

FUBAR – WARZONE SUPPLEMENT

Imperial Corporation

Imperial units operate in squads of 7-10. Elites operate in groups of 2-5. Up to three troopers may replace their ARs with one of the following: LMG, Combat Shotgun, rocket launcher, HMG, sniper rifle.

Imperial Regular-Seasoned, Light Armor, Assault Rifle

Imperial Trencher- Seasoned, Medium Armor, Assault Rifle

**Entrenchment specialists. Trenchers who go on guard for one turn and do not move get entrenched and are considered in Moderate cover.*

ELITES

Imperial Golden Lions-Veteran, Heavy Armor, SMG

Imperial Grey Ghosts- Veteran, Heavy Armor, Assault Rifle

**Infiltration-Grey Ghosts may deploy anywhere on the board not in enemy LOS*

Imperial Wolfbain- Veteran, Medium Armor, SMG

**Assault specialists. Each Wolfbane trooper rolls 2 dice in close combat.*

Imperial Blood Berets-Elite, Heavy Armor, Assault Rifle

**Tough. Each Blood Beret takes two unsaved hits in an attack before it becomes a casualty.*

Rams Air Cavalry-Veteran, SMG, Heavy Armor
**Rams are equipped with jetpacks.*

VEHICLES

Hurricane Walker-Veteran, 2xHMG, Rocket Launcher, Save 3+

**Very Tough. Each Hurricane takes three unsaved hits in an attack before it becomes a casualty.*

Bauhaus Corporation

Bauhaus units operate in squads of 7-10. Elites operate in groups of 2-5. Up to three troopers may replace their ARs with one of the following: LMG, Combat Shotgun, rocket launcher, HMG, sniper rifle.

Ducal Militia-Seasoned, Light Armor, Assault Rifle

Bauhaus Hussars- Seasoned, Heavy Armor, Assault Rifle

Bauhaus Dragoons-Veteran, Heavy Armor, Assault Rifle

ELITES

Bauhaus Jaegers- Veteran, Medium Armor, Assault Rifle

**Infiltration-Jaegers may deploy anywhere on the board not in enemy LOS*

Etoiles Mortent- Veteran, Medium Armor, SMG

**Assault specialists. Each trooper rolls 2 dice in close combat.*

Bauhaus Blitzers-Veteran, Medium Armor, Assault Rifle

**Airborne assault-on their first successful activation, Blitzers can be placed anywhere on the board, no closer than 18" from an enemy unit.*

Bauhaus Venusian Rangers- Elite, Heavy Armor, Assault Rifle

**Tough. Each Ranger t takes two unsaved hits in an attack before it becomes a casualty.*

VEHICLES

Vulcan Battlesuit-Veteran, HMG, RL, Save 3 +
**Tough. Each Orca takes two unsaved hits in an attack before it becomes a casualty.*

Capitol Corporation

Capitol units operate in squads of 7-10. Elites operate in groups of 2-5. Up to three troopers may replace their ARs with one of the following: LMG, Combat Shotgun, rocket launcher, HMG, sniper rifle.

Capitol Light Infantry-Seasoned, Light Armor, Assault Rifle

Capitol Heavy Infantry-Seasoned, Heavy Armor, Assault Rifle

ELITES

Capitol Free Marines- Veteran, Medium Armor, Assault Rifle

**Infiltration-Free Marines may deploy anywhere on the board not in enemy LOS*

Capitol Airborne Rangers-Veteran, Heavy Armor, SMG

**Airborne assault-on their first successful activation, Rangers can be placed anywhere on the board, no closer than 18" from an enemy unit.*

Capitol Sea Lions- Elite, Heavy Armor, Assault Rifle

**Tough. Each Sea Lion takes two unsaved hits in an attack before it becomes a casualty.*

Capitol Martian Banshees-Veteran, Heavy Armor, Assault Rifle

**Martian Banshees are equipped with jetpacks.*

Capitol Assault Marines- Veteran, Power Armor, Assault Rifle

**Tough. Each trooper takes two unsaved hits in an attack before it becomes a casualty.*

VEHICLES

Orca Battlesuit-Veteran, HMG, RL, Save 3+
**Tough. Each Orca takes two unsaved hits in an attack before it becomes a casualty.*

Cybertronic Corporation

Cybertronic units operate in squads of 7-10. Elites operate in groups of 2-5. Up to three troopers may replace their ARs with one of the following: LMG, Combat Shotgun, rocket launcher, HMG, sniper rifle.

People's Volunteers- Seasoned, Light Armor, Assault Rifle

Shock Troops- Veteran, Medium Armor, Assault Rifle

ELITES

**All Cybertronic Elites have AI enhancements and do not deduct suppressed figures from activation rolls.*

Chasseurs- Veteran, Power Armor, Assault Rifle

Mirror Men- Veteran, Power Armor, SMG

**Assault specialists. Each trooper rolls 2 dice in close combat.*

Machinator Mk 2-Elite, Power Armor

**Assault specialists. Each trooper rolls 2 dice in close combat.*

Cuirassier-Elite Power Armor, Assault Rifle

**Tough. Each Cuirassier takes two unsaved hits in an attack before it becomes a casualty.*

VEHICLES

Eradicator Death Droid- Veteran, 2x HMG, 2x Rocket Launcher, Save 3+

**Tough. Each Eradicator takes two unsaved hits in an attack before it becomes a casualty.*

FUBAR – WARZONE SUPPLEMENT

Cartel

Cartel Special Agents-Veteran, Light Armor, SMG/Combat Shotgun

**Cartel Agents are often the first to encounter Dark Legion Operatives. They operate in small groups of 2-5. When moving into LOS of a Dark Legion unit, they may, upon the end of their own turn, call in a Doom Trooper unit that has not moved from its rear deployment zone. The Doom Trooper unit attempts activation, and if it succeeds, it starts its activation in range and LOS of the spotted Dark Legion unit. Agents are immune to Fear*

Doom Troopers-Doom Troopers operate in squads of 2 and are selected from the Elites list of any Corporation. In addition to any special traits they bring with them, they are immune to fear and get an extra attack each in close combat.

FEAR

Units that cause fear provoke such profound dread in their opponents that the mere sight of them can cause frail mortals to flee in terror.

Any unit within the indicated range of a Fear-causing model or squad must immediately take an Activation Test. If it passes, it stands fast. If it fails, it moves directly away from the unit causing fear at a run.

A unit that passes a Fear test once does not have to do so again for coming into range of the same model or unit.

Units that are Immune to Fear never have to take a Fear Test.

Miashma

Ashigaru- Seasoned, Medium Armor, Assault Rifle

Samurai Veteran, Heavy Armor, Assault Rifle

Hatamoto Elite, Heavy Armor, Assault Rifle
**Assault specialists. Each trooper rolls 2 dice in close combat.*

Shadow Walkers Seasoned, Medium Armor, Assault Rifle
**Infiltration-Jaegers may deploy anywhere on the board not in enemy LOS*

Deathbringers
Seasoned, Medium Armor, Sniper Rifle
**Assassin Infiltrators-Troops infiltrate anywhere on board not in enemy LOS and count as being in Hardend Cover until they move.*

Dark Legion

Dark Legion units operate in squads of 7-10. Elites operate in groups of 2-5. Up to three troopers may replace their ARs with one of the following: LMG, Combat Shotgun, rocket launcher, HMG, sniper rifle.

Undead Legionnaire-Green, Light Armor, Assault Rifle
**Undead-Undead only fail activation on a roll of 1, regardless of suppression and cause Fear to a range of 6".*

Screaming Legionnaire -Green, Light Armor, Assault Rifle
**Screaming Undead-Undead only fail activation on a roll of 1, regardless of suppression and casue Fea to a range of 12".*

Heretic Legionnaire-Veteran, Medium Armor, Assault Rifle
**Infiltration-May deploy anywhere on the board not in enemy LOS*

Necromutant-Veteran, Power Armor(equivalent), Assault Rifle
**The Grip of Darkness. Only fails activation on a roll of 1 due to biomechanical re-engineering and mind contol. Suppression does not affect the roll.*

Alcolyte -Green, Light Armor, Assault Rifle

Initiate- Seasoned, Light Armor, Assault Rifle

Sacristan-Veteran, Medium Armor, Assault Rifle
**Heretical Faith-May rerolls failed activations once. Must accept result of 2nd roll.*

Templer-Elite, Medium Armor, Assault Rifles
**Assault specialists. Each Templarr rolls 2 dice in close combat.*

Centurion—Elite, Heavy Armor, Assault Rifle
**Leadership.-May be attached singly to other units with poorer training to act as leader.*

Kadaver-Green, Light Armor, Blade (rolls 2 dice in close combat)
**Undead-Undead only fail activation on a roll of 1, regardless of suppression and cause Fear to a range of 6".*

DARK LEGION ELITES

Note:Elites operate in groups of 2-5. All Dark Legion Elite units cause Fear. They can fire Heavy Weapons while walking.

Praetorean Stalker-Elite, Battlesuit, HMG or RPG or Flame Thrower
**Tough. Each trooper takes two unsaved hits in an attack before it becomes a casualty.*

Razide-Veteran, Battlesuit(equivalent), Any heavy weapon except the Heavy Cannon
**Tough. Each trooper takes two unsaved hits in an attack before it becomes a casualty.*

Immaculate Fury- Elite, Battlesuit(equivalent), HMG
**Only fails activation on a roll of 1, regardless of suppression.*

Nepharite-Elite, Battlesuit (equivalent), Heretical Blade (throws 3 dice in close combat)

**Unnatural Toughness-It takes three unsaved hits in one attack to cause a nepharite to become a casualty.*

**Gifts of the Dark Apostles-Nepharites may take the gift and power of one of the following Dark Apostles:*

ILLIAN-May draw upon the powers of the Dark Symmetry to make a ranged attack against any unit within 16". Every individual soldier or vehicle in range takes a 1 FP attack.

ALGEROTH-If the nepharite joins an Dark Legion unit, every trooper in that unit gets and extra FP for each ranged attack it makes.

MUAWIJEH- May draw upon the powers of the Dark Symmetry to make a ranged mental attack against any unit within 12". Every individual soldier or vehicle in range takes a 1 FP attack.Target troops roll against their Activation Value rather than Armor to save.

SEMAI-Draws upon the deceptive nature of Semai to mask the presence nearby Dark Legion Forces. Each Dark Legion unit within 12" adds 2 to its cover level.

DEMNOGONIS-All undead in this force get an extra close combat attack per figure as long as the Nephari