

5150: FIGHTER COMMAND CROSSOVERS

We know you have them. . Those cool Micro-Machines and other models from your favorite sci-fi movies and shows. Maybe you use them for your other games or maybe not, but now you can.

5150: Fighter Command is all about Fighter combat in outer space in the 5150 Universe. But if you want you can play out your Hollywood adventures using these *free* Hollywood crossover stats for your favorite universe. Enjoy!

BATTLESTAR GALACTICA

GALACTICA COLONIAL FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Blackbird	Medium Fighter	5	2	3	-	2	1xHARM	-	Stealth
Viper	Medium Fighter	5	2	3	3 Rail	3	3x(FF)	2	-
Raptor	Bomber	3	2	2	4 Mass Driver 1 Turret Aft	12	2xTorpedoes 1xHARM 2x(FF)	4	FTL Jump CapShip Scanner

GALACTICA COLONIAL CAPSHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Galactica	Carrier	HPS	1	1/3	1	4	4 Beam	2	12 Viper 3 Raptor	2
Pegasus	Carrier	HPS	1	1/2	1	4	4 Projectile	3	16 Viper 4 Raptor	2

GALACTICA CYLON FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Raider	Medium Fighter	5	3	3	3 Mass Driver	3	1x(IR) 1X(FF)	2	-
Heavy Raider	Assault Boat	4	2	2	3 Laser	1	1x(FF)	2	-

GALACTICA CYLON CAPSHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Base Star	Carrier	HPS	1	1/3	1	5	2 Beam 4 Plasma	3	24	3

Cylon Fighters and CapShips never take the Ship Down Test and count a -1d6 when taking the In Sight.

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WING COMMANDER

WING COMMANDER FEDERATION FIGHTERS

<i>TYPE</i>	<i>CLASS</i>	<i>SPEED</i>	<i>ACC.</i>	<i>TURN</i>	<i>GUNS</i>	<i>HARDPOINTS</i>	<i>STD. LOAD</i>	<i>DECOY</i>	<i>NOTES</i>
Arrow	Light Fighter	6	3	3	2 Laser 2 Pulse	2	2xRockets	-	-
Epee	Light Fighter	5	5	5	2 Plasma	2	2xRockets	2	-
Rapier II	Medium Fighter	5	3	3	2 Laser 2 Plasma	4	2xRockets 2x(FF)	2	-
Raptor	Heavy Fighter	4	2	2	2 Mass Drive 2 Pulse	6	2x(FF) 2x(IR)	3	1 Mine
Sabre	Bomber	4	3	3	2 Mass Drive 2 Plasma 2 Pulse 1 Turret Aft	12	2xTorpedoes 2x(FF) 1x(IR)	3	Tractor Beam
Broadsword	Bomber	3	1	1	3 Mass Drive 3 Turret (1 Aft, 1 Port, 1 Starboard)	12	2xTorpedoes 4x(FF)	1	No Afterburners

WING COMMANDER FEDERATION CAPSHIPS

<i>TYPE</i>	<i>CLASS</i>	<i>SHIELDS</i>	<i>SPEED</i>	<i>ACC.</i>	<i>TURN</i>	<i>TURRET</i>	<i>BATTERIES</i>	<i>TORPEDO TUBES</i>	<i>SMALL SHIPS</i>	<i>REPAIRS</i>
Clydesdale	Transport	LPS	2	1/3	1	2	-	-	-	-
Gilgamesh	Destroyer	LPS	3	1/2	1	2	2 Plasma	-	-	1
Waterloo	Cruiser	MPS	2	1/2	1	3	4 Plasma	-	-	1
Tiger's Claw	Carrier	HPS	2	1/2	1	4	4 Laser	2	12	2

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WING COMMANDER

WING COMMANDER KILRATHI FIGHTERS

<i>TYPE</i>	<i>CLASS</i>	<i>SPEED</i>	<i>ACC.</i>	<i>TURN</i>	<i>GUNS</i>	<i>HARDPOINTS</i>	<i>STD. LOAD</i>	<i>DECOY</i>	<i>NOTES</i>
Drakhri	Light Fighter	4	2	2	2 Laser	2	2x(FF)	1	-
Sartha	Light Fighter	4	2	3	2 Pulse	2	2xRockets	-	-
Strakha	Medium Fighter	4	2	3	2 Laser	2	2xRockets	-	Stealth
Jrathek	Medium Fighter	5	2	3	2 Pulse 2 Plasma	4	2x(FF) 1x(IR)	1	-
Jalkethi	Heavy Fighter	3	1	1	1 Plasma 4 Laser 1 Turret Aft	6	3x(IR)	1	-
Grikath	Bomber	3	1	1	3 Pulse 1 Turret Aft	12	3xTorpedoes	3	-

WING COMMANDER KILRATHI CAPSHIPS

<i>TYPE</i>	<i>CLASS</i>	<i>SHIELDS</i>	<i>SPEED</i>	<i>ACC.</i>	<i>TURN</i>	<i>TURRET</i>	<i>BATTERIES</i>	<i>TORPEDO TUBES</i>	<i>SMALL SHIPS</i>	<i>REPAIRS</i>
Dorkathi	Transport	LPS	2	1/2	1	2	-	-	-	-
Kamekh	Corvette	LPS	3	1/2	1	2	2 Laser	2	-	-
Fralthra	Cruiser	MPS	2	1/2	1	3	3 Plasma	-	-	1
Snakeir	Carrier	HPS	1	1/3	1	4	2 Laser 2 Plasma	2	24	2

5150: FIGHTER COMMAND CROSSOVERS

STAR WARS

STAR WARS REBEL FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
A-Wing	Light Fighter	6	4	3	2 Laser	2	2x(FF)	2	-
X-Wing	Medium Fighter *	5	3	3	4 Pulse	4	1xHARM 1x(IR) or 1xTorpedo	-	-
Y-Wing	Heavy Fighter* /Bomber	4	2	2	2 Laser 2 Pulse 1 Turret Aft	12	3xTorpedoes	-	-
B-Wing	Bomber	3	2	2	2 Laser 2 Plasma 2 Pulse 1 Turret Aft	12	3xTorpedoes	-	-

* Rebel medium or heavy fighters with a R2-D2 unit on board will roll 3d6 when taking the Repair Damaged Area Test.

STAR WARS REBEL CAPSHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
CR 90	Corvette	LPS	3	1/2	1	1	2 Beams	-	-	-
Recusan	Destroyer	LPS	3	1	1	2	1 Beam 1 Plasma	-	2	-
Liberty	Mon-Calamari Cruiser	MPS	2	1/2	1	3	4 Beam	2	12	1
Viscount	Dreadnought	HPS	1	1/3	1	4	1 Inferno 3 Beam 3 Plasma	3	24	2

5150: FIGHTER COMMAND CROSSOVERS

STAR WARS

STAR WARS IMPERIAL FIGHTERS

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
TIE Fighter	Light Fighter	5	3	4	2 Laser	-	-	-	-
TIE Advanced	Medium Fighter	5	3	4	3 Laser	4	2xSwarmer	2	-
TIE Interceptor	Medium Fighter	6	4	4	3 Laser or 3 Pulse	4	2x(FF) 1x(IR)	-	-
TIE Bomber	Bomber	3	2	3	2 Laser 2 Pulse	12	2xTorpedoes 1xHARM 2x(FF)	-	-
Delta DX-9	Assault Boat	3	2	1	2 Pulse	8	2xTorpedoes	1	1 Platoon Storm Troopers (30)

STAR WARS IMPERIAL CAPSHIPS

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	BATTERIES	TORPEDO TUBES	SMALL SHIPS	REPAIRS
Star Destroyer	Heavy Cruiser	HPS	2	1/2	1	3	4 Beam	-	12	1
Super Star Destroyer	Battleship	HPS	1	1/3	1	4	4 Beam 2 Plasma	-	-	1
Executor	Dreadnought	HPS	1	1/3	1	4	1 Inferno 4 Beam 2 Plasma	3	24	2

ROGUES & BOUNTY HUNTERS

MILLENNIUM FALCON

TYPE	CLASS	SHIELDS	SPEED	ACC.	TURN	TURRET	MISSILES	SMALL SHIPS	REPAIRS
Light Freighter	Hybrid	LPS	4	1	1	2	6(FF)	Escape Pod	1

SLAVE I

TYPE	CLASS	SPEED	ACC.	TURN	GUNS	HARDPOINTS	STD. LOAD	DECOY	NOTES
Slave I	Heavy Fighter	4	2	2	2 Laser 2 Pulse	6	4x(FF) 1x(IR)	2	Cloak Tractor Beam