

FURTHER BUILDING YOUR FORCES IN CALLSIGN TARANIS

This free expansion section ties to the same titled section in Patrol Angis as well as Callsign Taranis and should be treated as such. Begin with these two titles and if your chosen Force is going to be composed of or make use of Vehicles consult and act accordingly. Callsign Taranis is an expansion to a skirmish level of wargame in the One Hour Wargame series of titles, and as such it focuses on each player controlling a single platoon (or lance or other term which all amount to roughly the same thing) of various troops on the gaming table OR multiple platoons each one self contained and commanded. This is referred to as Force throughout.

Insert these additional game statistics from page 48 of Callsign Taranis and they add to the given vehicle statistics and platoon layouts found there. In all cases the main book takes precedence.

Once you have chosen your Force type and its composition consult these table if you wish to use the Gremlin, Mullo and some Adder types of vehicles added since publication. Points values are present as normal.



ADDING NEW VEHICLES

SUMMER 2024

As the second Khanate War continued and worlds fell to the Legions as they spread ever further from the Matter Gateway in the Camarthen stellar system the threat to the entire Prydian Precinct grew dire. The Marcher Barons were in retreat and the Prydian Army in ascendancy after twenty years of civil war but this did not mean that the military might of the Throne was enough. Split between dealing with the growing alien invasion and the struggle for dominance in the core systems this resulted in neither war being tackled fully. In 4340 IC the death of the Kingmaker Nevall in battle against Princess Cyon meant the Precinct was once more at peace with only small scale conflicts left to stamp out. The loss of most of Knight General Obermann's fleet in 4331 IC on and around Camarthen Prime had meant near a decade of hit and run campaigns against the Dragon Ships as they sail in darkness out across the stellar cluster. While Humanity was able to deal with a single Dragon Ship entering a planetary orbit this was not the case as pairs and then trios and more of these mighty warships, each carrying an entire Legion, began to appear together. It would take several years to gather enough might to tackle the Matter Gateway head on so for the moment single regiments were dispatched to hold and harry as best they could.

The clamour for Taranis and Magogs was constantly coming back to New Glastonbury and in such numbers that the demand could not be met. It takes a lot of time and resources to build the mightiest war machines so a solution was looked for to supply the Camarthen Cluster with armoured vehicles for the use of Planetary Militia in huge numbers. Part of this was the Gremlin series of medium vehicles which, across their many variants, were fabricated for city, snow, desert, low gravity and other environments. They have been a great success being easier to produce and use less titanium than a Mullo AFV.

Academy Auto-Trainer Series 52, New Glastonbury, 4342 IC.



GREMLIN ARMoured VEHICLES

Often compared to the Mullo the Gremlin actually has a very different role on the battlefield. A purpose made vehicle for the use of the Planetary Militia and the transport of Grima Robotic Infantry. It has many variants across three propulsion methods and also a recovery vehicle capable of hauling anything short of a Taranis main battle tank.

See codes: IAF185, IAF186 and IAF187.

IAF185B Gremlin MSU Hover



80mm Length
55mm Wide
30mm Tall

MEDIUM VEHICLES PRYDIAN PRECINCT	WEAPONS (Mounts)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Gremlin 22A AFV Hover	Turret (U): Bodkin AP Cannon (Or Valerin 50Mw Laser +7 Points) Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	18cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 4, Hover	12	305
Gremlin 22B MSV Hover	Turret (U): Anda Missile Pod (3) Turret (F): Moth 88 Rotary Cannon	18cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 4, Hover	12	290
Gremlin 22C APC Hover	Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	18cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Hover	12	190
Gremlin 22D ACV Hover	Turret (U): Moth 88 Rotary Cannons (2) Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	18cm	MkVIII Harness Weave (3)	Crew: 4, Hover	12	320
Gremlin 19A AFV Wheeled	Turret (U): Bodkin AP Cannon (Or Valerin 50Mw Laser +7 Points) Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 4, Wheeled	12	315
Gremlin 19B MSV Wheeled	Turret (U): Anda Missile Pod (3) Turret (F): Moth 88 Rotary Cannon	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 4, Wheeled	12	300
Gremlin 19C APC Wheeled	Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled	12	200
Gremlin 19D ACV Wheeled	Turret (U): Moth 88 Rotary Cannons (2) Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	20cm	MkVIII Harness Weave (3)	Crew: 4, Wheeled	12	330
Gremlin 30A AFV Tracked	Turret (U): Bodkin AP Cannon (Or Valerin 50Mw Laser +7 Points) Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	16cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 4, Tracked	12	295
Gremlin 30B MSV Tracked	Turret (U): Anda Missile Pod (3) Turret (F): Moth 88 Rotary Cannon	16cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 4, Tracked	12	280
Gremlin 30C APC Tracked	Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	16cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked	12	170
Gremlin 30D ACV Tracked	Turret (U): Moth 88 Rotary Cannons (2) Turret (F): Moth 88 Rotary Cannon Turret (U) Angis Mk9 22mm Automatic Rifle	16cm	MkVIII Harness Weave (3)	Crew: 4, Tracked	12	305
Gremlin 15A Armoured Recovery	Mechanic Arms Recovering Gear	18cm	MkVIII Harness Weave (3)	Crew 4, Tracked	12	160

MULLO ARMoured VEHICLES

The Mullo is an Armoured Fighting Vehicle meaning that it fills a variety of roles from gunnery support to troop transport and strong point defence; tasks it is well suited to. Often moving Muster and Retained Knights when Taranis is not available the Mullo packs more punch than a Gremlin due to its twin main turret armament.

See codes: IAF042A, IAF042B and IAF042C



MEDIUM VEHICLES PRYDIAN PRECINCT	WEAPONS (Mounts)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Mullo 36WA Armoured Fighting Vehicle	Turret (U): Twin Valerin Laser Cannons Hull (F): 12.5 mm Angis AP Gun	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled, Chameleon Circuit	15	440
Mullo 36WB Armoured Fighting Vehicle	Turret (U): Twin Fretan Rail Guns Hull (F): 12.5 mm Angis AP Gun	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled, Chameleon Circuit	15	410
Mullo 36WC Armoured Fighting Vehicle	Turret (U): Twin Angis AP Cannons Hull (F): 12.5 mm Angis AP Gun	22cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Wheeled, Chameleon Circuit	15	420
Mullo 34WA Armoured Fighting Vehicle	Turret (U): Twin Valerin Laser Cannons Hull (F): 12.5 mm Angis AP Gun	18cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked, Chameleon Circuit	15	420
Mullo 34WB Armoured Fighting Vehicle	Turret (U): Twin Fretan Rail Guns Hull (F): 12.5 mm Angis AP Gun	18cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked, Chameleon Circuit	15	390
Mullo 34WC Armoured Fighting Vehicle	Turret (U): Twin Angis AP Cannons Hull (F): 12.5 mm Angis AP Gun	18cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Tracked, Chameleon Circuit	15	400
Mullo 40WA Armoured Fighting Vehicle	Turret (U): Twin Valerin Laser Cannons Hull (F): 12.5 mm Angis AP Gun	26cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Repulsar, Chameleon Circuit	15	500
Mullo 40WB Armoured Fighting Vehicle	Turret (U): Twin Fretan Rail Guns Hull (F): 12.5 mm Angis AP Gun	26cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Repulsar, Chameleon Circuit	15	490
Mullo 40WC Armoured Fighting Vehicle	Turret (U): Twin Angis AP Cannons Hull (F): 12.5 mm Angis AP Gun	26cm	MkVIII Harness Weave (3)	Crew: 2, Passengers 10, Repulsar, Chameleon Circuit	15	485

LIGHT ARMoured VEHICLES

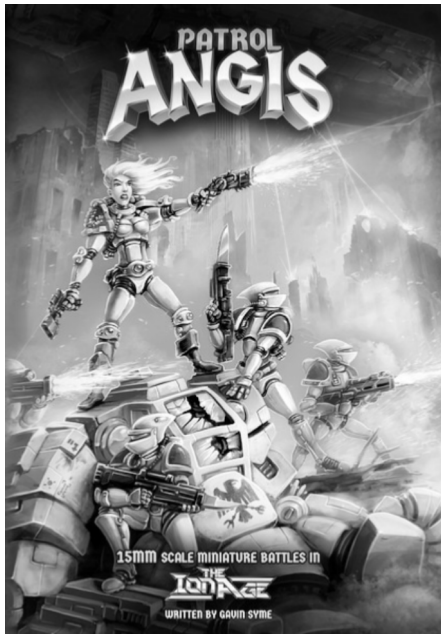
Most vehicles on the battlefields of The Ion Age are not the monsters or queens of war; they are smaller and more common. The Adder series supports troops and is cheaply built. The Hazelwurm and Colabreta vehicles work in the narrow streets of cities while the 'super' augmented Adders are hunters.

See codes: IAF164, IAF176, IAF177A and IAF177B



LIGHT VEHICLES	WEAPONS (Mounts)	Move Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
PRYDIAN PRECINCT						
Hazelwurm MkII Patrol Lifter	None	18cm	MkV Harness Weave (2)	Crew: 1, Passengers 4, Hover, Tow	4	78
Colabreta Patrol Lifter Mk I	Turret (U): Twin 12.5 mm Angis AP Guns	18cm	MkV Harness Weave (2)	Crew: 1, Passengers 10, Wheeled, Tow	5	115
Colabreta Command Lifter Mk III	None	18cm	MkV Harness Weave (2)	Crew: 1, Passengers 4, Wheeled, Tow, Comms	5	95
Black Adder Combat Tankette	Turret (U): Fretan rail gun	16cm	MkV Harness Weave (2)	Crew: 2, Tracked, Tow	6	150
Green Adder Control Tankette	None, Turret (U): Twin 12.5 mm Angis AP Guns	16cm	MkV Harness Weave (2)	Crew: 2, Passengers 4, Tracked, Tow, Comms	7	130
Orange Adder Combat Tankette	Turret (U): Hermit 50mm grenade launcher	16cm	MkV Harness Weave (2)	Crew: 2, Tracked, Tow	6	130
Red Adder Combat Tankette	Turret (U): Moth rotary cannon	16cm	MkV Harness Weave (2)	Crew: 2, Passengers 4, Tracked, Tow	6	170
Yellow Adder Combat Tankette	Turret (U): Twin Anda 60mm missile pods	16cm	MkV Harness Weave (2)	Crew: 2, Tracked, Tow	6	185
Grey Adder Battle Taxi APC	Single 12.5 mm Angis AP Gun (F)	16cm	MkV Harness Weave (2)	Crew 2, Tracked, Tow, Passengers 8	7	155
Super Black Adder	Turret (U): Fretan Rail Gun	18cm	MkV Harness Weave (2)	Crew: 2, Repulsar	8	275





PATROL ANGIS

15mm SKIRMISH WARGAME RULES

The first book in the One Hour Wargame series is Patrol Angis. You will need this core rule book to make full use of Callsign Taranis and following titles such as The Khanate Return as it contains the origin of The Ion Age. Here are the main sections in this sixty four page book:

THE PRYDIAN CIVIL WAR

From its beginnings and the collapse of the Precinct into civil war between the Prydian Army and the Marcher Barons ending in 4330 IC where Callsign Taranis takes over.

THE RULES OF PATROL ANGIS

The core rules for platoon level encounters with Infantry, Portable Weapons as well as Bikes and Battlesuits in the Prydian Civil War

BUILDING YOUR FORCES

Take the part of a Marcher Baron or a Condor mercenary or the Prydian Army and assemble your flexible forces.

TROOPS AND ARMOURY OF THE PRYDIAN CIVIL WAR

Who are the Muster? What is a Retained Knight?
Common weapons and armours

WHAT IS THE ION AGE?

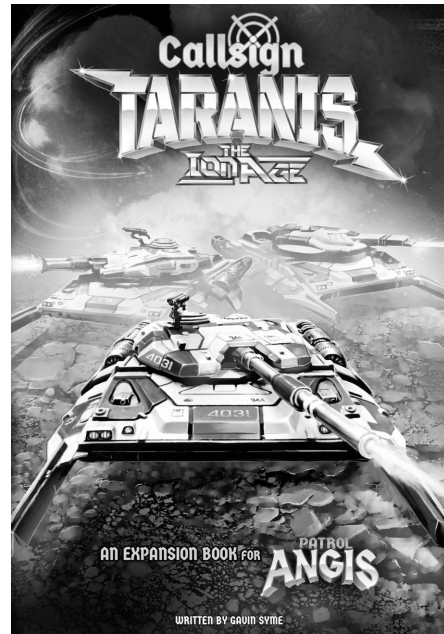
What is space opera and how does The Ion Age fit into science fiction

DANDO'S WORLD CAMPAIGN SCENARIOS

Three linked scenarios to get started with Patrol Angis and its game pack

SOLO PLAY RULES

Play Patrol Angis alone against an intuitive and simple 'silent player'



CALLSIGN TARANIS

EXPANSION FOR PATROL ANGIS

The second book in the One Hour Wargame series is an expansion book for Patrol Angis. You will need a copy of the core rule book to make full use of Callsign Taranis as it is a title with a load of bolt on content for the core rules. Here are the main sections what will be in this sixty four page book:

THE PRYDIAN CIVIL WAR

Picking up where Patrol Angis left out in 4330 IC what will happen in the ongoing war between the Marcher Barons and the Prydian Army?

RULES FOR GROUND AND AIR VEHICLES

Include all types of ground and air vehicles from combat cars to armoured fighting vehicles and main battle tanks in your games of Patrol Angis.

STRUCTURES AND COMPLEXES

Include many kinds of buildings both unarmed and armed along with Hurwent Shields in your games of Patrol Angis.

THE SUPPORT PHASE OF PATROL ANGIS

Bring in artillery as well as additional troops and a new turn phase.

BETWEEN GAMES OF PATROL ANGIS

In between games you can Improve, Replace and Organise your Force.

TERRAIN GENERATION

Use the "Squares" for your games to create a random playing area

BIGGER GAMES OF PATROL ANGIS

Go from one Platoon or Lance per side to much larger and complex games.

ARMY LISTS

Vehicles of the Prydian Civil War

FREE CONTENT FOR PATROL ANGIS

You will have seen references to a folder of free material for Patrol Angis that you can get upon request. It's true! There is an electronic folder of PDF's for use with this game. You can get this folder in several different ways as it is stored online via download link and with us directly. Its contents do change:

Email Us and Ask:

Visit our Website and search for Patrol Angis:

sales@alternative-armies.com

www.alternative-armies.com

There is some great stuff in the free folder including:

The Dando II Campaign - Scenario 4

Blank Force Roster (Prydian Precinct)

Patrol Angis Token Sheet

Patrol Angis Quick Reference Sheet (QRF)

An Introduction to The Ion Age

