

**This document contains model statistics for the Ottoman Traditionalists and Ottoman Separatists Factions. The statistics are compatible with the Dystopian Wars 2.0 Game Engine.**

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# OTTOMAN EMPIRE

## UNIVERSAL RULES FOR THE OTTOMAN EMPIRE

- Ottoman Traditionalists and Ottoman Separatists are part of the Ottoman Empire, so will be abbreviated to OE for general reference and OE-T and OE-S for specific reference within this Force guide.
- All Ottoman Models must be taken as either all Traditionalist or all Separatist models
- All Ottoman Broadships have the *Redoubtable (Broadships)* Model Assigned Rule.
- All Ottoman Traditionalist Capital Models have the *Sharpshooters* Model Assigned Rule.
- All Ottoman Separatist Capital Models have the *Specialised Defences (1)* Model Assigned Rule.
- All Ottoman Primary Weaponry have the *Corrosive* Model Assigned Rule.
- All Ottoman Mines are *Air Burst Mines*

## OTTOMAN EMPIRE COMMODORES

### Command Abilities

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

- **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 Ottoman Empire 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 Ottoman Empire.

- **"Gently Does it"** – This Ability may be used whenever a non disordered model within 16" of the commodore uses a Mine Controller Generator. The Mine controller may be used to move -linked mines without it detonating!
- **Meltemi's Fury** – ONCE PER GAME - The National Fleet Commodore's vessel may DOUBLE the Storm Points generated by a Weather Manipulation Generator.

*Eg. A Fleet Commodore on-board a Sadrazam Battleship with a Weather Manipulation Generator (3), generates 6 Storm Points, allowing the placement of 3 Storm Effects or 2 Storm Effects and the activation of a Cloud Effect.*

## OTTOMAN 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
None	1 x Sadrazam Battleship	2 x Sinop Monitor <i>+Variable SAW</i>  3 x Fettah Cruisers	4 x Mizrak Frigates  4 x Avci Destroyers	None	None

**Free Tactical Action Card – Tally-Ho!**

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

### OTTOMAN SUPPORT BATTLE GROUP

Massive	Large	Medium	Small	Tiny	Support Aircraft Squadrons
1x Kanuni Dreadnought	None	2x Sinop Monitors	4 x Arci Destroyers  3 x Zuhaf Small Flyers  4x Mizrak Skimming Frigates	None	None

**Free Tactical Action Card –Medic!**

**OTTOMAN TRADITIONALISTS AND SEPRATISTS**  
**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:

Tigris Squadron

The Squadron MUST contain:

1x Fettah Cruiser	(Parent Model)
+3x Mizrak Frigates	(Attached Models)

## OTTOMAN EMPIRE NAVAL FORCES

Ottoman Traditionalists & Separatists					Kanuni			Points	270
Dreadnought					Crew Type - Elite				
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	11	9	7	5	8	13	6"	10	
Fore Bombard (P)	-	10	8	6	AP	AA	CC	IR	
Upper P/S Broadships (S)	8	6	4	2	10	8	5	8	
Lower P/S Broadships (S)	12	10	8	6					

**MASSIVE NAVAL CAPITAL MODEL**

Minimum Move: 2"

Turning Template: Large

Turn Limit: 0"

Squadron Size: 1

**Model Assigned Rules:** Squadron Support (OE: SAW, Fighters, 5), Strategic Value (100), Sustained Fire (P/S Upper & Lower Broadships, 2)

**Options:** This model is fitted with an Internal Weather Manipulation (3, 24") Generator  
 This model may have an additional Internal Mine Controller (24") Generator for +20 points

**Weaponry Arcs:** ONE Main Turret (P) has a 270-degree Fore Fire Arc  
 ONE Main Turret (P) has a 270-degree Aft Fire Arc  
 The UPPER P/S Broadships (S) have a Broadside Fire Arc  
 The LOWER P/S Broadships (S) have a Broadside Fire Arc  
 TWO Fore Bombards (P) have a Fixed Channel Fore Fire Arc

Ottoman Traditionalists & Separatists					Sadrazam		Points	175
Battleship					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turret (P)	9	7	5	3	7	10	8"	8
P/S Broadships (S)	12	10	8	6	AP	AA	CC	IR
Volley Gun (S)	5	4	-	-	7	6	6	5

LARGE NAVAL CAPITAL SURFACE SKIMMING MODEL

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

Model Assigned Rules: Sustained Fire (P/S Broadships, 2)  
 Options: This model is fitted with an Internal Weather Manipulation (3, 24") Generator.  
 This model can be fitted with an additional Internal Mine-Controller (24") Generator for +15 points or an Internal GNE (8") generator for +10 points

Weaponry Arcs: ONE Main Turret (P) has a 270-degree Fore Fire Arc  
 ONE Main Turret (P) has a 270-degree Aft Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc  
 The FOUR Volley Guns (S) have 180-degree Offset Fire Arcs

Ottoman Traditionalists & Separatists					Sinop		Points	90
Monitor					Crew Type – Aggressive (OE-T)/Stoic (OE-S)			
RB	1	2	3	4	DR	CR	MV	HP
Fore Bombard (P)	-	10	8	6	6	7	6"	6
P/S Broadships (S)	8	6	4	2	AP	AA	CC	IR
-	-	-	-	-	5	3	3	3

MEDIUM NAVAL CAPITAL MODEL

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

Model Assigned Rules: Squadron Support (OE: SAS, Reconnaissance Plane\*, 1), Sustained Fire (P/S Broadships, 2)  
 Options: This model is fitted with an Internal Weather Manipulation (1, 16") Generator  
 This Model may upgrade the Squadron Support (OE: SAW, Reconnaissance Plane, 1) MAR to Squadron Support (OE: SAS, Fighters, 3) MAR for +10 points

Weaponry Arcs: ONE Fore Bombard (P) has a Fixed Channel Fore Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc

*\*Sinop Monitors field their SAS squadrons individually and do NOT combine their SAS.\**

Ottoman Traditionalists & Separatists					Fettah		Points	55
Cruiser					Crew Type - Aggressive (OE-T)/Stoic (OE-S)			
RB	1	2	3	4	DR	CR	MV	HP
P/S Broadships (S)	8	6	4	2	5	6	10"	5
Volley Gun (S)	5	4	-	-	AP	AA	CC	IR
-	-	-	-	-	4	3	3	3

**MEDIUM NAVAL CAPITAL SURFACE SKIMMING MODEL**

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

Model Assigned Rules: Sustained Fire (P/S Broadships, 2)  
 Options: This model may be fitted with an Internal Weather Manipulation (1, 16") Generator for +5 points  
 Weaponry Arcs: The P/S Broadships (S) have a Broadside Fire Arc  
 ONE Volley Gun (s) has a 270-degree Fore Fire Arc  
 ONE Volley Gun (s) has a 270-degree Aft Fire Arc

Ottoman Traditionalists & Separatists					Avci		Points	40
Destroyer					Crew Type - Aggressive (OE-T)/Stoic (OE-S)			
RB	1	2	3	4	DR	CR	MV	HP
Volley Gun Battery (S)	7	6	-	-	4	5	11"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	2	2	3	1

**SMALL NAVAL MODEL**

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

Model Assigned Rules: Pack Tactics (Volley Gun Battery, 1), Small Target  
 Options: None  
 Weaponry Arcs: ONE Volley Gun Battery (S) has a 270-degree Fore Fire Arc

Ottoman Traditionalists & Separatists				Mizrak			Points	30
Frigate				Crew Type - Aggressive (OE-T)/Stoic (OE-S)				
RB	1	2	3	4	DR	CR	MV	HP
Fore Volley Gun (S)	5	4	-	-	4	5	12"	2
P/S Broadships (S)	4	3	2	-	AP	AA	CC	IR
-	-	-	-	-	1	2	1	1

**SMALL NAVAL SURFACE SKIMMING MODEL**

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

Model Assigned Rules: Attachment (OE-T & OE-S: Large & Massive, 3), Elusive Target, Small Target  
 Options: None  
 Weaponry Arcs: ONE Fore Volley Gun (S) has a 270-degree Fore Fire Arc  
 The P/S Broadships (S) have a Broadside Fire Arc



## OTTOMAN EMPIRE AERIAL FORCES

Ottoman Traditionalists & Separatists					Zuhaf		Points	30
Mine Layer					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Airburst Mines	(5)	-	-	-	4	5	14"	2
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	1	3	2	1

**SMALL AERIAL MODEL**

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

Model Assigned Rules: Elusive Target, Momentum, Small Target, Spotter (Regular), Sustained Fire (Ack-Ack, 1)  
 Options: None  
 Weaponry Arcs: None

## SUPPORT AIRCRAFT SQUADRON RULES

Aircraft	Move	AD	AA	MARs	DR	HP
Fighter Plane	18"	0	2	Hunter (Aerial, +1)	2	1
Torpedo Bomber	14"	3	1	Hunter (Diving, +2)	2	1
Dive Bomber	12"	3	2	Hunter (Surface, +1)	2	1
Reconnaissance Plane	18"	0	2	Spotter (Regular)	2	1

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

## OTTOMAN EMPIRE ARMoured FORCES

Ottoman Empire				Hisar			Points	215
Mobile Airfield					Crew Type - Elite			
RB	1	2	3	4	DR	CR	MV	HP
Main Turrets (P)	9	7	5	3	7	11	5"	10
P/S Volley Gun Broadside (S)	10	9	-	-	AP	AA	CC	IR
Fore Bombard (P)	-	10	8	6	7	5	4	4

**MASSIVE ARMoured CAPITAL MULTI PURPOSE MODEL**

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

Model Assigned Rules: Carrier (9), Fuel Reserves, Strategic Value (75)

Options: This model is fitted with an Internal Weather Control (4, 24") Generator for no additional cost.  
 This model may be fitted with an additional Internal Mine Controller (24") Generator for +15 points

Weaponry Arcs: ONE Main Turret (P) has a 180-degree Port Fire Arc  
 ONE Main Turret (P) has a 180-degree Starboard Fire Arc  
 The P/S Volley Gun Broadside(S) have a Broadside Fire Arc  
 TWO Fore Bombards (P) have Fixed Channel Fore Fire Arcs

## OTTOMAN FORTIFICATIONS

### UNIVERSAL FORTIFICATIONS

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

Ottoman Empire				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 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

# OTTOMAN EMPIRE 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

Ottoman Empire		Infantry Company				Points	20	
Line Infantry					Crew Type- Conscripted			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	4
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	4	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)

Ottoman Empire		Infantry Company				Points	30	
Engineer Infantry					Crew Type - Defensive			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	4	5"	3
-	-	-	-	-	AP	AA	CC	IR
-	-	-	-	-	3	1	0	-

**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)

Ottoman Empire					Infantry Company		Points	25
Reconnaissance Infantry					Crew Type- Defensive			
RB	1	2	3	4	<u>DR</u>	<u>CR</u>	<u>MV</u>	<u>HP</u>
-	-	-	-	-	3	4	8"	3
-	-	-	-	-	<u>AP</u>	<u>AA</u>	<u>CC</u>	<u>IR</u>
-	-	-	-	-	2	1	0	-

TINY ARMoured INFANTRY

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

Ottoman Empire					Infantry Company		Points	30
Assault Infantry					Crew Type - Reckless			
RB	1	2	3	4	<u>DR</u>	<u>CR</u>	<u>MV</u>	<u>HP</u>
-	-	-	-	-	3	4	5"	3
-	-	-	-	-	<u>AP</u>	<u>AA</u>	<u>CC</u>	<u>IR</u>
-	-	-	-	-	4	0	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, Fearless, Sustained Assault (2)  
 Options: May become Mechanised (see above)

Ottoman Empire					Infantry Company		Points	30
Artillery Infantry					Crew Type - Conscripted			
RB	1	2	3	4	<u>DR</u>	<u>CR</u>	<u>MV</u>	<u>HP</u>
Close Mortars (S)	4	5	-	-	3	4	3"	3
-	-	-	-	-	<u>AP</u>	<u>AA</u>	<u>CC</u>	<u>IR</u>
-	-	-	-	-	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)  
 Weapon Arcs: The Close Mortars (S) have a 360-degree Fire Arc

Ottoman Empire			Infantry Company				Points	25
Reserve Infantry					Crew Type - Conscript			
RB	1	2	3	4	DR	CR	MV	HP
-	-	-	-	-	3	5	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
- Options: May become Mechanised (see above)