

IN THE NAME OF THE ROAZ

- MALLUM IV -

(EDGE OF THE LEAGUE OF YORDAN)

PATROL ANGIS

THE SCENARIO

The rubble shook and reverberated like a drum being struck as the shock waves of heavy munitions detonating nearby continued. It was not clear who was doing the gunnery but it was most likely Gauntlet artillery pieces some forty miles distant and it did not seem particularly well sighted upon any target. More of a saturation and two rounds had already hit the heavily armoured dome of the complex entrance doing little damage.

Helm displays showed two moderately sized forces converging upon the underground complex. They were already exchanging ranging shots with Anvil 888 and Moth rotary cannons. Hopefully they would ignore the two lances forming out to make a dash for the hidden Moat type portable castle nearby.

Diodine Sparrow was used to motivating his knights and this time was no different. He stood with the head of his Roaz powered axe under his armoured hand and explained that the thousand year old device which was in being carried by Loren Vasilia was worth more than an entire regiment. Important and that if they made it out then fifteen golden florins would be given to each man and woman there. Motivation enough.

Loren Vasilia smiled as she twirled the data slate in her hand and casually tossed it up in the air. Diodine would have been annoyed if he had not known that Vasilia was one of the most deadly warriors he had ever known. The prize was as safe with her as it would be with him.

The double thick hatch of the dome opened and with Angis Rifles ready they emerged into the light and gunfire.

It is 4334 IC and the place is the edge of the now retreating League of Yordan in the Mallum stellar system. The League of Canlaster has taken advantage of the inattention of the Prydian Army to launch an all out offensive to take planets from the reeling Yordanists. On the fourth planet a lush and verdant garden world the fighting is intensifying as the 186th Regiment is preparing to pull out and leave the planet to the invaders but the blue armoured attackers are not making it easy. There are other places that Yordan wishes to protect much more greatly than the city of Raton and its surrounding environs.

Into this ongoing campaign came Diodine Sparrow of the Quarrel Company following a call for aid from an old friend of his father the Baron Gustus Abbo whose lands include the besieged city of Raton. With a small and highly competent force of Retained Knights the Quarrel Company slipped between the troops of the warring leagues and made into the underground Hab Complex which is home to Baron Abbo.

The message sent to Diodine had spoken of data slate of incredible value which had been brought to Abbo by a Far Trader named Hask who had recently returned from an excursion into the Dolo Clouds on the far side of the Newbury system. What was on this slate was unknown but it was a thousand years old and inactive. It had great value and Abbo wanted off Mallum IV. The Quarrel Company owed him a favour and so a pick up was put in place.

Entering the Hab Complex from its ground level strong point entrance it quickly became apparent that something terrible had happened mere hours earlier. Baron Abbo was dead as were his knightly guards and more than thirty assailants wearing unmarked Aketon armour. Diodine was enraged by this. Not only Abbo's death but it went against the Code Gallant to make no declaration of fealty upon ones armour. The ancient data slate was hidden where the instructions sent to Diodine had promised it would be.

Now the small force had to leave Mallum IV with the prize and return to Ascalon the home of the Quarrel Company. After the slate was dealt with there would be time to seek the killers of Abbo. Sounds of battle came from above the underground complex. The Yordist and Canlasterians were fighting over the grasslands around the complex. Hopefully they would be too busy killing each other to prevent the Quarrel Company sneaking through them and then away off this planet which was rapidly descending into anarchy...





SETTING UP FOR PLAY

This scenario takes place planet side in comfortable Human habitation conditions with no adverse weather or other climate conditions. The playing area is six foot by four foot (North is the top thinner edge of the table) on flat grass or hard packed earth. There are seven one level hills each about 15cm to 20cm long as well as five groups of trees each 10cm square. There are three rocky outcrops which are 5cm square. There are ten 5cm wide craters from shelling which are cover for infantry only. Lastly there is a large dome in the centre of the playing area and three smaller domes around it about 10cm distant. This is the Baron Abbo complex entrance.

The Quarrel Company player sets up their two Lances within 5cm of a dome and 10cm apart each lance from the other. The Yordan player sets up their two lances 5cm from any part of the north edge of the table. The Canlaster player sets up their three platoons within 5cm of the south edge of the table. All forces should be deployed with Troop Elements within a few centimetres of each other.



YOUR FORCE CREATION

With three players there are a total of seven forces (platoons) in this scenario making it a larger game of Patrol Angis. All players will create forces each using the force creation rules in the game books Patrol Angis and Callsign Taranis. The limitations for each player in force creation are as per the rules of the books with these provisos here which **MUST** be followed in the three rosters for each side.

The Quarrel Company

Lance One - A maximum of 1700 Points to create a Lance of Retained Knights led by Diodine Sparrow (not including his cost) and Quitus Bria (nor his cost). May not include any other troop types except Retained and no infantry sized or larger vehicles.

Lance Two - A maximum of 1700 Points to create a Lance led by Loren Vasilia (not including her cost) which includes at least one Afara Strider and the rest are Retained Knights. No other vehicles or infantry or infantry sized vehicles.

The League of Yordan

Lance One - A maximum of 1500 Points to create a Retained Lance which must include one Portable Weapon Platform and no other infantry sized vehicle or larger vehicle.

Lance Two - A maximum of 1400 Points to create a Retained Lance which may include up to two Duxis Battlesuits and no other infantry sized or larger vehicle.

The League of Canlaster

Lance One - A maximum of 900 Points to create an Entirely Vehicle Lance of one Afara Strider. May not include any other troop type.

Platoon Two - A maximum of 1100 Points to create a Muster platoon which must be infantry only with no infantry sized vehicles or larger vehicles.

Platoon Three - A maximum of 1100 Points to create a Muster platoon which must be infantry only with no infantry sized vehicles or larger vehicles.

GAME LENGTH AND CONDITIONS

There is no turn limit in this scenario with the objectives being met through play and not time duration. Play continues until one side wins or one side is unable to play further.

Game Conditions for this scenario in detail by player:

The Quarrel Company must escape by any table edge and that is the prime consideration of victory. The data slate must be taken off the table too as a secondary concern but the victory is hollow without it. The lose of both Diodine and Loren results in defeat.

The League of Yordan must try to defeat the Canlastrian forces as per their orders and try to push all Canlastrians off the table or kill them. Fighting the Quarrel Company is of little concern. Victory by outlasting the enemy!

The League of Canlaster is trying to take the field and as such wins by killing or removing all Yordist forces. Fighting the Quarrel Company is of little concern.

For a troop element to leave the playing area it must move off the opposite road end of the playing area. For this to happen its movement must finish with the entire troop element outside the playing area. If not then another movement must be taken. See special rules for additional information.

Sudden Realisation of the Data Slate: This is an optional additional crazy rule which you can use once you have played through the scenario and wish to really mix it up quite a bit. Be warned it will really alter the game and its not for you to use in your first play of this scenario. So no one is really sure what the ancient data slate contains but it has now become active!

The data slate will become active in the first turn of the game before any rolls for Initiative or Actions have taken place. This millennia old device contains both a super powerful artificial intelligence (banned in the Precinct since the Gurtan Activation disaster) and the ability to broadcast too. It does not know where it is or what is happening and assumes that the Ban of Prejudice is still in effect. As a product of the Imperial Commonwealth it recognises the pattered nation of armour and weapons of the Leagues and Condots as hostile. Roll 1D8 for each force in play and on a result of 6 or greater the slate has managed to infiltrate the helms and hard locked systems of powered armour (note that Muster are not effected nor Afara Striders) of that force. Confusion results and 50% rounding up of the Activation Tokens the force has is removed from it for the turn. Repeat this roll on 1D8 at the beginning of each turn during play.

As you can see the data slate is dangerous and the normally rigorous integrity of Alwite Armour is no match for it. Helms show phantoms or just cut out. Joints freeze and breather filters close and open at random. Terrifying!

SCENARIO SPECIAL RULES

There are special rules in this scenario which players must take note of and apply to their game. They are as follows:

The Characters of the Quarrel Company: In this scenario the three 15mm scale characters from code [IAF158](#) are present and these are Diodine Sparrow, Quintus Bria and Loren Vasilia. These miniatures have their own unique profiles which are to be used in play. These can be had in 'The Quarrel Company a free article for Patrol Angis' an article which is on our website hosting and can be downloaded from this [LINK](#).

Gamesmanship with Priority Targets: This scenario is an odd one in that it has three players and one of those forces has a very different ambition in play. Yordan and Canlaster are fighting EACH OTHER while Quarrel Company only wish to escape the table. To that end the Quarrel Company can act as it pleases remember to escape while the League players may only shoot at a Quarrel target which is NEARER than any other enemy troop element.

Zealous Shelling: There is a fairly scattered rolling barrage of artillery running ahead of the Canlastrians..or not so far ahead at times. See Callsign Taranis for rules for Gauntlet Artillery Support off table (page 37). Each turn one player rolls 1D8 and on an 8 an artillery strike lands in the playing area. Control of it goes to the Quarrel player and deviation from their chosen location is automatic of 1D8 divided by two rounding down 10cm's on a clock face with 12 noon being north.



SOLO PLAY THIS SCENARIO

While it is excellent fun and competition to play against a mortal foe sometimes it is not possible or you just fancy playing on your own. In those times you can play this scenario solo. Follow these instructions and add them to the silent player rules in Patrol Angis under page 39 of the core book.

For solo play the human player takes the part of The Quarrel Company and the silent player the part of the League of Yordan and the League of Canlaster as well. Set up proceeds as normal and then assign Force A to the silent player for Yordan and then Force B for Canlaster. With the game set up and motivation rolled for the special condition for both silent player forces is that they must primarily combat each other as per the special rules.

Any rolled result which comes up for staying still or self preservation is instead counted as ranged fire and movement. Priority is upon ranged fire and in combating the nearest Troop Element.

As with all solo play encounters unforeseen circumstances should be treated with fairness keeping in mind the objective of the scenario.



WHAT YOU NEED FOR PLAY

In order to make use of the scenario you will require some things from the Ion Age and you might want some other things if they are not in your collection already.



This is a mainly infantry scenario with some medium vehicles and it features the rules for vehicles so you will require these books: Patrol Angis and Callsign Taranis. The print or the digital download versions. You can find them on our website [HERE](#).

As with all Patrol Angis games there are a great many ways to create your forces; your platoons and lances. With this in mind we recommend these codes for the Quarrel Company players side if your collection requires expansion to play. IAFP02 Retained Lance (platoon pack with extra free miniature), IAF128 Afara Strider and IAF158 Diodine Sparrow character pack. For the Leagues the miniatures are also Retained Knights and Afara Striders along with IAF030 Duxis Battlesuits and IAF046 Espaten Portable Weapon Platform as well as IAFP04 Muster Platoon (platoon pack with extra free miniature). You may also benefit from IAF157 Nobles of Prydia for your lance commanders. Use these codes and the search function of the website to find them with ease.

DESIGNERS INFO BURST

This scenario was written by the author of Patrol Angis during the process of sculpting the three characters that became Diodine Sparrow and his aides in 15mm scale. Inspiring and the faction played the author himself too. 'In the Name of the Roaz' is a three way scenario which is a first for official scenarios for the game. It is a larger skirmish but it is mainly fought on foot. The game was played four times with The Quarrel Company getting the victory two times out of the four by getting clear of the battle. One of these times was solo play.

Tactics for this scenario which was originally loosely based on the masterpiece novel by Umberto Eco of a similar name are a bit odd. It is an escape within a firefight. Playing as either of the Leagues try to use cover and to take out the enemy with normal tactics and take pot shots at the Condots when the chance comes up as this will lead to a victory. For the Quarrel Company Condots it is about sneaking off the table..with care. You are in the middle of converging harm and it can go very wrong very quickly. We recommend one of two tactics either a full speed dash right at the start of the game hoping for distance OR stay put and use the surface level of the hab complex as a defence. Hopefully the Leagues will hammer each other and allow an escape to happen. The presence of rogue artillery strikes...that mixes things up.

If you wish to expand upon this scenario then you can do so outside of it. During testing it was said several times that the story of the ancient Data Slate could be a mini-campaign. What do you think?

In all cases we hope that you enjoy the space opera wargaming fun of The Ion Age!

Gavin Syme (GBS) April 2018.