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

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# OTTOMAN EMPIRE



**Fleet Quality = 2**

## OTTOMAN EMPIRE MODEL ASSIGNED RULES

### **Firtina Generators**

*The Ottoman Empire is second only in scientific advancement to the Covenant of Antarctica itself. The Ottomans are the undisputed masters of several advanced technologies including the Firtina Generator. Capable of summoning ferocious storms and howling winds it severely hampers attacks against Ottoman vessels though prolonged use places considerable strain on a ships systems.*

When an Ottoman Empire model with a *Cloud Generator* is targeted by an attack or a Boarding Assault it may choose to apply the effect of its *Cloud Generator* at Point Blank Range or gain Security Posts (3). If it does so, when the attack/Boarding Assault is resolved roll a D6. On a 1, 2, 3 or 4 the Ottoman Empire Model gains one Disorder Marker.

# OTTOMAN EMPIRE BATTLE GROUP RULES

- For every Core Battle Group taken in a Force, the Ottoman Empire 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

<b>Large Squadrons</b>	1-2 Large Squadrons <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Medium Squadrons</b>	1-3 Medium Squadrons
<b>Small Squadrons</b>	1-3 Small Squadrons
<b>SPECIAL RULE</b>	<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


<b>Medium Squadrons</b>	1-2 Medium Squadrons * <i>(*One Squadron MUST be nominated as the Lead Squadron)</i>
<b>Small Squadrons</b>	1-2 Small Squadrons
<b>SPECIAL RULE</b>	<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.


## NAVAL SUPPORT BATTLE GROUP


<b>Large Squadrons</b>	1 Kanuni Dreadnought <i>(*Lead Squadron)</i>
<b>Medium Squadrons</b>	1 Sinop Monitor Squadron
<b>Small Squadrons</b>	1 Mizrak Frigate Squadron 1 Arci Destroyer Squadron
<b>SPECIAL RULE</b>	<i>“Meltemi’s Fury”</i> Once per game, at the beginning of the Activation Phase this Battle Group may elect to use Meltemi’s Fury. For the duration of the turn Models in this Battle Group in Point Blank range of the Lead Squadron add 1 to their Active Defence and their Passive Defence.

<b>ALLIANCE NAVAL BATTLE GROUP</b>	
<b>Large Squadrons</b>	1 Sadrazam Battleship (Lead Squadron)
<b>Medium Squadrons</b>	1-2 Fettah Cruiser Squadrons 0-1 Sinop Monitor Squadron
<b>Small Squadrons</b>	1-2 Mizrak Frigate Squadrons
<b>SPECIAL RULE</b>	<p style="text-align: center;"><i>“We Fight for the Imperial Bond! Mostly...”</i></p> <p>This Battlegroup may be included in the following forces as a narrative battlegroup:</p> <ul style="list-style-type: none"> <li>• Covenant of Antarctica</li> <li>• Empire of the Blazing Sun</li> <li>• Prussian Empire</li> <li>• Republique of France</li> </ul>


# LARGE NAVAL MODELS


 <b>KANUNI DREADNOUGHT</b>						
Large Naval Model						
PLAYTEST DOCUMENT				Points		270
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	10	10	10	6	2	15
Weapon		Arc	MAR	PB	EF	LR
<i>Incendiary Turret</i>		F/P/S	<i>Disruption</i>	9	7	3
<i>Incendiary Turret</i>		A/P/S	<i>Disruption</i>	9	7	3
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire, Punishing</i>	16	12	9
<i>Standard Bombard</i>		F	<i>Indirect Fire</i>	-	13	8
<i>Fighters</i>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs		<i>Carrier (1), Cloud Generator, Elite Crew</i>				

 <b>SADRAZAM BATTLESHIP</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		175
				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
8"	8	8	7	6	2	7
Weapon		Arc	MAR	PB	EF	LR
<i>Gunnery Broadships</i>		P+S	<i>Massed Fire, Punishing</i>	12	8	6
<i>Incendiary Turret</i>		F/P/S	<i>Disruption</i>	10	7	3
<i>Incendiary Turret</i>		A/P/S	<i>Disruption</i>	10	7	3
<i>Standard Battery</i>		360°	<i>Hunter (Aerial)</i>	8	6	-
MARs		<i>Cloud Generator, Elite Crew</i>				


 <b>HISAR MOBILE AIRFIELD</b>						
Large Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		215
PLAYTEST DOCUMENT				Squadron Size		1
Move	DR	HP	CP	Act.D	Pas.D	VP
5"	9	10	7	5	2	12
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Broadside</i>		P+S	<i>Hunter (Aerial)</i>	10	5	-
<i>Incendiary Turret Battery</i>		F/P/S	<i>Disruption</i>	12	9	5
<i>Standard Bombard</i>		F	<i>Indirect Fire</i>	-	14	9
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
<b>Bombers</b>		360°	<i>Hunter (Non-Aerial)</i>	6	6	-
MARs	<i>Carrier (3), Cloud Generator, Elite Crew</i>					


## MEDIUM NAVAL MODELS

 <b>SINOP MONITOR</b>						
Medium Naval Model						
PLAYTEST DOCUMENT				Points		100
PLAYTEST DOCUMENT				Squadron Size		1-2
Move	DR	HP	CP	Act.D	Pas.D	VP
6"	6	6	5	3	1	4
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Bombard</i>		F	<i>Indirect Fire</i>	-	9	6
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire, Punishing</i>	7	5	2
<b>Fighters</b>		360°	<i>Hunter (Aerial)</i>	5	5	-
MARs	<i>Carrier (1), Cloud Generator</i>					

		<b>FETTAH CRUISER</b>				
Medium Multi-Theatre Model						
PLAYTEST DOCUMENT				Points		75
				Squadron Size		2-3
Move	DR	HP	CP	Act.D	Pas.D	VP
10"	5	5	4	3	1	3
Weapon		Arc	MAR	PB	EF	LR
<i>Standard Turret</i>		F/P/S	<i>Hunter (Aerial)</i>	4	3	-
<i>Standard Turret</i>		A/P/S	<i>Hunter (Aerial)</i>	4	3	-
<i>Gunnery Broadside</i>		P+S	<i>Massed Fire, Punishing</i>	7	5	2
MARs	<i>Cloud Generator</i>					


# SMALL NAVAL MODELS

		<b>AVCI DESTROYER</b>				
<b>Small Naval Model</b>						
PLAYTEST DOCUMENT				Points		40
				Squadron Size		3-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
11"	5	2	2	2	0	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Battery</i>		<i>F/P/S</i>	<i>Hunter (Aerial)</i>	6	5	-
<b>MARs</b>		<i>Small Target</i>				

		<b>MIZRAK FRIGATE</b>				
<b>Small Multi-Theatre Model</b>						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		3-4
<b>Move</b>	<b>DR</b>	<b>HP</b>	<b>CP</b>	<b>Act.D</b>	<b>Pas.D</b>	<b>VP</b>
12"	4	2	1	1	0	2
<b>Weapon</b>		<b>Arc</b>	<b>MAR</b>	<b>PB</b>	<b>EF</b>	<b>LR</b>
<i>Standard Turret</i>		<i>F/P/S</i>	<i>Hunter (Aerial)</i>	4	2	-
<i>Gunnery Broadside</i>		<i>P+S</i>	<i>Massed Fire</i>	4	3	-
<b>MARs</b>		<i>Small Target</i>				



## SMALL AERIAL MODELS

 <b>ZUHAF SMALL FLYER</b>						
Small Aerial Model						
PLAYTEST DOCUMENT				Points		30
				Squadron Size		2-4
Move	DR	HP	CP	Act.D	Pas.D	VP
14"	5	2	1	2	0	1
Weapon		Arc	MAR	PB	EF	LR
<b>Bombs</b>		360°	<i>Hunter (Surface)</i>	5	-	-
MARs	<i>Minelayer, Small Target</i>					
Special Rules	<b>Dedicated Naval Support:</b> 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 Compulsory Small Squadron.					