

PATROL ANGIS

Welcome to a bolt on game mechanics and vehicle statistics article for your games of Patrol Angis using the Callsign Taranis expansion for larger games and heavy vehicles. In this article we present to you the statistics for the range of Mullo medium vehicles both the AFV (Armoured Fighting Vehicle) and APC (Armoured Personnel Carrier) types. Wheeled, Tracked and Repulsar motive systems combined with high production numbers see the Mullo in service with all levels of the militaries of the Prydian Precinct.

Mullos are in the regiments of Planetary Militias in more than forty stellar systems and they provide the larger transport and fire power for the Muster too in Throne loyal and League forces. Used by the Retained in the absence of Taranis super heavy tanks and transports the Mullo is looked upon with respect by soldiers and knights alike.

Use these statistics in conjunction with Callsign Taranis to get Mullos into your games today.



IAF042A Mullo AFV Wheeled

IAF042B Mullo AFV Tracked

IAF042C Mullo AFV Repulsar (Anti-Gravity)

IAF042DW Mullo APC Wheeled

IAF042DT Mullo APC Tracked

IAF042DR Mullo APC Repulsar (Anti-Gravity)

A note on the Mullo 2.0: Those of you who have been fans and collectors of The Ion Age miniatures and vehicles since 2014 will know that these six are not the original Mullo AFV. That is correct. The original six wheeled Mullo has been retired and replaced with this altered and expanded in scope second version. If you are lucky enough to own an original Mullo then you can still use it in play and feel proud to have a little part of history in your forces as we no longer make the 1.0 Mullo and its molds are gone.

- CALLSIGN TARANIS ADDITIONAL -

MULLO AFV AND APC

In YOUR GAMES

MULLO ARMoured FIGHTING VEHICLE

The Prydian Civil War saw the production of the Type 36 Mullo Armoured Fighting Vehicle increase six fold. Though Retained regiments had made use of them since the Battle of Fenway Prime, the design of the Mullo was entirely new unlike those of the Skylark and Adder which dated from before the Ban of Prejudice. Its original fabrication pattern was laid down on New Glastonbury to fill a need for a ground vehicle that could provide fire power in excess of that offered by battlesuits such as the Havelock but not that needed by a battle tank like the Taranis series. Restricted to the ranks of the Retained, the Type 36 was made to accommodate powered armoured knights with larger hatches and linked controls along with internal space suited to knights. As it stood Adders were cheaper and faster to make and could pack a punch but their size meant they were really the domain of the Muster and some lucky Planetary Militia. The Type 36 was given its name by the Council of Addans who with a nod to the mighty Taranis took another ancient Terrain deity of celtic origins and knowing it would be a work horse of a vehicle gave it a name thus.

This auto-trainer vid is centred on the Type 36W Mullo AFV marks. Those with a wheeled mode of movement rather than the other commonly seen Type 36G repulsar marks of the Mullo which float off the ground. Used on worlds and asteroids where the native magnetic fields make replusars impracticable or in urban combat where rubble and enemy action requires tires on the turf for security. In this regard its six mighty wheels provide powerful motive abilities and are capable of shrugging off small arms fire and near misses from Anvil 888 rounds. There are seven different current marks of Type 36W Mullo AFV's. The more common ones are the 36WA, 36WB and 36WC in which the only differences are the twin load outs of the turret support grade weapons. Twin Valerin 15MW Laser Cannons give the Type 36WA an energy based weapons platform good against armour and aircraft. The twin Fretan II Rail Guns give the Type 36WB a pure anti-vehicle role in the field and the Type 36WC is every effective against enemy infantry and battlesuits with twin Angis 25mm AP Cannons. The other common mark is the Type 36D which is in the 'battle bus' configuration giving up its primary weapons for additional space and hatches as an Armoured Personnel Carrier. Other marks include those designated 'super blue' which is a tank hunter and the 'long bow' mark which carries heavy Anda Missile Pods for artillery support. These are rarer but present in many regiments.

All marks of Mullo AFV's have a titanium composite hull making them rugged and durable and can be driven with a minimum of complex training. There has been a call for additional anti-personnel ball mounted micro turrets for Mullo's in action in urban warfare and these upgrades have been rolled out where possible.

Academy Auto-Trainer Series 18, New Glastonbury, 4329 IC

VEHICLE CREWS PRYDIAN PRECINCT	TYPE	Movement Rate (Type)	Armour Type (Rating) (Included in Cost)	Typical Weapon Choice (Included in Cost)	DMR	TOTAL POINTS COST
Planetary Militia Crew	Crew	8cm (Foot)	MkIII Aketon (0)	Moth Type 8 Pistol	1	12
Muster Crew	Crew	10cm (Foot)	MkIV Aketon (1)	Moth Type 8 Pistol	1	17
Retained Crew	Crew	12cm (Foot)	MkV Alwite (3)	Angis AP Pistol	1	32
Each Vehicle lists the number of Crew that it requires. Typically one or two but it may be more. You MUST purchase enough crew for your vehicle or it may not be used in play. You may not mix Crews.						

MEDIUM VEHICLES PRYDIAN PRECINCT	WEAPONS (MOUNTS)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Mullo 36WA Armoured Fighting Vehicle	Turret (U): Twin Valerin Laser Cannons Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled, Chameleon Circuit	15	518
Mullo 36WB Armoured Fighting Vehicle	Turret (U): Twin Fretan Rail Guns Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled, Chameleon Circuit	15	488
Mullo 36WC Armoured Fighting Vehicle	Turret (U): Twin Angis AP Cannons Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled, Chameleon Circuit	15	498
Mullo 36WD Armoured Personnel Carrier	Turret (U) Angis Mk9 22mm Automatic Rifle	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 15, Wheeled, Chameleon Circuit	10	396



MEDIUM VEHICLES PRYDIAN PRECINCT	WEAPONS (MOUNTS)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Mullo 36HA Armoured Fighting Vehicle	Turret (U): Twin Valerin Laser Cannons Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked, Chameleon Circuit	17	574
Mullo 36HB Armoured Fighting Vehicle	Turret (U): Twin Fretan Rail Guns Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked, Chameleon Circuit	17	514
Mullo 36HC Armoured Fighting Vehicle	Turret (U): Twin Angis AP Cannons Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked, Chameleon Circuit	17	528
Mullo 36HD Armoured Personnel Carrier	Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 15, Tracked, Chameleon Circuit	11	418



MEDIUM VEHICLES PRYDIAN PRECINCT	WEAPONS (MOUNTS)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Mullo 36GA Armoured Fighting Vehicle	Turret (U): Twin Valerin Laser Cannons Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	24cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Replusar Chameleon Circuit	18	602
Mullo 36GB Armoured Fighting Vehicle	Turret (U): Twin Fretan Rail Guns Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	24cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Repulsar, Chameleon Circuit	18	541
Mullo 36GC Armoured Fighting Vehicle	Turret (U): Twin Angis AP Cannons Hull (F): 12.5 mm Angis AP Gun Turret (U) Angis Mk9 22mm Automatic Rifle	24cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Repulsar, Chameleon Circuit	18	556
Mullo 36GD Armoured Personnel Carrier	Turret (U) Angis Mk9 22mm Automatic Rifle	24cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 15, Repulsar, Chameleon Circuit	12	434



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