

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

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Version I

DOMINION OF CANADA



Fleet Quality = 2

DOMINION OF CANADA MODEL ASSIGNED RULE

Advanced Drive Units

Specialised Canadian Armoured assets are designed first and foremost to be able to traverse any corner of their vast and rugged country. This allows Canadian units to traverse practically any terrain at speed allowing them to strike from any direction. Furthermore the effort imbued in the design of the drive units allows a surprising turn of speed, though they are susceptible to damage.

Dominion of Canada Armoured Models do not halve their movement while moving through terrain features.

If a Dominion of Canada Armoured Model with a has no Damage Tokens then it adds 2" to its Movement stat. This does not apply to Fortifications.

DOMINION OF CANADA BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Dominion of Canada 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 ARMoured BATTLE GROUP	
Large Squadrons	1 Large Squadron <i>(Lead Squadron)</i>
Medium Squadrons	1-2 Wolfe Medium Tank Squadrons 0-1 Hunter Tank Destroyer Squadron 0-1 Thunderer Assault Gun 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 ARMoured MODELS


 ROYAL OAK LANDSHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		190
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	6	4	5	7
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		360°	<i>Punishing</i>	15	13	12
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire</i>	9	6	5
MARs	<i>Combat Deployment (Line Infantry, 2), Elite Crew, Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-1 Armoured Archer Flak Tank Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


 RESOLUTION LANDSHIP						
Large Armoured Model						
PLAYTEST DOCUMENT				Points		100
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	9	4	4	4
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire</i>	10	7	6
MARs	<i>Combat Deployment (Line Infantry) 2, Die Hard Crew, Security Posts (2)</i>					
Special Rules	Icon: All friendly Kingdom of Britannia models within 12" of this model gain the <i>Die Hard Crew</i> MAR. Squadron Support: This Squadron may have 0-1 Armoured Archer Flak Tank Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.					


		LYSANDER SEIGE BOMBARD				
Large Armoured Model						
PLAYTEST DOCUMENT				Points		120
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	6	5	4	2	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F	<i>Disruption Indirect Fire Punishing</i>	12	8	6
<i>Standard Broadships</i>		P+S	-	8	5	-
MARs	<i>Security Posts (2)</i>					
Special Rules	Squadron Support: This Squadron may have 0-1 Armoured Archer Flak Tank Escorts <i>Attached</i> , increasing the points cost of the Squadron by the appropriate amount.					


MEDIUM ARMoured MODELS


	WOLFE 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	4	2	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		360°	-	6	5	-
MARs		<i>Diehard Crew, Independent Move</i>				

	ARCHER FLAK TANK					
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		50
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	6	4	2	3	1	2
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Battery</i>		360°	<i>Disruption, Hunter (Aerial)</i>	6	4	-
MARs		<i>Escort, Independent Move</i>				


	THUNDERER ASSAULT GUN					
Medium Armoured Model						
PLAYTEST DOCUMENT				Points		65
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	5	4	2	1	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Fixed Weapon</i>		F	<i>Massed Fire</i>	8	5	-
MARs		<i>Independent Move</i>				
Special Rules		Bunker Buster: This model gains the <i>Punishing</i> MAR when targeting Fortifications.				


		HUNTSMAN TANK DESTROYER					
Medium Armoured Model							
PLAYTEST DOCUMENT				Points		65	
				Squadron Size		2-3	
				Move	DR	HP	CP
7"		5	4	2	1	1	3
Weapon		Arc	MAR		PB	EF	LR
<i>Standard Fixed Weapon</i>		F	<i>Punishing</i>		7	6	4
MARs		<i>Independent Move</i>					


		STEELE ROBOT Mk.1					
Medium Armoured Model							
PLAYTEST DOCUMENT				Points		65	
				Squadron Size		2-3	
				Move	DR	HP	CP
6"		5	5	4	2	2	3
Weapon		Arc	MAR		PB	EF	LR
<i>Standard Turret</i>		F/P/S	-		6	5	-
<i>Standard Rocket Battery</i>		F/P/S	-		4	6	-
MARs		<i>Independent Move, Special Forces (2)</i>					
Special Rules		Restricted Boarding: This Model has a Boarding Assault Range of 4".					


		STEELE ROBOT Mk.2					
Medium Armoured Model							
PLAYTEST DOCUMENT				Points		65	
				Squadron Size		2-3	
				Move	DR	HP	CP
6"		5	5	4	2	2	3
Weapon		Arc	MAR		PB	EF	LR
<i>Standard Turret</i>		F/P/S	-		6	5	-
<i>Incendiary Turret</i>		F/P/S	<i>Massed Fire, Disruption</i>		5	-	-
MARs		<i>Independent Move, Special Forces (2)</i>					
Special Rules		Restricted Boarding: This Model has a Boarding Assault Range of 4".					

SMALL ARMoured MODELS


							DEFIANCE ROBOT		
Small Armoured Model									
PLAYTEST DOCUMENT					Points		20		
					Squadron Size		3-5		
Move	DR	HP	CP	Act.D	Pas.D	VP			
7"	4	2	1	1	0	1			
Weapon		Arc	MAR		PB	EF	LR		
<i>Standard Fixed Weapon</i>		F	<i>Hunter (Aerial)</i>		5	-	-		
MARs	<i>Fearless, Independent Move, Special Forces (1)</i>								
Special Rules	Restricted Boarding: This Model has a Boarding Assault Range of 4".								


							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
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
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>												