

PATROL ANGIS

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LIATHADYN STORMBROTHERS

FOR YOUR GAMES

WRITTEN BY ARIS KOLEHMÄINEN

The history of the Liathdyn, or where they come from is currently unknown and the topic of much scholarly speculation. However, there have been reports by individuals whom have been deployed along side of them that they tell stories of a race that is both on the brink of extinction, and a culture divided on the best course of action to prevent it.

The Liathdyn are a warrior and hunter people of monstrous size and appearance. The Liathdyn Stormbrothers are the most well known of the Liathdyn seen in combat. Apparently, the title of Stormbrother is one earned by a great ritual known as "Duelling the Great Storm". Those that reported this say that they seemed to reflect upon the experience with pride, but when pressed for more information, they quickly dismiss any notion of the ritual, (almost as if they said too much or let slip some cultural secret). One thing of note is the emphasis that the Stormbrother had won their duel, when asked what happened to those that lost the Liathdyn reverted to the standard denial of event, but curiously made some kind of warding gesture with its massive hand.

The Liathdyn culture is split between those that believe that backing the Prydians or backing the Khanate will result in the survival of the species, and Liathdyn have been seen fighting for both sides of the conflict. In combat, Stormbrothers are surprisingly patient and stealthy creatures, preferring to ambush their targets a a distance utilizing cover and natural terrain before charging in and using their brute strength to crush their foe.

What is in you Platoon

- Liathdyn Stormbrothers may be taken by Muster, Planetary Militia, Khanate Legionaries, Malig, Beotan and Pertinax army lists
 - May be taken as a Fire-Team consisting of 3 Liathdyn Stormbrothers
 - You may have no more than 6 Liathdyn Stormbrothers in a Platoon/Ordos
- Stormbrothers only have access to Liathdyn Weapons
 - Stormbrothers must purchase Dense Fur armour
 - Stormbrothers may not take the "Commander" advanced rule
- Due to their unique size, Liathdyn may only utilize the Tohlic Armoured Crawler as a means of transport.

Advanced Rules

Dense Fur: Liathdyn are covered in thick, matted, unkept fur. This fur is flexible and quite difficult to break forming a kind of natural armour. As this "armour" is their natural state, Stormbrothers are quite nimble for their size, and are able to move though twisting and difficult terrain as if it were nothing. Miniatures with Dense Fur are able to move without penalty in difficult terrain.

Terms of Use: Miniatures equipped with Dense Fur only.
Cost: Free



TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
Liathadyn Stormbrother	Infantry	14cm	On Foot	Dense Fur	Thundercast 80mm Gernade Rifle + Bayonet	4	80

ARMOUR TYPE	ARMOUR RATING	BUILT IN COUNTERMEASURES	POINTS COST
Dense Fur	3	Chameleon Circuit	25



WEAPON TYPE MELEE WEAPONS	POINT BLANK RANGE	In RANGE	BEYOND RANGE	D8 ROLLED PER Close Combat	POINTS COST
Big Bayonet	AT	Close Combat Use Only		3	0

INFANTRY WEAPON TYPE (S) SUPPORT	POINT BLANK RANGE	In RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Thundercast Gernade 80mm Rifle (Cost includes Big Bayonet) Properties: AT AF	25cm	50cm	51cm	2	3 (3 HITS)	40