

# - PRANG RAIDERS IN PATROL ANGIS -

*"Faercyle II is nowhere. I mean it. I had to look it up. Right out there on the edge of the known Precinct in the least wanted star system of the Camarthen cluster. The Faercyle system ain't like Camarthen itself or the beautiful Myrdan and Ambrosia systems with their beaches and lush farmlands. No, that planet is a near permanent frozen rock just inside the habitable zone of its little sun. Nothing there, nothing living. But one thing we want. Lots of titanium. A damn lot and easy to mine as well through the ice just got to scrape it off. Height of summer you can walk about with just protective clothing, spring and autumn heated Aketon armour is fine but the winter, your choice is indoor or icicle. The heated town and farmlands of Ismere are nice most of the time due to the under soil pipes. Anyway I was put out there back in '21 when the first ore converters were set up. To train a Planetary Militia you know. Not a big contingent but enough for the expected half million population. Took us a year and I was glad to the leave. Cold Climes ain't no fun for a trooper. I took the shuttle to orbit and never looked back. Still can't put ice in my drinks.*

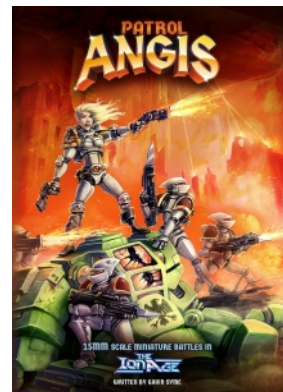
*So three weeks ago I get a vid call from regional command telling me and the other instructors that we are shipping out along with elements of the 202nd and the 608th ,both good regiments, for Faercyle II. To back up the 'PM' against a new foe. I asked was it the Cannies or the Yordists or some grasping rim baron trying to muscle in on the mining. No answers though. Not until the 'Kildare' jumped in system and I saw we had three other warships with us as well as regimental transports. A big task force with a lot of space borne fire power. Made me sweat. Swapping shots on the ground fine but not up there. Nothing though next to what we were told was actually going on. First contact, real aliens. I had heard of the xeno digs on Camarthen Prime but there was nothing there; only dust. This was different. Seemed that Faercyle had been raided from space. People carried off, buildings destroyed, refined titanium stolen. Alien raiders had attacked the planet.*

*I swore I would never come back here. But all it took was five years and an alien presence and it was back to the frozen funfair. Two days ago the Kildare spotted incoming ships. Several of them. Smaller than our crates but coming in a a sustained three standard gravities. Like needles straight at the planet. Wanting another shot at the ore or perhaps more. Command has named them 'Prang', no idea why. No idea what they look like and the locals ain't saying much. I am back with the Planetary Militia in my cold climes gear. In Ismere the only star port on this rock, dug in deep. We are ready this time. We will let them land and then see what happens. See what these Prang, these Raiders are all about. If nothing else it will keep the chill off. Man I hate the cold.*

**Sergeant William Harris, 202nd Muster Regiment, Ismere Starport, Faercyle II. 4326IC Militias.**



Welcome to the free expansion to Patrol Angis for the Prang Raiders from The Ion Age. To make use of these pages you will need a copy of Patrol Angis and some miniatures from our website at [www.theionage.com](http://www.theionage.com). These pages give you the introduction to the background along with statistics to bolt onto those in the core game book Patrol Angis. 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 are first edition work in progress and only apply to Prang Raiders. 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.

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

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	10cm	20cm	21cm	1	2	8
Blaster Cannon (Focus Cannon) (S)	25cm	90cm	91cm	2	5 (AoE 3 HITS)	44
Arc Cutter	Close Combat Use Only			2	N/A	15
Vibro Blade				2		15

## THE PRANG RAIDERS

### Organisation Structure and Rank

1 Prang = Raider

4-5 Troopers = A **Fire-Team** led by a **Letat Raider**

2 Fire-Teams plus Command Element of Two = A **Section** led by a **Sarga Raider**

2 Half Platoons plus Command Element of Two = A **Raider Platoon** led by a Raider Captain

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 Raider	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 Raider	Infantry	6cm	On Foot	Ceramic Armour	Blaster Pistol Blaster Rifle	2	20
Prang Sarga Raider	Infantry	6cm	On Foot	Ceramic Armour	Blaster Pistol Arc Thrower Vibro Blade	2	23
Prang Raider Captain	Infantry	6cm	On Foot	Ceramic Armour	Burst Rifle Blaster Pistol Vibro Blade	2	26
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

<b>PRANG RAIDERS</b> TYPICAL FIRE-TEAMS TYPICAL SECTIONS	<b>NUMBER OF MINIATURES</b>	<b>Troop Element Composition</b>	<b>Force Options</b>	<b>Points Cost</b>
Raider Section	12	1 Raider Fire-Team 1 Raider Fire-Team 1 Raider Command Element	Choose from Fire-Teams and Command Elements Fire-Teams to reach the total of 12 miniatures.	406
Raider Assault Section	12	1 Raider Heavy Fire-Team 1 Raider Heavy Fire-Team 1 Raider Command Element		578
Raider Grab Section	12	1 Raider Sherag Fire-Team 1 Raider Technical Fire-Team 1 Raider Command Element		474
Raider Fire-Team Raider Heavy Fire-Team Raider Sherag Fire-Team Raider Technical Fire-Team	5	5 Raiders / 3 Blaster Rifle, 1 Arc Thrower, 1 Burst Rifle / None 5 Raiders / 1 Arc Can, 1 Auto Can, 1 Blaster Can, 2 Blaster Rifle / None 4 Raiders / 2 Blaster Rifle, 2 Blaster Carbine / 1 Sherag / None 4 Raiders / 2 Blaster Rifle, 2 Blaster Carbine / 1 Tech / None All wear Ceramic Armour	Special Abilities are added where listed. Points values and compositions read straight across these lines of this row of the table.	153 239 187 187
Raider Command Element	2	1 Raider Captain / Ceramic Armour / Burst Rifle / Commander 1 Sarga Raider / Ceramic Armour / Blast Pistol, Vibro Blade / Comms Gear	None	100



"All right settle down. Settle down, in the back there sit down and listen. We have about sixteen hours before the incoming starships reach Faercyle II and orbit and I want all of you to hear this. The civilian networks are closed down and our own comms are running silent to keep our numbers as vague as possible for their alien bastards. So in person it is. As you know 202nd Regiment will be acting in co-ordination with the local PM regiments and we have members of their forces at all briefings. Lets go over what we know. Or at least what the High Command sees fit to tell us.

This information is from the Reord aboard the 'Kildare'. Yes, a Reord, settle down. The 'lady of light' tells us these aliens call themselves 'Prang' and that they are humanoid but rather different from us. Air breathers and much stronger than we are. Closest thing to what we know would be an amphibian with the build of a great ape but with no hair and these weird fronds or growths around the mouth and chin. Vidcasts from the last raid these things carried out shows us they are slower on their feet than a Human but tougher. A whole burst of 9mm penetrated the ceramics on one of them and it just staggered and then carried on shooting.

The Reord has also examined weapons and armour that belong to the Prang and while it will take bigger minds than we have back on New Glastonbury to dismantle it all we do know the following. Prang wear a harness over a body suit upon which they mount ceramic plates sometimes in layers. These plates are rigid and very light for their size. No idea how they make them but test show that they can stand up to as much punishment as MkIV Aketon Armour meaning we will need to get close for some of the coming fight. In terms of weapons they favour energy weapons, blasters, for the majority of troopers while those in support carry large calibre auto-cannons as well as heavy blasters. Blasters contain a plasmatic charge that burns upon contact. They also make use of sonic weaponry and focused electrical discharges too. They use swords as well. Not powered rather vibrating blades. Yes, not something seen in the Precinct in centuries but they are still lethal.

Prang Raiders seem to operate in fire-teams of five with teams designated to support roles and specialist roles too. They have ranks and like us those who lead often can be seen with insignia or other devices they make them out as commanders. The lady of light could not say for certain who led them but several words came up in lexicon translations including Progea which we take to be a planet, perhaps their home system and Sherag which must mean an advisor or some such but we have not seen this creature as yet. We think these raiders are from a stellar cluster beyond the edge of the Prydian Precinct.

So that's it ladies and gentlemen. All we have to go on. Its evident that these Prang wish to land and take off what they can carry. Fleet is going to let them land and spring a trap; see if we can capture a few. Our effort will be focused on Ismere this city and the starport which being the only developed and fully habitable zone on Faercyle II is where most of the people and goods are. The bulk of this place is standard Seorc Compono Guild domes and modules and the whole zone is heated from subsoil by the main reactors in this complex. The fighting will be done here as its too bloody cold anywhere else without full suits. Its chilly out there all the same so watch yourselves and we have artillery support and Skylark flights to call upon if needed. Now get back to your platoons. Dismissed!"

**Sergeant William Harris, Present at a briefing for the 202nd Muster Regiment, Ismere Starport, Faercyle II. 43261C**



## PRANG RAIDERS ATTACK A CANLASTRIAN OUTPOST ON VOLCANIC MYRDAN I!



PRANG RAIDERS TYPICAL PLATOONS	NUMBER OF MINIATURES OR EQUIVALENT	Troop Element Composition	Force Options	Points Cost
Raider Infantry Platoon	22	1 Raider Command Element (2) Commander 1 Raider Fire-Team 1 Raider Fire-Team 1 Raider Heavy Fire-Team 1 Raider Heavy Fire-Team	Force may be assembled from any Radier troop element options as long as the total number of miniatures or equivalent is 22.	884
Raider Specialist Platoon	22	1 Raider Command Element (2) Commander 1 Raider Fire-Team 1 Raider Fire-Team Raider Sherag Fire-Team Raider Technical Fire-Team	Force may be assembled from any PM troop element options chosen from Sticks, Fire-Teams and Squads as long as the total number of miniatures or equivalent is 22. Emphasis here is on close firepower.	618

## PRANG RAIDER CODES AT THE ION AGE

The Prang are a new science fiction race designed by Eli Arndt and added to our universe at the start of 2016 after beginning their existence on our sister website in the SHM Range. They were very popular and so they have made the transition to The Ion Age. At the moment the range is quite small with the regular Prang Army plus portable weapons, powered armour, battlesuit and vehicles to come in the future. You can choose from packs and a platoon of Prang Raiders who are the foremost of their race making contact with Humanity in the Prydian Precinct. Here are the codes. Go to [www.theionage.com](http://www.theionage.com) and search by code.

### IAF109P Prang Raider Force (14)

One of all of the other codes with a small saving. A great place to start your Prang collection.

### IAF109 Prang Raiders (5)

### IAF110 Prang Raider Support (5)

### IAF111 Captain Bozar and Sherag (2)

### IAF112 Prang Raider Command (2)

**Note:** The Prang will expand as more miniatures are made and in time they will become a full army and from there a future title in the Patrol Angis series.



**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 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 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 may 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. 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 a 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 Raider 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.



Above is a scale photograph of as Prang next to a Female IAF016 Retained Knight (16mm tall)

Below is a scale photograph of a Sherag Prang next to our popular IAF015 Hab Dome

