

# ANTARES 2 SUPPLEMENTAL

## FREEBORN CHARACTERS

V2.011 C

### INTRODUCTION

The Freeborn army lists for Antares 2 has a wealth of units to choose from. This is largely because it includes several different lists in one: the vardosi, or true Freeborn; Ferals and Rogue NuHu; and a few mercenary units.

Rather than extend that even more with the range of Freeborn characters, we've included their definitions and options here. We hope you find this more convenient!

The unit definitions are largely the same as in the Freeborn army list, it's just the special characters who have been added, with their options. Of course, there is nothing wrong with just using the special characters as the base command figures in each unit!

### FREEBORN CHARACTER UNIT DEFINITIONS

Hansa Nairobi and/or Bovan Tuk (Infantry Command, 14pts; replaces Feral Command)								
Either Hansa, Bovan, or both characters can be used, but if both are used, they must be in the same unit.								
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × <b>Mhagris Warlord Bovan Tuk</b> with oversized mag pistol, plasma grenades, reflex armour, impact cloak	6	6	6	7	6(7)	9	8	Command, Follow, Hero, Savage Strike, Tough, Wound 3, Unique, Mercenary
0 × <b>Hansa Nairobi</b> with compression carbine, plasma pistol, plasma grenades; resharded armour, impact web	5	6	6	6	5(7)	9	9	Command, Dead Eye, Follow, Hero, Savage Strike, Army Option(Get Up! × 2), Tough 3, Wound 2, Unique, Mercenary
2 × 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
<b>Oversized Mag Pistol:</b> Bovan Tuk's oversized mag pistol is best regarded as a micro-x launcher with overload but with no OH mode and which can be used in hand-to-hand (Attacks 1×SV3, Inaccurate).								
<b>Dead Eye:</b> When he needs to be, Hansa can be deadly with his ranged weapons. On a Fire order, he receives a +2 Acc bonus instead of +1.								
<b>Upgrade Options:</b>								
<ul style="list-style-type: none"> <li>• 0–2 Feral Huscarls @ 2pts each</li> <li>• Give soma grafts to all members of unit @ 2pts in total</li> <li>• EITHER Replace Bovan Tuk with Hansa Nairobi @ +2 pts; OR Add Hansa Nairobi to unit @+8 pts</li> </ul>								
<b>Selection Restrictions –</b>	<b>Any:</b> 0–1						<i>Unique, Mercenary</i>	

**Captain Amano Harran (Infantry Command, 16pts; replaces Fleet Command)**

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × <b>Oszoni Captain Amano Harran</b> with Zantu plasma duelling pistol, x-sling with slingnet, plasma grenades; reflex armour, impact cloak	5	6	6	5	5(6)	10	9	Command 15", Follow, Hero 15", Tough 2, Wound, Mercenary, Army Option(Get Up!), Unique
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	-	-	-	-	-	-	-	-

**Zantu plasma duelling pistol:** Treat as a plasma pistol except with an extra +1 bonus to hit on a Fire order (+2 instead of +1).

**Upgrade Options:**

- 0–2 batter buddies @ 1pt each
- 0–2 gun buddies with Acc 6 @ 1pt each
- 0–1 camo buddy @ 1pt
- 0–2 Vardanari @ 2pts each
- Replace plasma carbines with compression carbines @ Free

**Selection Restrictions – Vardosi:** 0–1      **Rogue:** None      **Unique, Limited Choice**

**Togg Kin’Ru (Infantry Command, 16pts)**

Togg Kin’Ru replaces a Senior Captain in a Freeborn Fleet Command squad at +3 points; or as a Domari Officer in a Domari Command squad at +5 points (see the Freeborn list)

Model definition	M	Ag	Acc	Str	Res	Init	Co	Special
1 × <b>Togg Kin’Ru</b> with plasma duocarb, fractal charges, Cranogn hunting knife; resharded armour, impact cloak	6	6	6	7	6(8)	9	9	Command, Follow, Hero, Tough 2, Wound 2, Mercenary, Unique, 3 Attacks×SV1

**Cragogn hunting knife:** This gives Togg SV1 in hand-to-hand combat and his uncanny martial ability with the knife gives him three hand-to-hand attacks, but not with other HtH weapons.

Plasma Duocarb	Mode	Effv	Long	Extr	Shots	Attacks	Special
	Scatter	20	30	-	2×SV1	-	RF, (Tsan or Togg only)
	Focused	20	30	50	1×SV3	-	(Tsan or Togg only)

**Admiral Taras Kalemon (Infantry Command, 14pts; replaces Fleet Command)**

Taras stats below can be used to replace a Senior Captain in a Fleet Command squad in a vardosi selector @ +1pt.

Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special
1 × <b>Privateer Admiral Taras Kalemon</b> with plasma pistol or plasma carbine, reflex armour, impact web	5	5	6	5	5(6)	10	8	Command, Follow, Hero, Tough 2, Wound, Sneak Away, Unique, Boromite Salvageers
2 x Freeborn Bodyguard with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	Loyal Bodyguard
0 x Boromite Bodyguard with plasma carbine, lectro lash; reflex armour, impact cloak	4	5	6	6	6(7)	6	9	Loyal Bodyguard
2 × Gun Buddy	-	-	-	-	-	-	-	-
1 × Medi Buddy	-	-	-	-	-	-	-	-

**Sneak Away:** When make a Reaction Test for a Dash to Cover Reaction, Taras' unit always succeeds on a roll of 1-9, irrespective of pins. Furthermore, Taras' unit can attempt a Dash To Cover Reaction when targeted by a Fire order at any range.

**Boromite Salvageers:** Up to two domari squads in Taras' force may be replaced by Boromite Work Gangs (see the Boromite list) at +1 pt (10pts in total). These units still count as domari infantry as far as core selection criteria are concerned.

**Upgrade Options:**

- 0–1 Spotter buddy @ 1pt
- 0–2 Batter buddies @ 2pts each
- 0–1 HL Booster buddy @ 1pt
- 0–2 Freeborn Bodyguard @ 2pts each
- Replace any Freeborn Bodyguard with Boromite Bodyguard @ Free
- Give all members of unit resharded armour instead of reflex @ 1pt in total

**Selection Restrictions – Vardosi:** 0–1      **Rogue:** None      **Unique, Limited Choice**

<b>Prince Batu Delhren (Infantry Command, 16pts; replaces Renegade or Rogue NuHu)</b>									
Commander Baray may be used as a standard Senior Captain in a separate, Fleet Command squad alongside Batu's squad.									
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
1 × <b>Prince Batu Delhren</b> with Nano-buddy symbiote (Shamasai drone, giving resharded armour), Zantu duelling pistol, Shamasai drone (as NuHu stave)	6	5	6	4	4(7)	9	8	Agile, Command 15", Follow, Nucleus, Suspensored, Tough 2, Wound, Unique	
2 × Vardanari with plasma carbine, plasma grenades; reflex armour, impact cloak	5	5	6	5	5(6)	7	8	Loyal Bodyguard	
0 × <b>Commander Baray Tsulmari of the Delhren</b> with 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, Unique	
0 × 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 × Spotter buddy	–	–	–	–	–	–	–	–	
1 × Medi-buddy	–	–	–	–	–	–	–	–	
1 × Batter buddy	–	–	–	–	–	–	–	–	
<b>Zantu plasma duelling pistol:</b> Treat as a plasma pistol except with an extra +1 bonus to hit on a Fire order (+2 instead of +1).									
<b>Upgrade Options:</b>									
<ul style="list-style-type: none"> <li>• 0–1 additional batter buddy @ 2pts</li> <li>• 0–1 additional spotter buddy @ 1pt</li> <li>• 0–1 additional medi-buddy @ 1pt</li> <li>• 0–3 Vardanari @ 2pts each</li> <li>• Replace Vardanari with Elite Feral Bodyguard @ Free</li> <li>• Upgrade Batu to Wound 2 @ 2pts</li> <li>• 0–1 <b>Commander Baray</b> @ 5pts</li> <li>• Give <b>Commander Baray</b> and Vardanari resharded armour instead of reflex @ 1pt in total</li> </ul>									
<b>Selection Restrictions – Vardosi:</b> 0–1 <b>Rogue:</b> 0–1 <i>Unique, Limited Choice</i>									

<b>Dirag, Delhren Captain and Entrepreneur (Infantry Command, 12 pts; replaces Domari Command)</b>									
If Dirag is taken, one unit of Domari can be upgraded at a cost of +1pt (10pts in total) to either Boromite Security Gangers or Boromite Work Gang; both units are otherwise as listed in the Boromite Army List. This unit still counts as domari infantry as far as core selection criteria are concerned.									
Unit complement	M	Ag	Acc	Str	Res	Init	Co	Special	
1 × <b>Dirag, Batu Delhren's Majordomo</b> with plasma carbine; reflex armour, Impact cloak	4	5	6	6	6(7)	8	10	Command, Follow, Hero, Tough 2, Wound	
3 × Domari Guards with mag gun, plasma grenades; reflex armour	5	5	5	5	5(6)	6	7	–	
0 × Boromite Guards with mag gun, implosion grenades; reflex armour	4	5	5	6	6(7)	6	9	–	
<b>Upgrade Options:</b>									
<ul style="list-style-type: none"> <li>• 0–1 spotter buddy @ 1pt</li> <li>• 0–1 HL booster buddy @ 1pt</li> <li>• 0–2 Batter buddies @ 2pts each</li> <li>• 0–1 Medi-buddy @ 2pts</li> <li>• 0–2 Domari @ 2pts each</li> <li>• Give all Guards plasma carbines @ 1pt in total</li> <li>• Give all squad members impact cloak @ 1pt in total</li> <li>• Upgrade any/all Domari to Boromite Bodyguard @ 1pt in total</li> </ul>									
<b>Selection Restrictions – All:</b> 0–1 <i>Unique</i>									