

PATROL ANGIS

Welcome to a bolt on game mechanics and vehicle statistics article for your games of Patrol Angis using IAB03 The Khanate Return expansion for including the Shia Khan Empire and its troops. In this free article we present to you the statistics and rules expanded for specialists and client races such as the Nox, Maligs and Beotans. These slot right onto the mechanics in the book. There are also Khanate adapted optional and advanced rules for infantry and infantry sized vehicles.

This article was written alongside The Ion Age Team by wargamer and keen supporter of our work Mr Aris Kolehmainen who is taking a larger role in the continued development of the game. Enjoy this article and up next will be an assembled errata for Patrol Angis while we continue to work upon the forth book titled Baron. Use this article alongside your book and if you wish to see the titles in the Patrol Angis series then visit our website [HERE](#).

CLIENT OR SLAVE RACES

In the earliest months of the new struggle against the Shia Khan Empire, two sources of information were sought and these were: anatomical examination of the alien dead and the seeking of historical data from the first Khanate War. Many Starvaulters and Errant Knights were killed in the seeking of this millennia old data, having to venture to the Aldan stellar region and amid Dolo Clouds too. Indeed few of the corpses taken for examination were viable due to rapid internal cellular breakdown upon death.

Incomplete and often confused as these examinations and records were; it does seem that the Shia Khan Empire is made up of many client races from many different worlds spread across the vast galaxy. It is not clear if these client races are willing subjects or simply slave races cowed into the Khanate service. Maligs are certainly slaves but the Legionnaires themselves do not seem to be as subjugated. The Prydian Precinct has certainly not seen all of the client races of the Empire but it has information now on those present in the Camarthen cluster.

Additional information follows....

(Continue from Page 29 of The Khanate Returns)

- THE KHANATE RETURN ADDITIONAL - CLIENT RACES AND SKILLS In YOUR GAMES



KHANATE ENERGY WEAPONS

“The Shia Khan Empire favours energy based weapons over those using projectiles as ammunition for the majority of its Legions. While other instructional vids will be dealing with the Maia and Juno classes of weapons, our subject here is the designated Jupiter series of plasmatic weapons, primarily the Jupiter 46mm Plasma Rifle. The Jupiter Plasma Rifle is a heavy infantry weapon in the weight brand of some sixteen kilograms for the gun itself and another twenty kilograms for the linked power supply. It has been observed in use by two alien soldiers with one manning the weapon and the other handling the power supply and ensuring function. As such it is not the most mobile of infantry carried weapons. However using dedicated power supplies within their Segmentum pattern armour along with enhanced strength, Nox troopers can make use of the Jupiter on their own, both wielding and charging it themselves. Khanate plasmatic weapons use a similar technology to our own which we estimate is some century and a half more advanced with a superior discharge and kill potential in infantry sized deployments. A chamber within the Jupiter Rifle with a spherical size of 46mm across is superheated and injected with a tiny amount of material which is then accelerated from the barrel using an array of linear magnets. The resultant projected blast of plasma can be accurately aimed at moderate to long ranges superior to our Hermit class. We have only estimates of usage duration that a typical power supply linked will allow for twenty shots before significant charging is required or supply switched. Battlefield reports and vid feed show Jupiter shots penetrating Alwite Powered Armour with relative ease and survival rates from injury by Jupiter Plasma Rifles are very low. Commanders in the field recommend the destruction of captured Khanate weapons and power packs as instances of booby trapping and remote overcharge and detonation are common.”

Academy Auto-Trainer Series 16, New Glastonbury, 4333 1C

NOX

Here are additional special rules and unique aspects for this troop type.

A.I. Assisted: A Nox warrior is one with its armour, and their armour is one with them. This ethos goes far beyond mere training, as every Nox warrior is implanted with a series of electrodes, cybernetics, and receiver ports designed to interface directly with their armour's onboard A.I. The A.I. acts primarily as an aim assist, making minute adjustments to weapon positioning as the trigger is pulled.

After you rolled to To Hit, you may spend an activation token on this troop element to re-roll all missed rolls to hit. Each Nox troop element may do this only once per turn. Nox only, points cost: 0 points.

Paragon Drive: The Nox are the chosen warriors selected from the ranks of the Pioneers and Legionnaires. They no longer see themselves as these lesser creatures. Some sub-factions of the Nox even go so far as to add a Paragon Drive to their A.I. This chip forces a kind of 'combat tunnel vision', where all distractions are filtered out and directing all the focus of the warrior to their target.

Nox with the Paragon Drive always pass their moral tests for loss of troops within their troop element. Nox only and must be taken by all models in the troop element, points cost: 5 points.

HIVE Programming: In an attempt to further separate themselves from the lessers within the empire, many Nox sought to further enhance themselves via their armour's A.I. This led to the development of Hyper Input Visual Existence (HIVE) programming was developed. Using an extremely convoluted series of data filters, the HIVE program allows a Nox to share the most recent data on a target to assess the most effective means of dealing it lethal damage to another Nox unit that also has HIVE programming.

Nox elements with HIVE Programming firing weapons at an element that has already been fired upon by another Nox element that also had Hive Programming gain a +1 to their To Hit roll. Nox trooper and Nox ISV elements only, and must be taken by every model in the element, points cost: 5 points.

PIONEERS

Here are additional special rules and unique aspects for this troop type.

Aggressor: Only the most aggressive and devoted members of the Legion are pulled into the ranks of the Pioneers where their reckless abandon of self preservation is considered a strategic asset. In the initial stages of any invasion, it is the Pioneers who lead the way, it is a role they hold with pride, and a near fanatic zeal.

At the beginning of the game before Initiative is rolled, troop elements made entirely of Pioneers may make a free move up to their full movement value. Pioneers Only, points cost: 0 points

Invader Elite: Pioneers have, by the nature of their work, an extremely high mortality rate. The service of those who have survived several major invasions is highly prized for their valuable knowledge. These Invader Elite have mastered the art of breaching enemy lines and entrenching themselves, thus establishing foot holds for the rest of the Khanate forces.

Models with Invader Elite may always choose to use Overwatch State even if they have used Rapid Move or Dash State. Pioneer only and must be taken by every model in the troop element, points cost: 5 points per model.

Mobile Division: All Pioneers recognize the importance of speed in the initial onset of an invasion. Some divisions, however, have taken this a step further and utilize armored transports in their opening assault. These pioneers are generally seen as eccentrics, addicted to high speeds and lighting assaults, even going so far as to paint their armour in similar colours or designs to that of their transport.

Pioneers in a platoon with vehicles that have Mobile Division special rule MUST start the game in that vehicle. Vehicles with Mobile Division gain the Aggressor special rule. May only be taken by vehicles with the Passenger special rule that able to transport Pioneers, points cost: 20pts

LEGIONARIES

Here are additional special rules and unique aspects for this troop type.

Lithe Retaliation: When first encountered on the field of battle, many Prydians were both entranced and repulsed by the graceful motions of the legion troopers. Their movements were so fluid that even a wounded Legionnaire who had taken a lethal hit would still manage to fire one more shot back at their killer before death.

When a Legionnaire troop element takes loses from a ranged attack, roll a moral test as if they had lost no models. If successful, you may Snap Fire with each model before you remove kills from play. Legionnaire troop elements only, points cost: 0 points.

Conquest Veteran: The legion is the backbone of the Khanate invasion, and as such, there are many who have taken part in the conquest of worlds several time before. These Conquest Veterans have learned how to best utilize their weapons to maximum effectiveness.

This troop element gains an additional -1 bonus when using Precise Fire with a non-support weapon. Legionnaire who have take the Veterans special rule only, points cost: 5 points.

Armour Veteran: Legionnaire piloted vehicles are the brunt of the armoured forces brought to bare on the field of combat. A select few crews stand out amidst the crowd as Armour Veterans. These Legionnaires have mastered their vehicle and weapons though back to back campaigns of conquest, giving them deep insight into the works of their machines.

So long as the crew consists entirely of Legionnaires with the Armoured Ace special rule, Vehicles with Twin Linked weapons may re-roll weapon jams. All crew must take this ability, points cost: 10 points per crew member.



MALIG

Here are additional special rules and unique aspects for this troop type.

Infestation: If it could be said that Maligs are good at one thing, it would be finding a location, and embedding themselves so deeply and effectively, it could take years to root them out entirely.

Malig Infantry may re-roll their armor save if the troop element is fully in cover. Malig only, points cost: 0 points

Reckless Rider: All Maligs are hateful creatures have a true lack of self preservation. Some Maligs also develop a near addiction to moving at high speeds. These Maligs will spend hours tinkering with their Orba Bikes, or feeding Skraak Terror Birds a variety of prey that move quickly, in hopes of making them move quicker. The end result is always just a more dangerous, and unstable ride.

ISV's and Calvary that controlled by a Malig with Reckless Rider gain the Unsteady special rule. Malig only, points cost: -5 points.

Chaos Ace: Malig vehicles are are random, chaotic, and cruel as their pilots. They often bounce off course, or jolt in random directions. Some Maligs have learned how to turn this unexpected motion into a strategic advantage.

If a model with Unsteady ever rolls an 8, it gains a -1 bonus to its To Hit dice for each crew member with Chaos Ace. Malig ISV, Calvary, and Vehicle Crew only, points cost: 10 points per pilot/rider/crew.

PERTINAX

Here are additional special rules and unique aspects for this troop type.

Sturdy: Though not much taller than a Malig, Pertinax are incredibly muscular creatures with strength that rivals a Desterain Knight in full armour. While they move slower than their comrades in the Empire, their density allows them to handle the recoil of larger weapons without a second thought.

Pertinax may move and shoot infantry support weapons, but may not however use support weapons to snap fire. Pertinax Only, points cost: 0 points.

Siegesmith: The slow footspeed of the Pertinax, as well as their station of importance to the Khanate war machine, usually lends them to fulfilling defensive tactics or into siege warfare roles, (as the situation permits). As such, the Pertinax have developed a true knack for getting the most out of their support systems such as portable weapons platforms.

Portable Weapon Platforms: Those with the Indirect Fire special rule on their weapon and are crewed entirely by Pertinax do NOT incur the +2 penalty for firing indirectly. Pertinax Portable Weapon Crew only, and must be taken by entire crew/, points cost: 10 points per model.

Aegis Maximus: The Pertinax are responsible for almost all the equipment fabrication and upkeep within the Khanate Empire.

Vehicles, (not ISV) who have an all Pertinax crew gain the Ablative Shell special rule. If the vehicle already has Ablative Shell rule before crew are added, that vehicle gains +1 to its armour value. Terms of use: must be taken by all crew and crew must all be Pertinax. Points cost: 15 points per crew member.

Note: the vehicle only gains one instance of Ablative shell or a single +1 to its armour. Not one instance per crew member.

BEOTAN

Here are additional special rules and unique aspects for this troop type.

Field Craft: No one could ever know the strange and dark world the Beotan originated from, however their ability to navigate though the most difficult of terrain without hindrance says something to their galactic heritage. This uncanny ability has given the Beotan a well earned reputation as masters of hit and run tactics..

Beotan demos ignore movement modifiers for moving through any difficult terrain that is not aquatic in nature. Beotan Only, points cost: 0 Points.

Ambush Predator: Beotan hold their ancestral traditions close to heart even after joining the Khanate Empire. The most fundamental tradition is the Way of the Hunter, where Beotan demos will seek out, and ambush an unsuspecting foe with their bare claws and jaws. These attacks are highly convoluted and planned in the field during combat. The most successful of these ambushes will immortalize those involved in the oral history of their tribe for all time.

Whenever a Beotan troop element initiates close combat, each model gains 1 additional attack. If the Beotan element moves through difficult terrain in the process of moving into close combat they gain 1 more additional attack, (this does not stack if moving through multiple areas of difficult terrain). All Beotan in a troop element must take this ability, points cost: 5 points per model.

Blood Rite Shaman: The Blood Rite Shaman is the rough equivalent of a medic in any other ordos. However, the duties of the shaman run far deeper into the spiritual nature of their tribe. The presence of a Blood Rite Shaman in a Beotan ordos fills the ordos with a righteous fury, as the shaman enhances their ferocity and bestial nature.

Beotan troop elements containing a Blood Rite Shaman have the Humascare special ability. If a Troop element with a Bloodrite Shaman kills a miniature in close combat of a non-human race, that race becomes affected by Humascare for the rest of the game. Beotan with the Medic special rule only, points cost: 15 points.

SAURAD

Here are additional special rules and unique aspects for this troop type.

Cold Blooded: The primal alien mind of the Saurad is as legendary as their cruelty. In a world of "Might Makes Right", weakness is not only unaccepted, it is violently stamped out. To a Saurad, it is better that the meek die, than risk passing on their weakness to future generations. A Saurad showing even a moment's hesitation in combat is quickly and ruthlessly set upon by its former companions.

You may sacrifice one of the models from a Saurad troop element to remove one Re-Motivate token from that same element. This must be done at any time before the troop element receives an activation token. Saurad only, points cost: 0 Points

Blight Strain: In spite of their barbaric nature, the Saurad have the most extensive, complex, and understood breeding programs in the universe. So great is this that warriors can be developed with special traits to enhance their ability in combat. The most common of these traits is the Blight Strain. The bodies of those Saurads with Blight Strain are generally vibrantly coloured with dark patterns or stripes. They secrete a venom so potent that even a drop can cause instantaneous paralysis.

Blight Strain, if chosen, must be taken by all miniatures in a Saurad troop element. If the Saurad with Blight Strain have participated in a close combat with an Infantry troop element, the enemy troop element gains the Re-Motivate Status at the end of the combat regardless of who won. Models taking the Blight Strain may not take the Guile Strain. Saurad Infantry only, points cost: 10 points per model.

Guile Strain: While the Blight Strain focuses on greater effectiveness in combat, the Guile Strain aims to increase the Saurad's survivability. The muscles of these Saurad have been bred to be incredibly reactive, so much so that they can seemingly dodge enemy ballistics. These Saurad are generally deep and richly coloured either in a single tone, or split tone to the left and right.

Guile Strain must be taken by all miniatures in a Saurad troop element if chosen. Once per turn after an opponent has spent a token that involves a ranged attack against this troop element, after the attack is declared you may spend an activation token to make a single move up to the Saurad demo's full move value in any direction before the attack dice are rolled. Models taking the Guile Strain may not take the Blight Strain. Note: this can bring you out of range, into cover, out of point blank, etc. Saurad Infantry only, points cost: 10 points per model.



BETRAYERS

Here are additional special rules and unique aspects for this troop type.

Betrayers of Humanity: Lost to mankind the Betrayers call the Khanate Empire master instead. But in the heat of combat even the brainwashed and cyber augmented minds of these traitors can be altered.

When a Troop Element of Betrayers makes its FIRST (only FIRST) morale check in play upon a failed result it changes sides! For one turn after the failure the other player may control that Troop Element and move it, make ranged fire etc with it. At the end of the turn it reverts to its owning player's control. The temporary owning player cannot spend actions upon the Betrayers Troop Element instead TWO actions are given to the Troop Element automatically to be used that turn. This rule MUST be taken by all Betrayers of Humanity, points cost: 0 points per model

WARLORDS

Here are additional special rules and unique aspects for this troop type.

Slave to Instinct: Warlords are mighty creatures that spread terror and death in the wake in equal measure. However some Warlords, especially those who are campaigning for the first time, may find themselves overwhelmed by their curiosity of their surroundings even in the heat of combat. These Warlords are generally given cranial implants to correct this issue, but only once they have displayed such behaviour.

After any action is spent, roll a D8. On a roll of 1, the Warlord remains stationary as if it did use the action token. Must be taken by the entire Warlord element. Warlords only, -12 Points.



PSYCHOBORGS

Here are additional special rules and unique aspects for this troop type.

A.I. Slaved: When there isn't time to program the psychoborgs, a Prefect may opt to have them operated remotely. This is done by an alteration of the communications equipment that is readily available to all Khanate ordos. It then falls to the communications personnel to guide these units across the battlefield.

This unit may only activate so long as you control a troop element with the Comms Gear special rule. If ever you do not control a unit with Comms Gear, the Psychoborgs shut down. These elements remain in play, and may be shot at and make saves as normal, however they may not be allocated any actions, and do not count as a troop element for means of doubling up activation tokens on other units. Psychoborgs only, points cost: -15 points.



GENERAL KHANATE

The following abilities and special rules can be used by the entire array of client races and troops of the Shia Khan Empire. Apply to your Troop Elements during Force Building.

Banner of Annexation: While armies of Prydia hold banners to declare themselves on the battlefield and to act as symbol for their comrades to rally to, this is not so in the Empire. The Khanate banners hold a difference purpose to the mindset of the the Empire's servants. The banners carried into battle are marks of Annexation, stating the world in which that banner stands now belongs to the empire. These banners vary significantly, even amongst ordos of the same faction, thus showing who claimed what in the name of the empire. This stake of claim rally's the khanate troopers to fight for what is now their land, and they will push all the harder to claim what is theirs by right of conquest.

The Banner of Annexation adds +1 to the initiative roll of the ordos. Every time a you win initiative, you place an Annexation Token next the model baring the Banner. So long as at least one Annexation Token is in play, when you successfully win an initiative, you may choose to spend a number of Annexation Tokens equal to the difference of the initiative dice rolled, (including any modifiers). For each Annexation Token spent, add 1 more activation token to your total number of activation tokens you can place this turn. One per ordos, points cost: 50 points

Example: John and Mary each roll initiative. John rolls 3, and Mary rolls 4. Mary has a model with the Banner of Annexation with 3 Annexation Tokens. The banner gives her +1 to her roll of 4, making her total 5. Because she has won initiative, and the difference between 3 and 5 is 2, she spends 2 annexation tokens to give her 2 more activation tokens to place this turn.

Conscript's Morale: Not everyone in the Khanate Empire joined willingly or even believe in the cause of the Great Khan. For these soldiers, they will fight so long as there are eyes watching them, but the minute they can, they will try and get away. What better opportunity than the death of a commanding officer?

If the commander of the ordos is killed, troop elements with Conscript Moral roll 1D8 when they spend their activation token. On a roll of 8, this unit MUST use the Dash State action and move directly as possible towards the nearest table edge. If the unit would move beyond the table edge, the unit counts as destroyed. Infantry only, NOT Saurad or Maligs. Cannot be taken with Untried. Points cost: -5 points

Veteran: This skill set is learned by some Troop Elements who are experienced in battle and have seen a lot of combat.

Any Troop Element who has all Veterans as members is able to automatically discard one Re-Motivate token from itself per turn if it has one. This is done when the Re-Motivate token is acquired by the Troop Element. This may be used as outlined in the morale section of the rules. Terms of Use: Open to all your Troop Elements. Points cost: 7 per Miniature.

Sniper: This skill set is learned by some Troop Elements who are naturally talented shots, or who are given the role of sniper by their commander.

Any Troop Element who all have Sniper is able to add +1 to the Weapon Strength of any successful ranged fire hits in play. This reflects the increased accuracy of a sniper to cause harm. Terms of Use: Infantry only. Points Cost: 4 per Miniature.

Signaller: This skill set is taken by those who want to call down ranged fire upon their enemies.

Within a force a Troop Element with Signaller may be used to more accurately guide "Indirect Fire" weapon ranged shots on to their targets. If the Signaller is nearer to the target, by at least 10cm, than the ranged fire shooter, they may act as the Line of Sight (LOS) to the target for the firing Troop Element. This is automatic and costs no actions. Signaller may do this any number of times per turn. Terms of Use: Infantry only. Points cost: 10 per Miniature.

Protector: This skill set is only taken by those who are given orders to sacrifice themselves for the survival of their superior.

When a Troop Element with Protector takes damage from ranged fire or close combat, all damage must be assigned to the Protector before the rest of the element until it is killed or out of play. This means all combat during play, not just the first turn or so on. It is a mark of honour to act like this and survive, meaning courage and advancement. Terms of Use: Not Infantry Sized Vehicles unless they are on foot. Points cost: 0

Loader: This skill set is given to trained Troop Elements to aid their fellow soldiers and knights in handling their support rated ranged weapons.

Any Troop Element who has Loader may, at a rate of one dedicated Loader per use give a SECOND ranged shot, with the SAME support (S) infantry weapon to another miniature within the Troop Element in a subsequent activation. If this is done, then the Loader may not make ranged fire of their own that turn. Only one second shot per weapon per turn. Terms of Use: Infantry only. Points Cost: 6 per Miniature.

Jump Jets: A Troop Element equipped with Jump Jets as shown in its statistics may use them to move in play.

All members of the Troop Element must have jump jets to use them for movement. Movement is carried out up to twice the maximum distance in centimetres of the Troop Element's movement rating in any direction with no penalties for terrain. Landing is automatically successful (though be careful you are not shot down!) and may be on any solid playing surface such as ground or the roof of a building. A Troop Element may only use Jump Jets TWICE in play due to fuel restrictions. Terms of Use: Included in Armour Type.

Medic: Life is far from valued in the Empire, however, there are times when it is better to heal a soldier than train another.

Any Troop Element who has Medic is able to make an attempt to save a fallen infantry miniature who is within 5cm of their position. One attempt per Medic per turn immediately after their comrade falls. Medic rolls 1D8 and on a result of 5 or more, the infantry miniature is returned to play in its Troop Element with a DMR of 1. All attempts to save must be immediate, and the strength of the shot that killed the target makes no difference. Medic may NOT heal itself. Only one Medic per Troop Element can be used. Terms of Use: May not be given to or used upon Portable Weapons or Infantry Sized Vehicles. Points cost: 10 per miniature.

Fire Projector: This is special weapon type which shoots liquid fire at targets.

It is used like any other weapon for the process of ranged fire with the exception that it has a 'fire corridor' which is 1cm on either side of the shooting MINIATURE within the Troop Element and reaches to the target. Any miniature friend or foe which is totally or partially covered by this corridor must also see if it is hit by the shot of liquid fire (but no miniature in the Troop Element in possession of the Fire Projector). Any target who is hit is set on fire.

If they survive the initial attack, they must roll 1D8 to see if they can put the fire out. A result of 4 or more is needed to put out the fire. Any infantry with an armour value of 2 or more receive a -1 modifier to this roll, ISV's on fire have get a -2 modifier, and models with the Veteran special rule get an additional -1 modifier that may stack with the other modifiers. If the roll is successful, the fire has been extinguished and play continues as normal.

If the roll is failed, the unit begins to take damage from the consuming flames. Another attack roll is made upon them EVERY TIME they activate, and each time after the attack they get a chance to roll again to put the fire out. Terms of Use: Possession of the Weapon.

Comms Gear: This item of equipment plays no part in normal game actions and is normally only present once in the Commander's Troop Element of a Force.

Comms Gear allows for Off Table Support to be used in scenarios where it is available. Without Comms Gear in play this support is not open to the Force. Terms of Use: One per Ordo. Points Cost: 15 per Miniature.

Commander: Every force (Ordos) must have a commander nominated. This is a free choice of miniature according to the platoon building rules. Terms of Use: One miniature per Ordo only.

Chameleon Circuit: The Khanate version of the Chameleon Circuit works in ways that aren't fully understood by Prydian scientists, however the effect of near-invisibility is much the same. It is called the Glimmer Suit.

When a miniature with Glimmer Suit is targeted by ranged fire, they gain a +1 base modifier against all ranged fire directed at them. This only applies if they have NOT MOVED during the turn. Not moved if it's before or after their own activation; it makes no difference. Terms of Use: Part of Armour.

Calmer: This skill set goes to those who are naturally not fazed by combat, and it affects Morale in Patrol Angis.

If every member of a Troop Element has Calmer then they can no longer fail any morale test in play. If not all members have Calmer, then it has no effect in play. Terms of Use: Any Infantry or Portable Weapon or Infantry Sized Vehicle. Points Cost: 5 per Miniature.



Brawler: Some Troop Elements have extra ability and or training in close combat, while this takes many forms, it is commonly seen amongst the Beotan and Legionnaires.

If every member of the Troop Element has Brawler, then you may add ONE additional dice in all close combat attack rolls (so a miniature with no melee centric weapon would get its standard one dice plus another for Brawler, making two dice to roll). When attacked in close combat, brawler troops can re-roll armour saves. Terms of Use: Infantry only. Points Cost: 4 per Miniature.

Ablative Shell: The finer qualities of armour are outfitted with a thin layer of super dense material which is designed to shatter when impacted by incoming rounds or close combat attacks.

The FIRST TIME a Troop Element where all miniatures have this ability is hit by ranged fire (actually hit) or attacked in close combat, then in only this first attack, every miniature in the Troop Element automatically passes one armour save (no need to roll it) provided the armour rating was high enough to allow for a save. Troop Element acts as normal after this. Terms of Use: Included in Armour Type.

Nebula Charge: Life is cheap to the Shia Khan Empire. So cheap in fact that training is given to large numbers of Maligs and Legionaries plus some Human Betrayers to become Deathseekers by carrying the Nebula Charge into battle. Named for the dust of the galaxy the Nebula is a nanite weapon which upon detonation can potentially reduce everything in a small area to a grey goo. This includes the carrier of the Nebula Charge and hopefully their enemies too. Detonator Demos are often parts of Ordos in the field and are prime targets for Prydian forces.

To detonate in play, a move and ranged fire action is taken with the ranged fire portion automatically successful with everything within 5cm in all directions of the charge carrier rolling for hit and damage including the carrier and any Khanate guard who is automatically killed by the detonation. Points cost: 0 points

Deathseek: This skill is a curse for the possessor. Those who carry the Nebula Charge in a Detonator Demos MUST have this skill. Without it they will not detonate the Nebula Charge in play they will just drop it and fight as normal infantry. With it they are IMMUNE to all morale tests and do not take any in play. After all if you are going to 'goo yourself' being shot at means little to the marked troopers. Any miniature with Deathseek will not use any other weapon and will attempt to use their Nebula charge during play. Terms of Use: Must be taken by Nebula Charge bearer. Points cost: -3 Points.

Humascare: The Shia Khan believe themselves the rightful rulers of the galaxy, the whole universe in fact, and to that end they attempt to terrify their foes such as the Humans of the Prydian Precinct. Fear in motion comes in the form of the Psychoborgs and Metaborgs which, by virtue of physical appearance along with numerous systems audio, visual and even psychic, means results in an aura of 'Humascare'. Humascare only affects Humans and not Legionaries or other client races or robots but this does include Betrayers who, if they encounter a Psychoborg, also suffer Humascare. In addition to the weapons chosen and carried all Psychoborgs and Metaborgs are equipped with Humascare automatically and without cost.

Humascare is passive and happens automatically. Any Human Infantry wishing to make a line of sight (indirect fire is not affected) ranged fire action within 30cm of a miniature with Humascare (Infantry Sized Vehicles and Portable Weapons Platforms are not affected) against ANY target are scared to do so and as a result each Troop Element must roll a D6 and on an odd number (1,3,5) they may NOT make the shot that action and lose the action. This includes Signallers sighting for other further away ranged weapons. Even rolled results are normal shooting. In close combat the effect is worse for Humans as they will only defend themselves and not initiate melee against a miniature with Humascare meaning they will attack back if attacked and then seek to escape the melee at all times if possible. Terms of Use: Included in profile or special rule

Note: Starvaulters are not affected Humascare...they are the best of the best!

Untried: This is not a skill set but a sign of inexperience typically among Betrayers or Maligs, but it can also affect new Legionnaire regiments too. Any Troop Element containing one or more Untried must do the following. Each time an Activate Token is allocated to the Troop Element, roll 1D8 and on a roll of 8 the token is lost to the Force this turn due to hesitation and lack of confidence. Points Cost: -5 per Miniature..

Unstable: This applies to some vehicles such as Khanate Ball Tanks especially those used by the Maligs. It refers to a vehicle which cannot be assured of a true course of travel. Each time such as vehicle moves roll 1D8 and on an 8 result a turn of 90 degrees is made before the movement commences. It does not count towards the movement distance total and is determined by a second roll of 1D8 with 1-4 being left and 5-8 being right. This can lead to some rather unexpected events! Terms of Use: Included in profile

Twin Mount Weapons: Some vehicles and infantry sized vehicles such as the Sphera Attack Orb or the Pugnus Light Tank carry two primary weapons as its 'arms'; this is known as Twin Mount. Any model which has two weapons which are the same and are possible to link in this manner can be linked thus.

There is NO ADDITIONAL COST for a suitable vehicle to use this skill. Twin Mount offers some advantages but also some risks. When a Ranged Fire action is carried out the controlling player should announce that their model is using one or both weapons upon the target as the action. If it's one weapon then proceed as normal. Note both weapons may fire as normal if a second action is used. If it's both weapons then these rules apply. Both weapons must be fired against the same target. The player may make TWO sets of attacks dealing with the results of the first weapon entirely before proceeding to the second. If the target is totally destroyed or removed from play entirely then the second weapon may fire upon a different target that is in range and along line of sight (LOS) from the first target. However when the choice is made to fire both weapons BEFORE any dice are rolled against targets the controlling player must roll 2D8 dice. On each rolled result of '8' a weapon jams and cannot be used again during play. If a jam occurs then no more rolls are made for the remaining weapon to jam during play. So it is possible to happily blaze away or to jam one or both of your twin mounted weapons! Terms of Use: Must have two of the same weapon in two separate firing arcs (like the side mounted weapons on a Sphera Attack Orb as indicated by the (L) and (R)



CREDITS

Written By:	Aris Kolehmainen
Additional Writing By:	Gavin Syme (GBS)
Internal Artwork By:	Sam Croes
Taranis Main Battle Tanks By:	Bob Naismith
Digital Conceiving By:	Jim Brittain
Layouts By:	Alex Scott
Editing and Photography By:	Alternative Armies
Additional Proofing By:	Hank Kersley, Dave Jones

CONTACT

The Ion Age, Barrhill Road, Girvan, Ayrshire, KA26 0QD, Scotland or
by email to info@theionage.com Contact by telephone at
+44(0)1465 841677