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 Broadsides 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**

- Large Capital Naval Multi-Purpose Model
- Minimum Move: 2”
- Turning Template: Large
- Turn Limit: 0”
- Squadron Size: 1

<table>
<thead>
<tr>
<th>RB</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>DR</th>
<th>CR</th>
<th>MV</th>
<th>HP</th>
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<tbody>
<tr>
<td>Eye Of Ra Energy Blast (S)</td>
<td>2D6</td>
<td>2D6</td>
<td>3D6</td>
<td>3D6</td>
<td>7</td>
<td>11</td>
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<tr>
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<td>15</td>
<td>14</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
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<tr>
<td>Rocket Cluster Turret (T)</td>
<td>6</td>
<td>7</td>
<td>8</td>
<td>-</td>
<td>9</td>
<td>7</td>
<td>5</td>
<td>7</td>
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</tbody>
</table>

**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 Broadsides (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**

- Medium Capital Naval Multi-Purpose Model
- Minimum Move: 2”
- Turning Template: Medium
- Turn Limit: 0”
- Squadron Size: 1-2

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<th>1</th>
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<th>CR</th>
<th>MV</th>
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<td>7</td>
<td>-</td>
<td>-</td>
<td>5</td>
<td>6</td>
<td>6”</td>
<td>6</td>
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<tr>
<td>Rocket Cluster (T)</td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
</tbody>
</table>

**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 Broadsides (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**

<table>
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<td>4</td>
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<td>6</td>
<td>7&quot;</td>
<td>6</td>
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<tr>
<td>P/S Broadsides (S)</td>
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<td>7</td>
<td>-</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
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</tbody>
</table>

**Weaponary Arcs:**
- The ONE Eye of Ra Energy Beam (S) has a 90-degree Fore Arc of Fire
- The P/S Broadsides (S) have a Broadside Arc of Fire

**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.

**MAR:**
- Advanced Engines (±2"), Security Posts (1), Sharp Turn, Vulnerable

### Republic Of Egypt Pedjet Points 45

**Heavy Frigate**

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<tr>
<th>RB</th>
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<tr>
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<tr>
<td>Rocket Cluster (T)</td>
<td>3</td>
<td>4</td>
<td>5</td>
<td>-</td>
<td>AP</td>
<td>AA</td>
<td>CC</td>
<td>IR</td>
</tr>
</tbody>
</table>

**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

**Options:**
- None

**MAR:**
- Sharp Turn, Small Target, Advanced Engines (±2")
### Republic Of Egypt: Khopesh

**Points**: 20

**Crew Type**: Reckless

**Corvette**

- **Small Naval Multi-Purpose Model**
- **Minimum Move**: 2"
- **Turning Template**: Small
- **Turn Limit**: 0"
- **Squadron Size**: 2-5

<table>
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<th>HP</th>
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<tr>
<td>Deck Cannon (S)</td>
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<td>-</td>
<td>3</td>
<td>4</td>
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<td>2</td>
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</tbody>
</table>

- **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

**Crew Type**: Regular

**Assault Robot**

- **Tiny Naval Multi-Purpose Robot Model**
- **Minimum Move**: 0"
- **Turning Template**: 360-Degrees
- **Turn Limit**: 0"
- **Squadron Size**: Squadron Support Only

<table>
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<tr>
<td>Scarab Rockets (T)</td>
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<td>3</td>
<td>-</td>
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</table>

- **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
<table>
<thead>
<tr>
<th>Saw</th>
<th>Move</th>
<th>Ad</th>
<th>Aa</th>
<th>Mars</th>
<th>Dr</th>
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<tr>
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<td>1</td>
<td>Swarm Tactics</td>
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<td>1</td>
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Republic of Egypt: This Nation uses Drones and does not have Aces.