



Freeborn Army List V3.0

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 130+150=280pts 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: 152

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 @1pt 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: 109

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

Unit: Skyraider 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 @1pt 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: 112

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 @3pts
- Give unit Soma Grafts @2pts per model
- Give Skark Leader and Fighters Impact Cloaks @1pt 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 must be armed with one of the following light 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

T7 TYPE GENERAL PURPOSE TRANSPORTER DRONE

Vehicle Unit

Points Value: 96

Special: You cannot include more T7 Type Transporter Drones as Support Choices than you have Freeborn Command Squads, Vardinari Squads, Domari Squads and Feral Squads in total. You can include T7 Type Transporter Drones as Strategic Choices instead or in addition if you wish, in which case there is no obligation to include qualifying infantry units as described.

Unit: Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x T7 Type GP Transporter Drone with fixed-emission armour and transport pod	5	5	1	11	7	7	MOD2, Transport 10, Large

Options

The Transporter Drone can be equipped with one of the following light support weapons or the equivalent at the points cost shown.

- Mag Light Support @20pts
- Plasma Light Support @40pts
- Mag Cannon @30pts
- Sensor Module @30pts
- Twin Mag Light Support @45pts

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Give Transporter Drone enhanced Machine Intelligence capability @10pts increasing Acc to 6, Init to 8 and Co to 8
- Include up to 2 Shield Drones in unit @10pts each
- Give Transporter Drone Self Repair rule @10pts
- Give Transporter Drone kinetic armour upgrade @48pts increasing Res to 13

FREEBORN STRIKER ATTACK SKIMMER

<i>Vehicle Unit</i>	<i>Points Value: 148</i>						
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 Spotter Drone @10pts			
•Give Skimmer Batter Drone @20pts				•Exchange Plasma Light Support for Plasma Cannon @5pts			

STRATEGIC

FREEBORN HEAVY SUPPORT TEAM

<i>Weapon Team Unit</i>	<i>Points Value: 91</i>						
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 must be armed with one of the following heavy support weapons at the points cost shown.							
•Mag Heavy Support @Free				•Heavy Mag Cannon @10pts			
•X-Howitzer @10pts				•Mag Mortar @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							
Options							
•Include 1 additional Spotter Drone in unit @10pts				•Promote 1 Freeborn crew to Leader @10pts			
•Include Batter Drone in unit @20pts				•Give all crew Mag Guns instead of Mag Pistols @3pts per model			
•Add 1 Freeborn crew to unit @12pts				•Give unit Impact Cloaks @1pt per model			

FREEBORN SPECIALIST HEAVY SUPPORT TEAM

<i>Weapon Team Unit</i>	<i>Points Value: 111</i>						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 must be armed with one of the following heavy support weapons at the points cost shown.							
•Plasma Bombard @Free				•Compression Bombard @25pts			
•Fractal Bombard @15pts							
Options							
•Include 1 additional Spotter Drone in unit @10pts				•Promote 1 Freeborn crew to Leader @10pts			
•Include Batter Drone in unit @20pts				•Give all crew Mag Guns instead of Mag Pistols @3pts per model			
•Add 1 Freeborn crew to unit @12pts				•Give unit Impact Cloaks @1pt per model			

M4 TYPE COMBAT DRONE

Vehicle Unit

Points Value: 249

Unit: 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 light 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

MHAGRIS MELD SKARK

Humungous Beast Unit

Points Value: 60

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 MOD 2 and Res 8(9) @45pts
- Upgrade Skark Rider to Leader 3 @20pts
- Give Skark Rider Plasma Carbine instead of Mag Gun @3pts
- Upgrade Skark Rider to MOD 2 @21pts
- Give Skark Rider Soma Graft @2pts

M407 CS TYPE CLOSE SUPPORT DRONE

Vehicle Unit

Points Value: 240

Unit: Close Support Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Close Support Drone with 2 twinned plasma carbines and 1 plasma light support	5	6	1	13	8	8	MOD2, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

1 turret can replace twinned Plasma Carbines with a Plasma Light Support (PLS) @22pts adding the Plasma Fade rule to all PLS shots (see below)

2 turrets can replace twinned Plasma Carbines with Plasma Light Supports (PLS) @44pts adding the Critical Plasma Fade rule to all PLS shots (see below)

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 Close Support Drone Self Repair rule @10pts

*Note: Drones with 2 Plasma Light Support turrets suffer from Plasma Fade: if any Acc test to hit from PLS's rolls 10 the unit's current order is changed to down once its order is complete. It does not matter how many 10s are rolled, the rule applies the same whether 1, 2 or more 10's are rolled by PLS shooting. Drones with 3 Plasma Light Support turrets suffer from Critical Plasma Fade. This is the same as plasma fade plus the drone suffers 1 pin in addition.

SOLAR COMMAND SKIMMER

Vehicle Unit

Points Value: 224

Unit: Solar Command Skimmer	Ag	Acc	Str	Res	Init	Co	Special
1 x Solar Command Skimmer with mag light support	5	6	1	13	8	8	Command, Follow, Leader 2, MOD2, Large
1 x Spotter Drone	-	-	-	-	-	-	-

Weapon Options

- Add Mag Launcher Rack @20pts
- Exchange Mag Light Support for Plasma Light Support @20pts
- Give Mag Launcher Rack 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 Solar Command Skimmer Self Repair rule @10pts

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 a Fractal Bombard at the points cost shown. The unit can be equipped with the special munitions indicated if armed with a X-Howitzer.

- Fractal Bombard @25pts
- Give X-Howitzer 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: 25*

Unit: Iso-Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Iso-Drone with isolator shield generator	7	0	1	10	8	8	Slow, Iso-Shield, Scramble Proof

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

- | | |
|---|---|
| <ul style="list-style-type: none"> •Include Spotter Drone in unit @10pts •Include Batter Drone in unit @20pts •Include up to 2 Shield Drones in unit @10pts each •Include Synchroniser Drone in unit @20pts | <ul style="list-style-type: none"> •Give GP Drone breaching kit (to become breaching drone) @10pts •Give GP Drone Subverter Matrix @20pts •Give GP Drone Self Repair rule @10pts per model |
|---|---|

MISGENIC REJECTS

Infantry Unit

Points Value: 30

Special: You can only include Misgenic Rejects in your force if you also include at least 1 Freeborn Renegade NuHu.

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

Options

- Add up to 6 Rejects to unit @5pts each
- Promote 1 reject to Leader @10pts
- Add up to 3 additional Misgenic Abilities @10pts per random roll

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 up to three 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 roll again until you get a Misgenic Ability that the unit doesn't already have.

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

VARIANT FORCE SELECTORS

Variant Selectors can be used in any scenarios that specify them, or in any games by mutual consent.

FREEBORN RAIDERS

Force Size	Points Value	Combat Level			
		Tactical	Support	Strategic	Auxiliary
Scouting Force	500	0	3-6	0	0-1
Skirmish Force	750	0	4-7	0	0-1
Combat Force	1,000	0-2	5-9	0-1	0-2
Battle Force	1,250	0-3	6-11	0-2	0-2
Offensive Force	1,500	0-4	6-13	0-3	0-3
Invasion Force	1,750	0-5	6-15	0-4	0-3
Conquest Force	2,000	0-5	6-17	0-5	0-3
Each 250+ after	+250	Same/+1	Same/+1	Same/+1	Same

- Your Freeborn Raiders cannot include any units that have the Slow special rule.
- Tactical choices cannot be included unless the force also includes sufficient transport capacity to carry all Tactical units.
- No more than 1 in 4 (25%) of your units can be Weapon Team units
- No more than 1 in 4 (25%) of your units can be Limited Choices.
- You can spend up to 10% of your points on Army Options