

FUBAR IC - Replican Beamstrike Army Sheet

Type	Training	Armor	Main weapon	Other weapons	Equipment	Skills	Cost
Enforcer	REG	LA 4+	LaserRifle			Fanatic	27
Enforcer Support	REG	LA 4+	Laser Cannon		Targetter		40
CPU Director	Elite	PA 3+	Laser Pistol			Leadership	36
Heavy Battle Droid	VET	PA 3+	LaserRifle	none	Targetter	Fanatic	42
Mimick	VET	PA 3+				Acts as per unit it is camouflaged with	32
Shroud (Robotic Dog)	VET	LA 4+	Jaw as Power Glove		Laser painter Stealth cloak	Act Independently Fanatic	28
Artilleroid Robot-artillery	REG	Hull CLA 4+ss 2	4x Linked Heavy Bolter in Turret		Support Targetter	Must Halt To Fire Weapons	175
Repair Unit	REG	LA 4+	Unarmed	Unarmed		Act Independently Medical Aid Skill for up to 2 fallen Replicans	14
Multi-launcher Droid	REG	LA 4+	9 shot missile pod	Laser Pistol		Shots 1-3 missiles	30
Fast Attack Dreadnought	Elite	AD 2+	2x Minigun One per Arm	2x Targetter One per Arm	Laser painter	Act Independently Fanatic	75

Weapon	Range	Fire Pts
Heavy Bolter*	32"	4FP
Laser Cannon**	48"	5FP
Laser Rifle*	32"	2FP
Laser Pistol*	8"	1FP
Heavy Squad Laser **	48"	3FP
Minigun	28"	3FP
Missile Launcher	48"	3FP
Muti-Missile Launcher	24"	5FP

REPLICAN SPECIAL RULES

- Morale and Suppression rules are not applicable to Replican armies.
- Replican forces do not suffer Night or Bad weather firing penalties.
- Replicans in squads (NOT independent units), must stay within 2 inches of at least one other member.
- Replican vehicles do not have crew, they are computer controlled.
- All Replican Initiative rolls are at -1 during the game. Replican units are not known for their initiative or quick thinking, due to programming limitations and subservience to the CPC.
- All Replican troops ignore 'Glancing hit' results.
- If all Replican CPU leaders are destroyed, remaining Replican troops not acting independently must retreat to the table edge they started at, and once there are removed from play and count as killed for victory purposes.