

INTRODUCTION

This is a game of dark fantasy, where nations drench the fields with each other's blood, heroes shine brightly before they are extinguished, and demons and sorcerers lay their plots in the corners, the cracks and the murk. These rules also work for classical/ancients combat.

THE CARDINAL RULES

- Where a rule doesn't make sense, change or ignore it.
- Where a situation is not covered or vague, err on the side of the Rule of Heroic Awesome.
- Play nicely, lest we rend your thews asunder.
- The lists herein are by no means exhaustive. Please feel free to make up your own.

DICE AND MEASUREMENT

- Dark Fantasy FUBAR uses six-sided dice.
- "3d6" = three six-sided dice. "1d3" = 1d6/2, round up.
- "4+" on 1d6 = roll equal to or higher than 4.
- "11+" = Add 1 to the die result.
- Rolls of 6 automatically succeed. 1s automatically fail.
- Fubar uses inches, assuming 28mm(ish) figures with some attempt made at a consistent base size. Use centimetres if using 15mm or 10mm figures.
- Measurement is from base edge to base edge.
- Declare targets and intended movement before measuring range or rolling dice.

UNITS

- A player has one or more Units, generally ten figures including a leader, or a single Character, Monster, etc.
- If there is no clear unit leader, pick a model to be one.
- Each Unit is defined by its level of training, experience, and its weapon/armour selection.

UNIT TRAINING AND EXPERTISE

Level	Activation	Expertise	Supp	Hero Pts.
Rabble (+4pts)	-2	6+	1	1
Seasoned (+5pts)	-1	5+	2	2
Veteran (+6pts)	+0	4+	3	2
Heroic (+7pts)	+1	4+	4	3

INITIATIVE AND PLAYING THE GAME

- At the beginning of each turn each player rolls 1d6 + any scenario modifiers. Reroll any ties.
- The player that scores the highest can attempt to activate a Unit first – See "Activation" section below.
- He can continue to activate units until he fails activation, then the initiative passes to his opponent with the next highest score and so on.
- The initiatives passes back and forth as players pass and fail activation rolls. The turn ends when all have attempted to activate each Unit in their command.

ACTIVATION

- To Activate a Unit, a player must roll a 4+ on 1d6
- An Activated Unit may perform two actions in any order, or may do nothing at all:

Action	# Actions	Effect
Move	1	Move 6"
Charge	1	Move 6" and enter Close Combat
Sneak	2	Move 6" and gain Soft Cover
On Guard	1	Can react <u>once</u> per turn to return fire, fire at moving enemies or counter-charge. May not be paired with Charge or Shoot. Drop to nearest cover within move action. Treat Cover as one level higher.
Hide	2	Move action. Treat Cover as one level higher.
Aim	1	Unit gains +1 to next Shoot rolls.
Shoot	1	Shoot with ranged weapons.
Retreat	1	Withdraw 6" from Close Combat
Reload	?	Reload weapons.
Reform	1	Change/regain a unit's formation
Regroup	2/?	Combine two units

The Activation roll has the following modifiers:

- +?: Unit leader's Activation score.
- +1: The unit has a banner/standard.
- +1: per command point given by a single character.
- +1: Unit has no enemies in Line of Sight.
- 1: Unit is Disordered.
- 1: Per suppressed figure
- A unit failing Activation immediately rolls again – a pass enables the unit to go On Guard or Charge (without the +1 bonus for charging).
- On Guard, Aim, and Duck & Weave end when the unit next fires or tries to activate. "Hide" and "Sneak" end when the unit moves or fights in Close Combat.
- "Aim" bonuses do not stack except for Snipers.
- To regroup, one understrength unit moves into contact with an allied understrength unit. The second unit uses both actions on its next activation to absorb the first unit. The new unit cannot be larger than 1.25x either unit's starting strength.
- No model may activate more than once a turn.

CHARACTERS

Characters in this genre tend to be larger than life, and the rules reflect this. A character is a single model, with the following additional stats: Hero Points, and skills.

- A character activates individually when not attached to a unit. When attached to a unit, the unit activates with the character. This is a single roll – if failed, both the character and the unit have failed their activation.
- Unit leaders are generally not characters.
- A character may use its activation to move to (and join) a unit, or move away from (and leave) a unit. If a character has joined a unit, the unit uses the character's activation score, the unit's suppression score, and each model uses its own Expertise.
- A character usually (but not necessarily) has an armour save to represent "plot armour", particularly for narrative games. This is at the players' discretion.
- When a Character is not attached to a unit, it may be suppressed multiple times, up to his Suppression skill.
- After a character has joined a unit, additional units may join edge-to-edge with that unit and act as a single unit for the purposes of activation and movement. The total number of joined units can never exceed the number of hero points remaining to the highest-ranking character or leader in the formation, and each unit fights separately in combat.

Hero Points (+5pts each): A character can spend hero points at any time to do one of the following. HPS are single-use only, and re-rolls cannot be re-rolled again.

- Reroll a single die. Rerolls made with HPs are final.
- Gain +1d6" movement for his unit.
- Gain AP for one shot (+ per1 per HP spent).
- 4+ save versus single hit (replaces armour).
- Cause a friendly unit in cohesion to roll for activation – A unit may only be activated once per turn in this manner, and the character must be acting as a solo. The character must first have itself been activated.
- Modify one die roll by the number of HPs spent.
- Do something awesome as agreed by all Players.

Characters allocate as many +1 activation bonuses to friendly units at the start of the turn as they have HPS left. A unit may only get bonuses from one character. The possible bonus decreases by 1 for every 6" distance.

FORMATIONS

- Models in behind the first rank of a regular formation may attack (spears or ranged) over as many ranks as their weapon's Reach value.
- Models move and fight in rectangular base-to-base formations. Units fight units, not formations, though a unit may split its attacks among multiple units.
- A unit's description will give its formation as its width by depth in models. 2x5 is the most common, being two ranks of five models. Movement trays are highly recommended for ease of movement.

- A B2B rectangular formation of models with shields forms a Shield Wall, which improves its armour save by 1 from attacks from the front only. The Shield Wall ends when the formation is broken or the unit is attacked from the flank or the rear.
- Formation rules do not apply to single-model units, models with the Skirmisher skill, or characters.
- A unit's Front is defined as the front 90° of a unit's formation as measured from the center of the bases of the models on the corners. Facing does not matter for individual models.
- Likewise, a unit's Flank or Rear is defined as the side or rear 90°, again measured out from the corners.
- If a unit or part of a unit crosses over non-open terrain, it must immediately pass an Activation test to stay in formation, and becomes Disordered if it fails.
- Performing a Reform action removes Disordered and restores a shield wall, effective next combat round.
- A Disordered unit cannot benefit from Shield Wall.

MOVING, CHARGING, AND COMBAT

- A unit may Charge another unit in its own Front. If the center of the charging unit's Front is in the target unit's own Front, the two units meet Front to Front as centered on one another as possible.
- If the center of the charging unit's Front is in the target unit's flank, then the charging unit's Front is centered on the target unit's Flank.
- If the center of the charging unit's Front is in the target unit's Rear, then the charging unit's Front is centered on the target unit's Rear. The charging unit gains an additional +1 to their attack rolls until the target unit performs a Reform action to turn around.
- A unit fighting to its rear may only fight with models in its rearmost rank
- A Charge action must be taken in a straight line.
- Mounted figures may not Duck & Weave or Hide

Close Combat happens any time enemy models move into base-to-base contact (B2B) with their enemies. The attacker must declare he is doing so, or else the moving model(s) must stop at least one of its base-widths away.

- Models with javelins may throw them during the charge, at the cost of 2" of movement.
- **The attacked unit** tests morale and may stand firm, reform, counter-charge, or make an orderly retreat d6" directly away if it passes and is On Guard.

Counter-charging units meet their foes halfway between the units' starting points. The attackers immediately test morale if hit while charging.

- **The attacking unit** gains d6" of pursuit movement if the target unit retreats.
- The attacking Unit moves into edge-to-edge contact with the target unit.
- Both sides roll one die per figure & use their Expertise rating to determine hits. Cover has its normal effect. Attackers and counter-chargers gain +1 Expertise and add +1 to their weapons' Reach (first round only).
- **On the charge only**, models with the highest Reach attack first. Damage is applied, and then the next-highest Reach weapons attack, and so on. In subsequent combat rounds, combat is simultaneous.
- Figures that are already suppressed will act last.
- A combatant with only Suppressed foes may automatically perform the *coup de grace*.
- All unsaved hits will cause a casualty, not suppression. Remove casualties from the rear first – a unit must keep its starting width if possible.
- **The combat continues** at the beginning of each subsequent turn (also called "combat round"). The units involved automatically activate at that point and all suppressed figures recover. Retreating units try to do so now, and the combat continues. This supersedes the normal Activation rules.
- **To Retreat**, a Unit must pass an Activation roll & then move backwards away from their opponents. Retreat does not disrupt formation or shield wall.
- If the opponents also make a successful Activation roll they can pursue up to 2d6" and keep fighting.

MORALE

- Any time a unit takes an unsaved hit, place a Morale counter by the unit. After the unit next activates, it must pass a Morale test - a single d6 roll against the unit's activation score.
- A unit may only have one Morale counter at a time.
- On a failure, the unit immediately spends one of its actions to turn around and flee directly away from the nearest enemy, where it tests Morale again. If it fails, it flees again and tests Morale again. If it passes, it tries to activate normally with its last action.
- If the unit passes the Morale test, the Morale marker is removed and it may operate normally.
- Fleeing units become disordered and lose the benefit of their shields and shield wall.
- If a retreating unit passes through a friendly unit, the impacted unit must pass an Activation test or else become Disordered.

ARMOUR

Hits are allocated per model before the armour is rolled.

Type	Save	Speed penalty	Examples
Light (+1pt)	6+	0"	Leather Jack, Padded Gambeson
Medium (+2pts)	5+	1"	Ring/Scale Mail, Brigandine, Oriental Lamellar
V Heavy(+4pts)	4+	2"	Plate Armour
Shield/Amulet (+1pt)	-1	0"	Unarmoured with a shield = 6+ save
Magical	?	?	Make it awesome

The armour's movement penalty is subtracted from a unit's total movement for the turn, not from each action. Use the most restrictive penalty in the unit.

SUPPRESSION

- A figure that is suppressed is placed on its side. It cannot fire. See also the Activation Modifiers table.
- After the next activation roll for that Unit stand the figure up. It is no longer suppressed.
- The maximum number of Suppressed figures a Unit can have is related to its Training/Experience.
- You may voluntarily suppress or kill a model after moving a unit in order to gain an extra d6" of movement. This takes affect after added movement.

LINE OF SIGHT (LOS) AND COVER

LOS and cover are determined by a model's eye viewing, and a dice roll-off in case of a dispute. Be gentlemen!

- Suppressed figures may not fire.
- LOS is measured from a unit's front center to the target's center of mass. Other units block LOS.
- A Unit may fire at enemy units in its Front LOS, & may split fire amongst multiple targets (measure LOS for each shooting group.)
- A Unit may only target enemy figures within the same area of cover if they are within 6".
- A defined area of cover will block line of sight.
- Figures may fire into or out of cover if they or their targets are within 2" of the cover's edge.

RANGED COMBAT

- Attacks are made by whole units against whole units.
- Only models that can reasonably see and are in range of their target may shoot. Models may fire past allies only while in formation.
- Each figure in the attacking Unit throws one die per Attack Point, (AP). Each die that equals or exceeds their Expertise rating is a Hit.
- The target player allocates hits amongst models in the target unit as evenly as possible.
- If a hit model is wearing armour, it throws 1d6 per hit, trying to equal or exceed its armour's Save value to disregard the hit. Passengers inside a vehicle must only roll if the vehicle does not make its save.
- Unsaved hits against a Unit must be taken as casualties, suppressed figures, or a combination of

- both to the allowable limits set by the Unit's training/expertise level's "Supp" score.
- A figure cannot be made both suppressed and a casualty from the same attack by a unit.
- However, if there are more unsaved hits than there are figures in the unit, the unit is wiped out.
- A unit returning fire while On Guard does so AFTER resolving hits from being shot at.

WEAPONS

Suggested Ranged Weapons	Range	APs	Reload
Throwing Axe (+1pt)	6"	1AP	N/A
Javelin (+1pt)	8"	1AP	N/A
Spear (+1pt)	6"	1AP	N/A
Sling (+1pt)	12"	1AP	N/A
Bow (+1pt)	18"	1AP	N/A
Longbow (+2pts)	24"	2AP	N/A
Crossbow (+3pts)	18"	3AP	1 Action
Composite Bow (+2pts)	20"	2AP	N/A

Suggested Close Combat Weapons:

Weapon	Expertise Modifier	Reach
Dagger, Club (-1pt)	-1	0
Sword/Axe/Spear (Free)	+0	0
Spear (Free)	+0	1
2 handed Spear (+1pt)	+1	2
2 handed Wpn (+2pts)	+2	0
Cavalry Lance (+3pts)	+3	3

Reach values of 2 or higher and Expertise Modifiers over 0 are only effective towards the front of the unit.

COVER

A unit benefits from cover if at least half its models are in or behind it. If the target of a firing attack is in cover modify the firer's expertise as follows:

Cover	Mod Examples
Soft	+1 Undergrowth, Woods, Wooden Buildings, Hedgerows
Moderate	+2 Stone or Brick Walls, Buildings or Rubble, Trenches
Hard	+3 Fortresses
Linear	N/A Walls trenches, other things usually blocking LOS

- Infantry moves through cover at normal speed.
- Infantry models lose 1d6 of movement per 1" height when crossing a linear obstacle.
- Cover does not stack – pick the best applicable type.

SKILLS AND EQUIPMENT

A model performs a skill by rolling against its expertise. Skills may be used while moving, but not in the same activation as any type of combat.

- **A Character** may take the same number of skills as his allowed hero points.
- **For units**, a number of models up to number of hero points for a character of that level may take a skill, or every figure may take the same skill or two.
- **These guidelines may be ignored:** but you may wish to use the Force Generation system instead. Suggested points costs are included in the examples.

EXAMPLE SKILLS

- **Banner:** Add +1 to activations within 8" (+5pts)
- **Berserker:** Attacks every adjacent model in close combat (including allies) (+3pts)
- **Bloodlust:** +2 to activation if assaulting (+2pts)
- **Brave:** Use the best of two rolls for morale. (+1pt)
- **Carapace:** Take best of two dice for armour. (+3pts)
- **Fearsome:** -1 to Morale tests within 8" (+5pts)
- **Flyer:** Flyer ignores terrain while flying, moves 1.5x that of Infantry. (+2pts)
- **Leech:** An unsuppressed Leech may roll an Expertise check immediately after unit is attacked to negate suppression or a wound on one figure in the unit.(1pt)
- **Motivator:** Unit gains d6" speed
- **Mounted:** Speed is double that of Infantry. (+2pts)
- **Mountaineer:** Pass Expertise roll to scale sheer surfaces at half the model's normal Move rate. (+1pt)

- **Poison:** Melee rerolls successful saves. (+1pt)
- **Skirmisher:** Does not suffer activation penalty for not being in formation (and likely prefers not to be). (+1pt)
- **Sniper:** May use a 2nd Aim action to gain a +2. (+1pt)
- **Sorcerer:** May cast magic. (+7-Expertise)
- **Stealthy:** Open ground counts as light cover. (+1pt)
- **Swordsmen:** Attacks twice in close combat (+1pt)
- **Unruly / Carnivorous:** Will assault and/or devour unit leader when a 1 is rolled for activation. (-2pts)
- **Undead:** +5 to Suppression stat. (+2pts)
- **Something else:** Make it awesome. (+7pts)

MAGIC

Dark Fantasy FUBAR handles magic in multiple ways. Magic is neither commonplace nor to be taken lightly. It is usually evil and always hard to control even when successful. A price must always be paid.

Instant Effects:

- Instant magical effects are handled exactly like a ranged attack, with any other effects (fire, poison, fear, etc.) listed in the effect's notes.
- Any dice associated with the effect that roll 1 count as a ranged hit against the Sorcerer's unit.

Sustained Magic:

- Sustained magic takes several turns to complete and takes the form of larger game-changing effect, such as summoning, raising the dead, earthquakes, etc.
- Each turn during the casting, the sorcerer(s) must spend both actions concentrating, then each roll an expertise test. If he passes, the number rolled is added to the spell's incrementing total, up to or past the spell's Target Number.

- When the Sorcerer wishes the spell to go off, he must roll 2D6 equal to or greater than the spell's Target Number. The Sorcerer adds the following to the roll:

- 2 per assisting Sorcerer.
- The incrementing total minus the spell's target number – this CAN be negative, but haste is often worse than fatal!
- Half the number of turns spent casting (round up)
- Any hero points he wishes to spend.
- Sacrifice a virgin – add the # of turns spent casting.
- Drain the life from an adjacent minion for +2 each.

- **IF THE ROLL SUCCEEDS:** The spell goes off, the monster is summoned and under the Sorcerer's control, there is lamentation of your enemies, etc.
- **IF THE ROLL FAILS:** The spell effect is centered on the Sorcerer and attacks him first, the monster is summoned under nobody's control and attacks the Sorcerer's unit, or something else terrible happens in proportion to the difficulty of the spell.

EXAMPLE INSTANT SPELLS:

- Bolt – 12: range, 1AP (+1pt)
- Firebolt – 18" range, 2AP, fires start on rolls of 6 (+3pts)
- Ice blast – 24" range, 4AP, target unit does not take casualties, but is slowed 1" per unsaved hit (+2pts)
- Fear – 18" range, 1AP, target receives morale counter as though it had received an unsaved hit. (+2pts)
- Control – 12" range, 3AP, Target immediately takes one action controlled by the Sorcerer. (+5pts)
- Something else. Make it something awesome. (+7pts)

EXAMPLE SUSTAINED SPELLS:

- **Summon Rabble-level** minions armed with swords – Target=4 per minion model. (+40pts)
- **Summon Seasoned** minion model – per Summon Rabble above, +2 per model (+50pts)
- **Summon Veteran** minion model – per Summon Rabble above, +4 per model (+60pts)
- **Summon Elite** minion model – per Summon Rabble above, +6 per model (+70pts)
- **Summon Greater Demon** – Target=30 – Elite, 2+ save, 3HP, can fly, Berserker, +5 in melee. (+100pts)
- **Firestorm** – Target = 20. Range = LOS, 10AP, continues burning. (+20pts)
- **Earthquake** – Target=10. Range = LOS, 5AP, opens 1"x3" chasm per 6 rolled. (+20pts)