

FUBAR MEDIEVAL

+INTRODUCTION+

Each player has one or more Warbands, as defined by the relevant Force Supplement.

He will also have one heroic leader, usually the same as the best type in his force. It will be Elite.

Six-sided Dice Conventions:

Any unmodified roll of a Six is a success.

Any unmodified roll of a One is a failure.

+WARBANDS+

Each Warband is defined by its level of training & experience & by its weapon/armour selection.

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

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

+WEAPONS+

The weapons shown below are generic types that are common in military & paramilitary forces.

Ranged Weapons	Range	Shoot points
Throwing Axe	6"/7.5cm	1
Javelin	8"/10cm	1
Spear	6"/7.5cm	1
Sling	12"/30cm	1
Bow	18"/45cm	1
Longbow	24"/60cm	2
Crossbow	18"/45cm	2
Composite Bow	20"/50cm	2
Close Combat Weapons		Modifier
Dagger, Club		-1
One handed Sword/Axe/Spear etc		+0
Two handed Spear		+1
Two handed Sword / Polearm		+2
Cavalry Lance on the charge		+3

Note: A unit using crossbows cannot Shoot while using the Walk action because of reload time.

+PERSONAL ARMOUR+

Once hits have been determined the Warband can make armour saves against the majority type in the Warband.

Type	Save	Examples
Light	5+	Leather Jack, Padded Gambeson
Medium	4+	Ring/Scale Mail, Brigandine, Oriental Lamellar
Heavy	3+	Chainmail, Breastplate
V. Heavy	2+	Plate Armour

A figure with a shield improves his armour save by one. If he has a shield and no armour his save is 6+. Note that horses can also have armour.

+MOUNTED FIGURES+

Mounted figures can move faster and get other advantages, but their Activation choices do not include Duck & Weave or Gone to Ground.

A mounted figure can move up to 6" faster when using the Walk, Run and Charge activation choices.

If a horse is killed its rider must make an Expertise roll to avoid being trapped in his next activation as he struggles to get out from under his mount.

A rider with a ranged weapon, whose mount moved in this activation, gets a -1 to shooting.

+PLAYING THE GAME+

This game is played in 'Turns'.

INITIATIVE

At the beginning of a turn each player rolls 1D6 & adds any scenario modifiers. Reroll any ties.

The player that scores the highest can attempt to Activate a Warband first. If this succeeds then that Warband can choose one action & carry it out.

He can continue to activate Warbands until he fails an activation, 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 Warband in their command.

ACTIVATION

To Activate a Warband a player must roll equal to, or more than, the Activation number given in the Warband Training/Experience table.

If a Warband has a leader with a higher Activation Level use this instead.

Add one to the roll if there are no visible enemy.

Once activated a Warband can do one of the following:

Choice	Move	Notes
Walk	6"/15cm	Can also shoot a weapon, at one point during their move.
Run	12"/30cm	Cannot shoot weapons.
Duck & Weave	8"/20cm	Cannot shoot weapons. Figures count as being in Soft Cover.
On Guard	0"	Can react <u>once</u> per turn by shooting at enemy movement across their field of shoot.
Gone to Ground	3"/8cm	Drop into nearest cover. Increase the level of that cover by one. Cannot shoot weapons.
Aimed Shoot	0"	All figures in Warband get +1 to shooting.
Assault	8"/20cm	Move into close combat with enemy.

Warbands that fail to activate are On Guard. Except if Warbands that fail have taken more than 50% casualties they Withdraw 6"/15cm away from the nearest visible enemy, or towards their deployment point if there are none visible.

SHOOTING

A Warband can shoot at any enemy figures or vehicles that they have a clear line of sight to. It can split its shoot amongst more than one target.

Each figure in a Warband throws one die per Shoot 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. If the vehicle makes its save, passengers inside do not have to.

Unsaved hits against a Warband must be taken as casualties.

A Warband may shoot at enemy in cover if some of the enemy figures are within 2"/5cm of the cover's edge. Figures can only shoot out of cover if they are within 2"/5cm of the cover's edge.

A Warband can only target enemy figures that share the same area of cover if they are within 6". The target will get a cover save.

A defined area of cover will block line of sight.

COVER

At least half of a Warband has to be in cover for the whole Warband to benefit from it. If the target of a shooting attack is in cover the number the shooter needs to roll to hit (its' expertise) is modified as shown below:

Cover	Mod	Examples
Soft	+1	Undergrowth, Woods, Wood Buildings, Hedgerows
Mode-rate	+2	Stone or Brick Walls, Stone Buildings or Rubble
Hard	+3	Castle Walls

No cover modifier can make a Warband's expertise worse than 6+.

Infantry move through cover at their normal speed.

CLOSE COMBAT

A Warband must use an Assault activation to move into close combat with an enemy Warband.

The attacking Warband moves its figures into base contact with enemy figures, no figure moving more than 8"/20cm. Then the opponent can move up any unengaged figures that are within 3"/8cm of an assaulting enemy figure.

Both sides simultaneously roll one dice per figure & use their Expertise rating to determine hits.

All hits not saved by personal armour result in casualties. Cover has no effect.

The combat continues at the beginning of each subsequent turn. The Warbands involved automatically activate at that point. They cannot subsequently activate in that turn.

To attempt to Withdraw from combat a Warband must make a successful Activation roll & then move 1D6" away from their opponents. If the opponents also make a successful Activation roll they can follow up 1D6". If they catch their enemies combat continues.

This supersedes the normal Activation rules.

WARBAND POINTS SYSTEM

To calculate the points value of a figure in a Warband follow the rules below:

The base cost is related to the figure's Training/Experience:

Level	Cost
Green	3
Seasoned	5
Veteran	7
Elite	9

If the figure has a ranged weapon add the Shoot Points. If it has a close combat weapon add the weapon's modifier.

Finally add points for their armour type

Type	Cost
Light	2
Medium	3
Heavy	4
V. Heavy	5
Shield	1

If they are mounted add 5 points plus any armour the mount has.

Examples:

English Longbowman: Seasoned [5], Longbow [2], Dagger [-1], Light Armour [2] = 8 points.

15th Century Knight on Foot: Veteran [7], Two-handed Sword [2], Plate Armour [5] = 14 points.

Mounted Knight: As above, plus Mount [5], Plate barded [5] = 24 points.

Viking Warrior: Seasoned [5], One-handed Spear [0], Chainmail [4], Shield [1] = 10 points