

# OPTIONAL PEF RULES FOR 5150: NEW BEGINNINGS

## INTRODUCTION

What we have are optional rules for use with 5150: New Beginnings, the sci-fi immersion game from Two Hour Wargames. Why use them?

- They are smoother than the previous rules.
- They are easier to use.
- They will speed up your game when playing.
- They will speed up the process to pre-generate PEFs.

These rules are totally optional, but I use and recommend them. If you choose to use them be sure to use *all* the rules instead of adding bits to the original rules.

*These rules replace pages 114 to 118 of New Beginnings.*

## PEFs

PEF stands for Possible Enemy Force. We use PEFs to limit the game time intelligence the player has. By using PEFs we create an uncertainty as to size of the enemy force, its composition and location. Heck a PEF could even be just a case of nerves! PEFs are used in almost every Encounter.

## GENERATING PEFs

PEFs are generated in two ways, at the start of the game and during the game. Here's how PEFs are generated at the start of the encounter:

- After the terrain has been set, forces generated, and the player side has *entered or been placed on the table* it's time to generate the PEFs.
- Consult the Area PEF Table using the appropriate Day Part and area that you are in. This tells you the number of PEFs to place on the table.

## 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

*Example – Billy Pink cruises into the Heights in the Evening. Three PEFs are placed on the table.*

## INITIAL PLACEMENT

Once you have determined the number of PEFs determine where they are placed. Here's how we do it:

- Roll 1d6. The score indicates which numbered section of the table will contain a Possible Enemy Force or (PEF).
- Place any type of marker in this section of the table to represent the PEF.
- If a terrain feature could block the LOS from your force to the PEF be sure to place the PEF in a manner that does so.
- If no such feature is present then place the PEF in the center of that section.
- Repeat this process for each PEF.

## 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.

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 nominate only two of the sides for generating PEFs.

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*Example – A Razor Gang, a Police cruiser and a Zhuh-Zhuh Bounty Hunter Team are all in play with each having their own d6 for activation. I decide to only count the Razor Gang and Zhuh-Zhuhs for generating PEFs.*

*Example – Billy Pink and Sooze have just entered the Heights. They decide to go into the closest Tavern. When active they enter the building. It's now time for the Defining Moment so Billy goes to the PEF Resolution Table. Billy now determines who he has met and their interaction.*

### LOADING UP PEFs

Here's a little trick I use for my games. Instead of relying on the tables to randomly generate your PEFs load them yourself.

This means before you play create your PEFs. Maybe pick three or four Hishen to form a recurring gang for your Encounters. Or create a NPC Star that can help or hinder your group. You can even use your group as a PEF and play the Encounter from the NPC point of view until they contact your Player PEF.

Whatever you do, take the time to retain the information you generate to use in future games. Maybe that's not the same group of Hishen that you ran into two Encounters ago but if you need a group you have one ready.

Any work you do before your games will help make your games run smoother and easier.

### PEFs AND BUILDINGS

When placing the initial PEFs in the Encounter, if the section has a building, place the PEF in the building.

The first time when entering a building that does not have a PEF already generated in it, use the Defining Moment rules.

### DEFINING MOMENT

Here's a rule that you will use a lot when *chillin'* and to a lesser extent with other Encounters. It's called the *Defining Moment*. Here's how we do it:

- When you enter a building for the *first time* there will be one Defining Moment of the visit. This may result in contact with a Friend, Enemy or Neutral characters.
- If desired the building can be divided into multiple sections for multiple Defining Moments. This is recommended if playing an Encounter confined to one or two buildings.
- Resolve each Defining Moment in the building or building section as if it were a PEF.

### MULTIPLE MOMENTS

So you just had a friendly chit chat with some locals, great. Want more? Here's how we do it:

- If you choose to stay in a building through to another Day Part there will be another Defining Moment.
- If you choose to visit the second floor or basement of the building there will be another Defining Moment.
- If you leave the building and come back on another Day Part there will be another Defining Moment.
- If you choose to divide the building into multiple sections, when you enter a section for the first time there will be a Defining Moment.

### PEFs AND VEHICLES

Can a resolved PEF result in a vehicle? Definitely. Here's how we do it:

- If you are in an Alley (NB page 79) roll 1d6.
- If you are on a Public Street (NB page 79) roll 2d6.
- If you are at an Intersection (NB page 79) roll 3d6.
- Any score of "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.

### PEF REP

Just as figures have Reputations so do PEFs. PEFs have a Rep of 4.

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### PEF MOVEMENT

PEFs move just like they were actual figures. Here's how we do it:

- When the PEF side *activates* start with the PEF that is closest to any player group.
- Roll 2d6 versus the Rep of the PEF.
- Determine how many d6 are passed.
- Consult the PEF Movement Table and carry out the results.

<b>2</b>	<b>PEF MOVEMENT</b> (Taken versus Rep of PEF)
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CIRCUMSTANCE	MODIFIER
If inside a building	-1 to Rep

#D6 PASSED	RESULT
2	PEF moves 1 section directly towards nearest enemy through cover at all times.
1	PEF doesn't move.
0	PEF moves 1 section away from the enemy through cover at all times. PEF at table's edge will not move.

- If the PEF must be resolved it is done prior to moving the next PEF.
- All actions and reactions needed to be resolved on that turn with the PEF are completed before moving on to the next PEF.
- Continue until all eligible PEFs have had a chance to move.

### 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.

### RESOLVING PEFs

When PEFs are resolved it could be Friends, Enemies, Neutrals or *even nothing*. Here's how we resolve PEFs:

- The PEF is active and moves into LOS of a player group or an active player group moves into LOS of the PEF. In either case this will trigger a PEF Resolution.
- If this is a Black Job and this is your first PEF you need to go to the First Contact

section (NB page 119). If not then continue along

- Consult the PEF Resolution Table.
- Roll 1d6 and modify it by any applicable circumstances.
- Go to the left column of the table and go down to the modified total that was scored.
- Go across to the appropriate Law Level of the Area. This is what you have met.

<b>1</b>	<b>PEF RESOLUTION</b> (Result read as rolled)
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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

### EXPLAINING THE RESOLUTION TABLE

**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.

*Example – Billy Pink and Sooze enter the Tavern and encounter a PEF in their Defining Moment. This is not a Black Job (NB page 119) so the PEF is resolved normally. I roll 1d6 and score a 5. He modifies this by a +1 for it being the Evening Day Part, a +1 as he has not encountered any Grunts yet, and +3 for the Law Level. Billy now goes down the left hand column of the PEF Resolution Table to the new total of 10 and across to the Law level of 3. Billy has run into a member of the Criminal Element.*

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### HOW MANY OF THEM?

Now that you have contacted someone use this procedure when determining how many of them you have run into. Here's how we do it:

- Start with a number of opponents equal to the party size. If you have five figures then start with five.
- Roll 1d6.
- If the die score is an odd number then convert it into a 1/2d6 result and subtract it from the starting number.
- If the die score is an even number then convert it into a 1/2d6 result and add it to the starting number.
- You can never have less than one opponent.
- When running into an opponent where there can only be one of them such as a Grath then fill in the rest with low level associates, like Hishen in this case.

*Example – Billy and Sooze have met someone in the Tavern. But how many of them have they met? Bill rolls a 3. As this is an odd result he will subtract the 1/2d6 conversion from the number of figures in the group. The 1/2d6 result of the 3 converts into a 2. Subtracting this number from the group gives a result of zero. But as this cannot be lower than one, Billy and Sooze have met one person. But who are they?*

### WHO ARE THEY?

Now that you have made contact, who are they? Here's how we do it:

- Roll 1d6 and add the result to the Law Level of the area.
- Consult the Who Are They Table to see who you've met.

#### 1 WHO ARE THEY

*(Read the result as rolled and add to the LL of the Area)*

#	LWC <sup>(1)</sup>	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.*

*Example – Billy and Sooze have contacted a member of the Criminal Element in the Tavern. I now roll 1d6 and score a 2. I add the current Law Level of 3 for a total of 5. Billy has met a Basic member of the Criminal Element. But what type?*

### WHAT ARE THEY?

Now that you know what you have met you may need to find how who they are. Here's how we do it:

- Go to page 120 in *New Beginnings*.
- Go to the appropriate Race of the NPCs you have met.
- Go to their appropriate Profession List.
- Roll 1d6 on the appropriate table to determine what their Profession is.
- This is done for each PPC that was met.

*Example – Billy and Sooze have met one Basic member of the Criminal Element. I go to page 121 and roll 1d6 on the Basic Criminal Element Table. I score a 3. They have met and Escort. What happens next?*

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### 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 we do it:

- Consult the Contact Resolution Table.
- Roll 1d6 and modify it by any applicable circumstances.
- Go down the left hand column to the modified total you have scored.
- Go across to the appropriate column based on the Law Level of the Area.
- Immediately carry out the results.

<b>1</b>	<b>CONTACT RESOLUTION</b> (Result read as rolled)
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CIRCUMSTANCE	MODIFIER
Add the Law Level of the area	1 to 5
Outnumber NPC by 2:1 or more	-2
NPC outnumber 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.

**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!

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- **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.

*Example – Billy Pink and Sooze have met a Basic escort in a tavern in the Heights. Billy rolls 1d6 and scores a 3. I add a +3 for the current Law Level, -2 because Billy and Sooze outnumber the escort by 2:1 or more, for a modified total of 4. Looking on the Contact resolution Table under the Law Level 3 column gives a result of A. Billy and Sooze exchange pleasantries with the Escort. If they had not outnumbered the Escort by 2:1 or more the result would have been a 6, she would have offered her services at the cost of 1 Item.*

### 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 following special

procedure for character placement. Here is how we do it:

- Roll 1d6 for each of the opposing characters.
- Place all the characters that score the same number into one 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 three groups.*

*The first PEF is resolved and contains characters. I roll 1d6 for each of the three groups and the three Hishen group 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 two 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.*

### 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.*