good fit. No hard feelings but don't waste your time trying to recruit him again.

TYPICAL CAMPAIGN MONTH

We've included a typical Campaign Month in this section to use as a checklist for playing 5150: New Beginnings. We've set it up in the recommended order, for ease of play, but feel free to adjust it as you like. After a few months of game time this will become second nature. We've divided it into the major events of the month:

- Items
- Voluntary Encounter
- Involuntary Encounter
- After Each Encounter

ITEMS (PAGE, 83)

- Gain one (page, 84)
- Save (page, 84)
- Transfer (page, 84)
- Easy Access (page, 84)
- Wages (page, 107)

EMPLOYMENT (PAGE, 106)

- Looking for a Job (page, 106)

VOLUNTARY ENCOUNTER (PAGE, 105)

- Stay Home (page, 85)
 - Adjust Home status (page, 85)
 - Home Invasion (page, 86)
- Arrest (page, 130)
- Chillin' (page, 127)
- Raid (page, 128)
- Robbery (page, 132)

INVOLUNTARY ENCOUNTER (PAGE, 105)

- Warrants (page, 93)
- Arrest (page, 87)
- Defend (page, 128)
- Double Crossed (page, 119)

AFTER EACH ENCOUNTER

- Notoriety or Fame (page, 139)
- Keep it Together (page, 139)
- Raise Rep or Skill (page, 140)

26-FROM SA TO NB

Where *New Beginnings* deals with small group adventuring *5150: Star Army* covers squad and platoon sized military actions. But even soldiers need a break once in awhile so here's how to bring your *Star Army* characters into New Hope City.

DISCHARGE OR R&R

You can *choose* to have your *Star Army* Character arrive in New Hope City in two ways:

- The character is still in the military and is in NHC on leave for some Rest & Relaxation. If you chose this route then you can bring 1+1/2d6 Grunt army buddies with you as well.
- The character has been discharged from the military and has landed in NHC to start a new life. If you choose this option then you have to see what type of discharge he received. Rolling 2d6 versus his Rep and consulting the Discharge Tables does this.

2

DISCHARGE

(Taken vs. Rep)

# D6 PASSED	RESULT
2	<i>Honorable Discharge with Recommendations.</i> The character counts a +2d6 when interviewing for a Police Job and a +1d6 otherwise.
1	<i>Honorable Discharge.</i> The character counts a +1d6 when interviewing for any job.
0	<i>Dishonorable Discharge.</i> The character counts a +1d6 when interviewing for a Black Job and a -1d6 otherwise.

SETTING UP YOUR CHARACTER

Your *Star Army* characters will follow the normal set up procedures for Stars and Grunts found in *New Beginnings* with the following exceptions:

- Attributes:** The Attributes in *Star Army* will directly transfer over to *New Beginnings*. Stars and Grunts will add more Attributes as described on page, 9.
- Armor:** The only armor that may be used by SA characters is that which is

found in *New Beginnings*. *Star Army* characters use LWC armor restrictions (page, 18) when they first arrive in NHC but can accumulate more just like other characters.

- Weapons:** *Star Army* characters are legally allowed to use the weapons found in *New Beginnings*. They can attempt to smuggle weapons from *Star Army* into NHC by rolling 1d6, adding the result to its Rep, applying any modifiers and consulting the Gun Running Table.

1

GUN RUNNING

(Read the result as rolled and add to Rep)

CIRCUMSTANCE	MODIFIER
Honorably discharged	+2
Dishonorably discharged	-1

#	RESULT
6 or less	Character is caught at the Space Port with weapons still in containers. Go to an Arrest Encounter (page, 130).
7	Character is successful but must spend 1/2d6 items bribing officials. Otherwise count as a result of 6 or less.
8	Character succeeds in bringing in three rolls from the Shopping List below.
9	Character succeeds in bringing in five rolls from the Shopping List below.
10+	Character succeeds in bringing in ten rolls from the Shopping List below.

2

SHOPPING LIST

(Add the scores together)

#	TYPE	ITEMS
2	Inferno Grenade (1-2) or LAW (3-6)	10
3	Laser Rifle	5
4	SAW (1-4) or Light Machine Gun (5-6)	5
5	Assault Rifle	2
6	Assault Rifle	2
7	Assault Rifle	2
8	Submachine Gun	2
9	Submachine Gun	2
10	Grenade, Fragmentation	3
11	Grenade Launcher & 3 Fragmentation Grenades	12
12	Rocket Launcher & 3 Rockets	15

All weapons are considered to come with sufficient ammo except for grenades and rockets which are specified.

When using weapons found in *Star Army* that don't appear in *New Beginnings* use the Impact Values found in SA. For weapons that appear in both use the *New Beginnings* values.

SELLING THE WEAPONS

Smuggled weapons can be sold for the number of Items in the end column of the Shopping List Table. Weapons can only be sold to Gangs and must be done during a Chillin' Encounter via a People Challenge.

The buyers will offer to meet the seller in an alley located in the Pub & Rec area (1-3), at the buyer's Home (4), in a Park (5) or alley in the Space Port Area (6).

The seller can refuse the location but then find a new buyer.

Once the two parties enter the same section of the table they must approach to within 1" and then take a People Challenge with the following results possible.

- **Major Success:** Ganger will buy for full price. You must spend 1 turn of Activation per weapon sold to make the transfer.
- **Minor Success:** Ganger will buy for half the price. You must spend 1 turn of Activation per weapon sold to make the transfer.
- **Minor Failure:** No deal and parties split amiably. Or you can offer for half the listed price and retake the test at a +2d6 modifier in your favor.
- **Major Failure:** You've been burned. Roll 1d6.
 - (1-3) The Gangsters try to double cross you. Time to take the In Sight with you counting as Active.
 - (4-6) It's a sting! The buyer is an undercover cop. PG+2 Police show up. Lay out the Police in the same section, from two sides, and all in sight of each other. It's become an Arrest Encounter and the Police are counted as active with a three way fight

If the deal is not concluded after three tries the deal is broke and another buyer must be found.

27-FINAL THOUGHTS

I've always been a fan of Sci-Fi and *5150*, the original THW version, was my first foray into the genre. Although it was well received I felt it was missing something. Or actually it wasn't and that was the problem. I realized that there are two types of Sci-Fi. The first being the hard core military type. The type with ferocious giant Bugs fighting heroic Star Army soldiers as strange Alien invaders try to conquer the universe.

The second is the personal level where a small group of adventurers are trying to make a living. To put it simply think *Starship Troopers* and *Firefly*. The original *5150* touched on them both but didn't go deep enough.

So five years went by, the mechanics of THW evolved, and I realized that now was the time to upgrade *5150*.

First came *5150: Star Army*. Like the title says, it's strictly military with platoons, tanks, aircraft and more. To say it's been well received is an understatement.

And now here's the other side of the coin. *5150: New Beginnings* contains all the rules you'd need to play small party Sci-Fi *immersion games*. It provides the tools to capture that personal character driven feeling missing in military rules. *NB* has the story detail of a RPG but with the added benefit of a realistic combat system, something that RPGs consistently lack.

The game mechanics are pretty simple once you get your head around them. There's a table for everything you need to know and the game can be as detailed as you want to make it. That's the key, it's your game and you can play it any way you want.

We've purposely made economics simple. The Items mechanic gets you playing the games you want instead of wasting time accumulating wealth to buy something you should be playing with to begin with!

Then there are the Police. You'll be adventuring in a large city with laws and how you deal with them is up to you. They will be a part of your Encounters, sometimes when you least expect or want them. Live with it.

In any case this is the end of the book but only the beginning of the story. All you need to game entertaining and enjoyable Sci-Fi games is contained in *Star Army* and *New Beginnings*. You don't need anything else.

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But there *is* more to come.

There's a load of Alien Races from the original *5150* that have to be brought over and they will be in free, that's free, downloadable PDFS.

There will also be scenario books for *New Beginnings* and *Star Army* plus a set or two of spaceship rules. In short, it's a big *5150* universe and THW is going to fill it.

I hope you enjoy playing *New Beginnings* as much as I do and be sure to check out the THW Yahoo Group for answers to questions and free downloads. See you there!

Ed Teixeira- 09/2011

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"If you can find the Table you can find the answer!"

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<i>GENDER</i>	
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<i>REP & MORE</i>	
<i>REP</i>	
<i>CLASS (QRS)</i>	
<i>MOTIVATION</i>	
<i>FAME POINTS</i>	
<i>FAME LEVEL</i>	

<i>ATTRIBUTE</i>	<i>EFFECT</i>

<i>SKILLS</i>	
<i>FITNESS</i>	
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<i>PROFESSION</i>
<i>FIELD OF EXPERTISE</i>

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<i>MMP</i>	<i>#</i>	<i>ENHANCEMENT</i>	<i>NOTES</i>	<i>ENHANCEMENT</i>	<i>NOTES</i>
<i>DOSES</i>	<i>#</i>				

<i>ITEMS CARRYING</i>	<i>HOME</i>	<i>SAVED</i>

<i>ITEMS CARRYING</i>	<i>HOME</i>	<i>SAVED</i>

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<i>FRIENDS</i>	<i>NOTES</i>

<i>ENEMIES</i>	<i>NOTES</i>

<i>CRIMINAL RECORD</i>	<i>NOTES</i>

<i>EMPLOYERS</i>	<i>NOTES</i>

<i>MEMBERS</i>	<i>NOTES</i>

<i>HISTORY</i>			
<i>DATE</i>	<i>EVENT</i>	<i>EMPLOYER</i>	<i>NOTES</i>

QUICK & EASY GRUNT ROSTER

<i>NAME</i>	<i>QRS</i>	<i>REP</i>	<i>FIT</i>	<i>PEP</i>	<i>SAV</i>	<i>SCI</i>	<i>WPN</i>

2 DROPOUTS REACTION TESTS

SURVIVAL MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire * (Ldr)	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Duck Back.	All: • Retire.
Man Down * (Ldr)	All: • Carry On.	If no others carrying on within 4": • Duck Back. Otherwise: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	If group at 3/4 strength or less: • Retire. Otherwise: • Carry On.	All: • Retire.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i> <i>Zhuu-Zhuhs allowed to roll an additional 1d6</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

DROPOUT GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	4	3	5	0	BAP
3	3	1	0	2	3	None
4	3	1	3	2	0	None
5	4	3	2	4	0	P
6	4	2	3	4	0	MP
7	5	3	4	5	0	BAP
8	4	4	3	5	0	MP
9	4	2	4	3	0	P
10	3	2	1	3	0	None
11	3	1	2	3	0	None
12	5	3	4	5	0	BAMP

DROPOUT

2 GANGER REACTION TESTS

PROFIT MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Duck Back Outgunned: • Duck Back Others: • Duck Back	All: • Take Cohesion Test.
Man Down (Ldr) *	All: • Carry On.	If no others carrying on within 4": • Duck Back Otherwise: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group</i>	If Police on the table: • Retire. Otherwise: • Carry On.	If at 1/2 strength or less: • Retire. Otherwise: • Carry On.	All: • Retire.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i> <i>Zhuh-Zhuhs allowed to roll an additional 1d6</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

GANGER GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	5	3	4	0	BAP
3	2	2	1	0	0	P
4	3	3	2	1	0	None
5	4	4	3	2	0	P
6	4	4	2	3	0	MP
7	5	5	4	3	0	BAP
8	4	4	3	2	0	MP
9	3	2	1	3	0	P
10	3	1	0	2	3	None
11	2	2	1	0	0	None
12	5	4	5	3	0	BAMP

GANGER

2 GRATH REACTION TESTS

DUTY MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	All: • Take Cohesion Test.
Man Down (Ldr) *	All: • Carry On.	All: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	If group at 1/3 strength or less: • Retire. Otherwise: • Carry On.	If group at 1/2 strength or less: • Retire. Otherwise: • Carry On.
Recover From Knock Down <i>The Grath have the Brick Wall Attribute (page 11).</i>	If took OD to the head: • Obviously Dead. Otherwise: • Ignore damage and Carry On.	If took OD to the head: • Obviously Dead. Otherwise: • Ignore damage and Carry On. Take Received Fire Test.	If took OD to the head: • Obviously Dead. Otherwise: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.
Driver Disabled	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

GRATH GENERATOR (2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	4	2	3	0	BAP
3	4	4	2	3	0	BAMP
4	4	4	2	3	0	BAP
5	4	4	2	3	0	BAMP
6	4	4	2	3	0	BAP
7	4	4	2	3	0	BAP
8	4	4	2	3	0	BAMP
9	4	4	2	3	0	BAP
10	4	4	2	3	0	BAP
11	4	4	2	3	0	BAMP
12	4	4	2	3	0	BAP

GRATH

2 HISHEN REACTION TESTS

PROFIT MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) * <i>Hishen Bravery applies</i>	Outgunned: • Duck Back Others: • Carry On.	Outgunned: • Duck Back Others: • Carry On.	All: • Take Cohesion Test.
Man Down (Ldr) * <i>Hishen Bravery applies</i>	All: • Carry On.	If no others carrying on within 4": • Retire. Otherwise: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group Hishen Bravery applies</i>	All: • Carry On.	If group at 1/2 strength or less: • Retire. Otherwise: • Carry On.	All: • Retire.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

HISHEN GENERATOR (2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	3	3	0	1	2	BAP
3	3	3	2	1	0	MP
4	3	3	1	2	0	P
5	3	3	1	2	0	MP
6	3	3	2	1	0	BAP
7	3	3	1	2	0	P
8	3	3	2	1	0	MP
9	3	3	2	1	0	P
10	3	2	3	1	0	BAP
11	3	2	1	3	0	MP
12	3	2	0	3	1	BAP

HISHEN

2 LWC REACTION TESTS

SURVIVAL MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Duck Back.	All: • Take Cohesion Test.
Man Down (Ldr) *	All: • Carry On.	If no others carrying on within 4": • Retire. Otherwise: • Carry On.	All: • Retire.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	All: • Retire.	All: • Retire.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i> <i>Zhuh-Zhuhs allowed to roll an additional 1d6</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

LWC GENERATOR (2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	4	3	5	0	BAP
3	4	3	2	4	0	None
4	4	3	2	4	0	P
5	3	3	1	2	0	BAP
6	3	2	1	0	3	None
7	2	1	2	0	0	None
8	3	2	3	1	0	None
9	3	3	1	2	0	P
10	4	3	2	4	0	None
11	4	4	3	2	0	None
12	5	4	3	5	0	None

LWC

2 MERCS REACTION TESTS

PROFIT MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	All: • Duck Back.
Man Down (Ldr) *	All: • Carry On.	If no others carrying on within 4": • Duck Back. Otherwise: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	If group at 1/2 strength or less: • Retire. Otherwise: • Carry On.	All: • Retire.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i> <i>Zhuh-Zhuhs allowed to roll an additional 1d6</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 3" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2 MERCENARIES GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	4	2	3	0	BAP
3	5	4	3	5	0	MP
4	5	5	3	4	0	BAP
5	4	4	2	3	0	MP
6	4	4	2	0	3	BAP
7	5	5	3	4	0	BAP
8	4	4	3	2	0	MP
9	4	4	2	3	0	BAP
10	5	5	3	4	0	BAP
11	5	4	2	3	0	MP
12	4	4	3	2	0	BAP

MERCS

2 POLICE REACTION TESTS

DUTY MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	All: • Duck Back.
Man Down (Ldr) *	All: • Carry On.	If no others carrying on within 4": • Duck Back. Otherwise: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	If group at 1/3 strength or less: • Retire. Otherwise: • Carry On.	If group at 1/2 strength or less: • Retire. Otherwise: • Carry On.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i> <i>Zhuh-Zhuhs allowed to roll an additional 1d6</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 3" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

POLICE GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	4	5	3	0	BAP
3	5	4	5	3	0	BAP
4	3	3	2	1	0	BAP
5	4	4	3	2	0	BAP
6	4	4	3	2	0	BAP
7	5	5	3	4	0	BAP
8	4	4	3	2	0	BAP
9	4	4	3	2	0	BAP
10	3	3	2	1	0	BAP
11	5	5	4	3	0	BAP
12	4	3	2	4	0	BAP

POLICE

2 RAZOR REACTION TESTS

SURVIVAL MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Duck Back.	All: • Retire.
Man Down (Ldr) *	All: • Carry On.	If no others carrying on within 4": • Retire. Otherwise: • Carry On.	All: • Take Cohesion Test.
Bullet Move	All: • Dodge to side/rear 3" causing fire to miss. Take Received Fire Test.	All: • Twist 1" away. Razor now counts as if in cover. Refigure, but not re-roll, result.	All: • Hit by fire and resolve normally.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	If group at 1/2 strength or less: • Retire. Otherwise: • Carry On .	All: • Retire.
Recover From Knock Down	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 12" (1-2), veers left (3-4) or right (5-6) and stops.

2

RAZOR GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	4	3	0	4	2	None
3	5	5	3	4	0	None
4	5	5	4	3	0	None
5	4	4	3	2	0	None
6	4	3	2	4	0	None
7	5	5	3	4	0	None
8	4	4	3	2	0	None
9	4	3	4	2	0	None
10	5	4	5	3	0	None
11	5	4	3	5	0	None
12	4	2	4	3	0	None

TARGET

RAZOR MENTAL BLAST

(1d6 + Rep)

#	RESULT
7 or less	Blast lacks power to inflict damage.
8	Second or higher target – no effect. Otherwise – hit ⁽¹⁾ .
9	Third or higher target - no effect. Otherwise - hit ⁽¹⁾ .
10+	Hit ⁽¹⁾ .

(1) Target takes the recover from Knock Down Test with only 2d6.

RAZOR

XEOG REACTION TESTS

SURVIVAL MOTIVATED

REASON	PASS 2D6	PASS 1D6	PASS 0D6
Received Fire (Ldr) *	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On.	Retrieving wounded: • Carry On. Outgunned: • Duck Back Others: • Carry On	All: • Duck Back.
Man Down (Ldr) *	All: • Carry On.	If no others carrying on within 4": • Retire. Otherwise: • Carry On.	All: • Take Cohesion Test.
Cohesion Test (Ldr) * <i>Taken by group</i>	All: • Carry On.	If group at 3/4 strength or less: • Retire. Otherwise: • Carry On.	All: • Retire.
Recover From Knock Down <i>Armored allowed to roll 3d6 instead</i>	All: • Stunned. Figure may not act or react until having spent one full turn of activation doing nothing.	All: • Out of the Fight.	All: • Obviously Dead.
Driver Disabled	All: • Vehicle moves forward 3" and comes to stop.	All: • Vehicle moves forward 3" (1-2), veers left (3-4) or right (5-6) and comes to stop.	All: • Vehicle moves forward 6" (1-2), veers left (3-4) or right (5-6) and comes to stop.

2

XEOG GENERATOR

(2d6 added together)

#	REP	FIT	PEP	SAV	SCI	WPN
2	5	3	4	5	0	BAP
3	4	2	3	4	0	MP
4	3	1	2	3	0	None
5	4	3	4	2	0	None
6	5	3	5	4	0	BAP
7	5	5	4	3	0	MP
8	5	5	3	4	0	MP
9	4	2	0	4	3	MP
10	3	2	3	1	0	None
11	4	2	4	3	0	MP
12	5	3	4	5	0	BAP

XEOG

5150: New Beginnings

REP

IN SIGHT

(Looking for successes)

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

CHARACTER TYPE	MOD
Gunfighter	+1d6
Razor	+1d6
Xeog	+1d6
ATTRIBUTE	MOD
Heightened Senses	+1d6
Slow to React	-1d6
Steely Eyes	+1d6
Stone Cold	+1d6
Superior Senses	+1d6
Wary	+1d6
CIRCUMSTANCE	MOD
Active - Character is active and moved	-1d6
Audio Enhancement within 6" of enemy	+1d6
Concealed/Cover -Enemy is concealed or in cover	-1d6
Drugged - Character is Drugged	-1d6
Drunk - Character is Drunk	-1d6
Ducking Back - Cover is Ducking Back	(1)
Retiring - Character is Retiring	(1)

(1) Ducking Back or Retiring figure cannot fire and will complete its reaction instead.

IN SIGHT RESOLUTION

WHEN IT'S YOUR TURN

Active:

- May Charge to Cover in lieu of shooting and forfeiting active fire.

Weapon drawn:

- If outgunned then Duck Back! Sorry but you forfeit your chance to respond.
- If not outgunned then Fire.

Weapon needed to be drawn:

- If outgunned then Duck Back! Sorry but you forfeit your chance to respond.
- If not outgunned draw weapon and Snap Fire.

Out of range, ammo or do not have a ranged weapon and outside of charge reach:

- Duck Back.

In charge reach:

- If outgunned then Duck Back! Sorry but you forfeit your chance to respond.
- If not outgunned Charge into Melee Test

Target

RANGED COMBAT

(1d6 + Rep)

A result of two or more "ones" means out of ammo.

CIRCUMSTANCE	MODIFY TO DIE SCORE
Shooter using Targeting	+1

#	RESULT
7 or less	SHOOTER MISSED
8	SHOOTER MISSED IF <ul style="list-style-type: none"> Moved fast. Snap firing. Firing with Off-Hand ⁽¹⁾. Unfamiliar weapon. TARGET WAS MISSED IF <ul style="list-style-type: none"> Charging. Concealed. In Cover. Prone. Moved fast. Is second or higher target. OTHERWISE – HIT.
9	SHOOTER MISSED IF <ul style="list-style-type: none"> Moved fast. Snap firing. TARGET WAS MISSED IF <ul style="list-style-type: none"> Is third or higher target. OTHERWISE – HIT.
10	SHOOTER HITS TARGET
11+	SHOOTER HITS DESIRED VISIBLE BODY PART

RANGED COMBAT

X

WEAPONS

TYPE	RANGE	TARGETS	IMP
Assault Rifle (AR)	48	1 or 3	3
BA Machine Pistol (BAMP)	12	3	2
BA Pistol (BAP)	12	1 or 2	2
BA SMG (BASMG)	24	3	2
Bolt Action Rifle (BAR)	48	1	3
Flash Bang Grenade (FBG)	6/24	12" circle	NA
Machine Pistol (MP)	12	3	1
Pistol (P)	12	1 or 2	1
Shotgun (SG)	12	3 (6)	2
Submachine Gun (SMG)	24	3	1

5150: New Beginnings

2 Ranged Combat Hit Location

(2d6 added together)

Targets wearing armor will reduce the Impact by 1 ⁽¹⁾

(1) Any Impact reduced to zero will mean the target suffers a KD result.

SCORE	HIT LOCATION	IMPACT 1	IMPACT 2	IMPACT 3	IMPACT 4+
2	Hit in Head	OD	OD	OD	OD
3	Hit in Head	KD	KD	OOF	OOF
4	Hit in Off Arm	KD	KD	KD	OOF
5	Hit in Gun Arm	KD	KD	KD	KD
6	Hit in Chest (Back)	OD	OD	OD	OD
7	Hit in Chest (Back)	KD	Bleeder	Bleeder	OOF
8	Miss if in cover otherwise hit in Gut (Lower Back)	KD	Bleeder	Bleeder	Bleeder
9	Miss if in cover otherwise hit in Gut (Lower Back)	KD	KD	OOF	OOF
10	Miss if in cover otherwise hit to Left Leg	KD	KD	Bleeder	Bleeder
11	Miss if in cover otherwise hit to Right Leg	KD	KD	KD	OOF
12	Miss if in cover otherwise hit to Right Leg	KD	KD	KD	OOF

KD = Knocked down and immediately take Recover From Knock Down Test.

Bleeder = Knocked down and Stunned. Treat as Bleeder.

OOF = Knocked down and out of the Fight.

OD = Obviously Dead.

Miss = Target did not get hit.

RANGED & MELEE COMBAT HIT LOCATION

2 Melee Combat Hit Location

(2d6 added together)

Targets wearing armor will reduce the Impact by 1 ⁽¹⁾

(1) Any Impact reduced to zero will mean the target suffers a KD result.

SCORE	HIT LOCATION	IMPACT 1	IMPACT 2	IMPACT 3	IMPACT 4+
2	Hit in Head	OD	OD	OD	OD
3	Hit in Head	KD	KD	OOF ⁽²⁾	OOF ⁽²⁾
4	Hit in Off Arm	KD	KD	KD	OOF ⁽²⁾
5	Hit in Gun Arm	KD	KD	KD	KD
6	Hit in Chest (Back)	OD	OD	OD	OD
7	Hit in Chest (Back)	KD	OOF ⁽²⁾	OOF ⁽²⁾	OOF ⁽²⁾
8	Hit in Gut (Lower Back)	KD	OOF	Bleeder	Bleeder
9	Hit in Gut (Lower Back)	KD	KD	OOF ⁽²⁾	OOF ⁽²⁾
10	Hit in Gut (Lower Back)	KD	KD	Bleeder	Bleeder
11	Hit in Chest (Back)	KD	KD	KD	OOF ⁽²⁾
12	Hit in Chest (Back)	KD	KD	KD	OOF ⁽²⁾

(2) Metal Maniac winners of melee will count all damage results of OOF as Bleeder.

KD = Knocked down and immediately take Recover From Knock Down Test.

Bleeder = Knocked down and Stunned. Treat as Bleeder.

OOF = Knocked down and out of the Fight.

OD = Obviously Dead.

If hit in armored area roll 3d6 for Recover From Knock Down Test.

5150: New Beginnings

2

CHARGING INTO MELEE

(Taken versus Rep)

CHARACTER TYPE	MODIFIER
Cyndee	+1d6
Dropout	+1d6
Grath	+2d6
Hishen	-1d6
LWC	-1d6
Police	+1d6
Razor	+1d6
ATTRIBUTE	MODIFIER
Coward	-1d6
Driven	+1d6
Nerves of Steel	+1d6
Rage	+1d6
Runt	-1d6
Stone Cold	+1d6
Vicious	+1d6
CIRCUMSTANCE	MODIFIER
Target in cover	+1d6
Target charged to flank	-1d6
Target charged to rear	-2d6
Outnumbered 3:1 or more	-1d6
Subject to Fear	-1d6

CHARGE RESOLUTION

#D6 PASSED	CHARGER	TARGET
3+ more than opponent	Target takes Cohesion Test. Charger moves into melee. If target leaves the battlefield then occupy the vacated spot and take <i>Parting Shot</i>	Target fires at Full Target Rating. Charger takes Cohesion Test.
2 more than opponent	Target may not fire. Charger moves into melee	Target fires at Full Target Rating. Charger moves into melee.
1 more than opponent	Target fires one shot. Charger moves into melee.	Target fires at Full Target Rating. Charger moves into melee.
Same as opponent	Target fires at Full Target Rating. Charger moves into melee.	Target fires at Full Target Rating. Charger moves into melee.

MELEE

Rep

Melee Combat

(Looking for successes)

A score of 1, 2, or 3 is a success

A score of 4, 5, or 6 is a failure.

MELEE WEAPON	MOD
Unarmed	-1d6
Improvised weapon	0d6
One Hand Melee Weapon or Martial Artist	+1d6
Enhanced One Hand Melee Weapon	+2d6
Two Hand Melee Weapon or One Enhanced Arm	+2d6
Enhanced Two Hand Melee Weapon or Two Enhanced Arms	+3d6
ATTRIBUTE	MOD
Brawler	+1d6
Rage	+1d6
Slight	-1d6
Vicious	+2d6
CIRCUMSTANCE	MOD
Combat Artist	+1d6
Evenly Matched - If scored a result of evenly matched this turn during a melee.	-1d6
Fear - Subject to Fear and in Melee	-1d6
Prone - The character is prone and in melee	-2d6
Shield - Attacked to the front while using a Riot Shield.	+1d6

#

MELEE RESULTS

(Comparing successes)

# SUCCESSES	RESULT
Score more than opponent	Enemy knocked down. Roll 2d6 on Hit Location Table. Score one Impact point for each success more than opponent.
Score same as opponent	Evenly matched. Remain in melee and when next active may fight another round of melee or break off. If the attacked by another opponent while evenly matched will count a -1d6 in the melee.

5150: New Beginnings

#	CHALLENGE RESULTS
	(Counting successes)

#	RESULT
SUCCESSSES	
3+	Score Major Success.
1 or 2	Score Minor Success.
0	Return to situation as prior to Challenge. May be attempted again by the same character or a new one when next active.
-1 or -2	Score Minor Failure.

SKILL	CHALLENGE
	(Counting successes)

PHYSICAL CHALLENGE	
ATTRIBUTE	MOD
Agile and the Challenge involves agility	+1d6
Sure Handed and the Challenge involves the use of the hands as the primary factor.	+1d6
CIRCUMSTANCE	MOD
Field of Expertise - Challenge is in the character's field of expertise	+1d6
Profession - Challenge is in the character's Profession	+1d6
Tool - Character has an applicable tool to assist in the Challenge	+1d6
Weather - Weather conditions or similar circumstance that opposes the character	-1d6

SKILL	CHALLENGE
	(Counting successes)

PEOPLE CHALLENGE	
ATTRIBUTE	MOD
Attractive and opponent is opposite sex. Xeogs will also have this affect on Basics and Zhuh-Zhuhs.	+1d6
Charismatic	+2d6
Cruel	+1d6
Dim or a Dumbass	-1d6
Free Spirit	+1d6
Genius	-2d6
Logical	-1d6
Shy	-1d6
Smooth	+1d6
Stunning and opponent is opposite sex. Xeogs have this affect on Basics and Zhuh-Zhuhs.	+2d6
CIRCUMSTANCE	MOD
Hated Enemy - Character is considered to be a <i>hated enemy</i>	-2d6
"Monkey Boy" - Non-Zhuh-Zhuh character calls a Zhuh-Zhuh a "monkey boy"	-2d6
Party Favor - Each Party Favor character spends on opponent this Encounter	+1d6
Recruited - Character recruited opponent in the past with good results	+2d6
Run In - Character had <i>run in</i> with opponent in past	-1d6
Weapon - Character has weapon drawn and opponent does not	+2d6

SAVVY OR SCIENCE CHALLENGE	
ATTRIBUTE	MOD
Exceptional Fixer and making repairs.	+2d6
Exceptional Pilot and taking a Piloting related Savvy Challenge.	+2d6
Free Spirit	-1d6
Genius	+2d6
Logical	+1d6
CIRCUMSTANCE	MOD
Field of Expertise - Challenge is in the character's field of expertise	+1d6
Part - Character has part needed to complete the Challenge	+2d6
Profession - Challenge is in the character's Profession	+1d6
Tool - Character has an applicable tool to assist in the Challenge	+1d6

CHALLENGES

PEF MOVEMENT

2

PEF MOVEMENT

(Taken versus the Rep of 4)

# D6 PASSED	RESULT
2	<p><i>If inside of a building:</i></p> <ul style="list-style-type: none"> If in a building section that contains an exterior door then exit the building. If in a building section that does not contain an exterior door then move to a random adjacent building section. <p><i>If outside of a building:</i></p> <ul style="list-style-type: none"> (1) Move into a building if in the same section, otherwise move to the closest section that contains a building. (2-4) Move towards the closest player group. This could be into a section occupied by the group or not. (5-6) Split into two PEFs.
1	<p><i>If inside of a building:</i></p> <ul style="list-style-type: none"> If in a building section that contains an exterior door then exit the building. If in a building section that does not contain an exterior door then move towards the section that has an exterior door. <p><i>If outside of a building:</i></p> <ul style="list-style-type: none"> (1-3) Move into a building if in the same section, otherwise move into the closest section that contains a building. (4-6) Split into two PEFs.
0	<p><i>All:</i></p> <ul style="list-style-type: none"> Remain in place.

FIRST CONTACT

2

FIRST CONTACT

(Taken versus Intel Level)

# D6 PASSED	RESULT
2	<p><i>If doubles were rolled:</i></p> <ul style="list-style-type: none"> You were <i>double crossed</i> by your Employer ⁽¹⁾. Treat as if passed 0d6. <p><i>Otherwise no surprises.</i></p> <ul style="list-style-type: none"> PEF is resolved normally.
1	<p><i>Things are sketchy.</i></p> <ul style="list-style-type: none"> Roll 1d6. (1-3) = passed 2d6. (4-6) = passed 0d6.
0	<p><i>Encounter goes wrong!</i></p> <ul style="list-style-type: none"> Roll on the Encounter Goes Wrong Table.

(1) See the section called Double Crossed (page, 119).

5150: New Beginnings

X

NHC LAW LEVELS

AREA	EARLY	DAY TIME	EVENING	LATE
City Hall	5	4	5	5
Financial	4	3	3	4
The Heights	5	4	4	5
Lower Income	1	2	2	1
Middle Income	2	3	3	2
Pub & Rec	2	3	3	2
Space Port ⁽¹⁾	2	3	3	2

1

PEF RESOLUTION

(Result read as rolled)

CIRCUMSTANCE	MODIFIER
Early Day Part	-1
Evening Day Part	+1
Late Day Part	+2
No Grunts have been encountered	+1
Add the Law Level of the area	+1-5

#	LL 1	LL 2	LL 3	LL 4	LL 5
1	Nada	Nada	Nada	Nada	Nada
2	LWC	Nada	Nada	Nada	Nada
3	LWC	LWC	Nada	Nada	Nada
4	Drop	LWC	LWC	Nada	Nada
5	Drop	Drop	LWC	Police	Nada
6	CE	Drop	Police	LWC	Police
7	CE	Police	Drop	LWC	LWC
8	Police	CE	Drop	Drop	LWC
9	CE	CE	CE	Drop	Police
10+	CE	CE	CE	CE	CE

2

HOW MANY GRUNTS

(Add the scores together)

#	LWC	POLICE ⁽¹⁾	CRIMINALS
2	PG -3 or 1	1	1
3 - 4	PG -2	1	1
5	PG -1	1	2
6 - 8	PG	2	PG
9	PG +1	2	PG
10 - 11	PG +2	2	PG +1
12	PG +3	2	PG +2

(1) SWAT Team will always have 4 figures.

1

WHAT ARE THEY

(Read the result as rolled and add to the LL of the Area)

#	LWC ⁽¹⁾	POLICE	CRIMINAL ELEMENT
2	Grath	Zhuh-Zhuh	Grath
3	Hishen	Basic	Hishen
4	Razor	Zhuh-Zhuh	Zhuh-Zhuh
5	Basic	Basic	Basic
6	Zhuh-Zhuh	Basic	Basic
7	Basic	Basic	Razor
8	Zhuh-Zhuh	Basic	Xeog
9	Xeog	Zhuh-Zhuh	Basic
10	Basic	Zhuh-Zhuh	Basic
11	Basic	Basic	Basic

(1) Use when a result of Dropout occurs on the PEF Resolution Table. Substitute Basic when rolling a result of Hishen, Razor, Grath or Xeog on this table.

1

CONTACT RESOLUTION ⁽¹⁾

(Result read as rolled)

CIRCUMSTANCE	MODIFIER
Add to the Law Level of the area	1 to 5
Outnumber NPC by 2:1 or more	-2
NPC outnumbers your group by 2:1 or more	+2
If you are alone	+1

#	LL 1	LL 2	LL 3	LL 4	LL 5
1	A	A	A	A	A
2	A	A	A	A	A
3	B	A	A	A	A
4	B	B	A	A	A
5	B	B	B	A	A
6	B	B	B	B	A
7	B	B	B	B	B
8	C	B	B	B	B
9	C	C	B	B	B
10	C	C	C	B	B
11	C	C	C	C	B
12+	C	C	C	C	C

PEF RESOLUTION

5150: New Beginnings

A: PLEASANTRIES

Nothing will happen unless you start it. Note that players always can "start something" if they so desire.

B: CONTACT

LWC will go to a People Challenge with the following specifics:

- **Major Success:** LWC Leader acknowledges you then they leave the Encounter. You made a positive impression so count a +1d6 to future People Challenges with this LWC. When you run into this class in the future roll 1d6. A result of "1" means you have run into him again.
- **Minor Success:** Both sides exchange pleasantries but little else.
- **Minor Failure:** Both sides exchange pleasantries but little else.
- **Major Failure:** LWC Leader acknowledges you then he leaves the Encounter. He thinks you're a bit of a "dick" so count a -1d6 to future People Challenges with this LWC. When you run into this class in the future roll 1d6. A result of "1" means you have run into him again.

Police will attempt to arrest you if you have an outstanding Warrant. Otherwise they will ignore you.

Criminal Element will behave depending upon their profession. **Gangers and thieves** will try to "shake you down" using a People Challenge with the following specifics:

- **Major Success:** You intimidate the Ganger or Thief to leave the Encounter. Congratulations, you have just had a "run in". When you run into this class in the future roll 1d6. A result of "1" means you have run into him again!
- **Minor Success:** You talk your way out of it and he leaves the Encounter.
- **Minor Failure:** You can give him one Item then treat this as a Minor Success. You can refuse and re-take the Challenge counting a result of Minor Failure as a Major Failure.
- **Major Failure:** Makes you for a "mark". This has just become a Robbery Encounter (page, 132).

Other Criminal Elements will attempt to provide you with their services at a cost of 1Item.

C: CRISIS

LWC will go to a People Challenge with the following specifics:

- **Major Success:** You verbally abuse the LWC Leader and they storm away. Congratulations you now have a "hated enemy". When you run into this class in the future roll 1d6. A result of "1" means you have run into him again!
- **Minor Success:** LWC Leader walks away shouting obscenities at you. You have had a "run in" with this guy. When you run into this class in the future roll 1d6. A result of "1" means you have run into him again!
- **Minor Failure:** LWC gets physical. Go to the Charge into Melee Table and settle this with non-lethal combat.
- **Major Failure:** LWC goes for a weapon. Go to In Sight.

Police will attempt to arrest you if you have an outstanding Warrant. Otherwise they will confront you with a People Challenge with the following specifics:

- **Major Success:** Everything is in order, apologizes and leaves the Encounter.
- **Minor Success:** Checks your ID, tosses it back to you and leaves the Encounter.
- **Minor Failure:** Checks your ID, tosses it back to you and tells you to leave the Encounter. If you don't leave he will attempt to arrest you (page, 87) on a charge of Disturbing the Peace for starters.
- **Major Failure:** Attempts to arrest you on a charge of Disturbing the Peace for starters.

Criminal Element will behave depending upon their profession. **Gangers and thieves** will try to rob you. This has just become a Robbery Encounter (page, 132).

Other Criminal Elements will attempt to "shake you down". Treat this as previously outlined in "B" but counting the Criminal Element as a Ganger.

CONTACT RESOLUTION

5150

In **5150: New Beginnings** you're thrust into a bustling, living urban environment hundreds of years in the future. Or maybe it's just a place far, far away. In any case, your goal is to take your characters; we call them Stars, as far as they can go. Acquire wealth, fight crime, commit crimes, or something in between, it's up to you. Want to be an interplanetary smuggler or how about a bounty hunter? Yep, you can be that. Want to feel the rush of jacking up your body with the latest technology and running on the edge. Oh yeah baby, this is the place.

In **5150: New Beginnings** you'll find everything you'll need to play an exciting sci-fi adventure game including:

- Eleven different Character Classes to choose from including five unique Alien Races.
- Use a variety of Attributes and Skills to create your Characters.
- More than fifty different Jobs from nine different Professions ranging from the hum-drum to the exotic.
- A liberal Economics System that gets you playing the game instead of bookkeeping the game.
- A realistic Combat System that's easy to learn and adds tension to your games.
- Building Rules that include floor plans for you to use.
- Four Basic Encounters that can be played over and over and always with a different result.
- A Complete Environment to adventure in.
- Cyber-Enhancements to give your Characters an edge.
- A complete, low maintenance, Campaign System to link your adventures.
- A light bookkeeping Character Advancement System to track the success of your characters.

5150: New Beginnings can be played solo, same side with everyone against the game, or competitively against your friends. It's also playable with any figures you may already have and in any scale. That and it's fully compatible with **5150: Star Army**, our military sci-fi game. We've given you the tools to move your characters back and forth between **Star Army** and **New Beginnings** allowing you to game in a variety of ways.

5150: New Beginnings is our first Immersion Game* and it's all about the story, your story. So stake out some time, grab a relaxing beverage of your choice and ...

**"WELCOME TO THE WORLD OF 5150: NEW BEGINNINGS
WHERE THINGS ARE NOT ALWAYS AS THEY APPEAR."**

* New Beginnings is an Immersion Game where players take the role of individual characters trying to gain experience and rewards that will allow them to grow in abilities. Although Immersion Games share some common elements with Role-Playing Games (RPGs) there is a dramatic difference. The difference between Immersion Games and Role-Playing Games is that in an Immersion Game you have a realistic combat system as opposed to the abstract combat system favored by RPGs. Just want a bang-up skirmish game instead? No problem, just drop the RPG elements in New Beginnings and you won't be disappointed!

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