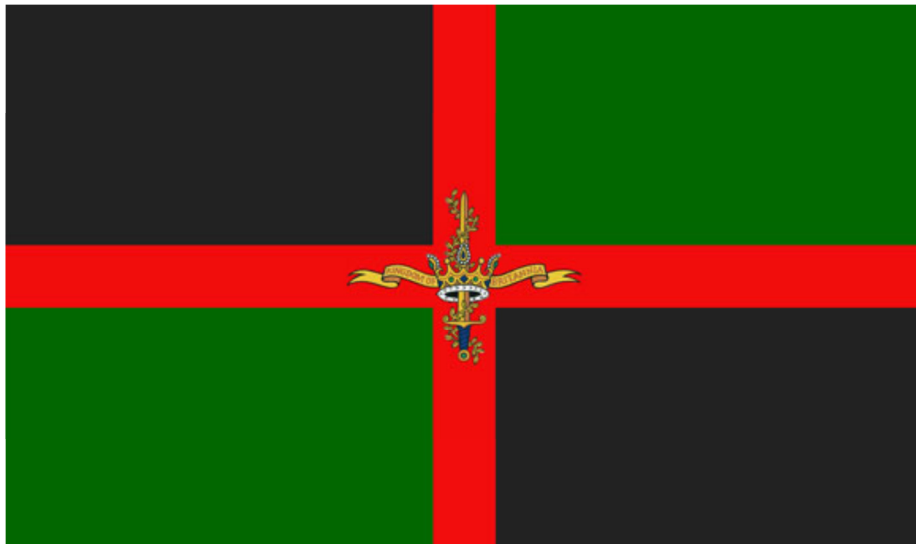


This document contains Model statistics for the **Indian Raj**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

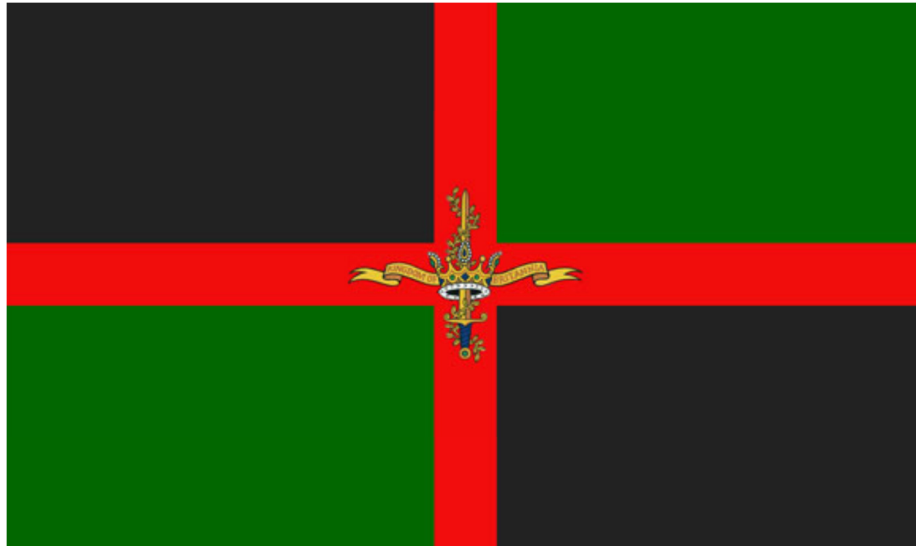
These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

Revisions to this document will occur prior to the final print publishing. Please check our online downloads at [www.spartangames.co.uk](http://www.spartangames.co.uk) for the latest version of this document.



**Version I**

# INDIAN RAJ



**Fleet Quality = 2**

## INDIAN RAJ MODEL ASSIGNED RULE

### Power Distribution

*The majority of Indian Raj military assets are old Britannian designs long retired from the Kingdoms duty rosters. These old war horses are substantially re-fitted and upgraded by Indian engineers making them as deadly as any more modern vessels, though the underlying power systems cannot run all of their most effective systems simultaneously.*

Large and Medium Indian Raj Models that do not have the *Independent Move* **MAR** may move an additional 2" if they do not turn.  
Indian Raj Models that move less than half their maximum Movement value gain the *Punishing* **MAR** on *Standard Turret* attacks.

# INDIAN RAJ

## BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Kingdom of Britannia 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


<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<i>“Together we are one!”</i> All Models in this Battle Group must be able to operate within the same Theatre – Armoured, Naval or Aerial.


### RECON BATTLE GROUP

<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<i>“We are ready to react at a moment’s notice.”</i> 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.

<b>FORTIFICATIONS BATTLE GROUP</b>	
<b>Large Squadrons</b>	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
<b>Medium Squadrons</b>	1-2 Tower Squadrons
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“Emplacement”</i></p> <p>Fortifications Battle Groups must be deployed before all other Battle Groups. Units in Fortifications Battle Groups may be deployed up to 6” beyond their standard deployment zone but not within 8” of the opponent’s deployment zone. In scenarios with an Attacker and Defender the Attacker may not take Fortification Battle Groups.</p> <p style="text-align: center;"><i>“We Stand Alone!”</i></p> <p>These models may only be fielded as part of a Fortifications Battle Group.</p>

# LARGE NAVAL MODELS

	<b>CHANURA HEAVY BATTLESHIP</b>					
Large Naval Model						
PLAYTEST DOCUMENT				Points		210
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
5"	9	9	10	6	4	9
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery</i> <b>Broadsides</b>		<i>P+S</i>	<i>Massed Fire</i>	9	7	5
<i>Standard</i> <b>Turret Battery</b>		<i>F/P/S</i>	-	22	18	-
<b>MARs</b>		<i>Special Forces (3)</i>				

	<b>JHASA ASSAULT CARRIER</b>					
Large Naval Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
6"	8	10	12	5	4	8
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard</i> <b>Fixed Weapon</b>		<i>F</i>	-	10	9	5
<i>Gunnery</i> <b>Broadside</b>		<i>A/P/S</i>	<i>Massed Fire</i>	9	7	5
<b>Bombers</b>		360°	<i>Hunter</i> <i>(Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
<b>MARs</b>		<i>Carrier (2)</i>				


## MEDIUM NAVAL MODELS

<b>CANDA MONITOR</b>						
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		1
				<b>Move</b>	<b>DR</b>	<b>HP</b>
6"	6	6	5	4	3	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Bombard</i>		F	<i>Indirect Fire, Punishing</i>	-	14	9
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	8	5	-
<b>MARs</b>		-				


<b>DEVAK CRUISER</b>						
<b>Medium Naval Model</b>						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
				<b>Move</b>	<b>DR</b>	<b>HP</b>
9"	5	5	4	4	3	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		F/P/S	-	7	6	-
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire</i>	6	5	-
<b>MARs</b>		<i>Special Forces (2)</i>				

## SMALL NAVAL MODELS


<b>INDUS HEAVY DESTROYER</b>						
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
				<b>Move</b>	<b>DR</b>	<b>HP</b>
11"	5	3	3	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		F/P/S	-	4	2	-
<i>Standard Broadside</i>		P+S	-	4	3	-
<b>MARs</b>		<i>Small Target, Special Forces (1)</i>				


							
<b>VEERAN CORVETTE</b>							
<b>Small Naval Model</b>							
PLAYTEST DOCUMENT					Points		20
					Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>	
14"	3	2	2	1	0	1	
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>	
<i>Gunnery Turret</i>		<i>F/P/S</i>	<i>Massed Fire</i>	4	-	-	
<b>MARs</b>		<i>Small Target, Special Forces (1)</i>					

## LARGE ARMoured MODELS


							
<b>ANTAKA LAND DREADNOUGHT</b>							
<b>Large Armoured Model</b>							
PLAYTEST DOCUMENT					Points		260
					Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>	
6"	8	12	10	6	4	13	
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>	
<i>Standard Turret Battery</i>		360°	-	15	12	-	
<i>Incendiary Bombard</i>		<i>F/P/S</i>	<i>Lethal, Indirect Fire</i>	-	14	9	
<i>Gunnery Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	10	8	6	
<b>MARs</b>		<i>Combat Deployment (Assault Infantry, 3), Elite Crew, Security Posts (2)</i>					
<b>Special Rules</b>		<b>Squadron Support:</b> This Squadron may have 0-2 Armoured <b>Baronet</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


# MEDIUM ARMoured MODELS

	<b>AJAGAVA HEAVY BOMBARD</b>					
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	6	5	3	3	3	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Bombard</i>		F	<i>Lethal Indirect Fire Punishing</i>	-	14	10
<b>MARs</b>	<i>Security Posts (2)</i>					
<b>Special Rules</b>	<b>Squadron Support:</b> This Squadron may have 0-2 Armoured <b>Baronet</b> Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


	<b>STEWARD HEAVY TANK</b>					
<b>Medium Armoured Model</b>						
PLAYTEST DOCUMENT				Points		85
				Squadron Size		1-2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	5	4	4	3	3	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		F	<i>Punishing</i>	10	9	-
<i>Standard Broadships</i>		P+S	-	6	4	-
<b>MARs</b>	<i>Independent Move</i>					





 <b>VIMANA MEDIUM TANK</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		55
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	5	4	3	2	1	2
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	-	5	-	-
Standard BroadSides		P+S	Punishing	6	4	-
MARs	Independent Move, Special Forces (1)					


 <b>AGRA GUN CARRIGE</b>						
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	5	4	2	2	1	3
Weapon		Arc	MAR	PB	EF	LR
Standard Fixed Weapon		F	Punishing	4	7	4
MARs	Independent Move					


## SMALL ARMOURED MODELS


 <b>TARAKEE LIGHT TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		25
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	3	1	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Independent Move, Small Target, Special Forces (1)					

 <b>MEGHA ROBOT-ELEPHANT</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
Gunnery Fixed Weapon		F	Massed Fire	4	-	-
MARs	Fearless, Independent Move, Small Target, Special Forces (1)					
Special Rules	<b>Restricted Boarding:</b> This Model has a Boarding Assault Range of 4".					


 <b>BARONET ESCORT TANK</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		15
				Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	4	2	2	1	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Escort, Independent Move, Small Target					


 <b>LINE INFANTRY</b>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	2	6	5	3	0	1
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	Independent Move, Small Target					
Special Rules	<b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR. <b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.					

 <h2 style="text-align: center;">SUPPORT INFANTRY</h2>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
5"	2	6	3	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
<b>MARs</b>	<i>Independent Move, Small Target</i>					
<b>Special Rules</b>	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


 <h2 style="text-align: center;">ASSAULT INFANTRY</h2>						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
7"	2	6	5	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Independent Move, Small Target, Special Forces (2)</i>					
<b>Special Rules</b>	<p><b>Combat Deployment</b> - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.</p> <p><b>Infantry:</b> If an attack exceeds this models DR do not roll on the Damage Table, instead apply one point of damage.</p>					


# LARGE AERIAL MODELS

 <b>ILLUSTRIOUS SKY FORTRESS</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
				<b>Move</b>	<b>DR</b>	<b>HP</b>
6"	8	9	8	7	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	-	8	7	5
<i>Standard Turret</i>		<i>A/P/S</i>	-	8	7	5
<b>Bombs</b>		360°	<i>Punishing</i>	16	-	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Elite Crew, Independent Move, Minelayer</i>					
Special Rules	<b>Mine Racks:</b> This Squadron counts as two Squadrons when calculating which player has the largest number of <i>Mine Layers</i>					


 <b>EAGLE WAR ROTOR</b>						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
				<b>Move</b>	<b>DR</b>	<b>HP</b>
7"	8	8	9	5	6	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	-	8	7	4
<i>Standard Turret</i>		<i>A/P/S</i>	-	8	7	4
<b>Bombs</b>		360°	<i>Punishing</i>	18	-	-
MARs	<i>Die Hard Crew, Elite Crew, Independent Move</i>					

# MEDIUM AERIAL MODELS


	<b>HALIFAX HEAVY BOMBER</b>					
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		125
				<b>Squadron Size</b>		1
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	4	3	5
10"	6	6	4	4	3	5
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Gunnery Battery</i>		F	<i>Massed Fire, Punishing</i>	10	8	4
<b>Bombs</b>		360°	<i>Hunter (Surface, Submerged)</i>	13	-	-
<b>MARs</b>	Security Posts (1)					
<b>Special Rules</b>	<b>Momentum:</b> This Model has a 4" Drift Move					


	<b>HAWK SCOUT ROTOR</b>					
<b>Medium Aerial Model</b>						
PLAYTEST DOCUMENT				<b>Points</b>		85
				<b>Squadron Size</b>		2-3
				<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	4	3	3
9"	5	5	4	4	3	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		F/P/S	<i>Punishing</i>	5	6	3
<b>Bombs</b>		360°	<i>Punishing</i>	7	-	-
<b>MARs</b>	Independent Move, Mine Layer					

# SMALL AERIAL MODELS


		<b>MERLIN LIGHT INTERCEPTOR</b>				
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-5
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
15"	3	2	1	2	0	1
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Battery</i>		<i>F</i>	<i>Hunter (Aerial), Punishing</i>	<i>5</i>	<i>2</i>	<i>-</i>
<b>MARs</b>	<i>Small Target</i>					
<b>Special Rules</b>	<i>Momentum: This Model has a 4" Drift Move</i>					


# LARGE FORTIFICATION MODELS

	<b>BUNKER COMPLEX</b>					
<b>Large Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		170
PLAYTEST DOCUMENT				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	10	12	8	6	3	8
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunnery Battery</i>		F	<i>Massed Fire</i>	12	6	-
<i>Standard Turret</i>		F	-	13	10	7
<b>MARs</b>	<i>Combat Deployment (Line Infantry 3/Assault Infantry 3/Support Infantry 2), Fearless, Minelayer, Security Posts (2)</i>					


	<b>AIRFIELD</b>					
<b>Large Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		115
PLAYTEST DOCUMENT				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	7	9	7	4	1	7
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Gunnery Battery</i>		360°	<i>Massed Fire</i>	10	5	-
<i>Bombers</i>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	6	6	-
<b>MARs</b>	<i>Carrier (3)</i>					


# MEDIUM FORTIFICATION MODELS

		<b>TURRET TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Gunnery Turret</i>		360°	<i>Massed Fire</i>	10	7	4
<b>MARs</b>	<i>Security Posts (1)</i>					

		<b>FLAK TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		2
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	5	3	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Security Posts (1)</i>					
<b>Special Rules</b>	<b>Flak Barrage:</b> Friendly models within 8" of this Model may add its Active Defence value to their defence pool against SAW and Rocket Attacks.					



		<b>COMMUNICATIONS TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
-		-	-	-	-	-
<b>MARs</b>	<i>Security Posts (1)</i>					
<b>Special Rules</b>	<b>Communications Array:</b> Friendly Fortifications within 8" of this Model gain the <i>Die Hard Crew</i> and <i>Hunter (Aerial)</i> MARs.					

		<b>GUN TOWER</b>				
<b>Medium Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		1
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
0"	6	5	4	4	5	3
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Battery</i>		F	-	7	5	3
<i>Standard Broadships</i>		P+S	-	6	4	2
<b>MARs</b>	<i>Security Posts (1)</i>					