

FUBAR VSF ROSTER: DEFENDERS OF THE MARTIAN HINTERLANDS

Generalissima Narbon		Martian Hinterlanders				Points: 21
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	4		
Character: 3 Hero Points - O O O Pistol: 8" range, 1FP Swordsman: Rolls two dice in close combat Is in cohesion with models within 4"						

Updated May 13, 2012

Picolleti Narbonita		Martian Hinterlanders				Points: 11
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	4	N/A		
Infantry Rifle: 24", 1FP						

Updated April 22, 2011

Maresciallo Polipona		Martian Hinterlanders				Points: 15
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
Character: 2 Hero Points - O O Infantry Rifle: 24", 1FP Brave: She/her unit do not need to retreat when broken.						

Updated May 13, 2012

Picolleti Narbonita		Martian Hinterlanders				Points: 10
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	N/A		
Infantry Rifle: 24", 1FP						

Updated April 22, 2011

Capitana Cecile		Martian Hinterlanders				Points: 17
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
Character: 2 Hero Points - O O Pistol: 8" range, 1FP, reroll 6s for extra hits						

Updated May 13, 2012

Canal-Warriors		Martian Hinterlanders				Points: 11
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	2	N/A		
Canal Rifle: 24" range, 1FP, reroll 6s for extra hits. Grenades: 8", 3FP Skirmishers: No activation penalty for not being in formation						

Updated September 21, 2011

Katya		Martian Hinterlanders				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

Cytherian Lizardfolk		Martian Hinterlanders				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

Machinegunners		Martian Hinterlanders				Points: 46
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	6		
Machine gun: Range: 32". 4FP Heavy Weapon: Can damage vehicle armor Multiple crew: 2 Wounds						

Updated April 21, 2011

La Bestia Orribile		Martian Hinterlanders				Points: 38
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	4		
Character: 2 Hero Points - O O Mounted: Speeds are double that of infantry Makes three attacks in close combat & strikes first. Cannon: 32", 3FP, Heavy Weapon, Reroll 6s for extra hits.						

Updated May 13, 2012

Collenna Calimaria		Martian Hinterlanders				Points: 20
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	5		
Character: 3 Hero Points - O O O Pistol: 8" range, 1FP Swordsman: Rolls two dice in close combat Pilot: 4+ save to avoid rolling on malfunction table.						

Updated May 13, 2012

Picoletti Allegra		Martian Hinterlanders				Points: 10
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	1	6		
Character: 1 Hero Point - O Pistol: 8" range, 1FP Adds +1D6" to the movement of any unit she joins.						

Updated May 13, 2012

Caporella Piuma		Martian Hinterlanders				Points: 13
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	1	6		
Character: 1 Hero Point - O Pistol: 8" range, 1FP Adds +1 to Activation roll of any unit she joins.						

Updated May 13, 2012

Sergenta Viridia		Martian Hinterlanders				Points: 13
Rating	Activation	Expertise	Max Supp	Save		
Seasoned	4	5	1	N/A		
Character: 1 Hero Point - O Pistol: 8" range, 1FP Spend hero point to cause any allied unit to activate.						

Updated May 13, 2012

Doctor Pim		Martian Hinterlanders				Points: 19
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	1	5		
Character: 2 Hero Points - O O Gadgeteer: May repair malfunctioning automata / vehicles Raygun: 8" range, 2FP						

Updated December 23, 2011

Il Pesce Volante		C.S.A.				Points: 235
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
Heavy Flyer: Fly 10", 45° turn every 4". 3 wounds, Heavy Armor 4x Med. Cannon: Side 90° only, 32" range, up to 4FP, Hvy weapon Hvy Cannon: Front 180° only, 48" range, up to 8FP, Hvy weapon Limit 10 FP total dice from start of activation to start of next.						

Updated December 23, 2011

Steam Carraige		Martian Hinterlanders				Points: 155
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
Light Vehicle: Move 12", 45° turn every 2". Heavy Armor Med. Cannon: Front 180° only, 32" range, up to 4FP, Hvy weapon Rolls 3 dice when defending against close assault						

Updated May 10th, 2012

Piccoli pesci volanti		C.S.A.				Points: 125
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	N/A	4		
Light Flyer: Fly 18", 45° turn every 2". Heavy Armor 2x Med. Cannon: Side 180° only, 32" range, up to 4FP, Hvy wpn Limit 6 FP total dice from start of activation to start of next.						

Updated May 10th, 2012

Generalissima Narbon - Mounted		Martian Hinterlanders				Points: 13
Rating	Activation	Expertise	Max Supp	Save		
Elite	2	4	1	5		
Character: 3 Hero Points - O O O Mounted: Speeds are double that of infantry Mounted Swordsman: Rolls three dice in close combat Pistol: 8" range, 1FP						

Updated September 10, 2012

Terror-Bird Cavalry		Martian Hinterlanders				Points: 12
Rating	Activation	Expertise	Max Supp	Save		
Veteran	3	4	3	5		
Mounted: Speeds are double that of infantry Infantry Rifle: 24", 1FP Fierce: Attacks twice in close combat						

Updated September 10, 2012