

Introduction

Jules Verne and H. G. Wells were right. Aether propellers, weird steam and clockwork science, and heavier-than-air flight have revolutionized the world of the latter half of the 19th century. This expansion to the FUBAR core rules covers some of the possibilities. Where a situation is not covered or vague, err on the side of the Rule of Awesome.

No Rule of Six

Expertise can be modified beyond 6+ (up to 9+). If such a score is needed, then on a roll of 6, roll again and consult below:

Score needed	Second roll must be:
7+	4+
8+	5+
9+	6+

Characters

A character is a single model which is deployed either as a solo or as part of a unit, and has the following additional stats: Hero Points, and skills.

Level	Hero Points	Skills
Green	3	1
Seasoned	4	1
Veteran	5	2
Elite	6	3

Hero Points: A character can spend hero points at any time to do one of the following:

- Increase/decrease a die roll or a trait stat.
- gain FP (+/-1 per Hero Point spent).
- 4+ save versus single wound (replaces armor).
- Cause a friendly unit in cohesion to roll for activation (once per turn per unit).
- Do something cool as mutually agreed by all Players.

HPs spent are lost, and rolls made with HPs are final. HPs cannot be spent to reroll them again.

Skills and Equipment

A model performs a skill by rolling against its expertise. Skills may be used while moving, but not in the same activation as any type of combat.

A Character may take as many skills as allowed by his rating. **For units**, a number of models up to the skill stat for the unit's rating may take an extra skill. **These may be ignored:** but you may wish to use the points generation system instead.

LIST OF SKILLS:

- **Physician:** Once per turn, a Physician model can sacrifice its own next activation move to a suppressed ally and pass an Expertise roll to remove suppression from that model. Suppressed model must be within Physician's normal move. This is done at the end of the activation causing the suppression.
- **Pilot:** Rolls two dice for activation when piloting a vehicle and take the best. A roll of 6 means the vehicle may ignore malfunctions this turn only.
- **Scientist:** May repair malfunctioning Automata. Friendly Automata units in cohesion may roll two dice for Activation and use the best.
- **Engineer:** May repair malfunctions, as well as "Immobilized" or "Weapon Destroyed" critical hits for vehicles. Must be adjacent to the engines / gearbox / weapon being repaired.
- **Sniper:** May perform Aimed Fire when Gone to Ground.
- **Combat Monster:** Rolls two dice and takes the best in close combat.
- **Mountaineer:** Pass Expertise roll to scale sheer surfaces at half the model's normal Move rate.
- **Brave:** Does not have to fall back when he would otherwise be required to. May still choose to fall back if the player wants.

- **Stealthy:** Counts cover as one level better.
- **Something Else:** Make it something awesome.

LIST OF WEIRD EQUIPMENT:

These are treated as skills. However, on an Expertise roll of 1, roll on the malfunction table below.

- **Robotic legs:** Pass Expertise roll to double model's move for the turn.
- **Robotic arms:** Pass Expertise roll to perform feats of great strength and/or roll two dice in close combat.
- **Supercharge Weapon:** Weapon's range increased by 6" and FP by 1. Small arms only.
- **Flamethrower:** Per core rules. Add +2 to malfunction rolls.
- **Jump-Pistons:** Pass Expertise roll to leap up to 6" high and 12" long.
- **Ornithopterizer:** Pass Expertise roll to fly or continue flying, at the model's Run speed. See Vehicles section for what happens stops working.
- **Sapper Claw:** Pass Expertise roll to blow 1" holes in fortifications. Vehicle armor rolls suffer a -1 penalty.
- **Boiler Suit:** Power Armor from the core rules.
- **Tactics:** Roll two dice for activation, use best.
- **Diehard:** Roll two dice for armor, take the best.
- **Something else:** Make it something awesome.

EQUIPMENT MALFUNCTION TABLE

1. No additional effect.
2. **Sproing!** The device stops working until repaired. If this is attached to a body part, rolls using that body part (or pace, if attached to legs) suffer a -2 penalty.
3. **Scream:** The device emits a piercing scream or plume of smoke. User loses all benefit of cover – everyone knows where he is.
4. **Gremlins:** Your opponent rolls twice on this table and chooses one result to apply.
5. **Surge:** Device's effect is doubled. User is suppressed after use.
6. **KABOOM!** Roll again. 1-3: Device is merely useless for the rest of the game. 4-6: Device explodes, killing user and attacking models within 2" with 4FP.

Vehicles

Victorian Science Fiction battles frequently involve fantastic machines of war – Land Ironclads, walkers, Aeronefs, Automata – generally relying on steam and/or clockwork power. This section supersedes the Vehicles section in the core FUBAR rules wherever a contradiction between the two.

- For activation purposes only, a vehicle is treated as part of the unit containing its pilot. Unpiloted vehicles use their Training/Expertise score.

Vehicle Type	Speed	45° Turn
Tracked	6" / 10"	3" / 2"
Walker	8" / 16"	N/A
Flyer	10" / 16"	4" / 2"

Vehicles are divided between Heavy and Light, depending on the size of the model, and have the following additional stats:

- **Speed:** This is the maximum speed at which a vehicle may move.
- **45° Turn:** Minimum distance a vehicle must move between 45° turns. A vehicle may make as many turns as its movement allows. Walkers may freely turn whenever they wish.

A vehicle is assigned a Training/Expertise score represents the reliability of the vehicle's construction. If a vehicle rolls half or less than half of its normal Activation score, then something has malfunctioned – Roll on the table below. In the

absence of an Engineer, other crew may attempt to repair malfunctions, but need a 6+ to do so.

VEHICLE MALFUNCTION TABLE:

1. **No additional effect.**
2. **Engine stall:** Per "Immobilized" critical hit. Flyers continue their present course and speed, losing 4" of elevation. If flyer hits the ground, pilot must pass Expertise test to not crash – modify this per terrain.
3. **Steering malfunction:** Roll again – 1-2: no course changes. 3-4: no right turns. 5-6: no left turns. Lasts till repaired.
4. **Gremlins:** Your opponent rolls twice on this table and chooses one result to apply.
5. **Surge:** Vehicle's movement is increased by half on its next activation.
6. **Overload:** Vehicle may immediately activate. However, if unrepaired, a second Overload results in a catastrophic explosion, per a "Vehicle Destroyed" critical hit.

Automata

This section covers battlefield constructs that are more like soldiers than vehicles. Automata may be Characters (without Hero Points) or units, and are assigned a Training/Expertise score representing the reliability of their construction and programming.

If a unit of automata rolls half or less than half of its normal Activation score, then something has malfunctioned. Roll on the table below and apply to all automata in the unit.

AUTOMATON MALFUNCTION TABLE:

1. No additional effect.
2. **KILL KILL KILL:** Automaton attacks nearest unit, whether friend or foe.
3. **REVERT TO FAILSAFE:** Automaton performs exactly the same action it performed last time it activated.
4. **ADVANCE ADVANCE!** Whole unit moves 2D6" in a random direction.
5. **POP FROTZ GRIND WHIRR FROTZ!** Your opponent rolls twice on this table and chooses one result to apply.
6. **DANGER DANGER DANGER!** Something has gone horribly wrong! (Effect lasts until repaired.) Automaton remains motionless amidst a horrible grinding of gears. Roll D6 for each Automaton in the unit – Automaton explodes on a 6+.

Force Generation and Points (OPTIONAL)

If desired, random forces may be generated by rolling per unit and character to determine the training level:

- 1=Green, 2-3=Seasoned, 4-5=Veteran, 6=Elite.

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

Level	Activation	Chance to hit
Green	+2	+1
Seasoned	+3	+2
Veteran	+4	+3
Elite	+5	+3

- Use the number of FPs for the model's 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:** 6+ 1pt, 5+ 2pts, 4+ 3pts, 3+ 4pts, 2+ 5pts.
- **Skills:** 1pt per skill unless otherwise indicated. Vehicles' points are calculated with the same formula multiplied by 5 (+ crew)