

CREATING A FORCE

- COLD CLIMES MILITIA -

(A PATROL ANGIS PREPARATION ARTICLE)

Welcome to the first part of a three part small arc for Patrol Angis which will see you taken through the process of creating a Cold Climes force from scratch as part of the Planetary Militia of the Prydian Precinct. The subsequent parts will guide you through a similar process for a Shia Khan Empire force and then a scenario where the two forces will meet in battle and from there onwards to any adventure you want.



Patrol Angis is our skirmish to medium level battle game and is made up of several titles each of which is used at different times and in different ways depending upon what you are trying to achieve with the game system. You will need IAB01 Patrol Angis book which contains the core rules and setting plus IAB02 Callsign Taranis which has the vehicle expansion rules. For Planetary Militia their army list is in IAB03 The Khanate Return. You can find all these titles [HERE](#) on our site in print and as digital downloads too with a bundle deal for all three.



We have free resources which will aid you in creating your force. These are hosted on our website and you can have them by clicking on the live links in this article. The really handy 'Building and Playing Forces' article by Aris which runs you through the process using flow images; [DOWNLOAD](#). The Tohlic Armoured Crawler and has its own article; [DOWNLOAD](#). There is an extended free article for the Mullo AFV which is also useful; [DOWNLOAD](#). If you have all of this you can now get to creating!

IAF072 STEORNADE BATTLESUIT

IAF015 Hab Dome

IAF039 KHANATE WARLORD

PATROL ANGIS

Though only a fraction of the galaxy, and within that a grain of the stars to which those eyes turned to them can see, the Prydian Precinct is a large place. So large that it contains two hundred suns and more than fifty inhabited worlds. Each of these varies in its environment and in its population to the point of great diversity. Planets with mild and temperate climates and worlds with dry and dusty heat are common as are frigid and snow bound globes. Humanity has called them all home in one way or another. Each of them needs to be defended and as a last resort this falls to the Planetary Militia in the service of each world.

The core systems of the Precinct have populations of many billions and are teeming with commerce and excitement. They are also the focus of the Prydian Civil War and the heat of battle amid cities protected by powerful Hurwent Shield Domes. Each of these worlds has its own Planetary Militia. The worlds on the edge of the Precinct are less populous and have a less frenetic pace by comparison but they also have their specific Planetary Militia which are far from faceless as the sons and daughters of most inhabitants serve their term in defence of their world.

Planetary Militia is a catch all term for Planetary Defence Forces which may go by many different and at time odd names and titles. Each of these forces has its own local designation and name but every one of them is known to the Precinct as a whole by their home planet and numerical designation in case that star system has more than one inhabited world. Their primary role, and in most cases only role, is to defend their world against invasion and occupation. There is no absolute law about terms of service and each Planetary Defence Force sets its own rules. On average a man or woman may enlist upon reaching adult age and serve five full years. At the end of this options are open for life time service or reservist or even moving up into the ranks of the Muster. Every world has laws for ensuring the service of an entire population when an emergency arises though its use is very rare and only in direst need.

It is the role of the Planetary Militia to overcome internal strife, attacks by pirates or Condot Mercenaries and they must sometimes do this alone or more often with the bolstering aid of Muster and or Retained Knights from the controlling interest of that world; a Marcher Baron or the Prydian Army. Planetary Forces owe their loyalty to the Marcher Baron who controls that world.



THE ACT OF CREATION

Let's get started. Pick up your copy of the army book *The Khanate Return* and turn to page 53 and read over the pages there for the making of a Planetary Militia force. You will be creating standard platoons and also armoured platoons. For armoured platoons see page 48 of *Callsign Taranis* and keep it handy.

We will be creating the following force:

1st Platoon - Planetary Militia Infantry Platoon

2nd Platoon - Planetary Militia Entirely Vehicle Platoon

3rd Platoon - Planetary Militia Vehicle Plus Platoon

4th Platoon - Planetary Militia Mobile Infantry Platoon

This is a moderate sized Cold Climes force which is capable of taking on other comparable sized enemies.

You can of course use parts of this force for smaller games but that is not our aim here. This force will be a mobile one and its aim will be to travel across a frozen tundra to destroy an alien invader before it can get organised.

Cold Climes act in play just like typical Planetary Militia in that they use the same statistics as well as structure and weapons, and combat environment. They use the same vehicles and portable weapon platforms too.

You can add in additional weapons, skills, abilities and off table support to your Cold Climes force but in this article we shall be creating a basic force without all these additions which make up the 'Advanced Game'. Refer to the Rosters in this article for each of the platoons and feel free to copy and to alter them to suit your campaign.

We are working to the typical points values for forces as given in the books aiming for around 1100 points average per platoon.

We will now run through the composition of each platoon and these match up to the the rosters. Refer to Aris's article for the flow of creation and trace the use of points using the book and the costs of weapons, armour and core abilities. For ease this article uses template troop elements as found in IAB03 *The Khanate Return* (pages 55-56).

IAF146 TOHLIC ARMoured CRAWLER



PLATOON BY PLATOON

1st Platoon

This force is an infantry focused combat formation which is meant to embark upon the Tohlic Crawler which composes 2nd Platoon making them a tightly combined pair. Here is the platoon composition and points cost.

Abiding by the Standard Platoon creation rules (page 53) there will be 22 miniatures (or equivalent) maximum. A infantry squad of ten miniatures (10) including the Commander of the Platoon which is a Rifle Squad costing 194 points. See lines 1 to 10 on the roster. A Fire-Team of three Steornede Battlesuits (3 Pilots) costing 550 points, see lines 11 to 13 on the roster, keeping in mind the limit of six Infantry Scale Vehicles per platoon. One infantry support fire-teams of four miniatures (4) costing 92 points; see lines 14 to 18 on the roster. A single Amber Portable Weapon platform Moth 88 with two PM Gunners (2) cost of 120 points; see lines 19 to 21 on the roster. The platoon totals 19 miniatures and 956 Points.



IAF142 COLD CLIMES 1ST SQUAD

2nd Platoon

This force is an Entirely Vehicle Platoon meaning it is composed only of vehicles and in this case one Heavy Vehicle which is tied to 1st Platoon acting as its transport in and between games. Here is the platoon composition and points cost.

Abiding by the Entirely Vehicle creation rules (page 49 *Callsign Taranis*) there will be 1 Heavy Vehicle in the platoon. A Tohlic Armoured Crawler which is Commander and armed with a Moth 88 Rotary Cannon for a cost of 970 points. See the article the Tohlic for statistics and more information. See line 1 on the roster. The platoon totals 1 miniature and 970 Points.

3rd Platoon

This force is infantry transported by armoured vehicles making it fast and capable of mixed action. It accompanies the 1st and 2nd platoons as their heavy firepower support. Here is the platoon composition and points cost.

Abiding by the Vehicle Plus creation rules (page 49 *Callsign Taranis*) this force has an infantry squad of ten miniatures (10) including the Commander of the Platoon which is a Support Squad costing 226 points. See lines 1 to 10 on the roster. A single Mullo APC Tracked upon the infantry squad is embarked with a cost of 418 points entry 11 on the roster. Two Mullo 36HB AFV's Tracked in a fire team each armed with Angis AP Cannons with both costing 1056 points together entries 12 and 13 on the roster. See the Mullo article for statistics and more information. The platoon totals 13 miniatures and 1700 Points.

4th Platoon

This force is a mobile infantry platoon which is infantry focused on providing additional numbers of ground troops to the other three platoons during combat. They are transported in their own light vehicles. Here is the platoon composition and points cost.

Abiding by the Mobile Infantry creation rules (page 48 Callsign Taranis) this force has a maximum of 26 miniatures or their equivalent and there will be four light vehicles as part of that. A fire-team of 4 miniatures with Commander in it costing 76 points entries 1 to 4 on the roster, a fire-team of 4 miniatures costing 76 points entries 5 to 8 on the roster, a support fire-team of 4 miniatures costing 92 points entries 9 to 12 on the roster plus a Amber Portable Weapon with Moth 88 which has two PM Cold Climes gunners totalling 120 points and entries 13 to 15 on the roster. Each of these troop elements is carried in one of four Hazelwurm Patrol Cars with a points cost of 90 each and entries 16,17,18 and 19 on the roster. The Amber Platform is pulled behind the car the gunners ride in. The platoon totals 19 miniatures and 724 points.

YOUR FORCE

The four platoons have now been chosen and laid out. They form a unified whole but each can and does act on its own when in combat. This Cold Climes company is meant for extended patrolling out into the wilds of a frozen world where air support and other formations will not be to hand to lend assistance. The company travels out from its base in its vehicles both large and small and takes on the foe where it finds them. This will stand them in good stead come the third part of this mini arc when they take on the Khanate Empire in the snows.

The total points cost for the four platoons is 4,350 points. Which averages out at 1,087 points per platoon which is within the average range we were aiming for.

To see the miniatures which are used in this article in more detail you can do so on two pages of our website. Seek codes as named and shown split by infantry and vehicles.

[15mm Prydian Army](#)

[15mm Prydian Vehicles](#)

FORCE ROSTERS

Patrol Angis can be played without force rosters but we find it is much easier to give every platoon a roster of its own with details included for use in play. You can get a blank roster from us in the free game files folder or create your own. In this article we have provided four filled out rosters for you to use. A pre-made company. See following pages and if you have any questions please do contact us on info@theionage.com and we will be happy to help.



IAFP11 Cold Climes PM Platoon (Platoon Pack)

IAFP11 COLD CLIMES PLATOON

NEXT TIME..

In part one of this mini arc you have your four platoon force of Cold Climes Planetary Militia but they need someone to fight as is only right and proper. Next time a four Ordos force for the Shia Khan Empire will be provided. Until then or if you want to put your Cold Climes into the field against Marcher Barons or in the ranks of the Prydian Army. Enjoy!



TRANSPORT AND SUPPORT FOR THE COLD CLIMES PLANETARY MILITIA

PATROL ANGIS - 1ST PLATOON ROSTER

Force Title: Cold Climes 1 st Platoon		Baronial Loyalty: Prydian Army				Player Name:	
<i>Fill in this Roster to your own Requirements. This means divide up the numbered slots for members of the Platoon / Lance to match your chosen Troop Element Structure.</i>							
No	Name / Rank	Movement Rate	Weapons	Armour	Skills / Gear	DMR	Points Cost
1	Captain Acton	8cm	Moth Type 6 Rifle	MkIII Aketon	Commander	1	194
2	Sergeant Badger	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
3	Trooper Carlise	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
4	Trooper Eastoff	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
5	Trooper Garrick	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
6	Trooper Kirby	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
7	Trooper Zelson	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
8	Trooper Landon	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
9	Trooper Newman	8cm	Moth Type 6 Rifle	MkIII Aketon	Calmer	1	
10	Medic Varst	8cm	Moth Type 8 Pistol	MkIII Aketon	Medic	1	
11	Pilot Paxton Steornade	10cm	Anda Missile Pods	MkV Harness	Twin Mount	3	550
12	Pilot Quinton Steornade	10cm	Anda Missile Pods	MkV Harness	Twin Mount	3	
13	Pilot Gormer Steornade	10cm	Moth 88 Cannons	MkV Harness	Twin Mount	3	
14	Sergeant Palmer	8cm	Moth Type 6 Rifle	MkIII Aketon		1	92
15	Trooper Roper	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
16	Trooper Mountbatten	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
17	Trooper Smith	8cm	Charlatan IV Launcher	MkIII Aketon		1	
18	Gunner Harlan	6cm	Moth Type 8 Pistol	MkIII Aketon		1	120
19	Gunner Thompson	6cm	Moth Type 8 Pistol	MkIII Aketon		1	
20	Portable Weapon Platform	6cm	Moth 88 Cannon	PWP		2	
Notes:						Total Points Cost 956	



IAF147 COLD CLIMES GUNNERS WITH IAF073 AMBER PLATFORM AND IAF054 HAZELWURM PATROL CAR

PATROL ANGIS - 2ND PLATOON ROSTER

Force Title: Cold Climes 2nd Platoon			Baronial Loyalty: Prydian Army			Player Name:	
<i>Fill in this Roster to your own Requirements. This means divide up the numbered slots for members of the Platoon / Lance to match your chosen Troop Element Structure.</i>							
No	Name / Rank	Movement Rate	Weapons	Armour	Skills / Gear	DMR	Points Cost
1	Pride of Callatan Tohlic Armoured Crawler	16cm	Moth 88 Rotary Cannon	MkVIII Harness	Crew 2, Passengers (1 st Platoon) Tracked Vehicle	30	970
Notes:						Total Points Cost 970	

ROSTER USE AND KEY

During your games of Patrol Angis you are likely to use a Roster to keep track of your Platoon or Lance in play. Feel free to make copies of this blank Prydian Roster which works for Prydian Army, Marcher Barons and Condots. The Troop Element arrangements on your roster can be optionally noted by colouration of the 'Number' column. Here is the key to the column titles meaning:

No	Number of Miniature in Force (1 is typically the Commander)	Force Name	Choose a title for your Platoon or Lance
Name / Rank	Name of Character and their Rank in their Army	Baronial Loyalty	Who does your force fight for? Prydian Army? Canlaster?
Movement Rate	Rate in CM per Movement	Player Name	These are your Ion Age soldiers make your mark here.
Weapons	Weapons carried by the Miniature		
Armour	Armour worn by the Miniature		
Skills / Gear	See Advanced Rules place these here		
DMR	Damage Max Rating. Typically one for Infantry		
Points Cost	Using the rules total up the cost of the character		

PATROL ANGIS - 3RD PLATOON ROSTER

Force Title: Cold Climes 3rd Platoon			Baronial Loyalty: Prydian Army			Player Name:	
<i>Fill in this Roster to your own Requirements. This means divide up the numbered slots for members of the Platoon / Lance to match your chosen Troop Element Structure.</i>							
No	Name / Rank	Movement Rate	Weapons	Armour	Skills / Gear	DMR	Points Cost
1	Captain Ridley	8cm	Moth Type 6 Rifle	MkIII Aketon	Commander	1	226
2	Sergeant Queeg	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
3	Trooper Hartford	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
4	Trooper Ealing	8cm	Charlatan IV Launcher	MkIII Aketon		1	
5	Trooper Gypsem	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
6	Trooper Karta	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
7	Trooper Utlan	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
8	Trooper Liverpool	8cm	Charlatan IV Launcher	MkIII Aketon		1	
9	Trooper Rant	8cm	Moth Type 6 Rifle	MkIII Aketon	Sniper	1	
10	Trooper Everest	8cm	Moth Type 6 Rifle3l	MkIII Aketon	Sniper	1	
11	MT487 Mullo APC	20cm	Angis Mk9	MkVIII Harness	Crew 2, Passengers (1 to 10 above) Tracked Vehicle, Chameleon Circuit	11	418
12	MT106 Mullo AFV	20cm	Twin Angis Cannon, Mk9 Angis, 12.5mm Angis AP	MkVIII Harness	Crew 2, Tracked Vehicle, Chameleon Circuit	17	1056
13	MR201 Mullo AFV	20cm	Twin Angis Cannon, Mk9 Angis, 12.5mm Angis AP	MkVIII Harness	Crew 2, Tracked Vehicle, Chameleon Circuit	17	
Notes:						Total Points Cost 1700	

PATROL ANGIS - 4TH PLATOON ROSTER

Force Title: Cold Climes 4 th Platoon		Baronial Loyalty: Prydian Army				Player Name:	
<i>Fill in this Roster to your own Requirements. This means divide up the numbered slots for members of the Platoon / Lance to match your chosen Troop Element Structure.</i>							
No	Name / Rank	Movement Rate	Weapons	Armour	Skills / Gear	DMR	Points Cost
1	Captain Riser	8cm	Moth Type 6 Rifle	MkIII Aketon	Commander	1	76
2	Sergeant Turnbull	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
3	Trooper Gurney	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
4	Trooper Haldane	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
5	Sergeant Ignus	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
6	Trooper Wendel	8cm	Moth Type 6 Rifle	MkIII Aketon		1	76
7	Trooper Astley	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
8	Trooper Digby	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
9	Sergeant Yates	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
10	Trooper Kirk	8cm	Moth Type 6 Rifle	MkIII Aketon		1	92
11	Trooper Jones	8cm	Moth Type 6 Rifle	MkIII Aketon		1	
12	Trooper Opel	8cm	Charlatan IV Launcher	MkIII Aketon		1	
13	Gunner Collene	6cm	Moth Type 8 Pistol	MkIII Aketon		1	120
14	Gunner Batalan	6cm	Moth Type 8 Pistol	MkIII Aketon		1	
15	Portable Weapon Platform	6cm	Moth 88 Cannon	PWP		2	
16	MT706 Hazelwurm	22cm	None	MkV Harness	Crew 1, Passengers (1 to 4), Wheeled	4	90
17	MT718 Hazelwurm	22cm	None	MkV Harness	Crew 1, Passengers (5 to 8), Wheeled	4	90
18	MT773 Hazelwurm	22cm	None	MkV Harness	Crew 1, Passengers (9 to 12), Wheeled	4	90
19	MT727 Hazelwurm	22cm	None	MkV Harness	Crew 1, Passengers (13 to 14), Wheeled, Tows (15)	4	90
Notes:						Total Points Cost 724	



IAF143 COLD CLIMES 2ND SQUAD