

FUBAR Imperial Commander - CRIMSON REBEL ARMY

| Crimson Rebel Troops | Train | Armor | Main Weapon | Other weapons | Equipment | skills | Cost |
|--------------------------|-------------------|------------------|---|--------------------------------|----------------------------|---|------|
| Cr Devout | REG | FI 5+ | Laser Rifle | Grenades Power Sword | None | Fanatic | 18 |
| Cr Warrior | REG | LA 4+ | Laser Rifle | Adv.Grenades Power Sword | None | Fanatic | 23 |
| CR Warrior Support | REG | LA 4+ | Heavy Squad Laser | Advgrenades Power Sword | None | None | 25 |
| CR Disciple Swordsman | VET | FI 5+ | Power Sword | Adv.Grenades Palm Flamer | None | Fanatic Swordsman | 24 |
| Cr Disciple Pioneer | VET | FI 5+ | Palm Flamer | Adv.Grenades Power Sword | None | Fanatic | 21 |
| CR Disciple AT Buster | VET | LA 4+ | Missile Launcher | Advgrenades Laser Pistol | Support Targetter | None | 36 |
| Cr Disciple Skirmisher | VET | FI 5+ | Laser Pistol | Grenades Power Sword | Jet Pack | Fanatic | 25 |
| CR Disciple Scout | ELI | FI 5+ | Laser Rifle | Vibro Knife | Jet Pack Laser Painter | Scout | 34 |
| Cr Assassin* | ELI | LA 4+ | Laser Sniper Rifle | Power Sword Ramjet Pistol | Laser Painter Targetter | Leadership Sniper | 52 |
| Red Paradise Martyr* | REG | UA | Demolition Pack | None | None | Dodge: Duck& eave 12" | 10 |
| Cr Preacher* | VET | FI 5+ | Laser Rifle | Grenades Power Sword | None | Leadership | 26 |
| Lords Loyal Retainer | VET | FI 5+ | Power Sword | Palm Flamer Adv Grenades | None | None | 18 |
| Zandrian Warrior Lord* | ELI | PA 3+ | Sun Gun | Power Sword | None | Leadership Fanatic | 61 |
| Imorian Warrior Lord* | ELI | PA 3+ | LA: Missile Launcher Support Targetter | RA: Squad Laser Power Glove | None | Leadership | 64 |
| Allorian Warrior Lord* | HERO+4 | PA 3+ | Sun Gun | RA: Squad Laser Power Glove | None | Leadership Swordsman Nerves of steel | 82 |
| Draconsian Warrior Lord* | HERO+4 | PA 3+ | Plasma Gun | Adv Grenades Power Sword | None | Leadership Swordsman aggressive | 72 |
| Cancrian Warrior Lord* | VET | PA 3+ | Power Glaive | Plasma Pistol | None | Leadership | 50 |
| Omicronian Warrior Lord* | VET | PA 3+ | Sun Gun | Missile Launcher | Adv.grenades | Leadership | 64 |
| Experience Level | Activation | Expertise | Score To Be Hit | Melee Bonus | Morale | Maximum Suppressed | |
| Regular | 4+ | 5+ | 3+ | +0 | 50% | 2 | |
| Veteran | 3+ | 4+ | 4+ | +1 | 75% | 3 | |
| Elite | 2+ | 3+ | 5+ | +2 | 75% | 4 | |

IC Melee Weapons

Force Sword: No Additional Effect
 Power Sword: Ignores Infantry Armor Saves
 Power Glove: +1 to expertise roll vs all targets

| Weapon | Range | Fire Pts |
|----------------------|-------|----------|
| Adv. Grenades** | | 4FP |
| Demolition Pack | | 4FP |
| Grenade Launcher* | 16" | 3FP |
| Grenades, Thrown | 8" | 3FP |
| Heavy Squad Laser ** | 48" | 3FP |
| Laser Rifle* | 32" | 2FP |
| Laser Pistol* | 8" | 1FP |
| Missile Launcher | 48" | |
| Anti-Personnel | | 3FP |
| Anti-Tank (At) | | 4AP |
| Palm Flamer*** | 8" | 3FP |
| Plasma Pistol | 8" | 3FP |
| Sniper Laser**, * | 48" | 2FP |
| Sun Gun * | 4" | 5FP |

*: No effect on armor saves of 3+ or 2+

**: Ignores all armor saves