



FUBAR

One Page Modern Wargame Rules / 2025 LWTV Edition

FUBAR is a free, fast-play modern skirmish system developed by *Forge of War*, edited by Craig Cartmell. This is the Little Wars TV version, with larger formatting, a few clarifications, and some house rules we've implemented.

Basic Conventions

The game uses six-sided dice. Natural rolls of "6" always succeed and rolls of "1" always fail.

Unit Training

A player commands one or more Units as defined by the scenario, each rated by Training. A Unit is a fire team or squad. Members must remain within 3" of each other or incur a -1 Activation penalty per member out of touch.

Level	Activation	Expertise	Suppress
Green	5+	6+	1
Seasoned	4+	5+	2
Veteran	3+	4+	3
Elite	2+	4+	4

Initiative

The game is played in turns. At the beginning of a turn, each player rolls 1d6 and adds any scenario-specific modifiers. Reroll ties. The player with the highest score attempts to Activate a Unit. If it succeeds, the Unit carries out one action.

The player rolls to Activate units until he fails, then the initiative passes to his opponent. Continue until all Units have had a chance to Activate once per turn.

Activation & Actions

To Activate a Unit, roll equal or greater than its Activation rating in the Unit Training table. If a Leader is present, use his rating. If no enemy is visible, add +1 to the roll. If passed, take one Action from the table below.

Units that fail to Activate may be marked as "On Guard," unless they have suffered over 50% casualties. These units must withdraw 6" away from the nearest visible enemy.

Activation & Actions

An activated Unit may take one Action from the table below.

Action	Move	Notes
Walk	6"	May fire small arms at one point during movement
Run	12"	No fire
Duck & Weave	8"	No fire. Figures count as being in Soft Cover
On Guard	0"	React once by firing at enemy move or fire
Go to Ground	3"	No fire. Increase level of cover by one.
Aimed Fire	0"	All figures are +1 to firing
Assault	8"	Move into close combat

Spotting

Units in cover that have not fired are "hidden." Activated Units may attempt to spot one hidden enemy Unit within line of sight by passing an Expertise roll. This does not count as its Action.

Firing

Suppressed figures cannot fire. A Unit can fire at any enemy figures or vehicles if they have line of sight. It can split its fire amongst more than one target. Each figure throws one die per Fire 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 each hit. If the vehicle makes its save, passengers inside do not have to.

Unsaved hits must be taken as casualties, suppressed figures, or a combination of both to the allowable limits. Veterans, for example, allow the Unit to have 3 suppressed figures. A figure cannot be made both suppressed and a casualty from the same bout of received fire.

A Unit may only fire into or out of cover if within 2" of the cover's edge. A Unit 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 blocks line of sight.

Weapons

Small Arms	Range	Fire Points
Pistol	8"	1
Rifle	24"	1
AK47/M16	12/24"	2/1
Sniper Rifle	36"	2
LMG / SAW	36"	3
Combat Shotgun	8"	3
Thrown Grenade	4"	3

Heavy Support	Range	Fire Points
RPG	24"	3
Light Mortar	48"	3
Heavy Machine Gun	36"	4
Light Cannon	48"	4
Javelin	48"	4
Heavy Cannon	60"	6

*All Heavy Weapons reduce Cover level by one.

**Crew-served weapons require at least a 2-man crew

Cover

At least half of a unit has to be in cover for the whole Unit to benefit. If the target of a firing attack is in cover, the firer's Expertise is modified to hit as shown below.

Soft	+1	Woods, brush, poor structures
Moderate	+2	Buildings, rubble, brick walls
Hard	+3	Bunkers, fortified positions

Personal Armor

Once hits have been determined, the Unit can roll saves against the majority equipped type of the Unit. The "Elite" rating abstractly represents the tactical sense of the most highly trained special forces, who operate in small numbers.

Type	Save	Examples
None	-	Fatigues, t-shirts
Light	6+	Flak jacket, helmet
Medium	5+	SWAT, Kevlar vest
Elite	4+	Delta/Spec Ops

Suppression

A figure that is Suppressed is placed on its side. It cannot fire & its Unit takes a penalty to its next activation of -1 per Suppressed figure.

After the next activation roll for that Unit, stand all figures upright. They are no longer Suppressed. A Unit's Training limits the maximum number of Suppressed figures it can have at any one time. Excess hits must be casualties.

Close Combat

A Unit must use an Assault action to move into close combat with an enemy Unit. The attacking Unit moves its figures into base contact, no figure moving more than 8". Then the opponent can move up and add any unengaged figures that are within 3".

Both sides simultaneously roll one dice per figure & use their Expertise rating to determine hits. Figures that are already Suppressed before this attack strike after all other attacks are resolved. Cover is applied for the defender.

All hits not saved by personal armour result in casualties, not Suppression. The combat continues at the beginning of each subsequent turn with no cover applied. The units involved automatically activate at that point. They cannot subsequently activate in that turn. This supersedes normal Activation rules.

To attempt to Withdraw from combat a Unit must make a successful Activation roll & then move 1D6" away. If the opponent also makes a successful Activation roll, they can follow up 1D6". If they catch up, the combat continues.

Vehicles

These are activated like Units. Light vehicles can move up to 12" in the open or 6" through soft cover and fire one weapon. Heavy vehicles (tanks) can also move 6" through Moderate cover but cannot fire if doing so.

Stationary vehicles may fire all available weapons. Vehicles, and any troops carried inside or directly behind it, get an armour save. Small arms cannot harm armoured vehicles.

Armor	Save	Examples
None	6+	Trucks, cars
Light	5+	APC, helicopter
Medium	4+	IFV, Light tanks
Heavy	3+	Main battle tanks

For each unsaved hit on a vehicle, roll on the Damage Table:

1-2	Crew stunned. -2 to next Activation
3-4	Weapon destroyed (owner chooses)
5	Immobilized & all crew bail
6	Destroyed. All crew bail & take 1 hit

If a vehicle is hit on the front, roll 2d6 and choose the better result. If hit on the side, roll 1d6. If hit on the rear or top, roll 2d6 and choose the worst result. If the same effect is rolled a second time in a single turn as a result of multiple hits, take the next highest effect. Vehicles cannot be suppressed, nor can bailing crew or passengers.

If a vehicle assaults infantry in close combat, the infantry make an Activation roll to get out of the way and move out of the vehicle's path. If they fail the roll, each figure in the path is automatically hit and may make saves as normal.