

WarFUBAR 40,000 – Imperial Guard

INTRODUCTION

This expansion for the FUBAR rules is designed to work with the model range and background provided by Games Workshop's Warhammer 40,000 Imperial Guard.

PLATOON ACTIVATION

Squads which are part of a platoon do not take individual activation rolls. Roll for the platoon commander. If he is successful, all squads in his platoon may take their actions as described in the FUBAR rules. If the platoon commander is killed and no Commissar can replace him, his squads will operate as independent units and will require individual activation rolls.

IMPERIAL GUARD STATS

Troop	Act.	Exp.
Conscript	5+	6+
Guardsmen	5+	5+
Veteran	4+	4+
Storm Trooper	3+	4+
Sergeant	4+	5+
Platoon Commander	4+	4+
Company Commander	2+	4+
Commissar	2+	4+
Sanctioned Psyker	5+	5+
Techpriest Enginseer	4+	4+
Penal Legion	6+	4+
Ogryn	4+	5+
Ratling	5+	5+
Vehicle	4+	5+

Training Levels:

- Conscripts, Ratlings, and Penal Legion count as Green
- Imperial Guard, Sergeants, and Veterans count as Seasoned
- Ogryns, Storm Troopers, Commanders, and Commissars are Veteran

TROOP/VEHICLE ARMOR SAVES

Standard flak armor offers no save in FUBAR.

Armor Type	Save
Carapace Armor	6+
Power Armor (Enginseer)	5+
Chimera/Hellhound (all variants)	4+
Basilisk/Griffon	4+
Leman Russ (all)	3+
Valkyrie/Vendetta	2+
Sentinel (Armored)	4+
Sentinel (Scout)	5+

CHARACTER SPECIAL RULES

Imperial Guard characters and specialists have special abilities and rules listed below.

- Company Commander – any friendly unit within line of sight adds 1 to their activation roll
- Commissar – any model in his unit may re-roll misses in Close Combat
- Sanctioned Psyker – any model in his unit may re-roll misses when Shooting
- Standard Bearer – while alive, his army gains +1 to the Initiative roll at the start of each turn
- Medic – any model in his unit may re-roll a failed armor save
- Enginseer – any vehicle within 8" may re-roll a failed armor save. As an action, an Enginseer may attempt to repair one vehicle in base contact. Damage of Immobilized or Weapon Destroyed is negated on a successful Expertise roll

IMPERIAL GUARD ARMORY

Weapon	Range	Fire Pts
Laspistol*	8"	1FP
Lasgun*	32"	1FP
Autocannon	48"	4FP
Bolt Pistol*	8"	2FP
Bolter*	32"	2FP
Demolisher Cannon**	16"	6FP
Flamer	8"	5FP
Inferno Cannon*	16"	5FP
Grenade Launcher*	32"	3FP
Heavy Bolter*	32"	4FP
Heavy Flamer	8"	5FP
Heavy Stubber*	32"	3FP
Multi Laser	32"	3FP
Lascannon**	48"	5FP
Melta Cannon**	16"	5FP
Meltagun**	16"	3FP
Missile Launcher	48"	3FP
Plasma Cannon	32"	4FP
Plasma Gun	32"	3FP
Plasma Pistol	8"	3FP
Ripper Gun*	16"	2FP
Shotgun*	8"	3FP
Sniper Rifle***	48"	2FP
Storm Bolter*	32"	3FP
Earthshaker**	U/L	9FP
Mortar*	48"	4FP
Griffon Mortar	48"	6FP
Battle Cannon**	48"	6FP
Punisher Cannon*	48"	9FP
Executioner Cannon**	32"	7FP

*: Has no effect on vehicles with armor saves greater than 4+

**: Ignores all armor saves

IMPERIAL GUARD ASSAULT WEAPONS

Any model carrying a close combat weapon (chain or power swords, etc) roll an additional die in close combat. Additional close combat weapon effects are as follows:

- Chainsword – no additional effect
- Power weapon – ignore armor saves against infantry
- Power Fist – +1 expertise against all targets

Only models armed with power fists or Krak grenades may fight vehicles in close combat.

SENTINEL WALKERS

Sentinels (both types) count as Infantry for activation choices (walking, shooting, on guard, assault, etc). If they receive damage, the Vehicle Damage Table is used.

VALKYRIE/VENDETTA

Imperial Guard Aircraft operate as normal vehicles with the following rule changes:

- May move up to 18" and fire one weapon or 9" and fire all weapons.
- Ignore intervening terrain if they start and finish their move on clear ground.
- May fire over terrain, but may be targeted over terrain during that turn.
- May only move 6" if troops are embarking/disembarking.
- May always claim a 5+ cover save

IMPERIAL GUARD ROUGH RIDERS

Rough Riders count as Imperial Guard Infantry models, but add 3" to movement for all actions (walk, duck & weave, run).

RATLING SNIPERS

- Ratlings may make a "free" Run action prior to the first turn
- Ratlings gain a +1 bonus to Expertise when shooting. This can be combined with the Aimed Shot action

OGRYNS

- Have an armor saving throw of 5+
- Roll two dice and gain +2 expertise in close combat