

Sons of Mangala



15MM

Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 8cm
Defence	5 , Light cov' +1 , Heavy +2
Weapons	High-tech Assault Rifle: Sh 2, FP 1/1 (max range: long)
Suppress	remove suppression marker (UP TO 3) on +5

VARIANTS

Support Squad with Auto-shotgun: **Sh 1, FP 3+1/0. (max range: Short)** and HSW: **Sh 2, FP 1/3.**
Anti Tank Squad Assault rifle: **Sh 1, FP 1/1 (max range: long)**
 Buzzbombs: **Sh 1, FP 1/6 short**
Guard with Flechette Rifle: **Sh 2, FP 3/1 (max range: long);** and **body armour DV 6, Light cov' +1, Heavy +2**



Centurion 800 APC

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	1cm Gatling railgun in 360 mount: Sh 3, FP 1/3 Carries up to 4 TUs of Infantry

VARIANTS

None



Centurion 800 APC

Centurion Lion Tank Dest.

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	9cm Powergun in 360 mount: Sh 1, FP 2/6 Carries 1 TU of Infantry

VARIANTS

None



Centurion 202 Lion Tank Destroyer

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

Centurion 202 Light Truck

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	1cm Gatling railgun in 360 mount: Sh 3, FP 1/3 Carries up to 2 TUs of Infantry

VARIANTS

None



Centurion 202 Light Truck

Centurion 204 Gun Mortar

Type	Veteran: 4+
Move	Fast, Wheeled: 15cm
Defence	F 8, S 7, R 7, T 6 (B9)
Weapons	Quick-fire Heavy Mortar: Sh 2, FP 5/4 No Short or Med. May also fire as direct fire weapon: Sh 2, FP 5/4 -1QR Plus 1cm Gatling railgun in 360 mount: Sh 3, FP 1/3 Carries 1 TUs of Infantry

VARIANTS

None



Centurion 204 Gun Mortar

LEADERS

Colonel Sipaji
LV10

LPs is 2d6 + 10

Elite skills:

Double Defensive Stalwart (upgrade 4 TUs per turn if they do not move)

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.

POINTS COSTS

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

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

Colonel Sipaji costs **240pts**.