

- CAMARTHEN PRIME -

ONCE MORE TO GRAPPLE

PATROL ANGIS THE SCENARIO

"The last town in the Glover Agri Zone was taken by four lances of the 23rd Regiment who came up against something not yet seen. Armoured vehicles designated Pugnus type light tanks. One of these alien creations was blown apart by rounds from a Bodkin Type 6 rifle, its 28mm explosive penetrator shells punching through the deep red armour of the tank. Another killed half a lance of Knights with its triple Jupiter 46mm plasma mounts before it was stopped.

With a Pugnus destroyed, the only other aliens to be found were three short and stout power armoured Legionaries who appeared to be engineers of some kind. Despite best efforts none of the three were taken alive instead they chose to open fire with Maia 9.6mm Mpi's. It took only a day for the agriculture zone to be back in the hands of Humanity.

It was a fine beginning. Food and more would now flow from the zone to the army and civilians had been saved and a new chapter for the Sigil was begun. Glover would be a place from which to meet the aliens and drive on further. The 23rd Regiment of Prydia was joined by the 207th Muster Regiment and armoured platoons from the 96th Regiment. A combined arms force of nearly ten thousand troops which was going to set out from Glover to meet the Shia Khan Legion which was advancing north from the Chivers Zone.

The enemy force had been designated the Styx Legion in the established manner of fighting the oldest foe of mankind. With purpose in their hearts the Knights and their Muster of the Prydian Army boarded their transport vehicles and their repulsar platforms and struck forth into the next battle."

- From The Khanate Return.

The liberation of Camarthen IV has began and Knight General Obermann faces a remorseless alien enemy which outnumbers his Prydian Army.

Will Humanity prevail and take back the world it has lost or will the Great Khan flow onwards and eat up the stars of mankind?

It is now up to you....

The year is 4331 IC and the place is the conquered planet of Camarthen Prime which has fallen to the invading alien legions of the Shia Khan Empire. Returning to take back the planet which once belonged to the Prydian Precinct is a fleet under command of Knight General Obermann. The efforts to reconquer have begun far from the former capital, the now decimated Pelacan City, in the Glover agricultural zone near the only Human fortified position on the planet in the mountains of Malcron. The first challenge has now been taken up and the campaign of liberation begun in earnest.

Four towns and many small outposts make up the Glover Agri Zone and after a brief fight lasting less than a day they were taken back under Prydian Army control. On the southern edge of Glover is the much larger Chivers Zone. The 23rd Knightly Regiment of Prydia and the 207th Muster Regiment along with armour platoons of the 96th Heavy Regiment are now arrayed at the zone border markers as a Shia Khan Legion advances towards them. Ten thousand Retained and Muster are about to meet twice that many aliens in a pitched battle at the Legrant plantations. This battle will be overseen by Baron Heraldus Falkner a veteran of the campaign for the Seldon Hari system.

While the main thrust of the enemy will be at Legrant there is another much smaller alien spear aiming itself at the small settlement known as Darka. Little more than a dirt roadway used by automated farm vehicles with semi permanent geo-shelters and a weather station Darka would be worthless were it not for the fact that its road could be used to cut into the side of the 207th Regiment which is facing south towards the Chiver Zones.

To prevent this potentially troublesome outflanking from occurring command of a three lance detachment has been given to an experienced knight errant called Briona Sullivan of the Barony of Messena. Knight errants are often given detached command of Prydian troops. Sullivan and her forces are already in Darka and have prepared an ambush for the Khanate. No air support or heavy armour or artillery is available so this will be a face to face fight.

The objective of the Prydian Player is to prevent any Shia Khan Empire troop elements from crossing the playing area and leaving its far edge. If more than three leave the far edge of the playing area then the Prydian Player loses. The objective for the Shia Khan Empire Player is to cross the playing area and to get more than three troop elements off the far end where the road exits. Losses on both sides are not a factor in this scenario. If one side is unable to continue play before victory conditions are met then it is assumed to have lost.



SETTING UP FOR PLAY

This scenario takes place planet side in comfortable Human habitation conditions with no adverse weather or other climate conditions. Refer to the simple map provided for setting up for play. The playing area is six foot by four foot on flat grass or hard packed earth. There is a 5cm wide roadway running from one side to the other along the long side of the playing area at about its centre line. There are five one level hills each about 15cm to 20cm long as well as four groups of trees each 10cm square. There are five rocky outcrops which are 5cm square. Lastly there are two groups of four geo-shelters which are separate but near the centre of the playing area and the roadway.

The Prydian Player sets up their three Lances at least 20cm apart and within 50cm of a Geo Shelter. The Khanate Player sets up their three Ordos at one of the long ends of the playing area at least 10cm apart and within 5cm of the edge. All platoon forces should be deployed with Troop Elements within a few centimetres of each other.

YOUR FORCE CREATION

With three forces (platoons) a side there are a total of six forces in this scenario making it a larger game of Patrol Angis. Both players will create three platoons each using the force creation rules in the game books.

The limitations for each player in force creation are as per the rules of the books with these provisos which MUST be followed in the three rosters for each side.

The Prydian Army

Lance One - A maximum of 1100 Points to create a Lance of Retained Knights led by Briona Sullivan (not including her cost). May not include any other troop types.

Lance Two - A maximum of 1000 Points to create a Platoon of Planetary Militia. May include any Portable Weapon or Battlesuit or infantry type for Planetary Militia except Robotic Infantry.

Lance Three - A maximum of 1000 Points to create an Entirely Vehicle Platoon of Retained or Muster. May include allowable numbers and types of light or medium vehicles to force and points limit.

The Shia Khan Legion

Ordos One - A maximum of 1000 Points to create an Entirely Vehicle ordos of three medium vehicles. May not include any other troop type.

Ordos Two - A maximum of 1200 Points to create a Mobile Infantry ordos of two medium vehicles and two infantry elements. May not include Maligs and is typically Legion or Pioneer.

Ordos Three - A maximum of 1200 Points to create a Mobile Infantry ordos of two medium vehicles and two infantry elements. May not include Maligs and is typically Legion or Pioneer.



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. 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. The winning number of troop elements leaving the table is more than three (meaning four) and this can be determined as follows. A vehicle is a single troop element regardless of its crew. Those carried in an armoured personnel transport are counted as ONE troop element regardless of number so a loaded APC counts as two troop elements. Miniatures on foot count at their regular troop element rates. Please note that common sense is to be used here and it is not gentlemanly behaviour to split down a Tesseract into many smaller elements just before leaving the playing area!

It is a condition of this scenario that the Shia Khan Player must dismount his troop elements at least once when within 30cm of the centre point of the playing area. If this is not done then the Prydian Player wins. This represents the Prydian ambush and is not changed by in game actions by either player except for the special rules below.

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:

Knight Errant Briona Sullivan: A veteran of several campaigns and twice a failed entrant to the ranks of the Starvaulters this knight errant is a force to be reckoned with. She wears Alwite powered armour and carries a Valerin 3Mw Laser Rifle. She possesses the Baron and Errant skills along with Mystic too. She must command Lance 1 of the Prydian force.

Geo Shelters: There are buildings in this scenario and they function just as per their rules in Callsign Taranis. They are Geo Shelters as per the building type list and two of them are fitted with a turret each. Turrets contain a Moth 88 Rotary Cannon and the buildings are controlled by the Prydian Player. Proceed as normal in play.

Spring the Ambush: There is a chance that the Prydian player can get the Shia Khan player to commit to dismounting their Tesseract from their transports. The Prydian player must secretly roll 1D8 before a turn begins and on a result of 8 they may declare (if they choose) that the trap is sprung and the Khanate player must dismount all their troops that turn. This may only be done once per game and if the Khanate player has already dismounted at least three Troop Elements then it may not be used at all.

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.

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 Khanate is that they must cross the playing area. Any result which comes up for staying still or self preservation is instead counted as ranged fire and movement. Troops will disembark as per the scenario requirements but will attempt to re-board their transports one turn after they leave them favouring vehicle movement for the far side of the playing area. 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 an all arms scenario and it features the Khanate Empire so you will require these books: Patrol Angis, Callsign Taranis 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 ordos. With this in mind we recommend these codes for the Prydian players side if your collection requires expansion to play. IAFP02 Retained Lance (platoon pack), IAFP07 Planetary Militia Platoon (platoon pack) and your choice of four IAF036 variants of the Adder Combat Lifter plus IMP46 Female Knight Errant (which can be found in the [Year Four Collection](#) from August 2017).

The Shia Khan force can be composed of these codes for play for example or if your collection requires expansion to play. Three IAF135 Pugnus Light Tanks, four IAF136 Mullo APC's as well as IAFP05 Legionary Ordos (platoon pack) and IAFP09 Pioneer Ordos (platoon pack). This is a sizable force with a great many uses beyond this scenario as a core for your further adventures.

DESIGNERS INFO BURST

This scenario was written by the author of Patrol Angis during the last stages of playtesting for The Khanate Return and the photos which feature here and indeed in some parts of that book are from this scenario. 'Once More to Grapple' is a fitting beginning for fighting the alien menace of the Khanate with it being on open ground and featuring infantry as well as vehicles. The game was played four times with Prydia taking the victory three times out of the four. One of these times was solo play.

Tactics for the Prydian player are recommended to be keeping close to the buildings and out of the LOS of the alien vehicles. Use your own vehicles as line backers to prevent break through's. For the Khanate the key is the mandatory disembarkation. If you can get this over with in relative safety away from the Humans then you should just use your forces as a hammer and push through. Remember losses so not count in this scenario only getting off the opposite end of the playing area.

There may well be further adventures focused upon key moments in the campaign to take back the Chivers Zone in the future. Two other scenarios have been tried out. One featuring a small and personal encounter between Desteria and Nox while the other sees an outnumbered Prydian force taking on a literal horde of Goblinoid Maligs.

If you wish to expand upon this scenario then you can do so by increasing its complexity with more objectives and or increasing the platoons present to say four per side. You can add in off table support as well.

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

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