

FUBAR 15mm – Rebel Minis Sci-Fi

INTRODUCTION

This supplement to the FUBAR game system provides stats and options for Rebel Minis sci-fi miniatures. All models can be found at:

<http://www.rebelminis.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.

GENERIC VEHICLES

MATV Commanche. Seasoned, Light Vehicle Armor. Armed with an LMG, HMG, a Light Cannon, or Light Anti-Tank Weapon.

MODEL NINE BIO-SOLDIERS

Bio-Soldier. Seasoned, 5+ Armor Save. Armed with an Assault Rifle with integral Grenade Launcher.

KURGEN

Kurgen Infantry. Seasoned, 6+ Armor Save. Armed with an Assault Rifle.

TITAN MARINES

Titan Marine. Veteran, 4+ Armor Save. Armed with a Machine Carbine (24" range, 2FP), a Flamethrower, a Sniper Rifle, Missile Launcher (light anti-tank weapon), or form a Mortar crew.

Titan HAMR Suit. Veteran, 2+ Armor Save. Armed with two of the following: Heavy Machine Gun, Light Anti-Tank Weapon, Fist with HAMR Sword (+2 Expertise in Close Combat, ignore armor saves), or Fists with integrated RPGs (+1 Expertise in Close Combat).

SAHADEEN

Sahadeen Infantry. Green, 6+ Armor Save. Armed with an Assault Rifle, a Sniper Rifle, a Light Machine Gun, an RPG, or may form a Heavy Machine Gun team.

Sahadeen Buggy. Green, Light Vehicle Armor. Armed with a Heavy Machine Gun.

War Maiden. Veteran, 6+ Armor Save. Armed with a Pistol and a Poisoned Blade (rolls 2D6 in Close Combat).

SONS OF THUNDER

Trooper. Seasoned, 4+ Armor Save. Armed with a Submachine Gun or an RPG.

EARTHFORCE MARINES

Earthforce Marine. Seasoned, 5+ Armor Save. Armed with an Assault Rifle, a Light Machine Gun, a Missile Launcher (light anti-tank weapon), a Flamethrower, a Sniper Rifle, or two may form a Heavy Machine Gun crew.

Earthforce Armored. Seasoned, 4+ Armor Save. Armed with an Assault Rifle.

Earthforce Drop Troopers/Magistrates. Veteran, 5+ Armor Save. Armed with an Assault Rifle or Submachine Gun.

Earthforce HAMR. Seasoned, 2+ Armor Save. Armed with a Heavy Machine Gun and a Fist with HAMR Blade (+2 Expertise in Close Combat, ignore armor saves)

Earthforce Buggy. Seasoned, Light Vehicle Armor. Armed with a Heavy Machine Gun.

Earthforce Infiltrators. Elite, 4+ Armor Save. Armed with a blaster (counts as a Shotgun).

Earthforce Infiltrator Bike. Veteran, Light Vehicle Armor. Fast vehicle - +2" to all movement options. Armed with two Light Machine Guns.

Earthforce APC. Seasoned, Medium Vehicle Armor. Armed with two Light Anti-tank Guns or a Light cannon and four one-shot Missiles (each counts as a Heavy Cannon). Can transport up to ten figures.

Earthforce Merka 5. Seasoned, Medium Vehicle Armor. Armed with a Heavy Cannon.

Earthforce Merka 9. Seasoned, Medium Vehicle Armor. Armed with an artillery Heavy Cannon (ignores intervening terrain).

Earthforce Grav Tank. Seasoned, Medium Vehicle Armor. Armed with a Light Cannon, a Light Anti-Tank Weapon, or a Scatter Missile launcher (16" range, 4FP). Grav vehicle – ignores intervening terrain while moving.

Saber Dropship. Veteran, Medium Vehicle Armor. Triples all movement options. Armed with an HMG. May transport up to 12 infantry.

Saber Gunship. Veteran, Medium Vehicle Armor. Triples all movement options. Armed with an HMG and either two light cannon or six missiles (each counts as a heavy cannon).

SCOURGE

Scourge. Veteran, 4+ Armor Save. Armed with a Submachine Gun, a Heavy Machine Gun, a Light Anti-Tank Gun, or a Flamethrower with 16" range. Self Repair Mode – Suppressed Scourge may activate as normal but move at half speed and fire with a -1 Expertise penalty.

ALIEN RAPTORZ

Raptor. Elite, 4+ Armor Save. Fast – add +2" to all movement options. Rolls 2D6 in Close Combat.

GRAYS

Gray Trooper. Veteran, 6+ Armor Save. Armed with a Short Raygun (Shotgun) or Long Raygun (RPG).

Mini Walker. Veteran, Vehicle Light Armor. Armed with Tentacles (opponents roll -1 in Close Combat), a Claw (+1 in Close Combat), a Heat Gun (counts as a flamethrower), and a Light Machine Gun.

Walker. Veteran, Vehicle Heavy Armor. Armed with Tentacles (opponents roll -1 in Close Combat), a Claw (+1 in Close Combat), a Super Heat Ray (counts as an RPG that ignores armor saves).