

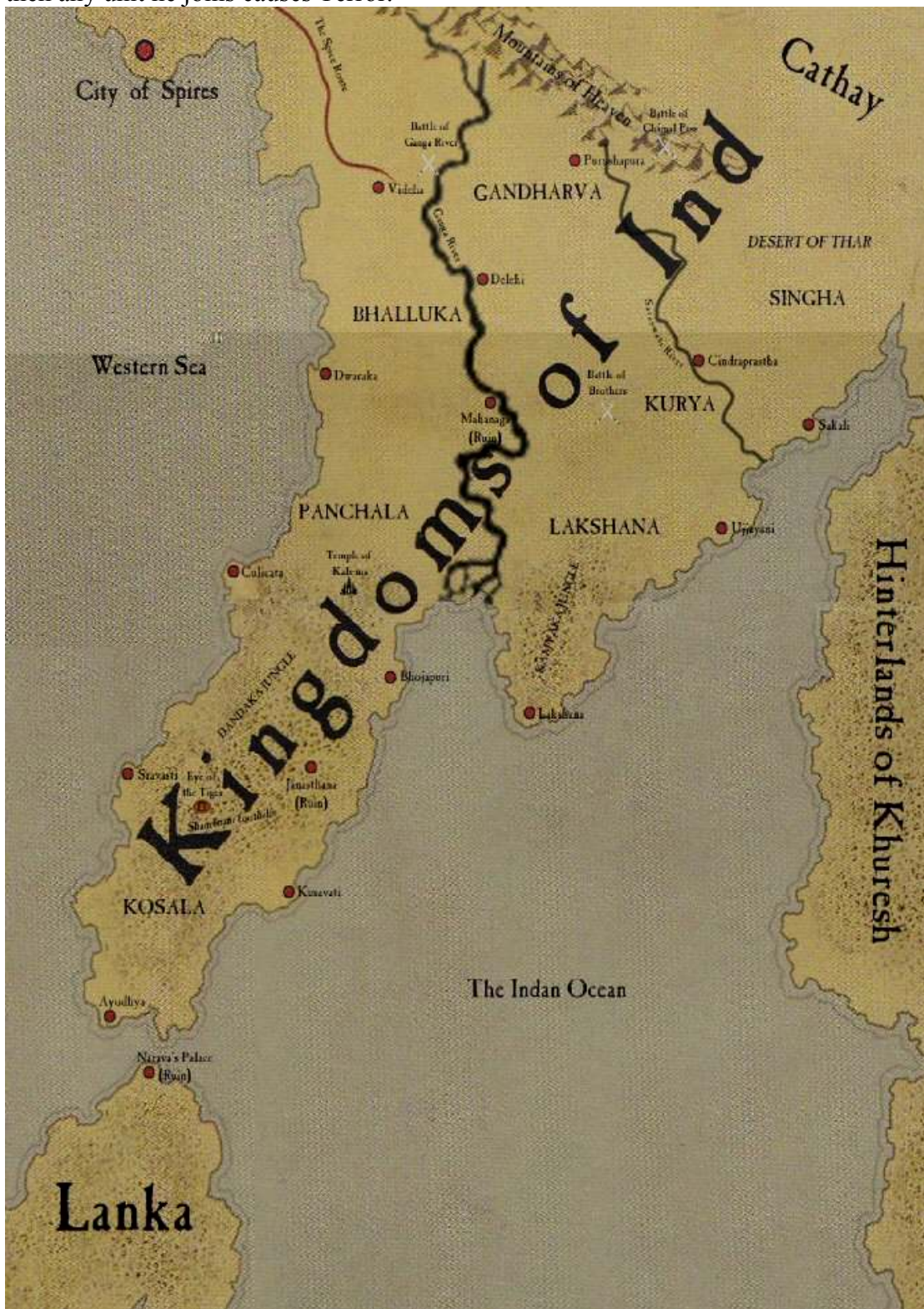
Kingdoms of Ind - Basic List

Troop	Type	Attack	Hits	Armour	Cmnd	Unit Size	Min/ Max	Points	Notes
Archers	Infantry	3/1	3	0	-	3	2/-	55	*1
Infantry	Infantry	3	3	6+	-	3	1/-	45	*2
Cavalry	Cavalry	3/1	3	6+	-	3	-/2	80	*3
General	General	+2			8	1	1	95	
Hero	Hero	+1			8	1	-/2	80	
Swami	Wizard	+0			7	1	-/1	45	
Elephant	Monster Mount	+1				1	-/1	+65	*4
Chariot	Chariot Mount	+0				1	-/1	+10	
Garuda	Monster Mount	+2/+2				1	-/1	+90	*5

Notes:-

- 1. Archers** - The mainstay of all Ind infantry forces are the archers from the lower castes.
- 2. Infantry** - In support of the archers are other infantry forces armed with spear, javelin or sword with either large or small shields. Because of the preponderance of Archers there can only be supporting infantry in a ratio of 1 unit per 2 archer units (rounded down).
- 3. Cavalry** - There are small amounts of cavalry present in most Ind armies. These cavalry represent the generic horse bands, other specific army lists may include other cavalry types.
- 4. Elephant** - The Elephant mount is a standard monster mount except that a character mounted on an Elephant cannot join a unit of friendly cavalry. A unit joined by a character riding an Elephant causes Terror.
- 5 Garuda** - The Garuda accompanies the Swami and can enable him to fly as for a normal flying mount. If the Swami has a Garuda he can also cast the Curse of the Thousand Gods spell with a +1 casting bonus (see spells). Note that unusually the Garuda has +2 shooting attacks - these are added to a stand from a unit that the character has joined and

can only be used when the character joins a unit. If the Swami is accompanied by a Garuda then any unit he joins causes Terror.



(From Warhammer Kingdoms of ind)

Kingdoms of Ind - Singha

The Ind incorporated the barbaric horse-nomads of the Singha Steppes into their kingdom. The people of Singha are culturally and ethnically dist

penalty of -1, this penalty applies to any unit of Camel Riders or to any brigade that contains one or more units of Camel Riders.

3. Khagan's Guard - The Khagan is the ruler of Singha. The Guard are the Khagan's personal guard and will obey their first command order on an unmodified 10 or less if issued by the Khagan