

# 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 unique variant of the mighty Taranis Main Battle Tank used by the famous Baron Heckla Murdo hero of the League of Canlaster. Use these statistics in conjunction with Callsign Taranis to get this rewarding special vehicle into your games today.

## RWP02 Commander Murdo's Taranis Tank

This vehicle is a customised tracked Taranis Tank which you can have for FREE by redeeming 2000 Reward Points from your account with us or simply by purchasing at 20.00GBP. You can see RWP02 on our website [HERE](#) and learn about how to redeem on the Rewards Programme page of our website [HERE](#).

This unique variant of Tracked Taranis Main Battle Tank is based on IAF100B. It is the character tank belonging to Commander Murdo a hero of the League of Canlaster and brother of the heroic Baron Aldo Murdo who can be found in code IAF013. This pack contains one resin heavy vehicle with white metal components. This is a character vehicle which saw action fighting for the League of Canlaster on New Bosworth one of the biggest campaigns of the Prydian Civil War. It is a modified command vehicle with extra stowage and twin Ron hi-ex cannons as well as a rotary Moth 88 and additional armour against infantry AP weapons and comm suite. Assembled this model is 95mm long and 70mm wide (30mm tall). It is a very large and impressive main battle tank of the far future. The kit comprises a unique upper hull with added detail, a unique turret with twin hi-ex cannons, a standard lower hull, a standard left tracked sponson, a standard right tracked sponson and a secondary weapon to mount on the turret. Only six pieces to assemble with ease!

## - CALLSIGN TARANIS ADDITIONAL - COMMANDER MURDO'S TARANIS TANK In YOUR GAMES

### CARE FOR HER ABOVE ALL THINGS

"You will treat this vehicle as if it were your wife. As if it were your sister or your mother. It is precious to me and therefore it is most precious to you. Do not misunderstand what I now say. My life and that of my crew depends upon our 'Ajax' being faithful to us when we need him to be. If this tank does not perform when needed then we may die. If we die and it is a death of honour and of glory then that is all a knight can hope for.

But. If it is a death due to failed drive coil or reactor housing fracture then you had better hope that it is death for all of us within. For if even one of us lives and returns here you will die. It will not be a noble death or a quick one. Ajax's replacement will drive over you as slowly as is possible until you are no longer a man but a ruddy hue of scarlet across the rubbacrete of this yard.

So treat this vehicle as if it were your most treasured. I will return in the morning. There are enemies of the rightful throne to kill!"

Baron Heckla Murdo,  
Zone 91, New Bosworth, Canlastian Command Net. 4328IC

You can see just how large this main battle tank is when you see a Retained Knight from IAF002 which is 18mm tall standing next to it. Taranis rules the battlefield. All of the Taranis family of tanks can be seen on our website [HERE](#).





HEAVY VEHICLES PRYDIAN PRECINCT	WEAPONS (MOUNTS)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
<b>Commander Murdo's Tank</b> Taranis Model 40 Type D Custom, Command MBT Siege Gun	Turret (U): twin Ron MegaMax II 95mm Hi-Ex Launchers  Moth 88 Rotary Cannon (F)  Turret (U) Angis Mk9 22mm Automatic Rifle  Prow (F)	16cm	MkX Harness Weave (5)	Crew: 5, Tracked, Drone Control Station, Comms, Observer, Chameleon Circuit, Ablative Shell  <b>Murdo and Crew Special Rules</b>	85	2690



You can field this special main battle tank as a standard tracked siege gun variant of Taranis if you wish using the game statistics found on page 62 of Callsign Taranis. However if you wish to field Commander Murdo's Tank in your games you should use the statistics block and points cost given on this page. You must also pay the points cost for it and abide by the special rules on this page. If Baron Murdo and his crew do not pilot the tank then you may reduce the points cost be 240 Points but you may not use any rules particular to that crew.

#### Here are the special rules for this Taranis Tank Variant

**The Prow:** See page 31 of Callsign Taranis for rules concerning close combat with vehicles. The titanium prow of the tank is made for ramming and clearing and thus against other vehicles it is deadly. It takes no part when the tank is rammed (unless rammed in the front upon the prow) but when ramming and the prow strikes or is struck the following occurs. The target must reduce its Armour Rating by -1 for the roll to see if it is damaged and has lost the ram attack.

**Up Gunned and Up Armoured:** This tank has additional layers of titanium armour on its hull giving it more protection as well as a hyper boosted power plant giving more speed. Expensive modifications. As well as this a front mounted Moth 88 Rotary Cannon gives more firepower. There is a risk to this additional power though. If the tank moves at its maximum movement rate for three turns in a row (anything less is safe) roll 1D8 after the third movement. On a result of 8 the reactor shuts down and the tank is unable to move or act in the next turn. It then returns to normal.

#### Here are the special rules for Commander Murdo and his Crew

**The Eye of Murdo:** A famed hero of Canlaster the Baron and his crew have fought together in a dozen campaigns during the Prydian Civil War and they have developed a real feel for battle. Surviving places such as New Bosworth has given them insights which result in their Force being automatically allocated one additional Activation Token per turn on top of the normal rolled amount.

**Inspiring to the League:** When Murdo and his Taranis tank are in play and part of an allied force (typically League of Canlaster) they have a motivational effect upon the whole force. Any troop element within 50cm of the tank may act as if all of its members have the 'Calmer' advanced rule in effect. See page 36 of Patrol Angis.

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