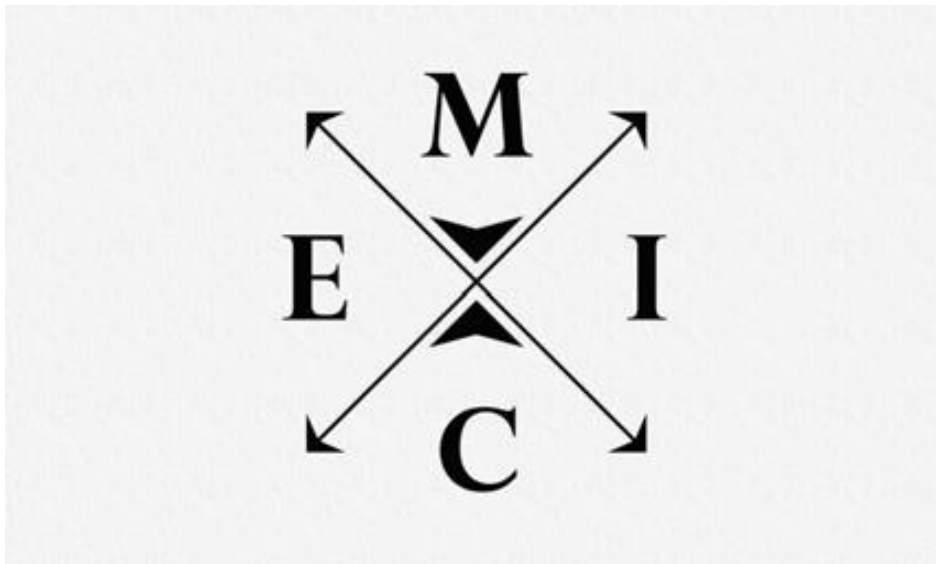


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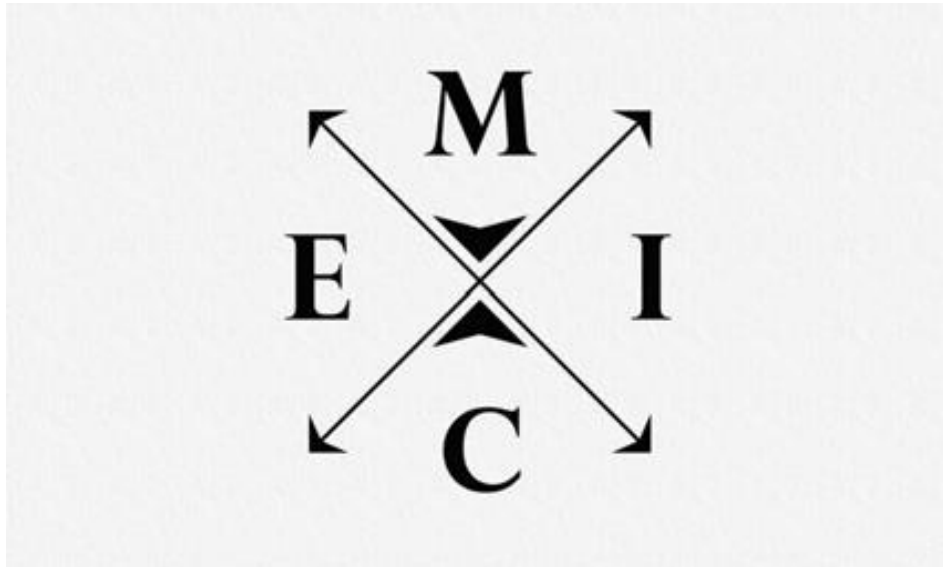
This document contains Model statistics for the **East India Merchant Company**. The statistics are compatible with the **Dystopian Wars: Fleet Action Game Engine**.

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.

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.



EAST INDIA MERCHANT COMPANY



Fleet Quality = 1

EAST INDIA MERCHANT COMPANY MODEL ASSIGNED RULES

**The best money
can buy**

The East India Company has wealth and resources greater than many entire nations. Their Commerce Protection Flotillas are often equipped with supplies of the latest advanced munitions, some developed by the Company and others provided by significant client States.

Once per turn when a Squadron declares an attack with *Standard* or *Gunnery* weapons the attacker may choose to apply one of the following MARs to the attack in addition to any already present: *Disruption*, *Massed Fire*, *Punishing*.

EAST INDIA MERCHANT COMPANY BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the East India Merchant Company 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.


MERCENARY NAVAL BATTLE GROUP	
Large Squadrons	1 Athea Battleship (Lead Squadron) 0-1 Forbes Support Blimp
Medium Squadrons	1-2 Griffon Cruiser Squadrons
Small Squadrons	1-2 Small Squadrons
SPECIAL RULE	<p><i>"Guns for Hire"</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 • Indian Raj • Kingdom of Britannia


LARGE NAVAL MODELS

	Mk 1. ATHEA BATTLESHIP					
Large Naval Model						
PLAYTEST DOCUMENT				Points	160	
				Squadron Size		
				1		
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	7	6	2	6
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	9	7	6
<i>Standard Turret</i>		<i>A/P/S</i>	<i>Punishing</i>	9	7	6
<i>Gunnery Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	8	6	4
MARs		<i>Disruption Generator</i>				
Special Rules		Squadron Support: This Squadron may have 0-3 Naval Banks Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.				


	Mk 2. ATHEA BATTLESHIP					
Large Naval Model						
PLAYTEST DOCUMENT				Points	160	
				Squadron Size		
				1		
Move	DR	HP	CP	Act.D	Pas.D	VP
7"	8	8	7	6	4	6
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		<i>P+S</i>	<i>Massed Fire</i>	8	6	4
<i>Standard Torpedo Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	9	7	6
<i>Standard Torpedo Turret</i>		<i>A/P/S</i>	<i>Punishing</i>	9	7	6
MARs		-				
Special Rules		Auto Loaders: When firing Torpedo Weapons this Model may re-roll up to 2 dice that did not generate a success. Squadron Support: This Squadron may have 0-3 Naval Banks Escorts Attached, increasing the points cost of the Squadron by the appropriate amount.				


MEDIUM NAVAL MODELS


	MK.1 GRIFFON CRUISER						
Medium Naval Model							
PLAYTEST DOCUMENT					Points		75
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
7"	6	5	4	4	1	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	7	6	-	
MARs		<i>Disruption Generator</i>					

	MK2. GRIFFON CRUISER						
Medium Naval Model							
PLAYTEST DOCUMENT					Points		75
					Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP	
7"	6	5	4	4	3	3	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Torpedo Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	7	6	4	
MARs		-					
Special Rules		Auto Loaders: When firing Torpedo Weapons this Model may re-roll up to 2 dice that did not generate a success.					


SMALL NAVAL MODELS


 SYERA FRIGATE							
Small Naval Model							
PLAYTEST DOCUMENT					Points		35
					Squadron Size		3-4
Move	DR	HP	CP	Act.D	Pas.D	VP	
12"	4	2	2	2	0	I	
Weapon		Arc	MAR	PB	EF	LR	
<i>Standard Turret</i>		<i>F/P/S</i>	-	6	5	-	
MARs		<i>Small Target</i>					

 DRAKE CORVETTE							
Small Naval Model							
PLAYTEST DOCUMENT					Points		15
					Squadron Size		3-5
Move	DR	HP	CP	Act.D	Pas.D	VP	
13"	4	2	3	I	0	I	
Weapon		Arc	MAR	PB	EF	LR	
-		-	-	-	-	-	
MARs		<i>Small Target</i>					

 BANKS ESCORT							
Small Naval Model							
PLAYTEST DOCUMENT					Points		20
					Squadron Size		n/a
Move	DR	HP	CP	Act.D	Pas.D	VP	
12"	4	2	I	3	0	I	
Weapon		Arc	MAR	PB	EF	LR	
-		-	-	-	-	-	
MARs		<i>Escort, Small Target</i>					

LARGE AERIAL MODELS

 MK1. FORBES SUPPORT BLIMP						
Large Aerial Model						
PLAYTEST DOCUMENT				Points	150	
				Squadron Size	1	
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	7	4	2	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Punishing</i>	7	6	-
<i>Standard Turret</i>		<i>A/P/S</i>	<i>Punishing</i>	7	6	-
<i>Standard Turret</i>		<i>360°</i>	<i>Punishing</i>	7	6	-
<i>Fighters</i>		<i>360°</i>	<i>Hunter (Aerial)</i>	5	5	-
<i>Bombers</i>		<i>360°</i>	<i>Hunter (Non-Aerial)</i>	6	6	-
MARs	<i>Carrier (1) Disruption Generator</i>					
Special Rules	<p>Dedicated Naval Support: This Model may be included in a Core Battle Group that contains Naval Models. If it is included in a Naval Battle Group it may not be the Lead Squadron.</p> <p>Variable Configuration: This Model may select one of the following options:</p> <ul style="list-style-type: none"> • Exchange the <i>Carrier (1)</i> MAR for the <i>Carrier (2)</i> MAR • Gain the <i>Repair (1)</i> MAR • Gain the <i>Elite Crew</i> MAR and increase its CP to 9 					

		MK2. FORBES SUPPORT BLIMP				
Large Aerial Model						
PLAYTEST DOCUMENT				Points		150
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	8	8	7	4	4	5
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Torpedo Turret</i>		F/P/S	<i>Punishing</i>	7	6	5
<i>Standard Torpedo Turret</i>		A/P/S	<i>Punishing</i>	7	6	5
<i>Standard Torpedo Turret</i>		360°	<i>Punishing</i>	7	6	5
Fighters		360°	<i>Hunter (Aerial)</i>	5	5	-
Bombers		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
MARs		<i>Carrier (1)</i>				
Special Rules		Auto Loaders: When firing Torpedo Weapons this Model may re-roll up to 2 dice that did not generate a success.				
		Dedicated Naval Support: This Model may be included in a Core Battle Group that contains Naval Models. If it is included in a Naval Battle Group it may not be the Lead Squadron.				
		Variable Configuration: This Model may select one of the following options: <ul style="list-style-type: none"> • Exchange the <i>Carrier (1)</i> MAR for the <i>Carrier (2)</i> MAR • Gain the <i>Repair (1)</i> MAR • Gain the <i>Elite Crew</i> MAR and increase its CP to 9 				