

5150: STAR NAVY – CONCENTRATED FIRE & MORE

OPTIONAL RULES

5150 Star Navy is set up for large fleet actions. But there may be times when you wish to play a smaller game with a few ships per side. If you wish to play these smaller games use the following two optional rules. They are:

- **Increased Hull Size** – This allows for ships to survive longer as they can take double their normal damage before exploding.
- **Concentrated Fire** – Originally designed for concentrating fire from multiple ships onto one target we also use this for smaller battles. As the minimum Penetration Value is one this works for those one to one battles where one side has guns equal to the target ships shields.

Example – A Star Navy Destroyer with 2 guns fires at a Xeog Carrack with 2 shields. In 5150 Star Navy, as written, no damage could occur. Using the Concentrating Fire rule the Destroyer rolls 2d6 versus the Penetration Value of 1 and scores a 1 and a 5. One shield is destroyed.

INCREASED HULL SIZE

When playing smaller games double the number of Hull points. When playing with double Hull points Hangars will cost four Hull points instead of two.

Example – A Class 3 Destroyer would have 8 Hull points while a Class 5 Battleship would have 24.

CONCENTRATING FIRE

In 5150 Star Navy there may come a time when players wish to concentrate their gunfire on one target. This *optional* procedure allows for this. Here's how we do it:

- When concentrating fire on one target all guns count as the lowest Class firing ship.
- All ships firing at the same target will resolve fire normally by using the Gunfire Table.
- Total the number of guns that are effective.
- Subtract the number of shields that the target has from the number of effective guns.
- The difference is the Penetration Value of the gunfire. The PV can never be lower than 1.
- Roll 2d6 versus the Penetration Value.

- Determine how many d6 are passed. A roll of "6" always a failure!
- Consult the Concentrated Fire Table and carry out the results.

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CONCENTRATED FIRE

(Taken versus number of guns firing)

A roll of "6" is always a failure

Never count lower than a PV of 1.

CIRCUMSTANCE	MODIFIER
Firing with less guns than shields	-1d6

# D6 PASSED	RESULT
2	Resolve hits normally.
1	One shield lost, otherwise no additional damage.
0	Shields hold, no damage taken.

Example – Three Class 3 Frigates with 2 guns each face a Class 4 Light Cruiser with 2 shields. One on one their fire would be ineffective as the number of shields equals the number of guns.

They decide to concentrate fire. Each roll 2d6 on the Gunfire Table and the total number of guns that are effective is 5. The Class 4 subtracts its 2 shields so the Penetration Value is 3. The player rolls 2d6 versus the PV and scores a 1 and 5. Passing 1d6 we see that one shield has been knocked down. Passing 2d6 would mean that 3 hits would have been scored, the number of guns less the shields.

NP TACTICAL DOCTRINE

In addition to the previous two optional rules for smaller games we've included the Non-Player Tactical Doctrine rule for use with *all 5150 Star Navy* games.

The NP Tactical Doctrine is used to determine what ships Non-Player ships will fire at when they are active. Here's how we do it:

- When it is the Non-Player turn carry out their movement from right to left as outlined on page 12 of 5150 Star Navy.
- When a Non-Player ship is ready to fire consult the Non-Player Tactical Doctrine (NPTD) Table to determine what ship is the target.
- The same procedure is used with Fighter Squadrons except the NPTD Table is

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consulted when the fighters first come within 24” of any target.

NON-PLAYER TACTICAL DOCTRINE

<i>SITUATION</i>	<i>ACTION</i>
<i>Fired on by higher Class ship last turn</i>	Return fire.
<i>Fired on by equal Class ship last turn</i>	Return fire.
<i>Fired on by lower Class ship last turn</i>	<ul style="list-style-type: none">• Fire at closest ship of equal Class if in range.• Otherwise return fire.
<ul style="list-style-type: none">• Not fired on last turn	<ul style="list-style-type: none">• Fire at closest ship of equal Class if in range.• Otherwise fire at closest ship regardless of Class.• If outnumber enemy and all enemy ships will be targeted remainder of ships will fire at the highest Class enemy ship.

Note – Non-Player ships will always move into range to fire. Carriers will hang back and launch fighters as often as possible. Fighters count always count as if “Not fired on last turn.”