

FUBAR – FIRST PERSON SHOOTER

GETTING STARTED

First Person Shooter (FPS) is a standalone variation of the FUBAR tabletop miniatures game. It is designed to play science fiction games on tiled board sections, in the vein of Space Hulk and Doom: The Boardgame. Games can either be solo or cooperative adventures or “death match” battles with as many players as your map sections and model collections will allow.

FUBAR FPS requires the following to play:

- **Terrain.** Must have a grid layout
- **Miniatures.** These are usually 15-28mm in scale. There are two types of miniatures used in FUBAR FPS – **Heroes** and **Enemies**.
- **Dice.** All rolls use six-sided dice.
- **Counters.** These are needed to represent ammo, energy cells, and medical kits

HEROES AND ENEMIES

Players control one or more **Heroes** or **Enemies**. Each model has two stats – **Activation** and **Expertise**.

Level	Activation	Expertise
Green	5+	6+
Seasoned	4+	5+
Veteran	3+	4+
Elite	2+	4+

Heroes begin the game with three **Wounds**, while **Enemies** only have a single **Wound**. Some special **Enemies**, such as “bosses,” may have multiple **Wounds** if dictated by the mission or scenario.

GAMEPLAY

FUBAR FPS is played in a series of turns. The turns follow this basic sequence:

- 1) **Hero Activations.** All **Heroes** make **Activation Rolls**. Resolve any **Interrupting Enemies** and take **Actions**.
- 2) **Enemy Actions.** All visible **Enemies** take two **Actions**.
- 3) **End of turn.** Check victory conditions. Generally, gameplay continues until all **Heroes** are dead, although the specific scenario being played can specify different conditions.

ACTIVATION ROLL

A game turn begins when the first **Hero** makes its **Activation Roll**. The **Hero** must roll one die against its Activation stat. If the roll is equal to or greater than its Activation, the **Hero** may take two **Actions** (repeats are allowed). If the **Hero** rolls less than its Activation, an **Interrupting Enemy** appears and takes two **Actions** immediately. The **Hero** may now take one **Action**, and then the turn passes to the next **Hero**.

Once all **Heroes** have taken their **Actions**, the turn passes to the **Enemies**. Each visible **Enemy** may take two **Actions** – no activation rolls are required.

ACTIVATION CHOICES

- Move up to six spaces (nine spaces if the miniature a Fast model)
- Fire one weapon
- Open a door, container, locker, etc.
- Use a medical kit (either on himself or on a figure in an adjacent space) to restore one lost **Wound**
- Reload an empty weapon. Any model with a Pistol is assumed to be carrying enough ammo to complete the mission. Other weapons can only be reloaded if extra Ammo is carried or found.

FIRING

A model fires its weapon by rolling a number of dice equal to the Fire Points of that weapon. Any die that equals or exceeds the firer’s **Expertise** stat has hit its target. That target loses a **Wound** unless it can make an **Armor Save**. **Hero** wounds should be tracked by placing a counter under the model. Any die that rolls under the firer’s **Expertise** is considered a miss. Any roll of 1 causes a Malfunction - roll another die against the following table:

Roll	Result
1	Weapon empty – reload to fire
2	Jammed – spend an action to clear
3-6	No further effect

When a **Hero** reaches zero **Wounds**, it is either killed or returned to the start location. Weapons or items picked up by that model remain on the square where the model was killed, and are picked up by any other model who moves through that square.

WEAPONS

Enemies will typically be armed with just a single weapon, while **Heroes** may have several. Unless mounted on Power Armor, a **Hero** may only use one weapon during its activation. Power Armored **Heroes** may fire two different weapons per turn if one or more are mounted to the armor.

Most weapons will only hit targets on the target square. **Pistol** weapons may only target models up to four squares away from the firing model. All other weapons may target any model that is not obstructed by terrain or by other models. Grenades, missiles, and energy blasts hit all models on the target and all surrounding squares, friendly or otherwise. Flamethrowers hit six squares in a straight line from the firer.

Weapon	FPs
Modern Pistol	1
Machine/Energy Pistol	2
Shotgun/Flamethrower	2
Modern Carbine/Rifle	1
Auto/Energy Carbine/Rifle	2
Light Machinegun	3

Heavy Machinegun	4
Missile Launcher	4
Big FUBAR Gun*	4
Grenades (thrown)	3

*: Ignores **Armor Saves**

ARMOR SAVES

Many models also benefit from some form of **Armor Save**. This saving throw may protect a model from being wounded when it is hit in combat. Common **Armor Saves** are:

Type	Save
Flak jackets, thick hides	6+
Modern ballistic or carapace	5+
Heavy armor, alien bodies, light mechanical troops	4+
Fully enclosed power armor, heavy mechanical troops	3+
Light mecha/battlesuits	2+

CLOSE COMBAT

Close Combat instantly occurs whenever a model moves onto a square adjacent to an opposing model. Most models will roll one die in close combat, while power armored troops and aggressive aliens and monsters will roll two. Large models roll dice equal to the number of squares covered by their base. To fight, both models simultaneously roll against their **Expertise** rating. Any hit equal or greater than **Expertise** will cause a **Wound**. **Armor Saves** may be taken in Close Combat.

INTERRUPTING ENEMIES

All scenarios or missions will designate an **Interrupting Enemy**, which will appear whenever a **Hero** fails an **Activation** roll. This will generally be the most common **Enemy** in this mission. When an **Interrupting Enemy** appears, it should be placed within four spaces of the activating **Hero**. The **Interrupting Enemy** immediately takes two actions, then the **Hero** takes one. If the **Interrupting Enemy** survives the turn, it may take another two **Actions** during the **Enemy Actions** portion of the turn.

SAMPLE HEROES

Corporate Marine. Seasoned, 5+ Armor Save. Armed with an Energy Rifle, with a backup conventional Pistol. Equipped with one spare Energy cartridge and one Med Kit.
Hulk Clearer. Elite, 2+ Armor Save. Armed with a Light Machine Gun and a built-in Missile Launcher. Equipped with two spare Ammo clips and one Med Kit

SAMPLE ENEMIES

Xenomorph. Veteran, 4+ Armor Save, Fast. Two attacks in Close Combat.
Zombie Trooper. Green, 6+ Armor Save. Armed with a Shotgun
Terminator. Veteran, 3+ Armor Save. Armed with an Energy Rifle.