

- GEOLU PRIME -

KNIGHT TO REMEMBER

PATROL ANGIS

SHORT SCENARIO

"It was the League of Canlaster that made the first moves of the civil war. Taking the five million men of the Gulaine Company of the Prydian Army, which had declared for Bluefort en masse, they forced those loyal to Yordan out of twelve systems including the Kendal system. Meanwhile the priority attack by a Yordan allied fleet upon the emerald green resource world of Dando II took the garrisons there by complete surprise. Two worlds were plunged into battles among those who were once brothers. Although fabricators furiously worked to place the crests and livery of their baronial masters on their armour most still fought in the white and red of the Prydian Army." - 43201C

From Patrol Angis

There has been a decade of brush fire wars and petty insurrections put down by the Council of Addans at New Glasonbury and though all on the surface seemed well and fine; it was not. Taking their signal to begin from a secret code the Prydian regiments which made up the Gulaine Company have rose in rebellion declaring themselves for Edmund Bluefort the 'rightful Prince'. This new League of Canlaster is setting about clearing any not of their loyalty from a dozen stellar systems. Including remote Geolu with its single habitable world.

Rebels pledge to the memory of Kadj Dace had been razing farms and agri-stations across Geolu Prime for months leading to a very spread out low density response. Lances of Retained and Duxis Battlesuits acting as strike troops and the more numerous Gulaine Company Muster sweeping up and securing. With the giving of the signal the Gulaine flew new colours and began to eliminate the still loyal Prydians. The local data net went wild with confusion and clip captures of friendly fire and it was more than an hour before Prydian officers took the treason as true and serious.

Now the scattered lances must try to regroup and get to the secondary space port at Vettai city before Canlasterian orbital craft can block all escape. It is every knight for himself this coming night.

SETTING UP FOR PLAY

This scenario takes place planet side in comfortable Human habitation conditions as the sun is beginning to set. The playing area is six foot by four foot on flat grass or hard packed earth. There are six buildings scattered across the playing area randomly set up; each is 5cm square. There are five rocky outcrops which are 5cm square. Lastly there are six groups of three trees each randomly placed. Placement is by players alternating or by die roll if playing solo.

The Yordan Player sets up their Lance within 10cm of the building nearest to the centre of the playing area. The Canlasterian Player sets up their two Lances one at the eastern long edge and one at the western long edge of the playing area. All forces should be deployed with Troop Elements within a few centimetres of each other.

YOUR FORCE CREATION

There are three forces (lance or platoon) in this scenario making it a small game of Patrol Angis. Both players will create lances each using the force creation rules in the game book.

The limitations for each player in force creation are as per the rules of the books with these provisos which MUST be followed in the rosters for each side.

The League of Yordan

Lance One - A maximum of 1100 Points to create a Lance of Retained Knights composed of three Duxis Battlesuits. You may not include any other troop types.

The League of Canlaster

Platoon One - A maximum of 1000 Points to create a Platoon of Muster composed of three Havelock Battlesuits. You may not include other troop types.

Platoon Two - A maximum of 1000 Points to create a Platoon of Muster composed of three Havelock Battlesuits. You may not include other troop types.



GAME LENGTH AND CONDITIONS

There is a limit of ten turns in this scenario for the objectives to be met by one side or the other. At the end of the tenth turn examine victory conditions to see which triumphed.

Game Conditions for this scenario are as follows. The Yordan battlesuits have been caught flat footed by the betrayal of the now Canlastrian troops. When play begins see Special Rules for how the scenario starts. For a troop element to leave the playing area it must move off the edge of the playing area. For this to happen its movement must finish with the entire troop element outside the playing area. If not then another movement must be taken.

To win Yordan must get TWO Duxis Battlesuits off the playing area within ten turns. Any other result is a win for Canlastr.

Note that in this scenario every battlesuit in all lances and platoons counts as a single troop element.

SCENARIO SPECIAL RULES

There are special rules in this scenario which players must take note of and apply to their game. They are as follows:

The Betrayal is Sprung: The civil war has begun with this spark and it has come as a surprise to the Prydian pilots (soon to be Yordan) in their battlesuits. Gulaine Company Havelocks have begun firing upon them and a burst of comms from their command post has confirmed the treason. Now they must evade and make it back to command to make a stand. When the game starts upon the preparation of turn one the Yordan player rolls 1D8 to determine which edge of the playing area they must exit by. 1-2 means north, 3-4 means south, 5-6 means east and 7 to 8 means west. This will greatly affect the play of the scenario.

Suprise is Paramount: In turn one of the scenario the Canlastr player may place an additional Action Token next to one troop element in each of their two platoons.

SOLO PLAY THIS SCENARIO

While it is excellent fun and competition to play against a mortal foe sometimes it is not possible or you just fancy playing on your own. In those times you can play this scenario solo. Follow these instructions and add them to the silent player rules in Patrol Angis.

For solo play the human player takes the part of Yordan and the silent player the part of the Gulaine Company now Canlastr. Set up proceeds as normal and then assign Force A to the silent player. With the game set up and motivation rolled for the special condition for Canlastr is that they must engage and destroy the Yordists to prevent them fleeing. Any result which comes up for staying still or self preservation is instead counted as ranged fire and movement. As with all solo play encounters unforeseen circumstances should be treated with fairness keeping in mind the objective of the scenario.

WHAT YOU NEED FOR PLAY

In order to make use of the scenario you will require some things from the Ion Age and you might want some other things if they are not in your collection already.

This is a smaller scenario and all rules needed are contained in the Patrol Angis core game book; the print or the digital download versions. You can find them on our website [HERE](#).

We recommend these codes for the miniatures in play. IAF030 Duxis Battlesuit two of the [ranged variants](#) and one or none of the [close combat pack](#). Six packs of [IAF020 Havelock Battlesuit](#) which comes with all weapon variants. As for terrain any structures, rocks and trees will do but you can select buildings if you choose from our [15mm Terrain Range](#) which has two dozen choices such as Hab Dome and Block House.

DESIGNERS INFO BURST

This small scenario was written by the author of Patrol Angis during the lockdown in Scotland winter 2020. It was playtested solo three times with the Duxis Battlesuits escaping twice. This scenario is an 'escape' type and could be played with most two to one ratio forces if you choose to. But why battlesuits and why at the outbreak of the leagues betrayal of the throne?

The name comes from late night watching music channels which gave an idea based on a song title. When the sun dawns you are at one with your fellows and all in the same uniform with the same goals. By the time the sun starts to set everything has changed. On page 8 of Patrol Angis around 43211C the leagues begin to rise. Can the still loyal to the throne Prydians escape the Canlastrian betrayal?

Playing only with battlesuits makes for a rapid playing scenario indeed with only nine models on the table. Weapons are heavier and speed will count for a lot.

Recommended play ideas come entirely from what your D8 roll results in at the start of the game. If exit must be had from an edge not occupied by the enemy the RUN and you might escape with only a few shots fired. If you must push through the foe then make it as quick as you can closing the distance and hope for the best.

If you wish to expand upon this scenario then you can do so by increasing the forces present to say two and four per side respectively. You can add in off table support as well. In all cases we hope that you enjoy the space opera wargaming fun of The Ion Age!

GBS December 2020.

