

FUBAR THE CLONE WARS

INTRODUCTION

This supplement is based on the forces shown in the Star Wars Cartoon series 'The Clone Wars'. It is set in the period between the Second and Third films in the series. In this time the Jedi and the Republic wage a mostly successful war against the Secessionists.

Weapons range modifiers :

	RANGE	EXPERTISE
SHORT	Up to 12"	+1
MEDIUM	13" to 24"	0
LONG	above 25"	-1

THE REPUBLIC

THE JEDI

The Jedi are the very heart and the leadership of the forces of the Republic. That said they are so very few and are mortal.

No force can have more than one Jedi Master, or a Knight and his Padawan Apprentice (unless you play a Jedi battle).

Jedi Master – Elite, Jedi Knight – Elite & Padawan – Veteran.

Jedi Master rolls 3 dice in close combat.

Jedi Knight rolls 2 dice in close combat.

Light Sabre: Each Jedi carries one of these weapons. They are +2 in Close Combat, and gives Jedi a Save = Expertise vs. All, non-explosive attacks.

Droid Disable: A Jedi Knight or Master can use this power. It requires a successful expertise roll. It is a +3 ranged attack [Short only] that ignores armour saves. Energy shields and Light Sabres can deflect it.

Jedi Agility: All Jedi ignore the effects of terrain when moving.

Jedi Telekinesis: A Jedi can repel his enemies [8"/20cm] with a successful expertise roll. This knocks down and suppresses 1D6 enemy figures or one vehicle.

THE CLONE ARMY

Clone Troopers are the best that the Republic can field. They are well-trained, well-disciplined and well-equipped. Ultimately they betray the Republic due to their subconscious Sith programming, but until that is activated they are loyal unto death.

Commander - Elite (only one per army)

Officers - Veteran

Commandos - Elite

Troopers - Seasoned

A Clone Trooper squad consists of an Officer and nine Troopers. They are armed with standard blasters [Assault Rifle] and Grenades. One Clone can carry a Heavy Blaster [LMG] or a Missile Launcher [RPG]. Another one can carry a sniper rifle.

Clone Trooper Commandos are organised in sections of four Commandos. They are armed with standard blasters. One can carry a Sniper Rifle and another one can carry a Heavy Blaster [LMG] or a Missile Launcher [RPG].

Their chameleon fields give commandos +1 to their cover saves if in cover. Clone Troopers and Commandos have a 5+ Armour save. A Clone Trooper squad personally led by a Jedi can use his Activation roll to activate.

PLANETARY DEFENCE FORCES

Although the Republic has been at peace for hundreds of years most planets maintain a small standing force.

Most are little more than Ceremonial Guards or Citizen Militias. But they will fight to defend their homes. Examples include the Naboo Royal Guard, their allies, the Warriors of the Gungan, the Wookiees,...

Officers - Seasoned

Troopers - Green

A Planetary Defence squad consists of an Officer and nine Troopers. They are armed with Laser Rifles [Infantry Rifle] and Grenades. Two men can be detailed to crew a Heavy Blaster [LMG]. One Man can carry a Missile Launcher [RPG].

VEHICLES

All of the Clone Vehicles have a 3+ Activation and 4+ Expertise.

AT-TE Armour save 2+ Move 9"

3 BC-Blaster Cannon x3 32" 3FP

SHBC-Super Heavy Blaster Cannon 48" 6FP

Crew : 4 Passengers : 38



Turbo Tank Juggernaut A5 Armour save 2+ Move 12"

SHBC 48" 6FP

Twin BC x4 32" 3FP

Crew : 2 Passengers : 50



Fighter Tank TX-130T Armour save 3+ Move 18"

BC 32" 4FP

Twin Laser turret x2 24" 2FP

Crew : 2



AT-RT Armour save 5+ Move 12"

BC 32" 3FP

Mortar 40" 3FP

Crew : 1



ISP Speeder Armour save 4+ Move 18"

Twin BC x4 32" 3FP

Crew : 2



BARC Speeder Armour save 5+ Move 36"

Twin LBC x2 24" 2FP

Crew : 1

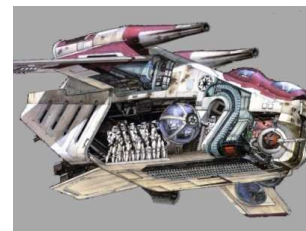


LA-AT Gunship Armour save 3+ Move 18" - see Gunship rule

Twin BC x4 24" 2FP

Missile Launcher 40" 3FP

Crew : 4 Passengers : 30



THE SEPARATISTS

THE SITH

Behind the Secession are the Sith, manipulating every move and occasionally appearing on the battlefield to stiffen the resolve of their minions.

No force will have more than one Sith of any kind (unless you play a Jedi battle).

Sith Lord - Elite

Sith Apprentice - Elite

Sith Lords can use *Force Lightning* (same as *Droid Disable* on humans).

All Sith ignore the effects of terrain when moving.

All Sith can use their version of Jedi Telekinesis.

THE ARMY OF THE TRADE FEDERATION

Basic Battle Droid

A Basic Battle Droid squad consists of a Sergeant (Seasoned) and nine Troopers. Armed with a Standard Blaster [Assault Rifle]. One droid can carry a Sniper Rifle. 6+ Armour Save.

Heavy Battle Droid – Seasoned - Organised in fire teams of eight droids. Armed with Heavy Blaster [LMG]. 5+ Armour Save.

Destroyer Droid - Veteran

Organised in Hunter sections of two. Armed with two Heavy Blasters [LMG]. Energy Shield - will repel any small arms fire. Otherwise has a 5+ Armour Save.

IG-100 Magnaguards - Veteran

Organised in guards sections of four. Armed with an Electrostaff (close combat only. Roll 2 dice). Sith personal bodyguards. 5+ Armour Save.

Commando Droid – Seasoned - Organised in fire teams of ten droids. Armed with a Standard Blaster [Assault Rifle]. 5+ Armour Save.

VEHICLES

All of the Droid/Vehicles have a 3+ Activation and 4+ Expertise.

AAT Tank Armour save 2+ Move 18"

SHBC 48" 6FP
BC x2 24" 2FP



NR-N99 Snail Droid Tank Armour save 3+ Move 12"

HBC 32" 4FP
ML 40" 3FP



Droid Gunship Armour save 3+ Move 18"

see Gunship rule
MBC 32" 4FP
Twin BC x4 32" 3FP



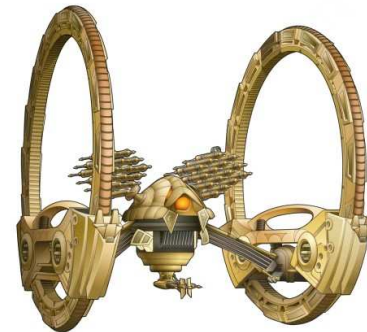
Homing Spider Armour save 3+ Move 9"

HL-Heavy Laser 48" 6FP



IG-227 Hailfire Droid Armour save 4+ Move 12"

BC 32" 3FP
ML x2 40" 3FP



Tri Droid Armour save 3+ Move 9"

HBC x3 32" 3FP



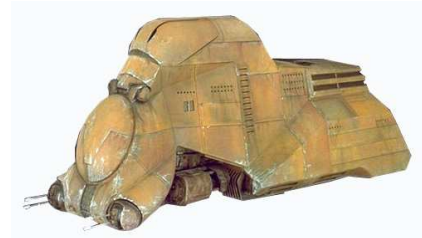
LM-432 Crab Droid Armour save 2+ Move 9"

Twin BC x2 32" 3FP



MTT Armour save 2+ May ignore 1st kill result Move 12"

2x Twin BC x4 24" 2FP
Passengers : 112 battle droids



Dwarf Spider droid Armour save 5+ Move 9"

BC 32" 3FP
Self destruct 8" 3FP



GEONOSIAN TROOPERS

These are the armourers of the Trade Federation and make most of their droids in the forges.

Geonosians can fly, ignoring the effects of terrain unless they land in it.

Organised in fire teams of five.

Geonosians are Seasoned and carry Standard Blasters [Assault Rifle].

One Geonosian can carry a Sonic Blaster [LMG].

They have a 6+ Armour save due to their agility. They get +1 to the cover save in desert and rocky terrain.

BOUNTY HUNTERS

The Sith often employ these scum to hunt the Jedi with variable success. In any battle where there are Jedi they will do all they can to engage and kill them.

A squad of these scum includes five Hunters and a Hunt Master. The Hunters are Seasoned and the Master is a Veteran.

They are armed with Standard Blasters [Assault Rifles] and Thermal Detonators [Grenades]. One can carry a Sniper Rifle and another can carry a Missile Launcher [RPG].

THE REPUBLIC			THE SEPARATISTS		
TROOP	WEAPON	POINTS	TROOP	WEAPON	POINTS
JEDI MASTER	Light Saber	25	SITH LORD	Light Saber	25
JEDI KNIGHT	Light Saber	25	SITH APPRENTICE	Light Saber	25
JEDI PADAWAN	Light Saber	18	BASIC DROID SERGEANT	Blaster	8
CLONE COMMANDER (Elite)	Blaster	13	BASIC BATTLE DROID	Blaster	5
CLONE OFFICER	Blaster	12	BASIC BATTLE DROID	Sniper Rifle	5
CLONE TROOPER	Blaster	9	HEAVY BATTLE DROID	Heavy Blaster	11
CLONE TROOPER	Heavy Blaster	11	DESTROYER DROID	Twin Heavy Blaster	26
CLONE TROOPER	Sniper Rifle	9	MAGNAGUARD	Electrostaff	12
CLONE TROOPER	Missile Launcher	11	COMMANDO DROID	Blaster	9
COMMANDO	Blaster	13	GEONOSIAN	Blaster	8
COMMANDO	Heavy Blaster	16	GEONOSIAN	Sonic Blaster	10
COMMANDO	Sniper Rifle	13	BOUNTY HUNTER MASTER	Blaster	10
COMMANDO	Missile Launcher	16	BOUNTY HUNTER	Blaster	7
D. FORCE OFFICER	Laser Rifle	5	BOUNTY HUNTER	Sniper Rifle	7
D.FORCE TROOPER	Laser Rifle	3	BOUNTY HUNTER	Missile Launcher	9
D.FORCE TROOPER	Heavy Blaster (2 men)	8	AAT TANK	-	195
D.FORCE TROOPER	Missile Launcher	4	SNAIL DROID	-	145
AT-TE	-	306	DROID GUNSHIP	-	280
JUGGERNAUT	-	333	HOMING SPIDER	-	130
FIGHTER TANK	-	178	HAILFIRE DROID	-	170
AT-RT	-	129	TRI DROID	-	175
ISP SPEEDER	-	233	CRAB DROID	-	135
BARC SPEEDER	-	99	MTT	-	165
LA-AT	-	241	DWARF SPIDER	-	75

All points above are for a single trooper/droid/vehicle (except crews as specified).

Points = Chance of Activation + [Chance to hit x Number of FP's] + close combat modifier + chance to avoid damage.

This formula includes the chance a figure will act at all, added to the chance they may do some harm, plus their chance of avoiding damage themselves.

Chance of Activation Green 2 Seasoned 3 Veteran 4 Elite 5	Chance to hit Green 1 Seasoned 2 Veteran 3 Elite 3
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Armor Chance to Save avoid damage

6+ 1
5+ 2
4+ 3
3+ 4
2+ 5

This could be further modified if the troop type has some special abilities or equipment not covered above, but this needs to be a judgment call. I would recommend 1 point for a minor ability/item, 2 points for a decent one, and 4 points for a big one.

Vehicles points are calculated with the same formula multiplied by 5 (+ crew)

The number of FP's is that for their main weapon at its maximum range. Do not include personal grenades. A figure assigned to a heavy/special weapon costs as if using that weapon, even if they also have a sidearm.