

WARHAMMER

KINGDOMS OF IND



WARHAMMER
ARMIES

KINGDOMS OF IND



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TREASURED RELICS OF IND REFERENCE



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LAND OF A THOUSAND GODS

BESTIARY

In this section you will find information and rules for all of the different warriors, heroes, creatures and war machines in the Indan army. At the end of the section are some special characters – famous Indans that you can field in your army.

The armies of Ind are truly resplendent when they march to war. Thousands of soldiers marching under the banner of the Maharajahs accompanied by the Deities themselves as well as many of the mysterious beasts of the jungle.

On the following pages are the complete rules for the models in the Indan army. Each entry includes the models profile and special rules. This is normally in combination with the army list on pages ??-?? to create a force that can be used in a one-off game in Warhammer. However, players can also design scenarios with specific forces involved, or run a series of games in a campaign, both of which may well use the information in this section without recourse to the Kingdoms of Ind army list.

Special Rules

Many troop types have special rules to reflect their unique nature and abilities, and these are explained in the individual Bestiary entries that follow. To save space and repetition, where a model has a special rule that is explained in the Warhammer rulebook, only the name of the rule is given in this section. Refer to the special rules section of Warhammer for the full details of how the rule works. Similarly, the following rule applies to most units in this Bestiary, and as such is detailed here:

Caste: In the Kingdoms of Ind, a person's value in society is determined by his Caste. Someone born in a higher Caste cannot be accompanied by someone from a lower caste, nor are they affected by the actions by them. Units that have a type of Caste rule are subject to the following:

Members of the Noble Caste may only join units that are also part of the Noble Caste, and ignores Panic caused by units from the Soldier and Lowborn Castes.

Members of the Soldier Caste ignore Panic caused by units from the Lowborn Castes.

Daemonic: The fervently worshipped Deities of Ind share many similarities with the Deamons of the Chaos Wastes, and some would even say they are of the same sort, a fact that is always denied by residents of Ind. Regardless of what they actually might be, all units with the Daemonic special rule are subject to the following:

Daemonic Aura: All Deities enjoy the physical and mystical protection of their divine leaders. Deities have a 5+ Ward save.

Daemonic Attacks. Being corporeal manifestations of the Gods, A Deity's attacks are magical. This includes any special or ranged attacks they may have.

Daemonic Instability. When Deities lose a combat they must take a special kind of Break test called a Daemonic Instability test. In multiple combats, each Daemonic unit must test separately. Use the following procedure to take a Daemonic Instability test:

1. Calculate combat resolution as normal and roll 2D6.
2. Compare the dice roll to the Deities' Leadership value, taking into account any modifiers for combat resolution. For each point the unit fails its Instability test by, the unit suffers one additional wound. No saves of any kind are allowed against these wounds, including Ward saves, regeneration, etc. If characters are present in the unit, the controlling player first allocates wounds to the unit (up to their current Wounds), then divides the remaining wounds as equally as possible amongst any characters. Note that an Instability test can be re-rolled if the Battle Standard is within 12" and/or tested on unmodified Leadership if the unit is stubborn.



NOBLES



The lords and nobles of Ind are truly majestic figures, and continually show off their wealth and might even on the battlefield. Their confidence (or arrogance) is completely unmatched throughout the Warhammer world, and their soldiers flock beside them for their support (and a share of his vast riches).

The regal and majestic Maharajahs are the lords of the many scattered kingdoms that lie on the subcontinent. Most of these fabled rulers have been spoken of as brave, skilled and filthy-rich kings who often lead their armies into battle to fight the many foes who assault the borders of their lands to earn fame and glory, but most of the time to protect their vast riches from them.

The Rajahs of Ind are not as mighty or as rich as the mighty Maharajahs, but still attempt to appear as majestic and powerful as possible. These warlords often do this by going into battle for wealth, recognition and glory (but mainly for wealth).

The land of Ind is divided into many kingdoms of all sizes. Often it is not even clear whom the territory belongs to, and as such it is not uncommon that nobles who are tired of waiting for their liege to expire or are not the first heir to their throne will declare provinces under their command as their own kingdoms and become the first Maharajah of their newly found territory. It is said that an unknown enemy is more trusted in Ind than a known ally.

While few can or dare to challenge a true Maharajah within their full power, the mere Rajahs have significant power over the inhabitants of the land, and each control relative large territories.

Many Maharajahs just serve their gods, hunt tigers from atop their favourite elephants or just enjoy simple pleasures within their palace walls, only actually taking part of war when absolutely necessary. That does not mean that they are inadequate generals however, as every ruler still sitting on his throne must be well versed in the art of war, lest he be overthrown at the first opportunity a new young ruler is vying for his power. Those that still control their lands do so for a reason.

The Maharajah's words are law within their provinces and few dare to argue with them. While there are subordinates ruling smaller provinces for the Maharajahs, many of them keep their territories so isolated from the rest of the kingdom that they are more or less kingdoms of their own.

	M	WS	BS	S	T	W	I	A	Ld
Maharajah	4	5	3	4	4	3	5	3	9
Rajah	4	4	3	4	4	2	4	2	8
Thronebearers	4	4	3	4	-	-	4	4	-

Special Rules:

Noble Caste

Unswerving Loyalty: All friendly models with the Caste rule may detract a D3 from the result of any Leadership test they are required to take within 12" of a Maharajah, or within 6" of a Rajah.

Thronebearers: Some Maharajahs go to battle carried aloft by several warriors charged with protecting the character with their lives.

A Maharajah and his Thronebearers fight as a single model, even in challenges. The Thronebearers add +1 to the Armour Save of the character seated on the Throne.

GURUS

In the Kingdoms of Ind, men with magical powers and great knowledge are given the title of Guru. While most of them are great healers, priests, oracles or advisors, some Gurus often take part of the Indan armies in times of need.

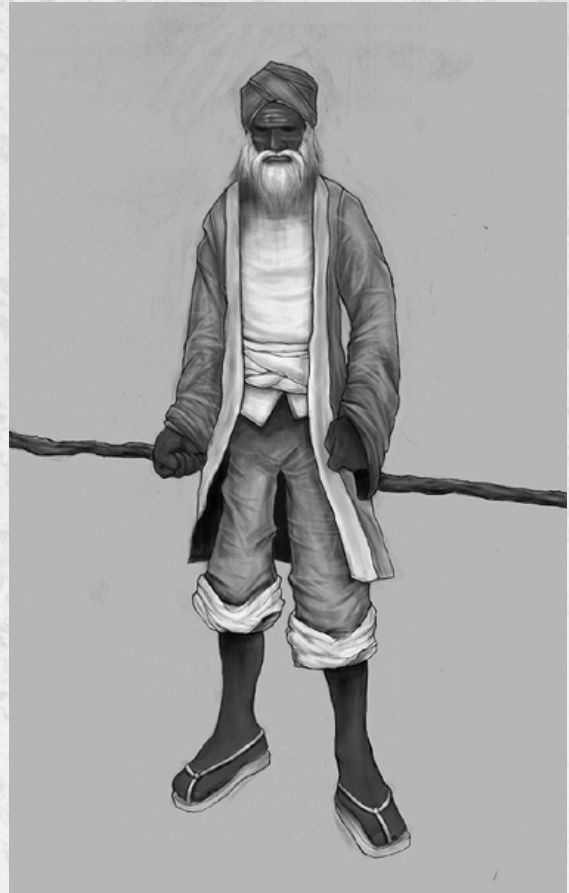
Citizens treat these men as great heroes regardless their related skills and many of them actually have a whole retinue of people who wish to learn from their wisdom and skills. They are famous for their simple way of life but in truth, they rarely need to own anything as everything is brought to them without ever asking for it by the citizens.

Sometimes Gurus are sought out by outsiders to solve their direst troubles even if they are living in isolated villages where no visitor has foot during whole Guru's life. Some believe that the Gurus are sent by the gods and few can argue with them.

Even though they are often of low birth, a Guru is treated a royalty by anyone they encounter, as no one would dare to draw upon them the wrath of the gods. As such, it is common to see them together with men of more noble class on the battlefield, even though they would normally never be in the same building during times of peace.

The Gurus of Ind are powerful magicians, able to unleash the very essence and fury of the gods at their will. Even the lowest orders of sorcerer are highly sought by many armies of Ind, for they are a rarity in the land. Many armies have found their plans foiled by these experts of the magical arts.

The Eldritch Gurus are the most powerful mages in the entire land. True masters of the sacred arts of Creation, Preservation and Destruction, these great wizards have brought doom to many foes by unleashing the unstoppable power of their gods on the hated enemy.



	M	WS	BS	S	T	W	I	A	Ld
Eldritch Guru	4	2	2	3	4	3	3	1	8
Guru	4	2	2	3	3	2	3	1	7

Special Rules: Noble Caste

Spiritual Leader: Despite often being of low birth, a Guru's role means they are important to noble and peasant alike. A Guru does not follow the normal rules of Castes, but can join any unit he wishes. In addition, any unit with a Guru in it may re-roll failed Leadership tests.

BEASTMASTERS

In the land of Ind, where animal and man live closely nearby, it is no wonder that there are those who set out to tame them to their will. These men are known as Beastmasters, often living in seclusion in the jungle with nothing but their animals by their side. These mysterious individuals have managed to tame every single beast there is, and can control them by simple gestures at their whim.

The most common of the animals the Beastmasters bring to battle are the Tiger and the Panther. The tiger is the largest and most feared of the great cats. Tigers have reddish-orange fur and dark vertical stripes. Feared by men, tigers are hunted aggressively, and are seen as great prizes for anyone who can capture one. In the untamed wilderness, however, the tiger occupies the top predatory niche.

By comparison, the panther is a graceful cat with a long body and relatively short legs. Covered in pitch black fur, these nocturnal creatures can often pose a threat to anyone they decide to stalk in the dark.

Only the largest and most dangerous of these animals are brought to battle, and are then sent loose to hunt down their prey.

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	5	4	4	4	4	2	4	2	8
Tiger	8	5	4	5	4	2	4	2	6
Panther	9	4	4	4	4	2	5	3	6

Special Rules:

Lowborn Caste, Monsters & Handlers

Beastmaster: Any Warbeast, Monstrous Beast or Monster (not including Greater Deities) within 8" of a Beastmaster may re-roll failed Leadership tests and are Stubborn.

Attack, my Pets!: The Beastmasters and any Tigers and/or Panthers he has under his control must deploy together as a Skirmish unit.

The animals may be released either when declaring charges or when attempting to pursue a fleeing foe. When releasing the animals, they become a separate unit from the Beastmaster for all purposes.

The Beastmaster can decide how many animals he wants to release at any point, and previously released animals may return to the unit by moving within 1" from it unless it is engaged in Close Combat.



If their Beastmaster is killed, any unengaged animals will immediately flee the battlefield. Victory Points are scored for each individual animal.

Tigers and Panthers cause Fear.

The Kingdoms of Ind are practically lawless. The laws that are in place change frequently or aren't enforced. As a result villages and travellers are often the victim of bandits and the like.

More sinister than those ruthless brigands are the Tahgs, as much a group of highway men as they are a religious cult. They delight on killing, and they do so in the name of the Death Goddess herself. Their favorite weapons are the garrotte and the Chakram. Tahgs also don't mind spending their victim's gold, in the local brothel-temple.

The Tahgs are rightly feared, and can be identified by their yellow sashes, which they wear openly.

GREATER DEITIES

The Greater Deities are creatures of legend, the most powerful beings in the Kingdoms of Ind, each a smaller God in themselves. They are said to be the gods' direct interveners into the real world, a manifestation of their selves, sent to spread their teachings and protect the people in their name.

There are four known Greater Deities, but some say there are more, some never seen, and some that have not yet appeared in the real world. Regardless, the four great ones are the Brahman, the Vishun, the Ganeshan and the Shivite.

The Brahman is the Creator, he who brings life and heals that which was destroyed. He is seen as a benevolent Deity who helps the people in need. Whomever falls in battle can be raised to fight again, and the most grievous of wounds can be healed in an instant thanks to his blessing.

The Vishnun is the Protector, he who casts a shield upon the weak, and smites the unbelievers. Those who wish harm upon his people shall find themselves stopped by an invisible barrier surrounding them.

The Ganeshan is the Deity of Fortune, he who brings luck and joy to the people who worship him. He blesses those who are faithful, making their aim true in the heat of battle, and gives them good fortune whenever they might need it.

The Shivite is the most terrifying of the Deities. He is the Destroyer, and through him, the warriors of Ind becomes savage beasts in battle, tearing at their foes with brutal savagery.

It is said that to kill a Greater Deity is a great affront to the gods and many would-be temple raiders rather flee than to risk eternal torment at the hand of an angry god.

"I myself have ever only half-seen one, at the temple Rang Aang Sahck. I heard it more than I saw it, thundering through the thickets and swinging its massive club at the daemon apes defiling its temple sanctuary. It bellowed prayers and litanies in its deep baritone voice, while it smote the foul simians.

taken from the personal diary of famous explorer and wealthy scholar-merchant Nicolaas Von Egbertus, of Marienburg"

	M	WS	BS	S	T	W	I	A	Ld
Brahman	6	5	4	5	5	5	5	4	9
Vishnun	6	6	5	6	6	6	6	5	9
Ganeshan	6	5	3	6	6	6	5	6	9
Shivite	6	7	5	6	5	5	7	7	9

Special Rules:

Unbreakable, Daemonic, Terror, Large Target

Power of Creation: Every friendly unit with the Caste rule within 12" of the Brahman will regain D3 Wounds at the start of each Indan turn. Other troop types and characters will only regain 1 Wound each turn.

Power of Protection: Every friendly unit with the Caste rule within 12" of the Vishnun gains a 6+ Ward save. If they already have a Ward save, they may add +1 to it.

Power of Fortune: Every friendly unit with the Caste rule within 12" of the Ganeshan may re-roll failed rolls of 1 to Hit, to Wound and Armour saves.

Power of Destruction: Every friendly unit with the Caste rule within 12" of the Shivite becomes Frenzied and gain the Hatred special rule.



NAYAR WARRIORS



Although the infantry in Indian armies is often neglected, it can still play an important role on the battlefield. The path of the warrior is an easy way for the lower orders to break free of the restrictive caste system, and understandably popular.

The commoners of India feel a high sense of duty towards their regal rulers, and as such any Maharajah can expect to instantly have an army the moment they wish as nothing can stop the soldiers from answering that request. Of course, armies are rarely that instantly required, allowing the people to train themselves more properly for battle.

The Nayar Warriors are all purpose infantry and the backbone of most Indian armies. They have many duties in the realms, guarding provinces from marauding warbands of Ogres and Beastmen and keeping order in cities and villages.

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	7
Naik	4	3	3	3	3	1	3	2	7

Special Rules:
Soldier Caste

MAHRATTA ARCHERS

Men proficient in the use of the bow is common in India, as hunting the dangerous beasts roaming around the jungles is as important for food as it is for protecting the villages settled there.

The Mahratta Archers are the ranged soldiers of India, mostly recruited from these local hunters. They are drafted into the armies when needed, where they form up into regiments placed as support far away from the actual fighting.

Able to bring down enemies from afar with their bows, these men are rightly feared foes in long-range warfare.

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Havildar	4	3	4	3	3	1	3	1	7

Special Rules:
Soldier Caste



FEL GUARD



The princes of Ind may be stubborn and arrogant, but they are not stupid. They know that, given the chance, someone amongst their court could potentially kill them and take their throne and riches.

The Maharajahs have always jealously guarded their estates with the most powerful warriors. First

amongst these are the Fel Guard, men who have given up their free will in service to their lords. Since their founding, many treacherous nobles have found themselves on the end of one of these warriors' swords.

The prestigious role of Fel Guard is only given to those warriors who have proved themselves by hunting down a full grown tiger in the jungles and returning with its pelt. After this they go through an indigenous ritual where they surrender all their worldly possessions and cut all bonds with their family in favour of a new life where protecting their liege is their only goal.

While this might seem a high price to pay, it also means they will rise into the same rank as the nobles, and while it does not come with the privileges, it sets them high above the lower castes in the eyes of their Gods.

The Fel Guards signature weapon is the heavy glaive, but they also wear sabres and sometimes even matchlock pistols. They are even said to carry the ashes of their slain enemies in their turbans at all times.

These warriors are the most feared of all the Indan troops on the battlefield, as they are hardened foes who rarely panic or flee.

	M	WS	BS	S	T	W	I	A	Ld
Fel Guard	4	4	3	4	3	1	4	1	8
Warden	4	4	3	4	3	1	4	2	8

Special Rules:
Noble Caste, Stubborn

AVAR HORSEMEN

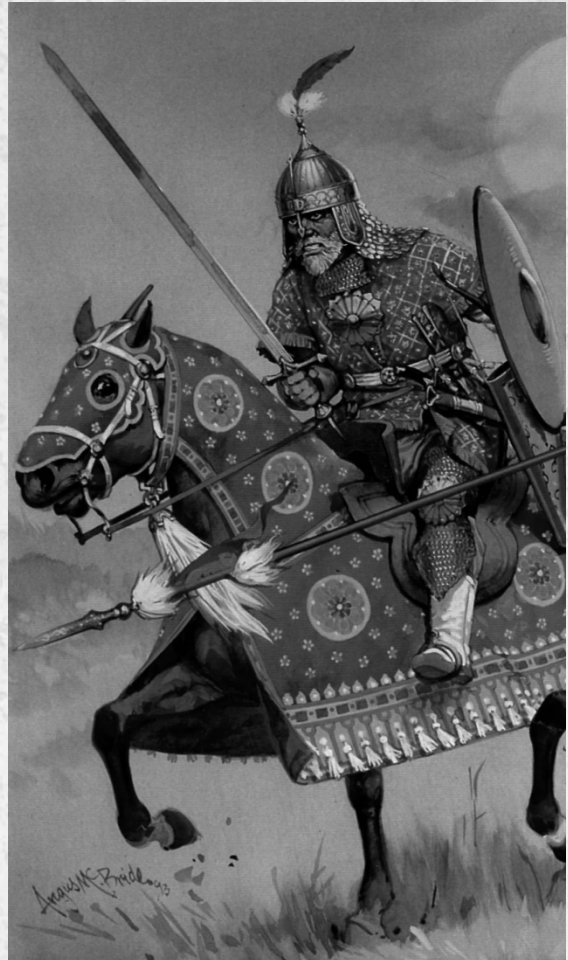
The Avar Horsemen are lower nobles whom require the blessing of their ruler to gain their privileges. As such they can command people from the lower castes at will, but must still answer to the wiser rajahs and Maharajahs.

These men have been raised from childbirth to become great warriors. Unlike most elite warriors of similar status in other nations, Avar Horsemen do not specialize in one kind of skill but try to excel in as many ways of warfare as possible. Often equipped with bows, they can soften up their foes before riding around the battle lines to deliver a fatal blow by attacking the flank. Though not as heavily armoured as the knights in the Old World, their versatility makes up for this, allowing them to adept to almost any situation.

Horses are relatively rare in Ind, for they are used most commonly in traversing over open ground, something which the jungle-covered subcontinent has very little of. As such, they are reserved in their use to the Avars alone. When the call of war comes these noble horsemen will answer, cutting down the foe from atop their swift steeds.

	M	WS	BS	S	T	W	I	A	Ld
Avar Horseman	4	4	3	3	3	1	3	1	8
Sowar	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Special Rules:
Noble Caste



PEASANT LEVY



Most of the people of Ind are either peasants or outcasts, viewed as little more than vermin by the lords of Ind.

The Peasant levy consists mainly of the farmers unfortunate to be drafted into service when needed, but is also seen as an opportunity to rise to a higher position within their caste. Among them are also beggars trying to make a living, or convicts attempting to make amends for their crimes.

Whatever their profession or standing, the longevity of these troops is short. But to the Maharajah this matters not, for there are always more semi-able bodies to be found.

These unskilled troops are literally forced onto the battlefield in large numbers simply to wear the enemy down by attrition. In fact, they are so low down on the social pyramid that no-one even cares if this tactic fails.

Aside from this, they can also be assigned the glorious duty of acting as vanguard for the rest of the army, sacrificing themselves for their betters by acting as meat shields in the literal sense, sometimes equipped with slings or javelins in a feeble attempt to kill of as many of the enemy as possible before meeting their untimely demise.

	M	WS	BS	S	T	W	I	A	Ld
Peasant	4	2	2	3	3	1	3	1	5
Sepoy	4	2	2	3	3	1	3	2	5

Special Rules: Lowborn Caste

"Man-things, human wretches drained of their soul by hungry Gods, are the dreg of Ind society. Worse still are the Pariah: man-things inhabited by dark spirits. Hiding amongst the beggars of Ind, they prey on the weak and the foolish alike, eating their flesh in a vain attempt to sate there unending thirst...."

I never realized just how true this was until last week. In the labyrinth town of Champatak I met a wonderful little howler monkey, dressed in a small coat, and hat, it was simply... wunderbar. When I moved closer it moved away. I followed the little critter and lost track of time and place, until I found myself in one of Champatak many dark corners, surrounded by the beggar-caste. Stupidly I reached for my money purse (perhaps to bargain my way out) and in an instant they were upon me. Not after my gold but after my flesh! In the end I suppose it was a fair trade: my trusty wheel lock took down one filthy beggar and in turn they bit of my thumb...

TIGER CULTISTS



The Death Cultists of Ind, how unlike the women of the Empire they are! They offer up a limb to their vile death goddess, and clad themselves in naught but loincloths and the masks shaped in the image of the crone God.

Tiger Cultist are followers of the dead Tiger God, who was killed by the death Goddess Kali when he tried to eat her. These fanatical followers consume their victims in imitation of both their vile God, and the ghost tigers they share their forgotten temples with. They hope that they might one day resurrect him if they have taken enough heads in his name.

Thick matted hair, a face contorted in a lunatic stare, a spiked chain to imitate a tail, ritual scars to resemble a tiger's stripes and claws affixed to hands and feet, they are as fearsome as they look.

The Tiger God's Own favour weapons like the Chakram, to imitate a tiger's silent pounce, or Kukri and daggers to resemble its slashing claws. On occasion Maharajahs have included these maniacs as part of their army, offering them great bounties of man-thing flesh and opportunities to collect heads to keep them loyal. They make excellent assassins, if one can bear such maniacs.

	M	WS	BS	S	T	W	I	A	Ld
Tiger Cultist	4	3	3	3	3	1	3	1	7
Zealot	4	3	3	3	3	1	3	2	7

Special Rules:

Lowborn Caste, Frenzy

Chakram: The chakram is a throwing weapon in shape of a flat metal hoop with a sharp outer edge. Because of its aerodynamic shape it is not easily deflected by wind, and can be a very dangerous weapon in the hands of a skilled user.

Range: 8"; **Strength:** 3

Rules: Quick to Fire, 2 x Multiple Shots

ROYAL CHARIOTS

Ind used to be famous for its mighty chariots and effective usage of them in war. These chariots were second to none, but as the cavalry evolved the chariot has been gradually phased out of use in the army, but some still remain and serve in the armies of Ind to this day.

The chariot remains especially popular with officers, as it gives them a fast transport that affirms their superiority over the common soldiery.

Some Maharajahs still keep whole squadrons of chariots, either due to a special interest or because they cannot afford or do not have access to elephants. Even though chariots are only useful on open terrain and solid fields are more than rare in Ind, the Chariot can be more than useful when such terrain is available.

As chariots pulled by horses are faster than elephants and sometimes even more lethal on the

charge, they can offer excellent combat support much cheaper than elephants.

When Royal Chariots are brought to battle, only the Maharajah's finest warriors are allowed to ride them. Often these are nobles of lower ranks, like Avars, but sometimes a warrior who has proven himself in battle may be allowed to ride with them. Being allowed to fight from one of the Royal Chariots is a glorious honour indeed.

	M	WS	BS	S	T	W	I	A	Ld
Royal Chariot	-	-	-	5	4	4	-	-	-
Charioteer	-	4	3	3	-	-	3	1	8
Warhorse	8	3	0	3	-	-	3	1	-

Special Rules:

Noble Caste, Chariot



HANUMEN



In the jungles of Ind, the Hanumen resides; a race of clever, agile beastmen with a passion for battle to harness their skill. They are able warriors, so it is no wonder that princes past and present have brought them gifts of food and silvery armour in order to persuade them to fight for them in times of war.

Able to scale the tree tops and other various obstacles with ease, the Hanumen make excellent scouts and infiltrators and often act as a vanguard for an Indan army.

Equipped with blowpipes and wicked knives covered in venom extracted from the animals of the jungles, the Hanumen scout ahead of the army and ambush any unsuspecting enemies ignorant enough to move through the forests they inhabit.

	M	WS	BS	S	T	W	I	A	Ld
Hanuman	6	4	4	3	3	1	5	1	7
Chief	6	4	4	3	3	1	5	2	7

Special Rules:

Skirmish, Scouts, Poisoned Attacks

Climbers: Hanumen ignores penalties for impassable terrain like walls, rocks and building, but not water and the like. Note that they may still not end their move within impassable terrain.

The Legend of the First Hanuman

Some say Hanuman was born as the son of the King and Queen of the Monkeys. As soon as Hanuman was born he felt hungry and his mother could not satisfy him. Then he caught sight of the Sun and thinking it was a fruit he leapt after it. The Sun took flight but Hanuman chased him as far as Indra's heaven. Here however, Indra intervened and injured Hanuman's jaw with his thunderbolt.

But his father was quick to avenge him and entered the bodies of all gods and gave them colic. Indra apologized to Vayu and agreed that Hanuman should become immortal. All the gods came together to bless young Hanuman in a cave.

At the time of the Ramayana, Hanuman was send as an advance spy to Lanka. In the Ashokvatika or forest of Ashoka trees on Lanka, Hanuman spies on Ravana, who is trying in vain to press Sita into becoming his wife. Later he contacted Sita in the gardens of Ravana's palace, told her of the plans being made for her deliverance and gave her Rama's signet ring as a token.

Pleased with his success, Hanuman fought the demon Meghnaath, son of Ravana, in the gardens of the palace of Lanka. He won over Meghnaath, but was finally captured by Ravana's demons.

Brought before the demon king, Ravana ordered that while as a messenger of Rama he could not be killed, he could well be tortured. But Hanuman managed to escape and rejoined Rama and gave him valuable information on Ravana's forces

During the mighty battle that followed, Hanuman defeated the Daemon Lankini, who was the principal guard of the city of Lanka.

Ravana was defeated by Hanuman and Ram, who was crowded King of Ayodhya. Obviously Hanuman was present, remaining Rama's favorite general and continued his life in service to him. When Rama offered him any boon that he cared to name, he asked to live for as long as men spoke of the deeds of Rama.

RAKSHASA

Spice merchants from Ind have spun tales of creatures with heads of the giant hunting cats they call tigers, which dwell in the dense jungles at the interior of their land.

The Rakshasa society is, like the people of Ind, bound by rigid castes. Each rakshasa is born into a particular role in life and cannot advance. Females are fit to be consorts, honoured only by their faithfulness and the fighting ability of their children.

The Rakshasa wage war constantly, not only to feed themselves but because they believe that battle is the only way to gain honour.

"While travelling to the lands of distant Cathay, I first passed through the strange land of Ind. What wonders I've seen! Fabulous temples, great white beasts with trunks and tusks, and that walk on four legs, birds of every colour, and the cuisine... It rakes my breath away just thinking about it. Anyway, while in Ind, my company had the misfortune of being attacked by an odd race of creatures. I believe they are somehow related to our own Beastmen, as they combined the features and form of both Man and beast. But these vile creatures were different. They had the heads of great cats—larger versions than the ones stalking the night streets of our grand Empire—mounted on a naked Human body. Stranger still, while we fought for our lives, our native guides just dropped prostrate to the ground, ignoring our cries for help, unmindful of the beasts as they tore through us and our guides alike. Luckily, through my own skill with the sword and the pistol-fire from my companions, we bear back the rude host, sending them scurrying into the woods. After, I flogged our guides, remonstrating them for their cowardice, as any master should. Weeks later, I learned that these creatures are something akin to holy spirits to the natives, and that if we injured any, we should be on the lookout for an attack. Thankfully, I ended their service when we returned to town. It's odd though, I've been experiencing stomach distress... probably caused by this infernal fare they pass for food."

- Leopold Riogillo, Merchant Prince of Magritta

A Rakshasa's life varies in cycles of wild self-indulgence in times prosperity and strict fasting and sacrifice in times of trouble or before battle. They are honourable creatures who are brave and forthright in battle.

The people of Ind regard these as noble but fickle beings, as likely to fight off attackers of an Indan village as raze it to the ground. Their motives are unfathomable, but offerings of meat and rice are left in the hope of appeasing them.

	M	WS	BS	S	T	W	I	A	Ld
Rakshasa	6	4	0	4	4	1	5	2	8
Tigerclaw	6	4	0	4	4	1	5	3	8

Special Rules:

Fear, Skirmish, Ambushers



KALITES



The goddess Kali is quite a contradiction. She's a creator and a destroyer, a builder and a demolisher, She gives birth to children and then eats them, takes a husband and then destroys blurt, She's a loving and hating mother, a brutal and gentle power who reveals the beauty of life and death even as she takes them apart – literally.

See, in her realm the Caverns of the Skull, there *is* no death. Any petitioner who meets his end is reborn soon after, so that he may live to kill again (that's what they do best).

The realm itself is a tangle of tunnels that open and close at Kali's whim, a place of black rock and gloomy caves lit by flickering torches that glow

ruddily in the dank air. Chants go on day and night, praising Kali as the highest possible form of divinity, and the murmurs resound eerily throughout the tunnels.

It's said that any who dares to enter the Caverns of the Skull best watch his back.

The Kalites, or “The Black Ones”, are the offspring of the Goddess of Annihilation, the fiercest of the Deities and perhaps most feared of them all, those who brings death to all so that the cycle of life can continue.

The Kalites guard the Cavers of the Skull, killing any creatures they see and offering them to Kali on blood-soaked altars.

They are the worst of the lot: they guard the portals out, and no one can leave without first slaying a guardian.

Dark whispers say that particularly brutal murders draw the attention of Kali herself, and that, if impressed, she makes the killer into a Kalite.

The Kalites are truly terrifying. They are divinity distilled in a half-naked, four-armed figure loosely circled by a belt interwoven with human hands and a necklace made of human skulls. A third red eye strengthens their fearsome stare. In many ways they are cremation personified – a burning, insatiable psyche raging from inside an emaciated and blackened body that consumes all in their path by swinging both sickles and swords in each of their arms.

	M	WS	BS	S	T	W	I	A	Ld
Kalite	4	4	3	3	3	1	4	3	7
Dark Eye	4	4	3	3	3	1	4	4	7

Special Rules:

Unbreakable, Daemonic, Fear

DVARAPALA



"In the land of Ind, the land of a thousand Gods, the divine stalk the lands. All manner of deities, demi-gods and devas meddle in the affair of mortals.."

On Zephyr peak on Ind's east coast stands a ancient temple, Unreason's hold. Built entirely out blocks of jade, were it built in any other land, it would have been ransacked long ago. The inhabitants know better than to meddle in the affairs of Gods. Farmers from the lands surrounding the peak, bring bounties of skinned cappuchin monkeys and fresh cockatrice eggs. They do this with great carefulness and diligence or they will face the wrath of the Deva of Clouded Judgement."

The Dvarapala are the guardians of the temples of Ind, standing constant watch and protecting their treasures and sacred shrines from any intruders. Though any true worshipper of the Gods would be able to pass them unharmed, some Dvarapala have been known to be more aggressive, driving off all but the holiest of Gurus. As such, it is not without risk for one's health to attempt a visit to the Gods' temples with the Dvarapala standing guard outside.

Their only purpose in existing is to protect these sites, and only in times of war would they leave them to go to battle, thereby protecting their temples before the foe would have a chance to even step foot on the first step.

Heavily armed and armoured, they are the most stoic troops available to any Indan army. They wield mighty clubs and carry large shields to smash their foes to pieces, and heavy boots to crush them under their feet.

Massive brutes clad in shining bronze armour, they can withstand punishment that would fell a normal man several times over. Only the foolhardiest of foes would think of attacking a unit of Dvarapala in field of battle, for they will likely be smashed aside like wave upon rock.

	M	WS	BS	S	T	W	I	A	Ld
Dvarapala	4	4	0	4	5	1	2	1	7
Guardian	4	4	0	4	5	1	2	2	7

Special Rules:

Unbreakable, Daemonic, Fear

GARUDA

Known as the scourge of serpents, the Garuda are fierce and determined creatures, feared even by some of the Deities. With the body and limbs of a man, and the head, beak and talons of an eagle, the Garuda possesses great ferocity and a proud heritage.

The first Garuda became the God Vishnu's mount after attempting to steal some amrita from the God's abode in order to save his mother from becoming slaves to a host of serpents. After a long battle with the Gods (in which Garuda nearly defeated an entire band of them), he eventually succumbed to Vishnu's wisdom. In exchange for the amrita that Garuda stole, Vishnu would grant the half-man, half-eagle immortality. Garuda also promised to become Vishnu's mount. After devising a scheme with Indra, Garuda delivered the amrita to the serpents, but Indra stole the elixir from them right away, thwarting their plans while still allowing Garuda the opportunity to fulfil his promise to them. After this incident, Garuda made it his life's intent to destroy all serpents, often using them as food for him and his many sons.

Garuda's many children has since then been soaring the skies around the many mountain ranges of Ind, mainly feeding upon many of the large snakes inhabiting the jungles. The people of Ind generally see them as a good omen, as the Garuda protect them from slithering beasts.

When it calls for it, the Garuda often go to battle with the armies of Ind, flying over their banners, ready to tear at the flesh of their foes. Why they bother to do this, there are several theories. The peasantry believe them to do so out of goodness for

their worshippers, while the more cunning generals are inclined to think it true due to the heaps of snake meat offered to the Garuda as thanks for their services...

	M	WS	BS	S	T	W	I	A	Ld
Garuda	4	4	0	4	3	1	5	2	7
Blood Beak	4	4	0	4	3	1	5	2	7

Special Rules:

Unbreakable, Daemonic, Fear, Fly



NAGA



The Naga are among the strongest of the minor Deities of Ind. Human-like torsos atop the body of a snake, with four arms each carrying a weapon, these beings are incredibly dangerous and tough to bring down.

They have glittering scales and grow to an adult length of 10 to 20 feet. Their lidless eyes are bright and wide, almost luminescent, and their spines are armoured with sharp triangular extensions that grow in a line from the napes of their necks to the tips of their tails.

The Naga are emerald green to turquoise in reticulated patterns with chocolate brown and pale jade green or dark grey and olive, and their spines have red spikes that rise like hackles when they are angry. Their eyes are pale green to amber.

Naga are often found in clear, fresh water. Curious but neutral in attitude, Naga seldom attack unless threatened. While the Naga are beings of water, they are adept to move on land as well.

Wise and patient, these creatures can stay still for hours but move swiftly when alarmed.

They favour resting in a semi-aware state that conserves their energy and makes them very hard to surprise.

The Naga usually live solitary lives, hunting over smaller areas. They favour dwelling in a deep hole, but are sometimes found curled up in ruins, where they are often protectors of treasures or artefacts for centuries.

While they are seemingly able to understand and often help the locals in times of need, it is said that they serve only their own rulers, whomever they may be, and it is always up to the Naga themselves whether or not they might turn up to battle.

Among the citizens of Ind, the Naga are among the most highly worshipped, seen as holy and beautiful creatures where a man of the Empire would be more likely to see a monster.

Some even say they are the descendents of a once great underwater civilisation, whom have risen to the surface to protect the weak and the pure followers of the Gods.

	M	WS	BS	S	T	W	I	A	Ld
Naga	7	5	4	4	4	3	5	3	8
Venomtail	7	5	4	4	4	3	5	4	8

Special Rules:

Unbreakable, Daemonic, Fear, Poisoned Attacks, Scaly Skin (5+), Sea Creature

Snakeskin Bow: Longer than the tallest man, these expertly crafted bows are often used by the Naga to devastating effect.

Range: 36"; Strength: 5

WAR ELEPHANTS



The most famous troops to be included in the armies of Ind are the humongous War Elephants of Ind and their Mahout riders. These huge beasts roam the forests of Ind and are incredibly strong and mighty. Many of these creatures are captured by the people of Ind who train them over many long years to carry a large howdah upon their backs and fight in battle.

Most civilized beings lands treat horses as the finest animals for their agricultural, travelling and military abilities, but within the kingdoms of Ind elephants have all but replaced horses simply because they are just much more suitable to the local environment. In the thick jungles full of predators, horses would merely be lunch on a silver plate and eaten quickly as the undergrowth prevents them from running far or fast.

In contrast, elephants with their notable size just make their own paths and most predators are more likely to flee rather than trying their luck against getting walked over.

All elephants are strong individuals who cannot be controlled by just anyone. Even the Mahouts guiding their mounts cannot do much if their mount decides not to listen to its orders.

The very largest elephants of Ind are called Royal Elephants, who are severely larger than their smaller relatives. These colossal beasts are often the seat of royalty, and are much more rarely seen on the battlefield. Their combat ability is of course, all the greater as well.

On the field, War Elephants and their riders are feared warriors, the Mahouts shooting at their foe from atop the creatures back, before the elephant charges into battle with the speed and strength of a thousand cannonballs.

Many are those who have been trampled by the elephants' enormous hooves, more numerous still are those who have fled at the very sight of them.

	M	WS	BS	S	T	W	I	A	Ld
War Elephant	6	3	0	5	5	4	3	3	5
Royal Elephant	6	4	0	6	6	5	3	4	6
Mahout	4	4	3	3	3	1	3	1	8

Special Rules:

Soldier Caste, Noble Caste, Fear, Terror, Large Target

Armoured Beast: The War Elephant's thick skin, combined with a hard skull and various armour plates gives it a 4+ Armour Save.

Impact Hits: A War Elephant causes D3+1 impact hits on the charge. A Royal War Elephant causes D6+1.

Howdah: The Howdah gives the crew a 3+ armour save. Note that slain crew does not count as wounds for determining victory points.

Crew: Missile hits against the War Elephant are randomised as follows: 1-4 hits the Elephant, 5-6 hits the crew. If a character is riding a War Elephant, he displaces two of the crew. A War Elephant counts as a ridden monster in all aspects. If a War Elephant is killed, the crew is removed as a casualty.

Stampede: If a War Elephant suffers a wound from a ranged attack, it must immediately take a Leadership test. If failed, the War Elephant and its unit will move 2D6" in a random direction as determined by the Scatter dice. Any unit it passes through takes D6+1 impact hits per War Elephant in the unit. If the stampede takes the War Elephant into an enemy unit, it counts as charging. Note that this is not a flee move, and the War Elephant can be subject to Stampede even while fleeing.

BASILISK

In the deepest, darkest parts of the jungles of Ind lives a great beast that strikes terror into the hearts of the people who reside there, and has the power to single-handedly destroy anything in its path. This is the Basilisk, a vicious gigantic snake monster that resides in the land.

These reptilian monsters possess a gaze that enables them to turn any fleshy creature to stone.

Known as the King of Serpents, the Basilisk can reach gigantic size of fifty feet in length, and live many hundreds of years. Its methods of killing are most wondrous, for aside from its deadly and venomous fangs, the Basilisk has a murderous stare, and all who are fixed with the beam of its eye suffers instant death as they are turned to stone.

Basilisk skin is armoured like that of a dragon's, which deflects any would-be attackers. The Basilisk sheds its skin at intervals when it grows, like all other snakes. It feeds on everything that comes within its path, from smaller animals to full-grown elephants.

Occasionally, a Basilisk may be captured by a Beastmaster to be trained for use in war. This is not an easy process – the Basilisk must first be captured, which usually accounts for the life of several of its would-be captors. After that it must be trained by the skilled Beastmasters, who must be quick enough to avoid the beast's gaze and keep up with it on the field. Even after training, a Basilisk is still very unpredictable – there have been many cases where a Basilisk has lost its trainers in the heat of battle and has decided to get revenge for his captivity...

	M	WS	BS	S	T	W	I	A	Ld
Basilisk	7	4	3	5	5	5	3	5	7
Beastmaster	5	4	3	4	3	1	4	1	8

Special Rules:

Terror, Large Target, Scaly Skin (3+), Poisoned Attacks, Regeneration, Monsters and Handlers

Petrifying Gaze: The Basilisk may use its Petrifying Gaze in the Shooting Phase, even in Close Combat. Target one enemy unit within Line of Sight. 2D6 models in that unit (hits are distributed like shooting) with Line of Sight to the Basilisk must pass an Initiative test or be removed as casualties as they are turned to stone, with no armour save or regeneration allowed. Note that each model can only be Hit once per turn.



"In a small clearing in Green Eye jungle, stands the shrine of the Fat God, Rama Baata (sometimes known as "the Maw").

It is rumoured to be the only shrine on this side of the Silk Wall (the barrier between the Etheyr and the Mortal realm), and as such, a major site of pilgrimage.

There are always two priests serving the Shrine; the Server and the Feeder, there can also be any number of acolytes.

-The Server resides outside the temple and directs all goings on and all rituals, unusually thin and gaunt, the Server stands out.

-The Acolytes are made up of any Pilgrims, any who wishes the Maw's favour can join. The amount between nil and (reported cases) over six hundred.

-The Feeder resides inside the shrine and has grown so fat he can no longer get out. All he does is feast in the name of Rama Baata, feast on the acolytes who are sent in to become one with their God. If the acolyte flees outside, before he can be eaten, he will be cut down by the Server and served up to the remaining acolytes in a grand feast. Sometimes however, the acolyte manages to kill the Feeder, upon which he will himself become the Feeder and grow fat and be blessed in the name of his god."

AKHBAR THE GREAT

Akhbar the Great was born into the royalty of the city-state of Delehi. From an early age he was trained to become a great ruler, and by the time his father died (in mysterious circumstances) and he ascended to the throne he was intelligent, skilled at arms and a master of diplomacy. Through his shrewd, warlike rule Delehi became prominent amongst the city-states of Ind, surpassing all the kingdoms on terms of power and wealth. Due to this momentous achievement, the other princes of Ind bow down to this incredible individual, and to celebrate this Akhbar gave himself the title, "High Prince of Ind".

	M	WS	BS	S	T	W	I	A	Ld
Akhbar	4	6	5	4	4	3	5	4	10

Special Rules:

Noble Caste. Unswerving Loyalty

Ultimate Majesty: The lords and nobles of Ind are truly majestic figures, but Akhbar is the most majestic of them all. His untold riches have attracted all men to him, and they stand beside him in battle more steadfastly than they would stand beside a lesser prince.

Akhbar and all troops within 12" of him are Immune to Psychology. However, if Akhbar flees for any reason during the battle his troops will lose faith in him and this rule's range will reduce to 6". If he flees yet again his troops will despair, and he will lose this rule entirely.

Magic Items:

The Kaumodaki (Magic Weapon)

This mace is said to be the divine weapon of the preserver god Vishun himself. It is filled with the power of a thousand stars, and it was given the highest blessing by the god himself before he brought it down to earth. Anyone who wields it finds themselves filled with untold power.

The wielder of the Kaumodaki gains Strength 10. Roll a dice for each initial Attack that hits. On a 4+, it causes another hit.

Armour of Delehi (Magic Armour)

This armour is forged from solid gold, and is set with a thousand gleaming precious gems. The one who wears this blessed armour is given amazing protection against the blows of the foe.

Confers a 4+ armour save and a 5+ ward save onto the bearer.



"I find myself in a prison without bars. His Eminence, the Rajah, Shikh Raaama, has noticed the sketches in my notebook, and graciously "requested" that I paint a portrait to his likeness, so that his servants tour his lands with it and all may gaze upon his magnificence...

later

This is the seventh version now. His eminence is most displeased, though he shows it not. I fear my fate is quite intertwined with that paint streaked canvas, that perhaps will become a painting yet.

later

every time I try to bring up my inability to paint something more pleasing, the Rajah's Grand Vizier waves away any objections and bestows me with more gifts, so that I may be "rewarded and inspired in equal measure". Then he sends for more concubines and leaves with a knowing wink. This dream-palace is getting to me, the wine the concubines, the ever sweet smells. Its unwholesome and ethereal, it lulls and placates the mind, before tearing it apart again with ravishing debauchery...

later

It is finished. Or at least as finished as it will ever be. I have told the vizier this, and was answered by a big gold capped grin. He sends for the Dread guard to escort me to the throne room. Wait! There is someone rapping on the door. They are here already! Time to meet fate."

MHOGLI THE BEASTMASTER

The tale of Mhogli the Beastbaster is a strange and disturbing one. As a young hunter, Mhogli went into the jungles of Khuresh to earn a reputation and gain honour and prestige in the courts of his homeland of Benghal.

He did not return for twelve years.

When Mhogli finally made his way back into the land, the people were shocked. Mhogli had been warped and scarred by the mysterious forces and creatures that lurked in Khuresh. His arm had been transformed into the claw of a tiger, and faint stripes now outlined one side of his body. Most remarkable of all these changes, however, was his new-found affinity for beast-taming. Seeing that the beasts of his stables loved Mhogli, the prince of Benghal decided to hire him as his beast-trainer and hunter.

Mhogli still lives to this day, training the beasts of the prince and venturing around the lands to slay the foul beasts that lurk there. Most recently, he has captured a monstrous tiger named Sher Khana, who was terrorizing the eastern villages and cities of Ind until Mhogli captured and trained it. In battle, Mhogli rides upon this titanic cat, and the combined force of hunter and beast is near-unstoppable.

	M	WS	BS	S	T	W	I	A	Ld
Mhogli	5	5	5	5	4	2	5	3	8
Sher Khana	8	5	0	6	5	4	5	4	7

Special Rules:

Lowborn Caste, Fear, Beast-master

Sher Khana: Sher Khana causes Fear. Whenever he charges, he causes Terror.

Beast's Bane (Magic Weapon)

This spear has been crafted out of the teeth of a vicious Khureshian cat-beast. Its barbed teeth can easily penetrate the skin of a man or a monster, and can do a great deal of damage when it is removed as it tears flesh from bone.

Spear. All attacks made by the spear are Armour Piercing. Each unsaved Wound is multiplied into D6 Wounds.



Helmet of the Dark Beast (Magic Armour)

This helmet has been created from the skull of one of the strange and evil beasts Mhogli has hunted throughout his lifetime. By wearing this helmet, his appearance becomes ever more terrifying as the taint of mutation and blood still lingers upon it.

Confers a 6+ armour save which can be combined with other armour saves. Any successful Leadership test against Panic, Fear or Terror caused by Mhogli must be re-rolled.

MALIK THE BLESSED



Malik was once a prince of a peaceful people who were besieged by violence on all sides. The prince decided to make himself and a small number of his people instruments of war so that the rest would not have to suffer through this conflict, but it was not enough.

Eventually, overwhelmed by their enemies and on the brink of destruction, the prince heard the voice of Shiva promising salvation in return for his soul. The king accepted the offer and became Blessed, gaining supernatural strength and duress. However, having defeated all of his enemies Malik could not return to his people as they feared what he had become. War was all his mind could think of now, but with what little semblance of humanity still remained in him, he left his Kingdom behind seeking a new path as a warrior slaying in the name of Shiva.

He can be often be seen on the battlefields, tearing at cutting at the foe with unbridled savagery. Despite his inhuman appearance, Malik's presence is often a reassuring one, for who needs to fear the foe when you have half-deity fighting at your side?

	M	WS	BS	S	T	W	I	A	Ld
Malik	4	6	5	5	5	2	6	3	8

Special Rules:

Warrior Caste, Fear, 5+ Ward save, Frenzy, Hatred

Force of Destruction: Whenever Malik charges into battle, he is like a scythe falling all before him. On any turn that he charges he causes a Strength 5 Impact hit on any enemy model in base contact.

Blade of the Slayer (Magic Weapon)

The Blade of the Slayer was taken from the enemy general slain by Malik when he first was Blessed. It reminds him of his glory, but also, the things he lost.

For every attack that hits in close combat, Malik may make an extra Attack. These attacks do not generate additional Attacks.

Shield Arm of Shiva (Magic Armour)

Half of Malik's chest and left arm is now completely transformed by the power of Shivam into something that resembles tentacles withered in smoke, with claws instead of fingers. Adorning this arm is an impenetrable shield that can withstand any blow.

Shield. The Shield Arm of Shiva gives Malik a 4+ chance to deflect any close combat or missile attack targeted towards him. This item cannot be destroyed or nullified by any means.

FARAH, DAUGHTER OF THE MAHARAJAH



Farah is the daughter of the Maharajah and princess of Chatisgara. As the only child of the Maharajah, Farah grew up in luxury, yet she was also trained with a bow, as well as being a confident athlete.

Not content with a life of solitude inside the palace walls however, Farah often snuck out in disguise and fought in her father's army. During one great battle against a neighbouring Kingdom, Farah was discovered as she rushed to her father's aid fighting against the opposing army's Maharajah. Pushing her father out of the way of an incoming Elephant charge, she then proceeded to defeat the enemy general in single combat by firing an arrow into his

eye while atop his mighty War Elephant, causing him to fall and be trampled by his own mount. Thus the enemy's moral broke and Farah won her father the battle.

Afterwards, her father saw the potential in her as a warrior and awarded her with the bow Gandvia and the jewel Kaustubha to protect her from harm. Since that day, Farah can be seen leading regiments of her own, fighting to expand her father's (and her future) kingdom.

	M	WS	BS	S	T	W	I	A	Ld
Farah	4	4	6	4	3	2	6	3	8

Special Rules:
Noble Caste, Sniper

Magic Items:

Gandvia (Magic Weapon)

Gandvia is an ornate bow made of solid (but strangely flexible) oak. The bow is decorated with hundreds of gold bosses, and has radiant ends. It is longer than most bows, and its drawstring is fashioned from the thread of Fate itself. Any arrow that it shoots instantly catches fire upon hitting its target.

Long bow. Gandvia enables Farah to fire as many shots each turn as she has Attacks on her profile. Each shot causes a Flaming Strength 5 hit. Roll a D6 for each initial unsaved Wound caused. On a 5+, the fire continues to burn and the target takes another D6 Flaming Strength 4 hits.

Kaustubha (Talisman)

Kaustubha is a divine jewel - the most valuable stone in the Kingdoms of Ind. It shines with a light so radiant, that anyone attempting to strike her will find themselves completely blinded.

Any Close Combat attack targeted against Farah will only ever hit her on the roll of a natural 6.



CHOOSING AN ARMY

This army list enables you to turn your miniatures collection into an army ready for tabletop battle. As described in the Warhammer rulebook, the army list is divided into four sections: Characters (including Lords and Heroes), Core Units, Special Units and Rare Units.

CHOOSING AN ARMY

Every miniature in the Warhammer range has a points cost that reflects how valuable it is on the battlefield. For example, a Nayar Warrior costs just 5 points, while a mighty Eldritch Guru costs 185 points!

Both players choose armies to the same agreed points total. You can spend less and will probably find it impossible to use up every last point. Most '2000 point' armies, for example, will be something like 1,998 or 1,999 points.

To form your miniatures into an army, look up the relevant army list entry for the first troop type. This tells you the points cost to add to each unit of models to your army and any options or upgrades the unit may have. Then select your next unit, calculate its point and so on until you reach the agreed points total. In addition to the points, there are a few other rules that govern which units you can include in your army, as detailed under Characters and Troops.

ARMY LIST ENTRIES

Each unit is represented by an entry in the army list. The unit's name is given and any limitations that apply are explained.

Profiles: The characteristic profiles for the troops in each unit are given in the unit entry. Where several profiles are required, these are also given even if, as in many cases, they are optional.

Unit Sizes: Each entry specifies the minimum size for each unit. In some cases, units may also have a maximum size.

Equipment: Each entry lists the standard weapons and armour for that unit type. The value of these items is included in the points value.

Options: Each entry lists any available upgrades to the unit, together with their points cost.

Special Rules: Many troops have special rules which are described in this section.

With the points total agreed, players need to pick their forces using the army list in the relevant Warhammer Armies hook, and the system presented here.

THE GENERAL

An army must always include at least one Lord or Hero to be its General.

Every army must have a General to lead it into battle. The General represents you — he issues the orders that lead to the moves, shots, spells and attacks that your troops make.

MINIMUM THREE UNITS

An army must always include at least three units in addition to any Lords and Heroes.

An army just isn't an army unless it has plenty of warriors in its ranks.

UNIT CATEGORIES

Each army list divides the forces available into several categories. In a standard game, players are limited as to how many of their points can be spent from any particular category.

LORDS

You can spend up to 25% of your points on Lords. Lords are the most powerful characters in your army, individuals possessed of fearsome martial or magical might.

HEROES

You can spend up to 25% of your points on Heroes. Heroes are lesser characters, not as intrinsically deadly as Lords, but still worth a score of ordinary warriors.

WIZARDS AND SPELL LORES

Some Lords and Heroes are Wizards, and have access to one or more spell lores. Although you won't generate the spells that your Wizards know until you start to play your game you do need to make a note in your army roster of which spell lore each of your Wizards will use. If you have a Wizard that is allowed to choose specific spells, you must select which spells they are at the time you pick your army.

CORE UNITS

You must spend a minimum of 25% of your points on Core units.

Core units are the heart of your army, the iconic troops who make up the bulk of every warband and warhost. Unlike other types of unit, there is no maximum to the proportion of your points that you can spend on Core units.

Some Core units do not count towards the minimum points you must spend on Core units (sometimes written as 'do not count towards the minimum number of Core units you must include' or variations thereof) or indeed the minimum number of units you must include in your army. In fact, such units don't count towards any category, just the points value of the army.

SPECIAL UNITS

You can spend up to 50% of your points on Special units.

Special units are invariably elite troops, capable of anchoring a battleline of lesser warriors, or performing great deeds in their own right.

RARE UNITS

You can spend up to 25% of your points on Rare units.

Rare units are the most unusual warriors in your army, mighty monsters, weird war machines and elite soldiers of unsurpassed skill. Rare units are often fantastically powerful, but often require a canny general to get the most from them.

DUPLICATE CHOICES

An army cannot contain more than 3 Special choices of the same type and 2 Rare choices of the same type.

To further represent the scarce nature of Special and Rare choices there is a limit on how many duplicates of each troop type you can include in your army.

This limit applies only to duplicate Special or Rare unit choices of the same type, not to the total number of Special and Rare units overall.

Note that this limit applies to the basic troop type and isn't dependent on the size of the unit or optional war gear.

Two Units For One Choice

Some units are listed as taking up a single choice. As implied, this means that these two units count only as one choice.

GRAND ARMY

In a grand army, you can include up to 6 duplicate Special choices and 4 duplicate Rare choices.

If choosing an army of 3,000 points or more, it is considered to be a 'grand' army, with enough patronage, cash or muscle to get a larger supply of scarce units: up to 6 duplicate Special choices, and up to 4 duplicate Rare choices.

ARMY SELECTION SUMMARY TABLE

You must always include at least three non-character units, plus one Lord or Hero to be your General.

	Points Limit	Duplicate Choices
Lords	Up to 25%	No limit
Heroes	Up to 25%	No limit
Core	25% or more	No limit
Special	Up to 50%	Up to 3
Rare	Up to 25%	Up to 2



LORDS

Akhbar the Great

Points/model: 325

	M	WS	BS	S	T	W	I	A	Ld
Akhbar	4	6	5	4	4	3	5	4	10

You may only include one Akhbar the Great in your army.

Equipment:

- The Kaumodaki
- Armour of Delehi
- Shield

Mount:

- Barded Warhorse

Special Rules:

- Noble Caste
- Unswerving Loyalty
- Ultimate Majesty

Maharajah

Points/model: 110

	M	WS	BS	S	T	W	I	A	Ld
Maharajah	4	5	4	4	4	3	5	3	9

Equipment:

- Hand weapon

Special Rules:

- Noble Caste
- Unswerving Loyalty

Options:

Close Combat Weapon (once choice only):

Spear	3pts
Morning star	3pts
Halberd	6pts
Great weapon	6pts
Additional hand weapon	6pts

Armour:

Light armour	3pts
Heavy armour	6pts
Shield	3pts

Ranged Weapon (once choice only):

Javelin	4pts
Long bow	8pts
Handgun	8pts

Mount (once choice only):

Warhorse*	15pts
*Barding	6pts
Throne	40pts
Royal Chariot	70pts
Royal Elephant	170pts

Magic Items:

Up to a total of	100pts
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Eldritch Guru

Points/model: 185

	M	WS	BS	S	T	W	I	A	Ld
Eldritch Guru	4	2	2	3	4	3	3	1	8

Magic:

- An Eldritch Guru is a Level 3 Wizard and knows spells from the following Lores: Fire, Heavens, Light, Beasts, Life, and Shadow.

Equipment:

- Hand weapon

Special Rules:

- Noble Caste
- Spiritual Leader

Options:

Magic:

Upgrade to level 4 Wizard	35pts
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Magic Items:

Up to a total of	100pts
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LORDS

Brahman

Points/model: 475

	M	WS	BS	S	T	W	I	A	Ld
Brahman	6	5	4	5	5	5	5	4	9

Magic:

- A Brahman is a Level 4 Wizard and knows spells from the Lore of Life.

Equipment:

- Hand weapon

Special Rules:

- Unbreakable
- Daemonic
- Terror
- Large Target
- Power of Creation

Options:

Magic Items:
Up to a total of

100pts



Vishnun

Points/model: 475

	M	WS	BS	S	T	W	I	A	Ld
Vishnun	6	6	5	6	6	6	6	5	9

Magic:

- A Vishnun is a Level 2 Wizard and knows spells from the Lore of Light.

Equipment:

- Hand weapon

Special Rules:

- Unbreakable
- Daemonic
- Terror
- Large Target
- Power of Preservation

Options:

Magic Items:
Up to a total of

100pts



LORDS

Ganeshan

Points/model: 475

	M	WS	BS	S	T	W	I	A	Ld
Ganeshan	6	5	3	6	6	6	5	6	9

Options:

Magic Items:
Up to a total of

100pts

Magic:

- A Ganeshan is a Level 2 Wizard and knows spells from the Lore of Heavens.

Equipment:

- Hand weapon

Special Rules:

- Unbreakable
- Daemonic
- Terror
- Large Target
- Power of Fortune



Shivite

Points/model: 475

	M	WS	BS	S	T	W	I	A	Ld
Shivite	6	7	5	6	5	5	7	7	9

Options:

Magic Items:
Up to a total of

100pts

Magic:

- A Shivite is a Level 2 Wizard and knows spells from the Lore of Death.

Equipment:

- Hand weapon

Special Rules:

- Unbreakable
- Daemonic
- Terror
- Large Target
- Power of Destruction



HEROES

Mhogli the Beastmaster

Points/model: 190

	M	WS	BS	S	T	W	I	A	Ld
Mhogli	5	5	5	4	4	2	5	3	8
Sher Khana	8	5	0	5	5	3	5	4	8

You may only include one Mhogli in your army.

Equipment:

- Hand Weapon
- Beast's Bane
- Helmet of the Dark Beast

Mount:

- Sher Khana

Special Rules:

- Lowborn
- Beastmaster



Malik the Blessed

Points/model: 265

	M	WS	BS	S	T	W	I	A	Ld
Malik	4	6	5	5	5	2	6	3	8

You may only include one Malik in your army.

Equipment:

- Hand Weapon
- Blade of the Slayer
- Shield Arm of Shiva

Special Rules:

- Warrior Caste
- Fear
- Daemonic
- Frenzy
- Hatred
- Force of Destruction



Farah, Daughter of the Maharajah

Points/model: 175

	M	WS	BS	S	T	W	I	A	Ld
Farah	4	4	6	4	3	2	6	3	8

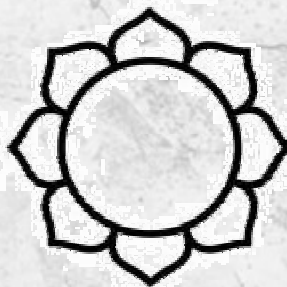
You may only include one Farah in your army.

Equipment:

- Hand Weapon
- Gandvia
- Kaustubha
- Light armour

Special Rules:

- Noble Caste
- Sniper



HEROES

Rajah

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Rajah	4	4	4	4	4	2	4	2	8

Equipment:

- Hand weapon

Special Rules:

- Noble Caste
- Unswerving Loyalty

Options:

Close Combat Weapon (once choice only):

Spear	2pts
Morning star	2pts
Halberd	4pts
Great weapon	4pts
Additional hand weapon	4pts

Armour:

Light armour	2pts
Heavy armour	4pts
Shield	2pts

Ranged Weapon (once choice only):

Javelin	4pts
Long bow	8pts
Handgun	8pts

Mount (once choice only):

Warhorse*	10pts
*Barding	4pts
Throne	40pts
Royal Chariot	70pts
Royal Elephant	170pts

Magic Items:

Up to a total of **50pts**

Army Battle Standard

One Rajah in the army may carry the Battle Standard for +25 points. The Rajah carrying the Battle Standard can have a magic banner (no points limit) but if he carries a magic banner he cannot carry any other magic items.



Guru

Points/model: 75

	M	WS	BS	S	T	W	I	A	Ld
Guru	4	2	2	3	3	2	3	1	7

Magic:

- A Guru is a Level 1 Wizard and knows spells from the following Lores: Fire, Heavens, Light, Beasts, Life and Shadows.

Equipment:

- Hand weapon

Special Rules:

- Noble Caste
- Spiritual Leader

Options:

Magic:

Upgrade to level 2 Wizard **35pts**

Magic Items:

Up to a total of **50pts**

HEROES

Beastmaster

Points/model: 45

	M	WS	BS	S	T	W	I	A	Ld
Beastmaster	5	4	4	4	4	2	4	2	8
Tiger	8	5	4	5	4	2	4	2	6
Panther	9	4	4	4	4	2	5	3	6

Equipment:

- Hand weapon

Special Rules:

- Lowborn Caste
- Beastmaster
- Attack, my Pets!

Options:

Close Combat Weapon (once choice only):

Spear	2pts
Additional hand weapon	4pts

Armour:

Light armour	2pts
Shield	2pts

Ranged Weapon (once choice only):

Javelin	4pts
Long bow	8pts

1-5 Animals:

Panther	21pts
Tiger	21pts

Magic Items:

Up to a total of	25pts
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Character Mounts

	M	WS	BS	S	T	W	I	A	Ld
Warhorse	8	3	0	3	3	1	3	1	5
Thronebearers	4	4	3	4	-	-	4	4	-
Royal Elephant	6	4	0	6	6	5	3	4	6

Special Rules

Royal Elephant; Terror, Large Target, Armoured Beast, Impact Hits, Howdah, Stampede



CORE

Nayar Warriors

Points/model: 5

	M	WS	BS	S	T	W	I	A	Ld
Warrior	4	3	3	3	3	1	3	1	7
Naik	4	3	3	3	3	1	3	2	7

Unit Size:
10+

- Equipment:**
- Hand weapon
 - Light armour
 - Shield

- Special Rules:**
- Soldier Caste

Options:

Command:

- Upgrade one Nayar Warrior to a Naik **10pts**
- Upgrade one Nayar Warrior to a Musician **5pts**
- Upgrade one Nayar Warrior to a Standard Bearer **10pts**

Weapons:

- Exchange shield for great weapon **1pt/model**



Mahratta Archers

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Archer	4	3	3	3	3	1	3	1	7
Havildar	4	3	4	3	3	1	3	1	7

Unit Size:
10+

- Equipment:**
- Hand weapon
 - Long bow

- Special Rules:**
- Soldier Caste

Options:

Command:

- Upgrade one Archer to a Havildar **5pts**
- Upgrade one Archer to a Musician **5pts**
- Upgrade one Archer to a Standard Bearer **10pts**



Fel Guard

Points/model: 10

	M	WS	BS	S	T	W	I	A	Ld
Fel Guard	4	4	3	4	3	1	4	1	8
Warden	4	4	3	4	3	1	4	2	8

You may field one unit of Fel Guard for every Maharajah or Rajah in your army.

Unit Size:
10+

- Equipment:**
- Hand weapon
 - Halberd
 - Light armour

- Special Rules:**
- Noble Caste
 - Stubborn

Options:

Command:

- Upgrade one Fel Guard to a Warden **12pts**
- Upgrade one Fel Guard to a Musician **6pts**
- Upgrade one Fel Guard to a Standard Bearer **12pts**

CORE

Avar Horsemen

Points/model: 15

	M	WS	BS	S	T	W	I	A	Ld
Avar Horseman	4	4	3	3	3	1	3	1	8
Sowar	4	4	3	3	3	1	3	2	8
Warhorse	8	3	0	3	3	1	3	1	5

Unit Size:
5+

Equipment:

- Hand weapon

Special Rules:

- Noble Caste

Mount:

- Warhorse

• Spear
• Light armour
• Shield

Options:

Command:

Upgrade one Avar Horseman to a Sowar **12pts**
 Upgrade one Avar Horseman to a Musician **6pts**
 Upgrade one Avar Horseman to a Standard Bearer **12pts**

Weapons:

Bow **3pts/model**
 Javelin **2pts/model**

Armour:

Barding **2pts/model**



Peasant Levy

Points/model: 2

	M	WS	BS	S	T	W	I	A	Ld
Peasant	4	2	2	3	3	1	3	1	5
Sepoy	4	2	2	3	3	1	3	2	5

Unit Size:
20+

Equipment:

- Hand weapon

Special Rules:

- Lowborn Caste

Options:

Command:

Upgrade one Peasant to a Sepoy **6pts**
 Upgrade one Peasant to a Musician **3pts**

Weapons:

Spear **½pt/model**
 Sling **1pt/model**
 Javelin **1pt/model**



Tiger Cultists

Points/model: 6

	M	WS	BS	S	T	W	I	A	Ld
Tiger Cultist	4	3	3	3	3	1	3	1	7
Zealot	4	3	3	3	3	1	3	2	7

Unit Size:
10+

Equipment:

- Two hand weapons

Special Rules:

- Lowborn Caste
- Frenzy

Options:

Command:

Upgrade one Tiger Cultist to a Zealot **10pts**

Weapons:

Chakram **2pts/model**

SPECIAL

Royal Chariots

Points/model: 75

	M	WS	BS	S	T	W	I	A	Ld
Royal Chariot	-	-	-	5	4	4	-	-	-
Charioteer	-	4	3	3	-	-	3	1	8
Warhorse	8	3	0	3	-	-	3	1	-

Crew: 3 Charioteers
Drawn by: 2 Warhorses
Armour Save: 5+

Unit Size: 1-3
Equipment:
 • Hand weapon
 • Spear
 • Bow
Special Rules:
 • Noble Caste
 • Chariot



War Elephants

Points/model: 90

	M	WS	BS	S	T	W	I	A	Ld
War Elephant	6	3	0	5	5	4	3	3	5
Mahout	4	4	3	3	3	1	3	1	8

Unit Size: 2-12; Each War Elephant is ridden by 1 Mahout
Equipment:
 • Hand weapon
 • Spear
 • Javelin
Special Rules:
 • Soldier Caste
 • Fear
 • Impact Hits
 • Stampede



Hanumen

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Hanuman	6	4	4	3	3	1	5	1	7
Chief	6	4	4	3	3	1	5	2	7

Options:
Command: Upgrade one Hanuman to a Chief **10pts**
Weapons: Additional hand weapon **1pt/model**
 Exchange blowpipe for Chakram **free**

Unit Size: 5-20
Equipment:
 • Hand weapons
 • Blowpipe
 • Light armour
Special Rules:
 • Skirmish
 • Scouts
 • Poisoned Attacks
 • Climbers

SPECIAL

Rakshasha

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Rakshasa	6	4	0	4	4	1	5	2	7
Tigerclaw	6	4	0	4	4	1	5	3	7

Options:

Command:

Upgrade one Rakshasa to a Tigerclaw

12pts

Unit Size:
5-20

Equipment:
• Hand
 weapon

Special Rules:

- Fear
- Skirmishers
- Ambushers



Kalites

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Kalite	4	4	3	3	3	1	4	3	7
Dark Eye	4	4	3	3	3	1	4	4	7

Options:

Command:

Upgrade one Kalite to a Dark Eye

12pts

Unit Size:
5-30

Equipment:
• Two hand
 weapons

Special Rules:

- Unbreakable
- Daemonic
- Fear



Dvarapala

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Dvarapala	4	4	0	4	5	1	2	1	7
Guardian	4	4	0	4	5	1	2	2	7

Options:

Command:

Upgrade one Dvarapala to a Guardian

12pts

Unit Size:
5-30

Equipment:
• Hand weapon
• Heavy armour
• Shield

Special Rules:

- Unbreakable
- Daemonic
- Fear



Garuda

Points/model: 14

	M	WS	BS	S	T	W	I	A	Ld
Garuda	4	4	0	4	3	1	5	1	7
Blood Beak	4	4	0	4	3	1	5	1	7

Options:

Command:

Upgrade one Garuda to a Blood Beak

12pts

Unit Size:
5-20

Equipment:
• Hand
 weapon
• Shield

Special Rules:

- Unbreakable
- Daemonic
- Fear
- Fly

RARE

Naga

Points/model: 55

	M	WS	BS	S	T	W	I	A	Ld
Naga	7	5	4	4	4	3	5	3	8
Venomtail	7	5	4	4	4	3	5	4	8

Unit Size:
3-15

Equipment:
• Two hand
weapons

Special Rules:
• Unbreakable
• Daemonic
• Fear
• Poisoned
Attacks

Options:

Command:

Upgrade one Naga to a Venomtail

20pts

Weapons:

Snakeskin Bow

15pts



Royal Elephant

Points/model: 175

	M	WS	BS	S	T	W	I	A	Ld
Royal Elephant	6	4	0	6	6	5	3	4	6
Mahout	4	4	3	3	3	1	3	1	8

Unit Size:
1 Royal Elephant and
5 Crew.

Equipment:
• Hand weapon
• Spear
• Javelin
• Bow

Special Rules:

- Noble Caste
- Terror
- Large Target
- Armoured Beast
- Impact Hits
- Howdah
- Stampede



Basilisk

Points/model: 250

	M	WS	BS	S	T	W	I	A	Ld
Basilisk	7	4	3	5	5	5	3	5	7
Beastmaster	5	4	3	4	3	1	4	1	8

Unit Size:
1 Basilisk and 2
Beastmasters

Equipment:
• Basilisk: Fangs
• Beastmasters:
Two hand
weapons

Special Rules:

- Terror
- Large Target
- Scaly Skin (3+)
- Poisoned Attacks
- Regeneration
- Monsters &
Handlers
- Petrifying Gaze

TREASURED RELICS OF IND

In this section is a list of the 'Kingdoms of Ind only' magic items. These items can only be used by models from this book. Magic items must be selected within the points limitations set by the army list section. Note that the rules for magic items presented in the Warhammer rulebook also apply to the 'Kingdoms of Ind only' magic items.

MAGIC WEAPONS

Sudarshana Chakra 75 pts

Sudarshana Chakra is a spinning, disk-like super weapon with 108 serrated edges used by Lord Vishnu. According to the Puranas, Sudarshana Chakra is used for the ultimate destruction of an enemy.

Sudarshana Chakra may be thrown in the Shooting Phase. It has a range of 18". Target 1 enemy model within line of sight and roll to Hit as normal. If the attack hits, place the 3" template over that model. Roll a D6 and the Scatter dice to determine in which direction Sudarshana Chakra moves. Any model passed over by the template takes an Armour piercing Strength 5 hit.

The Vajra 70 pts

The Vajra is one of the most powerful weapons in Ind, said to have belonged to the king of the gods, Indra. This weapon was made from the bones of sage Dadhichi after he died to defeat the Daemon Vritra. The Vajra has the power to summon bolts of lightning at will, which can then be thrown to devastating effect.

The Vajra can be used in the Shooting Phase. Roll a D6. This is the number of lightning bolts that may be thrown this phase. The lightning bolts have a range of 24" and causes a Strength 6 hit. Roll to Hit as normal.

The Brahmastra 65 pts

It is said that when the Brahmastra is discharged, there is neither a counter attack nor a defence that may stop it. However, it is also lethal to whomever wields it. The land where the weapon is used becomes barren for eons and all life in and around that area ceases to exist.

The Brahmastra may be used in the Close Combat phase. When it is used, place the large template over the model carrying it. Any model touched by the template (including the wielder of the Brahmastra) takes a Strength 10 hit that causes D6 Wounds.

Tiger's claw 65 pts

One of the many weapons devised during the early wars against the Asuras, the Tiger's claw was one of the most vicious and deadly on the battlefield. The weapon itself is quite simple: a wooden stick

with three large, curving blades protruding forth. Holding the stick in the fist with the blades emerging between the fingers, the weapon resembles the razor-sharp claws of a tiger.

The Tiger's Claw gives the wearer +2 Attacks, +1 Strength and Armour Piercing attacks.

The Decapitators 50 pts

These ancient gurrak blades have shed the blood of countless warriors and thirst for more. It multiplies its bearer's hatred of the foe tenfold and drives him into an unstoppable frenzy.

Paired hand weapons. The wielder is subject to Frenzy and Hatred. For every successful hit, roll two dice and discard the lowest when rolling to wound. May not be taken by a Deity.

Trishula 45 pts

This vicious trident was wielded by the destruction god Shiva, and is a potent weapon in the hands of one of his worshippers. It is able to slice hearts from bodies and heads from necks with only a single casual sweep.

Trishula may be used both as a weapon in Close Combat, and be thrown like a javelin in the Shooting phase. The wielder of gains the Heroic Killing Blow rule.

Bangel Staff 40 pts

The staves of Bangel are made of oak heartwood, soaked in tiger blood, and then tipped in razor-sharp tiger claws. The fury of a full-grown tiger is encased in this staff, waiting to be released.

Halberd. For every initial Wound caused by the Bangel Staff, the wielder gains +1 Attack for the duration of that Close Combat phase.

The Monsoon Blade 25 pts

This strange weapon was given to the lords of Ind by the water god Viruna. It is able to assume any shape, just like the element Viruna represents and, like his element, it is able to crash upon any foe it meets with the force of a tidal wave.

Close combat attacks from this weapon confer a -1 to armour saves modifier. In addition, the magical properties of this blade modify ward saves as well as armour saves – use the same modifiers for determining ward saves as you would for determining armour saves.

MAGIC ARMOUR

The Kavacha 60 pts

The Kavacha was once the armour of Karna, but Indra, the king of the gods, tricked Karna to give it to him, so that Arjuna, Indra's son born as a human on earth could slay him in the Kurukshetra War. It is said that nothing can penetrate Kavacha, making the bearer all but untouchable.

The Kavacha gives the wearer a 3+ armour save that cannot be improved or modified by any means.

Gauntlet of Agni 50 pts

This gauntlet was given by the fire god Agni to the princes of Ind. It burns with an everlasting flame, scorching whomever it touches.

The Gauntlet of Agni confers a 6+ armour save. The bearer's attacks count as flaming. For every attack that hits the wearer in Close Combat, the enemy model who struck the blow suffers Flaming Strength 4 hit.

Retribution 50 pts

This magnificent armour is inscribed with the names of all those the wearer has killed in the name of the innocent some say that this armour makes the wearer truly a force to be reckoned with in single combat.

Heavy armour. When fighting in challenges the wearer of this armour gains +1 Strength, +1 Toughness and a 6+ Ward save.

Turban of Magnificence 30pts

This gilded turban is worn only by the greatest heroes and princes of Ind. It confers on him and his soldiers a sense of superiority and confidence, and its shining brilliance lifts their spirits high.

Maharajah or Rajah only. The Turban of Magnificence confers a 6+ armour save. The character's Unswerving Loyalty range is increased by 6".



TALISMANS

Ring of the Deathcheater 50 pts

This black obsidian ring was originally owned by Delehi, one of the first Princes of Ind, who constantly feared his death and desired immortality above all other things. Due to the power of this ring which he ordered his sorcerers to craft for him, he lived to the grand age of 192 before an assassin broke into his court and snatched the ring from his finger, killing him instantly.

This ring confers a 5+ ward save to the bearer. When the bearer is reduced to 1 wound, the ward save immediately increases to 3+.

Guardian Amulet 35 pts

This mysterious amulet was found in an ancient temple. It is a very powerful talisman that protects its wearer from harm. But its power isn't constant and will weaken from constant strain, often to the wearer's demise.

The Guardian Amulet confers a 3+ Ward Save. Roll separately for every wound suffered. For every successful save you make, the Ward Save will weaken, so after one save it would only be a 4+, after two saves a 5+ and so on. 6's always saves the wound.

Sigil of Vishun 50 pts

This sigil has the ten avatars of Vishun carved onto its shining silver surface. It projects a mystical aura of protection onto the bearer.

The bearer and his unit gains a 4+ ward save against all missile attacks.

Talisman of Holy Favour 25 pts

The gods of Ind are fickle, and will only reward those who have lived and served them well. This amulet emphasizes that by bestowing upon it's bearer an amount of resistance equal to his favour in the eyes of the gods.

This amulet confers Magic Resistance (D3). Roll at the beginning of each turn to determine the level of resistance the bearer receives.

Ivory Necklace 10 pts

Made of the finest quality ivory, these necklaces are made to give the owner an amazing amount of control over an elephant of any age, gender or size.

The bearer, when mounted on a Royal Elephant, allows the Elephant to re-roll all failed Leadership tests.

ARCANE ITEMS

Akistaw of Kerovah 70 pts

A simple-looking akistaw, or prayer mat, woven from the fabric of the gods themselves. It gives the one who pray upon it the power of a god.

Eldritch Guru only. The wearer gains a 5+ ward save and gets +3 to cast all spells but cannot move from where he starts the game.

Holy Censer 50 pts

Censers are an important part of the worship of the Indan gods – in the temples, they are used to spread the fragrant smell of incense throughout the whole room. In battle, they are filled with enchanted wood and magical lotus flowers, and they can be used to invoke the gods' deadliest powers...

Eldritch Guru or Guru only. When the bearer casts spells with Irresistible Force, he may ignore the roll on the miscast table on the D6 roll of 3+.

Prayer Beads 25 pts

These golden prayer beads can be used by the bearer to call upon the power of the gods to boost his magical abilities.

Eldritch Guru or Guru only. The model starts the game with 5 Prayer Beads. When attempting to cast a spell, a Guru may choose to use one to add +1 to the total casting value. Each Prayer Bead may only be used once, but several Prayer Beads may be used for a single spell.

Wand of Control 30 pts

Forged by a mighty sorcerer two thousand years ago, this golden wand allows it's bearer to avoid the potentially fatal consequences of meddling with the winds of magic.

When the bearer of this wand miscasts for the first time in the battle, he can choose what effect on the miscast table to apply, rather than rolling for it.

Staff of Knowledge 20 pts

This battered old staff may look useless, but in fact it provides its bearer with additional knowledge of the spells he is casting, and allows him to weave the winds of magic with great speed and incredible dexterity.

After the bearer has rolled for his spells, nominate one spell from that list. After casting that spell, roll a D6. On a 4+, he may attempt to cast it again as normal.

Sigil of Kali 10 pts

Kali is the bloodthirsty daughter of the destruction god Shiva. By calling upon her in the heat of battle she can provide the bearer of her mark with additional protection against the winds of magic, but only if they can quench her thirst for blood...

At the beginning of the enemy magic phase, before the enemy casts any spells, the bearer of the Sigil may sacrifice one of his own wounds to gain an additional dispel dice.



ENCHANTED ITEMS

Amrita 85 pts

The Amrita is the water of life, churned by Gods and daemons from a mighty sea of blood. Gulping down a cup of this golden, intoxicating liquid grants amazing protective and regenerative abilities upon its holder.

The bearer of the Amrita may drink from it up to 3 times during a Battle. Every time he drinks from it, he gains 1 Wound and the Regeneration special rule until the start of his next turn.

The Silver Hammer 30 pts

This hammer is a sacred tool of the Priesthood of Kerovah. It has even been known to revive a dead man.

One use only. When the bearer of the Hammer is slain, as long as there is a friendly model in base-to-base contact, the bearer may use the Silver Hammer. He is revived with one wound left.

Mask of Ganesha 30 pts

This elephant-shaped mask bestows the power of Ganesha, god of luck and riches, onto the bearer. It gives its wearer unbelievable luck as attacks and effects that would usually harm them are dissipated, stop in mid-air or turn into small elephant-shaped coins, and failed attacks somehow swing back up and hit their mark.

The Mask of Ganesha provides D3 re-rolls to the bearer which no other character may use. These re-rolls may be used for any roll, at any time during the battle. May not be taken be a Deity.

Tiger-Claw Pendant 25pts

This claw was taken from the paw of a ferocious tiger that stalked the jungles many years ago. It confers upon it's bearer a portion of its legendary fury.

Beastmaster only. The bearer of this item gains +1 Strength and becomes Frenzied.

MAGIC STANDARDS

Holy Standard of Ind 100 pts

This standard was woven with strings blessed by every one of Ind's vast collection of gods (a process which took several days) and washed in the sacred waters of the River Gangis. Its glittering patterns and shining brilliance dazzle the foe and inspire the warriors carrying it to amazing deeds of bravery.

All models in the unit carrying this banner are Stubborn and gains a 5+ Ward save.

Standard of the Tenth Avatar 35 pts

This standard is inscribed with images of Kalkir, the tenth and final avatar of Vishun, the one who shall drive all impurity from the world and shall destroy all evil. The images on this standard depict the fiery fate of the world, and of the forces of darkness.

The unit carrying this standard causes Fear. All enemy units in base contact suffer -1 to their Leadership.

Standard of Champions 30 pts

Carried only the bravest soldiers in a ruler's servitude, each man fighting under this banner would take upon themselves the role of dying for their lord in a challenge against any foe.

Unit with the Noble Caste only. Any model within unit may declare and accept challenges as if they were Champions.

The Vortex Standard 30 pts

This mysterious standard was found in the darkest regions of the forests. On its pitch-black surface is a large, swirling vortex of stars and suns, and anyone who looks into the depths of this banner finds themselves mesmerized by the eternally swirling patterns.

This standard can be used at the beginning of any enemy turn. Choose any unit within 12" of the standard that can draw a line of sight to the standard or the unit it is with. That unit must take a Stupidity test with a -1 modifier to their leadership. If passed, the unit acts as normal.

Banner of the Forests 25 pts

This banner of sacred palm fronds and enchanted jungle leaves confers upon its carrier the ability to communicate with the trees and forests, so they can show safe paths through their glades and can be commanded to rip foes apart with branches, roots and twigs.

The unit carrying this standard have the Forest Striders special rule.

Totem of Brahma 20 pts

Atop this gilded totem is a large carving of the head of the god Brahma. His four heads see in all directions, and everything that this totem sees is shown to the warriors fighting under this idol in Brahma's name.

Enemies does not receive any combat resolution bonuses for attacking the flanks or rear of the unit carrying this totem.



REFERENCE

LORDS	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Akhbar the Great	4	6	5	4	4	3	5	4	10	Ca	25x50mm	
Maharajah	4	5	4	4	4	3	5	3	9	I	20x20mm	
Eldritch Guru	4	2	2	3	4	3	3	1	8	I	20x20mm	
Brahman	6	5	5	5	5	5	5	4	9	Mo	50x50mm	
Vishnun	6	6	6	6	6	6	6	5	9	Mo	50x50mm	
Ganeshan	6	5	4	6	6	6	5	6	9	Mo	50x50mm	
Shivite	6	7	6	6	5	5	7	7	9	Mo	50x50mm	
HEROES	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Mhogli	5	5	5	4	4	2	5	3	8	MC	50x50mm	
Sher Khana	8	5	0	5	5	3	5	4	8	MB	50x50mm	
Malik the Blessed	4	6	5	5	5	2	6	3	8	I	20x20mm	
Farah	4	4	6	4	3	2	6	3	8	I	20x20mm	
Rajah	4	4	4	4	4	2	4	2	8	I	20x20mm	
Guru	4	2	2	3	3	2	3	1	7	I	20x20mm	
Beastmaster	5	4	4	4	4	2	4	2	8	I	20x20mm	
<i>Tiger</i>	8	5	4	5	4	2	4	2	6	WB	25x50mm	
<i>Panther</i>	9	4	4	4	4	2	5	3	6	WB	25x50mm	
CORE	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Nayar Warrior	4	3	3	3	3	1	3	1	7	I	20x20mm	
<i>Naik</i>	4	3	3	3	3	1	3	2	7	I	20x20mm	
Mahratta Archer	4	3	3	3	3	1	3	1	7	I	20x20mm	
<i>Havildar</i>	4	3	4	3	3	1	3	1	7	I	20x20mm	
Fel Guard	4	4	3	4	3	1	4	1	8	I	20x20mm	
<i>Warden</i>	4	4	3	4	3	1	4	2	8	I	20x20mm	
Avar Horseman	4	4	3	3	3	1	3	1	8	Ca	25x50mm	
<i>Sowar</i>	4	4	3	3	3	1	3	2	8	Ca	25x50mm	
Peasant	4	2	2	3	3	1	3	1	5	I	20x20mm	
<i>Sepoy</i>	4	2	2	3	3	1	3	2	5	I	20x20mm	
Tiger Cultist	4	3	3	3	3	1	3	1	7	I	20x20mm	
<i>Zealot</i>	4	3	3	3	3	1	3	2	7	I	20x20mm	
SPECIAL	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Royal Chariot	-	-	-	5	4	4	-	-	-	Ch	50x100mm	
<i>Charioteer</i>	-	4	3	3	-	-	3	1	8	-	-	
<i>Warhorse</i>	8	3	0	3	-	-	3	1	-	-	-	
War Elephant	6	3	0	5	5	4	3	3	5	MC	50x100mm	
<i>Mahout</i>	4	4	3	3	3	1	3	1	8	-	-	
Hanuman	6	4	4	3	3	1	5	1	7	I	20x20mm	
<i>Chief</i>	6	4	4	3	3	1	5	2	7	I	20x20mm	
Rakshasa	6	4	0	4	4	1	5	2	7	I	25x25mm	
<i>Tigerclaw</i>	6	4	0	4	4	1	5	3	7	I	25x25mm	
Kalite	4	4	3	3	3	1	4	3	7	I	25x25mm	
<i>Dark Eye</i>	4	4	3	3	3	1	4	4	7	I	25x25mm	
Dvarapala	4	4	0	4	5	1	2	1	7	I	25x25mm	
<i>Guardian</i>	4	4	0	4	5	1	2	2	7	I	25x25mm	
Garuda	4	4	0	4	3	1	5	1	7	I	25x25mm	
<i>Blood Beak</i>	4	4	0	4	3	1	5	1	7	I	25x25mm	
RARE	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Naga	7	5	4	4	4	3	5	3	8	MI	40x40mm	
<i>Venomtail</i>	7	5	4	4	4	3	5	4	8	MI	40x40mm	
Royal Elephant	6	4	0	6	6	5	3	4	6	Mo	50x100mm	
<i>Mahout</i>	4	4	3	3	3	1	3	1	8	-	-	
Basilisk	7	4	3	5	5	5	3	5	7	Mo	50x100mm	
<i>Beastmaster</i>	5	4	3	4	3	1	4	1	8	I	20x20mm	
MOUNTS	M	WS	BS	S	T	W	I	A	Ld	Type	Base Size	Page
Warhorse	8	3	0	3	3	1	3	1	5	WB	25x50mm	
Thronebearers	4	4	3	4	-	-	4	4	-	I	40x40mm	
Royal Elephant	6	4	0	6	6	5	3	4	6	Mo	50x100mm	