

HINDI ARMY (post 340TW)

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15mm

Infantry

Type	Trained: 4+ C/Assault: 1
Move	Infantry 8cm
Defence	5, Light cov' +1, Heavy +2
Weapons	Laser Rifles: Sh 3, FP 2+1/1. (max range: Long)
Suppress	Remove suppression marker (UP TO 4) on 4+

VARIANTS

Support Squad: Laser Rifles: Sh 3, FP 2+1/1, & Light Laser Sh 2, FP 3/3 (max range: Long)
Anti-Tank Squad: Laser Rifles: Sh 3, FP 2+1/1, (max: long) & Advanced Buzzbombs: Sh 1, FP 1/7 (max range: medium) Mounted on Trike
Missile Squad: Laser Rifles: Sh 2, FP 2+1/1, (max range: long) & Dual Light ATGW: Sh 2, FP 0/5 (no short)



Turretless 'H-Tank'

Type	Trained: 5+
Move	Med-Trkd: 10cm /Fst Wheel: 15cm
Defence	F 12, S 9, R 8, T 8
Weapons	14.9cm ECAP: Sh 2, FP 3/8 FArc Only; Rapid fire Light Laser Sh 4, FP 3/3 (max range: Long); Heavy Support Weapon Sh 2, FP 1/3

VARIANTS

Options for the vehicle are tracked or wheeled variants: different speed (medium/fast) and mobility:
Wheeled:
Difficult = Mud, Light Vegetation, Sand, Shallow water
Impossible = Heavy Vegetation, Rocks/Rubble, Deep Water; Swamp.
Tracked:
Difficult = Heavy Vegetation, Rocks/Rubble, Deep Swamp.
Impossible = Deep Water.



Hathauda (Hammer) H-Tank

4x4 Armoured/Scout Car

Type	Trained: 5+
Move	Fast; Wheeled: 15cm
Defence	F 9, S 8, R 8, T 8
Weapons	9cm ECAP: Sh 2, FP 3/6, Coaxial 2cm Cannon (must fire at same target as main gun) Sh 2, FP 2/3

VARIANTS

Bintarong Scout Car: F 8, S 7, R 7, T 7
 Replace turret with Rapid Fire Light Laser Sh 4, FP 3/3 (max range: Long);



Open Command car:

F 8, S 7, R 7, T 7
 Same weaponry as Scout Car



Nevla (Mongoose) Armoured Car

LEADERS RANKS

Colonel Bhatt
LV10

LPs is 2d6 + 10

Elite skills:

Inspirational

Leader

Master of Artillery

Command

Material

A shaper of Men

Major

LV6

LPs is 2d6 + 6

Captain

LV4

LPs is 2d6 + 4

Lieutenant

LV2

LPs is 2d6 + 2

Sergeant

LV1

LPs is 2d6 + 1

TOWED WEAPONS

This is a Static Vehicle. When deployed, all weapons count as Infantry: Hvy Inf DV7 in Light Cover +1. Any additional cover is Heavy +2

Turning deployed weapon costs 1LP. Hitching or unhitching costs 2LPs.

6x6 APC

Type	Trained: 5+
Move	Fast, Wheeled: 15cm
Defence	F 9, S 9, R 8, T 7
Weapons	Light ATGW: Sh 1, FP 0/5 (no short)
Carries	2 TU infantry.

VARIANTS

Heavy Cannon Variant
 Replace missile launcher with Auto Cannon: Sh 2, FP 2/3
Fire Support Variant
 Replace missile launcher with Gatling railgun: Sh 3, FP 1/3



Ganda (Rhino) 6x6 APC

Extra Towed Weapons

Type	Trained: 5+
Naag (Viper) Heavy Anti-Tank Weapon	14.9cm ECAP: Sh 2, FP 3/8 FArc Only.



Hindi Forces

Saranga Artillery

17cm Artillery: Sh 1/6, FP 5/6 FArc Only.



Saranga Towed Artillery

Mule Towing Tractor

Type	Trained: 5+
Move	Medium, Tracked: 10cm
Defence	F 8, S 7, R 7, T 6
Weapons	Heavy Support Weapon Sh 2, FP 1/3

Khachchar may tow a number of different weapons or an open trailer.

With a towed weapon it also carries the gun crew in the rear of the vehicle the vehicle.

When towing, reduce speed to: Slow, Tracked: 8cm



Khachchar (Mule) 6x6 APC

POINTS COST

APC (any variant): 60pts; H Tank (any drive variant): 140pts; Nevla Armoured Car: 50pts; Bintarong Scout Car: 30pts; Command Car: 70pts; Mule with towed gun (either type) and crews: 100pts.

Infantry: 10pts; Infantry with support weapon: 15pts; Infantry anti-tank with buzzbomb or missiles: 15pts,

Up to 2 additional sergeants could be purchased at 5pts each.

DETACHMENT

Detachments are 15TUs. Trained

Armoured Grenadier detachment:

8 Infantry TUs (4 armed with rifles and 4 of any mix), in 4 APCs (any mix); 1 Bintarong scout car, 1 Command Car, 1 Nevla Armoured Car. **Total: 470pts to 490pts**

Heavy Armoured detachment:

4 Infantry TUs (any mix) in 2 APCs (any mix); 6 Tank Destroyers, 1 command car, 3 Nevla Armoured Cars; 1 Bintarong scout car. **Total: 1220pts to 1240pts**

Support detachment:

4 Infantry TUs (any mix) in 2 APCs (any mix); 2 Bintarong scout cars, 1 Command Car, 4 Mules with Naag AT towed guns; 4 Mules with Saranga towed Artillery guns. **Total: 1090pts to 1110 pts.**

Add a Lt to a single Detachment for 10pts or a Captain to a second detachment for 20pts. Colonel Bhatt can be added to any force with two detachments or more for 140pts.