

# Hindi Army



6MM

## Infantry Squad

<b>Type</b>	Trained: <b>5+</b> C/As't: <b>1</b>
<b>Move</b>	Infantry: <b>5cm</b>
<b>Defence</b>	<b>5</b> , Light cov' <b>+1</b> , Heavy <b>+2</b>
<b>Weapons</b>	High-tech Assault rifle: Sh 2, FP 1/1 <b>Range: Long</b>
<b>Suppress</b>	remove suppression marker (UP TO 3) on <b>5+</b>

### VARIANTS

**Laser Squad:** Infantry Laser Sh 2, FP 2/1. (short/medium range only).


**Anti Tank Squad:**  
Fire one weapon type only  
With Assault rifle  
Sh 2, FP 1/1 OR and Buzzbomb  
Sh 1, FP 1/6 (short range only).  
**NO COMBINED or DUAL FIRE**



## Subaru/GIAT RA4-80 Tank

<b>Type</b>	Trained: <b>5+</b>
<b>Move</b>	Slow, Wheeled: <b>5cm</b>
<b>Defence</b>	F <b>9</b> , S <b>7</b> , R <b>7</b> , T <b>7</b> .
<b>Weapons</b>	Heavy 25cm Laser: Sh 2, FP 4/5. <b>Can Carry 2 TUs Infantry</b>

### VARIANTS

**APC with Auto Cannon:**  
DV: F **7**, S **7**, R **7**, T **7**.  
**Weapon Systems: Either**  
2cm Auto cannon: Sh 2, FP 2/3  
**APC with Laser:**  
OR Light 6cm Laser:   
Sh 2, FP 3/3  
**Lasers CANNOT provide anti-artillery support as no AI fitted!**  
**All APCs carry 4 TUs Infantry**



Saburu/GIAT RA4-80 Tank

## RANKS

**Major  
LV6**

LPs is 2d6 + 6

**Captain  
LV4**

LPs is 2d6 + 4

**Lieutenant  
LV2**

LPs is 2d6 + 2

**Sergeant  
LV1**

LPs is 2d6 + 1

## DETACHMENTS

**Each Detachment is 15 TUs.** At least 5 TUs must be infantry, less than half the infantry TUs can have buzzbombs and all must start the game in APCs.

### Armoured Grenadier detachment:

8 Infantry TUs (4 regular, 2 with buzzbombs, 2 with lasers) in two Subaru APCs with 3 TUs (2 with buzzbombs, 1 with laser) of infantry in 2 Subaru light tanks. **Total: 445pts.**

**Add a Lt. to this detachment at 10pts or a Captain for 20pts.**

Treat this force as a SINGLE detachment during play. The Hindi employ a lot of officers - they may buy one level higher per detachment (so a single detachment could have a captain for +10pts instead of a lieutenant). Duplicate this detachment for a bigger force and add a captain (**20pts**) and a major (**50pts**) to reflect the higher level of command per detachment.

## POINTS COSTS

Subaru light tank: **100 pts**; Subaru APC with light laser: **50pts**.  
Infantry: **10pts**; infantry with buzzbomb launcher or with laser support weapon: **15pts**.

Up to 1 additional sergeant could be purchased at **5pts**.