




FUBAR V&F Roster: The High Cythereans

The Honourable Kro		High Cythereans				Points: 16
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	N/A		
 Character: 3 Hero Points - O O O Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Honorable Kro in a Sky Chariot		High Cythereans				Points: 50
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	N/A	5		
 Character: 3 Hero Points - O O O Heavy Armor: Non-heavy weapons dice must roll 6 then expertise. Light Flyer: Fly 18", 45° turn every 2". Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Kria the Maimed		High Cythereans				Points: 15
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	N/A		
 Character: 3 Hero Points - O O O Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Cytherean Bugtank		High Cythereans				Points: 80
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	N/A	4		
 Character: 3 Hero Points - O O O Light Walker - Walk 16", 8" through cover. Hvy Armor. Heavy cannon: 60" range, 6FP Hvy Wpn, 1 action to recharge. Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Greleadra		High Cythereans				Points: 14
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	N/A		
 Character: 2 Hero Points - O O Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Sky Chariot		High Cythereans				Points: 40
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
 Character: 2 Hero Points - O O Heavy Armor: Non-heavy weapons dice must roll 6 then expertise. Light Flyer: Fly 18", 45° turn every 2". Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Maralina		High Cythereans				Points: 12
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	N/A		
 Character: 2 Hero Points - O O Infantry Rifle: 24", 1FP Gazelle Intensity: Moves an extra d6" when running						


Last updated May 14, 2012

High Cytherean Warriors		High Cythereans				Points: 10
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	N/A		
 Infantry Rifle: 24", 1FP Gazelle Intensity: Unit moves an extra d6" when running						


Last updated May 14, 2012

Glendara		High Cythereans				Points: 12
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	6		
 Character: 2 Hero Points - O O Savage Affinity: 4+ to keep subordinates from attacking her. Monkey: Look! A monkey! Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Hunting Hands		High Cythereans				Points: 8
Rating	Activation	Expertise	Max Supp	Save		
Green	5	6	1	6		
 Will immediately assault leader upon failing a morale test. Attacks with three dice in close combat, adding +2 to each. Assault speeds are double those of Infantry.						


Last updated May 14, 2012

Messarna		High Cythereans				Points: 15
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
 Character: 2 Hero Points - O O Infantry Rifle: 24", 1FP Mounted: Speeds are double that of infantry Shadow Mount - Always count as being in cover.						


Last updated May 14, 2012

High Cytherean Cavalry		High Cythereans				Points: 13
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	5		
 Infantry Rifle: 24", 1FP Mounted: Speeds are double that of infantry Shadow Mount - Always count as being in cover.						


Last updated May 14, 2012

Galateera		High Cythereans				Points: 42
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	4		
 Character: 3 Hero Points - O O O May be targeted Heavy Pistol: 8" range, 2FP individually if above 2". Shield-bubble - All models within 6" gain 4+ save. Flyer: Ignores terrain. Max. height 4", 2x faster than infantry. 2x light Cannon: 24" range, 3FP, Hvy wpn, 1 action to recharge.						


Last updated May 14, 2012

Zorendra		High Cythereans				Points: 22
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	4		
 Character: 2 Hero Points - O O Shield-bubble - All models within 6" gain 4+ save. Flyer: Ignores terrain. Max. height 4", 2x faster than infantry. May be targeted individually if above 2". Psychic blast: 6" range, 1d6 FP per Hero Point spent.						

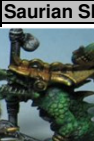
Last updated July 3, 2012

Messalina		High Cythereans				Points: 22
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	4		
 Character: 2 Hero Points - O O Shield-bubble - All models within 6" gain 4+ save. Flyer: Ignores terrain. Max. height 4", 2x faster than infantry. May be targeted individually if above 2". Psychic blast: 6" range, 1d6 FP per Hero Point spent.						


Last updated July 3, 2012

Cytherean Parrotmen		High Cythereans				Points: 9
Rating	Activation	Expertise	Max Supp	Save		
Green	5	6	1	N/A		
 Jezzail: 18" range, 1FP Savage: Roll two dice in close combat, adding +2 to both Will assault leader upon rolling a 1 for activation. Bloodlust: +2 to Activation roll if assault is possible Skirmishers: No activation penalty for not being in formation						


Last updated May 14, 2012

Saurian Shaman		High Cythereans				Points: 12
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
 Character: 2 Hero Points - O O Motivator: Add d6" of movement to his unit when walking/running Will assault leader upon rolling a 1 for activation. 2+ save to not be assaulted on an initiative roll of 1.						


Updated May 13, 2012

Cytherean Saurians		High Cythereans				Points: 12
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	2	6		
 Spiked Rifle: 24", 1FP Roll two dice in close combat. Assault speed same as run. Will assault leader upon rolling a 1 for activation. Skirmishers: No activation penalty for not being in formation						

Updated May 13, 2012

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"						

Updated May 13, 2012

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						

Updated September 21, 2011