

# PATROL ANGIS

*"For each medal,  
for each word of praise,  
for every honour,  
and for every accolade,  
a thousand heroes die alone,  
in the mud,  
in pain,  
and in fear ...  
each unknown,  
each unsung,  
and each unremembered ..."*

Commander, Baron Ragnar of Jotunheim

## The Umpires Briefing

Welcome to Celesta Lament, a two player Umpire moderated game of Patrol Angis, Callsign Taranis and The Khanate Returns. In this Ion Age game, a Prydian Noble, newly arrived on Camarthen Prime, is assigned to command a powerful force of Prydian Precinct troops who are preparing to conduct a rearguard action against the overwhelming might of the invading Khanate Empire. But such is the state of chaos and dislocation in the Prydian headquarters that things are not as they seem, and so even as the our heroic Noble travels to his new command, at the front line the situation has already begun to disintegrate ...

### The Role of the Umpire in Celesta Lament

Umpire, Welcome! Your role in this Ion Age scenario is primarily to increase the pressure and tension that the Prydian player is likely to be suffering, as follows:

- At the start of the game, before play actually starts, replace the force roster the Prydian player was given as part of his mission briefing with the correct one listed on pages 3-5 below. This reduces the forces available to the Prydian player considerably, and also changes their initial starting positions on the table. However, it does NOT change the stated mission objective as given on the Prydian players mission briefing.
- At various times during the game the Prydian player will ask you, the Umpire, to roll for several things (such as the arrival of reinforcements, the repair of the Taranis tank or contact with Prydian headquarters). When this happens, refer to below ...

### The Taranis MK 40F Tracked Laser Tank

The Prydian force roster includes a Taranis Tracked Laser Tank. This huge tank has suffered a major malfunction and at the start of the game is not functioning. However, the tanks crew think they can repair it & get it usable. The Prydian player may request you roll 1d8 per Taranis crew member assigned to repair their tank . this repair roll doesn't require an Activate Token. Roll these dice during the End Game Phase of each turn that the Prydian players asks you to do so and make a show of keeping a track of the total rolled. Then simply tell the Prydian player that the tank is not repaired YET.

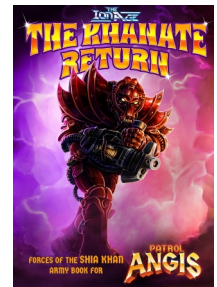
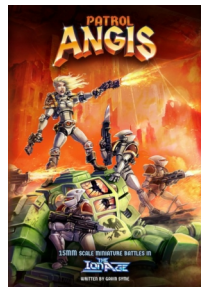
What you roll on the dice is irrelevant - the Taranis cannot be repaired - but the crew (and the Prydian player) won't know that and may continue to try & repair their vehicle for as long as the Prydian player wants them to.

- SCENARIO -

## CELESTA LAMENT (UMPIRE DRIVEN SCENARIO)

THREE PLAYERS

Uic Dobson



### The Arrival of Prydian Reinforcements

The Prydian players force roster includes the mention of some reinforcements that will arrive on-table shortly to be added to the Prydian players forces. The Prydian player may request that you roll 2d8 for the arrival of these reinforcements any time after after Turn 2. Roll these dice during the Initiative & Activate Phase of each turn that the Prydian players asks you to do so and make a show of keeping a track of the total rolled. Then simply tell the Prydian player that the reinforcements have not arrived YET, but he/she may try again next turn.

What you roll on the dice is irrelevant - the expected reinforcements have already been intercepted and destroyed by Khanate forces & so will never arrive - but the Prydian player doesn't need know that so don't tell him/her.

### Requesting Off-Table Support

The Prydian players force roster includes the mention of Off-Table Support being available. The Prydian player may request that you roll 2d8 to request some Off-Table Support for this turn at any time . this roll will require the use of 1 of the Prydian players

Activate Tokens. Roll these dice at the end of the Initiative & Activate Phase of any turn that the Prydian players requests Off- Table Support and make a show of checking the total rolled. Then simply tell the Prydian player that he was unable to raise the supporting unit on the listed communications channel but may try again next turn. What you roll on the dice is irrelevant . the supporting unit has been overrun by Khanate forces and is now unable to offer any support to anyone any more - but the Prydian player doesn't need know that so don't tell him/her.

### Contacting Prydian Headquarters

With all the problems the Prydian player will be facing as the battle progresses, he/she may decide to try and contact his superiors back at Prydian HQ in an effort to clarify or change his written mission objective. Contacting HQ will require the use of 1 of the Prydian players Activate Tokens – then roll 2d8 dice during the End Game Phase of the turn in which the Prydian players tries to contact HQ and make a show of checking the total rolled. Then simply tell the Prydian player that he was unable to raise HQ on the listed communications channel but may try again next turn.

What you roll on the dice is irrelevant – his/her HQ has already been overrun by Khanate forces and is now unable to reply to anyone any more - but the Prydian doesn't need know that ... so don't tell him/her ... he/she's truly on his own ...

### The Espaten Weapons Platform & Limited Ammunition

The Prydian players force includes the single surviving Espaten Weapons Platform armed with a Moth 88, but all the Espaten crews have seen a lot of action during the last few hours and have used up nearly all of their ammunition. Every time the Prydian player fires the Espaten Platforms weapons watch the dice rolls – if any rolls are doubles, allow the Prydian player to complete the attack then inform the Prydian player that the Espaten has run out of ammunition & cannot be fired again.

### The Muster are Exhausted

The Muster troops in the Prydian force have seen several hours of relentless combat with the Khanate hordes and are now utterly exhausted. They may NOT use any of the following Actions – Dash State, Rapid Move.

The Prydians Retained & Desteria Knights are wearing powered armour and suffer no such problems.

## The REAL Prydian Victory Conditions

The Prydian players mission briefing Victory Conditions are (deliberately) vague and imprecise & it's up to the Prydian player to decide exactly what he/she does in the (now drastically) changed circumstances. The changed situation means the Prydian player will win IF:

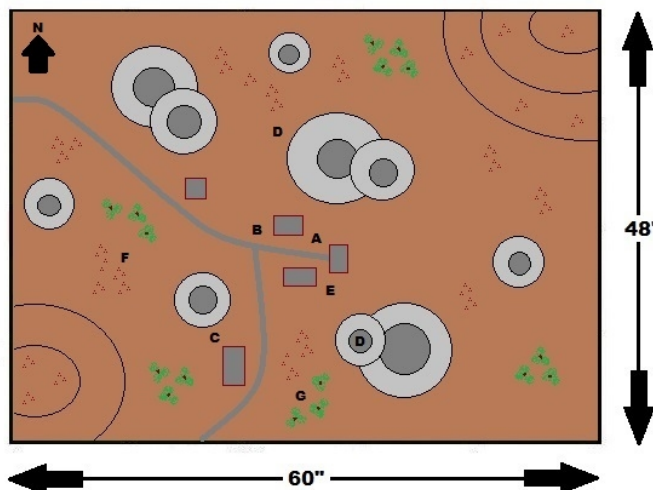
1. The Prydian player withdraws any surviving troops off the western table edge any turn after Turn 5, scoring points as follows: Each Muster Trooper +2 points; each Retained Knight +0 points; each Desteria Knight -1 point; the Retained Commander -5 points; Esquire Ulfred -5 points; Baron Ragnar -15 points. ANY positive score (+1 or more) is a victory.
2. The Prydian player wins if he/she fights to the death without withdrawing and IF the Prydian forces gain a kill ratio of 2:1 or greater against the Khanate forces (ignore any Maligs killed – only count Pioneer & Legion troops, & counting all Warlords, Psychoborgs and vehicles as 1 trooper per 1 DMR.
3. The Prydian player wins if the Khanate player quits the game as unwinnable.

### The Prydian player will gain a draw ONLY if:

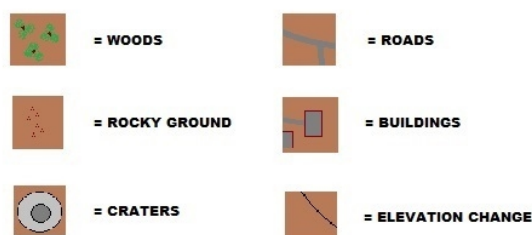
1. The Prydian player draws if he/she fights to the death without withdrawing and IF the Prydian forces gain a kill ratio greater than 1:1 but less than 2:1 against the Khanate forces (ignore any Maligs killed – only count Pioneer & Legion troops, & counting all Warlords, Psychoborgs and vehicles as 1 troop per 1 DMR.

### The Prydian player will lose the game IF:

1. The Prydian player loses IF he/she withdraws any troops off the western table edge before the end of Turn 5.
2. The Prydian player withdraws any surviving troops off the western table edge any turn after Turn 5, scoring points as follows: Each Muster Trooper +2 points; each Retained Knight +0 points; each Desteria Knight -1 point; the Retained Commander -5 points; Esquire Ulfred -5 points; Baron Ragnar -15 points. ANY negative scores (0 or less) is defeat.
3. The Prydian player loses if he/she fights to the death without withdrawing and IF the Prydian forces gain a kill ratio of 1:1 or less against the Khanate forces (ignore any Maligs killed – only count Pioneer & Legion troops, & counting all Warlords, Psychoborgs and vehicles as 1 trooper per 1 DMR.
4. The Prydian player loses if he/she quits the game as unwinnable.



### MAP KEY



### Prydian Set Up

- A. The Taranis + 4 crew.  
The crew must be placed outside the tank but within 10cm of it.
- B. Baron Ragnar + Esquire Ulfred.
- C. The 3 Desteria.
- D. Retained Lance – both Posts & the command Mina  
MUST be within 30cm of this point, but at least 30cm from each other.
- E. Muster Platoon – Both Squads and the Command Stick  
MUST be within 30cm of this point, but at least 30cm from each other.
- F. The Espaten + Crew + Muster escort + 'spare' crews  
MUST be within 30cm of this point.
- G. The 'spare' infantry set up here.





## Prydian Force Roster

**Commander Ragnar, you have the following forces available:**

The Prydian Force Command unit comprises:

- Baron Ragnar of Jotunheim – 1 Desteria / Mk II Noblesse / Impact Fist + Sequence Particle Beamer / Baron + Force Commander.
- Esquire Ulfred of Jotunheim - 1 Desteria / Mk II Noblesse / Impact Fist + Sequence Particle Beamer / Errant.

The Prydian Desteria Lance has suffered heavy casualties and been reduced to just 3 Desteria:

- 1 Esquire / Mk II Noblesse / Impact Fist + Hermit 44mm Plasma Rifle / None – Jump Jets exhausted, no Ablative Shell left.
- 2 Esquire / Mk II Noblesse / Impact Fist + Urgan 2 Bore Shotgun / None – Jump Jets exhausted, no Ablative Shell left.

The two Prydian Retained Lances have also suffered heavy losses and have regrouped into 1 complete lance comprising:

- 1 Retained Command Mina
- 1 Retained Knight / Mk V Alwite / Octa Sword / Commander – Jump Jets exhausted.
- 1 Retained Esquire / Mk V Alwite / Angis Mk 8 Pistol / Comms Gear – Jump Jets exhausted.
- 2 Retained Post:
- 4 Retained Varlets / Mk V Alwite / 4 x Angis Mk 7 Rifle / None – Jump Jets exhausted.
- 4 Retained Esquire / Mk V Alwite / 3 x Angis Mk 7 Rifle + 1 Anvil 888 / 1 Loader – Jump Jets exhausted.
- 2 Retained Varlets / Mk V Alwite / 1 x Angis Mk 8 Pistol + 1 Angis Mk 7 Rifle / Medic + Calmer – Jump Jets exhausted.

The 2 Muster Platoons have also suffered and have regrouped into 1 complete platoon comprising:

1 Muster Command Stick:

- 1 Majoris / Mk IV Aketon / Tumbler MPI + Octa Sword / Commander.
- 1 Muster Trooper / Mk IV Aketon / Moth Type 8 Pistol / Comms Gear.
- 2 Muster Squads:
- 4 Muster Troopers / Mk IV Aketon / 4 x Moth Type 6 Rifle / None.
- 4 Muster Troopers / Mk IV Aketon / 3 x Moth Type 6 Rifle + 1 x Anvil 888 / 1 Loader.
- 2 Muster Troopers / Mk IV Aketon / 1 x Moth Type 8 Pistol + 1 x Moth Type 6 Rifle / Medic + Calmer.

The Retained Espaten Lance and the Muster Espaten Platoon have been almost wiped out and have been reduced to:

- 1 Espaten Weapons Platform / PWP / Moth Type 88.
- 3 Muster Troopers gun crew / Mk IV Aketon / 3 x Moth Type 8 Pistol / 1 loader.
- 2 Retained Knights gun crew / Mk V Alwite / 2 x Angis Mk 8 Pistol / 1 (Temporary) Commander – Jump Jets exhausted.
- 3 Muster Troopers / Mk IV Aketon / 3 x Moth Type 6 Rifle / None.

There are 4 'spare' troops who are survivors left over from their old units. They may be assigned to any Prydian unit:

- 1 Retained Varlet / Mk V Alwite / Angis Mk 7 Rifle / None – Jump Jets exhausted
- 3 Muster Troopers / Mk IV Aketon / 3 x Moth Type 6 Rifle / None.

The Taranis Model 40 Type F Tracked Laser Tank:

- 1 Taranis Type F Laser Tank:

This vehicle has broken down, but the crew hope to be able to repair it – each crew member assigned to repairs (cost is 0 Activate Tokens) will contribute 1d8 to a cumulative total roll by the Umpire to determine when the Taranis is repaired and usable.

- 4 Retained Crew / Mk V Alwite / 4 x Angis Mk 8 Pistol / 1 Commander – Jump Jets exhausted

The Mullo 36WB:

- This vehicle has been destroyed with no survivors.

Prydian Support & Reinforcements:

- 1 Retained Knight Lance is en-route to provide extra troops, and should arrive on the western edge of the table at the start of any turn after Turn 2. The Umpire will roll 2d8 to see if these troops arrive.
- Off Table Support (in the form of a Anda 115mm Missile launcher) can be called for any turn after Turn 3. The Umpire will roll 2d8 to see if it is available when called for. Calling for Off-Table support will cost 1 Activate Token, maximum of one attempt per turn.
- Prydian Head Quarters may be contacted for support/information any time after Turn 3. The Umpire will roll 2d8 to see if it is possible when called for. Contacting HQ will cost 1 Activate Token, maximum of one attempt per turn.



### Prydian Victory Conditions

Baron Ragnar, your arrival on Camarthen is timely. The enemy have broken through our initial line of defence and, in order for us to reform it, it is vital that you buy us some time by holding your positions for as long as possible. Once you have done this withdraw your forces to the west and there rejoin our forward lines.

Some support in the form of missile artillery is available to you should you need it, and a fresh Retained Lance is en-route to your position and will join your forces shortly. In addition, you can contact your immediate superior (myself, Lord Commander Blake), on the secured command frequency.

Baron Ragnar, it is vital to us that you hold position for as long as possible, whilst minimising your losses as much as possible – we shall need all our available troops for the greater struggle of the future. Baron Ragnar – Good Luck & Momento Mori!

Lord-Commander Erasmus Blake



## The Prydian Briefing

Welcome to Celesta Lament, a two player Umpire moderated game of Patrol Angis, Callsign Taranis and The Khanate Returns. In this Ion Age game, a Prydian Noble, newly arrived on Camarthen Prime, is assigned to command a powerful force of Prydian Precinct troops who are preparing to conduct a rearguard action against the overwhelming might of the invading Khanate Empire.

*"We who have seen War  
Never stop seeing it.  
My dreams are a torment  
I can scarce endure ..."*

Knight Errant Pandora of Avalon

### Prydian Set Up

Welcome, Commander Ragnar, you have the following forces available:

The Prydian Force Command unit comprises:

- Baron Ragnar of Jotunheim – 1 Desteria / Mk II Noblesse / Impact Fist + Sequence Particle Beamer / Baron + Force Commander.
- Esquire Ulfred of Jotunheim - 1 Desteria / Mk II Noblesse / Impact Fist + Sequence Particle Beamer / Errant.

One Prydian Desteria Lance comprising:

- 1 Noble / Mk II Noblesse / Impact Fist + Sequence Particle Beamer / Commander.
- 5 Esquire / Mk II Noblesse / Impact Fist + Hermit 44mm Plasma Rifle / None.
- 5 Esquire / Mk II Noblesse / Impact Fist + Valerin 9MW Laser Rifle / None.
- 5 Esquire / Mk II Noblesse / Impact Fist + Urgan 2 Bore Shotgun / None.

Two Prydian Retained Lances comprising:

- 1 Retained Command Mina
- 1 Retained Knight / Mk V Alwite / Octa Sword / Commander.
- 1 Retained Esquire / Mk V Alwite / Angis Mk 8 Pistol / Comms Gear.
- 2 Retained Post:
- 4 Retained Varlets / Mk V Alwite / 4 x Angis Mk 7 Rifle / None.
- 4 Retained Esquire / Mk V Alwite / 3 x Angis Mk 7 Rifle + 1 Anvil 888 / 1 Loader.
- 2 Retained Varlets / Mk V Alwite / 1 x Angis Mk 8 Pistol + 1 Angis Mk 7 Rifle / Medic + Calmer.

One Retained Espaten Lance comprising:

- 2 Espaten Weapons Platform / PWP / Moth Type 88.
- 1 Espaten Weapons Platform / PWP / Fretan II Rail Gun.
- 1 Espaten Weapons Platform / PWP / Bodkin AP Howitzer.
- 8 Retained Knights gun crew / Mk V Alwite / 2 x Angis Mk 8 Pistol / 4 loaders.
- 1 Retained Knight / Mk V Alwite / Octa Sword / Commander.
- 1 Retained Esquire / Mk V Alwite / Angis Mk 8 Pistol / Comms Gear.
- 8 Retained Varlets / Mk V Alwite / 8 x Angis Mk 7 Rifle / None.

Two Muster Platoons comprising:

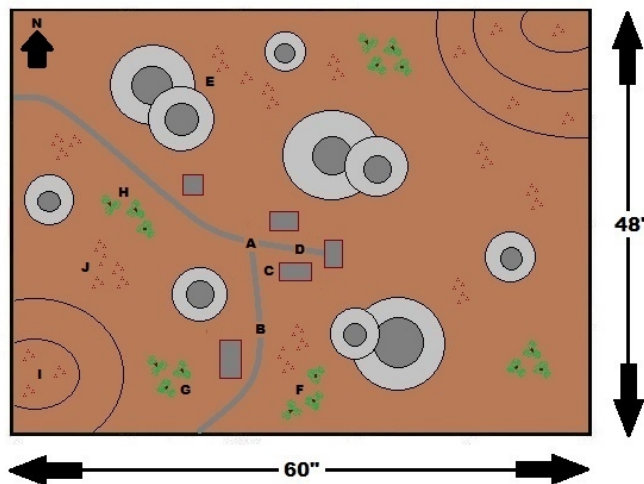
- 1 Muster Command Stick:
- 1 Majoris / Mk IV Aketon / Tumbler MPI + Octa Sword / Commander.
- 1 Muster Trooper / Mk IV Aketon / Moth Type 8 Pistol / Comms Gear.
- 2 Muster Squads:
- 4 Muster Troopers / Mk IV Aketon / 4 x Moth Type 6 Rifle / None.
- 4 Muster Troopers / Mk IV Aketon / 3 x Moth Type 6 Rifle + 1 x Anvil 888 / 1 Loader.
- 2 Muster Troopers / Mk IV Aketon / 1 x Moth Type 8 Pistol + 1 x Moth Type 6 Rifle / Medic + Calmer.

One Muster Espaten Platoon comprising:

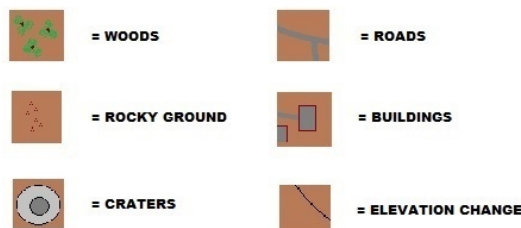
- 3 Espaten Weapons Platform / PWP / Moth Type 88.
- 1 Espaten Weapons Platform / PWP / Fretan II Rail Gun.
- 8 Muster Troopers gun crew / Mk IV Aketon / 8 x Moth Type 8 Pistol / 4 loaders.
- 1 Majoris / Mk IV Aketon / Tumbler MPI + Octa Sword / Commander.
- 1 Muster Trooper / Mk IV Aketon / Moth Type 8 Pistol / Comms Gear.
- 8 Muster Troopers / Mk IV Aketon / 8 x Moth Type 6 Rifle / None.

One Taranis Model 40 Type F Tracked Laser Tank:

- 1 Taranis Type F Laser Tank:
- 4 Retained Crew / Mk V Alwite / 4 x Angis Mk 8 Pistol / 1 Commander.



### MAP KEY



One Mullo 36WB:

- 1 Mullo W36B:
- 2 Retained Crew / Mk V Alwite / 2 x Angis Mk 8 Pistol / 1 Commander.

### Prydian Support & Reinforcements:

- 1 Retained Knight Lance is en-route to provide extra troops, and should arrive on the western edge of the table at the start of any turn after Turn 2. The Umpire will roll 2d8 to see if these troops arrive.
- Off Table Support (in the form of a Anda 115mm Missile launcher) can be called for any turn after Turn 3. The Umpire will roll 2d8 to see if it is available when called for. Calling for Off-Table support will cost 1 Activate Token, maximum of one attempt per turn.
- Prydian Head Quarters may be contacted for support/information any time after Turn 3. The Umpire will roll 2d8 to see if it is possible when called for. Contacting HQ will cost 1 Activate Token, maximum of one attempt per turn.

### Prydian Victory Conditions

Baron Ragnar, your arrival on Camarthen is timely. The enemy have broken through our initial line of defence and, in order for us to reform it, it is vital that you buy us some time by holding your positions for as long as possible. Once you have done this withdraw your forces to the west and there rejoin our forward lines.

Some support in the form of missile artillery is available to you should you need it, and a fresh Retained Lance is en-route to your position and will join your forces shortly. In addition, you can contact your immediate superior (myself, Lord Commander Blake), on the secured command frequency.

Baron Ragnar, it is vital to us that you hold position for as long as possible, whilst minimising your losses as much as possible – we shall need all our available troops for the greater struggle of the future.

Baron Ragnar – Good Luck & Momento Mori!

Lord-Commander Erasmus Blake



## The Khanate Briefing

Welcome to Celesta Lament, a two player Umpire moderated game of Patrol Angis, Callsign Taranis and The Khanate Returns. In this Ion Age game, a foolish Human leader, newly arrived on Camarthen Prime, is sent to command a powerful force of Prydian Precinct troops who are preparing to conduct a rearguard action against the glorious might of the liberating Khanate Empire. Such is the state of chaos and dislocation in the Prydian headquarters that things are not as they seem, and so even as the feeble Human travels to his doomed command, at the front line We are ready to crush these weaklings ...

*"To the Khan all.  
To us nothing but loyalty.  
To the Khan all.  
To the enemy nothing but death.  
To the Khan all there will ever be!"*

Data Burst translated from the Belkan Depression

### Khanate Set-Up

Legate, We have all but isolated and surrounded the human forces. Accordingly, your forces may ...

- ... on Turns 2-6 enter the table ONLY via the Eastern edge.
- ... on Turns 7-8 enter the table via the North, South & Eastern edges.
- ... on Turns 9+ enter the table via ANY edge.

### Khanate Force Roster

Legate, you have access to the all of the following forces:

Available Turn 1 – Nothing.

Available each of Turns 2-4, 1 Malig Contemptor Ordos created specifically to aid you in Our plans, each comprising:

- 1 x Malig Contemptor Demos composed of:
- 1 x Malig Maligus / Quilt / Cupid Pistol / Commander.
- 3 x Malig Gregalis / Quilt / Maia MPI / None.
- 7 x Malig Vishitor Demos, each composed of 4 x Malig Gregalis / Quilt / Maia MPI / None.

Available on Turn 5, 2 Malig Contemptor Ordos created specifically to aid you in Our plans, each comprising:

- 1 x Malig Contemptor Demos composed of:
- 1 x Malig Maligus / Quilt / Cupid Pistol / Commander.
- 3 x Malig Gregalis / Quilt / Maia MPI / None.
- 7 x Malig Vishitor Demos, each composed of 4 x Malig Gregalis / Quilt / Maia MPI / None.

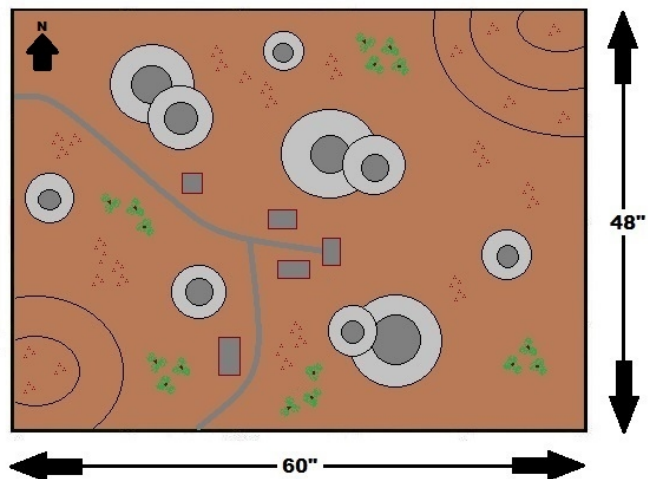
Available Turn 6+, 1 per Turn Legion Contemptor Ordos, comprising:

- 1 x Legion Lead Demos composed of:
- 1 x Legion Ordo / Glimmer Suit / Cupid Pistol / Commander.
- 3 x Legion Discens / Glimmer Suit / Juno Laser Rifle / Medic + Comms + Valour
- 7 x Legion Rifle Demos, each composed of 4 x Legion Discens / Glimmer Suit / Juno Laser Rifle / None.

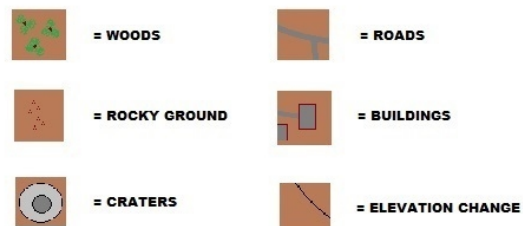
#### Available ANY starting Turn 7, a choice of 1 of the following:

Legion Contemptor Assault Ordos, comprising:

- 1 x Legion Lead Demos composed of:
- 1 x Legion Ordo / Glimmer Suit / Cupid Pistol / Commander.
- 3 x Legion Discens / Glimmer Suit / Hydra Laser Shotgun / Medic + Comms + Valour.
- 7 x Legion Rifle Demos, each composed of 4 x Legion Discens / Glimmer Suit / Hydra Laser Shotgun / None.



#### MAP KEY



Legion Ordos, comprising:

- 1 x Legion Lead Demos composed of:
- 1 x Legion Ordo / Glimmer Suit / Cupid Pistol / Commander.
- 3 x Legion Discens / Glimmer Suit / Hydra Laser Shotgun / Medic + Comms + Valour.
- 2 x Legion Support Demos, each composed of:
- 2 x Legion Discens / Glimmer Suit / 2 x Juno Laser Rifles / Loader.
- 2 x Legion Discens / Glimmer Suit / 2 x Apollo Atomic Destabiliser / None.
- 2 x Legion Rifle Demos, each composed of 4 x Legion Discens / Glimmer Suit / Juno Laser Rifle / None.

Warlord Demos:

- 3 x Warlord / Loricane Shell / Armoured Fist + 1 x Mars Chain Cannon + 1 x Maia Scatter Cannon + 1 x Helios Atomic Destabiliser / None.

Psychoborg:

- 1 x Psychoborg / Ganus Plating / Impact Gauntlet + any 1 weapon of your choice / Humascare.

Legate, should the battle be prolonged, you may deploy your vehicles. Available Turn 12+:

- 4 x Attack Orb / 2 Jacto + 2 Sphera / 1 x Legion Crew each / Glimmer Suit / Cupid Laser Pistol / None.

Or

- 1 x Canno Ceres or Canno Banshee Tank / 2 x Legion crew / Glimmer Suit / Cupid Laser Pistol / None.





### Khanate Special Rules

Legate, We overran a Human command site a short while back – this has given us access to the local Human communications channels. You will be able to listen to their despairing cries for support and help as you slowly choke all hope from their hearts. This will be a good time to torment and taunt them further – there can be NO victory against us, they are surely doomed ...

### Khanate Victory Conditions

Legate, the War against the humans is proceeding as expected. But it is not enough that We defeat them militarily – We must break their will to resist, destroy all their hopes, annihilate all their dreams, and make them see that We are their only future, and that if they do not submit to us then they will have no future, for We shall destroy them utterly.

To this end We have decided to make a demonstration of our inexorable will, our power, and our preparedness to sacrifice untold lives in our march to ultimate victory. You, Legate, are to be the instrument of that will – with the forces provided to you, you will break the will to resist of this small Human force arrayed before you. It will not be enough to kill them all, We can do that any time. Instead you must make them flee in dishonour and disgrace – this act of cowardice will weaken all of their morale – or make them surrender and submit to us willingly.

If you cannot do this, then you must destroy them utterly, as an object lesson to the rest of humanity, in the price of resistance.

**Succeed or die, Legate**



The Khanate player will win the game IF:

1. The Prydian player withdraws any troops off the western table edge before the end of Turn 5.
2. The Prydian player withdraws any surviving troops off the western table edge any turn after Turn 5, scoring points as follows: Each Muster Trooper +1 point; each Retained Knight +0 points; each Desteria Knight -1 point; the Retained Commander -5 points; Esquire Ulfred -5 points; Baron Ragnar -15 points and gets ANY negative score (0 or less).
3. The Prydian player fights to the death without withdrawing and IF the Prydian forces gain a kill ratio of 1:1 or less against the Khanate forces (ignore any Maligs killed – only count Pioneer & Legion troops, & counting all Warlords, Psychoborgs and vehicles as 1 trooper per 1 DMR).
4. The Prydian player quits the game as unwinnable.

