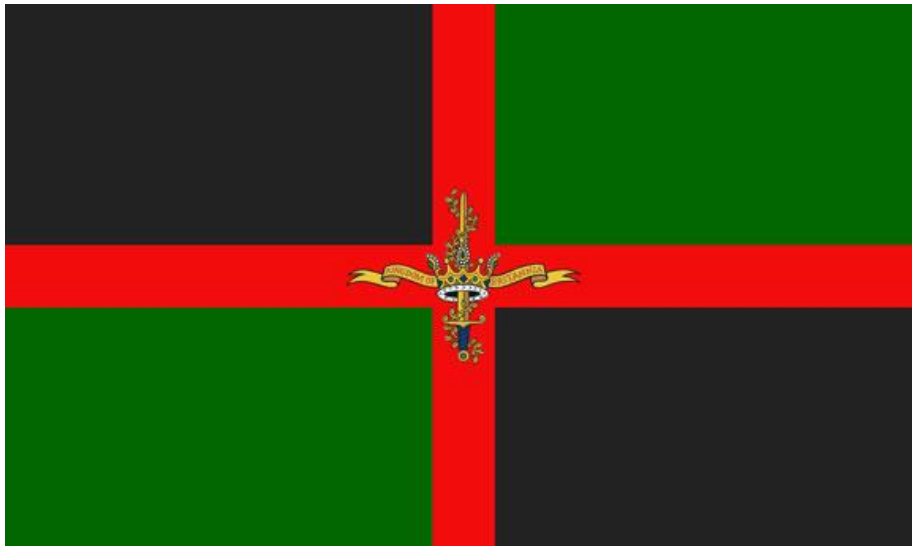


This document contains Model statistics for the **Indian Raj**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

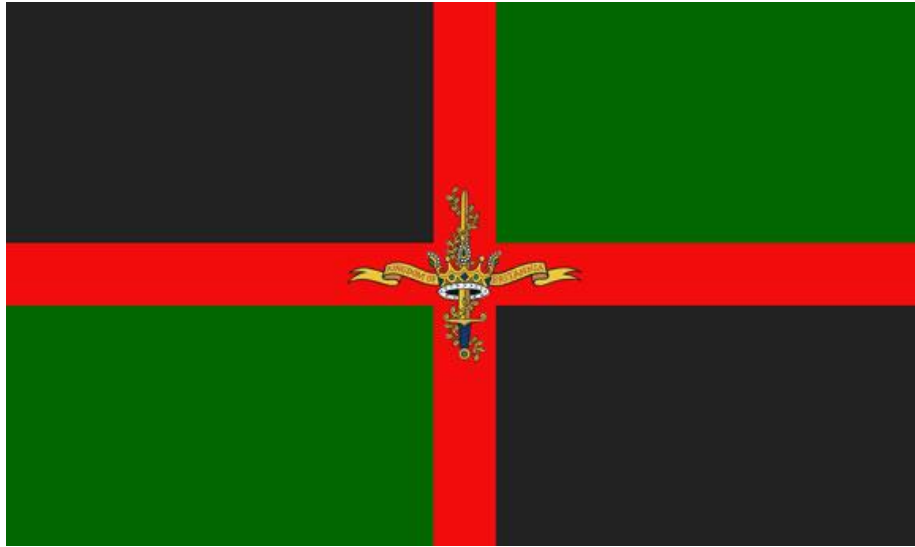
These statistics have been made available as a free download to support the **Dystopian Wars: Fleet Action Game**. The contents of these documents are **Copyright Spartan Games**, but have been made available to our community for personal use only.

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Version 1.1

INDIAN RAJ



Fleet Quality = 2

INDIAN RAJ MODEL ASSIGNED RULE	
Power Distribution	<p><i>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.</i></p> <p>Large and Medium Indian Raj Models that do not have the <i>Independent Move</i> 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 <i>Punishing</i> MAR on <i>Standard Turret</i> attacks.</p>

INDIAN RAJ

BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Indian Raj 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	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Medium Squadrons	1-3 Medium Squadrons
Small Squadrons	1-3 Small Squadrons
SPECIAL RULE	<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


Medium Squadrons	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<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.


FORTIFICATIONS BATTLE GROUP	
Large Squadrons	1-2 Bunker Complexes <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
	0-1 Airfield
Medium Squadrons	1-2 Tower Squadrons
SPECIAL RULE	<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>

ALLIANCE NAVAL BATTLE GROUP	
Large Squadrons	1 Chanura Heavy Battleship <i>(Lead Squadron)</i>
Medium Squadrons	1-2 Devak Cruiser Squadrons 0-1 Canda Monitor Squadron
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<p style="text-align: center;"><i>“We Fight for the Grand Alliance!”</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • East India Merchant Company • Federated States of America • Kingdom of Britannia • Russian Coalition

ALLIANCE ARMoured BATTLE GROUP	
Medium Squadrons	1 Ajagava Heavy Bombard Squadron <i>(Lead Squadron)</i> 1-2 Vimana Medium Tank Squadrons 0-1 Agra Gun Carriage Squadron
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<p style="text-align: center;"><i>“We Fight for the Grand Alliance!”</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> • Federated States of America • Kingdom of Britannia • Russian Coalition

LARGE NAVAL MODELS

 CHANURA HEAVY BATTLESHIP						
Large Naval Model						
PLAYTEST DOCUMENT				Points		225
				Squadron Size		1
				Move	DR	HP
5"	9	9	10	6	4	9
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	9	7	5
<i>Standard Turret Battery</i>		<i>F/P/S</i>	-	23	18	-
MARs		<i>Special Forces (3)</i>				


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


MEDIUM NAVAL MODELS

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


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

SMALL NAVAL MODELS


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


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


LARGE ARMoured MODELS


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

MEDIUM ARMoured MODELS


	AJAGAVA HEAVY BOMBARD					
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		110
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	6	5	3	3	3	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F	<i>Disruption Indirect Fire Punishing</i>	-	14	10
MARs	<i>Security Posts (2)</i>					
Special Rules	<p>Ponderous: This Model does not make a Drift Move.</p> <p>Squadron Support: This Squadron may have 0-2 Armoured Baronet Escorts <i>Attached</i>, increasing the points cost of the Squadron by the appropriate amount.</p>					


	STEWARD HEAVY TANK					
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		90
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	4	4	3	3	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F	<i>Punishing</i>	10	8	-
<i>Standard Broadside</i>		P+S	-	6	4	-
MARs	<i>Independent Move</i>					


 VIMANA MEDIUM TANK							
Medium Armoured Model							
PLAYTEST DOCUMENT					Points		45
					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)						


 AGRA GUN CARRIGE							
Medium Armoured Model							
PLAYTEST DOCUMENT					Points		75
					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


 TARAKEE LIGHT TANK							
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)						

		MEGHA ROBOT-ELEPHANT				
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
<i>Gunnery</i> Fixed Weapon		F	<i>Massed Fire</i>	4	-	-
MARs	<i>Fearless, Independent Move, Small Target, Special Forces (1)</i>					
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".					

		BARONET ESCORT TANK				
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	<i>Escort, Independent Move, Small Target</i>					

		LINE INFANTRY				
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	<i>Independent Move, Small Target</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Line Infantry)</i> MAR.					

						
SUPPORT INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	2	6	3	2	0	I
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Gun Battery</i>		F	<i>Massed Fire</i>	6	4	-
MARs	<i>Independent Move, Small Target</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Support Infantry)</i> MAR.					


						
ASSAULT INFANTRY						
Small Armoured Model						
PLAYTEST DOCUMENT				Points		n/a
				Squadron Size		1-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	2	6	5	2	0	I
Weapon		Arc	MAR	PB	EF	LR
-		-	-	-	-	-
MARs	<i>Independent Move, Small Target, Special Forces (2)</i>					
Special Rules	Combat Deployment - This model may only be deployed via a Model with the <i>Combat Deployment (Assault Infantry)</i> MAR.					


LARGE AERIAL MODELS

ILLUSTRIOUS SKY FORTRESS						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		190
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
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
Bombs		360°	<i>Punishing</i>	16	-	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	5	5	-
Fighters		360°	<i>Hunter (Aerial)</i>	6	6	-
MARs	<i>Carrier (2), Minelayer Elite Crew</i>					
Special Rules	Mine Racks: This Squadron counts as two Squadrons when calculating which player has the largest number of <i>Mine Layers</i>					


EAGLE WAR ROTOR						
Large Aerial Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
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
Bombs		360°	<i>Punishing</i>	18	-	-
MARs	<i>Die Hard Crew, Elite Crew, Independent Move</i>					

MEDIUM AERIAL MODELS


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


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

SMALL AERIAL MODELS

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

LARGE FORTIFICATION MODELS


 BUNKER COMPLEX						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		170
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
0"	10	12	8	6	3	8
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Battery</i>		F	<i>Massed Fire</i>	12	6	-
<i>Standard Turret</i>		F	-	13	10	7
MARs	<i>Fearless, Minelayer, Security Posts (2)</i>					
Special Rules	Defensive Garrison - This model may upgrade to have the <i>Combat Deployment (Support Infantry 2)</i> MAR for an additional +30 Points.					


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

MEDIUM FORTIFICATION MODELS

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

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

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

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