

Introduction for W40K players

These are a few simple lists for small unit actions in the Warhammer 40K universe using FUBAR.

Their role is advisory rather than as strict rules. The idea is to let W40K players get straight down to fighting small unit actions with the FUBAR rules.

Weapons

Obviously W40K is full of weird and wonderful weaponry and personal armour. Much of it though fills similar operational and tactical functions to those weapons described in the main FUBAR rules. Thus wherever a seemingly new weapon type is listed for the first time the FUBAR equivalent is then listed in bold script.

Balance

The easiest way to achieve this is to deploy W40K pointed forces.

Remember that FUBAR is a game of small unit actions, and thus you can often get away with much smaller forces than a usual W40K game. A force of 500-750 points if often more than sufficient.

Terrain

The actions in W40K most suitable to FUBAR tend to be in dense urban environments. So set up your board with a pleasing/logical street pattern with plenty of cover. This should lead to a fun game.

Imperial Guard

Imperial Guardsmen are deployed in squads of 10 men, including a Sergeant.

Three such Squads make up a Platoon and have a small Command Squad and possibly some specialist support troops.

Most Imperial Guardsmen are **Seasoned** though Conscripts will be considered to be **Green**.

They are armed with a Lasgun [an **Assault Rifle**], and **Grenades**. Guardsmen wear Flak [**Medium Armour**].

One Guardsman in a Squad can carry a Grenade Launcher [an **RPG**], or a Flamer [a **Flamethrower**].

The Sergeant can swap his Lasgun for a Laspistol [a **Pistol**] and Chainsword [+1 in Close Combat].

A Platoon Command squad consists of a Lieutenant and 4 Guardsmen and are **Veterans**.

The Lieutenant can swap his Lasgun for either a Bolt Pistol [a **Pistol** with 2FP] & Sword, or Laspistol & Chainsword.

Two figures from each squad can be deployed as Support Weapon crew for one of the following:

- Heavy Bolter – A **HMG**.
- Autocannon – A **Light AT Gun**.
- Missile Launcher - A Long Ranged **RPG**.
- Snipers – 2 **Sniper Rifles**.

These weapons cannot fire if the squad moved.

One Squad can be designated as **Veterans**. These have Carapace [**Heavy Armour**]. If you wish some or all of these can be armed with **Combat Shotguns**.

Alternatively you can field one squad of **Stormtroopers**. These are **Veteran** Guardsmen in Carapace [**Heavy Armour**] and carrying Hot Shot Lasguns [the equivalent of an **Assault Rifle** but with 3FP's] and **Grenades**. They deploy in squads of ten men.

A **Commissar** can be added to a Platoon. He is a **Veteran** and is armed with a Bolt Pistol & Sword, or Laspistol & Chainsword. No figures in a Unit containing a Commissar can be Suppressed. He can also allow his Unit to reroll a failed activation roll by the simple expedient of shooting a man dead. He can do this but once per turn.

Space Marines

These usually deploy in Combat Squads of 5 Marines, including a Sergeant.

They are **Veterans** and are armed with Bolters [an **Assault Rifle** but with 3FP's] and **Grenades**.

The Sergeant can exchange his Bolter for a Bolt Pistol and a Chainsword, or a Plasma Pistol [a Pistol with 2FP's that can affect vehicles].

Space Marines wear **Power Armour**.

One of the Marines can exchange his Bolter for a Heavy Bolter, Flamer, Autocannon or Missile Launcher. He is capable of **Walking** and firing this weapon.

One squad may deploy with jump packs as **Assault Marines**. They can fly over terrain but must land at the end of their movement.

They are usually armed with Bolt Pistols, Chainswords and Grenades, but one can also carry a Flamer.

Space Marine Scouts are **Seasoned**. The Sergeant is a **Veteran**. They are armed the same as their Marine brothers, but up to 2 can exchange their Bolters for Sniper Rifles. Space Marine Scouts have Carapace [**Heavy Armour**].

Space Marine Terminators are **Elite** Space Marines from the 1st Company who wear Terminator Armour [**Battlesuits**]. They are armed with a Storm Bolter [**HMG**] and a Power Fist [+3 in close combat, and it can affect vehicles]. Terminators can teleport onto the battlefield.

A **Chaplain** is an Elite Space Marine who wears Power Armour and carries a Bolt Pistol and a Power Weapon [+1 in combat, ignores Armour Saves]. Any squad accompanied by a Chaplain gets +1 in combat and is immune to Terror.

A Space Marine force with at least four squads can have a **Captain**. He is an Elite Space Marine who wears Power Armour and carries a Bolt Pistol and a Power Weapon.

A Space Marine **Librarian** is identical to a Captain but can have two psychic powers. He carries a Force Weapon – [i.e. it ignores armour saves] that is +1 in close combat and +2 vs. Daemons.

The Imperial Inquisition

An Inquisition force consists of an Inquisitor and his retinue, supported by Inquisitorial Stormtroopers and Battle Sisters [if Witch Hunters] or Grey Knights [if Daemonhunters].

An **Inquisitor** is a dangerous opponent. Their equipment is the best the Imperium can offer. Thus they are **Elite**, and have a 2+ armour save, their ranged weapon is the equivalent of a Bolter in effect, and they each have a Power Weapon. They can have two psychic powers.

They will have a retinue of four highly competent agents. Each of whom is the equivalent of a Space Marine in arms and armour. However they will look like ordinary Imperial citizens.

At the beginning of a Battle a Witch Hunter Inquisitor may declare one enemy figure to be Hereticus Excommunicatus. For the rest of the game all of their troops get +1 in close combat against that figure and the Inquisitor gets +2.

Against daemons all a Daemonhunter's retinue get +1 in close combat and the Inquisitor gets +2.

Inquisitorial Stormtroopers are **Veteran** Guardsmen in Carapace Armour and carrying Hot Shot Lasguns [the equivalent of an **Assault Rifle** but with 3FP's] and **Grenades**. They deploy in squads of ten men.

Treat **Battle Sisters** as Space Marines in all respects except they do not have Scouts or Terminators. The 'Captain' is called a Canoness.

Each turn a squad of Battle Sisters can choose to add +1 to either their firing or their close combat or their Armour save dice as an act of faith.

Battle Sisters may deploy one squad of Seraphim with jump packs allowing them to fly over terrain.

Grey Knights are **Elite** Space Marines or Space Marine Terminators.

Each one carries a Force Weapon in addition to his normal Space Marine weaponry. This is a Power Weapon [i.e. it ignores armour saves] that is +1 in close combat and +2 vs. Daemons.

Vehicles

Any troops deployed as part of an Inquisition force may do so in Rhinos [see below]. Stormtroopers can alternatively deploy in Chimeras [see below].

Imperial Vehicles

Chimera [IG/IQ] These are **Light Tanks** armed with a Turret Multilaser [**Light AT Cannon**] & Hull Heavy Bolter. They have a transport capacity of 12 figures. The crew are **Seasoned**.

Leman Russ Battle Tank [IG] This is a Heavy Tank and has a turret mounted Battle Cannon [**Heavy Cannon**], a hull Flamer and 2 Heavy Bolters in sponsons. The crew are **Veterans**.

Sentinel [IG] These are walkers with **Light Vehicle Armour** and either a Heavy Bolter, Autocannon or Flamer. The pilot is **Seasoned**.

Valkyrie [IG] This is a flying APC armed with two Light AT Guns and door mounted HMG's. They have a transport capacity of 12 figures. The pilot is **Seasoned**.

Rhino [SM/IQ] These are **APC's** armed with a Heavy Bolter. They have a transport capacity of 10 figures.

A variant of the Rhino is the **Razorback** with twin **Light Cannons** and can carry 5 Marines.

Predator [SM] This is a **Medium Tank**. This can have a turret-mounted **Light Cannon** and two **HMG's** in sponsons. The crew are **Veterans**.

Dreadnought [SM] These are walkers with **Medium Vehicle Armour** and either a Heavy Bolter, Autocannon, Missile Launcher or Flamethrower. They also have a Dreadnought Close Combat Weapon [+4 to close combat]. The pilot is **Elite**.

Drop Pod [SM] These are one use vehicles that hit the ground and can hold up to ten Marines or a Dreadnought. It has Light Armour and is armed with an LMG.

Psychic Powers - Imperial

An Inquisitor or Space Marine Librarian can choose his two powers from the list below. All powers require a successful Expertise check before they work.

Smite: Counts as a Light AT Gun attack [range 12"].

Force Dome: Gives the Psyker and his unit +1 to their Armour Saves.

Machine Curse: Causes a single automatic hit to a visible vehicle within 24".

Avenger: Counts as a Flamethrower attack.

Quickening: Psyker strikes first in close combat.

Might of the Ancients: +2 in close combat and can affect vehicles.

The Gate of Infinity: The Psyker and his unit can move 24" as a Run activation, ignoring intervening terrain, figures and vehicles.

The Vortex of Doom: This counts as a Heavy Cannon attack with a range of 12".

Chaos Space Marines

These are the same as Space Marines except:

1. They have no Scouts.
2. They are **all Elite**.
3. Chaos Terminators have Power Weapons instead of power fists.
4. Squads are led by Aspiring Champions.
5. Squads can be dedicated to a Chaos God:

God	Effect
Nurgle	+1 to Armour Saves.
Khorne	+1 to attacks in Close Combat.
Slaanesh	Attack first in Close Combat.
Tzeentch	Bolters have 4FP's.

An **Aspiring Champion** is Elite and armed like a Space Marine Captain. A Champion of any God except Khorne may have two Psychic Powers, a Champion of Tzeentch can have three.

One Chaos Space Marine squad can be **Raptors**. These are essentially the same as Space Marine Assault Marines except for the changes listed above.

Chaos Space Marines can summon lesser and greater **Daemons**. These appear next to the squad that summoned them. Daemons cannot be Suppressed.

A squad of ten lesser Daemons are **Veterans** with a 5+ armour save. They get +1 in close combat but have no ranged weapons.

A Greater Daemon replaces a Chaos Space Marine when it appears. It is a huge monster that is **Elite** and that gets four attacks at +4 in close combat. It has an armour save of 3+.

Chaos Space Marines can also be supported by **Cultists**. Because of their fanaticism these count as Veterans, but are only armed with Pistols or Combat Shotguns. They have no armour.

They deploy in mobs of 10-20 figures.

Vehicles

Chaos Space Marines can deploy in Rhinos and can have Predators and Dreadnoughts.

They can be supported by a Defiler **Heavy Tank**. This Daemon Engine has a turret mounted Battle Cannon [**Heavy Cannon**], a hull Flamer [**Flamethrower**], a **HMG** and gets +3 in close combat against infantry. It is a huge walker than can ignore terrain as it cuts through or climbs over it. It is **Elite** and cannot be stunned.

Psychic Powers - Chaos

An Aspiring Champion of Chaos can choose his powers from the list below.

All powers require a successful Expertise check before they work.

Doom Bolt: Counts as a Light AT Gun attack with a range of 18".

Warptime: The Aspiring Champion can reroll his dice to hit when firing and in close combat.

Gift of Chaos: Pick an enemy infantry figure within 12". They must make an Armour Save or be turned into a melted blob of flesh.

Wind of Chaos: Counts as a Flamethrower attack.

Lash of Submission [Slaanesh only]: Target an enemy unit or vehicle within 24". They must make an Activation roll or the Aspiring Champion can move them 6" in any direction he chooses [except off the table].

Nurgle's Rot [Nurgle only]: Roll one die for each enemy figure within 6" of the Aspiring Champion. On a 4+ they take a hit. Resolve as normal.

Bolt of Change [Tzeentch only]: This can target a single figure or vehicle within 24". It counts as a Light Cannon. Successful hits cannot be Suppressed.

Orks

Orks usually deploy in mobs of 12 Orks including a Nob. Ork Boyz are **Seasoned**. The Nob is a **Veteran**.

All Boyz in a mob are armed with either a Slugga [**Pistol**] & Choppa [+1 in Close Combat], or a Shoota [**Assault Rifle** but with 3FP's and 16" Range only].

In a Shoota Mob one Boy can carry a Big Shoota [**LMG**] or a Rokkit Launcha [**RPG**].

In a Slugga Mob one boy can carry a Burna [**Flamethrower** that is +1 in close combat as well].

All Boyz have thick hides and are inured to pain and injury, so they benefit from the equivalent of Light Armour [6+ save].

The Nob will have 'Eavy Armour which has a 5+ save. He may also have a Power Klaw [+3 in close combat]. A Power Klaw can attack vehicles.

For every three mobs of ordinary Orks one can be deployed as one of the following special types:

1. **Stormboyz** are Ork boyz with jump packs.
2. **'Ard Boyz** are Ork boyz with 'Eavy Armour.
3. **Skraboyz** are **Veterans**.
4. **Kommandos**. These have any cover save they enjoy one level higher.
5. **Tankbustaz**. These are armed with Sluggas and special tankbusta bomz [1FP and are placed on vehicles as a close combat attack]. They can have two Rokkit Launchas.

Some Orks like to deploy squads of 10- 20 **Grots** to divert fire, tie up the enemy and generally cause a nuisance. These are **Green** and are armed with Grot Blastas [**Pistols**]. They are led by an Ork Runtherd [counts as an Ork Slugga]. If so they count as **Seasoned** until they take a casualty.

If there are three or more mobs on the table they can also deploy a Warboss. He is **Elite** and has a Big Shoota [**LMG**], a Power Klaw and 'Eavy Armour. He can choose to have Mega-armour [2+ Save] instead. Instead of a Warboss the force can be led by a Big Mek. This is a **Veteran** ork in 'Eavy Armour who has a Kustom Force Field giving all Orks within 6" a 5+ Cover Save, and a Kustom Mega Blasta [**Light AT Cannon**].

Note that Orks cannot be suppressed by fire, they must take casualties instead. Grots take all casualties as suppression until all figures are down, further hits then cause casualties.

Vehicles

Orks can deploy in Trukks. These are **APC's** armed with a Big Shoota. They have a transport capacity of 12 figures.

Up to 6 Orks can deploy on Bikes. These move as vehicles and have the equivalent of a 5+ save because of their speed & the smoke they produce.

A force can include 1-3 Killer Kanz. These are walking vehicles with medium armour, a Big Shoota and three attacks in close combat at +2.

A single Ork Dread can be deployed. This is a walking vehicle with heavy armour, a Big Shoota and two attacks in close combat at +3.

The Tau

Fire Warriors deploy in squads of 12, which can be split into two fire teams of 6 warriors. They are **Seasoned** and have a Jointed Carapace Armour giving them a 4+ save.

Most are armed with Pulse Rifles [**Assault Rifle** with a 30" range]. Up to half a squad can be armed with Pulse Carbines [**SMG** with a 20" range].

The Squad Leader can have a Markerlight. If this hits it does no damage but gives Tau heavy weapons aiming at the same target a +1 to hit.

Fire Warrior teams can be accompanied by up to three **Gun Drones**. These can fly, are **Seasoned**,

have 4+ armour and are armed with a Pulse Carbine. Drones cannot be Suppressed.

Drones can also be deployed in flights of 6-12 and then count as Green.

Pathfinders are the scouts of the Tau forces. They deploy in teams of 6-8 figures, are **Veterans**, and are generally armed and armoured just as a Fire Warrior squad.

Up to two Pathfinders can have Rail Rifles. These count as **Sniper Rifles** with 3FPs that can damage Light or Medium Armoured Vehicles.

The Squad Leader of a Pathfinder squad will always have a Markerlight.

Both Fire Warriors and Pathfinders can deploy from a **Devilfish** Transport. This is a flying Medium Armoured Vehicle that has a Seasoned Crew. It can carry 12 figures. It is armed with a Burst Cannon [**HMG** with a 16" range] and two Gun Drones.

Tau forces are often supported by **Kroot** Hunter Kindreds. A Kindred numbers 12-20 figures. They are **Seasoned**, unarmoured and carry a Kroot Rifle [**Infantry Rifle**] that gives them +1 in close combat.

They are led by a Shaper, a **Veteran** with a Pulse Carbine.

Kroot are adept at woodcraft and are expert shots. As a result they ignore the visibility and cover effects of Woods or Jungles when firing from or through it. They also treat Woods and Jungles as Moderate Cover when hiding in it.

A Brood of 8 **Vespid** can be deployed. These are **Seasoned** flying infantry with a 5+ save and a Neutron Blaster [SMG with a 12" range that can affect vehicles].

Even a small Tau force may be supported by 1-3, **XV-8 Crisis Battlesuits**. Battlesuit pilots are **Veterans**, with Battlesuit armour [2+ save] that can fly and has a variable weapons fit. They can choose three weapons from the following list:

Burst Cannon [**HMG** with a 16" range], Fusion Blaster [Light AT Cannon], Missile Pod [RPG with 32" range], Smart Missile [RPG with unlimited range that can hit any target lit up by a Markerlight even if it has no direct line of sight to it].

Battlesuit pilots have multi-trackers that allow each suit to engage their weapons systems at two different targets at the same time.

A Battlesuit team can also have two Drones. These can be standard Gun Drones or be Shield Drones.

Shield Drones have 3+ armour [Force Shields] and are unarmed but can choose to take each incoming hit on the Battlesuit Team until they are destroyed.

One Crisis Battlesuit Pilot can be designated as the Shas'vre force leader, in which case he is **Elite**.

A squad of 1-3 **XV-22 Stealth Suits** can be deployed. These are Veteran warriors in Power Armour [3+ save] that carry a Burst Cannon as standard Armament. Their unique stealth technology means that enemies cannot target them if they are more than half that enemy's range away.

Vehicles

Both Fire Warriors and Pathfinders can deploy from a **Devilfish** Transport. This is a flying Medium Armoured Vehicle that has a Seasoned Crew. It can carry 12 figures. It is armed with a Burst Cannon [**HMG** with a 16" range] and two Gun Drones.

Another Vehicle they can use is a **Hammerhead** Tank. This is the same as a Devilfish except it has sacrificed its troop carrying capacity to mount a Railgun [A **Heavy Cannon** with unlimited range]. The Railgun fires sub-munitions when targeting infantry. This has the same effect as a Heavy Cannon but the unit receiving this attack cannot Suppress hit figures.