

PATROL ANGIS

- PATROL ANGIS -

THE EXTENDED ERRATA

FOR YOUR GAMES

Welcome to the extended errata for Patrol Angis. This free article is for your use in Patrol Angis, Callsign Taranis and also some of the expansion articles for the game system already in existence. Realise that you are not required to make use of any of the entries in this errata if you do not wish to and if you are a member of a gaming group do ensure that all players adopt the new and changed rules.

Following up on the free bolt on article '[Client Races and Skills for the Khanate Empire](#)' to be used with The Khanate Return book this errata was on the whole written by Mr Aris Kolehmainen. A new member of the small Ion Age Team wargamer and keen supporter of our work Mr Aris is taking a larger role in the continued development of the game. Use this article alongside your books and if you wish to see the titles in the Patrol Angis series then visit our website [HERE](#).

Note that the tables in this article are present in plain format to denote that they are not the tables from the published game books.

“Yes it is true, dear Princess, that the search for insight in these dark times is a dangerous task. Yet, much as the shoreline does change to each rising and falling of the tide, so too must we change and adapt to the changing of our own tides, no matter how they may present themselves.”

- Grand Archivist to Princess Daphne Cyon
Recorded council meeting

New Rules

Pistoleers

Pistoleers share many similarities with Knights Errant. Both are soldiers who break away from the main military and political atmosphere to pursue their aims, however while the Knight Errant sets out on a specific quest to prove their worthiness to a cause, the Pistoleer sets out on a journey to prove their prowess in combat.

Pistoleers generally wear custom painted Alwite Armor and brandish two pistols. These pistols are meticulously tuned and weighted to the individual Pistoleer. So accurate and proficient are Pistoleers with their weapons of choice that has been said that a Pistoleer isn't so much as aiming a weapon, but simply pointing a finger at what is about to die.

Pistoleers have led patrols, paired up to fight deep in the heart of the enemy, or even gathered together to put their considerable talents to good use.



A MUSTER PLATOON

The standard formation Muster Platoon is a very fluid and task possible entity. This has been proved in dozens of localised conflicts and also in the Civil War too. While we are not born to the noble ranks of the Retained or the lofty idealism of the Starvaulters we have our own elan, our own pride in our skills and our martial prowess. During your training you will learn this well. After you have earned your place in the ranks you will be assigned to a Platoon within your Regiment. Why a Platoon and not a Squad? The Platoon is the instrument of our war and our way of winning that war whether it's against Yordan or Canlaster or if you are unlucky the alien horde. Our armour gives us some protection, certainly more than the low impact armour of the planet bound militias, but not enough to slug it out with knights. The Platoon gets us around this and means that your Moth 6 Rifles and Anvil 888's can deal out some real damage.

Twenty two soldiers in a Platoon and from there it's up to your Majoris how they use you. Against tough enemies the Platoon would divide into two squads of ten and a command stick of two. Able to deliver concentrated fire power on a target and secure in numbers. When facing weaker foes the Platoon might well divide into five fire-teams of four each and a command stick of two. Spread out and able to cover a lot of angles at the same time. But in some cases, in places where assault from much heavier forces is expected the Platoon can become a 'Pyre' breaking up into eleven sticks of two ready to light it up from anywhere.

So the Platoon is your best friend, your mother, your home. You will be one platoon among a hundred most of time maybe more at times but at all times it is the troopers in your own Platoon that will save your life and take the lives of the enemy. Remember that and your military career will be all the better.

Academy Auto-Trainer Series 52, New Glastonbury, 4335 IC

Retained Pistoleer	Infantry	12cm	On Foot	MkV Alwite	Angis Mk8 AP Pistols Carnwennan Pistols	2	25
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Adjustments

Pistoleer Advanced Rule:

True Grit

A pistoleer are masters of their weapons of choice, so much so that they are able to target multiple enemies while maintaining clear focus. A Pistoleer may choose to split their pistol attacks between two separate units within range. If there are more than one pistoleer in a troop element, they must all choose to split their attacks at the same targets. Terms of use: Pistoleers Only. Points Cost: 5 points per model.

Weapons Table

Some concerns were made about the viability and costs of some of the weapons the Prydians had access to during three years of play reports. After extensive review, we revised the points, (and in a select few cases the stats) for these weapons. Please note that some of these options are illegal for use in non Callsign Taranis play, (as noted on the list).

Restricted	Infantry Weapon Type	Point Blank Range	In Range	Properties	D8 per Shot	Weapon Strength and (AoE HITS)	Points Cost
	Moth Type 6 Rifle	25	60	None	1	2	10
	Moth Type 8 Pistol	10	20	None	1	1	3
	Tumbler SMG	15	25	None	2	2	7
	Tumbler MPI	10	20	None	2	2	6
	Angis Mk7 12.5 mm AP Rifle	30	70	None	1	4	15
	Angis Mk8 AP Pistol	15	30	None	1	3	8
	Hermit 44mm Plasma Rifle (S)	18	40	AT, AF, S	1	3 (2 HITS)	16
	Charlatan IV Launcher (S)	25	70	AT, AF, S	1	3 (2 HITS)	22
	Minstrel Taser	10	20	Shocker, S	1	3 (3 HITS)	16
	Moth Type 12 Multi Launcher (S)	20	60	See Load			45
	– Load: 50mm Hakbut Variacluster	20	60	AT, S, IF	2	3 (4 HITS)	
±	– Load: 2kg Galerón (Lethal Gas)	20	60	S, IF	1	1 (5 HITS)	
±	– Load: 50mm Phelot Ex14 AP	20	60	AT, AF, S, IF	1	5 (2 HITS)	
	Anvil 888 Launcher (S)	25	80	See Load			54
	– Load: 60mm Ex11 Neutron	25	80	AT, AF, S, IF	2	4 (4 HITS)	
±	– Load: Sprite Low Yield UR5	25	80	S	1	2 (6 HITS)	
±	– Load: TX9 Hollow Charge	25	80	AT, AF, S	2	6	
	Carnwennan Pistol	12	22	AT, AF, IF	1	4 (2 HITS)	21
	Ron Hi-Ex Launcher (S)	30	90	AT, AF, S, IF	2	3 (2 HITS)	41
	Bodkin Type 6 Rifle	20	120	AT, AF	1	5	19
	Urgan 2 Bore Shotgun	10	25	None	2	3 (2 HITS)	14
±	Valerin 2Mw AP Laser	20	80	Drones Only	1	3	11
	Valerin 3Mw Laser Rifle	25	100	None	1	4	16
	Valerin 9Mw Laser Rifle (S)	25	100	S	2	6 (2 HITS)	34
	Hobbes Bomb	7	13	AT, AF, IF	1	3 (3 HITS)	20
	Pardoner Fire Projector	10	20	Flame Projector, S	2	2	15
	Discus Energy Projector	15	25	Shocker	2	3	14

Note: Restricted weapons may NOT be used in games not using Callsign: Taranis rules

Restricted	ISV Weapon Type	Point Blank Range	In Range	Properties	D8 per Shot	Weapon Strength and (AoE HITS)	Points Cost
	Angis 25mm AP Cannon	25cm	90cm	AT, AF	2	6 (2 HITS)	64
±	Andra 30m Missile Pod (Drones)	30cm	80cm	IF, AT, AF	1	3 (5 HITS)	67
	Andra 40mm Missile Pod	40cm	110cm	IF, AT, AF	1	5 (5 HITS)	80
±	Andra 60mm Missile Pod	40cm	110cm	IF, AT, AF, AA	2	6 (5 HITS)	90
	Bodkin AP Howitzer	35cm	110cm	IF, AT, AF	1	6 (3 HITS)	63
	Clamour Type 5 Maser Emitter	60cm	60cm	Maser Emitter	See Advanced Rules		100
	Fretan II Rail Gun	45cm	130cm	AT	1	10 (2 HITS)	54
	Moth 88 Rotary Cannon	30cm	100cm	AT, AF	3	4 (4 HITS)	75
±	Moth 88 Twin Long Barrel Cannon	45cm	150cm	AT, AF, AA	2	4 (4 HITS)	95
±	Particle Dispersion Launcher			See Advanced Rules			10
±	Transmission Jammer	30cm	75cm	See Advanced Rules			10
	Sequence Particle Beamer (PW)	30cm	90cm	AT	2	6 (2 HITS)	68
±	Valerin 2Mw AP Laser (Drones)	20cm	80cm	AT	2	3	16
	Valerin 15Mw Laser Cannon	30cm	120cm	AT, AA	2	9 (3 HITS)	78

Note: Restricted weapons may NOT be used in games not using Callsign: Taranis rules

Unit Clarifications

Havelock Battlesuit

- The battlesuit has 2 weapon hardpoints: Right Arm and Back.
- The back hardpoint may ONLY be fitted with an Anda Missile Pod.
- The battlesuit MUST take an Impact Gauntlet.
- The Anda Missile Pod is now optional.
- You may equip an Anda Missile Pod in the Right Arm hardpoint.
- The Flamer on the left Impact Gauntlet is optional.



Frequently Asked Questions

General:

If I have 3 troop elements, and have 3 activation tokens to place after initiative has been rolled, can I put all 3 on one element, or split the 3 between two of them?

No you cannot. You MUST place one activation token on each one of your troop elements before you can add a second. After every unit has one, you may choose to stack further on a single unit however.

Can I pre-measure range?

Yes.

(Patrol Angis pg28) If an ISV has a movement of base value of 20, does it have a flat +1 modifier apply to it, or does that +1 cancel out the -1 it has for being an ISV?

It cancels out the ISV -1.

(Patrol Angis pg52) I think there might be a problem with some of the example units. Knight Errant Mina has one Veteran and one Errant, meaning neither benefit from either of those abilities. This carries over to Nobles Mina, Retained Signaller Mina, Retained Medic Mina, Desteria Banneret Mina, and the equivalent Muster Sticks.

You are correct, there appears to be a miscalculation here.

Can we allow Nobles to be able use the Errant Advanced Rule?

Yes, Nobles may now take Errant.

Who can take the Baron Special rule?

Only Retained or Desteria Nobles.

Can I take Baron and Errant special rules on the same miniature?

Yes.

I feel Desteria Knights should be able to move and fire their weapons, even though they are support weapons. Can they do this?

Desteria Armor is designed to carry into battle some of the most powerful weapons developed by the Prydians. Desteria Armor may move and shoot support weapons, but may not use them to Snap Fire.

Units in Cover

(Patrol Angis pg27) Cover is cumulative, but it's not clear if you're summing the cms and using that modifier, or measuring each piece and summing the modifiers?

You would measure the total distance the line of sight travels through and use that as the basis for your modifier. If that total is greater than 10cm, that unit cannot be seen.

(Patrol Angis pg27) The cumulative cover bonus is capped at +4. Fully inside terrain is +3, but does not count toward the cumulative cover bonus. Does that mean you might have a cover bonus of +6?

The max you can gain from cover alone is +4. Modifiers can raise or lower this.

(Patrol Angis pg27) Does the cover that a Troop Element fully occupies interfere with their own shots?

Troopers within cover are not hindered by their cover when shooting at an enemy element. It is assumed they have found appropriate firing lanes within their cover.

General Combat

(Patrol Angis pg29) Does the initiative controller distribute HITS or KILLS? If it's HITS, who distributes KILLS? If it's KILLS, how do you handle different armor types in the same Troop Element (since you don't know who the target was until after the armour roll)?

Initiative winner chooses the KILLS.

The case of mixed infantry armour types is a relatively unique situation. In this case, the attacker would choose where shots are going. Make saves for all armour types of the same type, and tally the successes separately. The initiative winner chooses where the kills (or damage when units have multiple DMR) land within those armour types.

(Patrol Angis pages 21, 27, 32) "Centre". Troop Element Cohesion is around a "centre" figure. That section describes this as front and centre, with the rest of the Troop Element beside or behind this leader. So, more "middle", really. Is this the same "centre" used for range and LoS and Close Combat?

Front, centre most model in the element.

Movement trays make this determination much easier.

Ranged Combat

(Patrol Angis pg32) You can "Move and Fire" to get into Close Combat. Does that mean you can shoot, move, and melee as an action?

What happens is you declare you want to move into close combat, however if your movement value is not enough to enter close combat, it turns into a Move and Fire action. This way, your action wasn't fully wasted.

You could however spend an action to make it into close combat, then provided you survive to your next activation, use a Move and Shoot to break away and shoot at the enemy element.

(Patrol Angis pg34) Rules Query: Rapid Move and Snap Fire - Situation: My Retained Post (10-men) has successfully finished using Rapid Move action and is within Line of Sight of an enemy Fire Team (4). I do not attack (as that is part of the restriction of using Rapid Move) but once the turn is passed to the opposing player, the Fire Team immediately activates and uses a Move and Ranged Attack action, takes aim and fires on my Post. Regardless of the outcome of the attack... can my Retained Post use Snap Fire? If yes, is there a penalty for having used its Rapid Move Action in its own last movement?

Yes you may Snap Fire as per the normal rules, and no there is not a penalty to shooting in this instance.

(Patrol Angis pg34) Overwatch - If Overwatch prevents all actions until ended, how does one get multiple Overwatch tokens?

You may opt to use Overwatch as one of your first activation tokens, may choose to continue to stack it with Overwatch actions. Each Overwatch token grants a single instance of interrupting ranged fire, which you may choose to spend all on an enemy element, or not, when it enters range. Remember that unspent Overwatch tokens carry over turn to turn!

(Patrol Angis pg34) Overwatch - If I want to use multiple tokens, do they stack all at once, or does my opponent get to snap fire after each overwatch attack?

Your opponent gets to Snap Fire after you complete your Overwatch attack, but before moral is rolled (as per normal)

(Patrol Angis pg34) Overwatch - My opponent failed his moral check and want to spend another token to continue firing. Does this work like shooting as normal on a unit with a Re-motivate Token? Yes.

(Patrol Angis pg34) Overwatch - Can I use Support weapons with Overwatch? Absolutely.

Speculation: If my model has two ranged weapons, can it fire both in a turn?

If a model is equipped with two weapons that both have "Pistol" or "MPI" in their name, they may be fired together at the same target. You may Snap Fire with both Pistols/MPIs as well. Other ranged weapons may not be fired in this way.

Speculation: What if an ISV has multiple ranged weapons?

It may only shoot 1 of its weapons per activation, but you get to choose which weapon.



Close Combat

General combat clarification: The book refers to "Close Combat Attacks" and "D8 rolled per Attack", however, only the defender rolls dice and there are no "attack rolls". Here is an explanation on how this should work:

- By default, each attacker gets 1 attack in close combat
- Each Attack generates 1 HIT dice your opponent has to save
- A weapon generates more HIT dice per Attack (for example a Octa sword give 2d8 per 1 attack)
- Brawler adds 1 more HIT dice per attack (Standard 1 attack = 2d8, or with a Octa, 1 attack = 3d8)
- Assaulter gives a model that has purchased the ability an additional 2 Attacks, (for a total of 3 attacks)

(Patrol Angis pg33) Shooting into Close Combat, are HITS or KILLS split between the close combat engagement? If KILLS, what about armour differences?

Hits become automatic KILLS, (regardless of armour type) and are divided up 50/50 with any remainder going to the opponent's element unless you choose to re-roll everything. If you do choose to do so, only rolls of 7+ count as HITS (and therefore KILLS). These KILLS are distributed wholly to the opponent's unit.

(Patrol Angis pg33) "If a course of action is not chosen that involves moving away..." So, Move and Fire would work. Can you fire first in that situation?

Your element is engaged in close combat until you break away. You would have to move before you fire.

(Patrol Angis pg33) If you don't move away from a close combat, the other side gets to initiate a close combat before they choose an action. Does that apply even if you choose to keep fighting? If not, then you'd fight, and the enemy could then fight you twice on their turn.

This falls to whoever player's activation it is. If you want to keep fighting but it's your opponent's activation round and they decide to break away, that is within their ability to do so.

*(Patrol Angis pg33 and 47) Do close combat weapon dice *replace* the base close combat die, or *add* to it?*

The close combat weapon increases the number of HIT dice your opponent has to save. For an infantry element, normally one attack generates one HIT dice. However, adding a weapon like an Octa Sword replaces the number of HIT dice generated, (in the case of the Octa sword, one attack would generate 2 dice).

Normally if you enter close combat with a 4 man Retained Demi without weapons, each model would get 1 attack and each attack would generate one HIT die to be saved against. So, 4 models would do 4 Attacks which would generate 4 HIT dice.

If you enter close combat with a 4 man Retained Demi all with Octa Swords, each model gets 1 attack, and each attack generates 2 dice. Thus, you would get 4 attacks (1 for each man in your Demi) and with each attack generating 2 dice, would come out to 8 HIT dice your opponent would have to save.

Speculation: If I have a model with 2 close combat weapons (Like IMP41 Baron McCauld), how does that work for close combat hits?

If a model has 2 close combat weapons, you would add together the hit dice for both weapons, and this would become that model's base number of close combat attacks.

In the case of the Baron McCauld: Pelleas Powered Mace (2) + Desteria Impact Fist (3) = 5 close combat dice.

(Patrol Angis pg34) Third Troop Element in close combat says fight and check morale, but there's no morale check in close combat.

Correct, there should not be a moral check in this situation.

Troop Formations

(Patrol Angis pg35) Can an injured 6-troop Post split into 2 3-troop Demis? Can a Demi with only 3 troops split into a 2-troop Mina and a 1-troop Mina? Yes.

Morale

(Patrol Angis pg31) Morale roll is "TWO (2) or more...", But the instructions say you have to roll MORE to succeed, and that just EQUAL is a failure.

You must roll 2 or higher as a base value before adding or subtracting modifiers. Rolling less than the total after modifiers are applied is considered a failure.

(Patrol Angis pg31) Morale says whatever % of Troop Element killed. What is that a percent of? Maximum Troop Element size? Starting? Most recent?

The current size, rounded up.

(Patrol Angis pg31) Re-motivate is described as a course of action, but it really isn't. It's just something that happens when assigning Activate tokens. I guess this is more of an opinion, but it's certainly unlike all of the other actions.

Re-motivate tokens are unique in that they IMMEDIATELY drains the element of 1 activation token then removes itself from play, and if there are no tokens, it remains until one becomes available to drain. It is not an action, but a status ailment that forces you to spend an action to remove it before you can do anything else.

(Patrol Angis pg32) A new morale test is made each time a Troop Element is attacked. It doesn't say "lost members". Does this only apply to a Troop Element with Re-motivate tokens?

If the unit has a Re-motivate token in place when it receives a new attack, take a moral test. If that test fails, a new Re-motivate token is immediately added.

Special Rules

(Patrol Angis pg36) Ablative Shell: "...every miniature in the Troop Element automatically passes one armour save..."

Armour saves are by hits, not troops. How does this work? If my Mina takes 4 hits, do I ignore two of them and roll armour saves for the last two?

The key is in the very first part of the rule "The FIRST TIME a Troop Element where all miniatures have this ability is hit by ranged fire or attacked in close combat...". Ablative shell is basically saying "The FIRST TIME this unit is attacked, each model with the rule receives one automatic save". After that first attack, the shell is gone regardless of how many HITS actually occurred.

As an example, let's say you have a Desteria element who is getting shot at for the first time this game with 7 HITS:

- Ablative Shell kicks in and Automatically saves 5 of this HITS
- You must then make save rolls against the remaining 2 HITS
- Ablative Shell has now been spent for the remainder of the game

As an example, let's say you have a Desteria element who is getting shot at for the first time this game with 3 HITS:

- Ablative Shell kicks in and Automatically saves all 3 HITS
- Ablative Shell has now been spent for the remainder of the game

(Patrol Angis pg36) Assaulter: When it says "TWO additional close combat attacks", does that mean two extra HITS? Is that per trooper, or for the whole Troop Element?

This rule works much like Brawler in that it simply grants each model with the rule 2 more attacks (3 total)

As an example: Retained Knight takes an Octa Sword and Assaulter. The Base attack of 1 is changed to 3 because of assaulter. When you get to combat, that Knight deals 3 attacks, each using 2D8 because of the sword for a total of 6d8 rolled.

(Patrol Angis pg36) Assaulter: Troop Elements where every miniature has Assaulter may make TWO additional close combat attacks. Does the element do all three attacks at once/altogether? Or are they split?

It's one big hit altogether.

(Patrol Angis pg36) Brawler: refers to extra dice in close combat attacks. That should be extra "Hits", yes? Yes.

(Patrol Angis pg36) Brawler: If every member of the Troop Element has Brawler then you may add ONE additional dice in all close combat attack rolls. Does this mean the the Troop Element gets single additional hit?

The example given within the rule states that single infantry model with brawler would get 1 hit, plus 1 more for brawler. Therefore, a group of 10 Retained with 10 attacks, all of which have assaulter, would get their 10 attacks, plus an additional 10 from Brawler.

This rule works exactly the same as Assaulter.

Speculation: Let's say there is a 4 man Retained Demi, all armed with Roaz axes and also all have Assaulter & Brawler skills. This Demi does would deal 48 hits in a combat round?

Well, let's check your math: Assaulter kicks in first as it adds 2 to your base attack stat, making it 3. Your Roaz Ax grants you 2 dice, and then Brawler adds one more on top of that for 3 dice. So 3 attacks with 3 dice each comes to 9 dice per mini. Four minis comes out to 36 hits. Brutal isn't it?

(Patrol Angis pg37) Protector - If I won initiative, this rule means I have to KILL these models first?

Exactly. Only once the Protectors are dead do you get to start choosing where those shots land, (if you won initiative).

CALLSIGN: TARANIS Errata

Special Rules Adjustments

Equipped Shield:

We've seen the conversions and we love them. However, we've found that having the shield for free on models that weren't designed with shields is a bit of a steal. Models that include Solid Shield in their stat line, or Duxis Battlesuits using only close combat weapons still will have access to the Equipped Shield rule for free, however, all other units that opt to carry a Solid Shield must purchase one for the following points cost:

Infantry: 3 points
Battlesuits: 8 points
Mecha: 15 points

Frequently Asked Questions

(Callsign Taranis pg31) Example conflicting with rules - Trying to brush up on my vehicle rules and got stuck on Ramming example. Twice it mentions Armor Save as equal to or LESS than X (Armour) but the example does the opposite (2 failed, 6 saved) so I'm kinda confused what/how the right way to resolve this?

Assuming both vehicles are able to ram them both roll 1D8 (Mullo Armour Rating is 3) and have to roll equal to or less than armour value to avoid damage (so a roll of 1,2,3 for Mullo) if they roll 4 or more they fail. If they fail then they are damaged. If they succeed they suffer 1DMR lost for the ram. If they fail then the vehicle failing suffers a loss of DMR of 50% of the initial total DMR of the other vehicle it rammed so in this example 8DMR. I can see the confusion. It is not really an attack rather both players just see if damage happens and the loser really gets hurt. It does favour the bigger vehicle at all times; if a Taranis rammed an Adder and lost the roll then it would only suffer a couple of DMR where as the Adder if it lost would be obliterated by 50 or so DMR lost.

*(Callsign Taranis p36) Fire Support - You get +2 if you're killing more Troop Elements than you're losing, but is that +2 to the *result* or +2 to the *target number*?*

The target number is 5+ but you add 2 if you've killed more Troop Elements (making the new target number 7+).



"Change is the nature of battle. Those who can navigate the ever changing path of combat are granted admittance unto the hallowed halls of victory. Those who cannot are dragged down by the undertow of defeat and their names forgotten to the dusts of time."

- Baron Murdo Officer Training Seminar

(Callsign Taranis p28) Says that hover vehicles float 1cm high, and can pass over most infantry. What is "most"? Also, figures are usually 15 to 20 mm tall. Is 1cm really high enough? I'm not sure when that will come up, but it's in the rules, so...

Most means laying down normal human sized so not Desteria or Warlords or such size. It came up a few times with rapid advance of lifter Adders in a recent game...ride over the lads and the lads get back up.

(Callsign Taranis p29) "Anti-aircraft weapons are designated as AT in the Callsign Taranis weapons chart." I imagine that's supposed to be "AA". Yes.

(Callsign Taranis p31) Ramming - Rules say to make an Armour Save using the vehicle's own Armour Rating. Standard rules define a successful armour save as EQUAL or BETTER than the target number. That would mean that having better armour is WORSE for you.

This is an error in transcription. It should be EQUAL or LESS to succeed.

*(Callsign Taranis p31) Vehicles Moving Over Small Targets - Small targets get squished if the vehicle "cannot move through" them. What does that mean? Can't find a wide enough space around them? Can't avoid ending movement atop them? What if you *can* move through them, but choose not to (like vs. enemy troops)?*

It means a space only possible for the vehicle to move through. If the space was wide enough then it would move around them. Up to player to choose intent and movement rate to avoid stopping atop. If you can and choose not to then you just run over your own guys.

The Khanate Return

Is Humascare affected by the rules Veteran or Calmer?

No it is not. As stated the only humans that are not affected are Starvaulters.

What Transport options do Pioneers have access to?

Pioneers can access all Legionnaire vehicles and transports.

Adjustments: Infantry Weapons Table

The Khanate Return Infantry weapons lacked Callsign Taranis attributes. Please refer to this table when playing Shia Khan forces in Callsign Taranis.

Infantry Weapon Type	Point Blank Range	In Range	Properties	D8 per Shot	Weapon Strength and (AoE HITS)	Points Cost
Cupid 0.5kw Laser Pistol	12cm	30cm	None	1	1	2
Juno 2kw Laser Rifle	30cm	70cm	None	1	2	8
Mia 9.6mm MPI	10cm	20cm	None	2	2	6
Flora 30mm Grenade Gun	15cm	35cm	IF	1	2	10
Hydra 6.8kw Laser Shotgun	10cm	20cm	None	3	2	15
Plutus 9.6mm Carbine	25cm	60cm	None	1	2	10
Honus 7kw Laser Sniper Rifle (S)	40cm	100cm	AT, S	1	4	21
Porus 18mm AP Rifle (S)	20cm	75cm	AT, S	1	3	16
Janus 47mm Blast Grenade Gun (S)	20cm	55cm	AT, AF, IF, S	2	3 (2 HITS)	24
Jupiter 46mm Plasma Rifle (S)	18cm	45cm	AT, AF, S	2	4 (2 HITS)	26
Pluton 10mm Hi-Ex Launcher (S)	25cm	85cm	AT, AF, IF, S	2	3 (2 HITS)	25
Apollo 40kw Atomic Destabilizer (S)	25cm	80cm	AT, AF, S	3	5	41
Mars 20mm Chain Cannon (S)	25cm	100cm	AT, AA, S	4	6 (4 HITS)	84
Vulcan Fame Projector	10cm	20cm	Fire Corridor	2	2	25
Quill Grenade	7cm	13cm	IF	1	3 (3 HITS)	14

ISV Weapon Type	Point Blank Range	In Range	Properties	D8 per Shot	Weapon Strength and (AoE HITS)	Points Cost
Luna 55mm Missile Pod	45cm	125cm	AT, AF, AA, IF	1	5 (4 HITS)	46
Juno 18kw Laser Cannon	35cm	125cm	AT, AF, AA	2	10 (3 HITS)	78
Helios 80kw Adomic Destabiliser	40cm	100cm	AT, AF	2	15 (2 HITS)	105
Ceres Light Laser Mortar	20cm	130cm	AT, AF, IF	2	4	73
Maia 12.7mm Scatter Cannon	20cm	60cm	AT	4	4 (4 HITS)	76
Nebula Charge (Nano Weapon)	See Advanced Rules			3	10	8



The Xin Hegemony

Adjustments: Advanced Rules

Dissipator

Xin heavy armour is a miracle work of flexible plates, interlocking meshes, and layered nano-ceramics. The end result is armour that is far more mobile than that of even the revered MkII Noblesse armour, while being nearly as protective. The first time an element would take damage or KILLS from failed armour saves, you must re-roll all failed armour saves. If a model has both Ablative Shell and Dissipator, Ablative Shell triggers first. Terms of use: Part of Armour.



Frequently Asked Questions

If I roll all successes on my armour saves, do I still have the Dissipator rule on my element?

No, but once that element fails a save, you MUST activate Dissipator for the element to re-roll all failed saves (no matter how many failed saves that may be).

If Ablative Shell triggers before Dissipator, do I have to use both?

Here is an example:

On turn 1, an element with Ablative Shell and Dissipator fails 3 saves. Ablative shell kicks in first and negates those 3 saves. Ablative shell is now spent, but Dissipator does not trigger.

On turn 2, the same element fails 2 saves, and triggers Dissipator. Dissipator re-rolls the 2 hits and saves one. The element takes 1 damage, and Dissipator is now spent as well.

The Chan Quing Double Spade is listed as a ranged weapon and close combat weapon, do I have to pay twice for it?

No, you only pay it's cost of 35 points one time.

The Jade Ape has two massive fists, but it doesn't seem to have any close combat weapons associated with it...

Each Jade Ape should have two Yanshi Fists as 'must take' weapons. Here are the stats.

Weapon Type Melee Weapons	Range	HITS Generated Per Close Combat	Points Cost
Jade Ape Yanshi Fist	Close Combat Use Only	3	20

