

This document contains Model statistics for the **East India Merchant Company**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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## Version 1.0

### East India Merchant Company Universal Rules

- In some places, the East India Merchant Company is abbreviated as EIMC in the Force Guide

### East India Merchant Company Commodore Rules

#### Commodore Traits

- East India Merchant Company Commodores may always take the Local Air Superiority Defensive Trait instead of making a roll on the Defensive Trait table.
- East India Merchant Company Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following trait:
  - The best money can buy: Once per Game Turn – This ability may be activated during the Command Segment of the Activation of any Squadron that has at least one Model in command range of the Commodores vessel. When the Squadron declares an Attack with any Primary Gunnery or Torpedo Ordnance, the Attack may chose to use ONE of the following Munitions Type: Corrosive, Incendiary, Piercing or Sturgenium and apply their rules to the Attack.

#### Mercenaries

- East India Merchant Company Models may not be taken as allies by a Force which is selected from the Imperial Bond Super-Block.

# EAST INDIA MERCHANT COMPANY

## SPECIALIST GROUP SQUADRONS


The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:


Reinforced Cruiser Squadron


The Squadron **MUST** contain:


1x Griffon Cruiser (Parent Model)


+2x Syrea Frigates (Attached Models)


East India Merchant Company					Athea		Points	145
Battleship					Crew Type: Regular			
					Large Naval Capital Model			
					Minimum Move:	2"		
					Turning Template:	Large		
					Turn Limit:	0"		
					Squadron Size:	1		
<b>RB</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>DR</b>	<b>GR</b>	<b>MV</b>	<b>HP</b>
Torpedo Turret (T)	9	8	7	6	6	10	7"	8
P/S Broadside (S)	8	6	5	4	<b>AP</b>	<b>AA</b>	<b>CC</b>	<b>IR</b>
Heavy Turret (P)	9	8	7	6	7	6	5	5
-	-	-	-	-				
<b>MAR:</b>	Sharp Turn, Sustained Fire (Heavy Turret & Torpedo Turret, 3)							
<b>Options:</b>	<p>This Model is fitted with an Internal Tesla (8") Generator</p> <p>This Model may replace both the Torpedo Turrets (T) with Heavy Turrets (P) for +15 points</p> <p>This model may replace the Internal Tesla (8") Generator with an Internal Guardian (2, 8" Protective = 1) for +15 points</p>							
<b>Weaponary Arcs:</b>	<p>ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc</p> <p>ONE Torpedo Turret (T) has a 270-degree Aft Fire Arc</p> <p>ONE Heavy Turret (P) has a 270-degree Fore Fire Arc</p> <p>ONE Heavy Turret (P) has a 270-degree Aft Fire Arc</p> <p>The P/S Broadside (S) have a Broadside Fire Arc</p>							

East India Merchant Company					Griffon		Points	70
Cruiser					Crew Type: Regular			
					Medium Naval Capital Model			
					Minimum Move:	2"		
					Turning Template:	Medium		
					Turn Limit:	0"		
					Squadron Size:	2-3		
<b>RB</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>DR</b>	<b>GR</b>	<b>MV</b>	<b>HP</b>
Torpedo Turret (T)	7	6	5	4	4	7	7"	5
Heavy Turret (P)	8	7	4	-	<b>AP</b>	<b>AA</b>	<b>CC</b>	<b>IR</b>
-	-	-	-	-	4	4	3	4
-	-	-	-	-				
<b>MAR:</b>	Sharp Turn, Sustained Fire (Heavy Turret & Torpedo Turret, 2)							
<b>Options:</b>	<p>The Model has an Internal Tesla (8") Generator.</p> <p>Any Model may replace the Internal Tesla (8") Generator with an Internal Shield (2) Generator for an additional +10 points</p> <p>This Model may replace both the Torpedo Turrets (T) with Heavy Turrets (P) for +5 points</p>							
<b>Weaponary Arcs:</b>	<p>ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc</p> <p>ONE Torpedo Turret (T) has a 270-degree Aft Fire Arc</p> <p>ONE Heavy Turret (P) has a 270-degree Fore Fire Arc</p> <p>ONE Heavy Turret (P) has a 270-degree Aft Fire Arc</p>							

East India Merchant Company					Syera		Points	30
Frigate					Crew Type: Regular			
					Small Naval Model			
					Minimum Move:		2"	
		Turning Template:		Small				
		Turn Limit:		0"				
		Squadron Size:		2-4				
<b>RB</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>DR</b>	<b>GR</b>	<b>MV</b>	<b>HP</b>
Main Turret (P)	7	5	4	-	3	6	12"	2
-	-	-	-	-	<b>AP</b>	<b>AA</b>	<b>CC</b>	<b>IR</b>
-	-	-	-	-	2	2	1	1
-	-	-	-	-				
<b>MAR:</b>	Sharp Turn, Small Target							
<b>Options:</b>	None							
<b>Weaponary Arcs:</b>	ONE Main Turret (P) has a 270-degree Fore Fire Arc							

East India Merchant Company					Banks		Points	25
Escort					Crew Type: Regular			
					Small Naval Escort Model			
					Minimum Move:		2"	
		Turning Template:		Small				
		Turn Limit:		0"				
		Squadron Size:		Attachment Only				
<b>RB</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>DR</b>	<b>GR</b>	<b>MV</b>	<b>HP</b>
-	-	-	-	-	3	6	12"	2
-	-	-	-	-	<b>AP</b>	<b>AA</b>	<b>CC</b>	<b>IR</b>
-	-	-	-	-	1	3	3	1
-	-	-	-	-				
<b>MAR:</b>	Attachment (EIMC, Large & Massive Naval, 3), Sharp Turn, Small Target							
<b>Options:</b>	None							
<b>Weaponary Arcs:</b>	None							


East India Merchant Company		Drake				Points	20		
Corvette					Grew Type: Conscripted				
					Small Naval Model				
					Minimum Move:		2"		
Turning Template:		Small							
Turn Limit:		0"							
Squadron Size:		2-5							
RB	1	2	3	4	DR	GR	MV	HP	
-	-	-	-	-	3	6	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	1	1	
-	-	-	-	-					
<b>MAR:</b>	Advanced Engines (+2"), Sharp Turn, Small Target								
<b>Options:</b>	None								
<b>Weaponary Arcs:</b>	None								

East India Merchant Company					Forbes		Points	115
Support Blimp					Crew Type: Regular			
					Large Aerial Capital Model			
					Minimum Move:	2"		
					Turning Template:	45-Degrees		
					Turn Limit:	0"		
					Squadron Size:	1		
<b>RB</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>DR</b>	<b>GR</b>	<b>MV</b>	<b>HP</b>
Torpedo Turret (T)	9	8	7	6	6	9	6"	8
Heavy Turret (P)	9	8	7	-	AP	AA	CC	IR
-	-	-	-	-	7	6	2	4
-	-	-	-	-				
<b>MAR:</b>	Spotter (24"), Carrier (0, 1X3 Fighters), Sustained Fire (Heavy Turret & Torpedo Turret, 3)							
<b>Options:</b>	<p>The Model has an External Tesla (8") Generator</p> <p>This Model may replace the External Tesla (8") Generator with an External Guardian (2, 8", Protective=1) Generator for an additional +10 points</p> <p>This Model may upgrade the Carrier (0, 1X3 Fighters) to Carrier (3, 1X5 Wings) for +20 points.</p> <p>This Model may replace all THREE Torpedo Turrets (T) with Heavy Turrets (P) for +30 points</p> <p>This Model may purchase the Combat Coordinator (EIMC Naval, 8", Terror Tactics [1]) MAR for +10 points</p>							
<b>Weaponary Arcs:</b>	<p>ONE Fore Torpedo Turret (T) has a 270-degree Fore Fire Arc</p> <p>ONE Lower Torpedo Turret (T) has a 360 degree Fire Arc</p> <p>ONE Aft Torpedo Turret (T) has a 270-degree Aft Fire Arc</p> <p>ONE Fore Heavy Turret (P) has a 270-degree Fore Fire Arc</p> <p>ONE Lower Heavy Turret (P) has a 360 degree Fire Arc</p> <p>ONE Aft Heavy Turret (P) has a 270-degree Aft Fire Arc</p>							

### SUPPORT AIRCRAFT SQUADRON RULES

AIRCRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	16"	0	2	Big Fuel Tanks, Hunter (Aerial, +1)	2	1
TORPEDO BOMBER	14"	3	1	Big Fuel Tanks, Hunter (Diving, +2)	2	1
DIVE BOMBER	12"	3	1	Hunter (Surface, +1)	2	1

East India Merchant Company Aces: The following Support Aircraft Squadrons in the East India Merchant Company Force may upgrade ONE of their Wings to be an Ace for +10 points: Fighter Plane, Torpedo Bomber.

<b>East India Merchant Company</b>		<b>Forward Landing Field</b>				<b>Points</b>	<b>115</b>		
<b>Universal Fortification</b>					<b>Crew Type: Non-Combatant</b>				
					<b>Massive Capital Universal Fortification</b> Minimum Move: 0" Turning Template: 0 Turn Limit: 0" Squadron Size: 1				
					<b>RB</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>4</b>
Quad Turret (S)		8	6	4	2	5	8	0"	6
-		-	-	-	-	<b>AP</b>	<b>AA</b>	<b>CC</b>	<b>IR</b>
-		-	-	-	-	7	5	2	8
-		-	-	-	-				
<b>MAR:</b>		Carrier (9, 2X4 Wings), Fuel Reserves, High Angle (Quad Turret), Strategic Value (75), Vulnerable							
<b>Options:</b>		None							
<b>Weaponary Arcs:</b>		ONE Quad Turret (S) has a 270-degree Fore Fire Arc ONE Quad Turret (S) has a 270-degree Aft Fire Arc							