

THE END

The seven tired and dirty figures slowly moved towards the building. They had been in hiding for three days with no sign of Bugs and it was time to go back. Time to request an Evac if at all possible. LT wasn't sure if the comm-link was still functional but they were desperate.

"Harris, any luck on the radio?" LT asked. "Keep your eyes peeled, I don't want any surprises!"

Billy Pink looked around and couldn't believe it. "What a pile of crap this has turned out to be," he thought to himself. Char hadn't spoken to him in three days. "Guess she's upset." (Now THAT'S an understatement.)

"We got it, sir!" Harris shouted. "We're in!"

Everyone got excited at the thought of an Evac out of this place. As the LT made his request Harris deployed the group. They took up station next to the building in the little walled area to its side.

"They're on their way boys," LT yelled. "Now look sharp!"



"Look sharp!"

This is the follow-up encounter to the last 5150 playtest. The last one had been a stand up Bug fight that didn't go so well. It ended with the survivors, 5 Star Army soldiers, Char, and Billy Pink running for their lives and now they were trying to find a way out of this place. It was a perfect time to try the air insert/Evac rules. It started with a request for Evac and now it was time to wait. Only 4 turns until the ship came in. Seems simple enough...

The Bugs popped out of their hole out of sight of the troopers. Quickly they moved forward towards the small forward wall that kept them out of sight. With a rush they sped over the wall, four Big Ones in the first wave and three Little Ones following.

"Bugs!" Harris saw them as they cleared the wall and opened fire. LT and another trooper joined. The screeches of three Big Ones were heard as the automatic fire tore into them. The fourth Big One was untouched and led the second wave closer to wall.

As they closed in the Big One went down but the three Little Ones closed into melee. Harris fired

point blank at one Little One but to no avail. The trooper and Bug were locked in melee.

Meanwhile at the other end two Bugs attacked the trooper. As he fended off one Bug the other lunged forward, sliding its claw deep into his chest easily piercing his protective armor.

Pop, pop, pop! Billie fired a burst into the Little One sending it off the soldier and up against the wall its green insides covering the ground. LT and another trooper swung round and shot the second Bug to pieces. Char and the other trooper tried to get a shot off at the Bug in melee with Harris but couldn't as he and the Bug were in hand to claw. Then Char charged forward sticking her assault rifle into the unarmored underbelly of the beast. As she fired away Harris scored a killing blow and the Bug fell to the ground.

"Thanks," he said with a toothless grin.

"You're welcome," she replied.



Hand to claw at the wall!

The Bug hole opened up out of sight of the troopers. The small front wall obstructed the troopers LOS allowing the Bugs to close to 12" before causing an In Sight test. Again the wave tactics of the Bugs allowed them to get closer than expected. Also deploying the soldiers in two lines, one at the wall and one behind was a mistake. It meant that they couldn't concentrate fire with fully half their force not engaging the Bugs when they charged.

Melee with the Little Ones necessitated desperate tactics. Witness Char deciding to charge to occupy the Bug making it a fairer fight. This was also the first time Billy did anything good in a firefight. Maybe he's getting out of his slump?

The air-rescue ship screamed through the air. It hugged the ground and came to rest behind the wall and to the left of the building.

Billie and a trooper picked up the out of the fight trooper and with rest of the group hurried to the aircraft. Much to their dismay it was a reconverted civilian aircraft. The pilot motioned for them to get aboard. Only then did they notice that the craft wasn't

empty. LT looked inside and counting heads quickly knew they would be two bodies short.

"Ramirez, you and I are staying until the next ship arrives," the LT bellowed. "The rest of you on board, now!"

Billy and the trooper moved the wounded soldier inside. The without a word Billy bounded back off the ship.

"I'll stay," he said. "No time to argue."

LT looked at Billy then said, "Suit yourself. Ramirez, get out of here!"

As the door closed behind him Billy unslung his AR and watched for Bugs. As the air-rescue ship sped away he heard LT requesting another pickup.

"They're on their way," he said matter of factly. It was going to be a long wait.



Evac in action.

The rules for air insert and Evac are sweet if I say so myself. Here's the quick rundown. Make the Evac request to determine how long before the pickup. Depending upon the Bug rating of the planet and a die roll you can have either a civilian or military ship come pick you up. The Pilot has to fly the ship to the spot, duck any AA fire and land. THEN you get to the ship and see if there's room. This depends on the type of ship you got and the Bug rating. Why? Well, on a BR 5 planet (the worse) there's tons of military air-rescue ships but lots of the time their half full or worse. Once you load up the Pilot takes her through any AA fire and home. And all why Bug holes are popping up!

Well as Billy and the LT were waiting a small Bug hole popped open. It was far away and out of sight. The Bugs kind of wandered about, as they also couldn't see Billy and LT.

Then a rumble and another Bug Hole appeared. Neither Billy nor LT knew about it...until the air-rescue ship came screaming in for the pickup and the Puker shot at it. Luckily the glob missed and the pilot set her down right on target. This time it was a small military transport partially full. Seems Operation Pegasus hadn't gone so well and casualties were being Evaced all over the planet.

While this happened the Bugs finally came into sight range of Billie and the LT...who had their backs to them.

The Bugs went frenzy and made for the two morsels as fast as they could. Fortunately the only time Billy and LT saw them was when the craft began to gain altitude.



Too little too late!

LT looked over at Billy as the ship sped skywards.

"You did good back there boy," he said.

"Thanks," Billy replied.

The transport took a direct hit from the Puker, knocking off the right wing. As the pilot fought frantically to regain control it fell Dirtside at full speed and impacted in a ball of flame...

The game came down to the last Activation roll for the Bugs on the ground. If they would have activated first they could have attacked the air-rescue ship itself (yes, there's rules for it) but luckily the troopers went first.

The bad thing was the appearance of that Puker again and the direct hit on the transport. Well, I had the rules set for shooting it down but not what happens to the passengers. Have them now and will see what happens to LT, Billy, and all aboard.

Billy being a "hero" was my idea. He's been such a chump since the beginning I figured maybe if I put him into the right situation the dice would be kind. They were as he killed a Bug and didn't get killed by Bugs when he stayed behind. Stay tuned to see how he fares in the crash!