

FUBAR IC - Spug Beamstrike Army Sheet

SQUAD	Training	ARMOUR
<i>DRONE</i>	REGULAR	LIGHT ARMoured
<i>HEAVY WEAPON DRONE</i>	REGULAR	LIGHT ARMoured
<i>ALPHA DRONE LEADER</i>	VETERAN 'leadership'	LIGHT ARMoured
<i>OMEGA DRONE LEADER</i>	ELITE 'leadership'	LIGHT ARMoured
<i>THETA DRONE LEADER</i>	HERO leadership	LIGHT ARMoured
<i>COMMS DRONE</i>	VETERAN	LIGHT ARMoured

SPUGS	Armour	Save	Road	Open Ground	Light woods
SPUG Infantry drone/ scout rider	LA	4+	4	3	3
SPUG Heavy Weapon drone *	LA	4+	4	3	3
SPUG Heavy Infantry *	PA	3+	3	2	2
SPUG Comms	FA	6+	4	3	3
SPUG Jump Spug*	FA	6+	4+	3+	3+
SPUG Alpha leader *	LA	4+	4	3	3
SPUG Omega leader *	LA	4+	4	3	3
SPUG Theta leader	LA	4+	4	3	3
	AD	2+			

							DAMAGE TYPE	Cost
Shard Rifle	4	7	-	-	-	20	STANDARD	5
Shard carbine	4	6	-	-	-	10	STANDARD	4
Shard Support Weapon	7	7	10	13	-	60	HIGH - Must be deployed to use.	10
SPUG Heavy Cannon Weapon	7	6	9	10	11	120	POWER, Deployed, causes suppression.	25
Toxcannon (Support weapon) See statistics for human grenade launcher and plasma gun.							Functions as a standard human grenade launcher OR plasma gun, as dual barreled. Choose which barrel is to be used at start of firing phase	20

HAND – TO – HAND WEAPONS	HtH 1d10 bonus	Points
SPUG Power Claw. Large mechanized mono claw	+5	7

SPUG Vehicle	cost	Armor Save	Type	Move Type	Main Gun	Aux guns	Troops	Shield
TAC Spugnaught	117	4+	Lt Mech	Limbed	None	Left arm., spug power claw Right arm: Missile launcher. Mecha jetpack	0	MS
Command Spugnaught	130	2	Lt Mech	Limbed	None	Command array, additional MS shield, P-Beam rifle.	0	MSx2
Spug Spider Leg Tank	215	3	M Mech	Hvy Limbed	Shard Heavy Cannon	Extra MS shield, Command array, SPUG Power Claw	0	MSx2
Scout Bike	35	1	Bike	Jet*	none	FF: Shard Rifle	1	-

- *the Spug scout bike uses a large rear jet and stabilising grav plates for maneuverability. Treat movement class as anti-grav.
- @ The Assault Spugnaught has 2 powerclaws and uses these together for a melee bonus: 2 d10 hand to hand combat throws are made and the highest chosen.
- Note that Spugnaughts are vehicles and as such may fire all weapons each fire phase. Weapons in the same arm pack however, must be fired at the same target.

Spug special rules:

- May use advanced weapons and sniper rifles along with Spug specific types listed below.
- Spugs are not subject to morale rules but follow normal cohesion and suppression rules.
- Spugs may use jetpacks (Assault Jump Spugs are commonly seen troop types)
- Spugs may not fight alongside any other race. Even during the great 10,000 year war, Spugs were universally despised.
- 1 additional hit penalty for Spug troops if through smoke, bad weather or at night time- this penalty is due to their bad eyesight. (Does not apply to Spugnaught, Trion or Heavy Infantry)
- A Spug unit with no leader within cohesion distance (3 inches) becomes confused. They will not move, and suffer a -2 penalty to firing. They will join any other Spug leader that comes within cohesion distance of any one Spug in the unit.