

- CHARGER, MAGINOT AND SCROFA -

PATROL ANGIS

Using HOF 15mm VEHICLES

In YOUR GAMES

A play test article for Patrol Angis written by Andrew Thomas.



Planetary Militia units across countless worlds carry out a vital defence role.

Whilst they do not have access to the most up to date hi-tech items of equipment such as that supplied to Retained or Muster units they do use a range of hardware that is both effective and, as is often necessary in the harsh outer worlds, extremely rugged. Dealing with attacks from Condor mercenaries and rioting gangs planet side looking for loot or resources as well as defending from off-world raiders keeps them constantly on their toes. As this hostile activity increases many City Defence and Shire Militia units have realised the need to fortify the settlements and mining towns that lie beyond their city fortress walls.



A key element in this is the Maginot Defence Turret. Combined with defence walls or force fields these automated turrets can form a linked series of weapon points to keep any raider at bay and provide an effective supplement to IAF015 Hab domes which have been fitted with top-mounted weapons. Standard armament for the Maginot in Patrol Angis is a turreted version of the Angis 25mm AP cannon but resourceful Militia units will often use whatever weaponry they have to hand.



NOTE: The top mounted IAF015 Turret Weapons use the same size ring as the Maginot so they are interchangeable.

Having armoured transport available is essential for the protection of Militia forces. As an alternative to the Adder and Hazelwurm range of vehicles many Militia units make good use of the Charger Mk.II APC.

A tracked vehicle is vital to many Militia units that operate in terrain often unsuitable for any other type of propulsion and the Charger APC provides that option, along with wheeled and hover versions. The Charger provides great versatility, coming in both the standard "Battle Taxi" APC configuration with capacity to move troopers across the battlefield and also with the Angis 25mm AP cannon turret option where it becomes an effective anti-armour vehicle. The Charger also has the capability to tow and is commonly used by Militia support units which use the Amber portable weapon system. In this configuration the Charger carries the gun crew and their equipment rather than Militia troopers.

RESOURCE WARS ERA PRYDIAN PRECINCT	WEAPONS (MOUNTS)	Move Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Maginot MkII Defence Turret	Turret (U): 25mm Angis AP Cannon	N/A	MkVIII Harness Weave (3)	Automated, No Crew	3	60
Scrofa AFV	Turret (U): 12.5mm Angis AP Gun	20cm	MkV Harness Weave (2)	Crew 2, Passengers 2	3	75
Charger MkII APC Wheeled Hover Tracked	Turret (U): 12.5mm Angis AP Gun	14cm	MkV Harness Weave (2)	Crew: 2, Passengers 8, Wheeled, Tow Hover, Tow Tracked, Tow	5	130 150 140
Charger MkII AFV Wheeled Hover Tracked	Turret (U): 25mm Angis AP Cannon	12cm	MkV Harness Weave (2)	Crew 2	5	150 170 160