



Freeborn Army List V1

FREEBORN FORCE SELECTOR

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	3-5	0-2	0	0-1
Skirmish Force	750	4-7	0-3	0	0-1
Combat Force	1,000	5-7	1-5	0-1	0-2
Battle Force	1,250	5-9	2-6	0-2	0-2
Offensive Force	1,500	6-11	3-8	0-3	0-3
Invasion Force	1,750	6-12	3-9	0-4	0-3
Conquest Force	2,000	6-13	3-10	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- No more than 1 in 4 (25%) of units can be Limited Choices
- You can spend up to 10% of your points on Army Options

TACTICAL

FREEBORN COMMAND SQUAD

Infantry Command Unit

Points Value: 111

Limited Choice

Special: One Freeborn Command Squad can be given the special options detailed below.

Unit: Freeborn Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Freeborn Captain with plasma pistol, reflex armour, impact cloak	5	6	5	5(6)	8	9	Command, Follow, Hero, Leader 2
2 x Bodyguards with plasma carbine, reflex armour, impact cloak	5	6	5	5(6)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Include Synchroniser Drone in unit @20pts
- Include HL Booster Drone in unit @20pts
- Add up to 2 Bodyguards to unit @21pts each
- Upgrade Captain to Leader 3 @10pts
- Give unit Plasma Grenades @2pts per model

Special Options

You can give one Freeborn Command Squad any of the following Special Options

- Add up to 2 further Bodyguards @21pts each
- Give Captain a Plasma Carbine in addition to pistol @9pts
- Give Captain a Compression Carbine in addition to pistol @9pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Give unit Hyperlight Armour instead of Reflex Armour + Impact Cloaks @1pt per model
- Give unit Phase Armour instead of Reflex Armour + Impact Cloaks @1pt per model
- Give all Bodyguard Compression Carbines instead of Plasma Carbines @Free
- Include up to 2 Gun Drones with Plasma Carbines in unit @14pts each

FREEBORN NUHU RENEGADE

Infantry Command Unit

Points Value: 130

Limited Choice

Special: You can only include **one** NuHu unit in the army

Unit: NuHu Renegade	Ag	Acc	Str	Res	Init	Co	Special
1 x Freeborn NuHu Renegade with plasma pistol and Intel Stave	5	6	4	4(7)	9	9	Command, Follow, Hero, Leader 3
1 x Nano Drone	-	-	-	-	-	-	-
0 x NuHu Renegade Meld consisting of two NuHu models each with plasma pistol and Intel Stave	5	6	4	8(11)*	9	9	Command, Follow, Hero, Leader 3, Meld, MOD 2, Meld Damage

Options

- Make the unit a Renegade Meld by adding a second NuHu @150pts
- Include up to 2 Spotter Drones in unit @10pts each
- A Renegade Meld is a unit of two models that is treated as a single target for damage resolution, hence it has a Res value as shown. The total cost of a Renegade Meld is 134+163=297 pts without options. Note that a single Nano Drone can be used by both NuHu in a meld, or individual NuHu in units of one model. See the Antares rules for details of how the Renegade Meld works.
- Include 1 additional Nano Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each

VARDANARI SQUAD (BODYGUARD)

Infantry Unit

Points Value: 126

Unit: Vardanari Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Vardanari Leader with plasma carbine, X-sling, reflex armour, impact cloak	5	5	5	5(6)	7	8	Leader
5 x Vardanari Guard with plasma carbine, reflex armour, impact cloak	5	5	5	5(6)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Include HL Booster Drone in unit @20pts
- Add up to 2 Vardanari Guard to unit @19pts each
- Give unit Plasma Grenades @2pts per model
- Give Vardanari Leader SlingNet Ammo @5pts
- Upgrade Vardanari Leader to Leader 2 @10pts

DOMARI SQUAD (HOUSEHOLD TROOPS)

Infantry Unit

Points Value: 97

Unit: Domari Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Household Leader with mag pistol, reflex armour	5	5	5	5(6)	7	8	Leader
5x Household Trooper with mag gun, reflex armour	5	5	5	5(6)	7	8	-

Options

- Include Spotter Drone in unit @10pts
- Add up to 2 Household Troopers to unit @15pts each
- Upgrade Household Leader to Leader 2 @10pts
- Give Household Leader Plasma Pistol instead of Mag Pistol @1pts
- Give Household Leader Mag Gun instead of Mag Pistol @3pts
- Give Household Leader Plasma Carbine instead of Mag Pistol @6pts
- Give 1 Household Trooper Micro-X Launcher instead of Mag Gun @Free
- Give Micro-X Launcher armed Household Trooper SlingNet Ammo @5pts
- Give unit Plasma Grenades @2pts per model

FERAL SQUAD (MHAGRIS)

Infantry Unit

Points Value: 73

Unit: Feral Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Leader with mag pistol	5	5	5	5	7	7	Leader
5 x Feral Fighter with mag gun	5	5	5	5	7	7	-

Options

- Add up to 6 Feral Fighters to unit @11pts each
- Upgrade Feral Leader to Leader 2 @10pts
- Upgrade Feral Leader to Leader 3 @20pts
- Give Feral Leader Plasma Pistol instead of Mag Pistol @1pt
- Give Feral Leader Mag Gun instead of Mag Pistol @3pts
- Give Feral Leader Plasma Carbine instead of Mag Pistol @6pts
- Give 1 Feral Fighter Micro-X Launcher instead of Mag Gun @Free
- Give unit Plasma Grenades @2pts per model
- Give unit Reflex Armour @2pts per model increasing Res to 5(6)
- Give unit Soma Grafts @2pts per model

SUPPORT

SKYRAIDER COMMAND SQUAD

Mounted Command Unit

Points Value: 164

Limited Choice

Special: You can only include more than one Skyraider Squad in your force if you also include an Skyraider Command Squad

Unit: Skyraider Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Captain with mag gun, reflex armour, Skyraider with HL Booster, twin mag repeater	5	5	5	5(7)	8	9	Command, Hero, Follow, Leader 2, Fast, Large
2 x Skyraider Trooper with mag gun, reflex armour, Skyraider with HL Booster, twin mag repeater	5	5	5	5(7)	7	8	Fast, Large

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Upgrade Skyraider Captain to Leader 3 @10pts
- Give Skyraider Captain and Troopers Impact Cloaks @1pts per model
- Exchange 1 twin Mag Repeater for Plasma Lance @Free
- Exchange 1 twin Mag Repeater for Mag Light Support @8pts

SKYRAIDER SQUAD

Mounted Unit

Points Value: 121

Special: You can only include more than one Skyraider Squad in your force if you also include a Skyraider Command Squad

Unit: Interceptor Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Leader with mag gun, reflex armour, Skyraider with HL Booster, twin mag repeater	5	5	5	5(7)	7	8	Leader, Fast, Large
2 x Skyraider Trooper with mag gun, reflex armour, Skyraider with HL Booster, twin mag repeater	5	5	5	5(7)	7	8	Fast, Large

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Upgrade Skyraider Leader to Leader 2 @10pts
- Give Skyraider Leader and Troopers Impact Cloaks @1pts per model
- Exchange 1 twin Mag Repeater for Plasma Lance @Free
- Exchange 1 twin Mag Repeater for Mag Light Support @8pts

MHAGRIS SKARK SQUAD

Mounted Unit

Points Value: 115

Special: You can only include Meld Skarks in your force if you also include at least 1 Skark Squad

Unit: Skark Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Skark Leader with mag gun, maglash, reflex armour, Skark	5	5	5	5(6)	7	8	Leader, Fast, Large, Skark: 3 Attacks SV1
2 x Skark Fighter with mag gun, maglash, reflex armour, Skark	5	5	5	5(6)	7	8	Fast, Large, Skark: 3 Attacks SV1

Options

- Upgrade Skark Leader to Leader 2 @10pts
- Upgrade Skark Leader to Leader 3 @20pts
- Give Skark Leader Mag Repeater or Plasma Pistol instead of Mag Gun @Free
- Give Skark Leader Plasma Carbine instead of Mag Gun @5pts
- Give unit Soma Grafts @2pts per model
- Give Skark Leader and Fighters Impact Cloaks @1pts per model

FREEBORN SUPPORT TEAM

Weapon Team Unit

Points Value: 34

Unit: Support Team	Ag	Acc	Str	Res	Init	Co	Special
2 x Freeborn crew with mag pistol, reflex armour	5	5	5	5(6)	7	8	-

Weapon Options

The support team can be armed with any of the following support weapons at the points cost shown.

- Mag Light Support @Free
- Plasma Light Support @30pts
- X-Launcher @Free
- Mag Cannon @10pts
- Compression Cannon @40pts
- Plasma Cannon @35pts
- Fractal Cannon @40pts
- Give X-Launcher team any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 Freeborn crew to unit @12pts
- Promote 1 Freeborn crew to Leader @10pts
- Give unit Impact Cloaks @1pt per model

FREEBORN STRIKER ATTACK SKIMMER

Vehicle Unit

Points Value: 148

Unit: Attack Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Skimmer with plasma light support	5	5	5	11	7	8	MOD2, Large

Options

- Give Skimmer HL Booster @24pts increasing Res to 12
- Give Skimmer Batter Drone @20pts
- Give Skimmer Spotter Drone @10pts
- Exchange Plasma Light Support for Plasma Cannon @5pts

STRATEGIC

FREEBORN HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 91

Unit: Heavy Support Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Freeborn crew with mag pistol, reflex armour	5	5	5	5(6)	7	8	Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Support Team can be armed with any of the following heavy weapons at the points cost shown.

- Mag Heavy Support @Free
- X-Howitzer @10pts
- Give X-Howitzer/Mag Mortar any of the following special munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all
- Heavy Mag Cannon @10pts
- Mag Mortar @10pts

Options

- Include 1 additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 Freeborn crew to unit @12pts
- Promote 1 Freeborn crew to Leader @10pts
- Give all crew Mag Guns instead of Mag Pistols @3pts per model
- Give unit Impact Cloaks @1pt per model

FREEBORN SPECIALIST HEAVY SUPPORT TEAM

Weapon Team Unit

Points Value: 111

Limited Choice

Unit: Heavy Support Team	Ag	Acc	Str	Res	Init	Co	Special
3 x Freeborn crew with mag pistol, reflex armour	5	5	5	5(6)	7	8	Large, Slow
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Specialist Heavy Support Team can be armed with any of the following heavy weapons at the points cost shown.

- Plasma Bombard @Free
- Fractal Bombard @15pts
- Compression Bombard @25pts

Options

- Include 1 additional Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add 1 Freeborn crew to unit @12pts
- Promote 1 Freeborn crew to Leader @10pts
- Give all crew Mag Guns instead of Mag Pistols @3pts per model
- Give unit Impact Cloaks @1pt per model

MHAGRIS MELD SKARK

Humungous Beast Unit

Points Value: 54

Special: You can only include Meld Skarks in your force if you also include at least 1 Skark Squad

Unit: Meld Skark	Ag	Acc	Str	Res	Init	Co	Special
1 x Mhagris Skark Rider with mag gun, maglash, reflex armour, Meld Skark	5	5	8	7(8)	7	8	Leader, Fast, Large, Meld Skark: 6 Attacks SV2, Savage Strike

Options

- Upgrade Skark Rider to Leader 2 @10pts
- Upgrade Skark Rider to Leader 3 @20pts
- Give Skark Rider Plasma Carbine instead of Mag Gun @3pts
- Give Skark Rider Soma Graft @2pts

M4 TYPE COMBAT DRONE

Vehicle Unit

Points Value: 249

Unit: Concord Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Combat Drone with plasma light support and plasma cannon	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Combat Drone is armed with a Plasma Light Support and Plasma Cannon at no points cost. The Plasma Cannon can be exchanged for either of the following support weapons at the points cost shown.

•Compression Cannon @5pts

•Fractal Cannon @5pts

Options

•Include 1 additional Spotter Drone in unit @10pts

•Include up to 2 Shield Drones in unit @10pts each

•Include up to 2 Batter Drones in unit @20pts each

•Give Combat Drone Self Repair rule @10pts

T7 TYPE TRANSPORTER DRONE

Vehicle Unit

Points Value: 174

Unit: Concord Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Transporter Drone with mag light support	5	6	1	13	8	8	MOD2, Transport 10, Large

Options

The Transporter Drone is armed with a Mag Light Support at no points cost. The Mag Light Support can be exchanged for any of the following support weapons at the points cost shown.

•Mag Cannon @10pts

•Twin Mag Light Support @25pts

•Plasma Light Support @20pts

Options

•Include Spotter Drone in unit @10pts

•Include up to 2 Shield Drones in unit @10pts each

•Include Batter Drone in unit @20pts

•Give Transporter Drone Self Repair rule @10pts

M407 CS TYPE CLOSE SUPPORT DRONE

Vehicle Unit

Points Value:

Unit: Concord Close Support Drone	Ag	Acc	Str	Res	Init	Co	Special
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COMING SOON

SOLAR COMMAND SKIMMER

Vehicle Unit

Points Value:

Unit: Solar Command Skimmer	Ag	Acc	Str	Res	Init	Co	Special
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COMING SOON

M25 TYPE HEAVY COMBAT DRONE

Vehicle Unit

Points Value: 418

Unit: Heavy Combat Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Combat Drone with plasma light support and plasma bombard	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Combat Drone is armed with a Plasma Light Support and Plasma Bombard at no points cost. The Plasma Bombard can be exchanged for the following heavy weapon at the points cost shown.

•Compression Bombard @25pts

Options

- Include additional Spotter Drone in unit @10pts
- Include up to 2 Shield Drones in unit @10pts each
- Include up to 2 Batter Drones in unit @20pts each
- Give Heavy Combat Drone Self Repair rule @10pts

M50 TYPE HEAVY SUPPORT DRONE

Vehicle Unit

Points Value: 408

Unit: Heavy Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Heavy Support Drone with plasma light support and X-howitzer	5	6	1	15	8	8	MOD3, Slow, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

The Heavy Support Drone is armed with a Plasma Light Support and X-Howitzer at no points cost. The X-Howitzer can be exchanged for either of the following heavy weapons at the points cost shown. The unit can be equipped with the special munitions indicated if armed with X-Howitzer or Mag Mortar

- Fractal Bombard @25pts
- Mag Mortar @Free
- Give X-Howitzer/Mag Mortar any of the following special munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each **OR** 15pts for all

Options

- Include 1 additional Spotter Drone in unit @10pts
- Include up to 2 Shield Drones in unit @10pts each
- Include up to 2 Batter Drones in unit @20pts each
- Give Heavy Support Drone Self Repair rule @10pts

AUXILIARY

TARGETER PROBE SHARD

Probe Unit

Points Value: 20

Unit: Target Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter Probes	-	-	-	5	-	-	Shard

Options

- Add up to 2 Targeter Probes to sharded unit @5pts each

ISO-DRONE

Weapon Drone Unit

Points Value:

Unit: Iso-Drone	Ag	Acc	Str	Res	Init	Co	Special
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COMING SOON

HOUND PROBE SHARD

Probe Unit

Points Value: 20

Unit: Hound Probe	Ag	Acc	Str	Res	Init	Co	Special
4 x Hound Probes	-	-	-	5	-	-	Shard

Options

- Add up to 2 Hound Probes to sharded unit @5pts each

LIGHT GENERAL PURPOSE DRONE

Weapon Drone Unit

Points Value: 20

Unit: Light General Purpose Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x General Purpose Drone	7	0	1	8	8	8	-

Options

- Include Spotter Drone in unit @10pts
- Include Synchroniser Drone in unit @20pts
- Include Batter Drone in unit @20pts
- Give GP Drone Subverter Matrix @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Give GP Drone Self Repair rule @10pts per model

MISGENIC REJECTS

Infantry Unit

Points Value: 30

Unit: Rejects	Ag	Acc	Str	Res	Init	Co	Special
6 x Rejects with soma grafts	5	5	5	5	7	7	Misgenic Rejects

Options

•Add up to 6 Rejects to unit @5pts each

•Promote 1 reject to Leader @10pts

Misgenic Abilities

The player is free to choose one Misgenic Ability before the game. You do not have to choose the same ability every game you play. You can choose a different ability every time if you want.

In addition, the unit can have any further Misgenic Abilities at the cost of 10pts per random roll on the Misgenic Ability Chart. Make the roll/s at the start of the game when the unit is deployed, or when it receives its first order if not deployed at the start of the game. If you roll a duplicate result, you can either re-roll a different Misgenic Ability or, if preferred, apply the result twice if it's a stat modifier, for example 2 x Gnarly Hide would be +2 Resist.

D10	Result
1	Inexplicably violent: +1 Attack H-t-H
2	Gnarly Hide: +1 Resist
3	Bulging Muscles: +1 Strength
4	Lightning Reflexes: +1 Initiative
5	Piercing Scream: 10" effective range SV 0
6	Belches Acid: SV 1 H-t-H
7	Exudes Noxious Vapours: H-t-H opponents re-roll hits
8	Mesmerising: Enemy <5" must take Order test with -1 Co
9	Cunning Leader: Gains Leader or Leader becomes Co8
10	Choose