

Generic Sci-Fi FUBAR

INTRODUCTION

This supplement for FUBAR allows players to fight small-unit skirmishes using a wide variety of sci-fi miniatures. Because these rules cannot possibly cover every model in detail, players should use common sense to resolve situations that aren't specifically addressed by this supplement.

JUMP PACKS

Jump packs are found on many types of human and alien power armor. Troops wearing jump packs increase their basic movement from 6" to 9" and can ignore intervening terrain.

WEAPONS

Sci-fi games add several new weapons. Unless otherwise specified, any weapon with multiple fire points can affect an entire unit.

Weapon	Range	Fire Points
Laser Pistol*	Medium	2FP
Laser Rifle*	Long	2FP
Laser Cannon*	V. Long	3FP
Plasma Pistol	Medium	3FP
Plasma Rifle	Long	3FP
Plasma Cannon	V. Long	5FP
Mini Missiles	Short	2FP
Missile Launcher	Long	3FP
Heavy Missiles	V. Long	4FP

*: May only affect a single troop or vehicle target

GUIDED MUNITIONS

Some munitions carried by infantry and vehicles can hit targets hiding behind terrain or buildings. These are one-shot munitions that can target any unit open terrain, soft cover, or moderate cover. Models in transport vehicles or bunkers cannot be targeted. If no friendly units have line of sight to the target, the firer's Expertise is reduced by -1.

ARMOR/ALIEN SKIN

Sci-fi troops will usually have some type of armor save. This can represent traditional body armor or an alien scales/skin/carapace that offers some form of natural protection

Armor Type	Save
Light/Flak Armor/Tough Skin	5+
Heavy/Carapace Armor	4+
Chitinous Skin/Hard Scaly Hide	4+/3+

POWER ARMOR

This category defines a broad range of self-powered, fully-enclosed suits worn by human and alien elite forces. Power armor usually has integrated communications and targeting systems and mount a variety of weaponry. Troops in power armor:

- Have a 3+ armor save
- May fire two ranged weapons per turn
- May fire up to short range in soft cover
- Add +1 to Expertise in close combat
- Ignore the first hit taken in each combat
- May be up to 6" away from unit members without suffering activation penalties

CLOAKING/CHAMELON POWER

Some troops will have the ability to blend with their surroundings. When using their ability, these troops count as being in moderate cover. This represents how difficult it is for "ordinary" troops to target them. High-tech targeting abilities or power armor will not suffer this difficulty.

WALKERS/BATTLESUITS/MECHA

Walkers can move up to 9" and fire all weapons. Transport walkers may only move 6" if troops are disembarking. Most walkers will be able to move through difficult terrain more easily than ground vehicles – use obvious model features such as leg height or integrated jump jets to navigate terrain.

ANTI-GRAVITY PROPULSION

Vehicles from bikes to tanks are found with hover jets or anti-grav drives. These vehicles naturally move faster than their ground-based counterparts and have certain advantages. Anti-grav vehicles:

- 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 their move on clear ground.
- May fire over terrain, but may also be targeted over that same terrain during that turn.
- May only move 6" if transported troops are disembarking. May not fire over terrain during this activation – the transport vehicle is now on the ground.
- Add +1 to the damage table roll

DROPSHIPS/GUNSHIPS

This category is for "flying" vehicles rather than grav tanks. Flyers:

- Can move to any location on the table and fire a single weapon
- Can move up to 18" and fire all weapons
- Can move up to 12" and pick up disembark passengers (up to 24" if the passengers have jump packs).
- Always have a saving throw of 3+ to represent the difficulty in being targeted by ground troops.

AUTOMOTONS/ROBOTS/ANDROIDS

All automatons have an expertise level of Elite and always activate on a 3+. Suppression affects automatons differently since morale isn't an issue. Suppressed automatons may only move up to half their normal movement, and their range is reduced by one category (to a minimum of short). This represents damaged automatons attempting to fulfill their combat programming.

BUGS/XENOMORPHS

Bugs are fast-moving mindless creatures who frantically charge their opponents and ignore casualties. Bug units:

- Automatically activate when the controlling player receives initiative.
- Move up to 12"
- Do not use ranged weapons, but have an expertise in 4+ when fighting in close combat.
- Large (vehicle-size) bugs may attack three times in close combat and are +1 expertise against vehicles.
- Are never suppressed.

GANGS/ COLONISTS/GUERILLAS

Because these forces know their cities/settlements/creepy alien forests better than the attacking military, guerilla forces are not deployed at the start of a battle. Instead, they may appear anywhere on the table during their first successful activation.

BIKES/JET BIKES

Bikes function as normal vehicles except that the rider can fire his own weapon (up to Medium range) or fight in close combat. Anti-grav bikes follow rules for anti-grav vehicles.

CLOSE COMBAT WEAPONS

Gangs, post apocalyptic warriors, and aliens sometimes employ devastating hand-to-hand weapons that aren't found on typical troops. These weapons add to the users Expertise roll in close combat.

Weapon	Bonus
Edged/improvised weapon	+1
Powered weapon or chainsaw	+2
Force field or laser weapon	+3