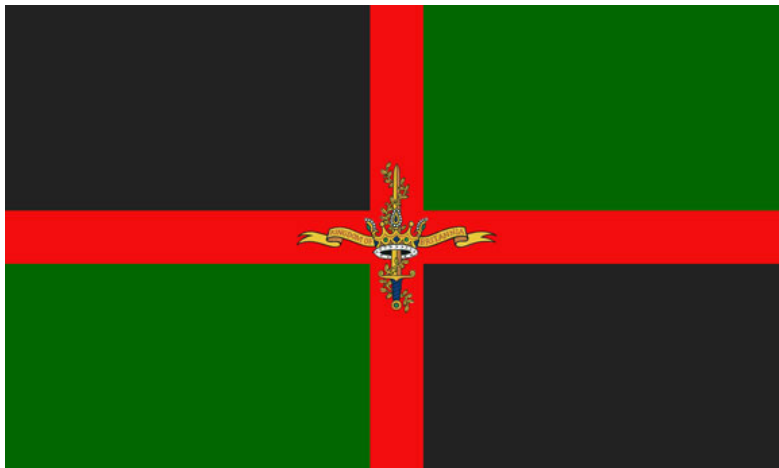


**This document contains Model statistics for the Indian Raj Faction.
The statistics are compatible with the Dystopian Wars 2.0 Game
Engine.**

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

UNIVERSAL RULES FOR THE INDIAN RAJ

- In some places, the Indian Raj is abbreviated as RAJ in the Indian Raj Force guide.
- All Turrets in the Indian Raj Force have the *Redoubtable* Model Assigned Rule.

INDIAN RAJ COMMODORE RULES

Command Abilities

Each Game Turn, the controlling player may have the Commodore perform ONE of the following

- **Safe Passage** (Within 8" of the Commodore's Vessel) – Re-roll one Treacherous Terrain Test for a Model in their fleet.
- **Fix it Lads** (Within 8" of the Commodore's Vessel) – Re-roll one Damage Repair Test for a Model in their fleet.
- **Stand Up and Be Counted** (Within 8" of the Commodore's Vessel) – Re-roll one die after a failed Disorder Test.

Commodore Doctrines

In addition to their Command Abilities, all Indian Raj 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 Indian Raj.

- **The Eyes of Providence** - ONCE PER GAME -This ability must be activated during the Pre Turn Phase of a Game Turn. All Spotters within 8" of the Commodore may re-roll a Failed Spotting Action.
- **All Hands Forward!** -ONCE PER GAME- This ability may be activated during the Command Segment of the Commodores Activation. The Commodores Model gains the *Long Range Assault* MAR for the remainder of the Activation.

BRITANNIAN LEND LEASE

Given their long standing alliance with the Britannian peoples and their strategic importance in the region, the Indian Raj have access to a limited number of Britannian Armoured and Aerial assets, gifted to them by their larger ally.

The Indian Raj may contain the following vessels as part of their Armoured Core Force:

- Steward Heavy Tank
- Baronet Insertion Tank

In addition, the Indian Raj may contain the following models as part of their Non-Core Force:

- Illustrious Sky Fortress
- Eagle War Rotor
- Halifax Bomber
- Hawk Scout Rotor
- Merlin Interceptor
- Britannian Bunker Complex
- Britannian Tower Defensive Line

INDIAN RAJ OPERATIONAL 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 Jhasa Assault Carrier	1x Chanura Heavy Battleship	1x Canda Monitor 3x Devak Cruisers	3x Indus Heavy Destroyers 5x Veeran Corvettes	None	None

Free Tactical Action Card – Tally-Ho!

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

ARMOURED BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Antaka Land Dreadnought	None	1x Ajagava Heavy Bombard 3x Vimana Medium Tanks 3x Agra Bombard	4x Tarakee Light Tanks 5x Megha Robot Elephants	3x Assault Infantry Companies <i>(Deployed by the Antaka)</i>	None

Free Tactical Action Card – Tally-Ho!

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

INDIAN RAJ

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:

Chenab Squadron

The Squadron MUST contain:

1x Chanura Heavy Battleship	(Parent Model)
+ 2x Veeran Corvettes	(Attached Models)

Ravi Squadron

The Squadron MUST contain:

1x Devak Cruiser	(Parent Model)
+3x Veeran Corvettes	(Attached Models)

Kurram Squadron

The Squadron MUST contain:

1x Steward Heavy Tank	(Parent Model)
+2x Agra Gun Carriages	(Attached Models)

Additionally, the following Lend-Lease Specialist group Squadrons may be used.

Squire Squadron

The Squadron MUST contain:

1x Halifax Heavy Bomber	(Parent Model)
+3x Merlin Interceptors	(Attached Models)

Prince Squadron

The Squadron MUST contain:

1x Eagle War Rotor	(Parent Model)
+2x Hawk Scout Rotors	(Attached Models)

INDIAN RAJ NAVAL FORCES

Indian Raj				Chanura				Points	225
Heavy Battleship					Crew Type : Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Heavy Turret (P)	10	9	8	-	6	10	5"	9	
P/S Broadside (S)	9	7	5	4	AP	AA	CC	IR	
-	-	-	-	-	10	6	5	7	

LARGE NAVAL CAPITAL MODEL

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

Model Assigned Rules: Advanced Engines (+2"), Terror Tactics (3)
 Options: This Model has the Piercing (Heavy Turret) Munitions Type.
 This Model is fitted with an External Time Flow (8") Generator
 This model may exchange the External Time Flow (8") Generator for an External Shield (2) Generator for no additional points cost
 Weaponry Arcs: THREE Heavy Turrets (P) have 270-degree Fore Fire Arcs
 The P/S Broadside (S) have a Broadside Arc of Fire

Indian Raj				Jhasa				Points	150
Assault Carrier					Crew Type : Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (S)	10	9	8	5	6	10	6"	10	
P/S Broadside (S)	9	7	5	4	AP	AA	CC	IR	
Howitzer Bombard (P)	-	14	11	9	12	5	4	6	

MASSIVE NAVAL CAPITAL MODEL

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

Model Assigned Rules: Carrier (6), Fuel Reserves, Strategic Value (50), Troop Reinforcement
 Options: This Model is fitted with an External Guardian (2, 8", Protective=1) Generator
 The Model may replace the External Guardian Generator for a Howitzer Bombard (P) for an additional +30 points
 This Model has the Devastating (Howitzer Bombard) Munitions Type
 Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fire Arc
 The P/S Broadside (S) have a Broadside Arc of Fire
 ONE Howitzer Bombard (P) has a 90-degree Fore Fire Arc

Indian Raj		Canda				Points	110	
Monitor					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Howitzer Bombard (P)	-	14	11	9	5	7	6"	6
P/S Broadside (S)	8	6	4	-	AP	AA	CC	IR
-	-	-	-	-	5	4	4	5

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: Combat Patrol, Strategic Value (25), Squadron Support (Raj; Recon-SAS; 1)
 Options: This Model has an External Shield (2) Generator for no additional cost
 This Model has the Devastating (*Bombard*) Munition Type
 Weaponry Arcs: ONE Howitzer Bombard (P) has a Fixed Channel Fore Fire Arc

Indian Raj		Devak				Points	80	
Cruiser					Crew Type: Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	8	7	-	4	6	9"	5
P/S Broadside (S)	8	6	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: Terror Tactics (2)
 Options: This Model has an External Shield (2) Generator for no additional cost
 This Model has the Piercing (Main Turret) Munitions Type
 Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc

Indian Raj					Indus			Points	45
Heavy Destroyer					Crew Type: Aggressive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Turret (S)	4	3	-	-	4	5	11"	3	
P/S Broadside (S)	5	4	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	3	2	2	

SMALL NAVAL MODEL

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

Model Assigned Rules: Pack Tactics (Broadside, 2), Small Target, Terror Tactics (1)
 Options: None
 Weaponry Arcs: ONE Fore Turret (S) has a 270-degree Fore Fire Arc
 The P/S Broadside (S) have a Broadside Fire Arc.

Indian Raj					Veeran			Points	25
Corvette					Crew Type: Reckless				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Turret (S)	4	3	-	-	3	4	14"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	1	

SMALL NAVAL MODEL

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

Model Assigned Rules: Elusive Target, Small Target, Terror Tactics (1)
 Options: None
 Weaponry Arcs: ONE Fore Turret has a 270-degree Fore Fire Arc

INDIAN RAJ AERIAL FORCES

Kingdom of Britannia – Lend Lease				Illustrious				Points	150
Sky Fortress					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	6	10	6"	9	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
Surface Mines x3	(5)	-	-	-	8	6	8	5	

MASSIVE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Carrier (6), Fuel Reserves, Redoubtable, Strategic Value (50)

Options: This Model is fitted with an Internal Pulse (16") Generator for no additional cost
 This Model may replace the Internal Pulse Generator for an Internal Shield (2) Generator for +15 points
 This Model deploys Surface Mines with the Magnetic Munitions Type

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease				Eagle				Points	150
War Rotor					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	9	7	5	3	6	9	7"	8	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
Surface Mines x2	(5)	-	-	-	8	6	4	5	

LARGE AERIAL CAPITAL MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bombs), Redoubtable, Rugged Construction (1)

Options: This Model has the Piercing (Main Turret) Munitions Type
 This Model deploys Surface Mines with the Magnetic Munitions Type
 This Model is fitted with an Internal Guardian (2, 12", Protective=1) Generator for no additional cost

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc
 ONE Main Turret (P) has a 270-degree Aft Fire Arc
 THREE Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease				Halifax				Points	125
Heavy Bomber					Crew Type - Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (P)	10	8	7	4	5	7	10"	6	
Bomb Bay (T)	10	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	5	4	4	3	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 4"
Turning Template: 45-degree
Turn Limit: 2"
Squadron Size: 1

Model Assigned Rules: Area Bombardment (Bomb Bays), Combat Patrol, Hunter (Bombs, Surface+Submerged, +1), Momentum, Redoubtable, Squadron Support (Raj: SAW Fighters, 3)

Options: This Model has the Piercing (Bomb Bays) Munitions Type
This Model has the Devastating (Fore Guns) Munitions Type
This Model is fitted with an External Shield (2) Generator for no additional cost

Weaponry Arcs: The Fore Guns (P) have a Fore Fixed Channel Fire Arc
TWO Bomb Bays (T) have a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease				Hawk				Points	85
Scout Rotor					Crew Type - Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Turret (S)	6	8	4	-	4	6	9"	5	
Bomb Bay (T)	6	-	-	-	AP	AA	CC	IR	
Surface Mines x1	(5)	-	-	-	4	4	3	2	

MEDIUM AERIAL CAPITAL MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: Redoubtable, Spotter (Regular)

Options: This Model is fitted with an Internal Shield (2) Generator for no additional cost
This Model has the Piercing (Turret) Munitions Type
This Model deploys Surface Mines with the Magnetic Munitions Type

Weaponry Arcs: ONE Turret (S) as a 360-degree Fire Arc
ONE Bomb Bay (T) has a 2" Range and 360-degree Fire Arc

Kingdom of Britannia – Lend Lease				Merlin			Points	25
Light Interceptor					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Fore Guns (S)	4	3	-	-	3	5	15"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

SMALL AERIAL MODEL

Minimum Move: 4"
 Turning Template: 45-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: Evasive Manoeuvre (+1), Hunter (Aerial, Fore Guns, +1), Momentum, Pack Tactics (Fore Guns, 1), Small Target
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

SUPPORT AIRCRAFT SQUADRON RULES

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

Raj Aces: The following Support Aircraft Squadrons in the Indian Raj Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane, Dive Bomber.

INDIAN RAJ ARMOURED FORCES

Indian Raj		Antaka				Points	250	
Land Dreadnought					Crew Type : Aggressive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	9	8	-	6	9	6"	12
Mortar Battery (P)	-	16	12	8	AP	AA	CC	IR
P/S Broadships (S)	10	9	8	6	10	7	6	5

MASSIVE ARMOURED CAPITAL MODEL

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

Model Assigned Rules: Redoubtable, Security Posts (2), Squadron Support (Raj: Assault Infantry, 3)
 Options: This Model is fitted with an Internal Guardian (2, 12", Protective=1) Generator for no additional points.

Weaponry Arcs: The P/S Broadships (S) have a Broadside Fire Arc
 ONE Mortar Battery (P) has a 270-degree Fore Fire Arc
 FOUR Main Turrets (P) each have offset 180-degree Fire Arcs respectively

Indian Raj		Ajagava				Points	110	
Heavy Bombard					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Howitzer Bombard (P)	-	14	12	10	4	7	7"	5
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	5	4	2	2

MEDIUM ARMOURED CAPITAL MODEL

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

Model Assigned Rules: Combat Patrol, Squadron Support (Raj: Reconnaissance Infantry, 1), Terrifying (Howitzer Bombard)
 Options: This Model has the Concussive (Howitzer Bombard) Munitions Type
 This Model is fitted with an Internal Shield (2) Generator for no additional points.
 Weaponry Arcs: ONE Howitzer Bombard (P) has a Fixed Channel Fore Fire Arc

Important Note: The Reconnaissance Infantry Company MUST be attached to the Heavy Bombard.

Kingdom of Britannia – Lend Lease					Steward			Points	95
Heavy Tank					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Heavy Assault Cannon (P)	10	9	8	-	4	7	7"	4	
P/S Broadships (S)	6	4	3	-	AP	AA	CC	IR	
-	-	-	-	-	4	4	2	2	

MEDIUM ARMoured CAPITAL MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 1-2

Model Assigned Rules: None *
Options: This Model has the Piercing (Heavy Assault Cannon) Munitions Type
This Model is fitted with an Internal Guardian (2, 8", Protective=1)
Generator for no additional points
Weaponry Arcs: ONE Heavy Assault Cannon (P) has a 90-degree Fore Fire Arc
The P/S Broadships (S) have Broadside Fire Arcs

*** Important Note:** This model loses its Attachment MAR when taken in an Indian Raj Force.

Indian Raj					Agra			Points	75
Gun Carriage					Crew Type: Regular				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Cannon (P)	4	9	9	4	4	6	6"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	1	2	

MEDIUM CAPITAL ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: None
Options: This Model has the Piercing (Fore Cannon) Munitions Type
Weaponry Arcs: The Fore Cannon (P) has a Fixed Channel Fore Fire Arc

Indian Raj					Vimana		Points	40
Medium Tank					Crew Type: Regular			
RB	1	2	3	4	DR	CR	MV	HP
Fore Gun (P)	5	4	-	-	4	6	8"	3
P/S Guns (S)	7	6	-	-	AP	AA	CC	IR
-	-	-	-	-	3	2	1	2

MEDIUM ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: None
Options: This Model has the Piercing (*P/S Guns*) Munition Type
This Model may upgrade its Crew Type from Regular to Reckless for +5 points.
Weaponry Arcs: The P/S Guns (S) have Broadside Fire Arcs
The Fore Gun (P) has a Fixed Channel Fore Fire Arc

Kingdom of Britannia – Lend Lease					Baronet		Points	35
Infantry Insertion Tank					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	8"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	1

SMALL ARMoured MODEL

Minimum Move: 0"
Turning Template: 360-degree
Turn Limit: 0"
Squadron Size: 2-3

Model Assigned Rules: Combat Deployment (RAJ, Infantry, I, Rapid), Elusive Target, Small Target *
Options: This Model is supplied with a Reconnaissance Infantry Company for no additional cost
The Reconnaissance Infantry Company may be upgraded to other forms of Infantry Companies for the following additional points:

- Line Infantry +5pts
- Assault Infantry +15pts
- Engineering Infantry +5pts
- Reserve Infantry +5pts

Weaponry Arcs: None

*** Important Note:** This model loses its Attachment MAR when taken in an Indian Raj Force.

Indian Raj					Megha			Points	30
Robot-Elephant					Crew Type: Reckless				
RB	1	2	3	4	DR	CR	MV	HP	
Fore Guns (S)	6	4	-	-	4	5	6"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	

SMALL ARMoured ROBOT

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-5

Model Assigned Rules: All Terrain, Elusive Target, Small Target, Sturinium Boost
 Options: None
 Weaponry Arcs: The Fore Guns (S) have a Fixed Channel Fore Fire Arc

Indian Raj					Tarakee			Points	25
Light Tank					Crew Type: Reckless				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	4	6	8"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	3	1	1	1	

SMALL ARMoured CLASS

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 2-4

Model Assigned Rules: Attachment (RAJ): Armoured, 2), Small Target, Spotter (Regular), Troop Reinforcement
 Options: None
 Weaponry Arcs: None

INDIAN RAJ FORTIFICATIONS

UNIVERSAL FORTIFICATIONS

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

Kingdom of Britannia – Lend Lease					Bunker Complex		Points	165
Universal Fortification					Crew Type: Stoic			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	13	11	9	7	6	12	0"	12
Bunker Guns (P)	9	7	6	4	AP	AA	CC	IR
-	-	-	-	-	9	7	0	14

MASSIVE CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Strategic Value (50)

Options: None

Weaponry Arcs: ONE Main Turret (P) has a 180-degree Fore Fire Arc
TWO Bunker Guns (P) have 90-degree Fore Fire Arcs

Kingdom of Britannia – Lend Lease					Forward Landing Field		Points	115
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

Kingdom of Britannia – Lend Lease					Tower Defensive Line			Points	***
Universal Fortification					Crew Type: Defensive				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	10	8	6	4	4	6	0"	5	
Fore Torpedo Turret (T)	7	6	4	3	AP	AA	CC	IR	
P/S Torpedoes (T)	6	5	3	2	4	2	0	7	

MEDIUM CAPITAL UNIVERSAL FORTIFICATION

Squadron Size: 2-4

Model Assigned Rules: Altered Silhouette (Massive), Redoubtable, Rugged Construction (2), Security Posts (1)

Options: Squadron may contain multiple types of Tower if desired. Each Tower **MUST** purchase ONE of the following upgrades:

<u>Tower Type</u>	<u>Points</u>	<u>Rules</u>
Communications Tower	40pts	The Model gains the Combat Coordinator (<i>IR, Die Hard Attitude, 12"</i>) MAR.
Flak Tower	40pts	The Model increases its AA to AA 5 and gains the Heavy Ack Ack and Sustained Fire (<i>Ack Ack, 2</i>) MARs.
Generator Tower	35pts	The Model has ONE Main Turret (P) and MUST choose an Internal Generator from the following: Shield (2) Generator for +30 points <u>OR</u> Guardian (2, 12", Protective=1) Generator for an additional +40 points
Torpedo Tower	50pts	The Model has ONE Fore Torpedo Turret (S) and Port/Starboard Torpedoes (S) with an Internal Pulse (16") Generator.

Weaponry Arcs:
 The Main Turret (P) has a 360-degree Fire Arc
 The Fore Torpedo Turret (S) has a 90-degree Fore Fire Arc
 The P/S Torpedoes (S) have 90-degree P/S Fire Arcs

LAND FORTIFICATIONS

These Fortifications **MUST** be deployed on the Land Major Surface. All Infantry deployed by Squadrons of these Fortifications must be of the same Type.

Kingdom of Britannia – Lend Lease		Heavy Infantry Bunker				Points	120	
Land Fortification					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	10	8	6	4	5	10	0"	10
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	7	4	0	12

LARGE CAPITAL LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (IR, Line Infantry, 3, Standard), Long Range Assault, Minefield (AD5, 5), Redoubtable, Rugged Construction (2), Security Posts (3), Troop Reinforcement

Options: This Model may upgrade its Crew Type from Defensive to Stoic for an additional +15 points
 The 3x Line Infantry may be upgraded to be the following:

- 3x Assault Infantry for an additional +15 points
- 3x Reserve Infantry for an additional +15 points
- 3x Close Support Infantry for an additional +30 points
- 3x Engineer Infantry for an additional +30 points

Weaponry Arcs: ONE Main Turret (P) has a 360-degree Fire Arc

Important Note: All Bunkers in the Squadron MUST field Infantry Formations of the same Type.

Kingdom of Britannia – Lend Lease		Medium Infantry Bunker				Points	50	
Land Fortification					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	4	6	0"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	6

MEDIUM LAND FORTIFICATION

Squadron Size: 1

Model Assigned Rules: Combat Deployment (IR, Line Infantry, 2, Standard), Long Range Assault, Redoubtable, Rugged Construction (1), Security Posts (1), Troop Reinforcement

Options: The 2x Line Infantry may be upgraded to be the following:

- 2x Assault Infantry for an additional +10 points
- 2x Reserve Infantry for an additional +10 points
- 2x Close Support Infantry for an additional +20 points
- 2x Engineer Infantry for an additional +20 points

Weaponry Arcs: None

Important Note: All Bunkers in the Squadron MUST field Infantry Formations of the same Type.

Kingdom of Britannia – Lend Lease		Small Infantry Bunker				Points	25	
Land Fortification					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	0"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	1	4

SMALL LAND FORTIFICATION

Squadron Size: 1-3

Model Assigned Rules: Combat Deployment (IR, Line Infantry, I, Standard), Long Range Assault, Rugged Construction (I), Troop Reinforcement

Options: The 1x Line Infantry may be upgraded to be the following:

- 1x Assault Infantry for an additional +5 points
- 1x Reserve Infantry for an additional +5 points
- 1x Close Support Infantry for an additional +10 points
- 1x Engineer Infantry for an additional +10 points

Weaponry Arcs: None

Important Note: All Bunkers in the Squadron MUST field Infantry Formations of the same Type.

INDIAN RAJ INFANTRY FORMATIONS

Infantry may be taken via the following methods: as a specified Attachment to a Squadron or as part of either the Squadron Support or Combat Deployment Model Assigned Rules. In all cases, the cost of the Infantry is included in the points cost of the Parent Model/Squadron. However, their listed points cost ARE used for Victory Points calculations in the End Phase.

Any type of Infantry (except Reconnaissance Infantry) may be upgraded to a Mechanised Infantry formation during Force list creation, lending greater mobility to the formation by way of Armoured Personnel Carriers and other vehicle transports. This is represented in the Infantry Formation's Profile in the following ways:

- Mechanised Infantry add an additional 3" to their Movement (Mv)
- Mechanised Infantry have the Small Target MAR INSTEAD of the Difficult Target MAR
- Mechanised Infantry do NOT gain the benefits of Cover

Indian Raj		Infantry Company				Points	20	
Line Infantry					Crew Type: Stoic			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	3	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Indian Raj		Infantry Company				Points	30	
Engineer Infantry					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	2	-

TINY ARMoured REPAIR INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target
 Options: May become Mechanised (see above)

Indian Raj		Infantry Company				Points	20	
Reconnaissance Infantry					Crew Type: Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	1	0	-

TINY ARMoured INFANTRY MODEL

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: Attachment ONLY
 Model Assigned Rules: Elusive Target, Difficult Target, Spotter (Regular)
 Options: This Model may upgrade to the Spotter (Expert) MAR for an additional +5 points

Indian Raj		Infantry Company				Points	25	
Assault Infantry					Crew Type: Reckless			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	1	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Assault (2)
 Options: May become Mechanised (see above)

Indian Raj		Infantry Company				Points	30	
Close Support Infantry					Crew Type: Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
Close Mortars (S)	4	5	-	-	3	4	3"	3
					AP	AA	CC	IR
					2	3	0	-

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)
 Options: May become Mechanised (see above)
 Weaponry Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Indian Raj				Infantry Company				Points	25
Reserve Infantry					Crew Type: Conscripted				
RB	1	2	3	4	DR	CR	MV	HP	
-	-	-	-	-	3	4	5"	4	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	5	4	0	-	

TINY ARMoured INFANTRY

Minimum Move: 0"
 Turning Template: 360-degree
 Turn Limit: 0"
 Squadron Size: 1-3
 Model Assigned Rules: Elusive Target, Difficult Target, Troop Reinforcement
 Options: May become Mechanised (see above)