

FUBAR Imperial Commander - Imperial Army Sheet

Type	Training	Armor	Main weapon	Other weapons	Equipment	Skills	Cost
Imperial Trooper	REG	LA 4+	Bolt rifle	basic grenades, force sword	Jump pack	none	22
Imp. Squad leader*	REG	LA 4+	Bolt Pistol	basic grenades, force sword	Jump pack	leadership	29
Im. Squad support 1	REG	LA 4+	Storm Bolter	basic grenades, force sword	Targetter	none	31
Im. Squad support 2	REG	LA 4+	Light minigun	basic grenades, force sword	Targetter	none	29
Im. Squad support 3	REG	LA 4+	Grenade Launcher	ADV. Grenades, forcesword	Jump pack Support Targetter	none	31
Imp. AT Grenadier	VET	LA 4+	Missile launcher	ADV. Grenades, forcesword	Jump pack Support Targetter	grenadier	43
Imp. Combat Medic	REG	LA 4+	Bolt rifle	Basic grenades, force sword	Jump pack	Medic	25
Imp. Sniper*	ELI	LA 4+	Sniper rifle	Plasma Pistol ,knife	Jump pack,Targetter	Sniper, scout	45
Imp. Black Guard	VET	LA 4+	Bolt rifle	ADV. Grenades, forcesword	Jump pack	none	27
Imp. Black Guard Indirect support	VET	LA 4+	Grenade Launcher	ADV. Grenades, forcesword	Jump pack Support Targetter	none	34
Imp. Black Guard squad support	VET	LA 4+	Storm Bolter	ADV. Grenades, forcesword	Jump pack Support Targetter	none	37
Imp. Black Guard leader*	ELI	LA 4+	Plasma Pistol	ADV. Grenades, forcesword	Jump packTargetter	leadership	45
Imp. Black special ops.*	ELI	LA 4+	any	any	any	Up to 2 skills	varies
HEAVY BATTLESUIT Trooper*	ELI	AD 2+	RA: 2x hvy bolter, power glove, Targetter	LA:Squad laser, Multi Missilelauncher, Support Targetter	Jetpack Digimedic	Leadership	101
MEDIUM BATTLESUIT Trooper	VET	PA 2+	RA:Plasma gun, laser rifle, Targetter	LA: minigun, Storm Bolter, Targetter	Jetpack Digimedic	none	74
Assault BATTLESUIT Trooper	VET	PA 2+	RA: sun gun, power sword	LA: lightminigun	Jetpack digimedic	swordsman	65
Imperial Battle droid	VET	PA 2+	Storm Bolter	none	Targetter	Fanatic	37
Inquisition advisor*	ELI	LA 4+	Law pistol	powersword	Null shield	Leadership, scout	51
Imperial Lieutenant*	VET	FI 5+	Law pistol	none	Null shield	leadership	38
Imp. Scout	REG	FI 5+	Bolt gun	ADV. Grenades, force sword	Jetpack, laserpainter	Scout	29
Imp. Support scout	REG	FI 5+	Grenade Launcher	ADV. Grenades, force sword	Jetpack, laserpainter	scout	28
Imp. Scout leader*	ELI	FI 5+	Storm Bolter	ADV. Grenades, force sword	Jetpack, laserpainter	Leadership scout	51

Experience Level	Activation	Expertise	Score To Be Hit	Melee Bonus	Morale	Maximum Suppressed
Regular	4+	5+	3+	+0	50%	2
Veteran	3+	4+	4+	+1	75%	3
Elite	2+	3+	5+	+2	75%	4

Force sword – no additional effect. Power Sword – ignore armor saves against infantry. Power Fist – +1 expertise against all targets

Weapon	Range	Fire Pts
Autocannon	48"	4FP
Bolt Pistol*	8"	2FP
Bolt Rifle *	32"	4FP
Grenade Launcher*	16"	3FP
Grenades, thrown	8"	3FP
ADV. Grenades**		4FP
Heavy Bolter*	32"	4FP
Laser rifle (LR)	32"	2FP
Light minigun (MIN)	28"	3FP
Missile Launcher	48"	3FP
Plasma Gun	32"	3FP
Plasma Pistol	8"	3FP
Sniper Laser**, *	48"	2FP
Storm Bolter*	32"	3FP
Sun gun (SUN) *	4"	5FP
Multi-Missile Launcher	24"	5FP

*: No effect on armor saves of 3+ or 2+

: Ignores all armor saves *: Flamers ignores armor saves & cover mods

Vehicle	Armor Save	Type	Movement	Main Gun	Auxiliary gun	Troops Capacity	Shield	Cost
M50 'Bad Dawg' IFV	5+	APC	GRAV	2x Heavy Bolter	-	3-Crew 10-Passengers	-	40
M50A1 'Bad Dawg' IFV	5+	APC	GRAV	Storm Bolter	-	3-Crew 10-Passengers	-	44
Sandman Heavy tank	3+	HT	GRAV	Autocannon	1 Heavy Bolter AI-turret 1 Light Minigun Pinet	-	ES	163