

Dark Fantasy FUBAR Roster

Negendra

Po-Wi Set			Character	Points: 75
Rating	Activation	Expertise	Max Supp	Save/Shield
Heroic	+1	4+	4	5+ / 4+
Weapon	Range	AP	EXP+	Reach
Halberd	N/A	N/A	+2	4
Flame Breath	12"	5	N/A	N/A
Notes:			Armour: Medium, Shield	
Halberd attacks with 4 dice, counts as a Banner				
Fast: Add d6" to every move/charge action				
Requires three unsaved wounds to kill. Hero points: O O O				

Tasaneë & 2 Cobra Bodyguards			Character / 1x3	Points: 75
Rating	Activation	Expertise	Max Supp	Save/Shield
Veteran	+0	4+	3	6+ / ---
Weapon	Range	AP	EXP+	Reach
Greatswords	N/A	N/A	+1	2
Poison	6"	1	N/A	N/A
Notes:			Armour: Light	
Poison = Javelin				
Fast: Add d6" to every move/charge action 1 attack per greatsword				
Each model requires two unsaved hits to suppress/kill. Reroll save for leftover odd-numbered hit. Leader hero points: O O				

Negendra Rangers			Formation: 5x2	Points: 200
Rating	Activation	Expertise	Max Supp	Save/Shield
Veteran	+0	4+	3	--- / ---
Weapon	Range	AP	EXP+	Reach
2xCleavers	N/A	N/A	+0	1
Sword (LDR)	N/A	N/A	+1	1
Notes:			Armour: None	
Fast: Add d6" to every move/charge action				
Each model requires two unsaved hits to suppress/kill. Reroll save for leftover odd-numbered hit. Leader hero points: O O				

Negendra Warriors			Formation: 5x2	Points: 55
Rating	Activation	Expertise	Max Supp	Save/Shield
Seasoned	-1	5+	2	--- / 6+
Weapon	Range	AP	EXP+	Reach
Sword	N/A	N/A	+1	1
Notes:			Armour: None/Shield	
Fast: Add d6" to every move/charge action Leader hero points: O				

Great Worm			Monster	Points: 50
Rating	Activation	Expertise	Max Supp	Save/Shield
Seasoned	-1	5+	2	2+ / ---
Weapon	Range	AP	EXP+	Reach
Bite/Crush	N/A	N/A	+3	3
Notes:			Armour: Heavy	
Fearsome: Morale/Activation checks within 8" are at -1				
Speeds double that of Infantry. Attacks with 8 dice in melee.				
Requires four unsaved wounds to kill/suppress				

Negina			Character	Points: 70
Rating	Activation	Expertise	Max Supp	Save/Shield
Veteran	+0	4+	3	5+ / ---
Weapon	Range	AP	EXP+	Reach
Spear	N/A	N/A	+2	3
Notes:			Armour: Medium	
+1 activation to allies in LOS				
Spear: 3 melee dice, Banner. Sorcerer: Knows Control				
Fast: Add d6" to every move/charge action				
Requires three unsaved wounds to kill. Hero points: O O				

Sssathras			Character	Points: 25
Rating	Activation	Expertise	Max Supp	Save/Shield
Veteran	+0	4+	3	--- / ---
Weapon	Range	AP	EXP+	Reach
Bite	N/A	N/A	+1	1
Notes:			Armour: None	
Fast: Add d6" to every move/charge action				
Sorcerer - knows Firebolt, Earthquake, Summon Great Worm.				
(Pay separately for Great Worms' points) Hero points: O O O				

Negendra Spitting Cobras			Formation: 5x2	Points: 260
Rating	Activation	Expertise	Max Supp	Save/Shield
Veteran	+0	4+	3	6+ / ---
Weapon	Range	AP	EXP+	Reach
2H Greatsword	N/A	N/A	+1	2
Poison	6"	1	N/A	N/A
Notes:			Armour: Light	
Poison = Javelin				
Fast: Add d6" to every move/charge action				
Each model requires two unsaved hits to suppress/kill. Reroll save for leftover odd-numbered hit. Leader hero points: O O				

Negendra Warriors			Formation:	Points: 55
Rating	Activation	Expertise	Max Supp	Save/Shield
Seasoned	-1	5+	2	--- / 6+
Weapon	Range	AP	EXP+	Reach
Sword	N/A	N/A	+1	1
Notes:			Armour: None/Shield	
Fast: Add d6" to every move/charge action Leader hero points: O				

Great Worm			Monster	Points: 50
Rating	Activation	Expertise	Max Supp	Save/Shield
Seasoned	-1	5+	2	2+ / ---
Weapon	Range	AP	EXP+	Reach
Bite/Crush	N/A	N/A	+3	3
Notes:			Armour: Heavy	
Fearsome: Morale/Activation checks within 8" are at -1				
Speeds double that of Infantry. Attacks with 8 dice in melee.				
Requires four unsaved wounds to kill/suppress				