

- PLANETARY MILITIA IN PATROL ANGIS -

Across the entire Prydian Precinct there are Planetary Militias otherwise known as Planetary Defence Forces. Each of these forces its own local designation and name but every one of them is known to the precinct as a whole by their home planet and numerical designation in the case that the star system has more than one inhabited world. Their primary role and in most cases only role is to defend their world against invasion and occupation. This they must sometimes do alone or more often with the bolstering aid of Muster and or Retained Knights from the controlling interest of that world; a Marcher Baron or the Prydian Army. Planetary forces owe their loyalty to the Marcher Baron who controls that world.

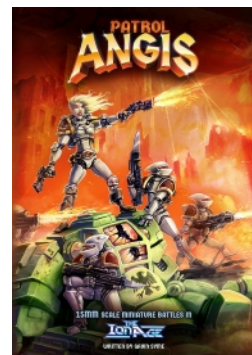
In terms of numerical size the largest Planetary Militias number in the hundreds of millions on worlds such as Yordan Prime down to the smallest which number only in the dozens on founding colonies. There is an emphasis among intra atmosphere defence forces on armour and equipment that has the smallest amount of maintenance and requires minimal training. As a result they make up for in numbers what they lack in skill against superior forces. Ease of use wins out over higher effectiveness. Often armaments are purchased or fabricated on mass by the Prydian Army or the local Marcher Baron and are based on the widely used Moth and Anvil families of weapons with additional simpler systems. Mark III Aketon non powered armour (a lower cost version of Muster Aketon MkIV armour) is the typical protection for defence forces with adaptations to local environmental conditions. These range from the closed helm and breather systems of the massive Bosworth ark cities to the bare headed and thin plates of an agri-world for standard Aketon to Cold Climes that are deployed in frozen conditions and Hot Climes in desert conditions. There are also localised space equipped troopers who protect off world outposts and moon bases.

See other training series for information on Planetary Militia platoon structure, Steornede Battlesuits, Amber Portable Weapon Platforms, Amber Quad Bikes, Grima Robot Troopers and Magog GNATS. Training series searches for Colabreta and Hazelwurm along with Verticopters will provide vehicle information. All banner command level soldiers and knights must have operation knowledge of local system Planetary Militias.

Academy Auto-Trainer Series 26, New Glastonbury, 4326IC



Welcome to the free expansion to Patrol Angis for the Planetary Militia from The Ion Age. To make use of these pages you will need a copy of Patrol Angis which can be bought from our website at www.theionage.com. You can also get all of the 15mm miniatures talked about here from our website.



These pages give you the background along with statistics to bolt onto those in the core game book Patrol Angis. Use them at the appropriate places in the rules and unless otherwise mentioned all rules are the same for these troops as for Retained and Muster.

STATISTICS TABLES

On this and following pages are the statistics for game play for the Planetary Militia. These cover Armour, Weapons, Troop Types, Troop Elements and Typical Platoons. This is not an exhaustive listing by any means but it is the current one. If in doubt use the rules for Muster.

ARMOUR TYPE	ARMOUR RATING	BUILT IN COUNTERMEASURES	POINTS COST
MkIII Aketon Armour (Planetary Militia)	0	None	2
Portable Weapon Plating (PWP)	2	None	20
MkV Harness Weave (Infantry Size Vehicle)	2	None	20

INFANTRY WEAPON TYPE (S) SUPPORT	POINT BLANK RANGE	In RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Moth Type 6 Rifle	25cm	60cm	61cm	1	2	10
Moth Type 8 Pistol	10cm	20cm	21cm	1	1	3
Urgan 13 Combat Shotgun	10cm	20cm	21cm	1	2	6
Tumbler MPI	10cm	20cm	21cm	2	2	5
Hermit 44mm Plasma Rifle (S)	18cm	40cm	41cm	1	3 (AoE 2 HITS)	18
Charlatan IV Launcher (S)	25cm	70cm	71cm	1	3 (AoE 2 HITS)	22
Minstrel Taser (S)	10cm	20cm	21cm	1	3 (AoE 3 HITS)	25
Moth Type 12 Launcher (S)	20cm	60cm	61cm	2	3 (Indirect Fire) (AoE 3 HITS)	37
Ron Hi-Ex Launcher (S)	30cm	90cm	91cm	2	3 (Indirect Fire) (AoE 2 HITS)	26
Bodkin Type 6 Rifle	20cm	120cm	121cm	1	5	23
Hobbes Bomb	7cm	13cm	14cm	1	3 (Indirect Fire) (AoE 3 HITS)	13



WEAPON TYPE PORTABLE WEAPONS AND INFANTRY SIZED VEHICLES	POINT BLANK RANGE	In RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Anda Missile Pod	40cm	110cm	111cm	1	5 (Indirect Fire) (AoE 5 HITS)	50
Moth Type 88	30cm	100cm	101cm	3	4 (4 AoE HITS)	70
Bodkin AP Howitzer	35cm	110cm	111cm	1	6 (Indirect Fire) (AoE 3 HITS)	62
Fretan II Rail Gun	45cm	130cm	131cm	1	10 (AoE 2 HITS)	59
Angis AP Cannon	25cm	90cm	91cm	2	6 (AoE 3 HITS)	63
Valerin 15Mw Laser Cannon	30cm	120cm	121cm	2	9 (AoE 3 HITS)	74

PLANETARY MILITIA TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
PM Trooper	Infantry	8cm	On Foot	MkIII Aketon	Moth Type 6 Rifle Urgan 13 Shotgun Moth Type 12 Charlatan IV Ron Hi-Ex Minstrel Taser Hobbs Bomb	1	7
PM Sergeant	Infantry	8cm	On Foot	MkIII Aketon	Moth Type 6 Rifle Urgan 13 Shotgun Moth Type 8	1	8
PM Lieutenant	Infantry	8cm	On Foot	MkIII Aketon	Moth Type 8	1	9
PM Captain	Infantry	8cm	On Foot	MkIII Aketon	Moth Type 8	1	10
Amber PM (Gun Crew)			On Foot	MkIII Aketon	Moth Type 8 +	1	10
Amber Portable Weapon Platform	Portable Weapon	6cm	Towed	PWP	Moth Type 88 Bodkin AP Howitzer Fretan II Rail Gun Angis AP Cannon Valerin 15MW Cannon	2	45
Steornede Battlesuit	Infantry Sized Vehicle	10cm	On Foot	MkV Harness	Twin Mount Anda Missile Pod + Twin Mount Moth Type 88	3	70

The activation of the long buried Matter Gateway on Camarthan Prime saw the return of the Shia Khan Empire to the Precinct and initially the Prydian Army was caught off guard. This was to be expected and despite the heroic efforts of the small garrison of the planet the Khanate forces soon overran them and spread out across the continent. Fortune was on our side though as the aliens lacked air transport and mercifully space transport as well though they did seize several shuttles and cargo haulers which they boosted off world. To this end the government of Camarthan Prime put in to effect a mass levy of its adult population and in the weeks before it was neutralised by enemy action and the situation became beyond tenable one of the rapidly formed planetary defence forces in recent times was assembled. The quick fabrication of Aketon MkIII armour along with Moth Type 6 and Bodkin AP Rifles allowed for deployments though the lack of training, sometimes no more than a day or two, did mean appalling rates of casualty. The PM Troopers were able to hold their own against rampaging Maligs and at a ratio of two or three to one a line could be held against Legionaries though against Nox and Psychoborgs resistance was futile. As the Khanate brought more and more troops through the Matter Gateway and eventually whole Legions the situation became hopeless and only the intervention of a fleet dispatched from New Glastonbury kept the aliens contained to the Camarthan system.

Academy Auto-Trainer Series 59, New Glastonbury, 4334IC

The running fight through Pelcan City on Camarthan Prime during the Khanate break out from the Belkan expanse was a superb example of the heroism of Planetary Defence Forces when put under extreme pressure by an alien foe. Audio and visual records of the event tell us that few of the defenders had any hope of victory. After all the professional soldiers and indeed Retained Knights present during the activation had already given their lives trying to contain the Shia Khan. As a mass of many thousands of Maligs entered the suburbs of the city they were followed by Legionaries of the Styx and the Medusa Legions. Though the aliens were still far from at full strength they already outnumbered the defenders. Using their patrol cars and carriers the defence forces were able to meet each advance and check it at least for a while. Towed portable weapons gave additional support to the hail of Moth and Bodkin fire that met the verminous Maligs head on. As the outer suburbs of the city were lost to the sheer weight of the attackers Colabretas were vital in pulling back from lost positions before being overrun. In the trade district of the city proper the rubblecrete barricades held amid the towering buildings for nearly ten hours until the arrival of the Nox and Warlords forced their fall. The progress of the Khanate was remorseless and in strict hierarchical order from the lowest to the mightiest. Eventually the whole city was taken and while it burned the exodus of the civilian population continued unabated. Nearly a million people streaming away from Pelcan City whose lives were owed in great part to the men and women who now lay dead in lost streets and parks.

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PLANETARY MILITIA TYPICAL SQUADS TYPICAL FIRE-TEAMS TYPICAL STICKS	NUMBER OF MINIATURES	Troop Element Composition	Force Options	Points Cost
PM Squad	10	1 PM Fire-Team 1 PM Fire-Team 1 PM Medic Stick	Choose from Sticks and Fire-Teams to reach the total of 10 miniatures.	194
PM Support Squad	10	1 PM Support Fire-Team 1 PM Support Fire-Team 1 PM Sniper Stick		226
PM Urban Squad	10	1 PM Assault Fire-Team 1 PM Assault Fire-Team 1 PM Medic Stick		162
PM Fire-Team PM Support Fire-Team PM Assault Fire-Team	4	4 PM Troopers / Moth Type 6 / None 4 PM Troopers / 3 Moth Type 6 / 1 Charlatan / 1 Loader 4 Muster Troopers / Urgan 13 / None All wear MkIII Aketon Armour	Can become Sticks. Special Abilities are added where listed. Points values and compositions read straight across these lines of this row of the table.	76 92 60
PM Sniper Stick	2	1 PM Trooper / MkIII Aketon / Moth Type 6 / Sniper 1 PM Trooper / MkIII Aketon / Moth Type 6 / Sniper	None	47
PM Medic Stick	2	1 PM Trooper / MkIII Aketon / Moth Type 6 / Calmer 1 PM Trooper / MkIII Aketon / Moth Type 8 / Medic	None	42
PM Flag Stick	2	1 PM Sergeant / MkIII Aketon / Moth Type 8 / None 1 PM Trooper / MkIII Aketon / Moth Type 6 / Valour	None	82
PM Ammo Stick	2	2 PM Trooper / MkIII Aketon / Moth Type 8 / Loader	None	36
PM Command Stick	2	1 Captain / MkIII Aketon / Moth Type 8 / Commander 1 PM Trooper / MkIII Aketon / Moth Type 8 / Comms Gear	None	42
PM Rifle Stick	2	2 PM Trooper / MkIII Aketon / Moth Type 6 / None	None	38
Steornede Battlesuit Fire-Team	3	1 Steornede / 2 Anda Missile Pods / Twin Mount 1 Steornede / 2 Anda Missile Pods / Twin Mount 1 Steornede / 2 Moth 88 Cannons / Twin Mount	None	550
PM Amber Platform	2	2 PM Gunners / MkIII Aketon / Moth Type 8 / None 1 Portable Weapon Platform / Moth 88	None	120

PLANETARY MILITIA TYPICAL PLATOONS	NUMBER OF MINIATURES OR EQUIVALENT	Troop Element Composition	Force Options	Points Cost
PM Platoon	22	1 PM Command Stick (2) (Commander) 1 PM Squad (10) 1 PM Squad (10)	Force may be assembled from any PM troop element options chosen from Sticks, Fire-Teams and Squads as long as the total number of miniatures or equivalent is 22.	430
PM Urban Platoon	22	1 PM Flag Stick (2) (Commander) 1 PM Urban Squad 1 PM Support Squad	Force may be assembled from any PM troop element options chosen from Sticks, Fire-Teams and Squads as long as the total number of miniatures or equivalent is 22. Emphasis here is on close firepower.	470
PM Steornade Platoon	16	1 Steornade Battlesuit Fire-Team (3) (Commander) 1 Steornade Battlesuit Fire-Team (3) 1 PM Squad (10)	A Battlesuit Platoon is centred around six infantry sized vehicles with a squad of infantry in support. Though smaller than normal platoons it is equally powerful and may be enlarged up to 22 miniatures or equivalent.	1294
PM Amber Platoon	18	1 Amber Portable Weapon Platform (2) 1 Amber Portable Weapon Platform (2) 1 Amber Portable Weapon Platform (2) 1 Amber Portable Weapon Platform (2) 1 PM Support Squad (Commander)	An Espaten Platoon is centred around four portable weapons with two crew each with a squad of infantry in support. It is a mainly defensive platoon with a lot of firepower and may be enlarged up to 22 miniatures or equivalent.	706

There was a smooth hum and vibration that began as Kimball pressed the start up sequence into the battlesuit's raised front plate. Transmission systems started up and the power core cycled at a low rate. One by one the displays on the inside of the front plate began to wink into life showing reds that flowed to amber and then into green ready status. Kimball settled himself into the padded pilots frame of the Steornede and placed his feet onto the grippers that quickly molded themselves to his bare flesh making themselves an extension of his legs. He reached out and flicked the primary switch that brought the front plate down. As it locked into place the titanium alloy clamps around the plate clunked home sealing it airtight and the displays were now at eye level. Each of Kimball's arms sat at his side with a control stick and buttons for the weapon systems in the arms of the battlesuit. He had been the pilot of PC119STR for two years but to him the machine was simply called 'Beth'. The real Beth had left him a year ago for a guy that worked for Maudlin in a high rise block in down town Pelcan City. More money but less fun. Still his Beth was purring now and would do as he told her. Around him the five other battlesuits in his platoon were showing ready status. He ran a check on the twin Moth 88 cannons which were his Steornede's primary weapons and they showed armed with twelve thousands case less rounds loaded. Kimball was ready.

It would not be a long walk from the barracks to the combat zone. Not now. His Beth had been in action twice already against the aliens and the second time he had been lucky to get out alive. On the outskirts of the city they had been encircled as the barricades had fallen. He had been rescued with a magnetic lock from a dropped line that had lifted his Steornede up and out of harms way. Damn lucky that grav platform had seen him as it floated over, his ammunition was expended and Beth just could not run like those fancy Havelocks. This time the enemy was only a few streets away and Kimball doubted he would ever breath fresh air again so the smell of Beth would be last in his nostrils. He would die inside the battlesuit. He would die to give the people time to escape the city. Kimball wondered if the real Beth was still alive. Was she dead or had she got out already? Part of him really hoped she had.

Using the platoon comm he signalled the order to move out. Up the ramp and into the street. His legs moved and the Steornede amplified it and stomped forward into a fight against an alien enemy that seemingly could not be stopped.

**Captain Frederick Kimball,
Pelcan City, New Glastonbury, 4334IC**

The once shining tower block that contained the headquarters of Maudlin in down town Pelcan City had seen better days. Days when Camarthen Prime had been a planet with a promising future and a small archaeological dig into possible alien ruins had held little interest for the population at large. Sergeant Jack Fallon wish for those simpler times to return once more as he gazed out of a shattered golglass panel on this eight floor of the block. Below he could see smashed vehicles and dead bodies laying like litter on the no longer pristine rubbacrete boulevard. Fallon could also see movement among the debris and corpses. Movement that was coming towards the burned out entrance way to the block. Several groups of verminous aliens which they had come to call 'Maligs'. Green skinned and vicious they were scouring every building as further down the boulevard a column of other larger red uniformed aliens advanced. The sergeant spat out of the broken window and turned to his squad who were in the room behind him.

"Looks like were gonna have company soon. Maligs coming up the stairwells in thirty seconds. Traps not gonna spring for us. We will have to fight our way out onto the roof and comm for evac."

Almost as one the other nine soldiers of the squad nodded in agreement and readied their weapons. They had been awaiting the opportunity to detonate a hidden Koloa Type 4 mine that was inside a wreaked grav skimmer further up the boulevard that would have decimated the column of aliens. But that was going to be wasted now as ordered to preserve their lives over rode killing the foe. A quick fire fight with the Maligs and then up to the roof. Perhaps the Koloa could be detonated as they were lifted off.

With a practised ease Fallon hefted his Urgan 13 Combat Shotgun. Issued only to planetary defence forces the shotgun was meant for raw recruits and for those in pacification roles but the sergeant adored the weapon and had refused the Moth Type 6 Rifle offered to him by command. The Urgan 13 could fire a variety of loads from a blast round that scattered lethal pellets to an armour piercing solid round and a non-lethal gas round. Not much call for crowd control these days and almost all of his carried rounds were 18mm solids that had no spread but would turn a Malign into meat paste. The squad moved towards the door as the sound of running foot steps approached from below.

Sergeant Jack Fallon, Pelcan City, Camarthen Prime, 4334IC





The Hazelwurm Patrol Car skidded to a halt its right rear tyre shredded by 9.6mm Maia mpi rounds but its precious cargo of troopers safe in its lightly armoured body and the Amber portable weapon it was towing safe also from the withered fire of the Maligs. As quickly as they could the troopers climbed out of their seats and dived for the rear of the patrol car to uncouple the portable weapon. Bullets whined and ricocheted from the Hazelwurm as another patrol car pulled up at the intersection and a fire-team of troopers got out and from behind their car began to lay down rifle fire to keep Goblins busy. It worked and the bullet strikes began to focus upon the second Hazelwurm giving the gunners time to get their weapon into a good position from there it could be remotely operated from behind the vehicle's cover.

Their Amber was a stubby twin barrelled Moth 88 cannon perfect for infantry suppression and through their helmet arrays the gunners tracked the sights of the gun onto the Maligs across the intersection. Maligs were vicious killers but they were not the smartest soldiers of the Khanate Empire and as the Moth 88 opened up with a roaring echo like a giant tearing sheet metal to strips they died. The swarming bullets of the Moth 88 literally tore the Goblins to pieces and left them little more than a smear on the rubbacrete.

As quickly as they had arrived the gunners turned their Amber platform and hitched it once more to the back of the damaged Hazelwurm. With a tire gone the patrol car would be slowed but it did not matter. Pelcan City was falling to the enemy and the next fight was only a street away....

Pelcan City, Camarthen Prime, 43341C

THE PLANETARY MILITIA

Organisation Structure and Rank

1 Man = Trooper

4 Troopers = A **Fire-Team** led by a Sergeant

2 Fire-Teams plus Command Element of Two = A **Squad** led by a Lieutenant

2 Squads plus Command Element of Two = A **Platoon** led by a Captain



PLANETARY MILITIA CODES AT THE ION AGE

If you are keen on getting into the 15mm range of Planetary Militia miniatures from The Ion Age then you are not alone. At the time of putting these pages to virtual print in June 2015 wargamers are snapping them up. You can choose from squads, single poses, portable weapon, gunners, battlesuits, vehicles and a platoon pack. Here are the codes. Go to www.theionage.com and search by code.

IAFP07 Planetary Militia Platoon (26)

A full platoon of Planetary Militia with a unique sniper miniature only found in this code.

IAF067 Planetary Militia 1st Squad (10)

IAF068 Planetary Militia 2nd Squad (10)

IAF069 Planetary Militia 1st Platoon Command (5)

IAF071 Planetary Militia 3rd Squad (10)

IAF054 Hazelwurm MkII Patrol Car (1)

IAF061A Colabreta Patrol Carrier MkI (1)

IAF061B Colabreta Command Carrier MkIII (1)

IAF072A Steornede Battlesuit with Twin Missile Pods (1)

IAF072B Steornede Battlesuit with Twin Moth 88 Cannons (1)

IAF073 Amber Portable Weapon Platforms (6 variants)

IAF074 Planetary Militia Amber Gunners (2)

Note: You will have seen that there are vehicles in the range of Planetary Militia but there are no mechanics from them in this document. The reason for this is that at the time of going to virtual press we are working not only on more releases for the 'PM' but also our second book which will be called 'Callsign Taranis'. This book will contain rules for vehicles in Patrol Angis from the smallest crewed to the largest as well as flying and other specialised vehicles. Rules for Hazelwurms and Colabreta will follow at that time.

Note: This document is a freely given resource for your use and as part of this we present here some 'Optional Test Rules' for you to use with your Planetary Militia. These have only been low level play tested and therefore may or may not make it into print later on. If you like or loath them please do let us know why. Here we go:

Optional Test Rules

Twin Mount: The Steornede Battlesuit carries two primary weapons as its 'arms'. This is known as Twin Mount. It allows this battlesuit to serve as a mobile artillery platform and back up PM Troopers in combat. It offers some advantages but also some risks. When a Ranged Fire action is carried out the controlling player should announce that their battlesuit is using one or both weapons upon the target. If its one weapon then proceed as normal. If its 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 a result of 8 the 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!

Untried: Lastly we have not added the UNTRIED skill to the Troops in this document though it is described in Patrol Angis page 38 as applying to Planetary Militia. It has a points cost of -5 per miniature. We suggest trying out Patrol Angis with and without this alteration and seeing how you get on. Adding it will significantly reduce your points cost for a platoon.

