



This document contains Model statistics for the **Republic of Egypt**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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VERSION 1.0

REPUBLIC OF EGYPT UNIVERSAL RULES

All Republic of Egypt Naval Models with the Multi-Purpose Function may be taken in an Armoured Core Force.

- In some places, the Republic of Egypt is abbreviated as RoE in the Force Guide.
- All Republic of Egypt Broadships have the Devastating Munitions Type.
- All Republic of Egypt Energy Weapons have the Incendiary Munitions Type.
- Unless otherwise noted **ALL** Republic of Egypt Capital Models have the *Rugged Construction (1) MAR*.

REPUBLIC OF EGYPT COMMODORE RULES

COMMODORE TRAITS

- Republic of Egypt Commodores may always take the Close Range Precision Aggressive Trait instead of making a roll on the Aggressive Trait table.
- Republic of Egypt Commodores (including Competitive Commodores) may exchange any Aggressive Trait they have generated for the following Trait:

Wrath of the Gods Eye!

Once per Game – This ability may be activated during the Command Segment of a non-Disordered Squadron's Activation provided a member of the Squadron is within the Command Radius of the Commodore's Model. All Energy Weapons within this Squadron double the number of Raging Fire Tokens they inflict on their targets as a result of their attack. (This Includes any Critical Table or Fuel Reserves Result! Such is the Wrath of the Sun God!).

REPUBLIC OF EGYPT



SPECIALIST GROUP SQUADRONS



The following models may be combined to create Specialist Group Squadrons using the rules found on Pages 80-81 of the Dystopian Wars 2.5 Core Rule Book:



WADJET SQUADRON



The Squadron **MUST** contain:



- 1x Bastet Drone Support Carrier (Parent Model)
- + 2x Pedjet Heavy Frigates (Attached Models)



Republic Of Egypt		Mandjet				Points	245		
Heavy Battleship					Crew Type: Regular				
 		Large Capital Naval Multi-Purpose Model Minimum Move: 2" Turning Template: Large Turn Limit: 0" Squadron Size: 1							
RB	1	2	3	4	DR	GR	MV	HP	
Eye Of Ra Energy Blast (S)	2D6	2D6	3D6	3D6	7	11	6"	10	
P/S Broadside (S)	15	14	-	-	AP	AA	CC	IR	
Rocket Cluster Turret (T)	6	7	8	-	9	7	5	7	
MAR:		Advanced Engines (+2"), Combat Coordinator (12" RoE SAS, Acrobatic Pilots, Big Fuel Tanks), Security Posts (2), Sharp Turn, Squadron Support (RoE Scarab Assault Robots, 6), Vulnerable,							
Options:		This Model MUST be fitted with ONE Generator from the following list: - Internal Sonic (12") Generator for no additional point cost - Internal Whirlwind (16") Generator for no additional point cost This Model may upgrade its crew type to Aggressive for +10 points							
Weaponary Arcs:		The ONE Eye of Ra Energy Blast (S) has a 360-degree Arc of Fire The P/S Broadside (S) have a Broadside Arc of Fire The ONE Rocket Cluster Turret (T) has a 270-degree Fore Arc of Fire The ONE Rocket Cluster Turret (T) has a 270-degree Aft Arc of Fire							

Republic Of Egypt		Bastet				Points	100		
Heavy Drone Support Carrier					Crew Type: Defensive				
 		Medium Capital Naval Multi-Purpose Model Minimum Move: 2" Turning Template: Medium Turn Limit: 0" Squadron Size: 1-2							
RB	1	2	3	4	DR	GR	MV	HP	
P/S Broadside (S)	8	7	-	-	5	6	6"	6	
Rocket Cluster (T)	5	6	7	-	AP	AA	CC	IR	
MAR:		Advanced Engines (+2"), Carrier (4, 1x4 Drone Wings), Combat Coordinator (RoE, SAS, 12", Hunter (All) +2), Fuel Reserves, Sharp Turn, Strategic Value (25)							
Options:		This Model is fitted with an Internal Sonic (12") Generator for no additional point cost							
Weaponary Arcs:		The P/S Broadside (S) have a Broadside Arc of Fire The ONE Rocket Cluster (T) has a 360-degree Arc of Fire							

Republic Of Egypt		Sekhmet				Points	90		
Heavy Cruiser					Crew Type: Regular				
 		Medium Capital Naval Multi-Purpose Model							
		Minimum Move: 2"		Turning Template: Medium			Turn Limit: 0"		Squadron Size: 2-3
RB	1	2	3	4	DR	GR	MV	HP	
Eye Of Ra Energy Beam (S)	4	4	6	6	5	6	7"	6	
P/S Broadside (S)	8	7	-	-	AP	AA	CC	IR	
-	-	-	-	-	5	4	2	4	
-	-	-	-	-					
MAR:	Advanced Engines (+2"), Security Posts (1), Sharp Turn, Vulnerable								
Options:	This Squadron may purchase the Squadron Support (RoE; Scarab, 2) MAR for an additional +10 points per Model. This Squadron may upgrade their Crew Type to Aggressive for +5 Points per Model.								
Weaponary Arcs:	The ONE Eye of Ra Energy Beam (S) has a 90-degree Fore Arc of Fire The P/S Broadside (S) have a Broadside Arc of Fire								

Republic Of Egypt		Pedjet				Points	45		
Heavy Frigate					Crew Type: Regular				
 		Small Naval Multi-Purpose Model							
		Minimum Move: 2"		Turning Template: Small			Turn Limit: 0"		Squadron Size: 2-4
RB	1	2	3	4	DR	GR	MV	HP	
Deck Cannon (S)	5	4	-	-	4	5	9"	3	
Rocket Cluster (T)	3	4	5	-	AP	AA	CC	IR	
-	-	-	-	-	2	2	2	2	
-	-	-	-	-					
MAR:	Sharp Turn, Small Target, Advanced Engines (+2")								
Options:	None								
Weaponary Arcs:	The ONE Deck Cannon (S) has a 270-degree Fore Arc of Fire The ONE Rocket Cluster (T) has a 360-degree Arc of Fire								

Republic Of Egypt		Khopesh				Points	20		
Corvette					Crew Type: Reckless				
 					Small Naval Multi-Purpose Model Minimum Move: 2" Turning Template: Small Turn Limit: 0" Squadron Size: 2-5				
RB	1	2	3	4	DR	GR	MV	HP	
Deck Cannon (S)	5	4	-	-	3	4	12"	2	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	1	1	1	
-	-	-	-	-					
MAR:	Elusive Target, Sharp Turn, Small Target, Advanced Engines (+2")								
Options:	None								
Weaponary Arcs:	The ONE Deck Cannon (S) has a 270-degree Fore Arc of Fire								

Republic Of Egypt		Scarab				Points	10		
Assault Robot					Crew Type: Regular				
 					Tiny Naval Multi-Purpose Robot Model Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: Squadron Support Only				
RB	1	2	3	4	DR	GR	MV	HP	
Scarab Rockets (T)	3	-	-	-	3	-	13"	1	
-	-	-	-	-	AP	AA	CC	IR	
-	-	-	-	-	2	0	0	0	
-	-	-	-	-					
MAR:	Difficult Target, Elusive Target, Hit and Run, Specialised Defences (1)								
Options:	This Model has the Barrage (Scarab Rockets) Munitions Type.								
Weaponary Arcs:	The ONE Scarab Rockets (T) has a 360-degree Arc of Fire								

SUPPORT DRONE SQUADRON RULES

SAW	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	14"	0	2	Swarm Tactics	2	1
TORPEDO BOMBER	14"	3	1	Swarm Tactics	2	1
DIVE BOMBER	14"	3	1	Swarm Tactics	2	1

Republic of Egypt: This Nation uses Drones and does not have Aces.