

BY SWORD SHORT AND LONG

- GLEVUM IV -

(CAMARTHEN STAR CLUSTER)

PATROL ANGIS

THE SCENARIO



Brilliant with the energy flowing through its blade the first swing of Esquire Quiver's Octa Sword took the left leg of the flightless bird clean away from its body with a spray of super heated blood. Screeching the seven foot tall avian creature collapsed throwing its Malig rider clean over its razor sharp beaked head. Quiver reversed the sword and in a glittering orange arc used it to sever the head of the bird before cutting into the back of the sprawling Malig ending the enemy's attempts to free a Cupid laser pistol from its combat harness. All around him Quiver could see other Retained Knights of the 308th Regiment likewise engaged with the Shia Khan at sword point distance.

They were greatly outnumbered by their goblinoid foes and in the spaces between the habitation domes of the settlement it meant that every Prydian was fighting for their lives without pause. Powered swords flashed in glittering arcs while Roaz axes rose and fell in a murderous rhythm and Pelleas maces smashed into flesh and bone. The aliens had either known that the meeting was taking place or, perhaps more likely, it was simply a coincidence that the lance had been in the wrong place when a horde of Maligs decided to set up their camp here.

Bullets spanged off of Quivers Alwite Armour doing little harm but scoring lines in the delicate film layers that made up the camouflage Chameleon Circuit which caused his form to blend into its surroundings. At this range the Malig gripping its Maia 9.6mm mpi could not have failed to see him. He brought the Octa sword up and rounds exploded as they impacted against its blade. He was out numbered and they were closing in.

Seemingly from nowhere the towering figure of a Duxis Battlesuit landed on a column of fire from its jump jets. Its feet digging into the soft turf in front of the Esquire. Maia rounds impacted harmlessly and in a fluid movement the pilot of the battlesuit brought the massive powered sword in its right hand around in a fourteen foot arc. The dazzling Octa sword, taller than any Retained Knight, carved through the alien goblinoids and all of them fell in bloody parts.

The Duxis raised its sword in a salute and Quiver did likewise. By sword short and long they would carry the day yet.

It is 4336 IC on the edges of the Camarthen stellar cluster in the Glevum system. The escape of Dragon Ships from the ruins of Camarthen Prime had led to invasion and raiding forces of the Shia Khan Empire arriving at star after star for while they lack the Ancep Drive of human starships they are invisible in the voids between systems. Larger than most Prydian vessels and very heavily armed a Dragon Ship is much faster in system as well as being able to traverse normal space at near the speed of light; warriors in stasis for the journey. Glevum is an unimportant system with one quiet agricultural world. Or at least it was quiet until the arrival of the Styx Legion.

Limited to only forty thousand Planetary Militia as well as three regiments of the Prydian Army there were not enough troops on Glevum IV to repel the Khanate. Estimations put the cargo of the rapidly approaching alien ship at around one hundred to one hundred and thirty thousand client warriors. A sizable threat. With no orbital defences and only two picket sized warships in system the choice was made not to contest the landing. Both Prydian starships boosted to get out system to bring back elements of the fleet and further regiments. They made it easily as the Dragon Ship simply ignored them and headed for planet fall.

With no capital city of sizable population centre on Glevum IV it was going to be a spread out assault and this turned out to be the case. Flying slow and low over the surface the huge alien ship released hundreds of Pinna transports, each containing a full Ordos or more, which floated down to seize, loot, burn or destroy targets all over the globe. There did not seem to be any overarching intent in the invasion.

In the settlement of Bandati on the southern continent a low key series of talks were underway between the commander of the 308th Regiment of Prydia and an envoy from the Xin Trade Fleet. The purpose of these talks was encourage trade and also the possibility of a conjoined defence of the planet in the case of an attack. The irony was not lost on both groups as news of the invasion reached them. Talks were concluded in an hour and an agreement reached. The Xin envoy was given the use of the *Warwick* class shuttle to get him and his guard back to orbit and his small ship.

It had been hoped that the shuttle would return before the Khanate dropped troops in Bandati. That hope was dashed as the shuttle was still ascending when two Pinna hove into view and released a horde of Malig warriors intent on destruction. The Prydians lacked heavy weapons and as an honour guard they were mainly armed with blades. They had battlesuit support but this would be a close run thing. Waiting until the goblinoids came near and then setting about them in close action. If they survived until the shuttle returned then their guns would clear the field. The knights would then be able to return to their grounded *Cassillis* portable castle and from there carry on the fray until the fleet arrived in system.

First though blood and honour in sword play....

SETTING UP FOR PLAY

This is a two player or solo play scenario.

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 is a narrow river running across the centre of the playing area which is 7cm wide and can be traversed. There are three two level hills each about 15cm to 20cm long with the second level being half of that. Hills are to the northern edge of the river. There are ten 5cm wide craters from artillery fire which are on the northern side but not on the hills and offer cover for infantry only. There are no trees or rocky outcrops on the table. On the southern side of the river is a Habitation Settlement which composes eight buildings (Hab Domes or Wreaked Hab Domes) which begin in the centre of the southern side, a diamond of four to start (10cm apart) and are then placed 10cm apart working left and right alternating until all placed. Players agree on placements before play begins.

The Prydian Army sets up within the area covered by the Habitation Settlement with no miniature beyond a building. A lance must be within 5cm of each of its troop elements. The Khanate set up within 10cm of the northern edge of the playing area in Ordos formation (5cm between troop elements).

If you do not wish to use Callsign Taranis and the rules for damage to structures then that is fine and just count all of the buildings as solid.

YOUR FORCE CREATION

With two players there are a total of five 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 The Khanate Return. 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 Prydian Army

Lance One - A maximum of 1050 Points to create a Lance of Retained Knights led by a Retained Noble or Baron. May not include any other troop types except Retained and no infantry sized or larger vehicles. Every miniature must be armed with a powered melee weapon such as an Octa Sword and may not have a support weapon (S) or Angis Rifle.

Lance Two - A maximum of 750 Points to create a Lance of three Duxis Battlesuits with no other troop elements. The battlesuits must be armed with melee weapons only such as Impact Fist, Sword or Spear. No other vehicles or infantry or infantry sized vehicles.

The Khanate Empire

Ordos One - A maximum of 750 Points to create an entirely Malig force (32 miniatures) which must be on foot with no other infantry or infantry sized vehicles.

Ordos Two - A maximum of 750 Points to create an entirely Malig force (32 miniatures) which must be on foot with no other infantry or infantry sized vehicles.

Ordos Three - A maximum of 700 Points to create a Malig force which must contain two Tesserans of Skrak Warbirds and two Tesserans of Rifle type Maligs. No other troop types or formations.





GAME LENGTH AND CONDITIONS

There is a turn limit in this scenario with the objectives being met through play and time duration. Play continues until one side wins or ten turns have passed.

Game Conditions for this scenario in detail by player side:

The Prydian Army must hold out until the shuttle returns and strafes the Maligs out of existence. Since there is a huddled civilian population hiding in the structures of the settlement it means the Prydians may not cross the river by more than 15cm or they are considered lost to the lance they belong to. If they last ten turns and still hold the settlement they win. They are a melee focused force and must make use of this against superior numbers and ranged fire.

The Shia Khan Empire must take the settlement. They are unaware of the impending threat of the shuttle but they are under orders and they are impetuous as well. They win by removing any Prydian troop element from within 10cm distance of any structure. This can be done by pushing them away or by killing them. If managed within ten turns they are victorious. With larger numbers they can flank the settlement and try to balance the need to take the settlement with the ability to strike from a distance.



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:

Malig Madness: In the vast ranks of the Khanate Legions the client races are used for different tasks. Goblinoids are given the most menial of tasks and are considered of the lowest value and very expendable in battle. This sometimes leads to behaviour in the Maligs which verges upon madness as they know they are not valued and thus attack savagely. This may happen in any turn in this scenario since it is Malig only force with no Legionary overseers. At the start of each turn roll 1D8 and on a result of 8 the madness happens. Every troop element of Maligs will attempt to move as far as they can to enter close combat at the expense of cover and ranged attack even if this poses a risk to their continued existence. This happens once per game so if it occurs the roll per turn stops.

A River Runs Through It: Not far from the settlement is a self activating hydro dam which generates power. Every now and then it releases pent up water to regulate itself and this leads to a temporary increase in the width and speed of the river in the playing area. At the start of each turn roll 1D8 and on a 1 it is this turn. The river doubles in width and becomes impassible to infantry or cavalry. Infantry in the river at this time must attempt to move out of it (using their first action) and if they cannot they are swept away out of play. Infantry Sized Vehicles are not affected if in the river due to their size and weight. The river returns to normal at turns end and the roll is not repeated.

Put a Pinna In It: In the fifth turn of the scenario one of the flying Pinna transports of the Khanate passes over the playing area at altitude. As it does so it may make one ranged attack (done when all activation tokens have been used up on the table) controlled by the Khanate player. This is treated as a Triple Jupiter Plasma mount ranged attack at a distance of 35cm against a target of their choice. Even Maligs get a break once in a while!

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 Prydian Army and the silent player the part of the Shia Khan Empire. Set up proceeds as normal and then assign Force A to the silent player. With the game set up and motivation rolled for the special condition for the silent player is that they must cross the river and attempt to take control of the settlement as rapidly as possible.

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 infantry sized vehicles and the Khanate so you will require these books: Patrol Angis and The Khanate Return. 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 Prydian Army; IAF163 Retained Post Echo since it is armed with powered melee weapons plus IAF156 Marcher Barons of Prydia for your lance commanders. You will also need three IAF030 Duxis Battlesuits. Preferably variants A,B and C which are melee armed variants. For the Khanate forces the best route is two packs of IAFP01 Malig Ordos which contains all you need for a platoon plus an extra free miniature too. Also IAF129 Skrak Terror Birds and for two Tesserans you will need four packs per Tesseran.

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 the creation of Retained Post Echo in 15mm scale which was a customer most requested new code. 'By Blade Short and Long' is a dross against quality type scenario in a set time frame. It is a larger skirmish but it is fought on foot with no large vehicles. The game was played four times with The Prydian Army getting the victory three times out of the four by holding on to the settlement for ten turns. One of these times was solo play.

Tactics for this scenario were based on the notion of how to take on superior numbers of attackers while armed only for close combat. It is a melee focal scenario fought at close range. For the Prydian Army the ambition is tight knit. They have no reason nor need to leave the settlement and so they can use its structures for cover against ranged fire. The Duxis Battlesuits can scout out ahead if they wish but the greatest threat are the rapid terror bird riders who can get behind the knights meaning a fight on two fronts. Make the Maligs come to you. As for the Khanate horde it is all about speed. They are under the time constraint and in ten turns need to use their numbers to overwhelm the knights. The best way to do this is to pick off any exposed Prydians and then to try to get behind and to the sides of targets to outnumber them. The special rules make it a bit more complex but certainly the one attack from the Pinna transport should be used against a battlesuit.

If you wish to expand upon this scenario then you can do so outside of it. During testing it was noted that the campaign on Glevum IV might be quite interesting as it would be hit and run low intensity with the added possibility of Xin Trade Fleet troops arriving on scene. What do you think?

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

Gavin Syme (GBS) July 2018.