

PATROL ANGIS

- ARTICLE -

BUILDING AND PLAYING YOUR FORCES IN PATROL ANGIS

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"... and it is by these virtues, that we bestow upon you the rank of Knight Commander. Rise now, your duty calls and it must be answered with honour and valour."

Welcome to the world of The Ion Age! If not formally stated yet, allow me to be one of the first to do so. You have entered a universe of the fantastic, the glorious, the exciting, and the brutal. A universe where you command the military might of one of a number of factions, each with their own agendas, motives, and end game in mind.

So, you've read all the background stories (aka 'fluff') for the game and have fallen in love with a particular faction, but what next? Obviously, you want to play. Heck, maybe you've already bought a ton of minis and aren't quite sure what to do with them. Well, that's why I'm here! This is an article made for you, an individual who wants to start playing in this fantastic game, but doesn't quite know where to begin. Well a good start would be to try out the scenarios on page 57 of Patrol: Angis (which is also called the "Core Book"). These scenarios are an easy way to get an idea of how forces handle in the game.

But let's say that you've done that or maybe you just want to get to the competitive scene. Awesome! I feel you on that. Nothing like jumping into the wolves den head first right? With that in mind, let's talk about the basic guide lines of this article, and a couple of assumptions we're going to make. Let's assume the following:

- You are wanting to play using the points system
- You want to have to as close to the full platoon size which you're allowed

So, again, you have your army of choice ready to go. The first thing we want to do is talk about points cost. Points are the most common way of making sure forces on opposing teams are fair (or "balanced" as we say). Every trooper has points, and the combination of those points is what matters.

The rule book states 1800 points is the suggested maximum points allowed (page 44) for a quick game. This is a pretty solid number to reach for, and will allow you an ISV or two and some special rules to toy around with. Remember that for any points based game, you can always have less, and never have more than the total allowed.



THE DECIDING FACTOR

No matter what army you're choosing to field, there are some general things to consider when deciding what it is you're wanting actually field:

What is my play style? If you're new to gaming, you might not have a play style yet, and if that's the case think "How do I want to win". For example, do you want to beat your opponent with overwhelming numbers, or do you want only a handful of powerful elite troops? I'll get into this a little bit later too.

What is my points limit?

Remember, this is the limit of what you're allowed to have. No two armies may be the same in terms of minis or numbers, but the points should never be above the limit.

What is the scenario?

Is it a meat grinder, (last man standing wins) game? Is there an objective involved? This is important. If the game is "get the objective first" you're probably not going to want to field slow infantry.

What do I want to avoid, and what do I want to include?

As you look though the rulebook, consider first what you're not interested in. If you don't like Maligs, don't use them. If you don't like Retained, don't use them. If you don't like Khamel Bikes... you get the point. After you've done eliminating what you don't want, you're left with things you're excited to play with.

How much do I want to spend on Special Rules?

Now here is a thing to consider, you have the ability to lock in some special rules on your troops, the majority of which add points per model. The points may not be much, but they can add up quick. If you're going to want special rules, write down the ones you want and their Points Per Model (PPM) and save it to reference later.



TRAINING YOUR TROOPS

So now that we've talked about some of the basic thoughts going into where to begin, let's talk about pointing up your army.

Pointing up an army seems like a massive undertaking at the gate. So many numbers and then with 16-32 troops to do it for... It's a straight forward process, but I'll share with you my little tricks to make it go quickly.

First let's take a look at these nifty formulas for Infantry and ISV pointing:

ROYAL ARCHIVES

Record 101.25.6a/DB.1

Custom Unit Creation Formula

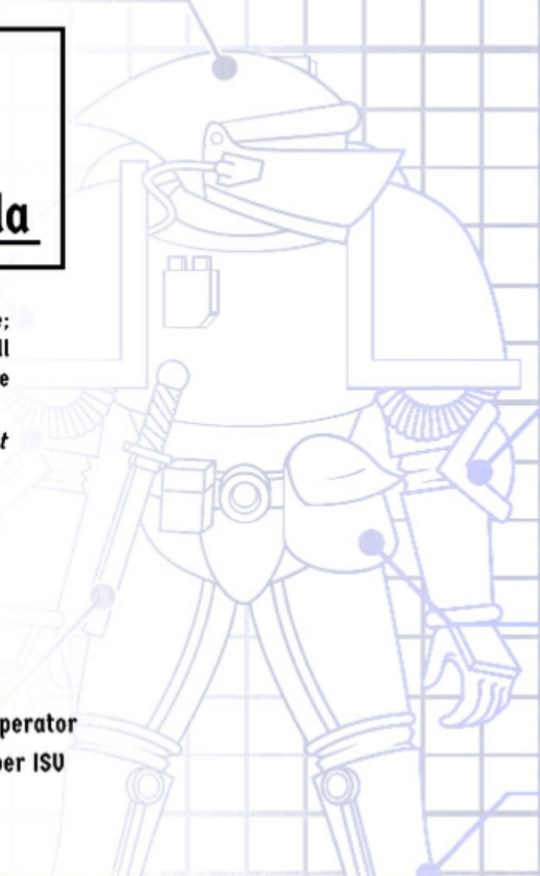
"Confront them with annihilation, and they will survive; plunge them into a deadly situation, and they will overcome. Only when a Knight falls into danger, will the Knight be able to truly strive for victory."

- Excerpt of the Code Valiant

Infantry (Single Model)
(Troop type + Armor + Weapon + Special Rule)

Infantry Sized Vehicle
(Troop type + Armor + Weapon + Special Rule) = Points per Operator
(Vehicle Type + Harness Type + Vehicle Weapons) = Points per ISU

Operator Points + ISU points = Points for single model



This is how you go about adding up the points to figure out a single miniature's points. From there, we just multiply that number by the number of minis in that particular unit, and BOOM your unit is pointed up.

What I personally like to do is use what I have dubbed "The Index Card Method". For this I start with writing the name of my trooper type (Retained Knight), and next to that the base points for the mini. Beneath that I write his armor (Alwite) and it's points. Here I stop, and add these points together, write down the total and circle it. This is the "Base Points" of my infantry. Now I go down a little bit and write down the weapons I want to equip in this squad of troopers, next to that I write the points of one of that weapon, and next to that the number of troops I'm going to equip it to. Lastly, any special rule I want to have in the squad is written at the bottom with it's PPM beside it.

From there it's simple math:

[Base Points] x [Number of Troops] = A **[Weapon cost] x [Number of Troops] = B** **[Any special rules] + [any one-off weapons] = C**
A + B + C = Squad Total

What I like about the Index Card Method, is that I give myself a resource I can quickly access later. I can just pull that card up and have all the info I need for a mini without having to do a ton of book searching.



If you like, you can use this image below to help you come up with new units using my method:

The last thing you need to do is to be sure that the combined points of all your squads comes under the agreed upon points for the Game.

If you're coming under points, try to see if there is anything else you can add to make Your force more points heavy. A special rule, a different model, a better weapon... these are all good options.

If you're over the points limit, figure out by how much, then reduce from there.

Sometimes, I find I just put too many units on the table, or that one particular weapon pushed me over by 20ish points. Sometimes, the math was just wrong and I had to go back and re-calculate. It happens, and finding a solution is easier than you'd think.

But always double check your math. Always.

Troop Type: _____	pts	X	_____	Number of Troops
Armor: _____	pts	X	_____	Number of Troops
Weapon: _____ <input type="checkbox"/> Support	pts	X	_____	Number of Troops
Weapon: _____ <input type="checkbox"/> Support	pts	X	_____	Number of Troops
Weapon: _____ <input type="checkbox"/> Support	pts	X	_____	Number of Troops
Weapon: _____ <input type="checkbox"/> Support	pts	X	_____	Number of Troops
Special Rule: _____ <input type="checkbox"/> Built into Base Cost	pts	X	_____	Number of Troops
Special Rule: _____ <input type="checkbox"/> Built into Base Cost	pts	X	_____	Number of Troops
Special Rule: _____ <input type="checkbox"/> Built into Base Cost	pts	X	_____	Number of Troops
Special Rule: _____ <input type="checkbox"/> Built into Base Cost	pts	X	_____	Number of Troops
Special Rule: _____ <input type="checkbox"/> Built into Base Cost	pts	X	_____	Number of Troops
Total Points: _____		pts		

FORMATIONS

So if you got all that down, let's talk about some army formations. Now with these in mind, points may be all over the place, the goal here isn't to pin you into a set game point level, but to give you examples of some proven effective tactics on building basic forces for Patrol Angis.

Prydian/Baronial/Condot

The benefit of the various rank and file of the Prydian forces is that they are highly adaptable at a platoon level. Their military branches are various, and options plenty. They are fairly jack-of-all-trades on the whole, but in the best possible way.

10/10/2

The classic 10/10/2 formation is as simple and effective as it looks. Two 10 man Demi's and filling the last two spots with your command element. The benefit of this is that you are more likely to get lots of activation tokens on your units, and be able to take a turn of fire or two before your squad is wiped out.

Suggestion: Make sure each of your squads has an Anti-infantry support weapon and an anti-vehicle weapon. Anvil 888 and Moth Type 12 are great staples for these roles. The downside of this army is that you won't be fielding a lot of squads so losing one demi can be crippling. Make good use of cover!

10/4/3/3/2

Let's say you want something with a bit fewer models and a bit more intimidation. This set up of 10 infantry, forms your main block of troops along side a 4 man team which can quickly setup a firing lane. You can then field two demis of ISV's and a portable weapons platform to round out your force.

Suggestion: I recommend this as a defensive force. 10 man squad has at least two weapons with good Indirect fire and AOE, your four man squad has more direct weapons like the Bodkin Type 6 rifle or Valerin 9mw Laser rifle. Then run all the battle suits you can, and have a couple with indirect fire weapons.



IAFP11 Cold Climes PM Platoon (Platoon Pack)

5/5/5/1

There is no real finesse to the Desteria. Frankly, they don't need it. A sledge hammer hits like a sledge hammer. Armed with fantastic armor, brutal weapons, and the mandatory Impact Fist, there is little they can't do, and do well.

Suggestion: Desteria are the only units in the Prydian/Baron/Condot factions that have any reason to go 5/5/5/1.

A Note about the Desteria: a full platoon of Desteria is extremely expensive, and for most games, you will be fielding far less. This is something to consider when designing your force.

Shia Khan

As a Shia Khan player, the first thing you need to understand is that while you may not have the special rule advantage, you will most definitely have the numbers advantage. You want to try your best to field as close as possible to that 32 trooper limit.

8/8/8/8

The Shia Khan have the amazing ability to field a massive 32 troops per platoon. Pioneers and Legionaries, can use this greatly to their advantage.

Suggestion: Shia Khan lack many of the built in special rules that the Prydian forces have. They make up for this by having some of the most disturbingly powerful weapons at their disposal. I would highly recommend investing in a support weapon squad as at least one of your units.

8/8/8/3/3/2

This is the dark reflection of the 10/4/3/3/2 set up that I wrote above for the Prydians. You will field more infantry, more ISV's or "big guys", and still have room for a command unit or support weapon.

Suggestion: Shia Khan's larger warriors (Warlords and Psychoborgs) eat up a ton of points, so don't expect too many special rules, that said, what those units bring to the table will more than make up for that.

5/5/5

The Nox are a strange X factor of the Shia Khan. Their Minotaur-style armor and massive weapons puts them in direct competition to the Desteria Knights. The biggest difference, is while Desteria may lead or fight alongside the Retained the Nox will not associate with their lessers.

Suggestion: Armed with heavy weapons, majority of which have AOE style damage, these guys are masters of crowd control and you'll have little to fear in the way of being outnumbered. They also have access to Jump Jets and the Ablative Shell ability, so you're be able to take at least one hit while moving into position, and doing so quickly.



IAFP09 PIONEER ORDOS (PLATOON PACK)
CONTAINS 32 MINIATURES AND UNIQUE
PIONEER CLOSE COMBAT EXPERT



Prang

When you shoot something and critically wound it, you would think it would go down hard. Not so much with the Prang. The Prang straddle the line between the affordability of Retained and the durability of Desteria. Not only does each model have 2 DMR, but when they die, they might fight on for an additional turn. While not invincible, they are deadly stubborn.

5/5/5/5/4

Like Desteria, there is really only one solid way to play Prang currently, and that's with a fully rounded out force. Five fire teams and a four-man command group.

Suggestions: Whether you're playing the Raiders or the Empire, You can't go wrong with Shreags and Techs. A bonus to Initiative is always a plus, and a squad of support weapons with the Tech is a guarantee that you will be getting the Sniper perk for free at some point. Again, while hard to take down, you have a fairly small unit size, so utilize that cover!



**IAFP10
PRANG ARMY
DOGAT-QUAL
(PLATOON PACK)**
CONTAINS 20 MINIATURES
AND UNIQUE
CHARACTER PRANG

Xin Hegemony

What separates the Xin from the Prydians? Well, a lot, actually. Most importantly though is squad-level flexibility. The Xin allow you to use up to three ISV's as part of one of your basic squads as a fire team. For example; you can have a five-man Sanbao Fire team paired up with a three-man Jade Ape fire team to make a squad. You can only do this once per platoon, so keep that in mind.

10/5-3/2

This is the platoon set up you want to use if you want to really optimize that special rule of including those ISV's within one of your squads. 10 man basic Sanbao squad to act as a hammer, 5 man + 3 ISV to act as an anvil, and a two man command group.

Suggestion: The Xin's forces lean much more towards close quarters combat to ranged combat. While they have the tools to shoot at distance, almost all their units really benefit when they close the gap and get up in their opponent's face, (especially with those energy swords). You can also field a much heavier team using Warrior Monks instead of Sanbao. While slower, their combat ability is considerably higher on all fronts.

10/3/3/2/2

Taken right from the rules pages, this is a classic ISV heavy force. 10 man squad, two ISV units and a pair of weapons platforms.

Suggestion: Good for defensive tactics if you're choosing Jade Apes, or fast assault if you want to field Onyx Shard bikes. Your troops can be flexible as well, consider Yuxia if you're looking for speed, or Warrior Monks if you're looking for defense.



IAFP06 SANBAO PLATOON
XIN TRADE FLEET SOLDIERS

20 MINIATURES PLUS
1 UNIQUE OFFICER FREE

Mobile Infantry Platoon

Mobile Infantry platoons are outlined on page 48 of Callsign: Taranis, and are a unique beast. I'm not going to touch too much on them here, but I would like to give you some general ideas of how to field them. First, keep in mind the following:

- You MUST have at least 2 transport vehicles, but no more than four vehicles
- Vehicle Crew counts towards your army total personnel
 - A full platoon must have 26 Infantry or less (at least so far as Prydian factions go. Might be more for Shia Khan since their base troop count is 32)
 - Vehicles and Infantry must be compatible
- Mobile Infantry Platoons my NOT have mixed infantry types (All Retained, all Muster, etc)

In a game where Callsign: Taranis rules are in effect, you WILL be upping your total points limits for your game. So with so much on the field, it's important to consider WHY you're making a Mobile Infantry Platoon, and further, HOW you're going to deploy it.

Here is the formula for building a tank or transport:

ROYAL ARCHIVES

Record 588.9.733c/DB.2

Custom Vehicle Creation Formula

"It was then that the might of man alone could not prevail. In that hour of darkness, we sought aid from the beasts of war that mankind has wrought. With gun and steel, the rolling fury of the Taranis did turn the tides that day."

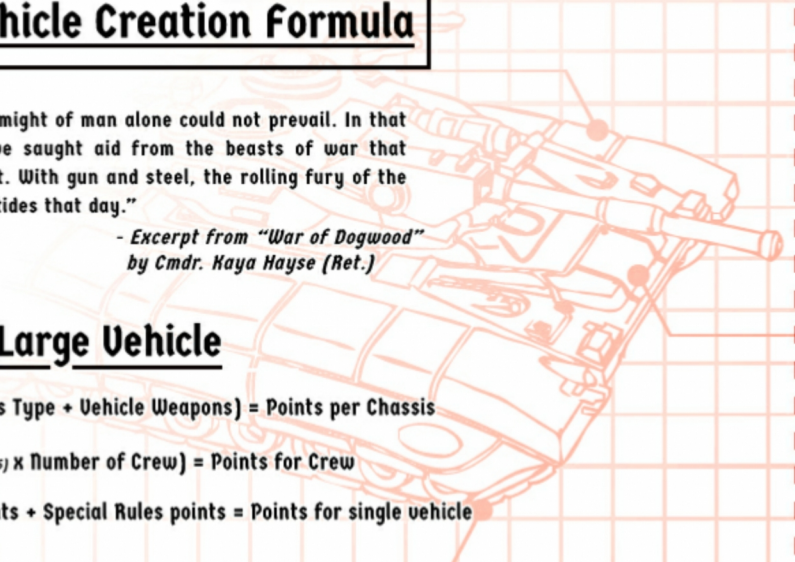
*- Excerpt from "War of Dogwood"
by Cmdr. Kaya Hayse (Ret.)*

Large Vehicle

(Vehicle Type + Harness Type + Vehicle Weapons) = Points per Chassis

(Crew type (p.55) x Number of Crew) = Points for Crew

Chassis points + Crew Points + Special Rules points = Points for single vehicle



There are two strategies I feel are good starting points for fielding this kind of army:

Mobile Fortress

A personal favorite of mine. For this, you need a balanced transport with a lot of armor, a physically longer and taller chassis, and a good support weapon system. The Mullo and the Tohlic are great examples of this.

Utilizing this strategy, you want to move your transports (with troops inside) to where they need to be, making sure the widest part of the tank is facing your opponent's nearest squad or one that has the best shot on you. Next you want to deploy troops on the side OPPOSITE of your opponent's unit. You are literally using your tank to act as mobile cover for your troops.

Battle Taxi

The Battle Taxi is one of the oldest war gaming strategies involving the venerable Armored Personal Carrier. In this strategy, you use the fastest available transport to 'taxi' units to where they need to be. Deploy a unit, rush over to another unit, pick them up, move, re-deploy, repeat.

Essentially, you'll sacrifice turns moving troops, but you move them so far and fast that you can gain the upper hand in positioning, and as we all know, in Patrol: Angis positioning is king.

READY AND DEPLOY

Hopefully you've gathered enough intel now that you can sit down and start figuring out the what's what of building your army. Use what I've outlined here, modify it, and expand upon it. As you compete with your army, more and more you'll learn new tricks and get new ideas to evolve your army to tailor to your favorite aspects of this game.

Just remember; there is only one real secret to having a great army, and that's having an army you love to put on the table.

Good luck, Commander.
- Archivist Aris Kolehmainen
*Order of the Hidden Quill
Tor Archives*