

FUBAR Imperial Commander–Science Fiction Small Unit Wargames Rules

Experience Level	Activation	Expertise	Score To Be Hit Number	Melee Bonus	Morale Table	Maximum Suppression Level
Green	5+	6+	2+	-1	25%	1
Regular	4+	5+	3+	+0	50%	2
Veteran	3+	4+	4+	+1	75%	3
Elite	2+	3+	5+	+2	75%	4
Hero	2+	2+	5+	+3	+1 to roll	-

The Cardinal Rule: where a rule does not make sense in a particular situation, ignore or modify it.

Dice Conventions

All dice rolls use one or more six-sided dice.

The Rule of One & Six:

Any unmodified roll of a one is a failure.

Units

A player has one or more Units, as defined by the relevant Force Supplement. Each Unit is defined by its Training/Experience and by its weapon selection. All members of a Unit must remain within 3" of each other or incur a penalty on their activation of +1 to the activation number of the figure outside the range of 3".

Playing the Game

This game is played in 'Turns'.

In a turn all players get to attempt to activate each Unit under their command.

Initiative

At the beginning of a turn each player rolls 1D6 and adds any scenario modifiers. Reroll any ties. The player that scores the highest can attempt to activate a Unit. He can continue to do so until he fails to activate then the initiative passes to his opponent. The initiative passes to and froth until all players have had a chance to try and activate each Unit in their command.

Activation

Upon their initiative a Player can attempt to activate Units in any order he chooses. He must roll equal to or more than the 'Activation#' given in the Unit Training/Experience table. Add one to 'the' roll if there are no visible enemy. Once activated a Inf. Unit can do one of the following:

Action MoveNotes

Walk	6"	Can also fire a small arms weapon, or throw a grenade at any point during their move.
Run	12"	Cannot fire wpns or throw grenades
Duck & Weave	8"	Cannot fire wpns or throw grenades. Figures count as being in Cover.
On Guard	0"	Can react once per turn by firing at enemy movement across their field of fire.
Gone to Ground	3"	Drop into nearest cover. +1 to score to hit when a target. Cannot fire weapons or throw grenades.
Aimed Fire	0"	All figures in Unit get +1 to firing.
Assault	8"	Move into close combat.

Units that fail to activate are On Guard but with a -1 to firing score.

JUMP PACKS

Jump Packs Figures Walk a distance of 9", jump an obstacle of 9" height or Run a distance of 18". A figure may not select Duck & Weave as an Activation choice.

Firing:

A Unit can fire at any enemy figures or vehicles that they can see. A Unit can split its fire amongst more than one target. Each figure in a Unit throws one die per Fire Point, hitting on an equal or exceed the Score to be Hit number of the target. Target figures wearing of armour or inside an Armoured Vehicle get a save against these hits.

Cover:

All Infantry and vehicles move 1 / 2 in Cover. Units may only fire into or out of cover if the figures that are firing and / or the targets are within 2" of the edge of the area of cover. Figures more than 2" inside an area of cover may only target units that are sharing that cover and that are within 6". Both the unit firing and their target will benefit from that cover. A defined area of cover will block line of sight. Firing Units cannot target enemies on the other side and out of a defined area of cover.

Suppression

If a figure is fired upon, but makes its save it is Suppressed. A Suppressed figure can return fire at a +1 to **Score To Be Hit** and its Unit takes a penalty to its next activation of -1 as per the **Maximum Suppressed** table. i.e. 4 elite figures in the same unit have -1 to their activation roll. After the next successful activation roll for the Unit, the figures are no longer Suppressed.

Melee

A Unit can to move into Melee with an enemy Unit using an Assault activation. The attacking Unit moves its figures first into base contact with enemy figures, and then opponent moves up any unengaged figures within 3" of an enemy figure. Both sides simultaneously roll one dice per figure and add their **Melee Bonus**, highest roll wins the Melee. Suppressed Figures begins get a -1 to their Melee roll. Roll their dice separately. All hits not saved by personal armour result in casualties. Cover has no effect. The combat continues at the beginning of each subsequent turn. The units are automatically activated, and they cannot subsequently activate in that turn. The weapons shown below are representative types common in military forces.

IC Melee Weapons

Normal Melee Weapon: -1 against Armor
Assault Dreadnought Armor: +2
Power Armor: +1
Force Sword: Effects Armor
Power Sword: Ignores Inf. Armor Saves
Power Fist: +1 Melee vs. all

Weapon	Range	Fire Pts
Adv. Grenades**		4FP
Assault Cannon	32"	5FP
Autocannon	48"	4FP
Bolt Pistol*	8"	2FP
Bolter*	32"	2FP
Demolisher Cannon**	16"	6FP
Flamer***	8"	3FP
Flamestorm Cannon*	16"	5FP
Flamestorm Cannon*	16"	5FP
Grenade Launcher*	16"	3FP
Grenades, Thrown	8"	3FP
Heavy Bolter*	32"	4FP
Heavy Flamer***	8"	5FP
Heavy Squad Laser **	48"	3FP
Hurricane Bolter*	32"	8FP
Laser Cannon**	48"	5FP
Laser Pistol*	8"	1FP
Laser Rifle*	32"	2FP
Meltagun**	16"	3FP
Minigun	28"	3FP
Missile Launcher	48"	3FP
Multi Melta**	16"	5FP
Muti-Missile Launcher	24"	5FP
Plasma Cannon**	32"	4FP
Plasma Gun**	24"	3FP
Plasma Pistol	8"	3FP
Sniper Laser**,*	48"	2FP
Storm Bolter*	32"	3FP
Sun Gun *	4"	5FP
Whirlwind Launcher	48"	5FP

*: No effect on armor saves of 3+ or 2+

**: Ignores all armor saves

***: Flamers ignores armor saves & cover mods

Personal Armour

Some Sci Fi troops have personal armour. Once hits have been determined the trooper vehicle can make armour saves.

Armor SAVE Notes
UA Un-Armored
FA 6+ Falk Armour
FI 5+ Fast Infantry: Heavy Ballistic Armour
LA 4+ Light Armor With Full Helmets
PA 3+ Power Armoured: Powered Exo-Skeletal Armor
AD 2+ Assault Dreadnought: Thick Armour Plated Powered Armor

Assault Dreadnaught AD & Power Armor PA

AD & PA have the following special rules:

- May Fire twice during a turn if they are equipped weapons on each arm.
- May fire up to 8" in soft cover
- Can be suppressed twice per model
- Do not suffer activation penalties if further than 3" apart.

Medical Attention

Whenever a model became a casualty, roll a D6. On a 4+, the model was only wounded. Depending on their race, some units with wounded models cannot leave their wounded comrade, but may designate a living model to tend their wounded (one living per wounded) and leave them behind with no activation penalty. The guard(s) and wounded models form their own unit but cannot be activated and count as being on guard. They may embark and disembark transport units. Wounded models do not count towards destroying a unit and cannot fire. Medics can tend to 5 wounded models.

Indirect Weapons & Artillery

Any weapon designated as indirect is fired differently than other weapons. To this end, you'll need a D8.

Select a target point for the attack, anywhere within range of the unit firing/using indirect attacks. Roll a D8. If the score on the D8 is equal to or greater than the expertise of the unit, you have hit that target point.

If not, then the target point deviate a number of inches in a direction as indicated by the narrow end of the D8. Move the target point to its new location.

Any model fully or partially covered by the weapons area of effect (AOE) is hit. Each hit allows you to roll an FP value against that unit according to the weapon used.

Name	Range	AOE	FP
Light Mortar	48"	3"	FP 1
Heavy Mortar	48"	3"	FP 2
Light Artillery	∞	5"	FP 1
Medium Artillery	∞	5"	FP 2
Heavy Artillery	∞	5"	FP 3

Modifiers Expertise

No LOS to target point	+1
Target point is in cover	+1
Laser designator has LOS	-1

It is recommended when using artillery that a force has a limited number of shots available to them.

Armoured Vehicles

These are activated like Units. Wheeled vehicles can move 18" along a road, 10" in the open, and 4" in any type of cover. Tanks can move up to 12" in the open or 6" through Soft Cover, & fire one weapon. Medium & Heavy Tanks can move 6" through Moderate Cover but cannot fire.

If stationary a vehicle can fire all its weapons. An Armoured Vehicle, and any troops inside or directly behind it, also get a cover save:

Vehicle Damage Table

Roll on this table for each unsaved hit:

Vehicle Damage Table Result	
1-3	Shaken; cannot act next turn
4-5	Light Damage; +1 to Activation
6	Heavy Damage; roll on table below.
Heavy Damage Table Result	
1-2	Weapon Destroyed; owner chooses
3-4	Immobilized for the rest of the game
5-6	Destroyed, all crew must bail out and make a 5+ or a Personal Armour save or become casualties.

If a vehicle's activation goes higher than 9+ due to damage, it is wrecked and can no longer be activated.

If a vehicle has no weapons, treat as a 3-4. If vehicle is already immobilized, treat as a 5-6.

Grav Propulsion

A vehicle with Grav Propulsion have the following special rules:

- Can move up to 18" and fire one weapon
- Can move up to 6" and fire all weapons
- Ignore intervening terrain as long as they start and finish the move on clear ground
- May fire over terrain, but may also be fired on during that turn.
- May only move 6" if transported units are disembarking. May not fire over terrain during this move.
- Add +1 to the Vehicle Damage Table roll.

Walkers Walker vehicles may move up to 9" during their turn and fire all of their weapons. Walkers are not hindered by soft cover.

VTOL

The following rules apply for all VTOL vehicles.

- move and fire a single weapon
- move up to 18" and fire all weapons
- move up to 12" and pick up or disembark passengers
- Always has a 3+ Armor save

Bikes

The following rules apply for all Bike vehicles.

- The rider may fire either the bikes weapon,
- his own weapon or fight in close combat
- Bikes move as a vehicle of their type (regular or anti-gravity)
- Bikes suffering unsaved hits are automatically destroyed.

Automatons

Models designated as automatons have the following special rules:

- 3+ Armor Save
- Can be suppressed twice per model
- Suffer no activation modifiers when suppressed; if suppressed then the unit can only move at half and fire at half range

NUMBER OF SKILLS ALLOWED.

Civilian troops may not choose any skills/ characteristics from the list below, regular and veteran troops may have 1 skill, and elite troops may have 2 skills maximum. Heroes are allocated multiple skills according to the section on heroes.

LEADER (8 points per figure)

The leadership skill gives several bonuses throughout the rules, for example, units with a leader may engage targets other than the nearest, have a better chance of calling in off table fire support, may be rallied when an army's morale breaks etc. Up to 1 figure per unit/ squad may be given this skill. Note a MINIMUM of one leader per army MUST be chosen. Leaders can add a +1 to Morale rolls of their units under their command.

SNIPER (3 points)

A trooper with sniper skill specializes in killing at long range with a high powered rifle, equipped with an advanced targeting scope. Snipers get enhanced fire / concealment bonuses when deployed, and can 'pick off' enemy leaders and support troops. A maximum of 3 snipers per army are allowed. ONLY snipers may use the sniper laser and sniper rifles weapons from the weapons chart.

SAPPER (2 points)

A 'sapper', or military engineer is a skilled individual who basically 'saps' the enemy of its fortifications and structural strengths. Figures designated as sappers may use demolition charges (see demolition rules), may lay minefields, deactivate booby traps, and may deactivate/ destroy enemy defense systems . There is no maximum number of sappers allowed in an army, although many games have limited need for such individuals.

GRENADIER (2 points)

A trooper who is specially trained and equipped for throwing grenades. Grenadiers can also be employed as shock troops, specializing in close assault. Each grenadier gets a +2 bonus to hit with thrown grenades, gets a +1 bonus to the roll to see if troops in cover are injured by exploding hand grenades and gets a +1 bonus in Melee combat. Any number of grenadiers may be fielded in battle, usually organized into squads.

MEDIC (3 points, includes medical equipment)

A medic is a trooper who in addition to his normal weapons, also carries a medical kit and has been trained in battlefield medical techniques. Each medic may attempt to 'heal' one fallen comrade per turn, who would normally be removed as killed at the end of the fire phase. Medics 'Heal' fallen Comrades by rolling their expertise or higher. Up to 3 medics per army may be chosen. Note that in battles with human forces, general convention dictates that Medic figures should not be singled out and shot at if there are other members of the squad in range/ visible to the firer. If medics are shot at, they may make a 'save' roll (See the 'picking off leaders' rules). If a Medic is removed as killed, there is no reduction in moral strength.

FANATIC (3 points)

This characteristic is generally restricted to certain Rebel troops, some Aliens, and most classes of war droid/ robot. Fanatic troops generally do not retreat, even when an units morale is broken, but can be difficult to control in combat, often advancing when common sense would dictate staying in cover. See the army lists for troop types classed as fanatic.

GUNNER (1 point)

This skill allows the trooper to fire tripod mounted light artillery and weapons from the heavy weapons list without penalty. (Unskilled troops may fire light artillery, but with a -2 hit penalty) This skill is NOT required to fire Squad support weapons.

SCOUT (3 points)

This skill includes extra training and experience in jet pack jumping, laser painting, and concealment and give bonuses in each of these areas. Up to 2 squads of scouts may be fielded per army. Scouts are particularly useful if used as jump-troops equipped with laser painters and long range rifles, in hit and run scenarios.

SWORDSMAN (3 points)

Individuals trained in the martial arts, especially in the use of advanced Melee combat weapons like force swords and power axes. Troops with this skill have +1 added to their 1D6 roll in melee combat. Some melee weapons may only be used by troops with swordsman skill.