

# FUBAR *STAR WARS*

## INTRODUCTION

This supplement is based on the second Star Wars Trilogy (Episodes IV-V-VI) and the Rebellion era.

Weapons range modifiers :

	RANGE	EXPERTISE
SHORT	Up to 12"	+1
MEDIUM	13" to 24"	0
LONG	above 25"	-1

## THE EMPIRE

### THE IMPERIAL ARMY

The Imperial force is mainly composed of Stormtroopers, divided in different corps : Sandtroopers, Snowtroopers, Scout Troopers, Navy Troopers, according to the climatic conditions they face.

**Stormtroopers** are the elite soldiers of the Galactic Empire : they are well-trained, well-disciplined and well-equipped.

**Commander** - Elite (only one per army)

**Officers** - Veteran

**Scout** - Elite

**Troopers** - Seasoned

A **Stormtrooper squad** consists of an Officer and nine Troopers. They are armed with standard blasters [Assault Rifle] and Grenades. One Stormtrooper can man a Heavy Blaster [LMG - No Move] or a Missile Launcher [RPG]. Another one can carry a sniper rifle.

Scout Troopers are organised in sections of four troopers. They are armed with blaster pistols and Grenades. One can carry a sniper rifle.

Stormtroopers and Scouts have a 5+ Armour save. They are real fanatics and can never be suppressed.

A Stormtrooper squad personally led by Darth Vader or a Commander can use his Activation roll to activate.

**Imperial Navy, Imperial Army and Imperial Engineers troops** are sometimes dispatched on a Battlefield. Such squads consist of an officer and nine troopers equipped with blasters [Assault Rifle] and have no armour.

**Officers** - Seasoned

**Troopers** - Green

The Imperial Royal guards escort the Emperor Palpatine but can also escort high rank commanders. They are **elite** troops organised in sections of four guards equipped with Force pikes (close combat only. Roll 2 dice) and heavy blaster pistols [pistols]. They are real fanatics and can never be suppressed.

Guards have a 4+ Armour Save.

## DARTH VADER

**Darth Vader** leads the Imperial Army and often takes part in battles.

**Darth Vader** : Elite

Sith Lord : rolls 4 dice in close combat.

**Light Saber**: Darth Vader carries a Light Saber. It is +2 in Close Combat, and gives him a Save = Expertise vs. All, non-explosive attacks.

**Force Choke**: Darth Vader uses this power to strangle a single enemy. It requires a successful expertise roll. It is a +3 ranged attack [Short only] that ignores armour saves.

**Agility**: Darth Vader ignores the effects of terrain when moving.

**Telekinesis**: Darth Vader can repel his enemies [8"/20cm] with a successful expertise roll. This knocks down and suppresses 2D6 enemy figures or one vehicle.

## BOUNTY HUNTERS

The Galactic Empire often employs these scum to hunt the Rebels. Bounty Hunters act as individuals on the battlefield and are Veteran. Bobba Fett is considered as Elite.

They are armed with different weapons but mainly use Standard Blasters [Assault Rifles] and Thermal Detonators [Grenades].

## VEHICLES

All of the Imperial vehicles have a 3+ Activation and 4+ Expertise.

### AT-AT

Armor save 2+ Move 9"

Blaster Cannon x2 24" 2FP

Heavy Blaster Cannon x2 32" 3FP

Crew : 3 Passengers : 40

Never stunned. Ignore first destroyed result.

Must stand still to disembark troops.

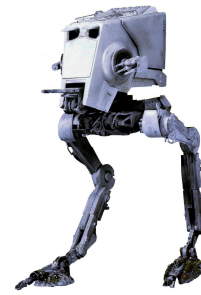


### AT-ST

Armor save 4+ Move 12"

Twin BC 32" 3FP

Crew : 2



### Speeder Bike

Armor save 5+ Move 36"

LBC 24" 2FP

Crew : 1



### Dewback

Armor save 6+ Move 9"

Crew : 1 stormtrooper



### Viper Probe Droid

Armor save 4+ (reroll once)

Move 12"

BC 32" 3FP

Self destructs with a 3" radius 2 FP



## THE ALLIANCE

### THE REBELS

The Rebel Alliance is a loose alliance of forces formed in direct military opposition to the galactic Empire.

The Rebellion is composed of different well trained troops with a strong will to fight.

**Commander** - Elite (only one per army)

**Characters** – Elite (one or more)

**Officers** - Veteran

**Troopers** – Seasoned

**Commandos** - Veteran

A typical rebel squad consists of an Officer and nine Troopers. They are armed with standard blasters [Assault Rifle] and Grenades. One trooper can man a Heavy Blaster [LMG - No Move] or a Missile Launcher [RPG]. Another one can carry a sniper rifle.

Rebel troopers and Commandos have a 6+ Armour save.

A rebel squad personally led by a character or a Commander can use his Activation roll to activate.

### THE JEDI

There are only three jedi in Star Wars Rebellion era: Luke Skywalker, Obi-Wan Kenobi (in Episode IV only) and Yoda.

**Obi-Wan Kenobi** : Jedi Master – Elite

**Yoda** : Jedi Master – Elite

**Luke Skywalker** : Padawan (Veteran) or Jedi Knight (Elite) depending on the era.

Jedi Master rolls 3 dice in close combat.

Jedi Knight rolls 2 dice in close combat.

**Mind Control** : Obi-Wan Kenobi can control the mind of one opponent. It requires a successful expertise roll. The victim is not activated for one turn. Short range only.

**Light Sabre**: Each Jedi carries one of these weapons. They are +2 in Close Combat, and gives Jedi a Save = Expertise vs. All, non-explosive attacks.

**Force Push**: A Jedi Knight or Master can use this power. It requires a successful expertise roll. It is a +3 ranged attack [Short only] that ignores armour saves. Energy shields and Light Sabres can deflect it.

**Jedi Agility**: All Jedi ignore the effects of terrain when moving.

**Jedi Telekinesis**: A Jedi can repel his enemies [8"/20cm] with a successful expertise roll. This knocks down and suppresses 1D6 enemy figures or one vehicle.

### CHARACTERS

There are many characters in Star Wars : Han Solo, Chewbacca, Princess Leia, Lando Calrissian, .... All characters act as individuals

on the battlefield and are considered as Elite. They can lead Rebel troops squads. They are heroes : 2+ armour save.

### VEHICLES / SUPPORT

All of the Rebel vehicles have a 3+ Activation and 4+ Expertise.

#### Landspeeder

Armour save 5+ Move 18"

Crew : 1 passenger : 1

No armament.



#### Rebel Cart

Armour save 5+ Move 12"

BC 24" 2FP

Crew : 1 Passengers : 10



#### Snowspeeder

Armour save 4+ Move 24"

Twin BC 32" 3FP

Rear LBC 24" 2FP

Crew : 2 (Pilot + Gunner)

Rear Grappling harpoon — 24" RANGE (2 cables) special : Attach hook at -1 to expertise, (cannot fire cannons while wrapping). Wrapping legs takes 2 full passes (64" or 2 turns). Re-check Exp. Roll at beginning of each turn.



#### DF-9 Anti Infantry Battery

Armour save 5+

SHBC 48" 6FP

Crew : 1

Anti-Infantry battery (cannot shoot at vehicles)



#### ATGAR Tower Laser Cannon

Armour save 6+

BC 32" 3FP

Crew : 1



#### Tauntaun

Armour save 6+ Move 9"

Crew : 1 rider



### BEAST

#### Wampa

Roll 2 dice in close combat. Always run towards closest human (empire or alliance).



Authors: Eric Laurent – John Hodson – John Leahy  
January 2011-Version 1.05

THE EMPIRE			THE ALLIANCE		
TROOP	WEAPON	POINTS	TROOP	WEAPON	POINTS
JEDI MASTER	Light Saber	25	JEDI MASTER	Light Saber	25
COMMANDER	Blaster	16	CHARACTER	Blaster	16
STORMTROOPER OFFICER	Blaster	15	COMMANDER	Blaster	12
STORMTROOPER	Blaster	12	REBEL OFFICER	Blaster	11
STORMTROOPER	Heavy Blaster	14	REBEL TROOPER	Blaster	8
STORMTROOPER	Sniper Rifle	12	REBEL TROOPER	Heavy Blaster	10
STORMTROOPER	Missile Launcher	14	REBEL TROOPER	Sniper Rifle	8
SCOUT TROOPER	Pistol	13	REBEL TROOPER	Missile Launcher	10
SCOUT TROOPER	Sniper Rifle	16	REBEL COMMANDO	Blaster	11
IMPERIAL ARMY OFFICER	Blaster	7	REBEL COMMANDO	Heavy Blaster	14
IMPERIAL ARMY TROOPER	Blaster	4	REBEL COMMANDO	Sniper Rifle	11
IMPERIAL GUARD	Laser Rifle	17	REBEL COMMANDO	Missile Launcher	14
BOUNTY HUNTER	Blaster	10	LANDSPEEDER		53
BOUNTY HUNTER	Sniper Rifle	10	REBEL CART		68
BOUNTY HUNTER	Missile Launcher	13	SNOWSPEEDER		126
AT-AT		210	DF-9 BATTERY		128
AT-ST		91	ATGAR CANNON		78
SPEEDER BIKE		73	TAUNTAUN	COST WITHOUT RIDER	25
DEWBACK	COST WITHOUT RIDER	25			
VIPER PROBE DROID		84	WAMPA (veteran)		10
<b>SQUADS COST</b>			<b>SQUADS COST</b>		
STORMTROOPERS		125	REBELS		85
SCOUT TROOPERS		55	COMMANDOS		113
IMPERIAL ARMY/NAVY		43			
IMPERIAL GUARDS		68			

**All points above are for a single trooper/droid/vehicle (except crews as specified).**

Points = Chance of Activation + [Chance to hit x Number of FP's] + close combat modifier + chance to avoid damage.

This formula includes the chance a figure will act at all, added to the chance they may do some harm, plus their chance of avoiding damage themselves.

Chance of Activation Green 2 Seasoned 3 Veteran 4 Elite 5	Chance to hit Green 1 Seasoned 2 Veteran 3 Elite 3
---	--

The number of FP's is that for their main weapon at its maximum range. Do not include personal grenades. A figure assigned to a heavy/special weapon costs as if using that weapon, even if they also have a sidearm.

Armor Chance to Save avoid damage

6+ 1  
5+ 2  
4+ 3  
3+ 4  
2+ 5

This could be further modified if the troop type has some special abilities or equipment not covered above, but this needs to be a judgment call. I would recommend 1 point for a minor ability/item, 2 points for a decent one, and 4 points for a big one.

Vehicles points are calculated with the same formula multiplied by 5 (+ crew)