



# INDO-PAKISTAN WAR, INDIAN

## > 1965-71

Tactical  
Doctrine

NORMAL

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
<b>Command</b>									
CO (CV9)	90	CMD:CO	60	3/30	3/30	6	6	1	-
HQ (CV8)	45	CMD:HQ	40	2/30	2/30	4	6	-/3	-
FAO (CV7)	30	CMD:FO	30	-	-	4	6	-/- [1]	-
FAC (CV7)	30	CMD:FO	30	-	-	4	6	-/- [1]	-
<b>Recce</b>									
Scouts	55	INF:LI	10	2/30	-	6	-	-/1	-
4x4s	50	VEH	20	2/50	-	3	-	-/1	-
Ferret I	45	AC	20	1/50	-	3	6	-/1	Exposed
PT-76	75	AFV	15	3/75	3/50 H	3	6	-/1	R/A
<b>Infantry</b>									
Territorials	20	INF:LI	10	2/30	-	6	-	-/-	Conscript
Regulars	30	INF:LI	10	3/30	-	6	-	3/-	-
Sikhs & Rajput	40	INF:LI	10	3/30	-	6	-	-/3	Tough
Gurkha	45	INF:LI	10	4/30	-	6	-	-/3	Elite, Fierce
Mukti Bahini Guerillas	30	INF:LI	10	2/30	-	6	-	-/-	1971 Only in Bangladesh See <a href="#">Special Rules</a> below
<b>Infantry Upgrades</b>									
M20 Bazooka	15	Upgrade	-	3/20	3/20 H	-	-	-/-	-
<b>Support</b>									
HMG	50	INF:SI	10	4/60	-	5	-	-/3	-
RR, 57mm	40	INF:AT	10	3/30	3/30 H	5	-	-/3	-
RR, 57mm, 4x4s	50	SPAT	20	3/30	3/30 H	3	-	-/3	-
RR, 105mm	60	INF:AT	-	6/70	6/70 H	4	-	-/3	1970+
RR, 105mm, 4x4s	75	SPAT	20	6/70	6/70 H	3	-	-/3	1970+
Mortar, 81mm	40	INF:MO	10	3/120	3/120 *	5	-	-/3	-
Mortar, 120mm	70	ART:MO	-	4/200	1/200	4	-	-/1	Slow Moving
<b>Engineers</b>									
Combat Engineers	60	INF:ENG	10	4/30 *	-	6	-	-/3	Mineclearer A, Flamethrower
<b>Armour</b>									
M5 Stuart	30	AFV	25	1/60	2/40	3	6	-/9	-
AMX-13	45	AFV	30	3/100	3/90	3	6	-/9	R
PT-76	55	AFV	15	3/75	3/50 H	3	6	-/9	R/A
M4A3 Sherman	60	AFV	20	4/80	3/80	4	5	-/9	-
Centurion Mk 7, 20pdr	150	AFV	20	4/100	4/100	6	4	-/9	IR
T-54	85	AFV	25	3/80	4/60	4	4	-/9	R
T-55A	95	AFV	25	4/80	4/70	4	4	-/9	1967+ R/IR
<b>Anti-Tank [Dedicated]</b>									
OQF 17pdr	60	ATG	-	2/100	3/90	4	-	-/3	Towed
<b>Artillery [On-Table]</b>									
Mortars, 120mm	35	ART:MO	-	4/100	1/200	3	-	-/- [3]	Slow Moving <b>Munitions:</b> HE, SMOKE
75mm Mountain Howitzer	35	ART:IG	-	3/80	2/80 H	4	-	-/3	Backstop <b>Munitions:</b> HE, SMOKE Transported by Mules or towed by 4x4
Gun, 105mm, OTO Melara	55	ART:IG	-	3/80	3/80 H	3	-	-/3	1971+ Backstop <b>Munitions:</b> HE, SMOKE Manhandled or Transported by Mules or towed by 4x4

Description	Pts	Type	Mv	AP	AT	Hits	Save	Limit	Notes / Abilities
25pdr	40	ART	-	2/100	2/100 H	4	-	-/- [6]	Backstop, Towed <b>Munitions:</b> HE, SMOKE
105mm	45	ART	-	3/100	3/100 H	3	-	-/- [6]	Towed <b>Munitions:</b> HE, SMOKE
155mm	60	ART	-	4/100	4/100 H	2	-	-/- [3]	Towed <b>Munitions:</b> HE, SMOKE
<b>Air Defence [Dedicated]</b>									
AA, HMG	10	AAG	10	1/30	1/30	5	-	-/1	-
AA, 40mm	10	AAG	-	1/50	1/30	4	-	-/1	Towed
QF 3.7-inch AA gun, Mk VI	90	AAG	-	6/100	6/100	3	-	-/- [1]	Classified as AP: 6/100 H against ground targets
AA, ZSU-23-4	70	SP:AA	25	4/40	4/40	3	6	-/1	<b>IR</b>
SAM, SA-6	105	SP:SAM	20	4/200	4/200	3	6	-/1	<b>1970+ IR</b>
SAM, SA-8/9	120	SP:SAM	25	5/200	5/200	3	6	-/1	<b>1970+ IR</b>
<b>Transport &amp; Vehicles</b>									
Mules	5	TRAN	10	-	-	3	-	-/-	Slow Moving <b>Transport (1)</b> - Mountain Gun only <i>Terrain restrictions as infantry</i>
4x4s	10	VEH	30	-	-	3	-	-/-	<b>Transport (1)</b> - INF: only
Truck	10	VEH	20	-	-	3	-	-/-	<b>Transport (2)</b>
Bren / Indian Carrier	15	AFV	20	1/30	-	3	6	-/3	<b>-1970</b> Exposed <i>Prime Mover</i> only
BTR-152	20	APC	20	1/50	-	3	6	-/3	<b>1970+</b> Exposed, <b>Transport (2)</b>
BTR-50	25	APC	20	1/50	-	3	6	-/3	<b>1970+ A Transport (2)</b>
BTR-60	35	APC	25	2/50	-	3	6	-/3	<b>1970+ A Transport (2)</b>
<b>Air Support [Off-Table]</b>									
DH.100 Vampire	35	AIR:GA	-	2	2	3	5	-/- [1]	<b>-1965</b>
Hunter FGA9	105	AIR:GA	-	5	3	3	4	-/- [2]	-
Folland Gnat	65	AIR:GA	-	3	3	3	4	-/- [2]	-
Ouragan	65	AIR:GA	-	3	3	3	4	-/- [1]	-
Mystère IV	85	AIR:GA	-	4	4	3	4	-/- [1]	-
HF-24 Marut	85	AIR:GA	-	4	4	3	4	-/- [1]	<b>1971+</b>
MiG-21 Fishbed	85	AIR:GA	-	4	4	3	4	-/- [2]	<b>1971+</b>
English Electric Canberra	125	AIR:BM	-	6	6	3	4	-/-[2]	-
<b>Artillery [Off-Table]</b>									
Mortars, 120mm	35	ART:MO	-	4	2	3	-	-/- [3]	<b>Munitions:</b> HE, SMOKE
75mm Mountain Howitzer	35	ART	-	2	2	4	-	-/- [6]	<b>Munitions:</b> HE, SMOKE
25pdr	35	ART	-	2	2	4	-	-/- [6]	<b>Munitions:</b> HE, SMOKE
105mm	50	ART	-	3	3	4	-	-/- [6]	<b>Munitions:</b> HE, SMOKE
122mm	45	ART	-	3	3	3	-	-/- [3]	<b>Munitions:</b> HE, SMOKE
155mm	60	ART	-	4	4	2	-	-/- [3]	<b>Munitions:</b> HE, SMOKE
RL, BM-21	80	SP:RL	20	6	6	3	-	-/- [1]	<b>Munitions:</b> HE, SMOKE

ARTILLERY ASSETS AVAILABLE (PER UNIT)	ARTILLERY: HE (10 PTS EACH)	ARTILLERY: ICM (50 PTS EACH)	ARTILLERY: NAPALM (20 PTS EACH)	ARTILLERY: SMOKE (20 PTS EACH)	ARTILLERY: PGM (50 PTS EACH)	ARTILLERY: ILLUMINATION (20 PTS EACH)	ARTILLERY: CHEMICALS (50 PTS EACH)	ARTILLERY: THERMO-BARIC (50 PTS EACH)
	2	-	-	1	-	-	-	-
AIR ASSETS + MUNITIONS AVAILABLE (PER UNIT)	AIRCRAFT: GROUND-ATTACK (10 PTS EACH)	AIRCRAFT: CLUSTER BOMBS (50 PTS EACH)	AIRCRAFT: PGM (50 PTS EACH)	AIRCRAFT: AIR ASSAULT (50 PTS EACH)	AIRCRAFT: THERMO-BARIC (50 PTS EACH)	AIRCRAFT: CHEMICALS (50 PTS EACH)	AIRCRAFT: NAPALM (50 PTS EACH)	
	1	-	-	-	-	-	-	

# NOTES

As well as the Second Kashmir War (1965) and the Bangladesh Liberation War (1971) this list can also be used to refight the Annexation of Goa, Daman and Diu (1961) against Portuguese colonial forces and the Sino-Indian Border War (1962).

The Sino-Indian Border War was fought at very high altitude in mountainous terrain. Only INF: units, Mules, Mule transported artillery, Trucks and 4x4s can be used. However, Indian forces can spend 25% of their available points on trenches, gun pits and Wire when defending. No aircraft or armour or off-table artillery were used by either side.

AIR SUPERIORITY	AMBUSHES (50 PTS EACH)	COUNTER BATTERY
+1 to modifier	1 Allowed - Schedule before game	Capability

## ABILITIES

- **Backstop:** Add an extra 1d6 (for a total of 2d6) to a friendly unit when providing support in close assault.
- **Conscript:** May not use initiative to assault enemy.
- **Elite:** No command penalty for assault; +1 in close combat.
- **Exposed:** Open topped or with thin top armour, vulnerable to dropping fire.
- **Fierce:** Cannot be Suppressed by enemy Opportunity fire when making an Assault or Support move. Don't roll for suppression.
- **Flamethrower:** Attack of 12/10, hit on 4+, no saves, automatic suppression.
- **Mineclearer A:** Clears area 5cm<sup>2</sup> each initiative phase.
- **Slow Moving:** May only make one action per turn.
- **Tough:** Deny an attacking unit any positive modifiers to firing or close combat attack rolls when attacking into the flank or rear of this unit.

## SPECIAL RULES

- **Infiltration:** +2 to command value for flank deployment (in 1965) if fighting in Mountainous terrain.
- **Inflexible:** May not use flank deployment before 1971.
- **Mukti Bahini Guerrillas:** These units may only be used in East Pakistan (Bangladesh). If used, they must be commanded by their own HQs, they have Guerrilla Tac.Doc. and can only have Mukto Bahini Inf:LI, INF:SI and INF:MO units in their formations but can also use Scout recce units on a 2 per 1000 points basis. They may use the HIDE rule, and battlegroups containing Mukti Bahini units can buy one additional ambush (50pts).
- **Reluctant:** Infantry (other than Gurkha) may only assault units that are suppressed (prior to 1971).

## BATTLGROUP SELECTION (WHEN NOT USING HISTORICAL ORDER OF BATTLE)

- Max one **Recce** unit per 1000 points.
- Max three **RR Support** units per 1000 points.
- Max three **120mm Mortar** units per battlegroup.
- Max nine **Tank** units per 1000 points.
- Max 3 **ATG** units per 1000 points.
- Max one **Air Defence** unit per 1000 points.
- Max six **Artillery** units per battlegroup.
- Max two **Aircraft** units per battlegroup.
- Max three **Armoured Transport** units per 1000 points.