

PATROL ANGIS

- NEW ALIEN RACE -

MINDS WITHOUT MEASURE

CRANIADS IN THE ION AGE

BY ARIS KOLEHMAINEN

The Dolo Cloud holds all manners of strange aliens, one more improbable than the next. From within these shimmering depths came the Craniads; a race of beings that surpassed their need for the physical to the point that evolution robbed them of all but their mighty brain. First encountered by the Starvaulters, there are a growing number of unconfirmed reports of "impossibly large floating brains" on the periphery of the Precinct.

The Craniads hail from the planet known as Suora, deep within the Dolo Cloud. Stumbled upon by chance during an incident during the 115th Expeditionary Mission. At that time the Craniads were a unified utopian society dedicated to knowledge. Their entire civilization consisted of a planet wide psionic network known as The Senate Mentorium. Every Craniad was connected to the Senate, and every idea was shared, scrutinized, and improved upon by every Craniad instantly. Machines of great antiquity fulfilled their needs, and through telepathy, new machines were constructed to meet new goals based on the senate's input. The Craniads wanted for nothing and required nothing in turn.

During the 191st expedition, the Craniads were again encountered. However, their utopian society had apparently evolved into something much darker. Gone was the eager, whimsical minds of before. This was a culture driven to madness by many years of self-analysis and imposed mindsets. Cold, efficient, and calculating, the Craniads had let go the bonds of morality in the search for more knowledge. Over time, this new mindset of the Craniad society began to schism into two factions; The Cingulate and the Cult of Id.

The vast majority of the Craniad belong to the Cingulate. Having realized some time ago that they had reached an end to what they could learn and know about their home world and its neighboring systems, the Cingulate decided it was time to expand outward and seek new knowledge across the galaxy. However, having shed the supposed 'useless' concept of morality, a Craniad would be just as likely to scan an individual for their vital signs, as they would decide it proper to vivisect them to see those vitals in operation. It should also be noted that while cold and calculating, the Cingulate also don't seem to harbour any sort of vindictive tendencies, and generally don't engage without reason.

The far smaller, but highly fanatical, sub-faction known as the Cult of Id look visually similar to their kin in the Cingulate. However, the cult differentiates itself from the Cingulate by use of a special chemical wash that enhances their emotional state, but also turns their brains strange and ominous colours with recordings showing crimson, purple, and in one case; green. The Cult of Id was formed from the idea that with supreme intellect comes extreme entitlement. They preach that the Craniad should become a tyrant race, ruling the galaxy with infallible logic. Where the Cingulate is cold and aloof, the Cult is fiery and passionate. They are highly aggressive and quick to enter into a state of highly calculated rage.

"Look, I'm no 'Vaulters. I just happen'ta be one of them lads who make sure them ships keep move'n 'cross the stars right'n proper. But let me tell's ya somethin': Ya don't need'a'be one of them "High'n Mighties" up on the bridge to know that the Dolo Cloud's where sanity goes out the hatch and skip's away in'ta the void...

An example? Sure. Ya seem'ta have the stomach fer it. Let me send'ya over the wall... Let's talk about those giant floating brains.

Yeah, ya heard me: Giant. Floating. Brains..."

Vincent "Southpaw" MacCabe,
133rd Engineer corps, assigned to the "Radiant Light" 4331 IC

While both factions fall far on opposite sides of personality, belief, and even strategies. In spite of these massive differences, the two tend to harbour some form of mutual respect. While the Cingulate see the Cult of Id as illogical and dangerous, they respect the determination and drive they possess. Likewise, while the Cult of Id sees the Cingulate as nearsighted and without ambition, but are in awe of their earnest dedication to their task and the breadth of their ever growing knowledge base.

In combat, the Craniads tend to focus on suppressing their foes with pure mental force. Their weapons are geared around the focus and enhancement of their telekinetic abilities, or siphoning and utilizing the natural electromagnetism that they naturally generate. Mentasma fields enhance the electromagnetic auras around their brain making for an extremely effective shield, while their weapons funnel their psychic and electrical energy into powerful psychic pulses and brilliant electron streams.

Curiously, there is very little in terms of physical difference in the weapons used between factions, this is assumed to be due to the general design of these weapons is already the most logical shape for a modular weapon setup.

Though their weaponised intellect is incredibly formative, the Craniads do access greater weapons of war. Through voluntary genetic manipulation, some Craniads undertake drastic modification allowing them to grow to massive sizes. The most common of these is the Overmind, a Craniad of truly monstrous proportion, capable of completely dominating the will of any sentient creature with its overbearing psychic dominance. Though rarely seen, there are growing reports what have been dubbed "Thinktanks" which fire terrifying arcs of devastating energy at their targets, as well as saucer shaped craft known as "Dominators", that seem to float ominously over the battlefield raining psionic death upon their foes.



- FORCE BUILDING -

Cingulate College

A College contains a maximum total of 16 Miniatures which can be organized into an Academy, (4-6 Miniatures), Research Team (2-3 Miniatures), or a Quant (1 Miniature) with various infantry suitable weapons. It may contain Infantry Scale Vehicles such as Overminds (1 Miniature per Troop Element). All Craniads are shielded by Mentasma Fields and the standard weapon of the Cingulate is the X-55 Neurovolt Electron Blaster. Craniads have special abilities detailed elsewhere in Advanced Rules with points costs. You should use a roster to note down your lance and nominate a Commander for the force and place them in a Troop Element. You must also note your composing Troop Elements before play begins. There are some rules which MUST be obeyed in creating your College. Here they are:

- It must contain 16 Miniatures (or their equivalent) or less.
 - There must be a nominated miniature in the platoon acting as its Commander
- There may be no more than 6 Infantry Scale Vehicles in the Lance
 - All Infantry must take Mentasma Field Armour
 - May only take weapons from the Cingulate Armoury
 - You may not use Cult of Id abilities, nor special rules within within a College
- Cingulate Craniads may not use Cult of Id units in their College
- A multi-platoon force may contain a mix of Colleges and Cabals

Cult of Id Cabal

A Cabal contains a maximum total of 16 Miniatures which can be organized into Conclave, (4-6 Miniatures), Sect (2-3 Miniatures), or a Zealot (1 Miniature) with various infantry suitable weapons. It may contain Infantry Scale Vehicles such as Overminds (1 miniature per Troop Element). All Craniads are shielded by Mentasma Fields and the standard weapon of the Cult of Id is the Z-99 Psyspike Blaster. Craniads have special abilities detailed elsewhere in Advanced Rules with points costs. You should use a roster to note down your lance and nominate a Commander for the force and place them in a Troop Element. You must also note your composing Troop Elements before play begins. There are some rules which MUST be obeyed in creating your College. Here they are:

- It must contain 16 Miniatures (or their equivalent) or less.
 - There must be a nominated miniature in the platoon acting as its Commander
- There may be no more than 6 Infantry Scale Vehicles in the Lance
 - All Infantry must take Mentasma Field Armour
 - May only take weapons from the Cabal Armoury
 - You may not use Cingulate abilities, nor special rules within a Cabal
- Cult of Id Craniads may not use Cingulate units in their Cabal
- A multi-platoon force may contain a mix of Colleges and Cabals

The Cingulate Expedition

1 Cingulate = A Quant

2-3 Cingulate = A Research Team led by a Preceptor

4-6 Cingulate = An Academy led by a Preceptor or Superior



- CINGULATE GAME STATISTICS -

ARMOUR TYPE	ARMOUR RATING	BUILT IN COUNTERMEASURES	POINTS COST
Mentasma Field (Infantry)	1	Aura of Intellect	10
Mentasma Wall (ISV)	3	Aura of Intellect, Ablative Shell	30
Mentasma Fortress (Vehicles)	5	Aura of Intellect, Ablative Shell	60

WEAPON TYPE	POINT BLANK RANGE	IN RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
XVII "Enlightener" Neurovolt Blaster	15cm	30cm	31cm	2	5	15
LVIII "Redeemer" Electron Pulse Carbine	30cm	60cm	61cm	3	4 (AoE 2 HITS)	30
XVII "Deferment" Electromag Projector (S) <i>Cingulate Ideology</i>	30cm	50cm	51cm	3	4 (AoE 3 HITS)	50
XXIII "Inquiry" Electro-Psyo Rifle (S)(P) <i>Cingulate Ideology</i>	30cm	60cm	61cm	2	6 (AoE 3 HITS)	60

CLOSE COMBAT WEAPONS

Manipulator Claw (Cingulate Preceptor)		3 Melee		25
Vivisection Limb (ISV) (AT,AF)		5 Melee		55

INFANTRY SIZED VEHICLES (ISU) WEAPONS

Mental Suppression Blast (P) <i>Cingulate Ideology</i>	10cm	20cm	21cm	5	3 (AoE 3 HITS)	25
Intellect Subterfuge Wave (P) <i>Cingulate Ideology AV</i>	30cm	75cm	76cm	5	2 (AoE 5 HITS) OR 5 (AoE 2 HITS)	75

Note: Weapons with "or" in their rules may select which form of attack they want to use before rolling their attack

VEHICLE WEAPONS

MDL "Decorum" Bio-Electron Cannon (P) <i>Cingulate Ideology AV, AA, AF</i>	45cm	100cm	101cm	5	15 (AoE 5 HITS)	250
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CINGULATE TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
Cingulate Scholar	Infantry	15cm	Anti-Gravity (Repulsar)	Mentasma Field	XVII Neurovolt Blaster LVIII Electron Pulse Carbine	2	25
Cingulate Preceptor	Infantry	15cm	Anti-Gravity (Repulsar)	Mentasma Field	XXIII Electro-Psyo Rifle Manipulator Claw	2	25
Cingulate Superior	Infantry	15cm	Anti-Gravity (Repulsar)	Mentasma Field	Mystic (Patrol: Angis p.37) Aspect Field - Cingulate + XVII Neurovolt Blaster LVIII Electron Pulse Carbine	2	35
Cingulate Overmind	ISV	25cm	Anti-Gravity (Repulsar)	Mentasma Wall	Aura of Intellect Mental Suppression Blast + Intellect Subterfuge Wave Vivisection Limb (2)	6	175
HEAVY VEHICLES							
Cingulate Thinktank	Vehicle	20cm	Anti-Gravity (Repulsar)	Mentasma Fortress	Crew: 2*, Anti-Gravity, Aura of Intellect, Ablative Shell,	65	1500

* Note: The Thinktank has a listed crew of 2, however it itself is the crew. Thus; you do not need to add a points cost the listed crew of the Thinktank, and the Thinktank crew cannot disembark by any means. The crew is always considered destroyed with the vehicle.

Cingulate Special Rules

Phrenic Weaponry:

Phrenic weapons rely on a direct strike against the mental capacities of its target. These weapons are denoted by a (P) at the end of the weapon name. If an enemy unit takes damage from any of these weapons, roll 1D8. On an 8, that unit loses 1 activation token.

Phrenic Weaponry is not nearly as effective against targets without minds, (Such as Drones, Droids, or other such Robots). Kill rolls against these types of units are at -2 to the weapon's strength and -1 to its area of effect.

Cingulate Ideology:

The Cingulate are obsessed with knowledge and every action they make is directed towards this goal. Using their powerful psychic presence, they can forcefully invade the minds of their targets, gaining both greater knowledge, and tactical advantage. Cingulate Any damage done with a weapon with Cingulate Ideology also removes one activation token on the enemy unit for each wound caused by this weapon.

Aura of Intellect:

The Aura effects this unit, and all friendly units within 15cm. If a friendly unit fully under the aura is attacked by a ranged weapon, you may force your opponent to reroll one successful 'to hit' dice for each model in the unit being attacked, the second result stands.

Example: A unit of 5 models inside the Aura of Intellect is being attacked by ranged weapons. Because you have 5 models in the unit, you may force your opponent to re-roll 5 successful "to hit" dice.

Aspect Field - Cingulate

This ability effects enemy units within 15cm of this unit. Enemy units within range of this ability must roll 1D8 when attempting to attack using a ranged weapon, trying to roll lower than the winning initiative roll this round, (a roll of 1 is always a success). If successful, they may attack as normal. If they fail, they do not attack and lose an additional activation token. Available to a Superior for free, ISV and Vehicles for 25 points.

Note: If a single unit falls under multiple Aspect fields, the effect is only applied once.

Cult of Id Special Rules

Phrenic Weaponry:

Phrenic weapons rely on a direct strike against the mental capacities of its target. These weapons are denoted by a (P) at the end of the weapon name. If an enemy unit takes damage from any of these weapons, roll 1D8. On an 8, that unit loses 1 activation token.

Phrenic Weaponry is not nearly as effective against targets without minds, (Such as Drones, Droids, or other such Robots). Kill rolls against these types of units are at -2 to the weapon's strength and -1 to its area of effect.

Cabal Dogma:

The Cabal believes the galaxy is the manifest destiny of their kind and seeks this end above all things. Using their powerful psychic energy, paired with their zealous obsession, they can crush the will of their foes with visions of unyielding oppression and hopelessness. A weapon with Cabal Dogma gains +1 dice per attack and +1 weapon strength for each activation counter on the target unit at the time the attack is rolled.

Aura of Oppression:

The Cult practices and mentality result in their exuding an extreme psychic pressure around themselves. Those who have experienced the effect have said they have an overwhelming sense of doom and despair and ever mounting paranoia. Each Cabal infantry unit you control gains +1 modifier against ranged fire for each other unsuppressed cabal infantry unit in the same Cabal. Note: You may never gain a bonus higher than +3

Aspect Field - Cabal

This ability effects any friendly unit within 15cm from this unit. Friendly units within range of this ability must roll 1D8 when attempting to attack with a ranged weapon, trying to roll higher than the winning initiative roll this round, (a roll of 8 is always a success). If successful, the unit gains the Sniper ability this turn. Available to a Decon for free, ISV and Vehicles for 25 points.

Note: If a single unit falls under multiple Aspect fields, the effect is only applied once.



- CABAL GAME STATISTICS -

The Cabal of the Cult of Id

- 1 Cabalist = A Zealot
- 2-3 Cabalist = A Sect led by a Demagogue
- 4-6 Cabalist = An Conclave led by a Demagogue or Decon



ARMOUR TYPE	ARMOUR RATING	BUILT In COUNTERMEASURES	POINTS COST
Mentasma Field (Infantry)	1	Aura of Oppression	10
Mentasma Wall (ISV)	3	Aura of Oppression, Ablative Shell	30
Mentasma Fortress (Vehicles)	5	Aura of Oppression, Ablative Shell	60

WEAPON TYPE	POINT BLANK RANGE	In RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
13:37 "Intruder" Volt--Strike Carbine	20cm	40cm	41cm	3	3	15
31:41 "Will Breaker" Pyritic Projector	15cm	30cm	31cm	2	3 (Fire Corridor)	30
96:96 "Castigator" Cyclonic Projector (S) <i>Cabal Dogma</i>	35cm	50cm	51cm	3	3 (AoE 3 HITS)	50
56:13 "Persecutor" Psyon Cannon (S)(P) <i>Cabal Dogma</i>	30cm	60cm	61cm	5	4 (AoE 2 HITS)	60
CLOSE COMBAT WEAPONS						
Anerce Claw (Cabal Demagogue)				3 Melee		25
Power Lash (ISV) (AT,AF)				5 Melee		55
INFANTRY SIZED VEHICLES (ISV) WEAPONS						
Mental Suppression Blast (P) <i>Cabal Dogma</i>	10cm	20cm	21cm	5	3 (AoE 3 HITS)	25
Intellect Subterfuge Wave (P) <i>Cabal Dogma AV</i>	30cm	75cm	76cm	5	3 (Fire Corridor) OR 4 (AoE 2 HITS)	75
<i>Note: Weapons with "or" in their rules may select which form of attack they want to use before rolling their attack</i>						
VEHICLE WEAPONS						
10:01 "Devotee" Psychic Pulse Cannon (P) <i>Cabal Dogma AV, AA, AF</i>	45cm	100cm	101cm	5	10 (AoE 3 HITS)	150



CABAL TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
Cabal Cultist	Infantry	15cm	Anti-Gravity (Repulsar)	Mentasma Field	13:13 Elec-Strike Carbine 31:41 Pyratic Projector	2	25
Cabal Demagogue	Infantry	15cm	Anti-Gravity (Repulsar)	Mentasma Field	56:13 Psyon Cannon	2	25
Cabal Decon	Infantry	15cm	Anti-Gravity (Repulsar)	Mentasma Field	Mystic (Patrol: Angis p.37) Aspect Field - Cabal + 13:13 Elec-Strike Carbine 31:41 Pyratic Projector	2	35
Cabal Overmind	ISV	25cm	Anti-Gravity (Repulsar)	Mentasma Wall	Aura of Oppression Mental Suppression Blast + Terrorkinesis Wave Power Lash (2)	6	175
FLYING VEHICLES							
Cabal Dominator Disk	Vehicle	30cm	Flying	Mentasma Fortress	Crew: 3, Passengers 0, Anti-gravity, Flier, Fast, Aura of Oppression, Ablative Shell	25	1000

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