After the elite troops and equipment of the Freeborn mercenary or household forces have subdued a planet, the vard will want to move them on, either into a well-earned furlough, into a re-equipment or retraining facility or out to another contract. Even when originally hired by a third party, it may take time for such an employer to assemble their own garrison forces.

This is where the garrison troops take over. They can be quickly assembled from amongst the domas and sent to take over from the conquering force, especially amongst mercenary houses. Such a force is mostly based on the domari as garrison or patrol troops, occasionally reinforced by well-equipped vardanari and sometimes supported by local troops (such as sepoy units), but mostly reliant on light weapons rather than the heavy strike equipment. The most desired element of such patrol and garrison forces is the protection offered by a flexible transport, the T7 being highly effective in the role.

The force conducts a wide variety of tasks. These include counter-insurgency patrols on conquered worlds, clearance and safety patrols for colonists (as some of the local flora and fauna are unpleasant), post-war munitions clearance and escort protection to defend against local raiders, typically ferals.

Such garrison forces lack the equipment and training of the better-equipped, larger armies of regular forces and the core armies of any faction. Even the command and the occasional, possibly out-of-favour, vardanari units have to fight for equipment. Furthermore, in true mercantile style, the garrison forces are often highly – but cost-effectively – dispersed, so typically cannot field large numbers of troops. As a result, they are limited in the maximum points of a force.

Given their role and background, the units in this list lack many of the upgrades and options available to regular, mercenary and adventurer forces. The troops rely heavily on the presence of T7s as their only real form of protection. In practice, however, it is rare that more than a few T7 transports are available and much of this force is on foot. It is also unusual in that it relies on scout probes for much of its patrol activity and on contractors for its munitions clearance role in the shape of Boromite engineers.

### FREEBORN GARRISON FORCE SELECTOR

<table>
<thead>
<tr>
<th>Force Size</th>
<th>Points Value</th>
<th>Combat Level</th>
<th>Tactical</th>
<th>Support</th>
<th>Strategic</th>
<th>Auxiliary</th>
</tr>
</thead>
<tbody>
<tr>
<td>Scouting Force</td>
<td>500</td>
<td>3-5</td>
<td>0-2</td>
<td>0</td>
<td>0-1</td>
<td></td>
</tr>
<tr>
<td>Skirmish Force</td>
<td>750</td>
<td>4-7</td>
<td>1-3</td>
<td>0</td>
<td>0-1</td>
<td></td>
</tr>
<tr>
<td>Combat Force</td>
<td>1,000</td>
<td>5-8</td>
<td>2-4</td>
<td>0-1</td>
<td>0-2</td>
<td></td>
</tr>
<tr>
<td>Battle Force</td>
<td>1,250</td>
<td>5-9</td>
<td>2-5</td>
<td>0-1</td>
<td>0-2</td>
<td></td>
</tr>
</tbody>
</table>

- At least 1 in 4 (25%) of infantry units must be Domari squads.
- No more than 1 in 3 (33%) of units in a Freeborn Garrison Force can be Feral Sepoys.
- No more than 1 in 4 (25%) of units can be Weapon Team Units.
- You can elect to spend up to 10% of your points on Army options.
Beyond the Gates of Antares

TACTICAL

GARRISON COMMAND SQUAD

Infantry Command Unit  Points Value: 88

**Special:** No more than two Garrison Command Squads can be taken.
One Freeborn Garrison Command Squad can be given the Special Options detailed below, or replaced by a Freeborn command character and their squad plus any additional rules on retinues.

**Unit:** Freeborn Command Squad

<table>
<thead>
<tr>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>6</td>
<td>5</td>
<td>5(6)</td>
<td>8</td>
<td>9</td>
<td>Command, Follow, Leader</td>
</tr>
</tbody>
</table>

**Options**

- Include Spotter Drone in unit @10pts
- Add up to 2 Bodyguards to unit @20pts each
- Include Medi-Drone in unit @20pts
- Give unit impact cloaks @1pt per model
- Give unit plasma grenades @2pts per model
- Upgrade Commander to Leader 2 @10pts

**Special Options**

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

- Give Commander a plasma carbine in addition to pistol @9pts
- Give Commander Hero special rule @10pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Include up to 2 Gun Drones with plasma carbines in unit @14pts each
- Include Spotter Drone in unit @10pts
- Add up to 2 Bodyguards to unit @20pts each
- Include Medi-Drone in unit @20pts
- Give unit impact cloaks @1pt per model
- Give unit plasma grenades @2pts per model
- Upgrade Commander to Leader 2 @10pts

ATTACHED VARDANARI SQUAD (BODYGUARD)

Infantry Unit  Points Value: 126

**Special:** Only a single unit of Vardanari can be taken.

**Unit:** Vardanari Squad

<table>
<thead>
<tr>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5(6)</td>
<td>7</td>
<td>8</td>
<td>Leader</td>
</tr>
</tbody>
</table>

**Options**

- Include Spotter Drone in unit @10pts
- Add up to 2 Vardanari Guard to unit @15pts each
- Give Vardanari Leader sling net ammo @5pts
- Upgrade Vardanari Leader to Leader 2 @10pts
- Give unit plasma grenades @2pts per model

Freeborn forces prepare for assault.
DOMARI SQUAD (HOUSEHOLD/GARRISON TROOPS)

Infantry Unit Points Value: 97

Special: At least 1 in 4 (25%) of infantry units in a Freeborn Garrison Force must be Domari.

Unit: Domari Squad

<table>
<thead>
<tr>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5(6)</td>
<td>7</td>
<td>8</td>
<td>Leader</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5(6)</td>
<td>7</td>
<td>8</td>
<td>–</td>
</tr>
</tbody>
</table>

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

FERAL SEPOY SQUAD

Infantry Unit Points Value: 76

Special: No more than 1 in 3 (33%) of units in a Freeborn Garrison Force can be feral sepoys of any description.

Unit: Feral Sepoy Squad

<table>
<thead>
<tr>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>Leader</td>
</tr>
<tr>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>7</td>
<td>7</td>
<td>–</td>
</tr>
</tbody>
</table>

Options

- Add up to 4 Feral Troopers to unit @11pts each
- Upgrade Feral Leader to Leader 2 @10pts
- Give Feral Leader plasma carbine instead of mag gun @3pts
- Give Feral Trooper micro-X launcher instead of mag gun @Free
- Give reflex armour @2pts per model increasing Res to 5(6)
- Give unit soma grafts @2pts per model
- Give unit plasma grenades @2pts per model
## SUPPORT

### FREEBORN SUPPORT TEAM

**Weapon Team Unit**

**Points Value:** 34

**Special:** No more than 1 in 4 (25%) of units in a Freeborn Garrison Force can be Weapon Teams.

<table>
<thead>
<tr>
<th>Unit: Support Team</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>2 x Freeborn Crew with mag pistol, reflex armour</td>
<td>5</td>
<td>5</td>
<td>5</td>
<td>5(6)</td>
<td>7</td>
<td>8</td>
<td>–</td>
</tr>
</tbody>
</table>

**Weapon Options**

- Mag light support @Free
- Mag cannon @30pts
- Plasma cannon @35pts
- Plasma light support @30pts

**Options**

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Add one Freeborn crew to unit @12pts

### 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, Vardanari 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.

<table>
<thead>
<tr>
<th>Unit: Transporter Drone</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x T7 Type GP Transporter Drone with fixed-emission armour and transport pod</td>
<td>5</td>
<td>5</td>
<td>1</td>
<td>11</td>
<td>7</td>
<td>7</td>
<td>MOD2, Transport 10, Large</td>
</tr>
</tbody>
</table>

**Weapon Options**

- 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 capacity @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 kinetic armour upgrade @48pts increasing Res to 13

---

**Freeborn T7 Type Transporter Drone**
MOUNTED FERAL SEPOY SQUAD

**Points Value:** 82

**Special:** No more than 1 in 3 (33%) of units in a Freeborn Garrison Force can be feral sepoys of any description. This squad is assumed to be mounted on imported Skarks. Local mounts can be used instead (see Conversion Notes).

<table>
<thead>
<tr>
<th>Unit: Mounted Feral Sepoy Squad</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Mounted Feral Sepoy Leader with mag gun, maglash, reflex armour, Skark</td>
<td>5</td>
<td>5</td>
<td>5 (6)</td>
<td>7</td>
<td>7</td>
<td>8</td>
<td>Leader, Fast, Large, Skark: 3 Attacks SV1</td>
</tr>
<tr>
<td>2 x Mounted Feral Sepoy Fighter with mag gun, maglash, reflex armour, Skark</td>
<td>5</td>
<td>5</td>
<td>5 (6)</td>
<td>7</td>
<td>7</td>
<td>8</td>
<td>Fast, Large, Skark: 3 Attacks SV1</td>
</tr>
</tbody>
</table>

**Options**
- Upgrade Feral Sepoy Leader to Leader 2 @10pts
- Give Feral Sepoy Leader mag repeater instead of mag gun @Free
- Give Feral Sepoy Leader plasma carbine instead of mag gun @3pts
- Give unit soma grafts @2pts per model
- Give Leader and Fighters impact cloaks @1pt per model

**Conversion Notes**
Local beasts are typically used for such mounted units in place of imported Skarks. If Skarks and Meld Skark are replaced with identical creatures or similarly fearsome mounts, remove the Fast attribute and reduce the cost of the unit by 10pts per model.

M4 TYPE GENERAL PURPOSE COMBAT DRONE

**Points Value:** 191

**Special:** Only one of either of the M4 or Solar Command skimmer can be taken.

<table>
<thead>
<tr>
<th>Unit: Combat Drone</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x M4 Type GP Combat Drone with fixed-emission armour, plasma cannon and plasma light support</td>
<td>5</td>
<td>5</td>
<td>1</td>
<td>11</td>
<td>7</td>
<td>7</td>
<td>MOD2, Large</td>
</tr>
<tr>
<td>1 x Spotter Drone</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
<td>–</td>
</tr>
</tbody>
</table>

**Options**
- Include up to 2 Shield Drones in unit @10pts each
- Include 1 Batter Drone in unit @20pts
- Give Combat Drone Self Repair rule @10pts
- Give Combat Drone enhanced Machine Intelligence capability @10pts increasing Acc to 6, Init to 8 and Co to 8
- Give Combat Drone kinetic armour upgrade @48pts increasing Res to 13

FERAL SEPOY BEAST MELD

**Points Value:** 81

**Special:** Only 1 in 3 (33%) of units in a Freeborn Garrison Force can be feral sepoys of any description. This squad is assumed to be mounted on imported Skarks. Local mounts can be used instead (see Conversion Notes).

<table>
<thead>
<tr>
<th>Unit: Feral Sepoy Beast Meld</th>
<th>Ag</th>
<th>Acc</th>
<th>Str</th>
<th>Res</th>
<th>Init</th>
<th>Co</th>
<th>Special</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 x Sepoy Beast Rider with mag gun, maglash, reflex armour, Meld Skark</td>
<td>5</td>
<td>5</td>
<td>8</td>
<td>7(8)</td>
<td>7</td>
<td>8</td>
<td>Leader, Fast, Large, Meld Skark: 6 Attacks SV2, Savage Strike</td>
</tr>
</tbody>
</table>

**Options**
- Upgrade Sepoy Beast Rider to Leader 2 @ 10pts
- Upgrade Sepoy Beast Rider to Leader 3 @ 20pts
- Upgrade Sepoy Beast Rider to MOD2 @ 21pts
- Give Sepoy Beast Rider plasma carbine instead of mag gun @ 3pts
- Give Sepoy Beast Rider soma graft @ 2pts
### SOLAR COMMAND SKIMMER

<table>
<thead>
<tr>
<th>Vehicle Unit</th>
<th>Points Value: 224</th>
</tr>
</thead>
<tbody>
<tr>
<td>Special: Only one of either of the M4 or Solar Command skimmer can be taken.</td>
<td></td>
</tr>
<tr>
<td>Unit: Solar Command Skimmer</td>
<td>Ag</td>
</tr>
<tr>
<td>1 x Solar Command Skimmer with mag light support</td>
<td>5</td>
</tr>
<tr>
<td>1 x Spotter Drone</td>
<td>–</td>
</tr>
</tbody>
</table>

**Weapon Options**
- Add mag launcher rack @10pts
- Exchange mag light support for plasma light support @20pts
- Give mag launcher rack any of the following munitions: Scrambler, Arc, Blur, Scoot, Net and Grip @5pts each OR 15pts for all

**Options**
- Include 1 Batter Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Give Solar Command Skimmer Self-Repair rule @10pts

### AUXILIARY

#### SCOUT PROBE SHARD

<table>
<thead>
<tr>
<th>Probe Unit</th>
<th>Points Value: 40</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit: Scout Probe</td>
<td>Ag</td>
</tr>
<tr>
<td>4 x Scout Probes</td>
<td>–</td>
</tr>
</tbody>
</table>

**Options**
- Add up to 2 Scout Probes to unit @10pts each

#### TARGETER PROBE SHARD

<table>
<thead>
<tr>
<th>Probe Unit</th>
<th>Points Value: 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unit: Scout Probe</td>
<td>Ag</td>
</tr>
<tr>
<td>4 x Targeter Probes</td>
<td>–</td>
</tr>
</tbody>
</table>

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

### CONTRACT BOROMITE ENGINEER SQUAD

<table>
<thead>
<tr>
<th>Infantry Unit</th>
<th>Points Value: 44</th>
</tr>
</thead>
<tbody>
<tr>
<td>Special: Only a single Contract Boromite Engineer Squad can be taken.</td>
<td></td>
</tr>
<tr>
<td>Unit: Engineer Squad</td>
<td>Ag</td>
</tr>
<tr>
<td>2 x Engineers with reflex armour and auto-workshop</td>
<td>4</td>
</tr>
</tbody>
</table>

**Options**
- Add 1 additional Engineer @12pts
- Include Borer Drone in unit @15pts
- Give unit tractor mauls @5pts per model
- Give unit plasma pistols @4pts per model
- Give unit implantation grenades @3pts per model
- Give unit up to 3 vorpal charges @10pts each

---

*Freeborn Domari Squad*
EXAMPLE FREEBORN GARRISON PATROL LIST

The following force can be made from the garrison list:

- **1 Garrison Command Squad with reflex armour and plasma carbines, Commander with plasma pistol @88pts**
- **2 Domari Squads with reflex armour and mag guns, Leader with mag pistol @97pts (194pts in total)**
- **1 Freeborn Support Team with mag light support @34pts**
- **1 T7 Type Transporter Drone with enhanced Machine Intelligence, kinetic armour, mag light support and Shield Drone @184pts**

**Total: 500pts**

The force can be readily expanded by the addition of options and extra troopers to these core units, as well as through the addition of more Domari, Vardanari and Ferals. From here, it can also be quickly expanded into a larger, regular Freeborn force or a Freeborn Adventurers force (see *The Battle for Xilos*) using the T7 Transporter Drone, and the Freeborn Command and Domari troops as the core of the force.