

Mahajanapadas States Indian

600 BC - 345 BC

Commanders

Leadership 7
Leadership 6

20 Points
10 Points

Restrictions

Min 50% Infantry
Max 20% Cavalry
Max 30% Chariots
Max 10% Elephants
Max 25% Skirmishers

Keywords

Anga - Assaka - Chedi - Gandhara - Kamboja - Kashi - Kosala - Kuru- Malla - Matsya - Panchala - Surasena - Vajji - Vatsa

Units

Indian Medium Infantry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		6	6	3	-	5+	6		23
Double-Handed Swords		6	6	3/0	-	5+	6		23
Bows		5	5	3	3	5+	6		24

Add 'Levy' @ -3 Points per Unit

Indian Skirmishers

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		3	2	2	-	0	4		11
Slings		2	2	2	2	0	4		12
Bows		2	2	2	2	0	4		12

Indian Medium Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Spears		8	5	3	-	5+	6		27

0-2 per Army

Indian Light Cavalry

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		7	5	3	-	6+	6		25

Add 'Levy' @ -3 Points per Unit

Indian Light Chariots

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins		6	6	3	-	4+	6		27
Bows		6	6	3	3	4+	6		30

Elephants

Weapons	Notes	Clash	Sustained	Short	Long	Morale	Stamina	Special	Points
Javelins and Bows		4	3	1	1	4+	6	Elephant	23