

## FUBAR 15mm – Rebel Minis Sci-Fi

### INTRODUCTION

This supplement to the FUBAR game system provides stats and options for Rebel Minis sci-fi miniatures. All models can be found at: <http://www.rebelminis.com>

### A NOTE ON 15MM GAMING

When playing FUBAR at 15mm, infantry movement distances are adjusted as follows:

- Walk – 4"
- Duck & Weave or Assault – 6"
- Run – 8"
- Go to Ground – 2"

Vehicle movement and weapon ranges are unaffected.

### EARTHFORCE MARINES

**Earthforce Marine.** Seasoned, 5+ Armor Save. Armed with an Assault Rifle, a Light Machine Gun, a Missile Launcher (light anti-tank weapon), a Sniper Rifle, or form a Heavy Machine Gun crew.

**Earthforce HAMR.** Seasoned, 2+ Armor Save. Armed with a Heavy Machine Gun and a Fist with HAMR Blade (+2 Expertise in Close Combat, ignore armor saves)

**Earthforce Buggy.** Seasoned, Light Vehicle Armor. Armed with a Heavy Machine Gun.

**Earthforce Infiltrator.** Veteran, 4+ Armor Save. Armed with a blaster (counts as a Shotgun).

**Earthforce Infiltrator Bike.** Veteran, Light Vehicle Armor. Fast vehicle - +2" to all movement options. Armed with two Light Machine Guns.

**Earthforce APC.** Seasoned, Medium Vehicle Armor. Armed with two Light Anti-tank Guns or a Light cannon and four one-shot Missiles (each counts as a Heavy Cannon). Can transport up to ten figures.

**Earthforce Merka 5.** Seasoned, Medium Vehicle Armor. Armed with a Heavy Cannon.

**Earthforce Merka 9.** Seasoned, Medium Vehicle Armor. Armed with an artillery Heavy Cannon (ignores intervening terrain).

**Earthforce Grav Tank.** Seasoned, Medium Vehicle Armor. Armed with a Light Cannon, a Light Anti-Tank Weapon, or a Scatter Missile launcher (16" range, 5FP). Grav vehicle – ignores intervening terrain while moving.

### MODEL NINE BIO-SOLDIERS

**Bio-Soldier.** Seasoned, 5+ Armor Save. Armed with an Assault Rifle with integral Grenade Launcher.

### KURGEN

**Kurgen Infantry.** Seasoned, 6+ Armor Save. Armed with an Assault Rifle.

### TITAN MARINES

**Titan Marine.** Veteran, 4+ Armor Save. Armed with a Machine Carbine (24" range, 2FP), a Flamethrower, a Sniper Rifle, Missile Launcher (light anti-tank weapon), or form a Mortar crew.

**Titan HAMR Suit.** Veteran, 2+ Armor Save. Armed with two of the following: Heavy Machine Gun, Light Anti-Tank Weapon, Fist with HAMR Sword (+2 Expertise in Close Combat, ignore armor saves), or Fists with integrated RPGs (+1 Expertise in Close Combat).

### SAHADEEN

**Sahadeen Infantry.** Green, 6+ Armor Save. Armed with an Assault Rifle, a Sniper Rifle, a Light Machine Gun, an RPG, or may form a Heavy Machine Gun team.

**Sahadeen Buggy.** Green, Light Vehicle Armor. Armed with a Heavy Machine Gun.

**War Maiden.** Veteran, 6+ Armor Save. Armed with a Pistol and a Poisoned Blade (rolls 2D6 in Close Combat).

### SCOURGE

**Scourge.** Veteran, 4+ Armor Save. Armed with a Submachine Gun, a Heavy Machine Gun, a Light Anti-Tank Gun, or a Flamethrower with 16" range. Self Repair Mode – Suppressed Scourge may activate as normal but move at half speed and fire with a -1 Expertise penalty.

### SONS OF THUNDER

**Trooper.** Seasoned, 4+ Armor Save. Armed with a Submachine Gun or an RPG.

### GRAYS

**Gray Trooper.** Veteran, 6+ Armor Save. Armed with a Short Raygun (Shotgun) or Long Raygun (RPG).

**Mini Walker.** Veteran, Vehicle Light Armor. Armed with Tentacles (opponents roll -1 in Close Combat), a Claw (+1 in Close Combat), a Heat Gun (counts as a flamethrower), and a Light Machine Gun.

**Walker.** Veteran, Vehicle Heavy Armor. Armed with Tentacles (opponents roll -1 in Close Combat), a Claw (+1 in Close Combat), a Super Heat Ray (counts as an RPG that ignores armor saves).

### ALIEN RAPTORZ

**Raptor.** Elite, 4+ Armor Save. Fast – add +2" to all movement options. Rolls 2D6 in Close Combat.