

# STARVAULTERS IN PATROL ANGIS

## PLAY TEST RULES FROM THE COMING IAB04 BARON BOOK

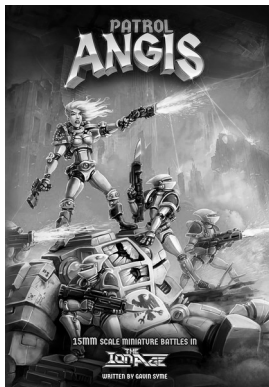
Welcome to the play testing document for the new faction which will be included in full in the forth book for Patrol Angis titled 'Baron' and will tell the story of the second part of the Prydian Civil War plus an account of the Leagues and Baronies of the Prydian Precinct. Other things too including Starvaulters. The troop types, weapons, gear and formations in this document are nearly finished but you can comment and play them as you see fit. You will need a copy of Patrol Angis and Callsign Taranis would be useful too. Use the new 15mm Starvaulters in testing. We hope you enjoy these new rules and please tell us your thoughts on the Alternative Armies Tabletop Facebook Group or by email to [info@theionage.com](mailto:info@theionage.com) Anyone who contributes (Gavin Syme will note them) will be credited in the final book and your comments can be on any aspect of the mechanics in this document but please try to make statements with a YES or NO response.

*Starvaulters are the one million strong elite of the Prydian Precinct. True Knights of the Stellar Vastness. The best of the best sitting atop the entire Prydian Army and given nearly impossible missions and quests daily. At their own pinnacle sit the great lords who attend the Princess Cyon and are true heroes in their own right. Some campaigns are assigned a lance of Starvaulters in regular battle to use as special forces as they are more than a match for even the finest Desteria Knight or Retained Noble.*

In the following pages you can see the new formations and types which will be in the book as well as their weapons and gear and abilities. We will be designing all that you see in the statistics tables including named legendary characters. Take your Patrol Angis book and use the force creation rules in that with these new tables to make your Lance and then test it out against Marcher Barons or the Khanate if you prefer. These are awesome warriors. Space knights who live by the Code Gallant.

On this page you can see concept art by Sam Croes for the final armour design of the finest Alwite MkVIII Powered Armour and Valerin 3Mw Laser Rifles used by the Starvaulters as a typical load out. Thanks for your time and I look forward to hearing from you and your input.

Gavin Syme (GBS) March 2018 (Updated November 2021)



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# THE STARVAULTERS

The tenants of the Aeddan Stellar Knighthood are held dear by all Retained and they fashion themselves to its guiding principles. A very few of them even aspire to join the rare calling of the Starvaulters. For while the knights try to live by the code Starvaulters are the living embodiment of the Code Gallant. To pass the tests of endurance beyond almost all men. There are one million Starvaulters and only the very best of the Precinct are part of them. Life long trained but more than that they are seldom inactive and are gifted Cynue Enhancements as well as rarer equipment. Nearly super human but still born of woman. A hard life is theirs but it is one which is for the best in Humanity for it is the Starvaulters who are the first in exploration, in quests and into battle. A few of them can swing the course of any contest of arms in favour of the Throne.

Seldom deployed above the Lance level except for extended deep space missions there are normally fifteen Starvaulter Knights in a lance which is commanded by Banneret or a Noble of higher rank within the Starvaulters. A lance is made up of two Demis of five rather than the more common ten and two Minas of two and a Mina of a sole member. Nobles lead more experienced lances than Bannerets and lances which are the personal retinue of a Hero have them in command. This is a lot of fire power and might and is more than a match for forces two to three times its own number in open combat.

Due to the exotic nature of their quests the military gear used by Starvaulters is different to the Prydian Army and well maintained. Alongside the Valerin Laser weapons system there are bikes and battlesuits as well as robotic creatures. Alwite MkVIII powered armour is capable of withstanding more stress than lesser models and can be fitted with the Hafoc flight wings to allow limited true air movement. Charging Airdan Steeds are the 'bike' of choice of Starvaulters and are equine in their form giving rise once more to the legend of the knightly charge. This is carried over to the Cine type battlesuit which is also four legged and deadly in combat; a Centaur. Drayfend Robotic Hounds form a pack around their controlling Starvaulter with master and metal dogs. No portable weapon platforms accompany the highly mobile Starvaulters for this is not their nature. All in all the appearance of a force of the Precinct's finest inspires awe and it is well known that as well as being almost all male (aside from the Mortess Ladies and of course The Faden) the 'vaulters' favour long hair and do their best to inspire where ever they go. In this they succeed and are held up as the embodiment of the justice of the Throne.

Here is the break down of Troop Elements combining into a Lance for **THE STARVAULTERS**:

A Lance contains a maximum total of 15 Miniatures which can be organised into Posts (8-10 Miniatures), Demis (3-5 Miniatures), Minas (1-2 Miniatures) with various infantry suitable weapons. A Lance may not contain Portable Weapons. It may contain Infantry Scale Vehicles such as Bikes and Battlesuits (1 Miniature as Crew). All Starvaulters wear superior Alwite MkVIII Armour and the standard weapon is the Valerin 3Mw Laser Rifle. Starvaulters have special abilities detailed elsewhere in Advanced Rules with points cost. They may also make use of any relevant Retained advanced rules. You should use a roster to note down your lance and nominate a Commander for the force and place them in a Troop Element. You must also note your composing Troop Elements before play begins. There are some rules which **MUST** be obeyed in creating your Lance. Here they are:

- ***It must contain 15 Miniatures (or their equivalent) or less. Drayfend Hounds do not count in this total.***
  - ***There may only ever be one Starvaulter Hero in a Lance.***
  - ***There must be a nominated miniature in the platoon acting as its Commander.***
    - ***There may be no Portable Weapons in the Lance.***
    - ***There may be no more than six Infantry Scale Vehicles in the Lance.***
      - ***Starvaulters must wear MkVIII Alwite Armour.***
    - ***The Valerin 3Mw Pistol and Valerin 9Mw are Starvaulter only weapons.***
  - ***Starvaulters prefer their own weapons but they will use any other Prydian weapon if they choose to for a scenario.***
    - ***Starvaulters may not be in a mixed Lance with Retained, Muster or Planetary Militia.***  
***However they may be part of a multiple lance force and then must be overall command.***

## A NOTE ON FORCE CREATION

As outlined you are to use the force creation system in Patrol Angis for the creation of your Starvaulter lances. Follow it except for the changes and rules outlined in this title which supercede the game book. In the Advanced Rules you may make use of any Retained skill or ability or gear in addition to the Starvaulter particular ones. They are the apex of the Retained in this respect.

Remember that when assembling a force the points costing is done as follows:

*Choose a Troop Type (take its Cost) + Armour (add its Cost) + Weapon(s) (add their Cost) + Abilities and or Gear (add Cost) = Total Points*  
*Note in the statistics table if a 'Typical Weapon Choice' has something listed with a*  
*+ under it then that weapon MUST be paid for an equipped.*

See page 45 in Patrol Angis for this in detail.

<b>STARVAULTER TROOP NAME</b>	<b>TROOP TYPE</b>	<b>Movement Rate (CM)</b>	<b>Movement Type</b>	<b>Armour Type</b>	<b>Typical Weapon Choices</b>	<b>Max Damage Rating (DMR)</b>	<b>Points Cost</b>
Starvaulter Knight	Infantry	14cm	On Foot	MkVIII Alwite	Valerin 3Mw Laser Pistol Valerin 3Mw Laser Rifle Valerin 9Mw Laser Rifle Hobbs Bomb Roaz Axe Octa Sword	3	60
Starvaulter Banneret	Infantry	14cm	On Foot	MkVIII Alwite	Discus Energy Projector Pelleas Mace	3	60
Starvaulter Noble	Infantry	14cm	On Foot	MkVIII Alwite	Valerin 3Mw Laser Pistol Octa Sword Carnwennan Pistol	3	75
Starvaulter Hero	Infantry	14cm	On Foot	MkVIII Alwite	Any Starvaulter or Retained or Desteria	5	145
Cine MkII Centaur Battlesuit	Infantry Sized Vehicle	20cm	On Foot	MkX Harness	Centaur Kick (free) + Valerin 15MW Cannon + Octan Energy Blade (Or) Trabs Energy Spear	5	155
Airdan MkI Robotic Steed	Infantry Sized Vehicle	25cm	On Foot	MkX Harness	Sequence Partial Beamer	5	85
Hafoc MkIII Flying Armour for Alwite MkVIII	Special	25cm	Flyer	As Wearer	Valerin 3Mw Laser Pistol Valerin 3Mw Laser Rifle Valerin 9Mw Laser Rifle Hobbs Bomb Roaz Axe Octa Sword	As Wearer Armour	16
Drayfend Type 6 Robotic Hound Pack	Special	As Owner	On Foot	MkII Aketon Droid Shell	Metal Teeth (free) (Special)	1 (Special)	90

<b>ARMOUR TYPE</b>	<b>ARMOUR RATING</b>	<b>BUILT IN COUNTERMEASURES</b>	<b>POINTS COST</b>
MkVIII Alwite Armour	4	Chameleon Circuit, Ablative Shell, Jump Jets	25
MkX Harness Weave (Infantry Size Vehicle)	5	Chameleon Circuit, Ablative Shell	55
MkII Aketon Droid Shell	1	None	4

<b>INFANTRY WEAPON TYPE (S) SUPPORT</b>	<b>POINT BLANK RANGE</b>	<b>In RANGE</b>	<b>BEYOND RANGE</b>	<b>D8 ROLLED PER RANGED SHOT</b>	<b>WEAPON STRENGTH AND (AoE HITS)</b>	<b>POINTS COST</b>
Carnwennan Pistol	12cm	22cm	23cm	1	4 (Indirect Fire) (AoE 2 HITS)	21
Valerin 3Mw Laser Pistol	15cm	40cm	41cm	1	4	16
Valerin 3Mw Laser Rifle	25cm	100cm	101cm	1	4	21
Valerin 9Mw Laser Rifle (S)	25cm	100cm	101cm	2	6 (AoE 2 HITS)	38
Hobbes Bomb	7cm	13cm	14cm	1	3 (Indirect Fire) (AoE 3 HITS)	13
Discus Energy Projector	15cm	25cm	26cm	2	3 (Shocker)	28

<b>WEAPON TYPE PORTABLE WEAPONS AND INFANTRY SIZED VEHICLES</b>	<b>POINT BLANK RANGE</b>	<b>In RANGE</b>	<b>BEYOND RANGE</b>	<b>D8 ROLLED PER RANGED SHOT</b>	<b>WEAPON STRENGTH AND (AoE HITS)</b>	<b>POINTS COST</b>
Sequence Particle Beamer	30cm	90cm	91cm	2	6 (AoE 2 HITS)	46
Valerin 15Mw Laser Cannon	30cm	120cm	121cm	2	9 (AoE 3 HITS)	74

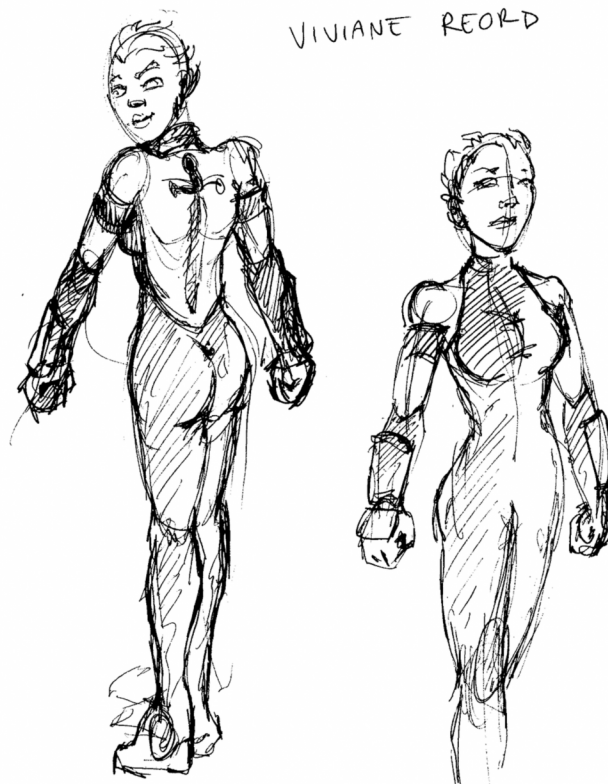
MELEE WEAPON TYPE	Properties	D8	POINTS COST
Battlesuit Powered Spear or Sword	AT	5	55
Octa Powered Sword	AT	2	15
Pelleas Powered Mace	AT	2	15
Roaz Powered Axe	AT,AF	2	15

STARVAULTER TYPICAL DEMI TYPICAL MINA	NUMBER OF MINIATURES	Troop Element Composition	Force Options	Points Cost
Starvaulter Knight Demi Starvaulter Support Demi  Starvaulter Assaulter Demi	5	5 Starvaulter Knights / Valerin 3Mw Rifle / None 5 Starvaulter Knights / 3 Valerin 9Mw, 2 Valerin Rifle / 2 Loader  5 Starvaulter Knights / 2 Octa Sword, 3 Valerin Pistol, 5 Hobbes Bombs / 5 Assaulter  All wear MkVIII Alwite Armour	Can become Mina's. Special Abilities are added where listed. Points values and compositions read straight across the lines of this row of the table.	505 583  608
Starvaulter Medic Mina	2	1 Starvaulter Knight / MkVIII Alwite / Valerin 3Mw Rifle / Calmer 1 Starvaulter Knight / MkVIII Alwite / Valerin 3Mw Pistol / Medic	None	212
Starvaulter Flag Mina	2	1 Starvaulter Knight / MkVIII Alwite / Valerin Rifle / None 1 Starvaulter Knight / MkVIII Alwite / Valerin Rifle / <b>Valour</b>	None	252
Starvaulter Command Mina	2	1 Starvaulter Knight / MkVIII Alwite / Octa Sword / Commander 1 Starvaulter Knight / MkVIII Alwite / Valerin Pistol / Comms Gear	None	216
Starvaulter Rifle Mina	2	2 Starvaulter Knights / MkV Alwite / Valerin 3Mw Rifle / None	None	202
Starvaulter Banneret Mina	1	1 Starvaulter Banneret / MkVIII Alwite / Energy Discus / Mystic	None	118
Starvaulter Noble Mina	1	1 Starvaulter Noble / MkVIII Alwite / Carnwennan, Octa Sword / Nano Shell	None	161
Starvaulter Hero	1	1 Starvaulter Hero / MkVIII Alwite / Carnwennan, Octa Sword / Baron / Legend / Trigger Pull	None	401
Airdan Robotic Steed Demi	3	3 Aidan Robotic Steed / Sequence Particle Beamer / None Infantry Sized Vehicles	None	468
Cine Battlesuit Demi	3	3 Cine / Centaur Kick / Valerin 15Mw Cannon / Trabs Spear Infantry Sized Vehicle	None	1017
Drayfend Robotic Hounds	Special	See Special Rules for adding to a Starvaulter Banneret, Noble or Hero as a filled out Troop Element. Four Hounds for a five model troop element.	None	90
Hafoe Flying Armour	Special	See Special Rules for adding to any Infantry type Starvaulter Mina or Demi. All models in the Troop Element must have this.	None	16 per model

## - STARVAULTERS TAKE TO THE FIELD -



STARVAULTERS TYPICAL LANCES	NUMBER OF MINIATURES OR EQUIVALENT	Troop Element Composition	Force Options	Points Cost
Starvaulter Lance	15	Starvaulter Banneret (1) (Commander) Starvaulter Flag Mina (2) Starvaulter Medic Mina (2) Starvaulter Knight Demi (5) Starvaulter Support Demi (5)	Force may be assembled from any Retained troop element options chosen from Minas and Demis as long as the total number of miniatures or equivalent is 15.	1670
Starvaulter Spear Tip Lance	15	Starvaulter Noble Mina (1) Starvaulter Command Mina (2) (Commander) Starvaulter Medic Mina (2) Starvaulter Knight Demi (5) Starvaulter Assaulter Demi (5)	Force may be assembled from any Retained troop element options chosen from Minas and Demis as long as the total number of miniatures or equivalent is 15.	1702
Starvaulter Questing Lance	15	Starvaulter Hero Mina (1) (Commander) <i>(Drayfend Robotic Hounds [4] added)</i> Starvaulter Banneret (1) Starvaulter Banneret (1) Starvaulter Flag Mina (2) Starvaulter Knight Demi (5) Starvaulter Knight Demi (5)	Force may be assembled from any Retained troop element options chosen from Minas and Demis as long as the total number of miniatures or equivalent is 15.	1989
Cine Battlesuit Lance	12	Starvaulter Banneret (1) (Commander) Starvaulter Knight Demi (5) Cine Battlesuit Demi (3) Cine Battlesuit Demi (3)	A Battlesuit Lance is centred around six Cine with a demi of infantry in support. Its an aggressive lance and may be enlarged up to 15 miniatures or equivalent.	2657
Airdan Robotic Steed Lance	12	Starvaulter Banneret (1) (Commander) Starvaulter Knight Demi (5) Airdan Robotic Steed Demi (3) Airdan Robotic Steed Demi (3)	A Bike Lance is centred around six Airdan with a demi of infantry in support. It is a rapid lance which may be enlarged up to 15 miniatures of equivalent.	1559
Hafoc Winged Lance	?	Starvaulter Noble Mina (1) Starvaulter Command Mina (2) (Commander) Starvaulter Medic Mina (2) Starvaulter Knight Demi (5) Starvaulter Assaulter Demi (5) <i>(Hafoc MkIII Flying Armour equipped on all miniatures)</i>	Force may be assembled from any Retained troop element options chosen from Minas and Demis as long as the total number of miniatures or equivalent is 15.	1942



# STARVAULTER ADVANCED RULES

The Advanced Rules cover areas beyond the central game mechanics of Patrol Angis. Central to the advanced rules are additional skills, items and equipment which Starvaulters have access to. Each of the following additional skills, items and equipment has a short explanation of its name, its function and rules in play and also who can make use of them. Remember that when 'Troop Element' is stated it means that only the miniatures in possession of the gear or skills within the Troop Element can make use of them not the whole element if all members do not have it; normally every member of a Troop Element must have the bonus if it is to work properly. If no user is stated then that particular item is open to all Prydian Precinct soldiers and knights:

**Heroism:** This is the trait most found in those with the mettle to be Starvaulters. They seldom lack motivation and resolve. A miniature with this ability automatically Re-Motivates itself during the point in the turn sequence when a 'Re-Motivation' action would have been taken WITHOUT spending any Activation Tokens. It is a free action and all re-motivate tokens are removed as one. So the miniature may suffer the effects of a morale failure in play but there is no cost to re-motivate the miniature. Terms of Use: Starvaulters only. Entire Troop Element must have it. Points Cost: 10 Points.

**Legend:** This character is the stuff of myth and legend and those around them can plainly see and it scares and awes the enemies of the Throne. Once per turn at the end of the process of Initiative and placement of Activation Tokens the controlling player may roll 1D8 and on an even result (2,4,6,8) he may remove one Activation Token of his choice from an enemy force. A second roll again for evens meaning, with success, that the Activation Token can be added to the players own force to a chosen Troop Element. Terms of Use: Starvaulter Hero only. No more than one miniature Per All Friendly Forces in Game. Points Cost: 125 per miniature.

**Cynue Enhancements:** These are Cyberneural Implants which make individuals more than Human. They are rare and expensive and take time to integrate with their bearer. They come from the Tor in orbit around New Glastonbury and while used by Nobles and Barons and some fortunate Far Traders and the like their main recipients are Starvaulters. A miniature may have only one and may select from this list paying the points cost. Note that the ability 'Baron' is Cynue but is taken as a separate one to this list of Enhancements.

**Hyper Active** - The miniature may add 25% rounding down to its movement rate. 10 Points.

**Dead Shot** - The miniature may make a -1 modifier to all Ranged Fire actions. 15 Points.

**Rapid Hands** - The miniature may act as a Loader for an (S) type weapon when on its own giving the reload as if a Loader was present. 15 Points.

**Nano Shell** - The miniature has a second skin which adds 1 DMR to their total in play. 25 Points.

**Tendent** - In close combat the miniature may remove one KILL result upon it per attack. 10 Points.

**Ranger** - Any Weapon used by the miniature may add 50% rounding down to its Range Bands in CM. 20 Points.

**Trigger Pull** - The miniature makes THREE ranged fire shots per Action spent on Ranged Fire (normal rules apply to S weapons etc). 50 Points.

**Starvaulters have access to and make use of all Advanced Rules for Retained Knights in Patrol Angis and Callsign Taranis.**

## STARVAULTER SPECIAL TROOP TYPES

The Starvaulters have special gear and troop types which have additional rules mechanics. These are detailed as follows and see the last page of this document for an extract from IAB03 The Khanate Return which allows you to field Robotic Troops.

**Hafoc MkIII Flying Armour for Alwite MkVIII:** This gear is an addition which only fits to the armour worn by Starvaulters and replaces the Jump Jets in that armour. When equipped to a Troop Element (whole Troop Element) it allows limited hovering and flight. When chosen the miniature may switch from foot movement to flight and may ignore ground conditions and terrain penalties. Movement is up to twice normal maximum and duration is unlimited for flight and hovering. As with Jump Jets the price of being shot down or landing are the same if unsuccessful.

In flight the miniature may 'see over' any single level terrain between themselves and their ranged fire target ignoring intervening cover however any cover which the target is within still applies. Any ranged fire directed at a flying miniature gains a +1 modifier due to ease. Alwite MkVIII only. Additional Points Cost per Miniature: 16

**Drayfend Type 6 Robotic Hound Pack:** This equipment is treated as Robotic Infantry such as the Grima of the Planetary Militia however they are not bipedal Humanoids. These are the dogs of war which accompany a Starvaulter Banneret, Noble or Hero surrounding them in a Troop Element. The Starvaulter must be in possession of a Robotic Control Unit and they are joined by four Drayfends in a five miniature Troop Element. They behave as per the Robotic Infantry in Play (page 59 The Khanate Return) except they may only attack in melee. Additionally they match the pace of their Starvaulter master and in the event of ranged fire or close combat attacks made upon their Troop Element they will automatically sacrifice themselves to the successful attacks before any hits are made upon the Starvaulter. They have Metal Teeth and in close combat these count as an Octa Power Sword for the attacks. This equipment is open to Starvaulters and also to Retained Nobles. One Troop Element per Force. Points Cost per Four Hounds: 90

## A NOTE ON BARON

The forth book for Patrol Angis will be the first setting title which will be of use to all players. While the Starvaulters are the new faction introduced to the game they are a small part of the overall book. Have a look to the right for what will occur when publication occurs.

# BARON

## SETTING BOOK FOR PATROL ANGIS

The forth book in the One Hour Wargame series is our first Setting Book for Patrol Angis. It is the defining title if you are interested in the thirty year Prydian Civil War among the Marcher Barons. You will need the core rule book to make full use of it as well as Callsign Taranis as it gives locations and more for the Precinct. Here are the sections in this sixty four page book:

### THE PRYDIAN CIVIL WAR

From its brush fire beginnings in 4305 IC to its bloody climax in 4340 IC this is the story of the conflict that nearly toppled the Precinct back into the dark times as the mighty fought for the Throne.

### THE SYSTEMS OF THE PRECINCT

Over eighty stellar systems and worlds both pleasant and harsh. Find a place from which your forces hail.

### THE MARCHER BARONS

Across the Precinct there are rulers small and large. The League of Yordan and the League of Canlaster are the mightiest of the Marcher Barons.

### THE CONDOTS

War for pay in the service of a Baron or others welcome to the Condots!

### THE STARVAULTERS

The million strong elite of Prydia for your games of Patrol Angis! Field the illustrious Starvaulters. Troop Types, Armoury, Rules plus Background.

### ADVANCED PERSONALITY AND CHARACTER RULES

Use these additional rules to add named and other personalities to your games with a choice of special abilities and equipment. Includes the most famous commanders of the Civil War.

# AN EXTRACT FROM IABO3 THE KHANATE RETURN

## ROBOTIC TROOP RULES

**Robot Control Unit:** This gear is given to robot operators and must be carried by every miniature in the troop element. You MUST have this gear to have robotic infantry in your force. Cost per Miniature: 10 Points.

**Robotic Infantry in Play:** Before the Gurtan Activation there were many semi-sentient robots in the Prydian Precinct. Now these and all new ones are fitted with life imitating programmes which cannot achieve potentially rampant sentiency. Controlled by Human Operators robotic infantry such as the Grima are given instructions in battle and carry them out until told to stop or change their set programme.

Every force which contains any robotic infantry MUST contain a Troop Element equipped with Robot Control Units; this is typically a Stick of two troopers. As long as one Robot Control Unit operator remains in play the robotic infantry act as normal. There is no range limit in play upon commands given. Each time an Activation Token is allocated to a Troop Element containing the OPERATORS of the robots, it may be sent as a programme to any allied Robotic Infantry Troop Element and it sets in motion a programme when used. Only the following actions are open to robots: Move and Ranged Fire, Move and Close Combat, Self Protection, Overwatch and Let it Pass. Other actions may not be given to Robots. They may not re-form troop elements and they never take a morale test or require re-motivation. In all other regards robots act like mortal infantry on foot.

If there is no living OPERATOR in possession of a Robot Control Unit left in the force containing Robot Infantry the following occurs. The Robot Troop Element will continue with the last action it was given. Live operators cancel programmes automatically before new ones are given (this happens at the end of each game turn). If the Troop Element was idle then it stays idle. If it was in self protection then it stays that way. If in Overwatch it makes, if possible, one suitable ranged fire attack per turn. If programmed to move and close combat it will continue to attempt to move into melee with the closest enemy troop element. If it was ranged fire and movement then it will move towards the closest enemy, avoiding melee, and make a ranged fire action. Each Robot Troop Element gets one activation token per turn when there is no operator in play. If a friendly troop element is closer than an enemy one roll 1D8 and on an 8 the Robots will attack it instead. Re-roll each turn. If the game is lost by the controlling player then all Robots left in play at game end are lost to their force if no operator was left in play at game end.



### IAFP14 STARVULTER LANCE

