

- XIN TRADE FLEET SANBAO IN PATROL ANGIS -

The Xin Precinct is made up of the eight central star systems along with a number of smaller outposts all contained within a constricted pocket of stellar space that has only now become accessible once more after a thousand years of isolation caused by the detonation of the Aldan Crucible during the first Khanate War. Contained by Dolorous Clouds that resulted from the detonation which also decimated the Prydian Precinct there is now a slim open passage for navigation by Ancep Drive. Our knowledge of the Xin comes from archives that are from ancient times and also a more recent partially successful expedition mounted in 4303IC by the Starvaulters and of course from the Great Trade Fleet dispatched to Prydia in 4327IC. Commanded by Grand Admiral Hong Tu Quin the hundreds of vessels that make up the fleet have visited a third of the systems in the Precinct thus far. Trading in exotic goods, rarities as well as information and technology they have made allies and some enemies.

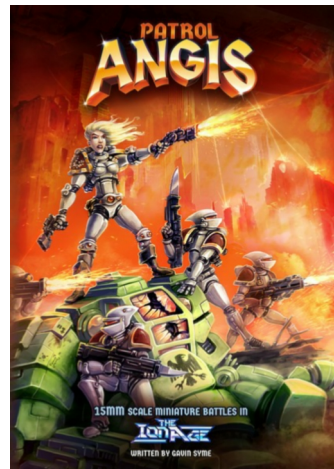


While the hegemony maintains its own imperial army and fleet officially under the command of Princess Xin Meiyang the grand admiral has his own military that is embarked upon his starships. Collectively known as the 'Sanbao' the gifts or protectors we refer to them as Trade Fleet Soldiers for the most part. Refer to other entries in AAT Series 77 for the Sanbao in detail. These troops are very effective and have aided our regiments in actions against the Khanate Empire. The Xin hegemony is centred on the three core planets in the central Xin Precinct system of Jinhong. From the lotus throne on the planet of Wei the princess rules in troubled seclusion while the planets of Zhao and Yan are in an uneasy alliance. We know of the rebel Prince Tang and his efforts to marry the princess though these actions seem to be taking place in the holdings of all three planets of the Jinhong system outside of the core system. All three core planets have the other systems in the Xin Precinct split between them. Refer to other entries in AAT Series 77 for details.

The Council of Addans has deemed the Xin Trade Fleet has a nominal ally though it is up to each Knight General and Marcher Baron to establish their own relations with the vast fleet as it passes through. As yet Grand Admiral Hong Tu Quin has not responded to the ongoing campaign in the Carmarthen cluster.

Academy Auto-Trainer Series 77, New Glastonbury, 4335IC

Welcome to the updated free expansion to Patrol Angis for the Xin Hegemony from The Ion Age. For the Trade Fleet and the Sanbao troops it fields. To make use of these pages you will need a copy of Patrol Angis (plus Callsign Taranis for any larger vehicles) and some miniatures from our website at www.theionage.com. These pages give you the introduction to the background along with statistics to bolt onto those in the Patrol Angis system. Use them at the appropriate places in the rules. This free expansion covers the troops of the Grand Trade Fleet and its ship borne army.



STATISTICS TABLES

On this and following pages are the statistics for game play for the Xin. These are second edition work in progress. These cover Armour, Weapons, Troop Types, Troop Elements and Typical Platoons. This is not an exhaustive listing by any means but it is the current one for you to make use of and expand from over time.

ARMOUR TYPE	ARMOUR RATING	BUILT IN COUNTERMEASURES	POINTS COST
Kuijia MkIII Powered Armour	1	None	4
Kuijia MkIII Super Heavy Powered Armour	4	Ablative Shell, Dissipater	30
Kuijia MkV (Infantry Size Vehicle)	3	Ablative Shell, Dissipater	25
Emo MkII Wrap Plating	2	None	20
Emo MkVI Super Wrap Plating	5	Ablative Shell, Dissipater	55

INFANTRY WEAPON TYPE (S) SUPPORT	POINT BLANK RANGE	IN RANGE	BEYOND RANGE	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Gonglu SMG (Pistol or Wrist Mounted)	15cm	25cm	26cm	2	2	7
Gonglu Blaster Rifle	25cm	60cm	61cm	1	2	11
Gonglu Heavy Blaster Rifle (S)	30cm	70cm	71cm	1	4	19
Chan Quing Double Spade	20cm	55cm	56cm	1	3	35
Gonglu Tri-Barrel Support Blaster (S)	25cm	60cm	61cm	2	3 (AoE 3 HITS)	47
Chan Quing Double Spade	Close Combat Use Only			2	N/A	35
Hook Sword and Energy Blades				2		15

THE XIN TRADE FLEET

Organisation Structure and Rank

1 Human = **Sanbao**

5 Sanboa = A **Fire-Team** led by a **Junshi** (Sergeant)

2 Fire-Teams = A **Squad** led by a **Lujin** (Lieutenant)

2 Squads = A **Sanbao Platoon** led by a **Duizhang** (Captain)

The Trade Fleet uses a rigid system that is able to switch around fire-teams with ease as all parts train together. You can include Battlesuits or other Infantry Sized Vehicles within a Platoon as one of the Fire-Teams per Platoon (3 Models per Fire-Team).

XIN TRADE FLEET TROOP NAME	TROOP TYPE	Movement Rate (CM)	Movement Type	Armour Type	Typical Weapon Choices	Max Damage Rating (DMR)	Points Cost
Sanbao Trooper	Infantry	11cm	On Foot	Kujija MkIII	Gonglu SMG	1	11
Sanbao Support Trooper					Gonglu Blaster Rifle		
Sanbao Assault Trooper					Gonglu Heavy Blaster Rifle		
Sanbao Junshi					Energy Blade		
-					-		
Sanbao Gunner	Gonglu SMG	9					
Sanbao Lujin	Infantry	11cm	On Foot	Kujija MkIII	Gonglu SMG Gonglu Blaster Rifle	1	12
Sanbao Duizhang	Infantry	11cm	On Foot	Kujija MkIII	Energy Blade	1	16
Sanboa Warrior Monk	Infantry	8cm	On Foot	Kujija MkIII Super Heavy	Chan Quing Double Spade	3	45
Youxia Wandering Knight	Infantry	12cm	On Foot	Kujija MkIII	Gonglu SMG Energy Blade Hook Swords	2	36
Guaiwu II Battlesuit 'Jade Ape'	Infantry Sized Vehicle	12cm	On Foot	Kujija MkV	Gonglu Tri-Barrel Support Blaster	4	110
Guaiwu II Bike 'Onyx Shard'	Infantry Sized Vehicle	20cm	Repulsar	Emo MkII Wrap Plating	Gonglu Heavy Blaster Rifle	2	53
Dilian V Portable Weapon Platform 'Ruby Vase'	Infantry Size Vehicle	8cm	Repulsar	Emo MkII Wrap Plating	Chuizi Magnetic Lance Ao Rotary Projectile Cannon Taiyang Part Disp Lance Gonglu Zu Blaster Cannon Jiantou 52mm Missile Pod	2	60

XIN TRADE FLEET TYPICAL SQUADS TYPICAL FIRE-TEAMS	NUMBER OF MINIATURES	Troop Element Composition	Force Options	Points Cost
Sanbao Rifle Squad	10	1 Command Fire-Team 1 Rifle Fire-Team	Choose from Fire-Teams to reach the total of 10 miniatures.	350
Sanbao Support Squad	10	1 Support Fire-Team 1 Rifle Fire-Team		290
Sanbao Assault Squad	10	1 Assault Fire-Team 1 Rifle Fire-Team		315
Warrior Monk Squad	10	1 Warrior Monk Fire-Team 1 Warrior Monk Fire-Team		870
Rifle Fire-Team Support Fire-Team Assault Fire-Team Command Fire-Team	5	5 Troopers / Gonglu Blaster Rifles / None 5 Troopers / Gonglu Heavy Blaster / Loader 5 Troopers / Gonglu SMG, Energy Sword / Assaulter 3 Troopers, 1 Lujin, 1 Duizhang / Gonglu SMG, Energy Sword / Valour / Medic / Comms Gear / Commander	Special Abilities are added where listed. Points values and compositions read straight across these lines of this row of the table.	110 180 205 240
Youxia Fire-Team		5 Youxia / 3 Energy Sword, 1 Gonlu SMG, Energy Sword, 1 Hook Swords / Veteran / Errant <i>All above wear Kuijia MkIII Powered Armour</i>		385
Warrior Monk Fire-Team		5 Warrior Monks / Kuijia MkIII Super Heavy Armour / Chan Quing Double Spade / Veteran		435
Jade Ape Battlesuit Fire-Team	3	1 Jade Ape / Gonglu Tri-Barrel / Gauntlet 1 Jade Ape / Gonglu Tri-Barrel / Gauntlet 1 Jade Ape / Gonglu Tri-Barrel / Gauntlet	None	471



SANBAO TYPICAL PLATOONS	NUMBER OF MINIATURES OR EQUIVALENT	Troop Element Composition	Force Options	Points Cost
Sanbao Platoon	20	Sanbao Rifle Squad (10) (Commander) 1 Sanbao Support Squad (10)	Force may be assembled from Fire-Teams and Squads as long as the total number of miniatures or equivalent is 20.	640
Sanbao Veteran Platoon	20	1 Command Fire Team (5) (Commander) 1 Warrior Monk Fire-Team (5) 1 Youxia Fire-Team (5) 1 Rifle Fire-Team (5)	Force may be assembled from Fire-Teams and Squads as long as the total number of miniatures or equivalent is 20.	1170
Jade Ape Platoon	16	1 Jade Ape Battlesuit Fire-Team (3) (Commander) 1 Jade Ape Battlesuit Fire-Team (3) 1 Sanbao Support Squad (10)	A Battlesuit Platoon is centred around six infantry sized vehicles with a squad of infantry in support. Though smaller than normal platoons it is equally powerful and may be enlarged up to 20 miniatures or equivalent.	1232

Xin Hegemony PORTABLE WEAPONS AND ALL VEHICLES WEAPONS TYPE	POINT BLANK RANGE	In RANGE	Properties	D8 ROLLED PER RANGED SHOT	WEAPON STRENGTH AND (AoE HITS)	POINTS COST
Jiantou 52mm Missile Pod	40cm	110cm	IF, AT, AF	2	6 (5 HITS)	50
Chuizi Magnetic Lance	45cm	130cm	AT	1	10 (2 HITS)	59
Ao Rotary Projectile Cannon	30cm	100cm	AT, AF	3	4 (4 HITS)	70
Taiyang Particle Displacer Lance	30cm	90cm	AT	2	6 (2 HITS)	46
Gonglu Zu Blaster Cannon	30cm	120cm	AT	2	9 (3 HITS)	74
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Taiyang Particle Heavy Displacer Lance	50cm	140cm	AT	4	8 (4 HITS)	95
Taiyang Particle Displacer Mega Lance	70cm	190cm	AT, AF	5	18 (6 HITS)	179
Dan Zhou 52mm Grenade Launcher	35cm	90cm	IF, AF, AT	4	4 (4 HITS)	55
Gonglu Su Ultra Blaster	40cm	150cm	AT, AF	3	11 (4 HITS)	142

MEDIUM VEHICLES Xin Hegemony	WEAPONS (Mounts)	Movement Rate	Armour Type (Rating)	Properties	DMR	POINTS COST
Shangpin Yi APC Mercantile Armoured Transport	Turret (U): Gonglu Zu Blaster Cannon	18cm	Emo MkII Wrap Plating (2)	Crew: 2, Passengers 10, Wheeled	10	360
Shangpin Er APC Mercantile Armoured Transport	Turret (U): Chuizi Magnetic Lance	18cm	Emo MkII Wrap Plating (2)	Crew: 2, Passengers 10, Tracked	10	349
Shangpin Ti AFV Mercantile Armoured Support	Turret(U): Jiantou 52mm Missile Pod	18cm	Emo MkII Wrap Plating (2)	Crew: 2 Wheeled	10	336
Shangpin Qr AFV Mercantile Armoured Support	Turret(U): Jiantou 52mm Missile Pod	18cm	Emo MkII Wrap Plating (2)	Crew: 2 Tracked	10	340
Shangpin Qi Cargo Mercantile Armoured Carrier	No Weapons One Cargo Pod	14cm	Emo MkII Wrap Plating (2)	Crew: 2 Wheeled	9	270
Shangpin Or Cargo Mercantile Armoured Carrier	No Weapons One Cargo Pod	14cm	Emo MkII Wrap Plating (2)	Crew: 2 Tracked	9	270

Optional Rules: Shangpin Medium Vehicles

Use the game mechanics for Xin Crew to be treated as Muster Crew. They are armed with Gonglu SMG. The Cargo Carrier variants of the Shangpin may transport one cargo pod or 10 unprotected passengers. In the event of passengers and the vehicle is struck by weapons fire or damage this is applied to passengers FIRST due to their exposed position.

The Cargo Carrier may transport one cargo pod. This pod may contain food stuffs or goods important to your scenario or it may be a Xin configuration Fabricator Spire, Comms Spire or Power Spire. It may be a single Jade Ape Battlesuit or other infantry size vehicle. Treat these as normal in the game once deployed.

Cargo Carriers give an additional bonus to any Xin infantry troop elements within 10cm of their position. Those troop elements may refer to the 'You Buy Now' option rule of adding the 'Ablative Shell' ability when under fire and hit. This applies only once per troop element per game and may be used alongside 'You Buy Now'. Sanbao troopers really love to trade!

The Shangpin APC variants may mount either a Gonglu Zu Blaster Cannon or a Chuizi Magnetic Lance as a main gun in their turret. Alter points cost accordingly if you wish to switch propulsions. The AFV variants must mount the listed weapon system.



HEAVY VEHICLES Xin Hegemony	WEAPONS (Mounts)	Movement Rate	Armour Type (Rating)	Properties	DMR	Points Cost
Zhanshi Sentinel Mecha Tank	Taiyang Particle Displacer Mega Lance (F,R) Taiyang Particle Displacer Mega Lance (F,L) Ao Rotary Projectile Cannon Turret (U)	14cm	Emo MkVI Super Wrap Plating (5)	Crew: 4, Tracked, Drone Control Station Ablative Shell Dissipater	70	2180



The Xin Trade Fleet has a military arm under the direct command of Grand Admiral Hong Tu Quin. They are called the Sanbao or 'protectors'. These troops commonly called 'Xin Trade Fleet Troops' are a separate entity to the hegemony army in their own Precinct and their primary role is the defence of the vessels that make up the fleet. Second to this role is the protection of the merchants and their stores in any locations where they choose to trade. They have the additional task of armed action against threats which the Grand Admiral deems worthy of destruction. An example of this would be the encounter with the Shia Khan in the Neraga System in 4332IC. Typically deployed at the five member fire-team, platoon or company level alongside the merchants the Sanbao make use of Kuijia MkIII powered armour which is roughly comparable to older Alwite in protection but with less bulk and features a compact and variable jump jet system. They are highly mobile troops and a primarily energised plasma weapon system is used by them. The Gonglu Blast Rifle alongside an SMG version which is often wrist mounted to leave the hands free and a heavier support version make up the bulk of Sanbao weapons. Xin troops favour powered blades of many kinds and often prefer close range combat situations. They make use of robotic auxiliaries brought across from cargo loading and management duties for battlefield use such as the Onyx Monkey and Onyx Serpents. The use of dual purpose support continues with the Jade Ape battlesuit which is an effective war machine and cargo loader both. Highly motivated they are a match for any Muster regiment and have proven capable of defeating the Retained Knights of the rebel Baron Everest in 4328IC. While Sanbao are the mainstay of the Xin military in the Prydian Precinct they have with them other warriors including heavily armoured Monks and far ranging Youxia.

Academy Auto-Trainer Series 77, New Glastonbury, 4335IC



Battlesuits are a common sight on the battlefields of the Prydian Precinct and indeed since the resumption of the war against the Shia Khan Empire the number and types of battlesuit have increased greatly. The largest size of powered armour which is worn rather than being piloted the battlesuit gives mobility and great strength to a soldier. The grand trade fleet of Hong Tu Quin has its own battlesuits in the ranks of the Sanbao the most common of which is the Guaiwu II or 'Jade Ape'. Larger than a Duxis Battlesuit but with near as much mobility and faster than a Havelock with less fire power the Jade Ape it is a suit with two purposes. It is primarily a manual work suit for moving and stacking cargo as well as assembling encampments with its secondary role being in combat. Fitted with a three barrelled heavy Gonglu support blaster on a tracking mount it can deal with enemies at distance. However the Jade Ape comes into its own in a close combat situation where it would give good trial to a Duxis bladesman variant. Its upper body is very powerful and its large fists can smash or grip with huge force. It is deployed in ones or threes alongside Sanbao platoons.

Academy Auto-Trainer Series 77, New Glastonbury, 4335IC



The Warrior Monks of the Xin Precinct are common in the forces of the Trade Fleet or the 'Sanbao' often being deployed to toughen up a hard combat situation or to show some muscle in trade negotiations. To enter the ranks of the Warrior Monks a soldier must first pass a test given by an experienced monk which is both physical and mental then take an oath of loyalty. Passing these gives entry into training which prepares the new monk for wearing the super heavy Kujija MkIII powered armour which is roughly comparable to the Noblesse worn by Desteria Knights. Weapon training to handle the Chan Quing or 'Double Ended Monk Spade' which combines a powered blade at one end and a Gonglu heavy blaster rifle at its other end. Lastly training to move quickly in the armour. Once fully trained the Warrior Monk is part of a brotherhood that sits apart aboard the vessels of the fleet. They are often deployed in small fire teams.

Academy Auto-Trainer Series 77, New Glastonbury, 43351C



The Youxia are men and women who have devoted themselves to a search for adventure through continual wandering. They have a superficial resemblance to our own Knight Errants though only superficially. There is no quest or baronial loyalty for a Youxia and no requirement to aid a fellow Knight in peril. These highly trained and equipped Xin warriors serve no specific master but follow their own code centred around the idea of righting wrongs where ever they may be found. Travelling with the Grand Trade Fleet has given Youxia access to the stellar systems of the Prydian Precinct. In return for the transit they do offer their services to Grand Admiral Hong Tu Quin when he asks for them. They wear personalised Kujija MkIII powered armour and carry Gonglu Blasters and other weapons favouring exotic energy blades such as twin hook swords. Skilled warriors to be treated with respect when encountered.

Academy Auto-Trainer Series 77, New Glastonbury, 43351C



The arrival of the Xin Trade Fleet commanded by Grand Admiral Hong Tu Quin in a star system often brings great excitement to the peoples who live on the planets there. The hundreds of vessels that make up the fleet will divide up and visit every world with smaller shuttles and landers descending to the ground before laying out their goods to entice and to trade. While the troops of the fleet the 'Sanbao' are only used when a threat is encountered there are other more discrete means of self defence. Foremost among these are the Onyx robots such as the Onyx Monkey. Programmed and built to move around cargo, to retrieve orders and to climb into places Humans would have a problem reaching there are hundreds of non-sentient bots aboard every Xin vessel. When trouble is encountered a robot such as the Onyx Monkey can be switched to a different mode and controlled by Xin merchants, officials or commanders to fight an enemy. The monkey bot has a long tail it uses for carrying but it can act as a whip as well. A hidden but valuable asset when the time comes.

Academy Auto-Trainer Series 77, New Glastonbury, 43351C





XIN TRADE FLEET CODES AT THE ION AGE

The Xin are brand new and unique in 15mm science fiction wargaming being far future Chinese inspired miniatures. While I am sure others will 'inspire themselves' along similar lines we will continue to expand into the Trade Fleet before moving onto the Imperial Army of the Hegemony itself. At the moment you can choose from a platoon with additional free unique miniature plus a selection of packs including Warrior Monks, Youxia and a Battlesuit. Here are the codes. Go to www.theionage.com and search by code.

IAFP06 XIN TRADE FLEET PLATOON (21)

Contains four packs of Xin Trade Fleet soldiers (IAF113 to IAF116) totals twenty miniatures plus a unique extra free officer!

IAF113 Xin Trade Fleet Rifles (5)

IAF114 Xin Trade Fleet Support (5)

IAF115 Xin Trade Fleet Assault (5)

IAF116 Xin Trade Fleet Command (5)

IAF117 Xin Warrior Monks (3)

IAF118 Jade Ape Battlesuit (1)

IAF119 Xin Youxia (3)

IAF173 Shangpin APC

IAF174 Shangpin AFV

IAF175 Shangpin Cargo Carrier

Note: The Xin featured in our monthly free miniatures as well as regular codes. There are three monthly miniatures which you can see below. From left to right is a Xin Envoy, a female Youxia and an Onyx Monkey Bot. Each of these belongs to a 'Year Collection'. The Envoy is in Year One, the Youxia in Year Two and from August 2016 the Monkey Bot will be in Year Three. See our website for the Yearly Collections of formally free miniatures.



Note: This document is a freely given resource for your use and as part of this we present here some 'Optional Test Rules' for you to use with your Xin Trade Fleet platoons. These have only been low level play tested and therefore may or may not make it into print later on. If you like or loath them please do let us know why.

Optional Test Rules

Xin Spies: Being excellent traders the Xin are often privy to information about enemies. This allows them to get the drop on the foe. Before the game commences the Xin player may allocate 100 Points to 'spy' during the game from their total for a force. This is done after Initiative Rolls are made in a turn and the player may then 'switch the initiative rolls' around to their contentment. This allows the Xin player to gain a win in this turn holding initiative.

False Stepping: In general the troops of the Trade Fleet are well versed in acting in unison as they train together at all times. This can make them difficult for enemies to counter since they seem to act without communicating. At the start of each turn the Xin player rolls 1D8 and on a result of 8 the player may remove 'Aimed Shot' or 'Overwatch' states from an enemy troop element at any point in that turn.

You Buy Now: The Trade Fleet is not short of money in all its forms. As a result of this commanders often bestow additional gear on their favourite troopers. This is often in the form of armour upgrades. The controlling player may choose one Troop Element (Fire-Team only not Squad or Platoon) and it gains the 'Ablative Shell' ability as per the rules. If they already have this then they gain its use TWICE in the game on the first two hits the troop element takes in battle.