

PATROL ANGIS

- PLAY TEST ARTICLE - Using SANDWORMS In YOUR GAMES

"I watched that damn Dragon burn. I saw it blaze in the vacuum as it fell planet ward just as we were crippled but we were under control. I saw it plunge and heat its wingtips tearing free in the searing heat of reentry as our own hull crisped and shook. The last of our might was spent in slowing high over the barren landscape while the aliens hit the sands at a mile a second. Their starship vaporised in an instant and so did everything for miles around it in a towering column of debris and loosed energy. We could not reach space and had to put down ourselves which we did to the north; clear of the impact site."

"Our vessel was a wreck and it seemed that Ymel Prime was a lifeless rock. We could breath but that was about it. Our beacon had been sent and rescue would be days away at best so we were alone for the time being. The Commander would have been happy to remain aboard the cooling ship but it was not to be. We had not seen it in the vortexes of flame and contrails from the Dragon Ship as it fell but it had launched lifeboats or transports or other such smaller craft. These had landed it seemed safely near to our own position."

"Letting the Khanate live, after what they had done on Mim IV, was not permissible. We boarded our Mullos and sallied forth to meet the foe. We outnumbered them and were confident of victory. But accursed Ymel had other ideas. As we neared their location we picked up chatter and data of weapons fire and combat. It was puzzling though that did not last for long. Soon we also found out that on Ymel Prime the soil is your enemy...it has teeth."

Jupon Tarman Barga, 308th Regiment, Ymel Prime, 4339 IC

Welcome to a fun bolt on play test article for your games of Patrol Angis and including the Callsign Taranis expansion too. In this article we give you an introduction to the predatory Sandworms of Ymel Prime on the edge of the Dolo Clouds.

Field your Prydian Army, Marcher Barons, Khanate Empire or any faction in the Prydian Precinct against these burrowing monsters. You will need your miniatures, this article and the game books to make full use of these new mechanics. We welcome feedback and if you want to contact us please do so on info@theionage.com and speak to us directly.

The Sandworms of Ymel Prime

The star Ymel is a dim yellow glare on the edge of the great Dolo Cloud beyond the Mim system and the Greater Camarthen Cluster. One planet orbits close to the Ymel star and it is a hot world with a thick but breathable atmosphere. Thought to have no native life on its dune covered surface Ymel Prime has proven to have at least one species of lethal predator upon it and the arrival of new life by starship has driven these monsters into a feeding frenzy.

Ymellian Sandworms live below the surface of their sun blasted world and they tunnel at great speed through the softer lower soil and even some kinds of rock. They burst up through the sand and dirt to ambush prey using their tri-jawed maws to crush bone and metal alike. There are two common types of sandworm which are the more typical adult ones which are larger than a Human but similar in scale and the greater sandworm which is huge and capable of destroying vehicles with ease.

In games of Patrol Angis the Ymel Sandworms can act as ambush predators are random during your typical game for added excitement or they can be controlled by the solo play mechanic to provide a foe for your force. They also have some optional test rules.

"Up! Up on those rocks. Get clear of the sand! They will take you down into the darkness. Now pour your fire around us and burn those creatures out of their tunnels or we will all die!"



Using Sandworms in Play

Refer to the statistics tables for the Ymel Sandworms while they are in play and to your choice of the following two methods of using them.

Random Ambush Predators

Using Sandworms as random ambush predators in your games of Patrol Angis is great fun and can make a scenario even more exciting. After all the crashed Prydian Knights are trying to locate and destroy the survivors of the downed Dragon Ship of the Khanate Empire. This can be played as a single scenario using the standard set up and objective rules (page 21) of kill 50% of the enemy. It could be three linked scenarios or a mini-campaign such as crossing the table evading the Sandworms, setting up a transponder for rescue while being attacked by Sandworms and then assaulting prepared Shia Khan positions and both sides being harassed by Sandworms. You can of course also put these monsters onto other worlds if you so choose..after all who says Ymel is the only world they inhabit.

Prepare for play as normal with your force creation as per the Patrol Angis rules and if you wish to include larger vehicles then as per the expansion Callsign Taranis. Define the scenario aims such as killing 50% of the enemy and then set up to play. When the game begins the Sandworms will begin to have an influence in play as follows.

Sandworms have no Activation Tokens and make no rolls for Initiative as they are NOT a force in play. Rather they can appear in the locations of Troop Elements in play and attack them. There is a chance of this and then a chance of what kind and number of Sandworms will be present. Once Sandworms emerge they remain in play and are activated group by group or single by single and will pursue the nearest Troop Element which it can attack.

Each turn at the moment when every Action is played and every Troop Element has used all Activation Tokens it possesses you will make rolls on the Ymel Sandworm Ambush table and act upon them before moving to the End of Turn Phase.

There is a change that a single or more than one Sandworm will appear next to a Troop Element and a roll must be made for every troop element in play on all sides. They have tunnelled to them invisible and now attack! This is done in public with indication by the player typically from left to right across the table. If the roll results in the arrival of a monster then it is placed next to the troop element in a spot chosen by the OTHER player (such as behind a vehicle) and an attack will commence in close combat.

The close combat is begun automatically as the Sandworm(s) is in base to base contact with the target Troop Element. The number of attacking Sandworms is irrelevant at this stage as they get ONE ATTACK FOR EVERY MEMBER OF THE TROOP ELEMENT BEING ATTACKED. Work out hits and kills as normal. Every kill result upon the Sandworm(s) removes 1DMR killing a normal Sandworm and injuring a Greater Sandworm. The attack of a Sandworm inflicts 1DMR except a Greater Sandworm which inflicts 3DMR. This damage is done to infantry, infantry scale vehicles and to larger vehicles too. You may fire into Close Combat as normal. Assuming the target Troop Element survives the melee it may move away or continue the close combat with no penalty in its next activation.

Any Sandworm in play will move at the maximum movement rate towards the nearest Troop Element and attack it. Now that they are above ground they can be shot at as normal.

This process is repeated each turn until the game ends and it is possible to have a great many monsters in play depending upon dice rolls and combat choices. This makes play more complex...what will you do?



Solo Play Foes as a Swarm

If you want a rather different experience and are playing on your own in a game of Patrol Angis you can use Ymel Sandworms in solo play. Here is how to do this on your own. Use the standard solo play rules on pages 39-40 with these changes once your force is on the table. In among other objectives such as a rescue you will act thusly with Sandworms.

In play Sandworms are always treated as Force A and always Aggressive in nature. They have the same game statistics as laid out in Random Ambush Predators. They will close with the nearest of your Troop Elements and try to kill it every chance they get.

There are no Sandworms in play when the scenario begins but they will awaken during the first turn and emerge in play. Once all the Activation Tokens for the turn are used roll a D8 for every Troop Element in your force. The highest roll (re-roll any ties) gets Emergence One placed next to it. There are then 1D8 further emergences which are placed 1D8x3cm away (in play and allowable terrain please!) each of these is directionally away from the first 45 degrees from directly behind the first emergence and proceeding at 45 degree direction increments until all are placed.

You must now determine how many monsters are in each emergence. This is simply done. Roll 1D8 and divide by 2 rounding down (so there may be no Sandworms at all!) placing that number of Sandworms next to each other in a group (in effect a Troop Element). You then remove any group of three and replace it with a single Greater Sandworm. These are now in play and ACT IMMEDIATELY with one action for each group and this is always Move and Close Combat if possible.

After this turn ends and all remaining Sandworms are in play the scenario proceeds with them in plain sight. They may be fired upon as normal and acted upon as normal. They act in each subsequent turn FIRST with all groups of monsters moving and committing to close combat BEFORE any other Troop Element activates as per normal Initiative. This continues until all turns are over or victory conditions are met or all Ymel Sandworms are vanquished.

Please note these solo play mechanics are geared for a one platoon or force of infantry or infantry sized vehicles. If you are fielding more platoons or vehicles you must increase the number of emergence sites and the size of each of them in numbers. For each additional force an additional 1D8 of emergences is rolled for. If you field a Medium Vehicle add 2 more and if you field a Heavy Vehicle add 4 more for each of them.

These Ymel swarms of Sandworms are great fun in solo play for a last stand or just a practise. We tried it out with the Retained Lance in the Patrol Angis game pack and then again with an Armoured Vehicle Lance with two Mullo and a Muster Platoon. Excellent!

D8 ROLL YMEL SANDWORM AMBUSH	RESULTS IN PLAY FOR THE TROOP ELEMENT
1 to 5	No Sandworms! You are safe for the moment.
6 to 7	Sandworms Attack! Roll 1D8 and divide by two rounding up. Place that number of Sandworms in a group in play.
8	A Greater Sandworm! A single much larger monster is placed in play.

Sandworms Statistics Tables

ARMOUR TYPE	ARMOUR RATING	BUILT IN COUNTERMEASURES	POINTS COST
Thick Scale	2	None	N/A

YMEL SANDWORM TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Weapon Choices	Max Damage Rating (DMR)	Points Cost
Ymel Sandworm	Infantry	12cm	On Foot	Thick Scale	Ripper Teeth	2	6
Greater Ymel Sandworm	Infantry	10cm	On Foot	Thick Scale	Ripper Teeth	6	13

YMEL SANDWORM WEAPON TYPE	POINT BLANK RANGE	In RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Ripper Teeth	Close Combat Use Only			0	2	0



Optional Test Rules

Ymellian Take Down: When a Sandworm attacks a target which is not a Larger Vehicle it may attempt to pull it under the ground if its close combat attack fails. When close combat attacks are made and at least one fails you may make one attempt per group of attackers if any of them remain alive after

the round of melee is over. Choose one remaining enemy in the attacked Troop Element and both players roll 1D8. If the Sandworm get the higher roll then the enemy figure is pulled under and lost to the owning player for the remainder of the scenario (may come back is if using Between Game rules). On a draw or lower roll the Sandworm player has no effect.



**Do you want Sandworms in your Games?
Excellent Choice!**

Go to www.theionage.com and search for codes **UNT35** and **UNT36**
We have these codes on our website