



Freeborn Garrison/Patrol List

After the elite troops and equipment of the Freeborn mercenary or household forces have subdued a planet, the vanguard 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 vandanari and sometimes supported by local troops (such as sepyo 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, vandanari 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

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	1-3	0	0-1
Combat Force	1,000	5-8	2-4	0-1	0-2
Battle Force	1,250	5-9	2-5	0-1	0-2

- At least 1 in 4 (25%) of infantry units must be Domari squads.
- For each Vandanari, Domari or Garrison Command squad selected, a single T7 Type Transporter Drone can be taken. The drone counts as a normal support selection at its normal cost.
- 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.
- No more than 1 in 4 (25%) of units can be Limited Choices.
- You can elect to spend up to 10% of your points on Army options.



Freeborn Domari Squad



Freeborn forces prepare for assault.

TACTICAL

FREEBORN GARRISON COMMAND SQUAD

Infantry Command Unit

Points Value: 88

Special: No more than two Freeborn Garrison Command Squads can be taken.

One Freeborn Garrison Command Squad can be given the Special Options detailed below.

For each Freeborn Garrison Command Squad selected, a T7 Type Transporter Drone can be chosen as a support option in a normal selector slot.

Unit: Freeborn Garrison Command Squad	Ag	Acc	Str	Res	Init	Co	Special
1 x Commander with plasma pistol, reflex armour	5	6	5	5(6)	8	9	Command, Follow, Leader
2 x Bodyguards with plasma carbine, reflex armour	5	6	5	5(6)	7	8	—

Options

- Include Spotter Drone in unit @10pts
- Include Medi-Drone in unit @20pts
- Give unit plasma grenades @2pts per model
- Add up to 2 Bodyguards to unit @21pts each
- Give unit impact cloaks @1pt 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
- Include up to 2 Shield Drones in unit @10pts each
- Give Commander Hero special rule @10pts
- Include up to 2 Gun Drones with plasma carbines in unit @14pts each
- Include Batter Drone in unit @20pts

ATTACHED VARDANARI SQUAD (BODYGUARD)

Infantry Unit

Points Value: 126

Limited Choice

Special: For each Attached Vardanari Squad selected, a T7 Type Transporter Drone can be chosen as a support option.

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
- Upgrade Vardanari Leader to Leader 2 @10pts
- Add up to 2 Vardanari Guard to unit @19pts each
- Give unit plasma grenades @2pts per model
- Give Vardanari Leader slingnet ammo @5pts

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.

For each Domari Squad selected, a T7 Type Transporter Drone can be chosen as a support option.

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
5 x 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 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	Ag	Acc	Str	Res	Init	Co	Special
1 x Feral Leader with mag gun	5	5	5	5	7	7	Leader
5 x Feral Trooper with mag gun	5	5	5	5	7	7	—

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 1 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



Freeborn feral troops.

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.

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 can be armed with any of the following support weapons at the points cost shown.

- Mag light support @Free
- Mag cannon @10pts
- Plasma cannon @35pts
- Plasma light support @30pts
- X-launcher @Free
- 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 one Freeborn crew to unit @12pts
- Promote 1 Freeborn crew to Leader @10pts
- Give unit impact cloaks @1pt per model

T7 TYPE TRANSPORTER DRONE

Vehicle Unit

Points Value: 174

Special: Only a single T7 Type Transporter Drone can be taken for each Vardanari, Domari or Garrison Command squad selected as a Tactical choice.

Unit: Concord Transporter Drone	Ag	Acc	Str	Res	Init	Co	Special
1 x Transporter Drone with mag light support	5	6	1	13	8	8	MOD2, Transport 10, Large

Weapon Options

The Transporter Drone is armed with a mag light support at no points cost. The mag light support can be exchanged for any of the following support weapons at the points cost shown.

- Mag cannon @10pts
- Twin mag light support @25pts
- Plasma light support @20pts

Options

- Include Spotter Drone in unit @10pts
- Include Batter Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Give Transporter Drone Self-Repair rule @10pts



MOUNTED FERAL SEPOY SQUAD

Mounted Unit

Points Value: 115

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).

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

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 are replaced with identical creatures or similarly fearsome mounts, remove the Fast attribute and reduce the cost of the unit by 10pts to 105pts.



STRATEGIC

M4 TYPE COMBAT DRONE

Vehicle Unit

Points Value: 249

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

Unit: Concord 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	—	—	—	—	—	—	—

Options

- Include 1 Batter Drone in unit @20pts
- Include up to 2 Shield Drones in unit @10pts each
- Give Combat Drone Self-Repair rule @10pts

SOLAR COMMAND SKIMMER

Vehicle Unit

Points Value: 214

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

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 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

Probe Unit

Points Value: 40

Unit: Scout Probe	Ag	Acc	Str	Res	Init	Co	Special
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4 x Scout Probes	–	–	–	5	–	–	Shard
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Options

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

TARGETER PROBE SHARD

Probe Unit

Points Value: 20

Unit: Scout Probe	Ag	Acc	Str	Res	Init	Co	Special
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4 x Targeter Probes	–	–	–	5	–	–	Shard
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Options

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

CONTRACT BOROMITE ENGINEER SQUAD

Infantry Unit

Points Value: 44

Special: Only a single Contract Boromite Engineer Squad can be taken.

Unit: Engineer Squad	Ag	Acc	Str	Res	Init	Co	Special
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2 x Engineers with reflex armour and auto-workshop	4	5	6	6(7)	6	9	–
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Options

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

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 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.



Freeborn Domari Squad