

Sons of Mangala

6MM



Infantry Squad

Type	Veteran: 4+ C/As'lt: 3
Move	Infantry: 5cm
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 3/0. (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**



Legion 800 Transport

Type	Veteran: 4+
Move	Fast, Wheeled: 10cm
Defence	F 7, S 6, R 6, T 6
Weapons	Heavy Support Weapon in 360 mount: Sh 2, FP 1/3 Carries up to 3 TUs of Infantry

VARIANTS

Legion 204 Mortar: as per Legion 800 but carries **1 TU of Infantry** and quick-fire Heavy Mortar: **Sh 2, FP 5/4** **No Short or Med.**
Legion 202 Transport Light Truck: as per Legion 800 but **1 TU of Inf. Basic Truck:** Fast, Wheeled: **10cm** **F 6, S 6, R 6, T 6 - NO ARMAMENT** but any infantry TU in the vehicle gives it a firepower rating of High-tech Assault rifle: **Sh 2, FP 1/1 Range: Long. Carries 2TUs Infantry**



Legion 204 Optio Mortar

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

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.

Guards Detachment: 2 large transporters, 1 small transporter, 7 infantry TUs: 4 regular infantry TUs; 3 Guards unit TUs. **Total 520pts. Or...**

Support Detachment: 2 trucks, 1 mortar vehicle, 7 infantry TUs: 4 regular infantry TUs; 2 tank hunter armed TUs and 1 support squad TU. **Total 420pts.**

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 (**210pts**) 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

Large transport/carrier: **150pts**; mortar (on table): **210pts**;
 small transport/carrier: **50pts**; truck: **25pts**.
 Infantry: **20pts**; support squad: **20pts**,
 anti-tank squad or Guard: **30pts**.

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

Colonel Sipaji costs **210pts**.