

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 additional light tracked vehicles in the Adder family. These go hand in hand with the wheeled and lifter Adders found on page 56 of Callsign Taranis. One of the most mass produced vehicle families you will see Adders on every planet in the Prydian Precinct.

Though cast aside in favour of Mullo AFV's and Taranis MBT's when opportunity arises it is a foolish commander indeed who overlooks the Adder. In built up areas and when facing superior numbers of the enemy or battlesuits the heavier armour at the cost of speed given to Adder Tankettes can make all the difference.

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



- IIAF164A Red Adder Combat Tankette**
- IAF164B Yellow Adder Combat Tankette**
- IAF164C Black Adder Combat Tankette**
- IAF164D Orange Adder Combat Tankette**
- IAF164E Green Adder Control Tankette**
- IAF164G Grey Adder Tracked Battle Bus**

A note on the Adder: Those of you who have been fans and collectors of Ion Age miniatures and vehicles since 2014 will know that the Adder was the first 15mm vehicle which we released. Since then the humble Red Adder has grown into many variants which are wheeled and then the same variants in lifter (hover) type plus the SuperBlue repulsar Adder and the latest three the Grey Adder Battle Taxi APC's. See all of these on our website in the [15mm Prydian Vehicles](#) range.

- CALLSIGN TARANIS ADDITIONAL - ADDER COMBAT TANKETTES In YOUR GAMES

ADDER COMBAT TANKETTES

As the second Khanate War continued and worlds fell to the Legions as they spread ever further from the Matter Gateway in the Camarthen stellar system the threat to the entire Prydian Precinct grew dire. The Marcher Barons were in retreat and the Prydian Army in ascendency after twenty years of civil war but this did not mean that the military might of the Throne was enough. Split between dealing with the growing alien invasion and the struggle for dominance in the core systems this resulted in neither war being tackled fully. In 4340 IC the death of the Kingmaker Nevall in battle against Princess Cyon meant the Precinct was once more at peace with only small scale conflicts left to stamp out. The loss of most of Knight General Obermann's fleet in 4331 IC on and around Camarthen Prime had meant near a decade of hit and run campaigns against the Dragon Ships as they sail in darkness out across the stellar cluster. While Humanity was able to deal with a single Dragon Ship entering a planetary orbit this was not the case as pairs and then trios and more of these mighty warships, each carrying an entire Legion, began to appear together. It would take several years to gather enough might to tackle the Matter Gateway head on so for the moment single regiments were dispatched to hold and harry as best they could.

The clamour for Taranis and Magog's was constantly coming back to New Glastonbury and in such numbers that the demand could not be met. It takes a lot of time and resources to build the mightiest war machines so a solution was looked for to supply the Camarthen Cluster with armoured vehicles for the use of Muster and Planetary Militia in huge numbers. Part of this was the Mullo Type 36 AFV as well as the existing Adder light vehicles but a new modular assembly was founded in 4336 IC with the creation of the Adder Combat Tankettes. A stop gap measure to combat Khanate Orbs and tanks. These tracked vehicles have a weight of just over seven and a half tons and roughly eighteen feet in length that Adder is not a combat heavy weight like the Taranis. A colour coding system is in use to make Adders easy to assign to Regiments and to allow Planetary Militia who are not be as used to war as a Retained Knight a simple recognition method. The Red Adder Tankette is the standard model mounting a turret with a Moth 88 Rotary Cannon. The Yellow Adder is the fire support variant and has two crew along with a turret with an Anda 60mm Missile Pod. The Black Adder acts as an armoured punch giving the Muster the ability to knock out battlesuits and other smaller tough targets with two crew and a turret mounted Fretan Rail Gun. Less common is the Orange Adder which is infantry support mounting a specialised turret with a Moth 30 automatic 50mm Grenade Launcher. Dedicated Adders include the Green Adder which is a command and control car at the battalion level and the White Adder for medical teams and battlefield triage. The 'Battle Taxi' type Grey Adder is heavily modified and can carry two fire-teams or a squad at a real squeeze. There are also some very specialised Adders too for purposes such as Blue Adder, the Brown Adder and the Purple Adder.

Academy Auto-Trainer Series 52, New Glastonbury, 4342 IC.

LIGHT VEHICLES PRYDIAN PRECINCT	WEAPONS (Mounts)	Move Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Black Adder Combat Tankette	Turret (U): Fretan rail gun	16cm	MkV Harness Weave (2)	Crew: 2, Tracked, Tow	7	185
Green Adder Control Tankette	None, Turret (U): Twin 12.5 mm Angis AP Guns	16cm	MkV Harness Weave (2)	Crew: 2, Passengers 4, Tracked, Tow, Comms	8	160
Orange Adder Combat Tankette	Turret (U): Hermit 50mm grenade launcher	16cm	MkV Harness Weave (2)	Crew: 2, Tracked, Tow	7	180
Red Adder Combat Tankette	Turret (U): Moth rotary cannon	16cm	MkV Harness Weave (2)	Crew: 2, Passengers 4, Tracked, Tow	7	200
Yellow Adder Combat Tankette	Turret (U): Twin Anda 60mm missile pods	16cm	MkV Harness Weave (2)	Crew: 2, Tracked, Tow	7	225
Grey Adder Battle Taxi APC	Single 12.5 mm Angis AP Gun (F)	16cm	MkV Harness Weave (2)	Crew 2, Tracked, Tow, Passengers 8	7	160



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