

FUBAR 15mm – Khurasan Miniatures

INTRODUCTION

This supplement to the FUBAR game system provides stats and options for Khurasan Miniatures. All minis can be found at: <http://www.khurasanminiatures.tripod.com>

A NOTE ON 15MM GAMING

When playing FUBAR at 15mm, infantry movement distances are adjusted as follows:

- Walk – 4"
- Duck & Weave or Assault – 6"
- Run – 8"
- Go to Ground – 2"

Vehicle movement and weapon ranges are unaffected.

GARN

Garn special rules:

- Force Fields - Garn infantry and vehicles count as being in Moderate Cover at all times.
- Ferocious – Garn add +1 to Expertise in Close Combat (Flesheaters add +2).
- Advanced Grav vehicles – add +2" to all movement options and ignore intervening terrain.
- Vehicle Turret Options – Light Energy Cannon (light cannon that ignores armor saves), Heavy Cannon, Smart Missile Launchers (light cannon that ignores intervening terrain)

Garn Warriors. Veteran, 4+ Armor Save. Armed with either an assault cannon (2FP, 24" range), flamethrower, plasma gun (submachine gun), laser cannon (RPG that ignores armor saves), missile launcher (light anti-tank gun), or plasma cannon (4FP, 24" range).

Garn Commander. Veteran, 4+ Armor Save. Armed with a Laser Cutter (3FP, 8" range, ignores armor saves) and a shoulder-mounted blaster (counts as an integrated grenade launcher). Can fire both weapons each turn.

Garn Hegemon. Elite, 4+ Armor Save. Armed with two Laser Cutters (3FP, 8" range, ignores armor saves) and a shoulder-mounted heavy blaster (counts as an RPG). Can fire two weapons each turn.

Garn Flesheaters. Seasoned, 3+ Armor Save. Armed with a Light Energy Cannon.

Garn Alligator. Veteran, Heavy vehicle armor, transports up to ten Garn.

Garn Crocodile. Veteran, Very Heavy vehicle armor. Armed with three turret weapons.

SEPULVEDAN SPONK

Sponk. Elite, 4+ Armor Save. Rolls 3D6 in Close Combat.

SEPULVEDAN CONTROL

Jellina Jo-eli. Elite, 5+ Armor Save. Armed with a Pistol. Sepulvedan Control Battalions and accompanying mercenaries gain +1 Activation when Jellina is on the table.

Lily6. Elite, 5+ Armor Save. Armed with twin handguns (count as one pistol with 5FP). Rolls 2D6 in Close Combat. Doubles all movement options.

Control Battalion. Veteran, 4+ Armor Save, adds +2" to all movement options. Armed with a pulse rifle (24"/2FP) or a heavy pulser (light anti-tank gun),

Combat Drone. Automatically activates with its controlling unit, but operates independently. Triples all infantry movement rates and ignores intervening terrain. Armed with a heavy pulser (light anti-tank gun).

SEPULVEDAN RESISTANCE

Dave Rimmer. Elite, 4+ Armor Save. Armed with a Light Machine Gun.

Desiree Kim. Elite, 6+ Armor Save. Armed with a Pistol. Resistance units within 12" may activate twice per turn.

Resistance Fighter. Green, 5+ Armor save. Armed with Assault Rifles, Light Machine Guns, or RPGs.

Rockjumper Pickup. Green, Light Vehicle Armor. May be armed with a Heavy Machine Gun or Light Anti-Tank Gun.

FEDERAL ARMY

Federal Troopers. Seasoned, 4+ Armor Save. Armed with Assault Rifles, Missile Launcher (counts as an RPG), SAW (counts as a Light Machine Gun), or a Sniper Rifle.

Weapon Teams. Seasoned, 4+ Armor Save. Two Troopers forming a team, armed with a Heavy Machine Gun or a Tripod Missile Launcher (counts as a Light Anti-Tank Gun).

DIMOG mk1 Walker. Seasoned, Light Vehicle Armor. Armed with two of the following: Autocannon (counts as a Light Cannon), Missile Launcher (counts as a Light Anti-Tank Gun). Adds +2" to all normal Infantry movement options.

DIMOG mk2 Walker. Seasoned, Medium Vehicle Armor. Armed with two of the following: Autocannon (counts as a Light Cannon), Missile Launcher (counts as a Light Anti-Tank Gun). Adds +2" to all normal Infantry movement options.

Siler Super-Heavy Tank. Seasoned, Very Heavy Vehicle Armor. Armed with a Heavy Cannon and two Light Machine Guns.

FEDERAL CORPORATE MARINES

Corporate Grunt. Seasoned, 5+ Armor Save. Armed with a Submachine Gun, or Light Machine Gun or Light Anti-Tank Gun.

Special Assault Brigade. Elite, 3+ Armor Save. Armed with an integral grenade launcher and either a Light Machine Gun or an RPG that ignores armor saving throws. May fire both weapons in the same turn. Jump Pack adds +2" to all movement options and ignores intervening terrain. Maximum distance between unit members is increased to 6". Adds +1 to Expertise in Close Combat.

Hunter Hybrid Gun Carriage. Seasoned, Medium Vehicle Armor. Armed with an Anti-Aircraft Cannon (4FP/48" range), Tank Hunter Missile Launcher (3FP/32" range, reduces target vehicle's armor by one class), or GP Gun System (5FP/32" range).

Cafferata Hybrid APC. Seasoned, Medium Vehicle Armor, transports up to ten figures. When using Wheels, it gains +2" to all movement options on road terrain. When using Grav, it may move at normal speeds and float over low terrain and obstacles (use some common sense here). Armed with a Light Machine Gun.

L-HAC - Elite, Very Heavy Vehicle Armor. Armed with a Heavy Cannon and two Heavy Machine Guns. The powered claw allows the L-HAC to roll four dice in Close Combat.

LHURGGG

Tribesman. Seasoned, 6+ Armor Save. Armed with an Infantry Rifle and a sword (+2 to expertise in Close Combat).

Chieftan. Veteran, 6+ Armor Save. Armed with an Infantry Rifle and a sword (+2 to expertise in Close Combat).

Giant. Veteran, 5+ Armor Save. Armed with a Submachine Gun and a Mallet (rolls 2D6, adds +1 to Expertise in Close Combat).

FELIDS

Felid Warrior. Seasoned, 5+ Armor Save. Armed with Assault Rifles, Grenade Launcher (counts as an RPG) or Plasma Cannons (counts as a Light Machine Gun).

Felid Leader. Seasoned, 5+ Armor Save. Armed with a Submachine Gun and a micro-missile system (counts as an integral grenade launcher).

Felid Baron. Veteran, 4+ Armor Save. The communication gear in a Baron's suit allows him to command his entire force. As long as the Baron is alive, all of his Felids may use his Activation stat.

Felid Lion Transport. Seasoned, Heavy Vehicle Armor, transports up to twelve figures. Armed with a Light Anti-Tank Gun.

PELAGIC DOMINATE

Pelagic Dominate special rules:

- Power Armor – 3+ Armor Save, maximum distance between unit members is increased to 6”, may fire up to two weapons per turn.

Cnidarian Overlord Warriors. Elite, Power Armor. Armed with Sniper Rifles. Jump Pack adds +2” to all movement options and ignores intervening terrain.

Karkarine/Lampyroid. Seasoned, 6+ Armor Save. Armed with an assault rifle, sniper rifle, RPG, or light machine gun.

Orca Assault Warrior. Veteran, Power Armor. Armed with an integrated grenade launcher and two of the following: power claw (+1D6 in Close Combat), gatling blaster (heavy machine gun), harpoon (sniper rifle), or missile launcher (light machine gun that ignores line of sight and terrain).

Man Of War. Seasoned, Vehicle Medium Armor. Armed with one of the following options: Tactical Launcher (Light Vehicle Cannon that ignores intervening terrain), Heavy Vehicle Cannon, or two Light Anti-Tank Guns and a transport capacity of ten figures.

Sea Wasp. Seasoned, Vehicle Light Armor. Armed with one of the following options: Heavy Machine Gun, Light Anti-Tank Gun, Scatter Missile launcher (6FP, 16” range)

Parasachnid. Veteran, 4+ Armor Save. Fast – adds +2” to all movement options. Rolls 2D6 in Close Combat.

Mantis Stalker. Seasoned, 6+ Armor save. Rolls 2D6 in Close Combat.

Ogre Beetle. Veteran, Heavy vehicle armor. Armed with a flame spout (flamethrower with 16” range). Rolls 4D6 in Close Combat.

MEKANOID WAR ROBOTS

Mekanoid Grenadier. Veteran, 4+ Armor Save. Armed with an Assault Rifle and a chainsaw arm (+1 Expertise in Close Combat).

VESPULIDS

Vespulid special rules:

- **Winged.** Vespulids double all movement options and ignore intervening terrain.

Vespulid Warrior. Veteran, 5+ Armor Save. Armed with a Shotgun.

Vespulid Drone. Veteran, 4+ Armor Save. Armed with a Shotgun and an integral Grenade Launcher. May fire both in the same turn.

Automated Ion Mortar. Veteran, 5+ Armor Save. Counts as a Mortar.

DEATHROIDS

Deathroid special rules:

- Wandering killing machines – Deathroid units will Walk toward the nearest enemy and shoot. That’s it. No strategy, options, or interesting special rules.

Blasroid. Seasoned, 4+ Armor Save. Armed with a Light Machine Gun.

Overroid. Veteran, 4+ Armor Save. As long as the Overroid is still functional, its unit has Veteran stats.

SPACE DEMONS

Space Demons special rules:

- Never Suppressed – will only take casualties.
- Assault Demons, Hammerhead Demons, Nymphs, and Colossus Demons automatically pass their activation rolls as long as there is a living King or Queen in their force.
- If the King or Queen are dead, Space Demons will activate as normal. They must attempt to engage the nearest enemies in Close Combat.
- If a unit of Assault, Hammerhead, or Infiltrator Demons are wiped out, roll a D6. On a roll of 4-6, a “replacement” unit is placed in the Space Demon deployment area and is immediately activated.
- Fast units - Assault Demons, Hammerhead Demons, Infiltrator Demons, and Nymphs add +2” to all movement options.

Assault Demons. Seasoned, Fast, 4+ Armor Save. Roll 2D6 in Close Combat.

Hammerhead Demons. Seasoned, Fast, 4+ Armor Save, spits Bio-Acid (3FP, 8” range). Roll 2D6 in Close Combat.

Infiltrator Demons. Veteran, Fast, 4+ Armor Save. Roll 2D6 in Close Combat.

Nymphs. Green, Fast, 5+ Armor Save.

Queen. Elite, 3+ Armor Save. Rolls 3D6 in Close Combat. All Assault Warriors within 12” gain +1 to Expertise.

King. Elite, 3+ Armor Save. Rolls three dice in Close Combat. Extra Tough - Armor Save is rolled on 2D6 instead of 1d6.

Colossus. Veteran, Heavy Vehicle Armor. Rolls 4D6 in Close Combat.

VACATION ALIENS

Elite, 4+ Armor Save. 2+ Expertise in Close Combat. Cloaking Device - counts as being in Heavy Cover until Suppressed. Armed with a Sniper Rifle.

PLUTONIANS

Plutonian Avenger. Seasoned, 5+ Armor Save, armed with a shotgun.

Plutonian Mutant. Seasoned, 5+ Armor Save. Rolls 2D6 in Close Combat.

Plutonian High Lord. Elite, 5+ Armor Save. When the High Lord is activated, all suppressed Plutonian forces within 12” are returned to normal.

Munchers. Veteran, 6+ Armor Save. Fast – add +2” to all movement options.

MARTIAN IMPERIALISTS

Warrior. Seasoned, 5+ Armor Save. Armed with Submachine Guns.

Overlord. Veteran, 5+ Armor Save. Enslavo Scepter has 2FP and 16” range. If the target it hit and fails its armor save, the target is under Martian control until the Overlord is killed.

Flying Saucer. Flying vehicle – adds 6” to all movement options and ignores terrain. Armed with two RPGs.