

- THE PRANG ARMY IN PATROL ANGIS -

“Following on the coat tails of the devastating incursions by Prang Raiders onto the surface of Faercycle II the military infrastructure upon the cold but valuable planet was increased. This was in 4326 IC and the re-enforced Planetary Militia under General Canvarus held the line with the assistance of a small force of Retained Knights of the 157th Regiment. Orbital space was not compromised and the aliens were wiped out after refusing to surrender when they could not get uplift from the surface. The processing of titanium continued for the war effort. It was not long after this that initial contact was made with the Prang proper rather than the raiders whom up to that point were the only representatives of the race encountered. A peaceful delegation of two small Ancep Drive equipped starships landed at Ismere starport and were received by a planetary delegation rather than a military escort as a sign of our intention to avoid conflict.

It took two days and a lot of head scratching but eventually a means of communication was established using a combination of sign language and object comparison. Shortly after this General Canvarus met with the planetary governor and a Prang named Throag. Throag would be the ambassador to Prydian Space and to Humankind. I will admit that strolling around Ismere with an alien some three times the bulk of a man did raise some interesting situations. But we made efforts and so did the aliens to make peace with the people of Faercycle II and Throag made what amends he could for the raiders actions with apologies, promises and gifts of luxuries and clothing as was the Prang custom. We did turn to the core of the arrangement after that which was simply put that the Prydian Army and the Prang team up to foil and then destroy the raiders upon their next incursion.

Ambassador Throag shared the knowledge that the lush farming world of Myrdan III would be the next target with the aim of carrying off people and crops. A task force was organised and dispatched to the nearby Myrdan stellar system. This was in 4328 IC and the raid was countered and for the first time we saw the regular Prang Army take on rogue members of their own kind. Caught in a pincer on the ground and in local space all three of the raider ships were destroyed and the threat removed. After this and a period of time touring that star cluster and other minor skirmishes the Ambassador was conveyed to the New Glastonbury system in 4330 IC and became the first alien to set foot upon the Tor in at least a thousand years.

Thanks in large part to the allied defence of Myrdan III and the good works of Ambassador Throag the Prang have now begun sending troops and vehicles to aid us in the growing war against the Shia Khan Empire in Camarthen space. We need all the help we can get.

Governor Aldo Lefarge of Faercycle II. 4331 IC



Welcome to the second free expansion to Patrol Angis for the Prang Army from The Ion Age. This is an evolving army and thus this document is not complete and will be updated in the future as we add more codes to this force. To make use of these pages you will need a copy of Patrol Angis and Callsign Taranis as well as some miniatures from our website at www.theionage.com. These pages give you the introduction to the background along with statistics to bolt onto those in the core game books. Use them at the appropriate places in the rules.



STATISTICS TABLES

On this and following pages are the statistics for game play for the Prang. These cover Armour, Weapons, Troop Types, Troop Elements and Typical Platoons. This is not an exhaustive listing by any means but it is the current one. If in doubt use the rules for Muster.

ARMOUR TYPE	ARMOUR RATING	BUILT IN COUNTERMEASURES	POINTS COST
Ceramic Armour (Prang)	1	None	3
Powered Ceramic Armour (Prang)	2	Jump Jets	12
Ceramic Phaser Armour (Infantry Size Vehicle)	3	Jump Jets, Ablative Shell	34

An Overview of Prang Society

To understand the Prang is to understand a society dominated by a strange combination of fear, obligation, deceit, and order. As a people, the Prang are dominated by powerful families; each headed by an elder Matriarch with absolute authority over her territory. They are a race fuelled by rival females who often clash in disputes.

These Matriarchs are huge; the latest members of their species. Transformed through the natural hormonal processes of their kind into monstrosities made for governance and procreation of the species. Matriarchs are the rarest of all Prang and are seldom seen by outsiders often remaining out of direct contact with even their own people, acting through a caste of Prang officials known as Sherags.

Sherags are Prang that have matured along a different route than other Prang. When they reach the time of maturation they develop a more advanced mental capacity developing the ability to calculate, store, and recall information at phenomenal levels of proficiency. Sherags often act as direct advisors to Matriarchs as well as civil and political functionaries but seldom outside of Prang territories. They are considered prized assets to the Matriarchs and are not allowed to wander astray for too long lest they fall into the hands of adversaries and competitors.

It is worth noting that all Prang begin life as either Kruugs (males) or Druuns (females). Both bear only slight resemblances to the more familiar, powerful, rotund Prang that make up the majority of Prang soldiers and adults. Nearly identical in physique Kruugs and Druuns are lithe and slightly gawky with Druuns being a bit more athletic than their male counterparts. These young Prang remain in these forms for fifteen to twenty years before hormonal changes force them to begin to transform to the form they will take for the remainder of their forty to sixty years of life.

While Kruugs remain quite mundane until they mature into powerful Prang, the Druuns possess a gift for manipulating their own tissues. A byproduct of their natural biology which will eventually transform them into massive Matriarchs a Druun can shift appearance to fit nearly any humanoid form. This ability makes them useful for espionage and intelligence. Druuns are also incredibly competitive and often challenge one another in hopes to secure themselves a position of power among the matriarchy. Those that do not end up dead or transforming into Matriarchs will continue to exist as strange creatures unbound by form. There are even rumours of a secret sisterhood of Druuns that sell their unique talents to any who would meet their price.

Kruugs are the most numerous part of Prang society, forming the vast number of functionaries. They are tasked with all manner of labours and drudgery as well as bolstering the lower ranks of ships crews, military and police units. When a Kruug reaches his changing time, he will bulk up and continue to do so for several years. Truly large Prang do exist and make for very potent foes. Each is different and some Kruug can become twice the height of a Human male.

There one, seldom spoken of form of Prang, the Hruug, that is the mutant transformation of a Kruug. Hruugs are savage, reduced in mental capacity and indeed feral creatures. This is not to say they are without intellect and accounts of Hruug armed with firearms do circulate. Most of these creatures exist in small clutches scattered around space, often the descendents of diseased Matriarchs. There are legends of lost worlds among the star clouds populated by vast hordes of Hruug and some Prang raiders have been known to keep a stock of these vicious creatures in their holds to release in boarding actions.

CAPTAIN VOZAR

Captain Vozar shuffled nervously in the dim, moist chamber, his hand resting at his belt, not on but near his blasters. The raider captain looked sideways to his second and chief navigator, noting how the two experienced Prang shared his unease. The looming figure of Matriarch Quakoxamagga presented and imposing shadow from upon her dais, collected prizes surrounding her both as proof of her prosperity and a warning to those who might look to overstep their rank or authority.

The Matriarch croaked something in the ancient tongue to her Sherag who hobbled his aged self into the light before the dais. With a nod, the advisor looked over the assembled raiders, a lip curling in consideration of their ramshackle gear and faces smudged with the filth of their crude raiding vessels.

Captain Vozar met the Sherag's glance and croaked, "We have what you asked for."

Several young Kruug crewmen scampered from the collected crewmen behind Vozar, dragging a weighty satchel that clanked and chimed as it skipped over the hard reception hall floor. The tinkling metal noise brought a sound of amusement from the shadowed hulk of the Matriarch as well as the less bass sound of young Druun females joining their mother in the joke.

A bark of orders from Bozar's second and the Kruugs scampered back to the safety of the crew, leaving the bag on the floor between their captain and the Sherag. Another order issued and the second bent to pick the satchel up and hand it to the advisor. The aged Prang tentatively lifted the flap on the heavy bag, a grin spreading across his normally sombre features. A nod and a few words in the ancient tongue and he turned to face the dais, lifting the prize above him to show to the Matriarch.

The rumble of the Matriarch's laugh spread through the chamber with the chorus of her daughter's behind her as she looked to the presentation of the gold covered head of former captain Thogzar, Vozar's former superior. The Sherag lowered the head as the shape of one of the Druuns slithered from the shadows, moving with the unnerving fluidity known to young Prang females. The predatory creature took the head in her hands, taking a moment to cast a withering look at Vozar as if to remind him that this could be him.

The Matriarch croaked her ancient words openly to the room as her daughter returned to the shadows with the new prize, the Sherag translating as she did.

"Matriarch Quakoxamagga expressed her pleasure in seeing that you have delivered upon your promise of recompense for your former commander's misdeeds. Your ships will be returned to you as will their crews and weapons. As a show of further appreciation, your fortunes will only be taxed at 60%. You will agree that this is a most generous decision."

A brief moment of dissatisfaction rolled through Vozar's crew but was quickly silenced by his second. The captain looked into the darkness, the outline of the Matriarch the only thing visible through the haze and low light. She was large enough to devour him and likely had devoured others in the past. While her concessions were drastic, considering the transgressions were those of his former captain and not his own, but no raider in his right mind would challenge the ruling of a Matriarch that he had even remotely wronged.

With a forced smile, Captain Vozar gurgled, "Tell the Matriarch that she is most gracious and fair".

An Overview of Prang Weaponry

BLASTERS

Blaster is a collective term for Prang weapons firing pellets of superheated plasma. These weapons are core to the Prang. Common Blaster types are pistols, carbines, rifles and Focus Cannons. The current version of the plasma type rifle is the Aspect 5. Plasma pistols and carbines are all mostly older aspects and a mixed bag of types.

ARC WEAPONS

Arc weapons are weapons that fire a powerful arc of pure energy. This energy is effective at inflicting damage through armours as it tends to conduct through most materials. Arc weapons come in two forms, the Arc Thrower which is a large, rifle-sized weapon and the Arc Cannon which is a massive weapon requiring a strong back or servo assist. The current Arc Thrower is the Aspect 3 with the Arc Cannon being a very updated Aspect 5.

AUTOCANNON

While the Prang do favour energy weapons, there are sometimes a call for projectile weapons. The Prang Autocannon is a multi-purpose device firing more than simple projectiles. The rounds of an autocannon can be programmed to air burst and as such function like a grenade launcher. The autocannon in service is the Aspect 4.

SONIC STUNNER

Sonic stunners are one of the most exotic of the Prang weapons. Using a highly focused and modulated emission of sonic vibration, the Sonic Stunner attacks a target on a neurological level, causing intense pain and paralysing its target. Sonic Stunners can be set for a single, powerful beam that effects a single target with a greater change of disabling them, or it can be set for a wide angle projection that is capable of disabling several lesser targets. Sonic Stunners are not rated by the same Aspect System as other weapons. The current model in service is known as the Phase 3.

VIBRO WEAPONS

Prang melee weapons make use of their sonic technology, sending micro vibrations through their blades to make them cut more readily. There are many marks and models of vibro swords and blades in use.

BURST RIFLES

Burst rifles are an older form of Prang weapon that is still favoured by some. This is a projectile weapon firing a shower of razor sharp flechettes.

GRENADE TYPES

Prang utilize hand grenades that take the form of small spheres capable of fitting easily into pouches. The most common form is a simple concussion grenade but they also have sonic stun grenades as well. An odd form of grenade used by Prange peacekeepers is a disk shaped grenade called a Tangler that erupts into a tangle of sticky tendrils, immobilizing the target.

TRUE CRIME

Shog ducked as the cracking of weapons fire hailed from the landed ship. His squad had been deployed to the landing pad to enforce trade sanctions and block delivery but the crew had, characteristically, taken exception. Now he and his squad were fighting to get into position to seize the vessel and arrest its crew. Two of his men were down and Droduur had taken one of his remaining troopers to the far side of the platform in hopes of flanking the smugglers in a crossfire.

"Surrender yourselves and prepare to be processed in accordance to the sanction put upon you by Matriarch Zexigarga," Shog rattled off through the loud speaker system on the platform, his comms patched in through his magistrate's override.

The hail of shredding projectiles was the only answer he received, sending him back down behind the collection of shipping crates that seemed to litter every docking bay.

A few shots fired from his blaster covered a quick scan across the edge of the crates as he verified Droduur's position. The flanking manoeuvre had been successful and the pair of magistrates was secreted away on the other side of the platform, facing the rear of the smugglers' position. Fortunately, they had not been noticed and it seemed that, for the moment, Shog's plan was working.

A few more volleys passed between Shog and the smugglers before he gave the signal. Droduur poured plasma fire into the flank of the criminals' position while Shray, the young kruug with him, tossed out a pair of tangler disks. The disks arced through the air and then skipped across the landing platform before detonating near the smugglers. Tendrils of sticky biowire exploded from the disks, wrapping themselves around the criminal scum and binding them instantly to the landing platform.

Shog sprung forth from his position and rushed to grab the now captured smugglers. The raiders would face stern Prang justice and would likely find themselves heavily taxed and sanctioned if they were allowed to remain free.

Droduur and Shray had just joined him when the air around them roared with the shrieking of turbo engines. Dust and debris from the firefight swirled and clattered on the platform as the menacing beak of a raider attack craft rose from below the landing pad its ball turrets whirring as they tracked the magistrates.

"Grotz," Shog profaned as he heard the weapons powering up...



INFANTRY WEAPON TYPE (S) SUPPORT	POINT BLANK RANGE	IN RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Blaster Pistol	15cm	30cm	31cm	1	2	6
Blaster Carbine	25cm	50cm	51cm	1	2	9
Blaster Rifle	25cm	65cm	66cm	1	3	16
Burst Rifle (S)	30cm	75cm	76cm	2	4	24
Arc Thrower	10cm	20cm	21cm	2	2	12
Arc Cannon (S)	18cm	40cm	41cm	2	2 (AoE 2 HITS)	26
Auto Cannon (Heavy Slugger) (S)	30cm	100cm	100cm	2	3 (AoE 2 HITS)	32
Sonic Stunner (Direct Shot)	10cm	20cm	21cm	1	2	8
Sonic Stunner (Wide Effect)*	10cm	20cm	21cm	1	1 (AoE 2 HITS)	8
Blaster Cannon (Focus Cannon) (S)	25cm	90cm	91cm	2	5 (AoE 3 HITS)	44
Sonic Stunner Grenade**	7cm	13cm	14cm	1	2 (Indirect Fire) (AoE 3 HITS)	8
Tangler Grenade***	7cm	13cm	14cm	1	Special	7
Arc Cutter	Close Combat Use Only			2	N/A	15
Vibro Blade				2		15

*Two ranged fire options with this weapon. The wide effect ranged fire option is treated as per the rules for 'Shocker' rules in Patrol Angis.

The Sonic Grenade is treated as per 'Shocker' for its rules. *The Tangler Grenade is a special weapon; see notes.

THE PRANG ARMY

Organisation Structure and Rank

1 Prang = **Tov** (Trooper)

5 Tov = A **Qual** (Squad) led by a **Letat** (Sub Commander)

4 Quals plus Urdo = A **Dogat-Qual** (Platoon) led by a **Sarga** (Commander)

5 Prang = **Urdo** (Command Squad) 1 **Sarga** (Commander), 1 **Tov Hadak** (Water bearer), 1 **Tov** Comms Trooper, 1 **Grox** (medic)

A full platoon may have a single Sherag advisor in its total number. This is the players choice.

A full platoon may have a single Prang Tech in its total number. This is the players choice.

PRANG RAIDER TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
Prang Tov Prang Tov Comms Prang Tov Heavy	Infantry	6cm	On Foot	Ceramic Armour	Blaster Carbine Blaster Rifle Burst Rifle Arc Thrower Sonic Stunner Arc Cannon Auto Cannon Blaster Cannon	2	18
Prang Letat	Infantry	6cm	On Foot	Ceramic Armour	Blaster Pistol Blaster Rifle	2	20
Prang Sarga	Infantry	6cm	On Foot	Ceramic Armour	Blaster Pistol Arc Thrower Vibro Blade	2	23
Prang Hadak (Cost includes Sacred Water Tank)	Infantry	6cm	On Foot	Ceramic Armour	Sacred Water Tank Blaster Pistol Vibro Blade	2	24
Sherag Advisor	Infantry	6cm	On Foot	Ceramic Armour	Blaster Carbine Vibro Blade	2	50
Prang Tech	Infantry	6cm	On Foot	Ceramic Armour	Blaster Carbine Arc Cutter	2	50

PRANG ARMY TYPICAL SQUADS	NUMBER OF MINIATURES	Troop Element Composition	Force Options	Points Cost
Prang Army Qual (Squad)	5	4 Tor, 1 Letat / 5 Blaster Rifle / None All wear Ceramic Armour	Choose from Squads and Command Squad to reach the total of 24 miniatures.	187
Prang Army Doko Qual (Support Squad)	5	4 Tor, 1 Letat / 1 Blaster Rifle, 1 Sonic Stunner, 1 Autocannon, 1 Arc Cannon, 1 Blaster (Focus) Cannon / None All wear Ceramic Armour		233
Prang Army Urdo (Command Squad)	4	3 Tor, 1 Sarga / 2 Blaster Rifle, 2 Blaster Pistol, 1 Sacred Water Vessel / Comms, Medic, Banner Bearer, Commander All wear Ceramic Armour		208
Prang Army Senior Qual (Specialist Squad)	5	1 Sherag, 1 Prang Tech, 3 Tor / 3 Blaster Rifle / None All wear Ceramic Armour		217



PRANG ARMY QUALS (SQUADS) IAF129 AND IAF130



PRANG RAIDERS TYPICAL PLATOONS	NUMBER OF MINIATURES OR EQUIVALENT	Troop Element Composition	Force Options	Points Cost
Prang Army Dogat-Qual (Infantry Platoon)	24	Prang Army Urdo (4) Prang Army Doko Qual (5) Prang Army Qual (5) Prang Army Qual (5) Prang Army Qual (5)	Force may be assembled from any shown troop element options as long as the total number of miniatures or equivalent is 24 or less.	1002
Prang Army Dogat-Qual (Specialist Platoon)	24	Prang Army Urdo (4) Prang Army Senior Qual (5) Prang Army Doko Qual (5) Prang Army Qual (5) Prang Army Qual (5)	Force may be assembled from any shown troop element options as long as the total number of miniatures or equivalent is 24 or less.	1032

PRANG ARMY QUALS (SQUADS) IAF137 AND IAF138



PORTABLE WEAPONS ALL VEHICLES WEAPONS TYPE	POINT BLANK RANGE	In RANGE	Properties	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Heavy Focus Cannon	25cm	90cm	AT, AF	2	6 (2 HITS)	63
70mm Missile Pod	40cm	120cm	IF, AT, AF	2	7 (5 HITS)	58
Auto Howitzer	35cm	110cm	IAF, AT, AF	1	6 (3 HITS)	62
Multiple Barrel Blaster Cannon	30cm	100cm	AT, AF	3	4 (4 HITS)	70
Superior Arc Cannon	30cm	120cm	AT	2	9 (3 HITS)	74
Arc Devastator Cannon	40cm	90cm	IF, AT, AF	1	18 (9 HITS)	196
Auto Hi-Ex Launcher Cannon 98mm	55cm	110cm	IF, AT, AF	4	9 (4 HITS)	105
Burst Super Cannon	40cm	150cm	AT, AF	3	11 (4 HITS)	142

PRANG TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
Prang Army Skref (Gun Crew)			On Foot	Ceramic Armour	Blaster Pistol +	1	14
Portable Weapon Platform	Portable Weapon	6cm	Walker	+	Heavy Focus Cannon 70mm Missile Pod Auto Howitzer Mult Barrel Blaster Can Superior Arc Cannon	2	45
Gullo Battlesuit	Infantry Sized Vehicle	12cm	On Foot	Ceramic Phaser Armour	Impact Gauntlet +	4	95
Zangwar Bike	Infantry Sized Vehicle	25cm	Anti-Gravity (Repulsar)	Ceramic Phaser Armour	Multiple Barrel Blaster Cannon Superior Arc Cannon	2	62

PORTABLE WEAPONS ALL VEHICLES WEAPONS TYPE	POINT BLANK RANGE	In RANGE	Properties	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Heavy Focus Cannon	25cm	90cm	AT, AF	2	6 (2 HITS)	63
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Auto Hi-Ex Launcher Cannon 98mm	55cm	110cm	IF, AT, AF	4	9 (4 HITS)	105
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**IAFP10
PRANG ARMY
DOGAT-QUAL
(PLATOON PACK)**
CONTAINS 20 MINIATURES
AND UNIQUE
CHARACTER PRANG

PRANG INFANTRY SUPPORT AND LARGER VEHICLES PLAY TEST STATISTICS

THESE ARE 'IN PROGRESS' STATISTICS
FOR YOUR GAMES OF PATROL ANGIS

LIGHT VEHICLES PRANG	WEAPONS (MOUNTS)	Move Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Zek Walker	Arc Cannon or Auto Cannon	16cm	Ceramic Phaser	Crew: 1 Walker	5	115 121

MEDIUM VEHICLES PRANG	WEAPONS (MOUNTS)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Bakkra Quad Walker	Arc Cannon (U) Burst Super Cannon(F)	18cm	Gali Plating (3)	Crew: 2, Walker.	8	780

HEAVY VEHICLES PRANG	WEAPONS (MOUNTS)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Torka Hexaped MBT	Turret (U): Auto Hi-Ex Launcher Cannon Turret (U) Multiple Barrel Blaster Cannon	22cm	Gali Superior Plating (5)	Crew: 4, Walker	50	1320

The trust was young and it was fragile but in its actions it would gain the nourishment of trust and through that it would gain vital strength. It had been only three standard year cycles previously when Ambassador Throaq of the Prang had offered peace and a pact to act alongside Humanity in defeating not only the raiders of his own species but also the looming menace of the Khanate. General Canvarus, formally of Faercycle II was promoted to knightly rank by the Reord who spoke for the Council of Addan in this and given the quest of managing the military affairs of the two space faring armies in the Camarthen cluster. At first the alliance came near to faltering when unaware Condots in the service of the Throne fired upon detachments of the Prang Army on the nightmare world of Mim II while hunting raiders who had carried off goods and more importantly the retro-psychotics needed for life upon that world had burned the domed settlements to the purple razor grass. Apologies were made for this and accepted. Next came the pitched battle in orbit and then upon the soil of Draff where the raider fleet of Captain Vozer was decisively defeated by the Dogat-Cenga of Commander Rotza alongside the 159th Knightly Regiment of Prydia in a fusillade of beams and bullets at the aluma mines of Draff III. Celebrations were had afterwards and friendships of fire and threatened death forged.

In 4334 IC contact was lost with the populous world of Myrdan III which had been a target of Prang raiders in 4328 IC and thus had been given a garrison of a hundred Dogat-Quals of Prang Army, some two thousand soldiers with their supporting vehicles and equipment. This garrison was joined by the ten thousands of the 807th Muster Regiment and the 712th Regiment as some two hundred thousand veteran Planetary Militia all centred around the city of Yellatan upon the Vale of Down; a natural wonder. It had been mostly quiet in the intervening years and the garrisoned Prang had formed bonds with the local Humans offering their great physical strength for farming and industrial tasks and teaching lessons of their music and crafts. Regular contact was lost as several fast ships moved in system. A transmission was made by emergency Ancep Generation which gave the dragon rampant warning. The attackers were of the Shia Khan Empire. It took two weeks for the joint fleet of Commander Rotza and General Lord Canavarus to make the transitions needed to arrive into Myrdan space.

Upon the arrival of the stellar vessels of the joint fleet in system contact was restored to a besieged Yellatan which was desperately holding the line again four full Khanate Legions and an estimated Malig horde in the hundreds of thousands. Myrdan III a jewel of a world could not be allowed to fall into the hands of the Shia Khan. Reports had been filed from other worlds in the greater Camarthen cluster which told of isolated or small scatterings of Dragonships wreaking havoc having evaded the space blockade around Camarthen Prime. Few had been this far away from the site of the Matter Gateway and they had all been stopped by harassed Prydian forces often at great cost. This would be a larger task.

While most of the planetary landings took place aboard Cassillis and Moat types of portable castles dropping from the skies on columns of fire Commander Rotza offered the opportunity to try a more exotic means of reaching the fields of Myrdan III. Discovered on Progea the home world of the Prang race and having been there for eons beforehand an ancient device which could transport matter instantaneously was located on Rotza's flagship. Though it used similar principles to the Ancep Drive it was far, far more advanced and precise. It was not understood by the Prang. Its expansive raised floor grid could hold over a hundred armoured Prang troops and then deliver them in a blinding flash anywhere within a direct line of the ship to a high degree of accuracy. The exotic teleportation device was used to great effect to place Retained Knights as well as Desteria into the vulnerable rear of the alien foe and to put Prang down into the besieged city directly through the raised Hurwent Shield. Despite repeated requests Commander Rotza did not allow Prydian fabricators and experts to examine the teleportation device despite Starvaulter imposed asking.

The fighting is well under way for control of the lush farming world and with further Prydian and Condot regiments arriving it is expected that the Khanate will be expunged from the Myrdan system soon. Prang and Human fight side by side and despite their different methods of war, weapons and physicality they are allies. This will matter all the more in the war against the Khanate as well as all the other threats that lurk within the Dolo Clouds and the vast expanses beyond the Prydian Precinct.

General Lord Canavarus, Myrdan III, Myrdan Stellar System 4334 IC



Prang Organisation Structure

This introduction article outlines Prang Army structure to the platoon level. Here is more more information which we will expand upon in the future for that which is not expanded upon in this article.

DOGAT-QUAL (PLATOON): Comprised of one Urdo and four quals

URDO (COMMAND SQUAD): Command squads are made up of an officer, communications specialist and a water bearer. The water bearer is a standard of sorts carrying a beacon pole that sends out a signal that Prang can hear with their naked ear. He also carries a tank on his back full of sacred water from the Prang's home world, a symbol of their home going with them wherever they travel.

QUAL (SQUAD):

1 Letat (Leader), 3 Tov (Troopers), 1 Tov Heavy

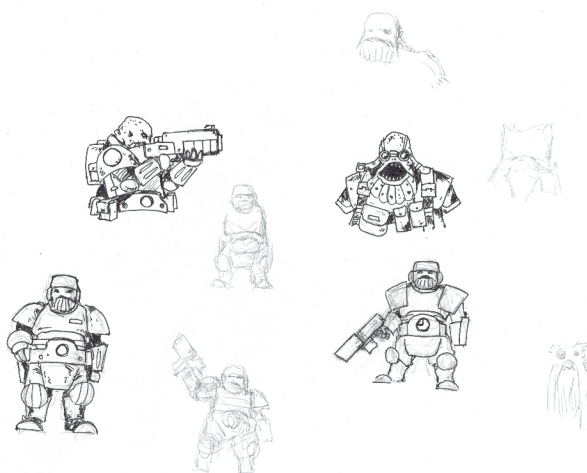
DOKO QUAL (HEAVY WEAPONS SQUAD):

1 Letat , 3 x Heavies, 1 x Comms

JEVEX (KRUUG AUXILIARY SQUADS): Occasionally there is a need to put more bodies into the fight. It is as these times that the Prang will call upon the vast number of juvenile males to fight. These Kruugs are given basic weaponry such as light blasters and grenades and thrown into the fight in waves. 10 Kruug armed with Blaster Carbines

DRUUN INFILTRATOR: Druuns spend most of their lives in the immediate company of the Matriarch mothers but there are those who resist their fates and channel their evolution along another path. These Druun never transform into the behemoth Matriarchs and instead become masters of shapeshifting, intrigue and espionage.

SHERAG FIELDMASTER: Not all Sherag are confined to lives as administrators. There are some who take to the field, acting as direct agents of the Matriarchs on sensitive operations. These Sherag keep a careful eye on the Prang they accompany, making sure that discipline is enforced and that objectives are achieved.



Thanks for your time in reading this free introductory article and we hope you enjoy using the Prang in your tabletop battles. This article was written by Eli Arndt with input from Gavin Syme (GBS). Check out all of the Prang codes on the website and download the other Prang Raider free article from there too. Autumn 2016.

Note: This document is a freely given resource for your use and as part of this we present here some 'Optional Test Rules' for you to use with your Prang Army and Raiders. These have only been low level play tested and therefore may or may not make it into print later on. If you like or loath them please do let us know why. Here we go:

Optional Test Rules

Prang Sherags: In Prang society the Sherag is an advisor and thinker meant to aid those who are in command of forces in the field. While a Sherag is in one of your Troop Elements (one use per force) you may add +1 to your D6 Initiative roll each turn. A Sherag also gives the advanced role Calmer to every character in his own Troop Element each turn (only that Troop Element). Points Cost: As per statistics table for Sherag.

Prang Hadak (Sacred Water Bearer): In Prang society the home world is prime in importance and while they place little value in Human style banners and symbols in battle they do value the nature of their home world. To that end a Hadak carried a container of water from the home world and its presence inspires great acts of nearby Prang. This acts in the same manner as the 'Valour' skill in Patrol Angis with the Vessel acting as the Banner. Points Cost: 50 Points.

Prang Techs: It is the task of Prang Techs to keep things working and to look at alien gear and see if it can be scavenged, changed, stolen or otherwise used. In play this means that a Tech may do several things. Firstly the Tech many automatically choose one ranged weapon in his Troop Element and give it TWO shots per activation that turn. This may be a different weapon each turn. Secondly in the case of **Prang Looting** having the Tech in the troop element means automatic success to gain the sniper bonus. Lastly any captured enemy portable weapon may be used by the Tech and his Troop Element as long as he is alive. Points Cost: As per statistics table for Prang Tech.

Prang Looting: While they have some advanced technology the Prang and especially the Raider forces that are sailing the ink black space seas of Prydia are desperate to get their big hands on more technology. To this end if there is a dead character or portable weapon, infantry sized vehicle within 10cm of a Prang Raider troop element (not Sherag but all other infantry) that troop element MUST investigate it. If the troop element is regular Prang Army there is only a 50% chance they will stop so toss a coin. This is done by moving into base to base contact as soon as possible. Once there roll 1D8. On an 8 a good find is made and that troop element may use the SNIPER advanced rule once in any future turn ranged fire action in celebration. Points Cost: 0 points.

Prang Resilience: While much of the physiology of the denizens of the Progea star cluster remains a mystery to Humans at this time it has been seen that on the battlefield Prang are much stronger than Humans are. This can mean that even when they are mortally wounded they can continue to fight longer than would seem possible. This Advanced Rule is automatically given to **EVERY** Prang in play at no extra points cost. When a Prang is killed in play by the loss of its 2DMR roll 1D8 and on a result of 8 that character may continue in play for one additional turn. At the end of their next activation they die as normal but during their next activation they can act as normal. Note if they are 'killed' a second time during this one additional activation they die immediately as normal.

Harpili: A few higher ranking Prang keep a vicious alien creature as a pet. This creature is called a 'Harpili' and lives on a world in the Progea cluster. This animal accompanies its master into the battle and will defend him in close combat. To show this in play as long as the owning character is alive and in play then each round of close combat the Harpili counts as an extra Prang armed with a Vibro Blade and may make an attack as normal. If the owning character is killed then the creature skulks off and vanishes from play. Points Cost: 30 points. Prang Commander only.

Tangler Grenade: This special Prang weapon does not kill its target. Upon a successful hit the target is affixed to the spot and cannot move. This lasts two turns for Infantry, one turn for Infantry Sized Vehicles and for larger vehicles toss a coin for a 50% change of one turn of being stuck if medium size. If larger then no chance at all. Tangler grenades have no effect upon structures or Hurwent Shields. Cost as per Weapons Table.