FIVE TO ONE – 5150 BatRep

"Five to one baby, one in five. No one here gets out alive…" - J Morrison

"So in conclusion by reinforcing OP-41 to firebase strength and installing the "thumpers" we should be able to distract the Bugs long enough to carry out "Pegasus". Major Farnsworth said. "The upside is the potential concentration at OP-41 will provide a target rich environment for any air support we can muster."

General Krall looked around the room. No one met his gaze. He knew it, Farnsworth knew it, and hell they all knew it. What Farnsworth proposed would turn OP-41 into a death trap. Clearing his throat he stood up and said…

"Well gentlemen, give the orders. Now how about some lunch?"

****

The following is a good ol' fashion Bug fight playtest for 5150 the soon to be released Sci-Fi rules set from Two Hour Wargames. No talking, no RPG lite, just a good hard and fast shoot'em up. The layout was simple. OP-41 was at the end of a box canyon. With sheer walls of impenetrable rock on three sides any Bugs with an idea of attacking would have to come from one direction. This would be a great way to see how the mechanics worked.

****

"No, but you don't understand," Billy said. "I've got paperwork to pick up my ship!" Billy Pink was getting agitated and Char was getting worried.

"And I told you already twice. You ain't taking that ship!" The LT looked around and yelled," Harris!"

A gruff looking man with a limp ran up. "Sir!"

"You take this "cowboy" and his girlfriend over to the wall. Give them weapons and watch 'em close!"

Billy scowled at the LT "We want nothing to do with this fight. I want my ship!"

LT flew up into Billy's face and with graveyard breath said, "Look boy. Your ship ain't going nowhere. We pulled the frigging energy pod to fuel up my "track" out there. End of story. Harris!"

"Sir!"

"I said get these morons out to the wall! And if they give you any trouble shoot them! Is that clear?" he said staring at Billy.

"You heard the man, let's go." Harris grabbed Billy by his arm, which in turn he jerked away.

"Incoming! Bug hole!"

Billy and Char were swept up by the torrent of movement as the soldiers ran to the wall and readied themselves.

"Billy!" Char yelled. She could see numerous dark figures moving towards the wall they were at. "Remind me to kill you after all this is over."

Yes, it's Billy Pink and Char (why DOES she stay with him?) and this time they're in deep trouble. Seems Billy found out the LA Woman was on Cestus IV. The plan was to go to Cestus with some forged paperwork and take the LA Woman before anyone realized what was happening. Unfortunately for Billy the LA Woman had been pressed into military service. Her energy pod had been removed and placed into a small tank. Without it she wasn't going anywhere and neither were they. Being there at the exact time when a bucket full of Bugs was coming was just darn unlucky.

****

OP-41 consists of one building and a long wall covering the front of the base. A smaller wall is out front and there's no way to outflank it. Billy and Char arrived in a small sand buggy, which is parked next to the tank. The tank is just now recharging using the energy pod from the LA Woman. Because they aren't totally compatible it's a long slow process. Right now only the turret and weapon can be utilized. Movement is out of the question.

The defenders consist of 1 LT Rep 5 and NCO Rep 4 and eight troopers, also Rep 4. One trooper is in the tank turret, one has a Rocket Launcher, and one a SAW or squad automatic weapon. The rest all have assault rifles including Billy and Char. These are projectile weapons. When dealing with Bugs High Command has opted for the higher rate of fire projectile weapons versus the slower but more deadly laser weapons.

In addition, three AP mines were laid out in front of the OP. These could be triggered either when the soldiers were Active or in place of Reaction fire.

Bugs emerge from the first hole!

****

The first Bug hole opened close to the forward wall, which was manned by the NCO, SAW, and one trooper. It also was in sight of the tank. Four Big Ones and two Little Ones came screeching out and towards the waiting troops who seemed to flinch but opened fire.

The concentrated fire vaporized two of the front Big Ones and forced another to stagger back. But the second wave of Bugs sped through only to be slapped hard with two Little Ones and one Big One being turned into green mist.

As the last Big One stood in place the tank greased him. First hole, all Bugs dead…no casualties. This was going to be a turkey shoot.

****

Turkey shoot!

Each planet or area is rated for the possibility of Bug holes. Cestus IV has a rating of 3. This limited the number of Bug holes to 3. The first one appeared 12" out from the forward wall. The Bugs were allowed to move 6" before any In Sight tests could be taken. The Bugs never had a chance with 18 shots coming from the two troopers, SAW, and tank. But this wasn't much of a test…only 6 Bugs had emerged.

****

"Bug hole!"

The second Bug hole burst onto the right side of the postion. This time thirteen Bugs came pouring out. Char opened up with her AR and killed a Little One but the main focus of the Bugs was the forward wall and the other twelve rushed towards it.

Click! With a roar an AP mine in the midst of the Bugs was detonated, body parts flying into the air. One Big One and 4 Little Ones were blown to bits, a Big One staggered, while a Little One turned and fled back into its hole. The other seven moved forward in three ranks.

The SAW, tank, and troopers tore into the front rank, killing and disabling the front three. Click, click, the LMG ran out of ammo just as the second three pushed forward. The tank and troopers continued to fire with devastating effective. The two front ones died but the third one who was in the third wave broke free and charged a trooper. Calmly she opened fire the Little One reaching the wall but falling back, shot to pieces.

The SAW reloaded.

Two holes, all Bugs dead…. no casualties.

****

Second hole, 13 Bugs, check out the AP mine in the center.

Bug wave attacks were going to be tough. With a Bug wave attack only the front Bugs in LOS are viable targets. Once they are dispatched any Bug behind it gets a free 3" move forward and causes an additional In Sight test. With three waves the small group of seven Bugs had reached the firing line 12" away and in one turn. I wondered what would have happened if the mine hadn't taken out five of them

I realized that being in cover had tremendously benefited the troopers and didn't want to think about what could have happened if they had been in the open. I couldn't help having a bad feeling about the whole thing even though nothing I had seen warranted this.

****

By now Billie was feeling pretty good. "So these are Bugs eh?" he said to Char. "They don't look so tough."

"Bug hole! Puker!"

"What the hell is a Puker?" Billy exclaimed.

The SAW opened up, as did the forward troopers but the tank remained silent. The large disgusting Bug took the fire and then…puked. In horror Billy saw a flaming glob of, of whatever, arc into the air and land directly on the tank. It immediately burst into flame and began to melt.

The troopers and SAW continued to fire again running out of ammo.

"Get that rocket up there now!" LT yelled through his comm link. The rocketeer ran to the front, got into range, and popped off a round. Whoosh! The Rocket impacted in front of the puker. No effect!

"All troopers, engage," LT shouted. "On the double!"
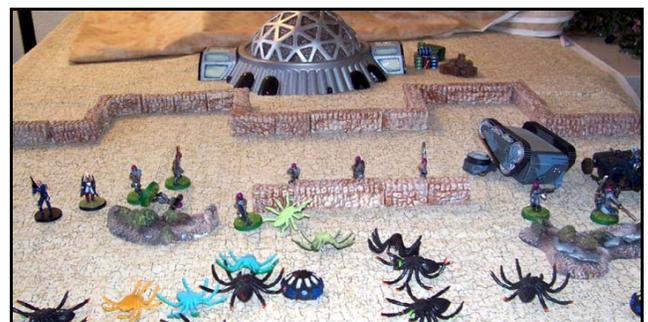
*Troopers advance against the third hole off table.*

As the puker began his regurgitation cycle the troopers sped forward. As each came into range they began firing at the immense Bug but all except the Rocket Launcher and SAW had little if any chance of penetrating the thick hide. But still they had to try.

The rocketeer fired again and missed. The puker finally regurgitated and a glob of fire arced upwards…and crashed onto the rocketeer who melted before their eyes.

By now the SAW had reloaded and pumped fire into the Bug. It only caused him to swerve and shake until another glob rained death on the SAW trooper.

The puker had effectively destroyed all the weapons that had a decent change of hurting it. The troopers continued their ineffectual fire until another two were sizzled.

"Break off! Break off!" came the order. All fell back, some in full flight, while other firing and retiring. Eventually the remnants of the soldiers with Billy and Char made it up into the mountain walls. As they all disappeared from sight the puker slowly returned down his hole.
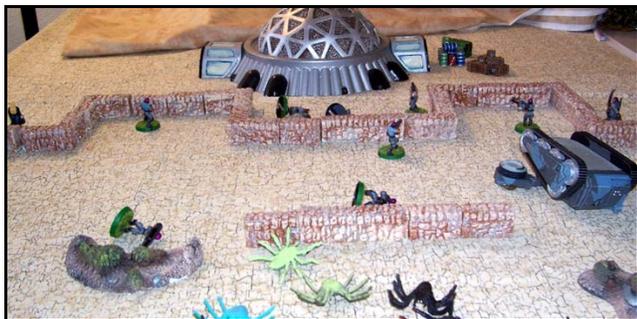
Army pulls out under heavy fire.
****

Holy crap! Didn't see that one coming. When a Bug hole is opened you roll 1d6 to determine where it will be. A "5" means re-roll and a "6" means a "puker" will possibly be coming out based on the BR of the planet. The higher the BR of the planet the better the chance of the Puker showing up. Well, I rolled a six, lucky me.

In 5150 Pukers have tough skin, much more than the other Bugs. Most projectile weapons are ineffectual. After the two "good" weapons went down it became a no-brainer. Sure, there was a small chance of doing damage to the Puker with the smallarms but in reality it was just a way to get everyone killed.

Pukers are the Bugs artillery so to speak and can "puke" globs of plasma up to 36". Not much I could do except try to flee and fight another day.