

FUBAR IC K'Kree Army Sheet

SQUAD	TROOPS	Training	ARMOUR	WEAPONS
Hindmost Leader	1	Elite	PA 3+: Power Armor	Laser Pistol
Hindmost Staff		Reg	FI 5+: Fast Inf	Laser Pistol 2x Launder
2 x Support Platoons	1 Leader 3 troopers	Reg	LA 4+:Light Armor	Laser Pistol 3x Launder
3 x Assault Squads	1 Leader 3 troopers 1 Support	Vet	PA 3+: Power Armor	Laser Pistol 3x Laser Rifle Heavy Squad Laser
3x Combat Squads	1 Leader 8 troopers 1 Support	Reg	LA 4+: Fast Inf	Laser Pistol 8x Laser Rifle Adv. Grenade Launder

Movement Bonus	Armour	Movement Bonus
K'kree FI Light Infantry	FI	+2"
K'kree Light Armor*	LA	+1"
K'kree Power Armor	PA	None

Weapon	Range	Fire Pts
Grenade Adv Launcher*	16"	4FP
Heavy Squad Laser **	48"	3FP
Laser Pistol*	8"	1FP
Laser Rifle*	32"	2FP
Missile Launcher	48"	3FP

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

Melee Bonus	Bonus
K'kree charging into Melee	+1
K'kree Against Carnivores	+1

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