

5150: FIGHTER COMMAND- POINTS

POINTS

In this doc we provide a Points System for *5150: Fighter Command*. Each ship will consist of two sets of points. Here's how we do it:

- The first is the Points Cost for the Pilot, if a Fighter, and Crew, if a CapShip.
- Start with any Pilot Attributes, Crew Attributes and Race Attributes the Pilot or Crew has. In some cases this could be a negative number.
- Next add the Point Cost for Rep or Crew Quality.
- The sum is the first part of the total Ship Cost.
- The second is the actual cost of the items on the ship.
- Go down the list for each ship, starting with Engines, and add the points for each item on the ship.
- After this is done add the two sets of Points Cost together to arrive at the current cost of the ship. This can fluctuate during a campaign as Pilots and Crews change.

BUILDING YOUR OWN

You can use Points to design your own ships as well. Just decide on a point total, say 1000 Points, and build ships until you reach that number.

- Adjust this total as desired, maybe 750 or 1250 points.
- If you exceed the set number of points but *really* like your ships just give the other player more points until you get to an agreeable total.

Now let's get going.

ATTRIBUTES

<i>ATTRIBUTE</i>	<i>COST</i>
Accurate Gunnery	15
Better Trained and Equipped	10
Bio-Enhanced	20
Born Leader	25
Coward	-25
Determined	10
Disciplined Crew	15
Drunkard	-10
Elite Command Crew	25
Evil	-5
Excellent Launch Crews	10
Exceptional Pilot	10
Expert Gunner	15
Greedy	-5
Iceman	15
Initiative	15
Lightning Reflexes	15
Lucky Bastard	25
Maverick	-10
Outstanding Navigator	15
Poser	-15
Rage	15
Resilient	20
Risk Aversion	-10
Skilled Engineers	15
Slight	-10
Slow to React	-5
Stone Cold	15
Superb Reflexes	15
Taunting	-15
Unlucky	-25
White Knight	-10

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FIGHTERS

FIGHTER REP

<i>PILOT REP</i>	<i>COST</i>
6	10
5	8
4	5
3	3
2	1

FIGHTER ENGINES

<i>SPEED</i>	<i>COST</i>
Maximum Speed 1	3
Maximum Speed 2	6
Maximum Speed 3	9
Maximum Speed 4	12
Maximum Speed 5	15
Maximum Speed 6	18
Each additional point of Speed	3
<i>ACCELERATION</i>	<i>COST</i>
Acceleration 1	3
Acceleration 2	6
Acceleration 3	9
Acceleration 4	12
Each additional point of Acceleration	3
<i>TURN RATING</i>	<i>COST</i>
Turn Rate 1	3
Turn Rate 2	6
Turn Rate 3	9
Turn Rate 4	12
Each additional point of Turn	3

FIGHTER SHIELDS

<i>FIGHTER SHIELDS</i>	<i>COST</i>
Light Shield	6
Medium Shield	8
Heavy Shield	10

FIGHTER GUNS

<i>WEAPONS - GUNS</i>	<i>COST</i>
Fighter Laser Turret	7
Inferno Cannon	22
Laser Cannon	8
Mass Driver Cannon	10
Plasma Cannon	20
Pulse Cannon	15
Rail Gun	7

FIGHTER MISSILES

<i>MISSILES</i>	<i>COST</i>
Hard Point	2
Fire and Forget	12
HARM	2
Image Recognition	12
Inferno Mine	12
Leech	2
Rocket	6
Swarmer	3
Torpedo	12

FIGHTER MISCELLANEOUS

<i>MISCELLANEOUS</i>	<i>COST</i>
Decoy	3
Gorilla Crew ⁽¹⁾	3
Grath	3
ISS Marines	3
Repair Roll	6 x Rep
Stealth	6

(1) Gorilla crew during boarding actions will count a +1 Modifier when the assaulting force and a -1 Modifier when aboard the target vessel.

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CAPITAL SHIPS

CAPSHIP CREWS

<i>CREW QUALITY</i>	<i>COST</i>
6	300
5	240
4	150
3	90
2	45

CAPSHIP ENGINES

<i>SPEED</i>	<i>COST</i>
Maximum Speed 1	45
Maximum Speed 2	90
Maximum Speed 3	135
Each additional point of Speed	45
<i>ACCELERATION</i>	<i>COST</i>
Acceleration 1/3	15
Acceleration 1/2	30
Acceleration 1	45
Each additional point of Acceleration	45
<i>TURN RATING</i>	<i>COST</i>
Turn Rate 1	45
Turn Rate 2	90
Each additional point of Turn	45

CAPSHIP SHIELDS

<i>CAPSHIP PHASE SHIELDS</i>	<i>COST</i>
Light Phase Shield	35
Medium Phase Shield	50
Heavy Phase Shield	65

CAPSHIP BATTERIES

<i>CAPSHIP BATTERIES</i>	<i>COST</i>
Beam Cannon	90
Inferno Cannon	150
Plasma Cannon	90
Projectile Cannon	90
Defensive AA Turret	35
Torpedo Tubes	105

CAPSHIP MISCELLANEOUS

<i>MISCELLANEOUS</i>	<i>COST</i>
Gorilla Crew ⁽¹⁾	20
Grath	40
ISS Marines	40
Repair Roll	12 x Rep
Small ship bay ⁽²⁾	100

(1) Gorilla crew during boarding actions will count a +1 Modifier when the assaulting force and a -1 Modifier when aboard the target vessel.

(2) This is the bay itself. The type of small ship used from that bay must be paid for, but only once. This does not affect the number actually launched.