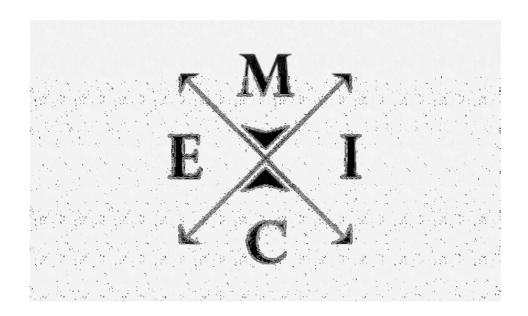
This document contains Model statistics for the **East India Merchant Company**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at www.spartangames.co.uk for the latest version of this document.



Version 1.0

Dystopian Wars: Fleet Action 2.0

EAST INDIA MERCHANT COMPANY



Fleet Quality = 1

EAST INDIA MERCHANT COMPANY MODEL ASSIGNED RULES

The best money can buy

The East India Company has wealth and resources greater than many entire nations. Their Commerce Protection Flotillas are often equipped with supplies of the latest advanced munitions, some developed by the Company and others provided by significant client States.

Once per turn when a Squadron declares an attack with *Standard* or *Gunnery* weapons the attacker may choose to apply one of the following MARs to the attack in addition to any already present: *Corrosive*, *Lethal*, *Massed Fire*, *Punishing*.

EAST INDIA MERCHANT COMPANY BATTLE GROUP RULES

Dystopian Wars: Fleet Action 2.0

- For every Core Battle Group taken in a Force, the East India Merchant Company player may take a Battle Group chosen from below.
- In some cases, Battle Groups will have a 0-1 notation this means that the Battle Group may only be taken ONCE in a Fleet!

	CORE BATTLE GROUP							
Large Squadrons	I-2 Large Squadrons (*One Squadron MUST be nominated as the Lead Squadron)							
Medium Squadrons	I-3 Medium Squadrons							
Small Squadrons	I-3 Small Squadrons							
SPECIAL RULE	"Together we are one!" All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.							

RECON BATTLE GROUP							
Medium Squadrons	I-2 Medium Squadrons * (*One Squadron MUST be nominated as the Lead Squadron)						
Small Squadrons	I-2 Small Squadrons						
SPECIAL RULE	"We are ready to react at a moment's notice." All Models in this Battle Group may choose to deploy AFTER any non-Recon Battle Group. Should both sides have Recon Battle Groups, roll off to see who must deploy first.						

MERCEN	MERCENARY NAVAL BATTLE GROUP								
Large Squadrons	I Athea Battleship (Lead Squadron) 0-1 Forbes Support Blimp								
Medium Squadrons	I-2 Griffon Cruiser Squadrons								
Small Squadrons	I-2 Small Squadrons								
SPECIAL RULE	"Guns for Hire" This Battlegroup may be included in the following forces as a narrative battlegroup: Dominion of Canada Federated States of America Indian Raj Kingdom of Britannia Royal Australia								

LARGE NAVAL MODELS

Dystopian Wars: Fleet Action 2.0

Mk 1. ATHEA BATTLESHIP Large Naval Model									
PLAYTEST DOCUMENT									
				Squadro	on Size	I			
Move	DR	HP	СР	Act.D	Pas.D	VP			
7"	8	8	7	6	2	6			
Weap	on	Arc	MAR	PB	EF	LR			
Standard 1	Turret	F/P/S	Punishing	9	7	6			
Standard 1	Turret	A/P/S	Punishing	9	7	6			
Gunnery Bro	adsides	P+S	Massed Fire	8	6	4			
MARs			Disruption (Generator	•				
Special Rules			This Squadron n e points cost of						

E I	Mk 2. ATHEA BATTLESHIP							
	•	Laı	rge Naval Mod	el				
				Poi	nts	160		
F	PLAYTEST D	OCUMEN	Т			-		
				Squadre	on Size			
Move	DR	HP	СР	Act.D	Pas.D	VP		
7"	8	8	7	6	4	6		
Weap	pon	Arc	MAR	РВ	EF	LR		
Gunnery Bro	oadsides	P+S	Massed Fire	8	6	4		
Standard T Turr		F/P/S	Punishing	9	7	6		
Standard T Turr	•	A/P/S	Punishing	9	7	6		
MARs			-					
Special Rules	to 2 dice to Squadron	hat did not Support:	en firing Torpedo generate a succ This Squadron r de points cost of	ess. nay have 0-3 N	, Naval Banks I	Escorts		

MEDIUM NAVAL MODELS

MK.1 GRIFFON CRUISER								
		Medi	ium Naval Mo	odel				
				Poi	nts	75		
P	PLAYTEST DOCUMENT							
				Squadron Size		2-3		
Move	DR	HP	СР	Act.D	Pas.D	VP		
7"	6	5	4	4	I	3		
Weap	on	Arc	MAR	PB	EF	LR		
Standard Turret		F/P/S	Punishing	7 6 -				
MARs			Disruption	Generator				

E I		MK2. GRIFFON CRUISER								
	Medium Naval Model									
	Points 80									
F	PLAYTEST DOCUMENT									
				Squadron Size		2-3				
Move	DR	HP	СР	Act.D	Pas.D	VP				
7"	6	5	4	4	3	3				
Weap	on	Arc	MAR	PB	EF	LR				
	Standard Torpedo Turret		Punishing	7	6	4				
MARs			-							
Special Rules		Auto Loaders: When firing Torpedo Weapons this Model may re-roll up to 2 dice that did not generate a success.								

SMALL NAVAL MODELS

EMI		SYERA FRIGATE							
		Sm	all Naval Mo	del					
				Poir	nts	30			
F	PLAYTEST D	OCUMENT	-			•			
				Squadro	on Size	3-4			
Move	DR	HP	СР	Act.D	Pas.D	VP			
12"	4	2	2	2	0	ı			
Weap	on	Arc	MAR	PB	EF	LR			
Standard 7	Furret	rret F/P/S -			3	-			
MARs		Small Target							

DRAKE CORVETTE Small Naval Model								
	Points 15							
F	LAYTEST D	OCUMENT						
				Squadron Size		3-5		
Move	DR	HP	СР	Act.D	Pas.D	VP		
13"	4	2	3		0			
Weap	apon Arc MAR		MAR	PB	EF	LR		
-		-	-	-	-	-		
MARs			Small	Target				

BANKS ESCORT Small Navel Model									
	Small Naval Model Points 20								
_			_	Poli	its	20			
P	LAYTEST D	OCUMENT	_						
				Squadron Size		n/a			
Move	DR	HP	СР	Act.D	Pas.D	VP			
12"	4	2	I	3	0				
Weap	Weapon Arc MAR		MAR	PB	EF	LR			
-		-	-	-	-	-			
MARs			Escort, Sm	all Target					

LARGE AERIAL MODELS

E I		MK1. FORBES SUPPORT BLIMP							
		L	arge Aerial Mode	el					
				Poi	nts	150			
	PLAYTEST	T DOCUME!	NT	Squadro	on Size				
Move	DR	HP	СР	Act.D	Pas.D	VP			
6"	8	8	7	4	2	5			
Weap	on	Arc	MAR	PB	EF	LR			
Standard T	urret	F/P/S	Punishing	7	6	-			
Standard T	Standard Turret		Punishing	7	6	-			
Standard T	urret	360°	Punishing	7	6	-			
Fighte	ers	360°	Hunter (Aerial)	5	5	-			
Bombe	ers	360°	Hunter (Non- Aerial)	6	6	-			
MARs			Carrier (1) Disrupt	tion Generator					
Special Rules	Group the may not Variable options: • E: • G	that contains I be the Lead is configural econfigural econfiguration econfigur	L tion: This Model n Carrier (1) MAR foi	s included in a nay select one the Carrier (2	Naval Battle of the follow	Group it			

1									
	MK2. FORBES SUPPORT BLIMP								
	L	arge Aerial Mode	el _						
			Poi	nts	160				
PLAYTEST	DOCUME	NT							
					l				
		СР	Act.D		VP				
Ŭ		7	4	4	5				
	Arc	MAR	PB	EF	LR				
orpedo et	F/P/S	Punishing	7	6	5				
orpedo et	A/P/S	Punishing	7	6	5				
orpedo et	360°	Punishing	7	6	5				
ers	360°	Hunter (Aerial)	5	5	-				
ers	360°	Hunter (Non- Aerial)	6	6	-				
		Carrier	(1)	•	•				
2 dice that Dedicate Group the may not be Variable	ed Naval S at contains be the Lead	nerate a success. Support: This Mode Naval Models. If it is Squadron.	el may be inclu s included in a	ided in a Core Naval Battle	e Battle Group it				
	DR 8 orpedo et o	PLAYTEST DOCUME DR HP 8 8 8 000 Arc 000000000000000000000000000000000000	PLAYTEST DOCUMENT DR	PLAYTEST DOCUMENT Point	PLAYTEST DOCUMENT Squadron Size DR HP CP Act.D Pas.D 8 8 7 4 4 Pon Arc MAR PB EF Orpedo et F/P/S Punishing 7 6 Orpedo et 360° Punishing 7 6 Orpedo et 360° Punishing 7 6 Orpedo et 360° Hunter (Aerial) 5 5 Orsers 360° Hunter (Non-Aerial) 5 6 Orsers 360° Hunter (Non-Aerial) 6 6 Carrier (I) Auto Loaders: When firing Torpedo Weapons this Model may re-received a contains Naval Models. If it is included in a Naval Battle may not be the Lead Squadron. Variable Configuration: This Model may select one of the follow				

Exchange the Carrier (1) MAR for the Carrier (2) MAR

Gain the Elite Crew MAR and increase its CP to 9

Gain the Repair (1) MAR

Dystopian Wars: Fleet Action 2.0