

# ANTARES 2 ARMY LIST

## THE FREEBORN HOUSES

V2.011 J

Guidance to the Council of Vards: David Horobin, Seb Jacquet, Jan Rudolph, Jon Harrington, Tim Bancroft, Rick Priestley, Scott Godfrey, Geordie Irvin, Rik Baker

### FREEBORN SPECIFIC RULES

The following rules, technology and equipment are unique to forces of the quintessential traders of Antares: the Freeborn Houses. This list can also be used to represent a mercenary company or privateer raiders with the vardanari representing the elite units and the Domari (or Ferals) representing less well trained or more unwilling soldiers.

Also included are some of the elite Mercenary-for-Hire units.

A Salvageer force could be represented by the suggestions here with a Domari Command Squad upgraded to Boromites and a single Boromite Work Gang replacing a Domari squad. A larger, more Boromite-intensive Salvageer force could be represented with Domari and a smaller, allied Boromite Workforce force. Rules for alliances and Mercenaries are in the *Playing the Game* guide.

As Freeborn characters make the lists even more complex, rules and stats for Freeborn characters can be found in the *Freeborn Character Supplemental*.

### Terminology

A Freeborn House is referred to as a vardos, its people the vardosi (sometimes vardari). A vardos is led by a Vard, the term roughly a merge of king or queen, chief executive and corporate chairman. Within a vardos there are a varying number of families called domas, each domas typically operating one or more trading ships, such as Freeborn Frigates, or specialising in an aspect of the House's operations – such as manufacturing.

In general, vardanari are the elite, personal bodyguard of any Freeborn House and form the core of its standing army. In contrast, domari are trained Freeborn from a ship's crew or the Freeborn populace. Ferals are those primitive peoples hired by the Freeborn from worlds that have fallen from advanced technology, typically because their systems have been cut off from the Antares Nexus for too long.

### FREEBORN SPECIAL RULES

#### IMTel Isolated

The Freeborn vehicles deliberately have sophisticated anti-IMTel and shard filtering capabilities designed to ensure they remain IMTel Isolated from and infestation from hostile

nanospore. When combined with the Freeborn manufacturing and logistics capabilities, this reduces the vehicles susceptibility to special munitions such as scrambler.

To reflect this, the following rules apply. All IMTel Isolated vehicles and machines:

- lose only 1 point of Res when within the area of a Scrambler effect;
- have a +1 Co bonus on any tests against IMTel-style attacks, such as from an enemy subverter matrix.

### WEAPONS

The Freeborn use a wide range of weapons from many sources. Whilst some of the weapons are available as Freeborn weapon teams, the sheer variety means players can pull in weapons from other sources even if there is no 'Official Antares' Freeborn weapon available.

### SPECIAL MUNITIONS

The Freeborn have access to the following special munitions as standard for weapons that can use them.

- Arc
- Suspensor Net
- Scrambler
- Scoot
- Slingnet (for Freeborn & Mercenary-for-Hire x-slings and underslung X-launchers)

### ARMOUR & EQUIPMENT

The Freeborn use the most advanced equipment they can build, short of interfacing with an IMTel. The drones they manufacture may resemble those of the Concord or Senatex but lack the full reasoning capabilities of their namesakes and are often spurned as a potential weakness into a Freeborn shard.

Freeborn vehicles are assembled from Algoryn, Concord and Senatex patterns. Senatex-pattern vehicles are uncommon except amongst Senatex-allied Houses as they rely on some degree of bio-engineering from an Isorian IMTel.

## Soma Grafts

**Type:** Implant

This hideous technology is banned in much of Antarean space, especially within the IMTel factions and amongst the Boromite and Algoryn. Soma grafts are nanofibers that grow into the brain and override the outputs in specific areas, effectively removing free will. It is most often given to Ferals by (unethical) Houses to turn them into a cheap, mass-produced infantry – or fodder.

Soma Grafts start the game turned off. Whenever a unit equipped with Soma Grafts has to take a Co-based check, the controlling player can state the Soma Grafts are being activated **before** the dice is rolled. Once activated, the grafts cannot be deactivated for the duration of the game and have the following effects:

- The unit passes all Co based checks (Order, Recovery, etc) except on a roll of a 10.
- The unit still auto-breaks at its highest Co stat.
- If a 10 is rolled on any Co check, and the unit does not break (such as from a Break Test), the Soma Grafts malfunction.
- Malfunctioning soma grafts have the following, additional effects:
  - The unit automatically fails Initiative based tests.
  - When the unit is given an order dice, the dice is rolled to generate a random order. This random order must be acted upon as normal, but how they are implemented is up to the owning player.

*For example, a unit rolling a Fire order need not actually shoot but cannot move and is treated in all other respects as having had a Fire order.*

## Misgenic Ability

**Type:** Innate (Genetic manipulation)

One of the less savoury technological advances are those made by Rogue NuHu and their experiments on humans. Such experiments produce the Misgenics, the best of whom are used in battle. Due to the – illegal – experimentation, few Freeborn Houses work with such Rogue NuHu, leaving them largely separate from the true vardosi.

- A Misgenic unit always has one Misgenic Ability for free, chosen from the Misgenic Ability Chart by the player before the game (it does not have to be the same for every game).
- Up to three, additional ability rolls on the chart may be purchased but not selected. 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 the result is an ability the unit already has, roll again unless the ability states otherwise. Otherwise, each ability stacks with bonuses from other abilities.

Refer to the Misgenic Ability Table for details of each ability.

*For example, a unit with Acid Belch on top of Muscular Overdrive has 1×SV1 shot in PBS plus Str 7 and 1×SV2 attack in hand to hand combat. If a third ability is purchased, and Excessively Violent rolled, the misgenics would each have 2×SV2 attacks in hand-to-hand.*

## Misgenic Ability Table

D10	Unit Misgenic Ability Gained
1	<b>Excessively Violent:</b> 2 Attacks in H-t-H
2	<b>Gnarly Hide/Toughened Skin:</b> +1 basic Resist (to 6); +2 resist (to 7) if selected a second time.
3	<b>Muscular Overdrive:</b> Str 7 and +1 SV in H-t-H; +2 SV if selected a second time.
4	<b>Lightning Reflexes:</b> Init 9
5	<b>Piercing Scream:</b> 10" effective range SV 0
6	<b>Acid Belch:</b> Gain 1 shot at SV1 in PBS and +1 SV in H-t-H
7	<b>Vapour Cloud:</b> The misgenics exude a noxious vapour cloud that makes it difficult to target the misgenics as well as acting as an emetic. H-t-H opponents re-roll hits
8	<b>Shard Interference:</b> Any enemy unit within 5" receiving an order dice must take a Order Test at a -1 penalty even if it has no pins.
9	<b>Cunning Leader:</b> Leader gains Tough 2 and Co 8
10	<b>Choose any ability,</b> even if it has been rolled already.

## Freeborn Skimmers

The Freeborn use a widely-available, fast, personal skimmer – the Skyraider – that is designed to carry one person and their baggage. In place of baggage carrying capability, the Freeborn affix a variety of weapon systems and an HL Booster.

The Striker Attack Skimmer is also a largely civilian transport refitted with additional armour fields and, of course, a weapon.

## ARMY OPTIONS

The Freeborn can use the following standard Army Options at the costs stated.

- Block! - 1pt.
- Countershard+3 – 2 of for 1pt.
- Get Up - 2pts.
- Marksman – 2pts.
- Pull Yourself Together – 2pts.
- Superior Shard – 2pts.
- Well Prepared – 1 pt.

## FREEBORN CORE SELECTOR

Refer to the *Playing the Game* supplement for details of core selections. One of the two selectors – **Vardosi** or **Rogue** – must be taken and the unit restrictions for that selector must be followed.

To help with selection, Ferals, Domari and Vardanari are grouped under their own sub-heading in the unit descriptions. In the core unit specification, the word ‘infantry’ also includes ‘Infantry Command’ (so, for example, Domari Command count as a Domari infantry squad).

## Freeborn List Notes

Freeborn use whatever is available, buying or fabricating what they can’t find, so a Freeborn force can contain a lot of different elements. This makes it fun to build and collect, but also gives rise to a proliferation of unit options, restrictions and interconnections. We acknowledge this here in the hope players might forgive our attempts to make this list as true a reflection of the Freeborn Houses as it can be.

**VARDOSI CORE UNITS**

This is the core selector for forces deployed from Freeborn ships or which might be encountered in a home fleet.

There must be at least one plus the Force Level (1+FL) **Domari** or **Vardanari** infantry squads, plus one additional **Domari** or **Vardanari infantry** or **weapon team** unit. This is in addition to any other selection limitations.

**Sample Vardosi Force**

A potent starter army for 50 points (FL1) can be made up from the following at six order dice.

- 1 × Domari Squad with spotter buddy @10pts (Core)
- 1 × Vardanari Squad @ 10pts (Core) = 20pts
- 1 × Vardanari Weapons Team with X-Launcher @ 10pts (Core) = 30pts
- 1 × Striker Attack Skimmer with plasma light support or plasma cannon @ 17pts = 47pts
- 1 × Hound Probe Shard @ 3pts = 50pts

**ROGUE NuHu (ROGUE) CORE UNITS**

This is the core selector for those NuHu who have turned beyond being Renegade into the manipulative Rogue NuHu with their misgenics and Ferals.

A **Rogue NuHu** is mandatory.

There must also be at least one plus the Force Level (1+FL+) **Feral Warrior** or **Misgenic Reject** squads in total in addition to any other selection limitations (so 2 at FL1, 3 at FL 2 and so on).

**FREEBORN UNIT DEFINITIONS****Freeborn Command Units****Fleet Command (Infantry Command, 13pts)**

A Senior Captain represents the commander of a trading cruiser with its vardanari, excellent military resources and fabricators. This unit could be built from a variety of models and sources. The Hansa Nairobi, Baray Tsulmari, Taras Kalemon and Amano Harran models could all be used to represent a Senior Captain.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
1 × Senior Captain with plasma pistol or plasma carbine, x-sling with slingnet, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	8	9	Command, Follow, Hero, Tough 2	
2 x Vardanari Bodyguard with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	Loyal Bodyguard	
1 × Spotter Buddy	-	-	-	-	-	-	-	-	
1 × Medi Buddy	-	-	-	-	-	-	-	-	
1 × HL Booster Buddy	-	-	-	-	-	-	-	-	
<b>Upgrade Options:</b>									
• 0-2 batter buddies @ 1pt each			• 0-2 gun buddies with Acc 6 @ 1pt each						
• 0-2 Vardanari @ 2pts each									
• Replace plasma carbines with compression carbines @ Free									
• Give all members of unit resharded armour instead of reflex @ 1pt in total									
<b>Selection Restrictions – Vardosi:</b>	0-1			<b>Rogue:</b>	None				<i>Unique, Limited Choice</i>

**Renegade NuHu (Infantry Command, 16pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
1 × Renegade NuHu with Nano-buddy symbiote (resharded armour), plasma pistol, NuHu Stave	6	5	6	4	4(7)	9	9	Agile, Command 15", Follow, Nucleus, Suspensored, Tough 2, Wound	
2 x Vardanari with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	Loyal Bodyguard	
1 × Spotter buddy	-	-	-	-	-	-	-	-	
1 × Medi-buddy	-	-	-	-	-	-	-	-	
1 × Batter buddy	-	-	-	-	-	-	-	-	
<b>Upgrade Options:</b>									
• 0-1 additional batter buddy @ 2pts			• 0-1 additional spotter buddy @ 1pt						
• 0-1 additional medi-buddy @ 1pt									
• 0-3 Vardanari @ 2pts each									
• Give Vardanari resharded armour instead of reflex @ 1pt in total									
• Give Vardanari compression carbines instead of plasma carbines @ Free									
<b>Selection Restrictions – Vardosi:</b>	0-FL			<b>Rogue:</b>	None				<i>Limited Choice</i>

**Rogue NuHu (Infantry Command, 17pts)**

Outside the IMTel, NuHu cannot access the sophisticated intelligence behind the Sacrificial Buddy attribute. Their bodyguard are typically loyal Ferals or panhumans trained to vardanari standard and ingrained with loyalty grafts or protective instincts.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Rogue NuHu with Nano-buddy symbiote (resharded armour), plasma pistol, NuHu Stave	6	5	6	4	4(7)	10	9	Agile, Command 15", Follow, Hero, Nucleus, Suspended, Tough 2, Wound
2 x Elite Feral Bodyguard with mag gun or mag repeater, plasma grenades; Reflex armour, impact web/cloak	5	5	6	6	5(6)	7	7	Loyal Bodyguard*
1 x Spotter buddy	-	-	-	-	-	-	-	-
1 x Medi-buddy	-	-	-	-	-	-	-	-
1 x Batter buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
• 0-3 Elite Feral Bodyguard @ 2pts each			• 0-1 additional spotter buddy @ 1pt					
• 0-1 additional batter buddy @ 2pts			• 0-1 additional medi-buddy @ 1pt					
• Upgrade NuHu to Wound 2 @ 2pts								
<b>Selection Restrictions – Vardosi:</b> None <b>Rogue:</b> 1-FL <i>Limited Choice</i>								

**Vardanari**

Vardanari are the elite guard of the Freeborn, trained to a high standard and often given implants that IMTel and Algoryn nations would never consider giving their soldiers. The emphasis is on a mobile light infantry able to be deployed aboard ships rather than as strike troops. If no HL Booster buddy models are available we recommend using models from *BtGoA* such as shield or synchroniser drone, or nano-probe models.

**Vardanari Command (Infantry Command, 14pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Commander with plasma carbine or pistol, x-sling with slingnet, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	8	9	Command, Follow, Hero, Tough 2
2 x Vardanari with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	Loyal Bodyguard
1 x Medi Buddy	-	-	-	-	-	-	-	-
1 x Batter Buddy	-	-	-	-	-	-	-	-
1 x HL Booster Buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
• 0-1 spotter buddy @ 1pt								
• 0-1 additional batter buddy @ 2pts								
• 0-3 Vardanari @ 2pts each								
• Give all squad resharded armour in place of reflex armour @ 1pt in total								
<b>Selection Restrictions – Vardosi:</b> 0-1½xFL <b>Rogue:</b> None								

**Vardanari (Infantry, 10pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Vardanari Sergeant-at-Arms with plasma carbine, x-sling with slingnet, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	8	8	Tough
4 x Vardanari with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	-
1 x HL Booster Buddy	-	-	-	-	-	-	-	-
<b>Upgrade Options:</b>								
• 0-1 spotter buddy @ 1pt								
• 0-1 batter buddy @ 2pts								
• 0-3 Vardanari @ 2pts each								
• Replace all plasma carbines with compression carbines @ Free								
• Give all squad resharded armour in place of reflex armour @ 2pts in total								
<b>Selection Restrictions – Vardosi:</b> 0-2xFL – there must be at least as many Vardanari and Domari Infantry as 1+FL <b>Rogue:</b> 0-1½xFL								

Vardanari Weapons Team (Weapon Team, 9pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × Vardanari Crew Leader with plasma pistol; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	Tough
1 × Vardanari Crew with plasma pistol; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	–
1 × Plasma Cannon	5	–	–	–	11	–	–	–
1 × Batter buddy	–	–	–	–	–	–	–	–
1 × Spotter buddy	–	–	–	–	–	–	–	–
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0–2 Crew @ 2pts each</li> <li>• 0–1 additional spotter buddy @ 1pt</li> <li>• 0–1 HL booster buddy @ 1pt</li> <li>• Give Crew and Leader plasma carbines @ 1pt in total</li> <li>• Replace plasma cannon with: <ul style="list-style-type: none"> <li>◦ compression cannon or plasma light support @ Free</li> <li>◦ x-launcher and special munitions arc, scoot, scrambler, suspensor net @ 1pt</li> <li>◦ an extra vardanari crew and compression bombard or fractal disintegrator or plasma bombard making the unit a Heavy Weapons Team @ 2pts (FL2+ only)</li> <li>◦ an extra vardanari crew and either an x-howitzer or mag mortar, plus special munitions arc, scoot, scrambler, suspensor net making the unit a Heavy Weapons Team @ 3pts (FL2+ only)</li> </ul> </li> </ul>								
<b>Selection Restrictions – Vardosi:</b> 0–FL <b>Rogue:</b> 0–1/Vardanari <b>Heavy Weapons FL 2+</b>								

## Domari

Domari commanders as shown in the Domari Command Squad are often a ship's trading or tactical officer and could, possibly, be drawn from a Rogue NuHu's crew. Other Domari are normally ship's crew – albeit well-trained – serving as militia.

When a Domari command unit is upgraded, a Boromite Captain represents the commander of a Salvageer vessel (or, perhaps, a ~~criminal~~ an entrepreneurial enterprise incorporating Freeborn shipping agents). If all members of a Domari Command Squad are upgraded to Boromites, one unit of Domari can be upgraded at a cost of +2 points to either:

- Boromite Security Gangers, or
- Boromite Work Gang.

Both units are otherwise as listed in the Boromite Army List.

Domari Command (Infantry Command, 9 pts)								
This squad can be made up from the plastic domari sprue and the addition or buddy drones – of almost any design – or from Boromite Security Gangers or a Boromite Overseer Squad. The Dirag model makes for a good Boromite Captain.								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Domari Officer with mag pistol, x-sling with slingnet; reflex armour	5	5	5	5	5(6)	7	9	Command, Follow, Tough
3 x Domari Guards with mag gun, plasma grenades; reflex armour	5	5	5	5	5(6)	6	7	–
0 × Boromite Captain with mag pistol, compactor maul, implosion grenades; reflex armour	4	5	5	6	6(7)	6	10	Command, Follow, Tough 2
0 × Boromite Guards with mag gun, implosion grenades; reflex armour	4	5	5	6	6(7)	6	9	–
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0–1 spotter buddy @ 1pt</li> <li>• 0–1 HL booster buddy @ 1pt</li> <li>• 0–2 Domari @ 2pts each</li> <li>• Give all Guards plasma carbines @ 1pt in total</li> <li>• Upgrade Domari Officer to Boromite Captain @ 1pt</li> <li>• Give all squad members impact cloak @ 1pt in total</li> <li>• Replace Domari Officer or Boromite Captain's mag pistol with plasma pistol, plasma carbine or mag repeater @ Free</li> <li>• Upgrade any/all Domari to Boromite Bodyguard @ 1pt in total</li> </ul>								
<b>Selection Restrictions – Vardosi:</b> 0–FL <b>Rogue:</b> 0–1								

**Domari (Infantry, 9 pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
-----------------	---	----	-----	-----	-----	------	----	---------

1 x Domari Petty Officer with mag pistol, plasma grenades; reflex armour	5	5	5	5	5(6)	7	8	Tough
---	---	---	---	---	------	---	---	-------

4 x Domari Ratings with mag gun, plasma grenades; reflex armour	5	5	5	5	5(6)	6	7	-
--	---	---	---	---	------	---	---	---

1 x Domari Grenadier with micro-x plus slingnet, plasma grenades; reflex armour	5	5	5	5	5(6)	6	7	-
--	---	---	---	---	------	---	---	---

**Upgrade Options:**

- 0–2 Domari Ratings @ 1pt each
- Give all members of unit impact cloak/web @ 1pt total
- 0–1 Spotter Buddy @ 1pt
- Replace Domari Grenadier with Domari Rating @ Free
- Give Domari Petty Officer plasma pistol, plasma carbine or mag repeater @ Free

**Selection Restrictions – Vardosi:** Any – there must be at least as many Vardanari and Domari squads as 1+FL

**Rogue:** 0–FL

**Domari Ship Defence Team (Weapon Team, 6pts)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
-----------------	---	----	-----	-----	-----	------	----	---------

2 x Domari Crew with mag pistol; reflex armour	5	5	5	5	5(6)	6	7	-
---	---	---	---	---	------	---	---	---

0 x Domari Team Leader with mag pistol; reflex armour	5	5	5	5	5(6)	7	7	Tough
--	---	---	---	---	------	---	---	-------

1 x Mag Light Support	5	-	-	-	11	-	-	-
-----------------------	---	---	---	---	----	---	---	---

1 x Spotter buddy	-	-	-	-	-	-	-	-
-------------------	---	---	---	---	---	---	---	---

**Upgrade Options:**

- 0–1 Domari Crew @ 1pt
- 0–1 Domari Team Leader @ 2pts
- 0–1 additional spotter buddy @ 1pt
- 0–1 batter buddy @ 2pts
- Replace mag light support with a:
  - mag cannon or fractal cannon @ Free
  - heavy mag cannon and add a third weapon crew making the unit a Heavy Weapons Team @ 2pts (FL2+ only)
  - mag heavy support and add a third weapon crew making the unit a Heavy Weapons Team @ 3pts (FL2+ only)

**Selection Restrictions – All:** 0–2×FL; max 0–1 per Domari or Domari Command **Heavy Weapons FL2+**

**Feral/Rogue Units**

These Feral units are hired from worlds where the technological society from previous ages has collapsed, typically due to resource constraints or a previous reliance on trade. A separate, Feral Army List is expected to be developed in the future. The Bovon Tuk model would make a great Feral Warlord.

**Feral Command (Infantry Command, 10pts)**

We recommend players use a selection of ordinary Ferals for Feral Command or customise their own!

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
-----------------	---	----	-----	-----	-----	------	----	---------

1 x Feral Chieftain with plasma carbine or mag repeater, maglash, plasma grenades; reflex armour, impact web/cloak	5	5	5	6	5(6)	8	8	Command, Follow, Hero, Savage Strike, Tough 2
--	---	---	---	---	------	---	---	--

0 x Feral Warlord with plasma carbine or mag repeater, plasma grenades; reflex armour, impact web/cloak	5	5	6	6	5(6)	9	9	Command, Follow, Hero, Savage Strike Tough 2, Wound
---	---	---	---	---	------	---	---	--

2 x Feral Huscarls with mag gun or mag repeater, plasma grenades; reflex armour, impact web/cloak	5	5	5	6	5(6)	7	7	Loyal Bodyguard, Savage Strike
---	---	---	---	---	------	---	---	--------------------------------

**Upgrade Options:**

- 0–2 Feral Huscarls @ 2pts each
- Give soma grafts to all members of unit @ 2pts in total
- Upgrade Chieftain on one squad to Warlord @ +1pt

**Selection Restrictions – Vardosi:** 0–1 **Rogue:** 0–FL

Feral Warrior (Infantry, 10pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Warleader with plasma carbine, plasma grenades	5	5	5	5	5	7	7	Savage Strike, Tough
5 x Feral Warriors with mag gun, plasma grenades	5	5	5	5	5	7	7	Savage Strike
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0–4 Feral Warriors @ 2pts each</li> <li>• Give reflex armour to all members of unit @ 1pt in total</li> <li>• Give soma grafts to all members of unit @ 2pts in total</li> <li>• Give one Feral Warrior a micro-x launcher @ Free</li> <li>• Replace Feral Warleader's plasma carbine with mag repeater, mag pistol, or mag gun @ Free</li> </ul>								
Selection Restrictions –								
<b>Vardosi:</b>	0–2×FL							
<b>Rogue:</b>	Any – there must be at least as many Feral Warrior + Misgenic Rejects in total as FL+1							

Feral Beastmaster (Beast, 10pts)								
A Beastmaster squad can be constructed from a feral or domari model plus angkriz or beasts sourced from almost anywhere!								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Beastmaster with mag repeater, maglash; reflex armour	5	5	5	6	5(6)	7	7	Savage Strike, Tough
5 x Feral Angkriz or similar	5	6	–	6	7	6	6	Savage Strike, 2 Attacks SV2
Upgrade Options:								
• 0–3 Angkriz @ 2pts each								
Selection Restrictions –								
<b>Vardosi:</b>	None							
<b>Rogue:</b>	0–FL							

Skark Riders (Mounted, 12pts)								
Skarks are a Mhagrids, but it is rumoured they are being bred by other Freeborn Houses for their own feral troops. Skark Cavalry dismount as Feral Infantry. Aerial models count as suspended and not true, flying creatures. Skarks cannot be transported.								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Skark Warleader with mag gun, maglash; reflex armour, impact cloak	8	7	5	6	6(7)	7	8	Tough 2, Aerial, Savage Strike, 1 Attack SV3, Hit and Run
2 x Feral Skark Riders with mag gun, maglash; reflex armour, impact cloak	8	7	5	6	6(7)	7	7	Aerial, Savage Strike, 1 Attack SV3, Hit and Run
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0–2 Skark Riders @ 3pts each</li> <li>• Give soma grafts to all members of unit @ 2pts in total</li> <li>• Replace Warleader's mag gun with mag repeater, mag pistol, or plasma carbine @ Free</li> <li>• Replace any Skark Rider's mag gun with mag repeater @ Free</li> </ul>								
Selection Restrictions –								
<b>Vardosi:</b>	0–1							
<b>Rogue:</b>	0–1 per Feral Warrior Squad							

Non-Mhagris Beast Cavalry								
Skarks could be replaced with other mounts to represent Ferals from worlds other than Mhagrism. One more mount (total 4) should be in the base squad and a single additional rider would be +2pts. Co stats and other upgrades are as Skark Riders.								
Replacement Mount	M	Ag	Acc	Str	Res	Init	Co	Special
Kryghal or similar	6	6	5	6	7(8)	As above		1 Attack SV2, Savage Strike

Misgenic Rejects Squad (Infantry, 9pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
6 x Misgenics with soma graft	5	5	5	5	5	7	7	Misgenic Abilities, Soma Grafts
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0–6 Misgenics @ 1pt each</li> <li>• The unit starts with one, chosen misgenic ability. Add up to three more random misgenic abilities @ 2pts per random roll.</li> </ul>								
Selection Restrictions –								
<b>Vardosi:</b>	None							
<b>Rogue:</b>	Any – there must be at least as many Feral Warrior + Misgenic Rejects in total as FL+1							

## Vehicles/Skimmers

### A note on Skyraider Skimmers

The Skyraider entries became irretrievably clogged so to enhance legibility we make a note here to the effect of rules common to all Skyraider skimmers:

- Transport Space 2, with an extra space required for the rider to total 3 spaces;
- an HL Booster module;
- twin mag repeaters;
- the Special Rules Fast, Hit and Run and Suspensored.

### Skyraider Squad (Mounted/Mounted Command, 14pts)

Dismounts as Domari (or Domari Command) with the number of troopers stated, with weapons and Co stats as shown.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Skyraider Leader with mag gun; reflex armour, impact cloak on Skyraider personal skimmer	9	7	5	5	5(7)	7	8	Tough
0 x Skyraider Commander with mag gun; reflex armour, impact cloak on Skyraider personal skimmer	9	7	5	5	5(7)	7	9	Command, Follow, Tough 2
2 x Skyraider Troopers with mag gun; reflex armour, impact cloak on Skyraider Skimmer	9	7	5	5	5(7)	7	8	–
1 x Compactor Buddy	–	–	–	–	–	–	–	Compactor
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• Give any Skyraider Leader, Commander or Trooper mag repeater instead of mag gun @ Free</li> <li>• Give any Skyraider Leader or Commander plasma carbine instead of mag gun @ Free</li> <li>• 0–2 Skyraider Troopers @ 3pts each</li> <li>• 0–1 spotter buddy @ 1pt</li> <li>• Replace Leader in one squad to Commander @ 2pts making the squad a Mounted Command unit (Vardosi only)</li> <li>• Add compacted plasma cannon or compacted mag cannon @ 1pt or compacted mag heavy support @ 2pts</li> <li>• Replace one Skyraider's twin mag repeater with:                             <ul style="list-style-type: none"> <li>◦ plasma lance @ Free</li> <li>◦ mag light support @ 1pt</li> </ul> </li> </ul>								
<b>Selection Restrictions – Vardosi:</b> 0–2×FL <b>Rogue:</b> 0–1								

### Combat Drone/Skimmer (Vehicle, 21pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Liberator pattern combat skimmer with mag cannon, mag light support	5	5	5	–	13	7	8	MOD 2, Large, IMTel Isolated, Suspensored
0 x Resharded IMTel C3M4 or MV5 combat drone with plasma cannon, plasma light support	5	5	5	–	13	7	8	MOD 2, Large, IMTel Isolated, Suspensored
1 x Spotter Buddy	–	–	–	–	–	–	–	
1 x Batter Buddy	–	–	–	–	–	–	–	
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–1 additional spotter buddy @ 1pt</li> <li>• Replace skimmer's mag cannon with a:                             <ul style="list-style-type: none"> <li>◦ mag light support @ Free</li> <li>◦ mag heavy support @ 2pts</li> </ul> </li> <li>• Upgrade skimmer to resharded C3M4/MV5 combat drone @ 2pts</li> <li>• Replace combat drone's plasma cannon with a compression cannon @ Free</li> </ul>								
<b>Selection Restrictions – Vardosi:</b> 0–FL <b>Rogue:</b> 0–1 <b>Minimum FL 2+</b>								



Transport Drone/Skimmer (Vehicle, 17pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Transport with with mag light support	5	5	5	-	11	7	7	MOD2, Large, IMTel Isolated, Suspensored, Transport 10
0 x Armoured Transport with mag light support	5	5	5	-	13	7	8	MOD2, Large, IMTel Isolated, Suspensored, Transport 10
0 x Obsolete Command Skimmer with plasma light support, mag launcher plus special munitions: arc, scoot, scrambler, suspensor net*	5	5	5	-	12	8	9	MOD2, Large, IMTel Isolated, Suspensored, Transport 4, Command 15", Hero 15"
1 x Spotter Buddy	-	-	-	-	-	-	-	
* The Command Skimmer has a communication suite that extends its Command (Co stat) and Hero (Init stat) ranges to 15".								
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0-1 additional spotter buddy @ 1pt</li> <li>• 0-2 batter buddies @ 2pts each</li> <li>• Replace Transport's mag light support with a: <ul style="list-style-type: none"> <li>◦ mag cannon @ 1pt</li> <li>◦ mag heavy support @ 2pts</li> <li>◦ plasma light support @ 1pt (C3T7 or Tograh-style)</li> </ul> </li> <li>• Upgrade Transport to Armoured Transport with additional shielding, kinetic armour and crew or enhanced machine intelligence @ 2pts (FL2+ only)</li> <li>• Upgrade one Transport in an army to Obsolete Command Skimmer @ 7pts (FL2+ only)</li> </ul>								
<b>Selection Restrictions – Vardosi:</b> 0-1 per infantry unit <b>Rogue:</b> 0-1 per NuHu or vardanari squad <i>Armoured Transport and Command Skimmer Min. FL 2+</i>								

Heavy Combat Skimmer (Vehicle, 27 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Bastion-pattern Heavy Combat Skimmer with mag light support, heavy mag cannon	4	5	5	-	15	7	8	MOD 2, X-Large, IMTel Isolated, Suspensored
0 x Resharded C3M250 Heavy Combat Drone with plasma light support, plasma bombard	4	5	5	-	15	7	8	MOD 2, X-Large, IMTel Isolated, Suspensored
2 x Spotter buddy	-	-	-	-	-	-	-	
2 x Batter buddy	-	-	-	-	-	-	-	
Upgrade Options:								
<ul style="list-style-type: none"> <li>• Exchange mag light support for mag heavy support @ 2pts</li> <li>• Upgrade Bastion-pattern skimmer for C3M250-pattern heavy combat drone @ 1pt</li> <li>• Exchange combat drone's plasma bombard for: <ul style="list-style-type: none"> <li>◦ fractal bombard @ Free</li> <li>◦ compression bombard @ 1pt</li> <li>◦ x-howitzer and special munitions arc, scoot, scrambler, suspensor net @ 3pts</li> </ul> </li> </ul>								
<b>Unit/Force Restrictions – Vardosi:</b> 0-1/2xFL <b>Rogue:</b> None <i>Minimum FL3+</i>								

Striker Attack Skimmer (Vehicle, 17 pts)								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Striker with plasma cannon	7	6	5	-	11(12)	7	8	MOD2, Large, IMTel Isolated, Suspensored
1 x Spotter buddy	-	-	-	-	-	-	-	
1 x HL Booster buddy	-	-	-	-	-	-	-	
Upgrade Options:								
<ul style="list-style-type: none"> <li>• 0-1 batter buddy @ 2pts</li> <li>• Exchange plasma cannon for plasma light support @ Free</li> </ul>								
<b>Selection Restrictions – Vardosi:</b> 0-1+FL <b>Rogue:</b> None								

## Freeborn Drones/Probes

## Subverter Drone (Drone, 8 pts)

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x C3D1/GP drone with subverter matrix	6	7	-	-	8	7	7	IMTel Isolated, Self Repair, Suspended
1 x Batter Buddy	-	-	-	-	-	-	-	-

## Upgrade Options:

- 0-1 extra batter buddy @ 2pts
- 0-1 spotter buddy @ 2pts

Selection Restrictions – Vardosi: 0-1      Rogue: None

## Resharded Support Drones (Drone, 7pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Resharded Light Support Drone with plasma light support	6	7	5	-	8	7	7	IMTel Isolated, Suspended
0 x Resharded Medium Support Drone with plasma cannon	6	6	5	-	10	7	7	IMTel Isolated, Suspended
1 x Spotter Buddy	-	-	-	-	-	-	-	-

## Upgrade Options:

- 0-1 batter buddy @ 2pts
- Upgrade drone to Medium Support Drone @ 2pts

Selection Restrictions – Vardosi: 0-FL      Rogue: None

## Scout Probe Shard (Probe, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 x Scout probes	10	-	-	-	5	-	-	Probe

## Upgrade Options:

- 0-FL Scout probes @ 1pt each

Unit/Force Restrictions – Vardosi: 0-1      Rogue: None      *Unique*

## Targeter Probe Shard (Probe, 5pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 x Targeter probes	10	-	-	-	5	-	-	Probe

## Upgrade Options:

- 0-2xFL Targeter probes @ 1pt each

Unit/Force Restrictions – Vardosi: 0-1      Rogue: 0-1      *Unique*

## Hound Probe Shard (Probe, 3pts)

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
4 x Hound probes	10	-	-	-	5	-	-	Probe

## Upgrade Options:

- 0-2xFL Hound probes @ 1pt each

Unit/Force Restrictions – Vardosi: 0-1      Rogue: None      *Unique*

## Mercenaries-for-Hire

These can be used directly in any other force providing they can be hired – see the rules for Mercenaries and hiring restrictions in the Playing the Game guide.

### Askar Protector-Warrior Command (Infantry Command, 14pts)

As fantastic fighters as they are, the Askar sometimes struggle with imaging and responding to situations that they cannot foresee. Whilst their more experienced warriors have overcome this reticence to some degree, they are still better at position action rather than reacting to events on the battlefield.

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Askar Protector-Commander with compression carbine, x-sling with slingnet, mag pistol, plasma grenades, maglash; reflex armour	6	7	5	6	6(7)	7	9	Command, Follow, Tough 3
2 x Askar Protector-Warriors with compression carbine, mag pistol, plasma grenades, maglash; reflex armour	6	7	5	6	6(7)	5	7	–
1 x Spotter Buddy	–	–	–	–	–	–	–	–
1 x Medi-Buddy	–	–	–	–	–	–	–	(Askar species only)
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–2 Protector-Warriors @3pts each</li> <li>• Replace all Mag Pistols with Plasma Pistols @1pt</li> </ul>								
<b>Selection Restrictions:</b>								
<b>Any Permitted:</b> 0–1 <b>Unique</b>								
An Askar Protector-Warrior Command unit must be taken if 3 or more Askar Infantry squads are taken								

### Askar Protector-Warrior Squad (Infantry, 15pts)

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Askar Protector-Leader with compression carbine, X-sling with slingnet, plasma grenades, mag pistol, maglash; reflex armour	6	7	5	6	6(7)	5	8	Tough
4 x Askar Protector-Warriors with compression carbine, mag pistol, plasma grenades, maglash; reflex armour	6	7	5	6	6(7)	5	7	–
1xSpotter Buddy	–	–	–	–	–	–	–	–
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–3 Protector-Warriors @3pts each</li> <li>• Upgrade all Mag Pistols to Plasma Pistols @1pt</li> </ul>								
<b>Selection Restrictions:</b>								
<b>Any Permitted:</b> 0–2×FL in any permitted Army								
An Askar Protector-Warrior Command unit must be taken if 3 or more Askar Infantry squads are taken								

### Hükk Bounty Hunter (Beast, 13pts)

The Hükk are the ultimate Bounty Hunters of Antares that sometimes accept mercenary assignments.

Unit Complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 x Hükk with customised mag gun <sup>CMG</sup> , mag pistol, lectro lash; reflex armour	5	6	6	7	7(8)	8	9	Subdue, Tough 2, Unique, Wound 2
3 x Enhanced Angkriz	5	6	–	7	8	6	6	2 Attacks SV2, Subdue
0 x Lavamites	5	5	5	6	7	6	5	3 Attacks SV2, Lava Spit SV2, Savage Strike
1 x Spotter Buddy	–	–	–	–	–	–	–	–
1 x Medi-Buddy	–	–	–	–	–	–	–	(Hükk, Angkriz and Lavan species only)
<sup>CMG</sup> – <b>Customised Mag Gun:</b> A Hükk's mag gun is highly customised with additional sights giving +1 to the Hükk's Acc when using the mag gun (to Acc 7) but with no other weapon. Further, the Hükk's focus and skill with its weapon is such that it has a preternatural ability to take out its target: if the customised mag gun fails to achieve a Lucky Hit but otherwise hits, the Hükk can treat one hit as a Lucky Hit but which cannot be affected by any Army Option. Each mag gun is customised to its user, so the benefits do not apply to anyone else using them, though in some criminal cultures they make much-desired trophies!								
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–2 Enhanced Angkriz @ 1pt each</li> <li>• 0–1 Batter Buddy @ 2pts</li> <li>• Replace all Enhanced Angkriz with Lavamites @ 1pt each</li> <li>• Add underslung X-launcher to customised mag gun with special munition: Slingnet, Overload, Grip, Blur and Arc @ 2pts</li> </ul>								
<b>Selection Restrictions:</b>								
<b>Any Permitted:</b> 0–1 <b>Unique</b>								

## FREEBORN UNIT SELECTOR SUMMARY

- In a **Vardosi** force, there must be at least **1+FL Domari** and **Vardanari** infantry squads in total, plus **one more** squad/team from **Domari** or **Vardanari** infantry squads or **weapon teams**, in addition to any other selection limitations (indicated by <sup>Vardosi</sup>).
- In a **Rogue** force, there must be a **Rogue NuHu** plus at least **1+FL Feral Warrior** or **Misgenic Rejects** in total, in addition to any other selection limitations (indicated by <sup>Feral</sup>).

Unit/Squad	Base Points	Limited Choice	Min. FL	Vardosi Force	Rogue NuHu Force
Fleet Command	13	Unique, Y	1	0-1	None
Renegade NuHu	16	Y	1	0-FL	None
Rogue NuHu	17	Y	1	None	1-FL <sup>Feral</sup>
Vardanari Command	14	N	1	0-1/2×FL <sup>Vardosi</sup>	None
Vardanari	10	N	1	0-2×FL <sup>Vardosi</sup>	0-1/2×FL
Vardanari Weapons Team	9	N	1	0-FL <sup>Vardosi</sup>	0-1/Vardanari
Domari Command	9	N	1	0-FL <sup>Vardosi</sup>	0-1
Domari	9	N	1	Any <sup>Vardosi</sup>	0-FL
Domari Ship Defence Team	6	N	1	0-2×FL; 0-1/Domari or Domari Command <sup>Vardosi</sup>	
Feral Command	10	N	1	0-1	0-FL <sup>Feral</sup>
Feral Warrior	10	N	1	0-2×FL	Any <sup>Feral</sup>
Feral Beastmaster	10	N	1	None	0-FL
Skark Riders	12	N	1	0-1	0-1/Feral Warrior <sup>Feral</sup>
Misgenic Rejects	9	N	1	None	Any <sup>Feral</sup>
Skyraider Squad	14	N	1	0-2×FL	0-1
Striker Attack Skimmer	17	N	1	0-1+FL	None
Transport Drone/Skimmer	17	N	1	0-1/Infantry Squad	0-1/NuHu or Vardanari
Combat Drone/Skimmer	21	N	2	0-FL	0-1
Heavy Combat Skimmer	27/28	N	3	0-1/2×FL	None
Subverter Drone	8	N	1	0-1	None
Resharded Support Drone	7	N	1	0-FL	None
Hound Probe Shard (4 of)	3	Unique,N	1	0-1	None
Scout Probe Shard (4 of)	5	Unique,N	1	0-1	None
Targeter Probe Shard (4 of)	5	Unique,N	1	0-1	0-1

  

Mercenaries-for-Hire	Pts	Ltd	Min FL	Restrictions
Hükk Bounty Hunter	13	Unique,N	1	0-1 any permitted Army
Askar Protector-Warrior Command	14	Unique,N	1	0-1 any permitted Army <sup>APWC</sup>
Askar Protector-Warrior	15	N	1	0-2×FL any permitted Army <sup>APWC</sup>

<sup>APWC</sup> An Askar command squad must be taken if 3 or more Askar Protector-Warrior squads are taken.

### FREEBORN ARMY OPTIONS

Army Option	Points Cost	Maximum Number	Summary
<b>Block</b>	1	2×FL	Return drawn Order dice to bag.
<b>Countershards+3</b>	2 for 1	2×FL	Counter opponent's IMTel dice @ +3 bonus.
<b>Get Up!</b>	2	FL	Succeed Recovery Test on 1-9.
<b>Marksman</b>	2	1	Reroll all dice from one shooting.
<b>Pull Yourself Together</b>	2	FL (1/turn)	Remove 1 pin from unit.
<b>Superior Shard</b>	2	1 (1/turn)	Remove one enemy order dice for a turn.
<b>Well Prepared</b>	1	2×FL	Add +2 to any single Re-roll.

### MISGENIC ABILITIES

#### D10 Unit Misgenic Ability Gained

- Excessively Violent:** 2 Attacks in H-t-H
- Gnarly Hide/Toughened Skin:** +1 basic Resist (to 6); +2 resist (to 7) if selected a second time.
- Muscular Overdrive:** Str 7 and +1 SV in H-t-H; +2 SV if selected a second time.
- Lightning Reflexes:** Init 9
- Piercing Scream:** 10" effective range SV 0
- Acid Belch:** Gain 1 shot at SV1 in PBS and +1 SV in H-t-H
- Vapour Cloud:** The misgenics exude a noxious vapour cloud that makes it difficult to target the misgenics as well as acting as an emetic. H-t-H opponents re-roll hits
- Shard Interference:** Any enemy unit within 5" receiving an order dice must take a Order Test at a -1 penalty even if it has no pins.
- Cunning Leader:** Leader gains Tough 2 and Co 8
- Choose any ability,** even if it has been rolled already.

## FREEBORN WEAPONS IN USE

Standard Weapon	Mode	— Range —			Shots	Attacks	Special
		Effv	Long	Ext			
Compression Carbine		10	30	50	1×SV3/2/1	–	No Cover
Maglash		10	–	–	1×SV1	2×SV1	–
Mag Gun		20	30	60	1×SV1	–	–
Mag Pistol		10	20	30	1×SV1	1×SV1	–
Mag Repeater		20	30	–	2×SV0	–	RF
Micro-X Launcher	<i>Direct</i>	20	30	–	1×SV1	–	Optional: slingnet (+1 pin)
	<i>Overhead</i>	(10)20	30	50	1×SV0	–	OH; EITHER Blast D4, No Cover OR slingnet (+1 pin)
NuHu Stave		10	20	30	3×SV3	3×SV6	Blast, No Cover
Plasma Carbine	<i>Scatter</i>	20	30	–	2×SV0	–	RF
	<i>Focused</i>	20	30	50	1×SV2	–	–
Plasma Lance	<i>Scatter</i>	20	30	–	2×SV0	–	RF
	<i>Focused</i>	20	30	50	1×SV2	–	–
	<i>Lance</i>	20	30	–	1×SV4	–	Inaccurate, Breaching, Choose Target
Plasma Pistol		10	20	30	1×SV2	1×SV2	–
Underslung X-launcher	<i>Direct</i>	5	10	20	1×SV1	1×SV1	Grenade OR Slingnet (+1 pin)
	<i>Overload</i>	5	10	20	1×SV3	–	Inaccurate
	<i>Overhead</i>	(5)10	20	30	1×SV1	–	Blast D3, Grenade OR special including Grip, Blur or Arc
X-Sling	<i>Direct</i>	10	20	–	Spec	Spec	Inaccurate; Spec: As grenade OR slingnet (+1 pin)
	<i>Overhead</i>	(5)10	20	–	Spec	–	OH; Spec: As grenade OR slingnet (+1 pin)
<b>Support Weapon</b>		<b>Effv</b>	<b>Long</b>	<b>Ext</b>	<b>Shots</b>	<b>Attacks</b>	<b>Special (all Support, Crew 2, Res 11, M5 unless stated)</b>
Compression Cannon		20	40	80	1×SV8/5/3	–	Fade, No Cover
Fractal Cannon		20	30	50	1×SV4+3	–	Fractal Lock, Breaching SV 5+4
Mag Cannon		30	50	100	1×SV5	–	Massive Damage
Mag Light Support		30	50	100	3×SV2	–	RF, PBS
Plasma Cannon		30	40	80	1×SV7	–	–
Plasma Light Support		30	40	80	3×SV3	–	RF, PBS, Power Drain
Twin Mag Repeaters	<i>RF</i>	20	30	–	4×SV0	–	RF, PBS
	<i>Single</i>	20	30	–	2×SV0	–	PBS, Not RF
X-Launcher		(10)30	60	120	1×SV1	–	OH; EITHER Blast D5, No Cover OR Special Munitions: Arc, Suspensor Net, Scrambler, Scoot
<b>Heavy Weapon</b>		<b>Effv</b>	<b>Long</b>	<b>Ext</b>	<b>Shots</b>	<b>Attacks</b>	<b>Special (all Heavy, Crew 3, M3, Res 13 unless stated)</b>
Compression Bombard		30	80	150	1×SV10/7/5	–	Fade, Large, Move 4, No Cover
Fractal Disintegrator		50	100	200	1×SV5+3	–	Breaching SV7+4, Fractal Lock, Large
Heavy Mag Cannon		50	100	250	1×SV7	–	Large, Massive Damage
Mag Heavy Support		30	50	100	5×SV3	–	Medium, Move 4, RF, PBS
Plasma Bombard		50	100	200	1×SV9	–	Large, Move 4
X-Howitzer		(20)50	100	250	1×SV2	–	Large, Cumbersome, OH; EITHER Blast D8, No Cover OR Special Munitions: Arc, Suspensor Net, Scrambler, Scoot
<b>Grenade</b>		<b>Effv</b>	<b>Long</b>	<b>Ext</b>	<b>Shots</b>	<b>Attacks</b>	<b>Special</b>
Plasma Grenade		5	–	–	1×SV1	1×SV1	Compound SV
Implosion Grenade		5	–	–	1×SV2	1×SV2	Breaching, Compound SV
<b>Beast/Mount</b>		<b>Effv</b>	<b>Long</b>	<b>Ext</b>	<b>Shots</b>	<b>Attacks</b>	<b>Special</b>
Enhanced Angkriz		–	–	–	–	2×SV2	Subdue
Feral Angkriz		–	–	–	–	2×SV2	Subdue
Lavamite Rock Dog		–	PBS only	–	–	1×SV2	3×SV2 Lava Spit SV2
Skark		–	–	–	–	1×SV3	–

Special Munitions	Summary of effect
<b>Arc</b>	Turn-to-turn; 3" radius; Direct fire shots through effect miss on 6–10; nullifies other munitions
<b>Scrambler</b>	Turn-to-turn; 3" radius; Nullifies armour fields, buddies, probes; -2 armour on drones, vehicles, humongous beasts
<b>Scoot</b>	Turn-to-turn; 3" radius; Living creatures & Scramble Proof units starting within area can only use or react with Run or Down orders
<b>Suspensor Net</b>	Instant; Blast template; 3" radius; Raises pins to 1D3+1 (Support weapons) or 1D5+1 (heavy weapons), divided equally amongst units hit – halve pins on targets that force rerolls of hits

## CONCORD SPECIAL RULES QUICK REFERENCE

Ace [ <i>n</i> ]	<i>n</i> defaults to 1. Add +/- ' <i>n</i> ' to Damage Chart results after attacker's modifications.
Agile [( <i>&lt;weapon&gt;</i> )]	Use Ag instead of Str in HtH; if <i>weapon</i> is stated, only when using that weapon.
Army Option/AO()	Receive one stated army option and have access to more of that option.
<i>n</i> Attack(s) [ <i>&lt;weapon&gt;/SVx</i> ]	Model has <i>n</i> strikes in HtH at strike value <i>x</i> or using the stated weapon.
Blast [ <i>Dn</i> ]	Hit has Blast effect. <i>Dn</i> specifies a dice to roll for actual number of hits on successful shot or strike.
Breaching [ <i>SVx</i> [ <i>+y</i> )]	Weapon ignores a structure's damage threshold; if stated, inflicts damage <i>x</i> against structures, increasing by <i>y</i> or by damage stated on weapons 'Shots' damage if the weapon has <b>Fractal Lock</b> (see below).
Choose Target	The wielder of the weapon can choose a different target to the rest of the squad when using the specified mode.
Command [ <i>n</i> "]	<i>n</i> " defaults to 10". Friendly units within <i>n</i> " can use model's Co stat for Co-based tests.
Compound SV	After all hits have been allocated, merge all hits into one with an SV of the total SV from all those hits.
Critical Fade	As for <b>Fade</b> but the model also receives a pin for <b>each</b> Acc test fail of a 10.
Cumbersome	Suffers an additional pin on failing command tests.
Fade	On Acc Test roll of a 10, weapon fails: turn <b>current</b> order to Down; if already Down, turn/draw MOD to Down.
Fast	Can retain Run order and move before dice draw in following turn; opponents hits must be rerolled.
Follow [ <i>n</i> "]	<i>n</i> " defaults to 5". Can instruct friendly unit in <i>n</i> " to act immediately after this model's unit. Draw both dice; make Co test if either unit has pins and using worst pin count; on success both units act, ordering unit first, then Follow-er; on fail, both units go Down. Pins removed as for normal Order Tests.
Fractal Lock	On a hit, weapon automatically hits next Fire order if target does not move and SV increases with bonus stated on weapon damage (e.g. SV5+4 gives SV9 on next shot)
Hazardous HtH	HtH attack roll of a 10 automatically hits another <b>member</b> of the same unit.
Heavy	<i>Weapon</i> . Requires 3 crew; shoots only on Fire order with no bonus; unless stated is No PBS, Res 13, M4, Large.
Hero [ <i>n</i> "]	<i>n</i> " defaults to 10". Friendly units within <i>n</i> " can use model's Init stat for Init-based tests.
Hit & Run	Unit can break off an Assault and move 1M after PBS and before hand-to-hand fighting.
Impact Cloak/Web	+1 Res in hand-to-hand.
IMTel Isolated	Lose only 1 point of Res when affected by Scrambler; +1 Co bonus on tests vs. IMTel-style attacks, such as subverter.
Inaccurate	Weapon suffers -1 on Acc tests when shooting in specified mode.
Large/Extra-Large	+1 to opponent's Acc (note all models may draw LoS over smaller units).
Lava Spit SV <i>n</i>	The lavan creature spits lava as a ranged attack in PBS at an SV of <i>n</i>
Loyal Bodyguard	Model with Command or Follow in same unit can reallocate hits or Ag saves before Lucky Hits are allocated.
Massive Damage	On a hit, subtract <b>one</b> from Damage Table roll (so a 2 becomes a 1) before defender's alterations.
Medic/Medi-	Gain a Res reroll for each source of Medic or medi- rerolls in 5"; Humongous Beasts gain Ace 1.
MOD <i>n</i>	Unit has <i>n</i> Order dice.
No Cover	Targets hit by shot gain no cover bonus to Res saves.
Not RF	Multiple shot weapon does not count as shooting in RF mode.
Nucleus	Scrambler effect within 3"; nullify enemy scramblers in 3"; immune to subverter attacks.
PBS	Support or Heavy weapon can shoot in PBS.
Power Drain	If two or more weapons with Power Drain shoot at same time, then both are subject to <b>Critical Fade</b> (above).
Reflex Armour	+1 Res
Resharded Armour	+1 Res vs attacks from <10"; +2 Res vs attacks from 10"+
Savage Strike	Pass an Order or Reaction Test when making an Assault or testing for a Countercharge on a 1-9.
Scramble Proof	Not affected by scrambler munitions.
Self-Repair	On successful Rally order, unit declares one failed system and makes a Co Test: on success, system is repaired.
Small	-1 to opponent's Acc (note that all models may draw LoS over smaller units).
Subdue	If weapon or model's opponent is killed, it can be declared incapacitated; infantry or beast units in contact with Subdue-d target at the end of their move can carry target (no Sprint allowed).
Support	<i>Weapon rule</i> . Requires 2 crew; unless stated also has No PBS; Res 11; M5; Medium.
Suspended	No penalty when crossing relatively clear but otherwise difficult terrain, such as: boggy ground, marsh, fissures, deep water, stream obstacles, and similar.
Symbiote	Separate model considered part of parent and must stay within 1" at all time; cannot be targeted separately.
Tough [ <i>n</i> ]	<i>n</i> defaults to 1. Model may reroll <i>n</i> failed Res saves.
Transport <i>n</i>	Can transport <i>n</i> medium-sized models.
Transport Space <i>n</i>	Occupies <i>n</i> spaces in a transport.
Unique	Only one of specified model or unit can appear in an army.
Wound [ <i>n</i> ]	<i>n</i> defaults to 1. Model can take <i>n</i> hits as Wounds before being removed as casualty; each Wound is represented by a non-removable pin on the model's unit.