

TOGG KIN'RU MERCENARY ADVENTURER

By Rick Priestley

The Cranogn of Four-Seven North Two had no name for their planet or its system, the designation of which was merely the common Freeborn shorthand for its Antarean gate location. The Cranogn were primitives of a typical kind, humans whose ancestors had possessed all the technological advantages of their age, and whose civilisation had come toppling down following a terrible and destructive war. But even primitives have their value, and the Cranogn were accustomed to visits from Freeborn recruitment expeditions. Cranogn warriors were fierce and tough, and could be trained and traded throughout the neighbouring worlds as mercenary fighters.

One day Freeborn from the House Kavora arrived and the Cranogn warriors arrayed themselves in their finest headdresses and sharpened their long knives, so as to impress their visitors from the stars. When the Freeborn took stock of these potential recruits, they were astonished to discover one among them that was unlike any human they had ever seen. Vastly tall compared to the squat Cranogn, the warrior's body was massively proportioned, with strange muscular development and long, gangling limbs. The warrior looked like no known human morph. Indeed, he scarcely looked human at all, and the Freeborn were intrigued to know where he had come from.

The Cranogn shamans explained that the warrior, whose name was Togg, had been discovered as a young child amongst the wreckage of a spacecraft. All the other occupants of the ship had perished in the crash, but the child had somehow survived. The infant was adopted by a warrior called Ru and his wife, for they had no children of their own. Togg Kin'Ru – which is to say son of Ru – had grown to be a fine hunter and a strong and doughty warrior. Now he claimed his place in the stars, both as a warrior and a hunter of the Cranogn, and by right as a star-foundling who belonged in the heavens.

The Kavori soon realised that Togg Kin'Ru was a warrior of exceptional abilities. Thanks to the circumstances of his birth and primitive upbringing, his mental horizons were those of a savage. However, his mind was developed far beyond that typical of most human morphs. A few simple tests revealed that Togg was a core human morph as expected, but his genome had been manipulated with synthetic DNA in a manner rarely encountered in the Seventh Age. Togg's species had been engineered at some time in the distant past, although for what purpose and by whom would remain a mystery until his world of origin was discovered.

Togg Kin'Ru learned all the arts of war the Freeborn could offer and quickly earned a reputation as a leader of exceptional ability. His mercenary force was successfully deployed in the Spill in defence of a handful of independent worlds that had come under attack from an Isorian interface splinter called the Olantas Shard, centred upon the planet of that name. After years of service he decided to claim his freedom, and began his long search to find his world of origin and perhaps learn what had happened to his own people, whether they had perished, or whether somewhere out there a whole world of his kind awaited discovery. Although he has travelled widely throughout the Spill, and won many friends and slain countless foes, he has yet to uncover any clue to the fate or whereabouts of his own strange race.





TOGG KIN'RU

Togg Kin'RU is a unique human-morph whose origins remain a mystery. Rescued from the wreckage of a spacecraft by savages as a child, he has no memories of his own world or people. Brought up by savage warriors and subsequently recruited by Freeborn as a mercenary fighter, he combines the courage and determination of a primitive with massive physical development and astonishing intelligence. Today this lone survivor roams the Spill, searching Antarean space for the homeworld which he has never known.

Togg Kin'RU's appearance combines elements of his background from the savage Cranogn tribe that raised him, to the sophisticated Freeborn armour and weaponry he has learned to master. His plasma carbine is a highly modified weapon that combines a closely-sharped intelligence attuned to his unique genetic pattern. He is protected by hyperlight armour suspended from plates and carrier nodes, and his body is naturally tough with enhanced healing abilities. He carries a warrior's knife of the Cranogn, the symbol of a warrior amongst his adopted people, more precious to him than any ordinary weapon.

TOGG KIN'RU MERCENARY ADVENTURER

Infantry Command Unit

Points Value: 171

Unique

Substitutes for: Freeborn Command unit in any Freeborn force

Usable by: Any faction bar Virai and Ghar, but including Vorl, as a Freeborn Adventurer command unit (see Battle for Xilos)

Unit: Togg Kin'RU Mercenary Adventurer

Togg Kin'RU: plasma GenCarbine, tempest grenades, Cranogn hunting knife

Ag

6

Acc

6

Str

7

Res

6(8)

Init

9

Co

9

Special

Command, Follow, Hero, Leader 3, Wound 2, 3 hand-to-hand attacks

Options

• Give Togg Kin'RU Spotter Drone @10pts

• Give Togg Kin'RU up to 2 Shield Drones @10pts each

• Give Togg Kin'RU Batter Drone @20pts

PLASMA GENCARBINE

Togg's plasma carbine has been meticulously built to suit his anatomy and combined with a sophisticated drone intelligence that is encoded to Togg's own genetic pattern. This creates a uniquely effective combat shard and vastly increase the rate at which Togg can identify and shoot at a target. To represent this Togg can shoot the GenCarbine **three times** rather than once. If he uses RF scatter fire this means he will shoot **six times** in total.

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Plasma GenCarbine: 3 x Single Shot	20	30	50	2	-
Plasma GenCarbine: 3 x Scatter	20	30	None	0	RF2

TEMPEST GRENADES

Tempest Grenades are a bulky weapon that is rarely used by military forces but finds favour amongst Freeborn adventurers who enjoy the resultant mayhem that ensues when one is lobbed at a foe. The grenade has a range of only 5" but unleashes a micro-storm that sends troops spinning to the ground, causes suspended vehicles to tilt and yaw, and generally sows confusion and disorder. Its disadvantage is that this confusion is not limited to the target, but can expand to include everyone nearby, potentially including the user of the Tempest Grenade itself!

Type of Weapon	Effective	Range Long	Extreme	Strike Value	Special
Tempest Grenade	5	None	None	N/A	Tempest

• **Tempest.** If a unit is hit by one or more tempest grenades it suffers D3 pins immediately, and all other units within D10" of it also suffer 1 pin. Roll the D10" to find out how far the tempest extends. Any unit from either side with this range of the unit takes 1 pin. This can - and often does- include the thrower. If the Tempest grenade is used for point blank shooting during an assault, then **both** units take D3 pins immediately and the D10" range is measured from both units too. Tempest Grenades cannot be used in hand to hand combat.

CRANOGN HUNTING KNIFE

Togg wields the traditional long hunting knife with consummate skill. Despite its primitive appearance and decidedly low-tech capabilities the large, heavy knife is a fearsome weapon. Any blows struck by Togg are resolved with a Strength Value (SV) of 1.