






FUBAR VSF ROSTER: THE BRITISH EMPIRE


Lord Robert Delabrough					British	Points: 23
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	4		
 Character: 3 Hero Points - O O O Pistol: 8" range, 1FP Swordsman: Attacks twice in close combat May take a full activation to teleport to adjacent to Lady St. George.						


Lady Sarai St. George					British	Points: 18
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	4		
 Character: 2 Hero Points - O O Swordswoman: Attacks twice in close combat May take a full activation to teleport to adjacent to Lord Delabrough						


Lord Peltast					Points: 10	
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	N/A		
 Character: 2 Hero Points - O O Mounted: Speeds double that of infantry. Pistol: 12", 1FP, reroll 6s for possible extra hits Other characters can use his hero points if in LOS						


Lord Melvin					Points: 10	
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	N/A		
 Character: 2 Hero Points - O O Mounted: Speeds double that of infantry. Pistol: 12", 1FP, reroll 6s for possible extra hits Reroll d6 per hero point spent - HP is kept on a 4+						


Second Martian Regiment of Foot					British	Points: 13
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	N/A		
 Infantry Rifle: 24", 1FP Bayonet: Strike first in close combat (first round only)						


Second Martian Regiment of Foot, Hazard Troops					Points: 14	
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	N/A		
 Infantry Rifle: 24", 1FP Bayonet: Strike first in close combat (first round only) Immune to chemical attack						


Saturnine Mercenary Adjuncts					Points: 15	
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	4	N/A		
 Leader has three Hero Points: O O O (+3pts) Infantry Rifle: 24", 1FP, Ldr Pistol: 12", 2FP Bayonet: Strike first in close combat (first round only) Will leave the field if the leader is killed.						


First Mars Mechanized Cavalry					Points: 15	
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	N/A		
 Infantry Rifle: 24", 1FP Leader: 2 Hero Points O O Shocklance: 2 attacks, Strike first in close combat (first round only) Speeds double that of Infantry Hvy Weapons Roll on Gadget malfunction table when suppressed.						


Psychometric Shield Vehicle					Points: 95	
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
 Light Vehicle: Move 12", 45° turn every 2". Hvy Armor. Rolls 3 dice when defending against close assault Models within 6" of antenna gain 5+ save. Crew of 1, plus captive						


Armored Steamtruck "Molly"					British	Points: 108
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	5		
 Light Vehicle: Move 12", 45° turn every 2". Hvy Armor. Med. Cannon: Front 90° only, 32" range, up to 6FP, Hvy weapon Rolls 3 dice when defending against close assault Crew of 1.						


Scout Aeronef (Captain Charles)					British	Points: 95
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
 Pilot: 4+ save to avoid rolling on vehicle malfunction table. Heavy Armor: Non-heavy weapons dice must roll 6 then expertise. Light Flyer: Fly 18", 45° turn every 2". Machine Gun: Fore 45° only, 32" range, 3FP, heavy weapon						


Aetheric Cannon					Points: 62	
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	5		
 Cannon: 6FP, 32" range, reroll 6s for possible extra hits Heavy Weapon. Roll on Gadget malfunction table on 1s. Requires a crew of two. One turn to reload if less. Move OR fire, cannot run. -2 to roll if no LOS.						


Scout Aeronef (Captain Broome)					British	Points: 95
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
 Pilot: 4+ save to avoid rolling on vehicle malfunction table. Heavy Armor: Non-heavy weapons dice must roll 6 then expertise. Light Flyer: Fly 18", 45° turn every 2". Machine Gun: Fore 45° only, 32" range, 3FP, heavy weapon						


HMS St. George					British	Points: 350
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
 Heavy Armor: Non-heavy weapons dice must roll 6 then expertise. Heavy Flyer: Fly 10", 45° turn every 4". 3 wounds. Med. Cannon: Fore 180° only, 40" range, 6FP, heavy weapon 2x Machine Gun: Side 180° only, 32" range, 3FP, heavy weapon						


Miss Adelaide Peterson					British	Points: 12
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	N/A		
 Character: 2 Hero Points - O O Pistol: 8" range, 1FP Medic: Roll Expertise to negate one suppression when fired upon						

Mr. Hank "Oiler" Petchvarry					British	Points: 13
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	N/A		
 Character: 2 Hero Points - O O Pistol: 8" range, 1FP Engineer: Pass Expertise roll to repair vehicle systems						

Miss Sylvie Coggington					British	Points: 14
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	1	6		
 Character: 1 Hero Point - O Rigger Pistol: 8" range, 2FP Scientist: Pass Expertise roll to repair non-vehicle malfunctions.						

Bayonetoscopautomata					British	Points: 10
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	2	5		
 Bayonetoscope: Range: LOS. 1FP Automata: roll on Automaton Malfunction table when suppressed						

Katya					High Cythereans	Points: 16
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
 Character: 2 Hero Points - O O Pistol: 8" range, 1FP Savage Affinity: 4+ to keep her troops from attacking her. Skirmisher: Her unit's cohesion is 4"						

Cytherean Lizardfolk					High Cythereans	Points: 10
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	2	N/A		
 Shotgun: 12" range, 2FP. Stealthy: Always counts as in cover Fast: Speeds are 1.5x that of infantry. Will assault leader upon rolling a 1 for activation. Skirmishers: No activation penalty for not being in formation						