**Sons of Mangala**

### POINTS COSTS

- **APC**: 165pts; Gun mortar (on table): 295pts; Lion Tank destroyer: 295pts; Light truck: 100pts.
- Infantary: 20pts; support squad: 20pts, anti-tank squad or Guard: 30pts.

Up to 1 additional sergeant could be purchased at 10pts.

Colonel Sipaji costs 240pts.

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### RANKS

- **Major LV8**
  - LPs is 2d6 + 8

- **Captain LV6**
  - LPs is 2d6 + 6

- **Lieutenant LV4**
  - LPs is 2d6 + 4

- **Sergeant LV2**
  - LPs is 2d6 + 2

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### LEADERS

**Colonel Sipaji LV10**
- LPs is 2d6 + 10
  - Elite skills: Double Defensive Stalwart (upgrade 4 TUs per turn if they do not move)

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### DETACHMENTS

Each Detachment is 10 TUs. At least 6 of the TUs should be infantry. At least half of the infantry should be regularly armed troops. One infantry unit can be swapped for a Tank destroyer in the Guards unit or a Mortar in the support unit, depending on scenario.

- **Guards Detachment**: 1 large transporter, 1 small transporter, 1 Lion Tank Destroyer, 7 infantry TUs; 4 regular infantry TUs; 3 Guards unit TUs. **Total 730pts** (or 1005pts). Or...

- **Support Detachment**: 1 large transporter, 1 small transporter, 1 mortar vehicle, 7 infantry TUs; 4 regular infantry TUs; 2 tank hunter armed TUs and 1 support squad TU. **Total 730pts** (or 1005pts).

**Add a Lt. to any of these detachments at 20pts.**

Treat this force - whatever option is selected - as a SINGLE detachment during play. Build a bigger force with both detachments and add a captain (40pts) or add a third detachment and a major (100pts) by duplicating one of the detachments above.

For any force of two or more detachments, Colonel Sipaji may be in command. Add his cost (240pts) to the unit and pay for the regular officer (a captain for two detachments, a major for three) who acts as an ‘insurance’ officer.