

Ultra-FUBAR– Modern/SF Small Unit Wargames Rules. 15mm Tgunner Variant. 1.1

The Cardinal Rule: where a rule does not make sense in a particular situation, ignore it or modify it.

Six-sided Dice Conventions:

Any unmodified roll of a Six is a success. Any unmodified roll of a One is a failure.

Miniatures: This version of FUBAR assumes that players will be using singly based 15mm miniatures. Infantry figures should be organized into units of 2-12 figures depending on the army list being used. Vehicles are treated as being individual units. Some figures like officers, NCOs, special characters, and so on don't have to be attached to a unit. They may be treated as an independent unit with one figure however they may join other units during the course of the game. If that is the case then they use their own activation and expertise numbers. However the unit as a whole uses the suppression value of the most numerous troop type present in the unit. Officers, NCOs, and special characters may assume "command" allowing the unit to activate with their activation number.

Set-up: Players should set-up the table with whatever terrain they choose or in accordance with the scenario being played. Players should then either pick, or dice off to pick, which side of the table they wish to deploy on. The opposing side will deploy on the directly opposite side. Units are then placed one at a time no farther than 6" in unless the scenario dictates otherwise or unless the unit has a skill that allows them to ignore this rule. There should be about (or at least) 24" between each the deployment areas. Units deployed in cover may be considered **Hidden** and may not be fired at, or close assaulted, until they either move, fire, or are detected as per a unit's skill or equipment. **Hidden** units which move lose their **Hidden** status. Units without the **Spotter** skill or **Motion Trackers** can only try to spot **Hidden** units within 8" and at a +1 to their Expertise. Units with the **Terrain Knowledge** skill are deployed, one unit at a time, AFTER all other units have been placed in their deployment area. Units with the **guerillas** skill may be deployed as units with **Terrain Knowledge** or remain off the board in **Ambush**.

Victory: Prior to play the players should agree upon a fair set of at least 2-3 objectives each side must attain to win. These objectives can be physical locations, inflicting a % loss to the opposing side, and even recovering personnel or equipment that are deployed on the board. The side that achieves the most number of objectives wins. If there is a tie then the side which took the fewest losses in personnel and material wins. All other results are a draw.

Units: A player force on the board consists of one or more **Units**, as defined by the relevant Force Supplement. In general a unit is either a single vehicle or a group of 1 or more people. Each Unit is defined by its level of training & experience & by its weapon/armour selection.

All members of a Unit must remain within 3"/8cm of each other or incur a penalty on their activation of 1 per figure that is out of touch.

Unit Training/Experience

Level	Activation	Expertise	Suppress
Green	5+	6+	1
Seasoned	4+	5+	2
Veteran	3+	4+	3
Elite	2+	4+	4

Playing the Game

This game is played in 'Turns' that begin after both sides have deployed all units that must start the game deployed on the board. Players roll for initiative at the beginning of each turn and play follows the rules as in the Initiative section. If no more units can be activated then the turn is over and players again roll for initiative.

Initiative: At the beginning of a turn each player rolls 1D6 & adds any scenario modifiers. Reroll any ties. The player that scores the highest has the initiative and can attempt to activate a Unit first. If this succeeds then that unit can choose two actions & carry them out. He can continue to activate units until he fails an activation, in which case the unit can only perform one action and then the initiative passes to his opponent. If there are more than two players the initiative passes to the next highest score.

The initiative passes to & fro as players pass and fail Activation rolls, until they have all had a chance to try & activate each Unit in their command.

Activation: To activate a unit a player must roll equal to, or more ten, the Activation number given in the Unit Training/Experience table. If the unit has a leader with a higher Activation Level then use this figure's activation number instead. Add one to the roll if there is no visible enemy. Once activated a unit can do as many of the actions below as it has actions as dictated by the activation roll.

Personnel Unit Actions

Choice	Move	Notes
Move (1 action)	4"	This action may be done twice.
Fire (1 action)	N/A	The unit may stop a move action to fire, then continue with the move. This action may be done only once.
Duck and Weave/Go to Ground (2 actions)	Up to 6"	Increase cover by one level when shot at (minimum cover is soft cover).
On Guard (1 action)	N/A	Unit can react once per turn by firing at enemy movement across their field of fire.
Aimed fire (2 actions)	N/A	Represents troops taking up better firing positions/deploying bipods/braced firing stances: -1 Expertise
Assault (2 actions)	6"	Move into close combat with the enemy.

A unit that is below 50% of its starting figures must add a penalty of +1 to its activation roll. A unit that is below 25% fails its activation roll rolls a die against its Expertise. If it succeeds then all is well and it may take one action and the Initiative goes to the opposing players as normal. If it fails then the unit disbands and is removed as if it was destroyed.

Vehicles are activated per the Vehicle rules below.

Firing: A figure cannot fire if they are suppressed. A Unit can fire at any enemy figures or vehicles that they have a clear line of sight to. **Hidden** units can only be spotted with a successful Expertise roll, at +1, if the target unit is within 8". Units with **Sensors**, **Motion Detectors**, and the **Spotting** skill can try to spot hidden units at longer ranges. See the appropriate equipment table notes for their rules.

Units can split fire amongst one more than one target. Each figure in a unit throws one die per Fire Point, trying to equal or exceed their Expertise rating. Each die that does so is a Hit. Any target figures wearing armour get a save against these hits. Passengers do not have to take armour saves from any hits unless the vehicle is destroyed. If that is the case then follow the rules from the vehicle damage table.

Unsaved hits against a unit must be taken as casualties, suppressed figures, or a combination of both to the allowable limits the unit can support. A figure cannot be made both suppressed and a casualty from the same bout of received fire.

A unit may fire at enemy in cover if some of the enemy figures are within 2" of the cover's edge. Figures can only fire out of cover if they are within 2" of the cover's edge. A unit can only target enemy figures that share the same area of cover if they are within 4". The target will get a cover save. A defined cover area will block line of sight.

Suppression: A figure that is suppressed is placed on its side. It may move with its unit but it cannot fire & its unit takes a penalty to its next activation of -1 per Suppressed figure. After the unit completes its activation any suppressed figures may stand up and are no longer suppressed. The maximum number of suppressed figures a unit can have is related to its Training/Experience.

Cover: At least half of the figures in a unit have to be in cover for the whole unit to benefit from it. If the target of a firing attack is in cover the number the firer needs to roll to hit (its' expertise) is modified as shown below:

Cover	Modifier	Examples
Soft	+1	Undergrowth/brush, wooden buildings, hedgerows, shallow rifle pits.
Moderate	+2	Stone or brick walls, buildings or rubble, trenches.
Hard	+3	Bunkers, concrete fortifications, heavily shielded positions.

Players should agree on what places provide what level of cover prior to the start of the game.

Close Combat: A unit must use an Assault activation to move into close combat with an enemy unit. The attacking unit moves its figures into base contact with enemy figures with no figure moving more than 6" during its movement. Then the opponent can move up any unengaged that are within 2" of an assaulting enemy figure.

Both sides simultaneously roll one dice per figure & use their Expertise rating to determine hits. Figures that are already suppressed before this attack strike after all other attacks are resolved. All hits not saved by personal armour result in

casualties. Cover has NO effect. Units may only take casualties, no suppression.

The combat continues at the beginning of each subsequent turn. The units involved automatically activate at that point. They cannot subsequently activate later in that turn. Players may move unengaged figures that are part of the units in close combat up to 2" and into base contact prior to rolling for Close Combat.

Units in Close Combat may attempt to withdraw from combat. The unit must make a successful Activation roll & then move 1d4" away from their opponents. If the opponents also make a successful Activation roll they can follow up 1d4". If they catch their foes and combat continues. This supersedes the normal Activation rules.

Weapons and Armour: The weapons shown below are generic types that are common in military & paramilitary forces.

Small Arms	Range	Fire Points
Pistol	8"	1FP
Rifle/Assault Rifle	24"	1FP*
Sniper Rifle	32"	2FP
Sub-Machine Gun	16"	3FP
Light Machine Gun	32"	3FP
Combat Shotgun	8"	3FP
Grenade Launcher	16"	3FP

*Assault Rifles have a FP of 2 at ranges 12" or less. Troops armed with Assault Rifle/Grenade Launcher combos (like the M16/203) are treated as having both weapons however the soldier may only fire one of these weapons per turn. So they must choose which they are using prior to shooting.

Heavy Weapons/Support Weapons

Weapon	Range	Fire Points
Heavy Machine Gun (1)(4)	32"	4 FP
Flamethrower (2)	8"	4 FP
Grenades (thrown)	8"	3 FP
RPG (rocket launchers)	24"	3 FP
Light Anti-Tank Cannon,	32"	3 FP
Light Mortars (3)	40"	3 FP
Light Cannon (5)	32"	4 FP
Medium Cannon (5)	40"	5 FP
Heavy Cannon (5)	48"	6 FP

1. Vehicle and Bunker mounted HMGs need only one crew. Infantry teams need at least two. HMGs may hit vehicles with a 6+ save.
2. Flamethrowers and Cannons ignore cover.
3. If you have any figure with line of sight, mortars can fire at enemies they cannot directly see.
4. Small Arms & HMGs cannot harm Armoured vehicles (those with a 5+ save).
5. Ignore cover.

Personal Armour: Once hits have been determined the unit can make armour saves against the majority type in the unit

Type	Save	Examples
Light	6+	Flack Jacket, Police Armour
Medium	5+	Modern Carapace or SWAT
Heavy	4+	SciFi Jointed Carapace
Power	3+	Powered Suit, Powered Armour
Battlesuit	2+	Heavy Powered Armour, Tactical Dreadnought

Vehicles: These are activated like units by rolling against their Activation number. If the roll succeeds then the vehicle can activate with two actions. If it fails then it can only conduct one action and they play goes to the other side as usual.

Vehicle Actions

Action	Move	Notes
Move (1 action)	8"	See the notes for tracked, hover, wheeled, and mecha vehicles in the army lists. This action can be taken twice.
Shoot (1 action)	N/A	The vehicle may shoot one weapon. This can be used with one move action and may be used at any point during the action. This action may not be taken twice.
Fire all weapons (2 actions)	N/A	The vehicle may spend both actions and fire every weapon mounted on that vehicle.
Dismount Troops/Crew (1 action)	Vehicle N/A Troops 4"	This action allows passengers and crew to dismount from the vehicle. They must dismount from logical places on the model and they may move up to 4". This is a free action for the troops

Vehicle Armor Examples

Armour	Save	Examples
None	6+	Trucks, Cars, Technicals. These vehicles may be shot at and damaged by small arms
Light	5+	APC's, Armoured Trucks. These vehicles are immune to small arms.
Medium	4+	IFV's, Light Tanks
Heavy	3+	Medium Tanks
Very Heavy	2+	Heavy Tanks

Vehicle Shooting

To attack a vehicle the firing unit rolls a number of firepower dice equal to the Fire Power of that weapons being fired with each weapon rolling its own dice and checking the results before moving to the next weapon. FP dice that pass their Expertise roll are considered to be hits. The defender then rolls an armour die for each hit trying to nullify the effect of the hit. Each successful armour save nullifies one hit. For one unsaved hit roll on the table below. Each additional hit that the defender fails save adds +1 to the die roll below.

Vehicle Damage Table

Roll	Effect
1-2	Crew Stunned, -2 to next activation.
3-4	Weapon Destroyed (owner chooses).
5	Vehicle immobilized for rest of the game. It can still shoot.
6	Vehicle Destroyed. All crew/passengers must bail out & each figure takes one hit.

If a vehicle is hit on the front roll 2 dice (with any hit bonus mentioned above) and choose the better result for the defender. If the vehicle was hit on the side then roll one die and apply the result from the roll. If on the rear then roll two dice and choose the worst result for the defender.

If the same effect is rolled a second time in a single turn take the next highest effect. Note: vehicles cannot be suppressed, nor can crew or passengers bailing out of a destroyed vehicle.

If a vehicle assaults infantry, they make an Activation roll to get out of the way, and move figures out of the vehicle's path. If they fail each figure in the vehicle's path is hit. Make saves as normal.

Army Lists for Liberty

This section provides basic army lists for my Liberty Campaign. Each list contains tables and the necessary rules to field various types of infantry and vehicle units. The last page in each section is an essay covering the units and formations used in those armies. Generally FUBAR is played with platoon-sized forces however it is possible to scale FUBAR up to company level actions. However most common FUBAR forces consist of at least a couple of units of infantry and two or more vehicles.

The charts themselves are pretty self-explanatory. However the troop chart many need a little more elaboration here. Training refers the training/troop level of the unit. Armour simply gives the player the armour value for the troops in the unit. The main weapon column tells you what the basic weapon in use in the unit is while other weapon tells you what sort of support weapons are available. You should only have one other weapon in each unit. The equipment column gives some optional equipment that the units of that sort may carry. Be warned though that it is very rare for any unit to carry every item in that column. Perhaps one or two is enough. Finally skills are small rules that allow a particular unit to “break” the normal rules of the game to pass along some universe based “flavor”. Some skills are universal for that particular type of unit while others are more rare and are only held by specific units. Be sure to read the description and use some common sense here.

To increase player enjoyment of the game it is suggested that both sides receive roughly equal numbers of troops and vehicles. However it should be noted that “balanced” fights are very uncommon in the real world! FUBAR can be just as fun with unequal forces! All you need to do is to adjust the objectives of the scenario to give the weaker player a chance of winning. By just tweaking with elements like that it is possible to have “balanced” and fun games without giving everyone the same number of models.

Finally, I have stayed away from points completely. They are a guess at the very best in my opinion and many times forces you build aren’t even close to being balanced. I believe that players do a much better job of balancing games. It just take a little common sense and a willingness to build reasonable forces.

Happy gaming on Liberty!

United States Forces on Liberty

US Infantry Forces

Troop Type	Training	Armour	Main Weapon	Other Weapons	Equipment	Skills
USMC	Veteran, but some may be Seasoned.	Medium 5+	AR w/UGL	LMG, RPG, Plasma Gun, Flamer	Sniper Rifle, Motion Detector, ATGM, Sentry Gun, Grenades.	Spotters
USA	Seasoned but some Veteran.	Medium 5+	AR w/UGL	LMG, RPG, Plasma Gun, Flamer	Sniper Rifle, Motion Detector, ATGM, Gun Bot, Grenades.	Spotters
USANG	Green but all activate on 4+. Some Seasoned	Medium 5+	AR	AR w/UGL, RPG, Flamer, LMG	Sniper Rifle, Grenades.	Some units may use Local Knowledge
SDF/Local Militia	Green: Most activate on 5+, some 4+	No save, some 6+ with vest.	Rifle, some with AR	AR w/UGL, RPG	Grenades, Sniper Rifle, LMG.	Some have Local Knowledge (SDF) or Guerilla (Local Militia)
Police	Seasoned or Green w/ Activation 4+	6+	Pistol, Shotgun, some with AR.	AR w/UGL	LMG, Grenades, Police Cruiser.	Local Knowledge.
US Special Forces	Elite or Veteran	6+ or 5+. Rangers Powered Armour 3+	Any	Any	Any	Local Knowledge or Guerilla

Units with **local knowledge** may deploy up to mid-board in covered terrain. These units count as **hidden**. **Hidden** units may only be spotted at 12" or less by a Expertise roll at +1. Units with **Spotters** skill may try to spot any **Hidden** unit within line of sight but with an Expertise of +1. **Guerillas** units don't have to be deployed at the start of a battle. Instead, they may appear as an **Ambush** anywhere on the table during their first successful activation. Note that all US ARs and LMGs have smart sights that give the unit a +1 FP if it doesn't move. **Police cruisers** have armour 6+(may be attacked with small arms) and 12" move. They can carry 4 troops. Note that all US ARs and LMGs have smart sights that give the unit a +1 FP if it doesn't move. Motion trackers can detect ambush units at 8" on a successful Expertise roll. Units with **Motion Trackers** prevent units from deploying in **Hidden** status any closer than 8" from them and they detect **Hidden** units within 8" with a successful Expertise check before finishing a fire action. They may attempt to spot **Hidden** units out to 24" but at a +1 Expertise. SDF = State Defense Force; USANG = US Army National Guard; USA = US Army; USMC = US Marine Corps.

Infantry Support Weapons (Special to Liberty)

Weapon	Range	FP	Notes
ATGM: man portable	48"	4	1. Anti-Tank Guided Missile
Gunbot/Sentry Gun	32"	4	2.
Plasma Gun	24"	3	3.

1. Can only be used against vehicles and bunkers. Two shots only.
2. Gunbots activate with their unit or 3+ if independent. They can be used against vehicles with 6+ Armour (+1 Expertise), Gunbots may take one move action of 4", Sentry guns are placed one action or they may be placed in the deployment area at the start of the game. Sentry Guns are always "On Guard". They never activate during the US turn.
3. May be used against vehicles at a +1 Expertise and ignores cover.

US Vehicle Weapons

Weapon	Range	Fire Points
Heavy Machine Gun	32"	4 (1)
ATGM (Vehicle)	60"	6 (2)
Light Cannon	32"	4
Medium Cannon	40"	5
Heavy Cannon	48"	6
Plasma Gun Cannon	48"	3 (3)
Heavy Grenade Launcher	32"	4 (4)
Missile Launcher	36	3 (5)

All weapons on this chart, except the HMG, may damage 5+ Armour AFVs. The HMG may damage Lt. Mecha.

1. Cannon pierce armour with a 5+ save. Is +1 Expertise vs. Lt. Mecha.
2. Doesn't need LOS to a target if another friendly unit is.
3. +1 Expertise vs. infantry.
4. -1 Expertise vs. infantry units, +1 Expertise vs. 5+ vehicle armour.
5. Doesn't need LOS to target if another friendly unit has LOS.

US AFVs and Armour

Type	Training	Armour	Main	Secondary	Equipment	Notes
M1A6 Block III MBT	USAR: Green/Seasoned LRL Seasoned	4+	Medium Cannon	HMG, LMG	Obsolete Sensors	Tracked. Used by both the USANG and LRL
M2A6 IFV	USAR: Green/Seasoned LRL: Green/Seasoned	5+	Light Cannon, ATGM	LMG	Obsolete Sensors	Tracked, Used by both USANG and LRL. Can carry 6 troops
M22 Jackson Light Tank	USMC: Seasoned or Veteran. USA: Seasoned or Veteran	5+	Light Cannon	LMG	Modern Sensors, ATGM defenses	Wheeled AFV
M40 Ridgeway MBT	USMC: Seasoned USA: Seasoned or Veteran	3+	Heavy Cannon,	HMG, LMG	Advanced Sensors, ATGM defenses.	Tracked AFV
M577 APC	USMC: Seasoned or Veteran. USA: Seasoned	5+	Plasma Cannon x2	X2 HMG	Advanced Sensors, C3I Suite, ATGM defenses.	Wheeled IFV. Can carry 9 troops.

Obsolete Sensors function like motion trackers. **Modern Sensors** prevent units with the Guerilla special skill from deploying in **Hidden** status any closer than 12" from them and they can detect **Hidden** units within 12" with a successful Expertise check before finishing a fire action. They can attempt to spot any hidden unit within 36' but with a +1 Expertise. **Advanced Sensors** function as Modern Sensors but can detect hidden units within LOS with a successful expertise roll. Guerilla units cannot deploy closer than 16" to the unit. **ATGM defenses** add +1 to shooter's expertise when the unit uses an ATGM against a target with ATGM defenses. **C3I** eliminates the out of coherency penalty if it has an officer or NCO on board. **Wheeled Vehicles** cannot move through light cover or better or move through water. **Tracked Vehicles** ignore all cover types but cannot move through water. **X2 weapons** reroll misses.

US Mecha and Light AFVs

Type	Training	Armour	Main	Secondary	Equipment	Notes
M1 Ares MBS	USA/USMC: Seasoned with some Veteran	4+	Heavy Cannon	HMG	Modern Sensors, ATGM defenses	Mecha
M2 Seraph MBS	USA/USMC: Seasoned	5+	Missile Launcher	HMG	Modern Sensors, ATGM defenses	Mecha, Jump Jets
M3 Valkyrie	USA: Seasoned or Veteran	6+	Missile Launcher	LMG	Advanced Sensors, ATGM defense	Light Mecha, Jump Jets
HUMVEE IV: Apache	USMC/USA Seasoned or Veteran	5+	HMG, Lt. Plasma gun, HGL, or ATGM		Modern Sensors	Wheeled, can carry 5 troops

Mecha move is 6" and ignores soft cover, max armour is 4+. **Jump Jets** allow a unit to jump, and ignore all terrain, 8" in any direction. The mecha may face any direction.

Light Mecha is the same as Mecha but it can move 10" and has a max armour of 6+, but is treated as vehicle armour. HMGs may damage them but at a +1 Expertise.

US Units/Formations

Fire team: 2 soldier/marines armed with ARs or AR and LMG form a fire team. Some teams might have a RPG, Plasma gun, or some other heavy weapon. Fire teams armed with a sniper rifle and observation gear are called sniping/sniper teams. Fireteams may be used as units in FUBAR.

Squad: Two fire teams with at least two supporting weapons form a squad. In militia units each squad has 6 soldiers and is lead by a sergeant. Squads are the most common US units in FUBAR.

Section: Two squads lead by a sergeant form a section with total of 9 soldiers or marines. Section leaders may function as independent figures or they may join one of the two squads in the section. US rifle sections may take up to 1-2 gun bots or sentry guns.

Battlesuit sections have two mecha and a supporting Comanche support vehicle with a support squad on-board. US vehicle sections consist of two vehicles of the same type and are also lead by sergeants. Battlesuit section leaders are always one of the mecha pilots.

Platoon: Two sections with a platoon sergeant, a platoon leader, and sometimes command squad form a platoon. Other personnel may be attached depending on the mission. Some of these figures like the platoon leader and platoon sergeant may act independently. Otherwise they must be formed, with other figures if they exist, into a command squad. AFV platoon typically have two sections with one vehicle being the platoon leader's vehicle. Cavalry platoons typically have a rifle section and a battlesuit section. Militia platoons have four squads led by a platoon leader and a platoon sergeant. Two vehicles and their crews are a vehicle section. This is the most common force on the FUBAR battlefield.

Company: Generally two, or more, platoons with a command post form company. In cavalry units companies are called troops. US regular forces typically have 2-4 platoons assigned to each company. This is the largest formation that will appear on a FUBAR battlefield.

Battalion: Generally 2-4 line companies, along with a HQ company and a support company, form a battalion. In the cavalry battalions are called squadrons. Battalions are led by lieutenant colonels. Army battalions are organized as heavy and medium mechanized battalions, infantry battalions, and space mobile/assault battalions. Marine battalions are generally infantry or space mobile/assault battalions. A very few marine battalions are heavy mechanized battalions. Battalion sized units that are reinforced by attached units so the battalion can perform special tasks forces are called battalion task forces.

Marine task forces assigned to support fleet operations are called Marine Assault Units (MAUs).

Brigade/Regiment: 2-4 battalions can be brigaded together to form brigades (Army) or regiments (USMC). These formations are usually formal units and are led by full colonels. Army brigades field two maneuver battalions, one fires (artillery) battalion, a cavalry battalion, a support battalion, and a HQ company. The Army also maintains few regiments in its cavalry and infantry arms. However these are special cases. A marine regiment and air wing that are brigaded together to support fleet operations are called expeditionary brigades.

Task Force: A Task Force is an operational level formation that commands all of the forces assigned to a particular area or are conducting operational level operations together. Some task forces are organized around traditional US Army or Marine Corps divisional headquarters while others are more ad hoc and formed from available command assets. Task forces generally command 2 or more battalions, however there are some really huge task forces that control whole brigades and independent battalions. Task forces are generally commanded by general officers, although full colonels have led some smaller task forces. Task Force Bataan, commanded by Major General Jonathan Wainwright, currently controls 1/26 Cavalry (Liberty ANG), 1/31 and 2/31 Infantry (RA), the Crossland State Defense Force Brigade (3 infantry battalions), 1/45 Infantry (Liberty ANG), 1/86 Field Artillery (Liberty ANG) and 1/9 Marines. TF Bataan is one of three task forces currently on Liberty.

Command: Commands are large, operational level organizations that command all of the forces in a geographic region or even on a whole world! LIBCOM on Liberty commands all Army, Marine Corps, Aerospace Force, and Navy forces in the Liberty System.

The Armed Forces of the Republic of Liberty (Les Forces armées de la République de Liberté) LRL

LRL Infantry Forces

Troop Type	Training	Armor	Main Weapon	Other Weapons	Equipment	Skills
Insurgents	Seasoned	6+ or no armour	AR, Rifle	AR/GL, SMG, LMG, RPG	Grenades, Sniper Rifle	Guerillas, Spotters
Elite	Veteran	4+	AR/GL, SMG	RPG, LMG, Sniper, Plasma Gun, ATGM	Motion detectors, Flamer, Grenades	Spotters, can deploy as Guerillas.
Regulars	Veteran or Seasoned	5+	AR	AR/GL, RPG, LMG, ATGM	Grenades	Knowledge of Terrain
Reserves	Green or Seasoned	6+	AR, Rifle	RPG, LMG		Knowledge of Terrain

Units with **Terrain Knowledge** may deploy up to mid-board in covered terrain. These units count as hidden. Hidden units may only be spotted at 12" or less by an Expertise roll at +1. Units with **Spotter** skill may try to spot any **Hidden** unit within line of sight. **Guerillas** units do not have to be deployed at the start of a battle. Instead, they may appear anywhere on the table during their first successful activation. Guerilla units in cover are considered to be **Hidden**. **Motion Trackers** prevent units with the Guerilla special skill from deploying in **Hidden** status any closer than 8" from them and they detect **Hidden** units within 8" with a successful Expertise check before finishing a fire action. They may attempt to spot **Hidden** units out to 24" but at a +1

Infantry Support Weapons

Weapon	Range	Fire Point
ATGM	60"	4 FP (1)
Plasma Gun	24"	3 FP (2)

1. Can only be used against vehicles or bunkers. 2 shots only.
2. Can engage vehicles and ignores cover.

LRL Vehicles

Type	Training	Activation	Main	Secondary	Equipment	Notes
AMX-70 MBT	Veteran	4+	Medium Cannon	Heavy MG, Light MG	Modern Sensors, ATGM Defenses	Tracked
T-555 "Red Banner" MBT	Mostly Seasoned but some Veteran	3+	Heavy Cannon	Heavy MG, Light MG	Obsolete sensors, can have special armour	Tracked
Rockjumper Technical	Mostly Green but some Seasoned	6+	Heavy MG, Heavy Grenade Launcher, or Plasma Cannon, or ATGM	AR	Can be up-armoured to 5+	Tracked, Carrier 6 troops, Exposed Passengers
AMX-60	Seasoned or Veteran	5+	Lt. Plasma Cannon, Lt Cannon	Light MG	Modern sensors, can have special armour	Hover, Carrier 8 troops
BMP-20 "Hedgehog" MICV	Seasoned or Veteran	4+	Lt. Cannon	x2 HMGs or ATGMs	Obsolete sensors, special armour	Tracked, Carrier 14 troops

Note: LRL forces also have access to US M1s and M2s AFVs.

For **Lt. Plasma Cannon** see the chart below. **Special Armour** adds +1 penalty to the Expertise roll of the ATGM, Missile, and RPG crews. **Hover** moves 14" and ignores water but cannot move into light cover. Cannot have more than a 5+ Armour. **Obsolete Sensors** function like motion trackers. **Modern Sensors** prevent units with the Guerilla special skill from deploying in **Hidden** status any closer than 12" from them and they can detect **Hidden** units within 12" with a successful Expertise check before finishing a fire action. They can attempt to spot any hidden unit within 36' but with a +1 Expertise. **Advanced Sensors** function as Modern Sensors but can detect hidden units within LOS with a successful expertise roll. Guerilla units cannot deploy closer than 16" to the unit. Units that can be **Up-Armoured** must be announced as such prior to the game or else they are assumed to not be up-armoured. **Exposed Passengers** may be shot at as normal by small arms, or attacked by artillery. They are NOT protected by the vehicle's armour unless the shot is from the front of the vehicle. **X2 Weapons** reroll any dice that miss during a shooting action.

LRL Vehicle Weapons

Weapon	Range	Fire Point
Heavy MG	32"	4 FP (1)
ATGM	60"	6 FP (2)
Light Cannon	32"	4 FP
Medium Cannon	40"	5 FP
Heavy Cannon	48"	6 FP
Light Plasma Cannon	48"	3 FP (3)
Heavy Grenade Launcher	32"	4 FP

1. HMGs may engage Lt. Mecha but are +1 Expertise.
2. ATGMs are +1 Expertise vs. Infantry and Vehicles with 4+ Armour.
3. Ignores cover.

LRL Formations

Cell: Consist of 2-3 soldats and are usually led by a lance corporal. Every other cell can have one weapon from the “other weapons” list. Cells may be used as units in FUBAR games and are regularly used by elite and irregular troops.

Squad: 2-3 cells make-up a squad led by a corporal or sergeant. Regular and elite units usually only have two cells while insurgent and reserves can have up to three cells. Squads are the most common units in FUBAR, especially with regular units.

Platoon: 4 squads led by a lieutenant form a platoon. The platoon leader and his platoon sergeant are in the same squad and lead separate cells. Regular and elite platoons have 24 troops while reserve and insurgent platoons have up to 36 troopers. LRL vehicle platoons usually have 2-4 AFVs.

Company: 2-4 platoons with a command squad, led by a captain or major, constitute a company. Many companies are assigned additional assets to perform specific missions. These companies are called teams or company teams. LRL vehicle companies can have between 8-14 AFVs.

Regiment: 2-4 line companies plus a HQ and Support/Service company form a regiment. Regimental Combat Teams (RCTs) are regiments that are tasked organized with additional assets to perform special missions. Special regiments of engineers, fires (artillery), anti-aircraft, cavalry, and even armor exist to support the regular infantry regiments. Majors or lieutenant colonels usually lead regiments.

Brigades: 2-6 line regiments with attached fires, support, engineer, cavalry, or other supporting regiments are called brigades or brigade groups. The LRL regular army currently maintains active 10 brigades that are led by either full colonels or brigadier generals.

Fronts: 2 or more brigades may be combined to form a Front. A Front headquarters commands strategic level assets and control all military activity in a certain theater or region in which operations are taking place.

Instant Opponents - solo rules for FUBAR

By Maxshadow

Create two armies. One will be yours, and you will play this as you would in any multi-player game. The second army will be the Instant Opponent.

Find or create a set of numbered cards. Each card will correspond to a unit, vehicle, gigantic monster, or whatever unit type would normally make its own activation roll. When it is time for the Instant Opponent to activate its army's units, shuffle the deck draw a card. The unit corresponding to the drawn card attempts an activation roll. If successful, roll a D6 and consult the Action charts below.

Infantry/Creature/Alien/Whatever moves on its own - D6 Roll:

- 1 - Move action to nearest cover and take On Guard action. Will target first enemy that moves into line of fire
- 2-4 – Move action toward nearest enemy (or toward mission objective) and take a fire action at the nearest enemy unit that it can properly engage. Infantry units will engage infantry, tanks will engage tanks, and so on.
- 5 - Duck & Weave action to nearest cover. If in cover, Aimed Shoot action at nearest enemy target
- 6 - Assault action to closest enemy. If not practical then take the 2-4 action.

Vehicles/Flyers/Whatever moves with an engine - D6 roll:

- 1-4 - Move toward nearest enemy or mission objective and shoot one weapon
- 5-6 - Remain stationary and fire all weapons toward nearest enemy (or enemies)

As you saw in the test I'm using UE's (Unidentified Enemy) and SUE's (Stationary Unidentified Enemy). Which depends on the mission. Scout and Attack missions = SUE's. Defense and meeting engagements = UE's. The only difference is SUE's don't move prior

to being spotted and can be dug in.

All these have simple throw a D6 50% chance of being enemy troops or not when spotted. Spotting for me is 24 inch UE's in cover and 36 inches in open but you use what ever suits your rules.

These first two simple mechanisms result in two things. The 50% chance, be nature, can result in wildly swinging fortunes easy for a patrol to find nothing then get ambushed when you think the table is empty. Or start scouting a table and find you've woken up a hornets nest have to retreat before being wiped out. (I like campaigns so these misfortunes are more important than in a one off.)

The spotting rules make you inclined to maneuver when attacking or patrolling. Because you want to avoid activating too many enemy UE's at once. (Like my Fire team A in the training game that got pinned in the open by two poorly trained and armed Militia teams even though it had the support of the AFVs and the HQ.) And also attempt to gain cross fire over a UE position so if it does activate you can cover your friends.

Step 1. You need to have or create an Army list for each Force or Nationality that tells you what makes up a Squad, Platoon or what type of MBT and support weapons they use etc. (For my Imagi-Nation I'll probably have different lists for the Palace Guards compared to the Infantry Battalions and then the Marxist rebels etc.)

Step 2.

I have two different Random Out Comes Tables if the dice say a UE has enemy troops. The first is a small, very simple one for platoon strength foot patrols. The other one used for Attack, Defense and Meeting Engagements includes Major or secondary fighting vehicles, Artillery or Air support or counter battery fire or Air interception and the usual infantry and platoon level support weapons. Both sides can receive reinforcements as well in these missions via tied Initiative roles.

Plus every time the enemy throws a 6 for initiative, in any mission, they get an another UE reinforcement. This is to help discourage the crawling along and just ganging up on the SUE's.

I'll copy out the small simple foot patrol Mission incase you'd like to try. If you want to see any of the other 3 missions let me know.

Mission- Scout.

Objective- Approach within 12inches of enemy reinforcement point.

Avoid 33% loses.

Force- One Platoon of Infantry on foot.

Enemy- 6 SUE's in cover not dug in.

Initiative 6 UE reinforcements only.

Spotting 24inch in cover or 36inch in open. Spotted then D6 4,5,6= enemy troops.

Random Outcome for Scouting mission. D6

1,2 or 3= One squad 4= two squads 5=Platoon HQ 6=50% chance belt fed MG or 50% that forces best infantry AT weapon.

If you get a UE reinforcement then they randomly move until they can shoot you. D6 6,5 move towards nearest enemy halt and shoot if possible. 3,4 Halt go over watch 1,2 move towards nearest cover to side or front unless in cover.

Activated enemy troops who are being hit and can't respond even by moving forward will retreat until safe.