

PATROL ANGIS

- PLAY TEST RULES -

TOHLIC ARMoured CRAWLER

The 37th Planetary Defence Regiment lost thirty percent of its strength in the first moments of the Khanate invasion of Faercycle II. In the years since the abortive Prang raids the governor of the world had increased the military presence in the capital Ismere where the starport is located and also in other major cities such as Darga and Amatrall. Cities like these sat atop deep mines sunk into the frozen planet in search of ore for the much in demand titanium for which the whole star system was known Precinct wide. News of the fall of Camarthen had reached Faercycle in 4331 IC less than two months after the relief fleet had taken the war back to the Shia Khan Empire there. What was not known was just how many Dragon Ships had fled from Camarthen Prime and plunged into deep space heading for nearby stars such as Faercycle. Without Ancep Drive the transits would take years, giving time to prepare, but equally it meant there was no way to track the aliens before they arrived in system. As it turned out it was a total of seven Dragon Ships which arrived at more than half the speed of light in 4338 IC rapidly decelerating before plunging into the atmospheres of Faercycle II and Faercycle III. The lack of orbital support prevented any of the large starships being destroyed before reaching the ground but warnings were sent out system and all space fold capable ships immediately evaded and left local space so as to prevent capture by the enemy. Ismere was the only place on Faercycle II which was bombed during the landings and this was thought to be in an effort to prevent effective air support of more remote locations. Being stationed on the rubbacrete landing fields the 37th Regiment was mauled by the projectile and destabiliser rounds dropped in passing by Invader Alpha; the designation of that Dragonship.

Ismere Starport was attacked by some forty five thousand Shia Khan troops from four different Legions once Invader Alpha had landed nineteen miles outside of the heated zone of the starport. They were faced by more than eighty thousand planetary defence force personnel as well as two thousand Retained Knights of the Lindworm Company and two dozen Starvaulters. Of the local forces stationed at the sprawling starport city only half of them were combat ready with the rest being pilots and other professions not useful in the battle due to loss of equipment and other reasons. Making use of their heated Aketon Mk III non-powered armour with synth fur outer layer and arctic training what was left of the 37th along with the 9th and the 25th regiments engaged the aliens out in the tundra beyond the heated zone. The wind and freezing conditions lessened the numerical advantage held by the Legions and their screen of goblinoid Maigs were unable to break through. A retreat was called under intense pressure from Pioneers supported by Warlords and Psychoborgs for whom the temperature seemed less of an issue. In a battle which lasted four days the Khanate were eventually halted and repelled back into the snow and ice after a high water mark reached of the commercial district of Ismere.

With the starport and its integral city burning and suffering power losses a choice was made not to pursue the aliens back to their starship...for the moment. With only patrols watching the swirling snows the rest of the military in Ismere set about assisting in ensuring fusion plants and other energy sources kept the underground heating systems in operation. They prevented a freezing which would have doomed hundreds of thousands of people.

Reports came in from across Faercycle II and from the rest of the stellar system too. This was in no small part due to the valour expected of the Starvaulters who had repelled waves of Legionaries who were assaulting the primary dish array in the centre of the curtained area of the landing pads on the western edge of the starport. Those who survived were hailed rightly as heroes having accounted for more than a hundred times their own number. It seemed the third planet in the system had fallen to the Khanate after resisting and its signal went dark after a harrowing last stand which was broadcast live to Ismere. Amatrall city had also fallen after being burned almost to ashes. The city of Darga on the other hand had repelled the small force which had mounted an attack upon it and its own wings of Jangle verticopters and Punk dropships had come through completely intact. Governor Tumault of Ismere made the choice to allow Darga to take some of Ismere's troops and to then use its intact air transport to harass the aliens elsewhere distant on the planet. Ismere had the largest concentration of Dragon Ships and enemies nearer to it than other major centres of inhabitation so it kept back and then also brought in every Gytrash Quad Strider as well as every Steornede Battlesuit which could be taken from elsewhere. The governor made it known that the large force he had amassed would be setting out overland to destroy every enclave and starship the Khanate had one by one. This would be a mighty challenge indeed and it took several weeks for the regiments to be outfitted and organised ready to march.

In three snaking columns composed of hundreds of Hazelwurm Patrol Cars, Colebretta Carriers and other wheeled vehicles as well as quad striders and the extreme weather purpose designed Tohlic Crawlers set out. Their targets were Invader Alpha and then Invaders Beta, Charlie and Delta. The crawlers would take the most distant target. One by one they would free Faercycle II.

To be continued...





It has taken nearly two weeks since the column had rolled out of Ismere Starport to reach the crash site of Invader Delta, the most distant of the four Shia Khan starships which had come down on Faercycle II. Four Dragon Ships had descended from space after interstellar transit from the Camarthen system and attacked the planet. Though there were no orbital defences one of the four starships was brought down by a suicidal act carried out by the Ruffian a Warwick class shuttle which had rammed the alien vessel. While the other three Dragon Ships, Invaders Alpha, Beta and Charlie, went on to their targets the Ruffian's desperate act ruined the drives of the bigger ship and it crashed in the Belazana reaches. Far beyond any major settlements the Belazana Reaches had a harsh climate and was nearly uninhabitable but even so no toe hold could be granted to the Khanate. It was to the extreme weather crawlers that this target was given as they had the endurance to reach that far and the provisions and protection for the troops that would be needed upon arrival.

More than a hundred Tohlic Armoured Crawlers with more than nineteen hundred troops and dozens of Steornede Battlesuits travelling within them came at the downed dragon from the south across a wide snow blown plain. As they neared it it resembled a mythical beast more and more its wings rising out of the snow swept landscape and its long neck crooked at an angle to have its eye like portals gazing down upon the plain. The Tohlics dealt with the dunes of snow and ice with ease using their bulk to push through conditions which would have stopped most other military vehicles. It was at a distance of less than a mile when the secondary guns on the Dragon Ship began to rain shots upon the motorised column. Fortunately the atomic destabiliser cannons which were meant for point defence against flying and space borne targets were not correctly orientated to be used against those on the ground. Only a few of the long barrelled energy weapons could be sighted correctly. Several Tohlics were destroyed; detonating in a spray of dissolving metal and flesh. The heavy armour of the Tohlic offered a lot of protection against anything but a direct hit and the column quickly got within the minimum firing arc of the cannons. From there the battle to take Invader Delta began in earnest.

Forming an armoured line the crawlers each disgorged a platoon of militia from the 37th or the 9th regiment or three battlesuits while a few disembarked gun crews who set up their Amber portable weapon platforms. The foe came forth from the broken hull of the Dragon Ship to meet the advancing Humans. Legionaries supported by Warlords and screened by screeching prancing Maligs poured out of the ship and advanced into the guns of the Planetary Militia and their transports. Though outnumbered greatly by the sheer weight of the enemy the firing line held firm and then opened up with Moth Rifles, Bodkin AP Rifles and the heavier Anda missile pods and rotary guns on their transports. The goblinoid Maligs were all but obliterated by the fusillade which ate into them in bloody carnage all along their advance. They died so that the better Legionaries behind them might close with protection as was their function. The battle lasted over an hour before the savaged remnants of the Khanate fell back into their star ship leaving most of their number dead on the churned and gore splattered snow. They re-entered the ship through four gashes in its hull and the Human forces followed them close on their heels.

With the battlesuits leading the way the 37th regiment focused on the leftmost breach and pushed their way in. Demolition troopers carried heavy charges with the intent of destroying the Dragon Ship. The sloping corridors and rooms of the alien craft rang with the sound of gun fire and detonation of grenades. The Khanate had kept back their best soldiers, the Nox, in their powered armour and they stalked the soldiers of Ismere as they sought out the core of the vessel. The troops of the 9th regiment entered at the tail of the ship and met with a hurricane of plasma fire from dozens of Psychoborgs which had been left there as a deterrent. They did not manage to push through this living metal barricade and those who survived ran screaming from the ship under the weird effects of the Psychoborgs upon their minds. Eventually after enduring hours of close quarter fighting and being stalked by Nox the veterans of the 37th regiment placed their demolition charges on what they thought were the power plants of the Dragon Ship. It became clear that they were trapped though and despite leaving hundreds of their fellows dead along their path those that remained knew they could not leave the charges unattended. There was little chance that they would survive the run back to the snows outside, with the Nox still hunting them, and that the charges could be deactivated as well.

In a final comms burst the Colonel leading the 37th relayed this news back to his commander in one of the Tohlics outside which were still firing on alien kill teams which were trying to infiltrate the line of large vehicles. With regret permission was given for a three minute count down and the column of armoured crawlers recalled the portable weapons and their crews still outside and then moved away from Invader Delta as quickly as they could. Three minutes later as the tracks of the Tohlics battered through drifting snow the Dragon Ship exploded as the combination of high explosive and maxi-imploder warheads which had been used as the demolition charges detonated. Everyone and everything within half a mile was obliterated and many of the crawlers were flipped by the intensity of the blast.

Invader Delta was gone and but was a hollow victory for the survivors as the now mostly empty vehicles of the column made their way back towards Ismere Starport. Reports of success elsewhere from Governor Tumault of Ismere spoke of a planet now devoid of the Shia Khan Empire. Faercycle II remained in Human hands and as long as it and the Prydian Precinct could prevail it would resist alien domination.

Ismere Starport, Faercycle II, Camarthen Cluster 4338 IC

Welcome a play test article for your games of Patrol Angis and including the Callsign Taranis expansion too as well as the Planetary Defence Forces found in The Khanate Return. In this article we give you an introduction to using IAF146 Tohlic Armoured Crawler in your games. You will need the models as well as all three game books to make use of this article. We welcome feedback and if you want to contact us please do so on info@theionage.com and speak to us directly.

A HARD SHELLED LOUSE

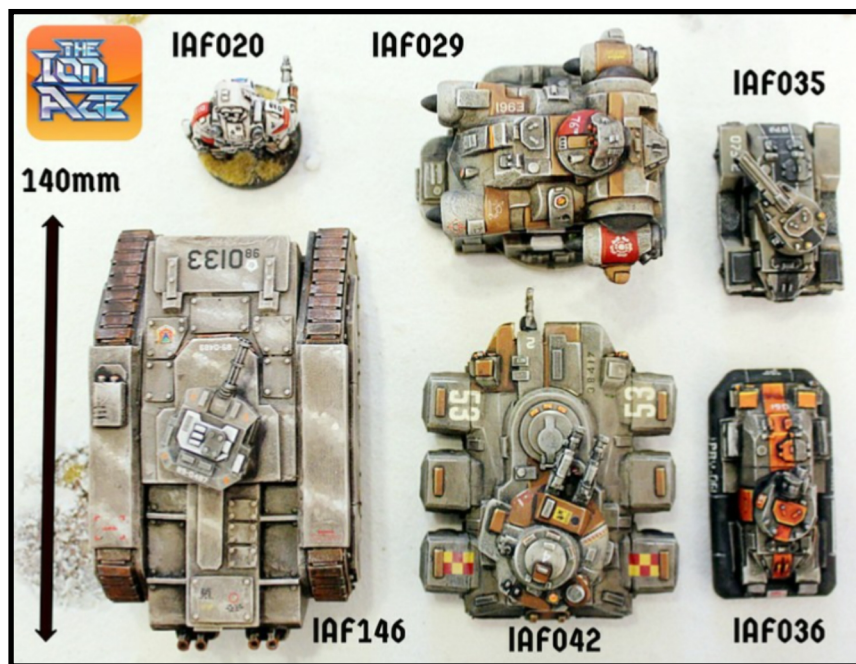
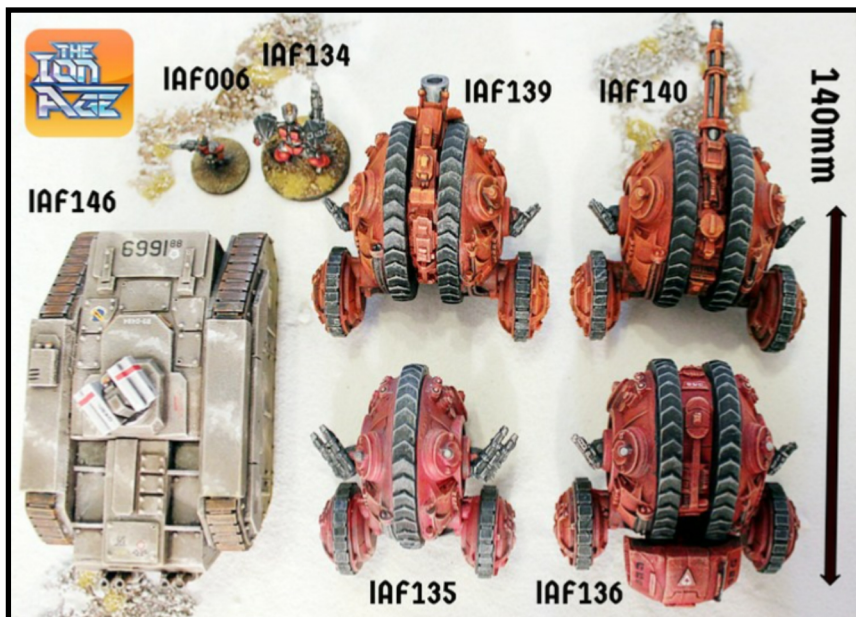
The origins of what became the Tohlic Armoured Crawler are rather unusual for mass production in the Prydian Precinct. Many other families of vehicles such as the mighty Taranis main battle tank and the Adder light combat chassis came from re-discovered ancient records. The machine which took its name from the tough little insects on frozen Blore VIII that managed to survive in the punishing cold of that world only dimly lit by its sun. A vehicle which could shelter an entire platoon of troops within it and take them a great distance across terrain and in weather which would make flight unreliable or even impossible. A vehicle able to defend itself against lightly armoured foes but able to absorb a mass of punishment both from enemies and from nature. Carrying supplies and munitions as well as sleep pods and recycling systems which would sustain for a couple of weeks in the field.

The Tohlic was created on Blore VIII with these ideas firmly in mind as it was the nature of the generals who commanded the infamous Blore System Defence. Using titanium alloys and materials to hand from other vehicles the first crawlers left the fabricator bays a little rough round the edges but they took part in the Hancock Edge campaign in 4318 IC. The design was exported along with the military knowledge of the Blore troops to many stellar systems with deep cold worlds. It was a great success.

At forty two feet in length and some sixteen in height the Tohlic is a very sizable vehicle and often cannot be taken off world due to being unable to enter Cassillis and other portable castle's loading bays. Thus they are fabricated locally with some variations. The most common types are the WS1 which is armed with twin Anda 60mm missile pods for long range fire support of its troops and the WS2 with a single Moth short barrelled rotary cannon for anti-infantry support.

There is a WS3 variant which is quite rare in that it forgoes the turret and adds a top mounted fuel reservoir linked to a half dozen Pardoner fire projectors. The 'griller' is used primarily for cavern fighting and against non-sentient aggressors.

Tohlics can be found in the ranks of Planetary Defence Forces belonging to the Precinct and to the Leagues as well as Barons of colder worlds.



HEAVY VEHICLES	WEAPONS (MOUNTS)	Move Rate	Armour Type (Rating)	Properties	DMR	Points Cost
PRYDIAN PRECINCT						
Tohlic Armoured Crawler WS1	Turret (U): Twin Anda 60mm Missile Pods	16cm	MkVII Harness Weave (3)	Crew: 2, Passengers 22, Tracked	30	950
Tohlic Armoured Crawler WS2	Turret (U): Moth Rotary Cannon	16cm	MkVII Harness Weave (3)	Crew: 2, Passengers 22, Tracked	30	970

DESIGNING YOUR OWN FORCE AND THE STATISTICS TABLES

We positively encourage you to come up with your own forces using the outlined rules and examples in the books. The Ion Age is a place of adventure and danger both, so being flexible and able to think for yourself will stand a player well. It also means you can combine and re-combine your miniatures endlessly in different scenarios. In the Khanate Return book you will find the following tables:

Planetary Militia Troop Types.

Game Stats for Miniatures which are in Troop Elements in play.

Planetary Militia Armour Types.

Game Statistics for armour worn by Troop Types in play.

Planetary Militia Weapons

Refer to *Patrol Angis* and *Callsign Taranis* for the infantry and vehicle weapons for the Planetary Militia. They use the same families of weapons.

Planetary Militia Vehicles

Game Statistics for the major vehicles for the Planetary Militia.

NOTES ON USING THE STATISTICS TABLES

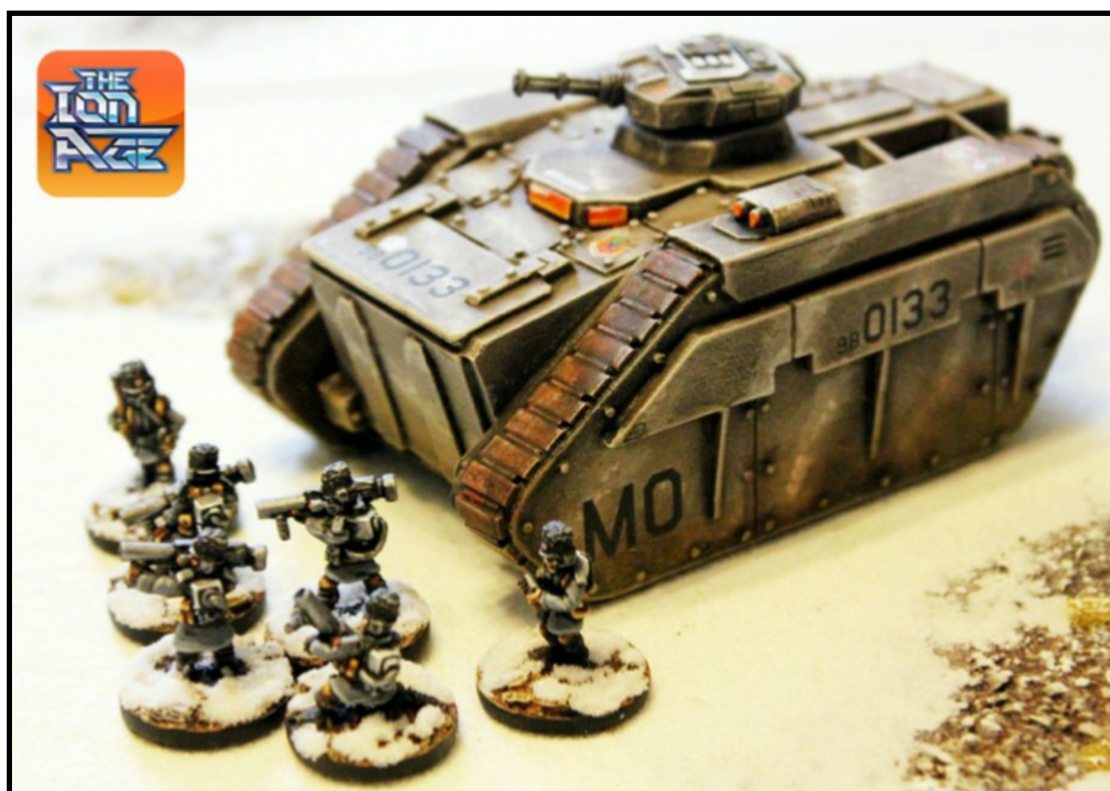
The use of the statistics tables here for the Planetary Militia is just the same as using those in the *Patrol Angis* book. Follow the notes there and apply them to these troops. Unless otherwise stated the notes are the same.

CREATING ARMOUR PLATOONS

As the Planetary Defence Forces are the lowest rung on the ladder of the Prydian Army they bolt straight onto the processes and tables found in *Patrol Angis* and *Callsign Taranis*. When it comes to creating Armour Platoons of vehicles the Planetary Militia use the exact same process as the MUSTER do for their Armour Platoons. Use that process for your forces of Planetary Militia and add in this new vehicle with its statistics.

We recommend that you use the 'Armour Plus' type of force creation found in *Callsign Taranis* page 49 keeping in mind the Tohlic is a 'Heavy Vehicle' and that it carries an entire 22 miniature (or equivalent of bikes and battlesuits). You can field one Tohlic but we suggest creating several forces, three composed of Planetary Militia platoons and three composed of a single heavy vehicle and combine them up into a six platoon force (each two pairing up).

This article bolts onto the information given in pages 53 to 58 in IAB03 The Khanate Return.



PLANETARY MILITIA CODES AT THE ION AGE

If you are keen on getting into the 15mm range of Planetary Militia miniatures from The Ion Age then you are not alone. At the time of putting these pages to virtual print in October 2017 wargamers are asking us to extend the range and we are. You can choose from squads, single poses, portable weapon, gunners, battlesuits, vehicles and platoon packs. Here are the codes. Go to www.theionage.com and search by code.

IAB03 The Khanate Return

The third book in the Patrol Angis series which includes Planetary Militia as well as much more. Supplement.

IAFP07 Planetary Militia Platoon (26)

A full platoon of Planetary Militia with a unique sniper miniature only found in this code.

IAF067 Planetary Militia 1st Squad (10)

IAF068 Planetary Militia 2nd Squad (10)

IAF069 Planetary Militia 1st Platoon Command (5)

IAF071 Planetary Militia 3rd Squad (10)

IAF054 Hazelwurm MkII Patrol Car (1)

IAF061A Colabreta Patrol Carrier Mkl (1)

IAF061B Colabreta Command Carrier MkIII (1)

IAF072A Steornede Battlesuit with Twin Missile Pods (1)

IAF072B Steornede Battlesuit with Twin Moth 88 Cannons (1)

IAF073 Amber Portable Weapon Platforms (6 variants)

IAF074 Planetary Militia Amber Gunners (2)

IAFP11 Cold Climes Platoon (26)

A full platoon of Planetary Militia with a unique sniper miniature only found in this code.

IAF142 PM Cold Climes 1st Squad (10)

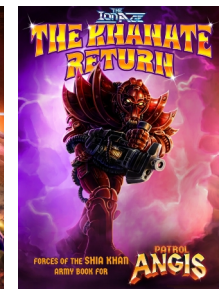
IAF143 PM Cold Climes 2nd Squad (10)

IAF144 PM Cold Climes 1st Command (5)

IAF145 PM Cold Climes Veterans (5)

IAF146 Tohlic Armoured Crawler (1)

A large vehicle kit which comes with two different turret options.



Note: Here are the statistics for the Urgan 13 Combat Shotgun which is used by IAF071 Planetary Militia 3rd Squad.

INFANTRY WEAPON TYPE (S) SUPPORT	POINT BLANK RANGE	IN RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Urgan 13 Combat Shotgun	10cm	20cm	21cm	1	2	6

THE PLANETARY MILITIA

Organisation Structure and Rank

1 Man = Trooper

4 Troopers = A **Fire-Team** led by a Sergeant

2 Fire-Teams plus Command Element of Two = A **Squad** led by a Lieutenant

2 Squads plus Command Element of Two = A **Platoon** led by a Captain

