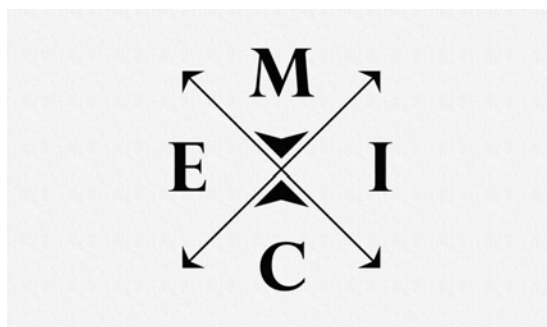


This document contains Model statistics for the East India Merchant Company Faction. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.

These statistics have been made available as a free download to support the Commodore and Admiral Edition Rulebooks. 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.



Last Updated 27.1.2016

EAST INDIA MERCHANT COMPANY

UNIVERSAL RULES FOR THE EAST INDIA MERCHANT COMPANY

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

EAST INDIA MERCHANT COMPANY COMMODORE RULES

Command Abilities

Each Game Turn, an East India Merchant Company player can have their Commodore perform ONE of the following Command Abilities:

- **Safe Passage** - One Model within 8" of the Commodore's Model may re-roll a failed Treacherous Terrain Test.
- **Pass the Tools** - One Model within 8" of the Commodore's Model may re-roll a single failed Repair attempt.
- **Stand up and be Counted!** - A Squadron within 8" of the Commodore's Model may re-roll a single failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all East India Merchant Company Commodores can perform ONE of the following Doctrine Abilities ONCE per Game Turn. These Abilities are designed to reflect the various combat doctrines prevalent in the East India Merchant Company.

- **Local Air Superiority** – Instead of the usual Local Air Support available to most Forces, the Force has access to a higher number of Local Air Support. The fleet may choose to field up to 12 Support Aircraft Wings. A maximum of one Reconnaissance plane Wing may be selected.
- **The Best Money Can Buy** – This Ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within 8" of the Commodore's Model. When the Squadron declares an Attack with any Primary Gunnery or Torpedo Ordnance, the Attack may chose to use ONE of the following Munitions Types: Corrosive, Incendiary, Piercing or Sturgenium and apply their rules to the Attack.

EAST INDIA MERCHANT COMPANY BATTLE GROUPS

- By choosing the models from Battle Groups listed below a Force may play the stated Tactical Action Card for FREE during the battle.
- This card can still be cancelled, but if it is permitted to resolve, the acting player does not give the enemy any Victory Points.
- The Card stated must still be included in the player's Tactical Action Card Deck as normal.
- If the Card is itself used to cancel an enemy Tactical Action Card, it still gives up its Victory Points as normal.
- No model may be chosen as part of more than ONE Battle Group.
- In certain cases a Battle Group will contain elements that may attach to other models in the Force (such as Escort Models for example), this is still permitted.

NAVAL BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Forbes Support Blimp	1x Athea Battleship	3x Griffon Cruisers	4x Syera Frigates 4x Drake Corvettes	None	None

Free Tactical Action Card – Tally-Ho!

[Note: This is the only means by which the Tally-Ho! TAC may be taken in a Deck]

EAST INDIA MERCHANT COMPANY SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on page 18 of the Admiral Version Rulebook and page 69 of the Commodore Rulebook:

Reinforced Cruiser Squadron

The Squadron MUST contain:

1x Griffon Cruiser	(Parent Model)
+2 x Syera Friagtes	(Attached models)

EAST INDIA MERCHANT COMPANY **NAVAL FORCES**

East India Merchant Company				Athea			Pts	145
Battleship				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
Torpedo Turret (T)	9	8	7	6	6	10	7"	8
P/S Broadships (S)	8	6	5	4	AP	AA	CC	IR
Heavy Turret (P)	9	8	7	6	7	6	5	5

LARGE NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Large
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Sharp Turn, Sustained Fire (*Heavy Turret & Torpedo Turret, 3*)
 Options: This Model is fitted with an Internal Tesla (8") Generator
 This Model may replace both the Torpedo Turrets (T) with Heavy Turrets (P) for +20 points

This model may replace the Internal Tesla (8") Generator with an Internal Guardian (2, 8" Protective = 1) for +15 points

Weaponry Arcs: ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc
 ONE Torpedo Turret (T) has a 270-degree Aft Fire Arc
ONE Heavy Turret (P) has a 270-degree Fore Fire Arc
ONE Heavy Turret (P) has a 270-degree Aft Fire Arc
 The P/S Broadships (S) have a Broadside Fire Arc

East India Merchant Company				Griffon			Pts	70
Cruiser				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
Torpedo Turret (T)	7	6	5	4	4	7	7"	5
Heavy Turret (P)	8	7	4	-	AP	AA	CC	IR
-	-	-	-	-	4	4	3	4

MEDIUM NAVAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: Medium
 Turn Limit: 0"
 Squadron Size: 2-3

Model Assigned Rules: Sharp Turn, Sustained Fire (*Heavy Turret & Torpedo Turret, 2*)
 Options: The Model has an Internal Tesla (8") Generator.
 Any Model may replace the Internal Tesla (8") Generator with an Internal Shield (2) Generator for an additional +10 points
 This Model may replace both the Torpedo Turrets (T) with Heavy Turrets (P) for +10 points

Weaponry Arcs: ONE Torpedo Turret (T) has a 270-degree Fore Fire Arc
 ONE Torpedo Turret (T) has a 270-degree Aft Fire Arc
ONE Heavy Turret (P) has a 270-degree Fore Fire Arc
ONE Heavy Turret (P) has a 270-degree Aft Fire Arc

East India Merchant Company					Syera			Pts	30
Frigate					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	7	5	4	-	3	6	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Sharp Turn, Small Target
 Options: None
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc

East India Merchant Company					Banks			Pts	25
Escort					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	6	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	1	3	3	1	

SMALL NAVAL ESCORT MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: Attachment Only

Model Assigned Rules: Attachment (*EIMC, Large & Massive Naval, 3*), Sharp Turn, Small Target,
 Options: None
 Weaponry Arcs: None

East India Merchant Company					Drake			Pts	20
Corvette					Crew Type - Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	6	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	1	1	

SMALL NAVAL MODEL

Minimum Move: 2"
 Turning Template: Small
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Advanced Engines (+2"), Sharp Turn, Small Target
 Options: None
 Weaponry Arcs: None

EAST INDIA MERCHANT COMPANY AERIAL FORCES

East India Merchant Company				Forbes			Pts	115
Support Blimp				Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP
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

LARGE AERIAL CAPITAL MODEL

Minimum Move: 2"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Spotter (*Expert*), Squadron Support (EIC:SAS Recon Plane, 1), Sustained Fire (*Heavy Turret & Torpedo Turret*, 3)

Options: The Model has an External Tesla (8") Generator
 This Model may replace the External Tesla (8") Generator with an External Guardian (2, 8", *Protective=1*) Generator for an additional +10 points
 This Model may upgrade the Squadron Support (EIC: SAS Recon Plane, 1) to Squadron Support (EIC: SAS Fighters, 5) for +15 points
 This Model may replace all THREE Torpedo Turrets (T) with Heavy Turrets (P) for +30 points
 This Model may purchase the Combat Coordinator (*Naval, 8", Terror Tactics [1]*) MAR for +10 points

Weaponry Arcs: ONE Fore Torpedo Turret (T) has a 270-degree Fore Fire Arc
 ONE Lower Torpedo Turret (T) has a 360 degree Fire Arc
 ONE Aft Torpedo Turret has (T) a 270-degree Aft Fire Arc
ONE Fore Heavy Turret (P) has a 270-degree Fore Fire Arc
ONE Lower Heavy Turret (P) has a 360 degree Fire Arc
ONE Aft Heavy Turret (P) has a 270-degree Aft Fire Arc

SUPPORT AIRCRAFT SQUADRONS RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	16"	0	2	Big Fuel Tanks, Hunter (<i>Aerial, +1</i>)	2	1
Torpedo Bomber	14"	3	1	Big Fuel Tanks, Hunter (<i>Diving, +2</i>)	2	1
Dive Bomber	12"	3	1	Hunter (<i>Surface, +1</i>)	2	1
Reconnaissance Plane	16"	0	2	Big Fuel Tanks, Spotter (<i>Expert</i>)	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.

EAST INDIA MERCHANT COMPANY FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

These Fortifications may be deployed on either the Land or Water Major Surface as desired.

East India Merchant Company		Forward Landing Field				Pts	I 15	
Universal Fortification					Crew Type - Non-Combatant			
RB	1	2	3	4	DR	CR	MV	HP
Quad Turret (S)	8	6	4	2	5	8	0"	6
					AP	AA	CC	IR
					7	5	2	8

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Altered Silhouette (*Large*), Carrier (9), Fuel Reserves, High Angle (*Quad Turret*), Strategic Value (75), Vulnerable

Options: None

Weaponry Arcs: ONE Quad Turret (S) has a 270-degree Fore Fire Arc
 ONE Quad Turret (S) has a 270-degree Aft Fire Arc