

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

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# REPUBLIC OF EGYPT



**Fleet Quality = 2**

## REPUBLIC OF EGYPT MODEL ASSIGNED RULES

### Wrath of the Sun God

*Research on revolutionary new power generation techniques based on harnessing the power of the sun by the Cairo branch of the Sublime Orders of Learning has been turned to devastating military applications since the split of the Republic of Egypt from the Ottoman Empire. Daring Egyptian commanders can overcharge these weapons to bring fire and death to their foes but doing so considerably taxes their ships.*

When a Republic of Egypt Model declares an attack with an Energy Weapon that has the *Incendiary* **MAR** it may declare that it is using this ability. If the attack causes a roll on the damage table assign D3 Disorder tokens instead of one. After the attack is resolved all Models that participated in the attack gain one Disorder Marker.

# REPUBLIC OF EGYPT

## BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Republic of Egypt 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.

### DRONE COORDINATOR BATTLE GROUP


<b>Medium Squadrons</b>	1-2 Bastet Drone Support Carrier Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	0-2 Pedjet Heavy Frigate Squadrons
<b>SPECIAL RULE</b>	<i>“Control network”</i> When performing Bombing Runs, Attack Runs or Interceptions SAWs in this battlegroup do not remove successes due to Damage/Disorder tokens present on the Parent Models.


<b>ALLIANCE MULTI-THEATRE BATTLE GROUP</b>	
<b>Large Squadrons</b>	1 Mandjet Battleship (Lead Squadron)
<b>Medium Squadrons</b>	1-2 Sekhmet Cruiser Squadrons
<b>Small Squadrons</b>	1-2 Pedjet Heavy Frigate Squadrons 0-1 Kopesh Corvette Squadron <i>"We fight for the Grand Coalition!"</i>
<b>SPECIAL RULE</b>	<p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> <li>• Federated States of America</li> <li>• Kingdom of Britannia</li> <li>• Russian Coalition</li> <li>• Indian Raj</li> </ul>

## LARGE NAVAL MODELS


 <b>MANDJET HEAVY BATTLESHIP</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		235
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	9	9	8	6	2	9
Weapon		Arc	MAR	PB	EF	LR
<i>Plasma Turret</i>		360°	<i>Hunter (Surface), Lethal, Punishing</i>	9	11	13
<i>Standard Rockets</i>		F/P/S	-	6	7	-
<i>Standard Rockets</i>		A/P/S	-	6	7	-
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire, Punishing</i>	15	8	-
MARs	<i>Combat Deployment (Scarab Assault Robot) (6), Disruption Generator, Security Posts (1)</i>					
Special Rules	<b>Energy Blast:</b> When resolving an attack with the <i>Plasma Turret</i> also resolve an attack with the relevant AD against all Models within 3" of the target model.					


## MEDIUM NAVAL MODELS


 <b>SEKHMET CRUISER</b>						
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		80
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	5	5	3	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire, Punishing</i>	7	4	-
<i>Energy Fixed Weapon</i>		F	<i>Lethal, Punishing</i>	4	5	6
MARs	<i>Combat Deployment (Scarab Assault Robot) (2), Special Forces (1)</i>					

		<b>BASTET DRONE SUPPORT CARRIER</b>				
<b>Medium Model</b>						
PLAYTEST DOCUMENT				Points		95
				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>
6"	6	5	4	4	1	4
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Gunners</i> <b>Broadsides</b>		P+S	<i>Massed Fire, Punishing</i>	8	5	-
<i>Standard</i> <b>Rockets</b>		360°	-	5	6	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
<b>MARs</b>		<i>Carrier (1), Disruption Generator</i>				

## SMALL NAVAL MODELS

		<b>PEDJET HEAVY FRIGATE</b>				
<b>Small Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		45
				Squadron Size		2-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
10"	4	3	2	2	1	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard</i> <b>Turret</b>		F/P/S	-	4	2	-
<i>Standard</i> <b>Rockets</b>		360°	-	3	5	-
<b>MARs</b>		<i>Small Target</i>				

		<b>KHOPEH CORVETTE</b>				
<b>Small Multi-Theatre 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>
13"	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>Standard Turret</i>		<i>F/P/S</i>	-	4	-	-
<b>MARs</b>		<i>Small Target, Special Forces (1)</i>				

		<b>SCARAB ASSAULT ROBOT</b>				
<b>Small Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		n/a
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
13"	2	1	2	0	0	See Below
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Rockets</i>		<i>360°</i>	-	2	-	-
<b>MARs</b>		<i>Fearless, Independent Move, Small Target, Special Forces (1)</i>				
<b>Special Rules</b>		<p><b>Combat Deployment</b> - This model may only be deployed via the <i>Combat Deployment MAR</i>.</p> <p><b>Low-Value Resource</b> – The opponent scores IVP for every <b>TWO</b> models destroyed.</p> <p><b>Restricted Boarding:</b> This model has a Boarding Assault Range of 4".</p>				