



# THE SULTANATE

## ORDER OF BATTLE

This document is the Order of Battle for the Sultanate, known in shorthand as an ORBAT. Once you have agreed the points limit for your Encounter, each player must consult the ORBAT for their chosen Faction. This ORBAT allows a player to create a Force for the Sultanate in games of Dystopian Wars. We have also made Unit cards available too, for quick reference in games. **Important:** For the avoidance of doubt, the rules presented in the latest version of the ORBAT always take precedence over any Unit or Battlefleet rules presented elsewhere.

### SULTANATE SPECIAL RULES

Some Units in the Sultanate have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them detailed in their Unit profiles in this ORBAT. The rules common to the Sultanate are listed here:

**AGILE:** Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

**GUN RUNNER:** Units with this rule are adept at providing a steady stream of gunfire as they manoeuvre. A single Attack with the Gunnery Quality by this Unit each Activation receives +1 Action Dice for each Battle-Ready Model contributing to the Attack that has moved at least 7" during the Activation. Additionally, while Battle-Ready, this Unit gains +2 Speed during its Movement Step provided that it makes no turns.

**HEAVY FIREPOWER:** Once per Activation, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

**IKILI HULL:** Models with this rule have a catamaran design, common in the Sultanate. This Unit gains +3 Speed during its Movement Step provided that it makes no turns. Furthermore, the duplication of parts across the hulls allows for easier repairs. When making a Jury-Rigged Repair on a Model with this rule, a Hit or Heavy Hit is treated like an Exploding Hit.

**MARITIME PATROL:** Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

**ORICHALCITE CONSTRUCTION:** Battle-Ready Models with this rule do not suffer a Catastrophic Explosion if the Attack exceeds the value of their Citadel by double or more. Instead, the Model suffers a single Critical Damage result.

**POWERSLIDE:** This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.



# BATTLEFLEETS

Each Force must include one or more Battlefleets. There are a number of Battlefleets available to the Force, each with an array of units to choose from and some even with additional rules or benefits. Each Battlefleet has the following restrictions unless stated otherwise in the Battlefleet itself:



- You cannot include more than one of any specific Unit.



- You cannot include more than one Unit with the Flagship trait.



- Any Units forming Attached Units must come from the same Battlefleet and must have the same Position Traits (except Submerged Units that can also be Joining Units to Surface Units).



- In addition to the Flagship, you cannot include more than one Unit with the Aerial Unit Trait.



- In addition to the Flagship, you cannot include more than one Unit with the Submerged Unit Trait.

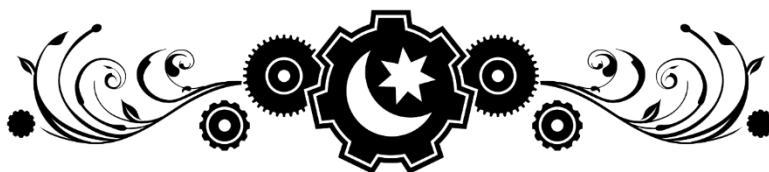
## BATTLEFLEET BONUS

Some Battlefleets provide bonuses to players for fulfilling certain requirements. These are indicated in the Battlefleet itself though some of the most common are detailed below:

**COMMAND OVERRIDE:** If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.











**STRATEGIC RESERVES:** All Units in this Battlefleet must be held in Reserve. When rolling for deployment from Reserves, Units in this Battlefleet may cancel the Reserve Action die result rolled and instead treat the result as a Heavy Hit.

**VALOROUS CONDUCT:** Once per Round, per Battlefleet with this rule, a Unit in this Force may replace the Initiative value of a card being used for a Valour Effect card with the Initiative value of 50.











## SULTANATE FACTION BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Sultanate</b> Trait but cannot have the <b>Order</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Sultanate</b> Trait but cannot have the <b>Order</b> Trait.
 	May include only ONE	<b>Submerged Unit</b> must have the <b>Sultanate</b> Trait but cannot have the <b>Order</b> Trait.
 	May include only ONE	<b>Skimming Unit</b> must have the <b>Sultanate</b> Trait but cannot have the <b>Order</b> Trait.
 	May include only ONE	<b>Aerial Unit</b> must have the <b>Sultanate</b> Trait but cannot have the <b>Order</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>None, unless this is the second Battlefleet included in the Force, then it MAY take the Strategic Reserves Battlefleet Bonus.</li> </ul>		

## TURKISH FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Anatolia Class</b> or <b>Hurrem Class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Turkish</b> Trait. Multiple <b>Iskander Class</b> and <b>Temir Class</b> Units may be included.
 	May include up to TWO	<b>Aerial Units</b> must have the <b>Turkish</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Valorous Conduct</li> </ul>		

## MERCENARY BATTLEFLEETS

The Great Powers are not above hiring mercenaries and privateers to gain a decisive advantage in battle.

A single Battlegroup in the Force may be taken from the Mercenary Battlefleets found in many of the Faction ORBATs. You must take a different Battlefleet from this ORBAT before you take a Mercenary Battlefleet. Each Mercenary Battlefleet can be taken multiple times by the Faction that it is detailed in. For example, the Commonwealth may take multiple Black Wolf Battlefleets (though Unique Units will place other limits to this number), but the Crown or Alliance could only include one Black Wolf Battlefleet provided they also had another Battlefleet chosen from their ORBAT.

**Black Wolf** (See Commonwealth ORBAT)

**Honourable Eclipse Company** (See Union ORBAT)







**Scions of Jutland** (TBA - Imperium ORBAT)

**Crimson League** (See Sultanate ORBAT)





**Nautilus** (See Crown ORBAT)









## TURKISH SUPPORT BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Suleiman Class</b> or <b>Topkapi Class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Turkish</b> Trait. You <b>MUST</b> include an <b>Aydin Class</b> Unit.
 	May include up to TWO	<b>Aerial Units</b> must have the <b>Turkish</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Command Override</li> </ul>		

## EGYPTIAN FRONTLINE BATTLEFLEET







TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Abydos Class</b> Trait, or it can have the <b>Mandjet Class</b> Trait and also gains the <b>Flagship</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Skimming Units</b> must have the <b>Egyptian</b> Trait. Multiple <b>Mesektet Class</b> and <b>Hashashin Class</b> Units may be included.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Valorous Conduct</li> </ul>		

## CRIMSON LEAGUE MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Lyceum Class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Aerial Units</b> must have the <b>Turkish</b> Trait. May have up to two of each of the <b>Nasr Class</b> , <b>Hirka Class</b> and <b>Alsaqr Class</b> Units All Aerial Units replace the <b>Turkish</b> Trait for the <b>Crimson League</b> Trait.
 	May include up to TWO	<b>Surface Units</b> must have the <b>Enlightened</b> and <b>Automata</b> Traits and are selected from the Covenant of the Enlightened ORBAT. All Surface Units replace the <b>Enlightened</b> Trait for the <b>Crimson League</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Alsaqr lose the Attached Unit (Turkish) rule and instead gain Attached Unit (Crimson League).</li> <li>All <b>Crimson League</b> Units (except Mass 1) have the Luminiferous Defences and Internal Entropic Generator rules (see <b>Lyceum Class</b>).</li> </ul>		



## ORDER FRONTLINE BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	<b>MUST</b> include only ONE	<b>Flagship</b> must have the <b>Retaj Class</b> Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	<b>MUST</b> include ONE and may include a further THREE.	<b>Surface Units</b> must have the <b>Order</b> Trait. Multiple <b>Carolus Class</b> Units may be included.
 	May include up to TWO	<b>Aerial Units</b> must have the <b>Order</b> Trait.
<b>BONUS:</b> <ul style="list-style-type: none"> <li>Command Override</li> </ul>		







## SULTANATE OUTFITTING YARDS

**FERIK SKIFF ESCORT:** The Ferik Skiff Escort is an Escort Token. They are still removed if an Escorted Unit would suffer a Catastrophic Explosion but doesn't due to Orichalcite Construction.

### SULTANATE GENERATORS

Many Sultanate Units may take Generators, either incorporated into the superstructure of a Model or else, they are installed in place of a Heavy Gun Battery as an upgrade indicated in their relevant entry in this ORBAT. Each Model in a Unit that has access to Generators may take a different Generator or may not take one at all. Each Sultanate Generator confers the benefits as described below and normally remains active for the remainder of the game unless the Model suffers a Generator Shutdown Critical Damage Marker. Generator abilities are conferred only to the Model it is mounted on. **IMPORTANT:** Duplicate Generators have no cumulative effect on a Model. A Model may only benefit once at any time from a type of Generator.

**ATOMIC GENERATOR:** *Thanks to the Watcher artefacts found in the Bimini Crater, the mysteries of splitting the Atom have begun to be understood.* The Model adds +2 to its Speed Attribute. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

**FURY GENERATOR:** *The Fury pattern Rf-1027 Generator provides a huge boost to a vessel's power system as well as other, more intangible benefits.* This Generator gives the Model +1 to its Speed Attribute and +4 to its Fray Attribute.

**MAGNETIC GENERATOR:** *A powerful electromagnet is housed within this generator and can be used to disrupt small arms fire close to the vessel as well as focussed to affect larger aircraft.* Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Heavy Hits by Enemy SRS Tokens against this model count as Hits. Exploding Hits are unaffected.

**MIRAGE GENERATOR:** Unless the attacker is at Point Blank Range, a Model with this Generator is Obscured to attacks with the Gunnery Quality. Furthermore, if each Model in the Unit is equipped with this Generator, then as a Special Operations Action, each Model in the Unit may be removed from Play and replaced at a new point completely within 5" of its original position. The Models must be placed with the same facing as when they were removed, in Coherency and in Open Water.

**PORTAL GENERATOR:** This Generator may be used by the Unit as a Special Operations Action. This Unit may place a 50mm Portal Token within 5" of itself. Each additional Portal Generator in this Unit increases the distance that each Portal Marker may be deployed by +5". During the Round, any friendly Unit making an Attack with the Bomb Quality that has a Portal Marker within 5" of that Unit may measure the range of the Attack as though being made from any other Portal Marker. The Attacking Unit still requires Line of Sight to the Initial Target, but the weapon gains a 360 degree Fire Arc if used with a Portal. Escort Tokens cannot provide a benefit to this Attack. Furthermore, during the Reserves Step of that Round, when a friendly Unit becomes available from Reserve, it may be deployed within 2" of any Portal Marker rather than using any other deployment options. Each Model in the Reserve Unit must be deployed within 2" of the same Portal Marker. Remove Portal Markers once a Reserve Unit has been deployed within 2" of it, or an Attack using the Bomb Quality has been made from it or finally remove all remaining Portal Markers at the start of the Maintenance Step.

**REPULSION FIELD GENERATOR:** *Originally developed by the Latin Alliance, this technology was quickly replicated with varying success by the rest of the world allowing seagoing vessels to briefly lift themselves clear of the water to avoid collision.* This Model gains +3SDV. Furthermore, this Model may Move over any terrain or other Models during its Movement without causing a Collision. After it completes its Movement, this Model must not be touching any other Models or Terrain Features.

**SHIELD GENERATOR:** A Model with this Generator removes a number of Action Dice equal to the Mass Attribute of this Unit from each Attack against it (to a Maximum of 3). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities.

**SHROUD GENERATOR:** *These are a variety of technological marvels emitting billowing clouds, shimmering scatter fields or even belching fourth noxious blackness to hide the Model from sight.* This Model is Obscured while the generator is active. This Model still blocks line of sight as normal. Assaults, Ramming and Attack Runs ignore Shroud Generators.



## SULTANATE WEAPON REFERENCE

These are the weapon used by the faction. All values highlighted in green are used when the model is Battle Ready. Values shown in red are used if the model is crippled.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Aerial Torpedo	3 (1)	3 (2)	3 (2)	Aerial, Torpedo, High Velocity
	2 (-)	2 (1)	2 (1)	Aerial, Torpedo, High Velocity
Aerial Torpedo Salvo	6 (2)	6 (5)	5 (4)	Aerial, Torpedo, High Velocity
	5 (-)	5 (3)	4 (3)	Aerial, Torpedo, High Velocity
Aetheric Lance	6 (4)	5 (4)	-	Sustained, Gunnery
	4 (2)	3 (2)	-	Sustained, Gunnery
Broadside	6 (3)	3 (2)	-	Fusillade, Broadside
	4 (2)	2 (1)	-	Fusillade, Broadside
Chaska Starblade	-	-	-	Ramming 12, Arc,
	-	-	-	Ramming 12, Arc
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Heavy Rocket Battery	9 (2)	9 (4)	9 (4)	Aerial
	6 (-)	6 (2)	6 (2)	Aerial
Heavy Torpedo Salvo	12 (4)	12 (7)	11 (6)	Submerged, Torpedo, Extreme Range
	8 (-)	8 (5)	7 (5)	Submerged, Torpedo, Extreme Range
Helio Blast	18 (0)	-	-	Arc, Blast, Hazardous, Bomb
	18 (0)	-	-	Arc, Blast, Hazardous, Bomb
Judgement Lance	5 (5)	5 (5)	5 (5)	Arc, Gunnery, Hazardous
	4 (3)	3 (3)	3 (3)	Arc, Gunnery, Hazardous
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Micro Torpedo Salvo	5 (2)	5 (3)	-	Submerged, Torpedo, Homing
	-	-	-	-
Particle Beamer	7 (5)	6 (4)	6 (4)	Sustained, Gunnery
	6 (4)	3 (2)	3 (2)	Sustained, Gunnery
Orichalcite Flechette Launcher	12 (9)	-	-	Fusillade, Blast, Bomb
	9 (6)	-	-	Fusillade, Blast, Bomb
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (1)	4 (1)	Aerial
Salvo Missile Silo	-	10 (6)	10 (6)	Aerial, Blast, Sustained, Limited
	-	7 (4)	7 (4)	Aerial, Blast, Sustained, Limited
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range
Twin Judgement Lances	8 (8)	8 (8)	8 (8)	Arc, Sustained, Gunnery, Hazardous
	6 (5)	5 (5)	5 (5)	Arc, Sustained, Gunnery, Hazardous



## SULTANATE FLAGSHIPS

## ABYDOS HOVER STRONGHOLD

395 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	3	3	7	14	5	5	12	8
Crippled	4	3	3	7	13	3	3	11	6

## Unit Composition

- 1 Abydos Hover Stronghold

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Hover Stronghold
- Abydos Class
- Flagship

## Special Rules

- Advanced Repair Facilities (2)
- Armoured Decking
- Heavy Firepower
- Priority Signals
- Shield Generator
- Skiff Dock
- SRS Capacity 5/3
- SRS Mine Clearance
- SRS Recon Flight

## Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – A/P/S
- Gun Battery – F/P
- Gun Battery – F/S
- Heavy Broadside – P & S

## Options:

- Any Model in the Unit may replace any Gun Battery weapon with a Rocket Battery for free or an Aetheric Lance for +6pts. The weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Ferik Skiff Escort Tokens for +8pts each.

**ADVANCED REPAIR FACILITIES (2):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**ARMOURED DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**PRIORITY SIGNALS:** Once per Round, if the Player with this Battle Ready Unit has a Valour Effect Cancelled in the Play Area, this Player may immediately attempt the Valour Effect again by using the Initiative value of a new card. That card is discarded as normal when making the Valour Effect and can be cancelled as normal if the opponent has a rule that enables them to do so.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator.

**SKIFF DOCK:** Ferik Skiff Escorts within 10" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Furthermore, roll an Action Die each time a Ferik Skiff Escort Token is removed from a Unit within 10" of one or more Models with this rule. On a roll of a Counter or Heavy Counter the Skiff Escort Token is not removed. Instead it is placed in Base contact with either this Unit, the Unit the Escort Token was originally lost from or another Friendly Model within 7" of this Unit.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





## ANATOLIA HEAVY BATTLECRUISER

225 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	5	8	15	5	5	11	7
Crippled	3	6	5	7	14	3	3	8	4

*Designed to replace the bulky and antiquated Fettah class battleships, the Anatolia has proven to be a much leaner and advanced vessel. The combination of manoeuvrability, firepower and armour is unmatched by the other Great Powers.*

## Unit Composition

- 1 Anatolia Battlecruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Heavy Battlecruiser
- Anatolia Class
- Flagship

## Special Rules

- Agile
- Gun Runner
- Heavy Firepower
- Maritime Patrol
- Orichalcite Construction
- Powerslide

## Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Gun Battery – A/P
- Gun Battery – A/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

## Options:

- The Unit may replace any Gun Battery weapon with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- This Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

## HURREM GRAND CRUISER

280 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	3	7	14	5	5	9	7
Crippled	3	4	2	6	11	3	3	8	5

*One of the oldest flagship classes still in service to the Sublime Porte, the Hurrem Grand Cruiser is a beloved command for many seasoned Captains. Her age is starting to show with her lack of an Orichalcite core and her cramped confines making it difficult to move aboard. Despite this she is still able to bring considerable firepower to bear.*

## Unit Composition

- 1 Hurrem Grand Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Grand Cruiser
- Hurrem Class
- Flagship

## Special Rules

- Agile
- Command Codes
- Heavy Firepower
- Ikili Hull
- Maritime Patrol
- Shield Generator

## Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – F/S
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S
- Gun Battery – A/P
- Gun Battery – A/S
- Torpedo Salvo – F
- Torpedo Salvo - F

## Options:

- This Unit MUST take one from the following: Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field or Shroud for no additional cost.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may replace any Gun Battery weapon with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**COMMAND CODES:** Once per Round the Player may declare they are using Command Codes to immediately cancel all the dice results in any one Action Dice Pool generated by any Friendly Unit within 15" of this Model. The Command Codes must be played before any manipulation of the Action Dice Pool takes place by either Player. The Action Dice pool is then rolled afresh exactly as if the previous Action Dice Pool had not been rolled. You may not cancel part of the Action Dice Pool or another Player's Action Dice Pool using this rule.



## RETAJ PORTALSHIP

290 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	8	4	7	14	8	8	14	7
Crippled	3	7	3	7	14	6	6	14	7

*Sinister vessels crewed entirely from the cult of the Order, the Retaj Portalship is beyond the limit of the scientific and engineering expertise of the Sultanate. Indeed it is beyond even the esoteric designs of the Enlightened. Able to create stable rifts in the aether and allow entire ships to pass through, these fantastic energies can be harnessed and repurposed most lethally.*

## Unit Composition

- 1 Retaj Portalship

## Traits

- Sultanate
- Order
- Surface Unit
- Portalship
- Retaj Class
- Flagship

## Special Rules

- Agile
- Armoured Decking
- Heavy Firepower
- Cor Caroli
- Elite Crew
- Fortunes of War
- Ikili Hull
- Orichalcite Construction
- Portal Mastery
- Powerslide

## Weapons

- Twin Judgement Lance – F
- Heavy Broadside – P & S
- Twin Judgement Lance – F
- Heavy Torpedo Salvo – F
- Helio Blast - F
- Heavy Torpedo Salvo - F

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**COR CAROLI:** This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit support Assaults with +3 AD to Fray.

**ELITE CREW:** While making or defending from an Assault, this Unit may re-roll Blank dice results.

**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

**PORTAL MASTERY:** This Unit may, as a Special Operations Action, place a 50mm Portal Token within 20" of itself. During the Round, any friendly Unit making an Attack with the Bomb Quality that has a Portal Marker within 5" of that Unit may measure the range of the Attack as though being made from any other Portal Marker. The Attacking Unit still requires Line of Sight to the Initial Target, but the weapon gains a 360 degree Fire Arc if used with a Portal. Furthermore, during the Reserves Step of that Round, when a friendly Unit becomes available from Reserve, it may be deployed within 2" of any Portal Marker rather than using any other deployment options. Each Model in the Reserve Unit must be deployed within 2" of the same Portal Marker. Remove Portal Markers once a Reserve Unit has been deployed within 2" of it, or an Attack using the Bomb Quality has been made from it or finally remove all remaining Portal Markers at the start of the Maintenance Step.





## SULEIMAN FLEET CARRIER

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	8	15	5	5	11	7
Crippled	4	4	2	7	14	3	3	8	8

The twin decks of the Suleiman Fleet Carrier are replete with squadrons of Sabiha strike aircraft. While her twin hulls make her slower to turn than other vessels of her size, she remains an impressive ship, and shows the huge advances the Ottomans are making thanks to heavy investment by the Sublime Porte.

## Unit Composition

- 1 Suleiman Fleet Carrier

## Traits

- Sultanate
- Turkish
- Surface Unit
- Fleet Carrier
- Suleiman Class
- Flagship

## Special Rules

- Combat Air Patrol
- Flak Barrage (7)
- Heavy Firepower
- Ikili Hull
- Inspirational
- Orichalcite Construction
- Powerslide
- Shield Generator
- SRS Capacity 12/6
- SRS Mine Clearance
- SRS Recon Flight

## Weapons

- Rocket Battery – F/P
- Rocket Battery – F/S
- Rocket Battery – A/P
- Rocket Battery – A/S

## Options:

- The Unit may take up to four Ferik Skiff Escort Tokens for +8pts each.

- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

**COMBAT AIR PATROL:** Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

**FLAK BARRAGE (7):** At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

**INSPIRATIONAL:** Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.







## TOPKAPI PORTAL-STRIKE CARRIER

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	4	6	12	4	4	7	5
Crippled	3	5	3	6	12	2	2	5	6

The twin-bulld Topkapi carrier provides an excellent platform for Sultanate Commodores to operate from and deploy air cover for their forces. Topkapi crews train to provide a dramatic tactical choice for Commodores with their Sabiba fighters using portals to cover vast distances and strike.

## Unit Composition

- 1 Topkapi Portal-Strike Carrier

## Traits

- Sultanate
- Turkish
- Surface Unit
- Portal-Strike Carrier
- Topkapi Class
- Flagship

## Special Rules

- Agile
- Combat Air Patrol
- Heavy Firepower
- Ikili Hull
- Orichalcite Construction
- Portal Generator
- Powerslide
- Shield Generator
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Portal Strike
- SRS Recon Flight

## Weapons

- Rocket Battery – F
- Rocket Battery – F
- Broadside – P & S

- Torpedo Salvo – F
- Torpedo Salvo – F

## Options:

- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.
- The Unit may replace any Rocket Battery weapon with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.

**COMBAT AIR PATROL:** Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

**PORTAL GENERATOR:** This Unit is equipped with a Portal Generator. It may not be upgraded or replaced.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS PORTAL STRIKE:** When Launching SRS during the Operations Step, a Unit with this rule may also place an additional Portal Marker within 5" of itself. If it does so, any SRS Tokens launched during that Operations Step by the Unit may be placed within 40" of any Portal Marker in the Play Area.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.





## THE SULTANATE FLEET



**Sircan Faizel Osman of the Sublime Porte**  
**Exemplar Intercessor for the Allshard**





## SURFACE UNITS

## AYDIN SUPPLY SHIP

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	4	4	5	4
Crippled	2	6	5	6	10	2	2	3	3

*An Aydin Supply Cruiser is a welcome sight to other crews. Knowing they won't run out of vital necessities at a moment's notice is a huge boost for morale and for this reason alone they are constantly on the move, heading from fleet to fleet, only heading ashore to resupply themselves.*

## Unit Composition

- 1 Aydin Supply Ship

## Traits

- Sultanate
- Turkish
- Surface Unit
- Supply Ship
- Aydin Class

## Special Rules

- Agile
- Attached Unit
- **Gun Runner**
- Logistical Support
- Orichalcite Construction
- Powerslide
- Supply Depot

## Weapons

- Rocket Battery - F
- Broadside - P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**ATTACHED UNIT (SULTANATE):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**LOGISTICAL SUPPORT:** This Unit adds +1 to the number of Victory and Valour Cards in a player's hand. Should this Unit be destroyed, the bonus is lost at the end of the Round. This ability does not stack so multiple Units with this rule still only confers +1 to the hand size in total.

**SUPPLY DEPOT:** Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Weapons on Friendly Units may re-roll blank results on the Limited Quality Action Die while within 7" of this Unit.

## BAYEZID IKILI CRUISER

165 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	4	6	12	4	4	8	6
Crippled	3	5	3	6	12	2	2	6	5

*The Turkish navy is often assumed to be primarily a lighter, faster force compared to the other nations of the Great Powers. This is an assumption the Sublime Porte is only too happy to allow to persist. In reality, a fleet will often have Ikili-bulled cruisers such as the Bayezid class. These large catamarans are more than a match for the heaviest of enemy cruisers.*

## Unit Composition

- 1 Bayezid Ikili Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Ikili Cruiser
- Bayezid Class

## Special Rules

- Agile
- Ikili Hull
- **Maritime Patrol**
- **Minesweeper**
- Orichalcite Construction
- Powerslide
- Shield Generator

## Weapons

- Heavy Gun Battery - F/P
- Heavy Gun Battery - F/S
- Broadside - P & S
- Torpedo Salvo - F
- Torpedo Salvo - F

## Options:

- This Unit MUST take an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field or Shroud Generator for no additional cost.
- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**Squadron:** This Unit may include up to two additional models at a cost of +165pts per Model.



## BENGHAZI OFFSHORE SUPPORT PLATFORM

65 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

**Unit Composition**

- 1 Benghazi Offshore Support Platform

**Traits**

- Sultanate
- Tripolitanian
- Surface Unit
- Offshore Support Platform
- Benghazi Class

**Special Rules**

- Advanced Repair Facilities
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset
- Useful Freight

**Squadron:** This Unit may include up to two additional models at a cost of +65pts per Model.

**Weapons**

- Gun Battery - 360
- Gun Battery - 360

**Options:**

- Any Model in the Unit may replace any Gun Battery weapon with a Rocket battery for free or an **Aetheric Lance** for +6pts. The Aetheric Lance retains the Fire Arcs of the Gun Battery it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ADVANCED REPAIR FACILITIES (1):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**IMMOBILE:** This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.

**USEFUL FREIGHT:** Once per turn on their Activation, for each Model in this Unit, the controlling Player may look at the top card from their Victory and Valour Deck. They may discard the card or return it to the top of the deck.

**BURSA IKILI HEAVY CRUISER****180 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	4	6	12	4	4	8	6
Crippled	3	5	3	6	12	2	2	6	5

*Providing greater firepower than other heavy cruisers, the Bursa is an impressive vessel. Though its Ikili hull restricts some of the manoeuvrability Turkish shipbuilding is famed for, it is still an agile craft despite its size. Like most catamarans of the Sublime Porte, the Bursa mounts a shield generator to ensure these expensive vessels are not easily lost.*

**Unit Composition**

- 1 Bursa Ikili Heavy Cruiser

**Traits**

- Sultanate
- Turkish
- Surface Unit
- Ikili Heavy Cruiser
- Bursa Class

**Special Rules**

- Agile
- **Flak Barrage (5)**
- Ikili Hull
- Orichalcite Construction
- Powerslide
- Shield Generator

**Squadron:** This Unit may include up to two additional models at a cost of +180pts per Model.

**Weapons**

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Gun Battery – A/P
- Gun Battery – A/S
- Broadside – P & S
- Torpedo Salvo – F
- Torpedo Salvo – F

**Options:**

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- This Unit MUST take an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field or Shroud Generator for no additional cost.
- Any Model in the Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**FLAK BARRAGE (5):** At the start of the End Phase, before SRS Resolution, this Unit may roll a number of Action Dice indicated by the rule for each Model in this Unit. Remove one Enemy SRS Token that is in contact with this Unit or Friendly Units within 15" for each Exploding Hit result.

**CAROLUS DESTROYER****180 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	8	6	13	3	3	6	3

*Carolus Destroyers are formidable indeed. Crewed entirely by the devout members of the martial religious group known as the Order, they answer only to Sircan Osman on behalf of the Sultan.*

**Unit Composition**

- 4 Carolus Destroyers

**Traits**

- Sultanate
- Order
- Surface Unit
- Destroyer
- Carolus Class

**Special Rules**

- Agile
- Armoured Decking
- Cor Caroli
- Elite Crew
- Powerslide

**Weapons**

- Judgement Lance – F
- Broadside – P & S

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**ELITE CREW:** While making or defending from an Assault, this Unit may re-roll Blank dice results.

**COR CAROLI:** This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit support Assaults with +3 AD to Fray.



## CONSTANTINOPLE SUPPORT CARRIER

127 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	5	4	7	3
Crippled	2	6	5	6	10	2	2	5	4

The flight crew of Constantinople Carriers are rightly proud of their assignment. It is said that "the blood of a wingman is thicker than the water of the womb" and that is certainly the case for these pilots. These aerial combatants are like a close knit family as they know that they can only rely on each other once the fighting starts and don't let outsiders forget it.

## Unit Composition

- 1 Constantinople Support Carrier

## Traits

- Sultanate
- Turkish
- Surface Unit
- Support Carrier
- Constantinople Class

## Special Rules

- Agile
- Combat Air Patrol
- Maritime Patrol
- Orichalcite Construction
- Powerslide
- SRS Capacity 4/2
- SRS Mine Clearance
- SRS Recon Flight

**Squadron:** This Unit may include up to two additional models at a cost of +127pts per Model.

## Weapons

- Rocket Battery - F
- Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**COMBAT AIR PATROL:** Units with this rule may Launch a number of SRS Tokens in the First Round of the Encounter (to a maximum of their Crippled Capacity value) against any Enemy Unit in the Play Area rather than the usual range.

**SRS MINE CLEARANCE:** During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

**SRS RECON FLIGHT:** During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.

## ISKANDAR CRUISER

93 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	10	4	4	7	4
Crippled	2	7	5	6	10	2	2	5	3

When magnetic impeller advancements were acquired by the Sublime Porte for its navy, it was the Iskandar class that first bore the fruit of the development. Quickly these cruisers have become the mainstay in the highly mobile Sultanate armada.

## Unit Composition

- 1 Iskandar Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Cruiser
- Iskandar Class

## Special Rules

- Agile
- Gun Runner
- Maritime Patrol
- Orichalcite Construction
- Powerslide

**Squadron:** This Unit may include up to two additional models at a cost of +93pts per Model.

## Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Broadside – P&S
- Torpedo Salvo - F

## Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in this Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.



## IZMIR MONITOR

77 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	3	3	8	4
Crippled	2	6	5	6	10	2	2	6	3

*The relatively shallow draft of the Izmir Monitor makes it the perfect defence for estuaries in and around the Propontis. When not so close to land, it is often paired with a carrier to use any squadrons as spotters. Many enemy submarines have fallen foul of an Izmir working alongside a Suleiman or a Constantinople.*

**Unit Composition**

- 1 Izmir Monitor

**Traits**

- Sultanate
- Turkish
- Surface Unit
- Monitor
- Izmir Class

**Special Rules**

- Agile
- Gun Runner
- Maritime Patrol
- Orichalcite Construction
- Powerslide

**Weapons**

- Heavy Gun Battery – F/P/S
- Heavy Broadside – P & S
- Torpedo Salvo - F

**Options:**

- Any Model in the Unit may replace their Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in this Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**Squadron:** This Unit may include up to two additional models at a cost of +77pts per Model.

## JEBEL BATTLE PLATFORM

55 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	0	0	5	12	4	4	8	3
Crippled	2	0	0	5	10	3	3	8	3

**Unit Composition**

- 1 Jebel Battle Platform

**Traits**

- Sultanate
- Tripolitanian
- Surface Unit
- Battle Platform
- Jebel Class

**Special Rules**

- Attached Unit
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

**Squadron:** Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +55pts per Model.

**Weapons**

- Heavy Gun Battery - 360

**Options:**

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or an Aetheric Lance for +13pts. Each weapon has a 360 degree Fire Arc. The points cost indicated is per weapon.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ATTACHED UNIT (TRIPOLITANIAN):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**IMMOBILE:** This Unit has a Drift of zero and may not move. Treat Sturginium Flare Critical Damage as Catastrophic Explosions instead.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.





## KHOMS WAR PLATFORM

160 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	0	0	5	12	5	5	11	6
Crippled	3	0	0	5	10	4	4	10	6

## Unit Composition

- 1 Khoms War Platform

## Traits

- Sultanate
- Tripolitanian
- Surface Unit
- War Platform
- Khoms Class

## Special Rules

- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset

## Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – A/P

- Heavy Gun Battery – A/S

## Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a **Heavy Rocket Battery** for free or a **Particle Beamer** for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in the Unit may take any combination of up to four of the following weapons: Gun Battery +10pts or an Aetheric Lance for +13pts. Up to two weapons can have the same Fire Arcs as each of the Heavy Gun Batteries. The points cost indicated is per weapon.
- Any Model in this Unit may take a Magnetic, Mirage, Portal, Shield or Shroud Generator for +25pts.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**FORWARD DEPLOYMENT:** Units with this rule can never be held in reserve and are always deployed at the same time as Aerial Units. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

**HEAVY ESCORT:** This Model may add +2 to the Defence Action Dice Pool on any friendly Models within 5". This bonus is in addition to any other bonuses such as being part of an Attached Unit.

**IMMOBILE:** This Unit has a Drift of zero and may not move. Treat Sturgenium Flare Critical Damage as Catastrophic Explosions instead.

**STRATEGIC ASSET:** This Unit is worth +1 Victory Point to the Controlling Player of this Unit at the end of the Encounter if it is still in the Play Area. If this Unit is destroyed by an Assault Action, it awards +1 Victory Point to the Controlling Player of the Assaulting Model.



## KONYA MAINTENANCE SHIP

75 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	3	3	5	4
Crippled	2	6	5	6	10	2	2	3	3

*Maintenance ships like the Konya class are an essential part of maintaining the Sublime Porte's highly mobile battlefleets. In addition to taking aboard skiffs and other auxiliary craft for repairs, each vessel has dedicated damage control teams trained to rapidly deploy to friendly stricken vessels and get them back into the fight.*

## Unit Composition

- 1 Konya Maintenance Ship

## Traits

- Sultanate
- Turkish
- Maintenance Ship
- Konya Class

## Special Rules

- Advanced Repair Facilities (2)
- Agile
- Attached Unit
- **Gun Runner**
- Orichalcite Construction
- Powerslide
- Skiff Dock

## Weapons

- Rocket Battery - F
- Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**ADVANCED REPAIR FACILITIES (2):** Battle-Ready Models in this Unit may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit may use their Action Dice Pool to make Repair Tests for Disorder Levels and/or Damage Markers on themselves or any friendly Models within 4". One or more Exploding Hit results from a Repair Test made by this Model may remove a single point of damage from itself or a Friendly Model within 4". A Model cannot remove more than a single point of damage per Repair Test. Repair Tests can be made on Models without Levels of Disorder or Damage Markers if desired. If the friendly Model is Crippled, it cannot have damage removed that would return it to a Battle-Ready condition.

**ATTACHED UNIT (SULTANATE):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**SKIFF DOCK:** Ferik Skiff Escorts within 10" of this Model provide +2 to Attack Action Dice Pools at Point Blank Range rather than the usual +1. Furthermore, roll an Action Die each time a Ferik Skiff Escort Token is removed from a Unit within 10" of one or more Models with this rule. On a roll of a Counter or Heavy Counter the Skiff Escort Token is not removed. Instead it is placed in Base contact with either this Unit, the Unit the Escort Token was originally lost from or another Friendly Model within 7" of this Unit.





## MEHMED GRAND MONITOR

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	3	6	12	5	5	10	6
Crippled	3	5	2	6	12	3	3	8	5

*Built to harken back to the venerable Hurrem class and named after the great Sultan Mehmed, doctrine often sees these vessels deployed to show that the Sultan is always watching over his people. As the Grand Monitor captains and crew are drawn from those most loyal to the Sublime Porte, this is not always a comforting notion to the rest of the fleet.*

## Unit Composition

- 1 Mehmed Grand Monitor

## Traits

- Sultanate
- Turkish
- Surface Unit
- Grand Monitor
- Mehmed Class

## Special Rules

- Agile
- Elite Crew
- Fortunes of War
- Ikili Hull
- Maritime Patrol
- One Per Battlefleet
- Orichalcite Construction
- Powerslide
- Shield Generator
- The Sultan's Monitor

## Weapons

- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/P
- Heavy Gun Battery – F/S
- Heavy Gun Battery – F/S
- Heavy Broadside – P & S
- Torpedo Salvo – F
- Torpedo Salvo – F

## Options:

- The Unit may replace any Heavy Gun Battery weapon with a **Heavy Rocket Battery for free** or a **Particle Beamer for +7pts**. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**ELITE CREW:** While making or defending from an Assault, this Unit may re-roll Blank dice results.

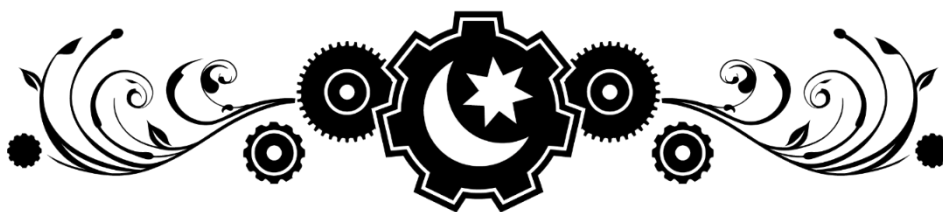
**FORTUNES OF WAR:** You may Cancel Valour Effects in an Encounter where this Unit has at least one Battle Ready Model in the Play Area.

**MAGNETIC GENERATOR:** This Unit is equipped with a Magnetic Generator. It may not be upgraded or replaced.

**ONE PER BATTLEFLEET:** You may only include one of this Unit in a Battlefleet.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**THE SULTAN'S MONITOR:** Any friendly Unit (excluding this Unit) within 10" may reduce a single Disorder Level at the start of their Activation.





## MIHRIMAH BOMBARDMENT CRUISER

135 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	3	3	7	4
Crippled	2	6	5	6	10	2	2	5	3

*The Mihrimah can unleash a torrent of Orichalcite Flechettes at a target. These light and razor thin fragments are so sharp they can puncture hulls at close quarters, though air resistance prevents them from being effective at longer ranges. A cloud of flechettes can easily envelop multiple vessels and shred through steel and flesh alike.*

## Unit Composition

- 1 Mihrimah Bombardment Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Bombardment Cruiser
- Mihrimah Class

## Special Rules

- Agile
- Gun Runner
- Orichalcite Construction
- Portal Generator
- Powerslide

**Squadron:** This Unit may include up to two additional models at a cost of +135pts per Model.

## Weapons

- Orichalcite Flechette Launcher – F
- Rocket Battery – F
- Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**PORTAL GENERATOR:** This Unit is equipped with a Portal Generator. It may not be upgraded or replaced except if all Models in the Unit replace it with Mirage Generator for free.

## MOREA MINELAYER

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	3	3	5	4
Crippled	2	6	5	6	10	2	2	3	3

*The Sultanate deploy Morea Minelayers ahead of a main attack to lay clumps of sea mines in key positions undetected. The Morea's are exceptional at this task, making excellent use of their Mirage Generators to conceal their true positions as they sow their deadly seed.*

## Unit Composition

- 1 Morea Minelayer

## Traits

- Sultanate
- Turkish
- Surface Unit
- Minelayer
- Morea Class

## Special Rules

- Agile
- Gun Runner
- Orichalcite Construction
- Powerslide
- Mine Layer
- Mine Sweeper
- Mirage Generator

**Squadron:** This Unit may include up to two additional models at a cost of +70pts per Model.

## Weapons

- Rocket Battery - F
- Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**MINE LAYER:** Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5" of a Model in this Unit.

**MIRAGE GENERATOR:** This Unit is equipped with a Mirage Generator. It may not be upgraded or replaced.



## NEMRUT SUPREMACY CRUISER

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	4	6	12	4	4	8	6
Crippled	3	5	3	6	12	2	2	6	5

Referred to by the Sublime Porte as a Supremacy Cruiser, the Nemrut is in essence a heavy bombardment vessel built on a catamaran hull. Its Flechette Launchers, Torpedoes and Rocket salvos make it an optimum vessel for conducting operations at range. Turkish naval tactics see these rare vessels deployed sparingly where their firepower can best achieve victory.

## Unit Composition

- 1 Nemrut Supremacy Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Supremacy Cruiser
- Nemrut Class

## Special Rules

- Agile
- Ikili Hull
- One Per Battlefleet
- Orichalcite Construction
- Portal Generator
- Powerslide
- Shield Generator
- The Sultan's Hammer

## Weapons

- Orichalcite Flechette Launcher – F
- Orichalcite Flechette Launcher – F
- Heavy Rocket Battery – F/P
- Heavy Rocket Battery – F/S
- Broadside – P & S
- Rocket Battery – F
- Rocket Battery – F
- Torpedo Salvo – F
- Torpedo Salvo – F

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.

- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**ONE PER BATTLEFLEET:** You may only include one of this Unit in a Battlefleet.

**PORTAL GENERATOR:** This Unit is equipped with a Portal Generator. It may not be upgraded or replaced.

**SHIELD GENERATOR:** This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

**THE SULTAN'S HAMMER:** If this unit declares all its Attacks with the Aerial Quality in the Shooting Step against a single Initial Target, it receives +2 to all Action Dice Pools with the Aerial Quality for the Activation.

## PASHA LIGHT CRUISER

74 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	6	6	10	3	3	6	3
Crippled	2	8	5	6	10	2	2	4	4

A curious tradition has developed among crews, specifically those onboard Pasha Light Cruisers that have been retrofitted with Particle Beamers. It is seen as a great honour to be the first to scorch an enemy ship, doubly so if it's a flagship. Even critics of these races to engagement must admit the bravery of Pasha captains and their crews.

## Unit Composition

- 1 Pasha Light Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Light Cruiser
- Pasha Class

## Special Rules

- Agile
- Gun Runner
- Orichalcite Construction
- Powerslide
- Vanguard

**Squadron:** This Unit may include up to two additional models at a cost of +74pts per Model.

## Weapons

- Heavy Gun Battery – F/P/S
- Gun Battery – A/P/S
- Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace its Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in this Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.





## SADRAZAM HEAVY CRUISER

115 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	10	4	4	7	4
Crippled	2	7	5	6	10	2	2	5	3

*The enemies of the Ottoman people are right to fear the Sadrazam Heavy Cruiser, should they see one come over the horizon. With firepower comparable to the heavy cruisers of other nations, but the ability to outmanoeuvre almost anything in its class, a seasoned captain will capitalise on this and devastate the enemy.*

## Unit Composition

- 1 Sadrazam Heavy Cruiser

## Traits

- Sultanate
- Turkish
- Surface Unit
- Heavy Cruiser
- Sadrazam Class

## Special Rules

- Agile
- Gun Runner
- Orichalcite Construction
- Powerslide
- Maritime Patrol

**Squadron:** This Unit may include up to two additional models at a cost of +115pts per Model.

## Weapons

- Heavy Gun Battery – F/P/S
- Heavy Gun Battery – F/P/S
- Gun Battery – A/P/S
- Heavy Broadside – P & S
- Torpedo Salvo - F

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- This Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

## TEMIR FRIGATE

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	10	5	10	3	3	5	2

*Often seen as part of large battlefleets, the Temir are employed as flanking squadrons or tasked with engaging a secondary objective while the larger ships proceed with the main task.*

## Unit Composition

- 4 Temir Frigates

## Traits

- Sultanate
- Turkish
- Surface Unit
- Frigate
- Temir Class

## Special Rules

- Agile
- Gun Runner
- Powerslide

**Squadron:** This Unit may include up to four additional Models at a cost of +30pts per Model.

## Weapons

- Gun Battery – F/P/S
- Light Broadside – P&S
- Micro Torpedo Salvo - F

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.





## SKIMMING UNITS

## HASHASHIN FAST SKIMMER

74 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	13	10	5	10	3	3	5	3

*The waters around the Mediterranean and beyond are patrolled by scores of Hashashin fast skimmers. These vigilant crews are trained to hunt for enemies on or below the waves.*

## Unit Composition

- 2 Hashashin Fast Destroyer Skimmer

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Fast Skimmer
- Hashashin Class

## Special Rules

- Agile
- Armoured Decking
- Mine Sweeper

**Squadron:** This Unit may include up to four additional Models at a cost of +37pts per Model.

## Weapons

- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Light Broadside – P&S

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**MINE SWEEPER:** In the Special Operations step of its Operations Phase, a Unit with this rule may remove a Minefield Marker within 5” of a Model in this Unit.

## KOPESH DESTROYER SKIMMER

76 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	9	5	10	3	3	5	3

## Unit Composition

- 2 Kopesh Destroyer Skimmer

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Destroyer
- Kopesh Class

## Special Rules

- Agile
- Armoured Decking

**Squadron:** This Unit may include up to four additional Models at a cost of +38pts per Model.

## Weapons

- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Light Broadside – P&S
- Micro Torpedo Salvo - F

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.



## MANDJET HEAVY SKIMMER

135 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	5	7	4
Crippled	2	6	3	6	11	4	4	7	4

## Unit Composition

- 1 Mandjet Heavy Skimmer

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Heavy Skimmer
- Mandjet Class

## Special Rules

- Agile
- Armoured Decking

**Squadron:** This Unit may include up to two additional models at a cost of +135pts per Model.

## Weapons

- Heavy Gun Battery – F/P/S
- Rocket Battery – F
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Broadside P&S

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.
- Any Model in this Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Portal, Shield or Shroud Generator.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

## MESEKTET STRIKE SKIMMER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	5	7	4
Crippled	2	6	4	6	11	4	4	7	4

## Unit Composition

- 1 Mesektet Strike Skimmer

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Strike Skimmer
- Mesektet Class

## Special Rules

- Agile
- Armoured Decking
- Vanguard

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## Weapons

- Gun Battery – F/P/S
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Broadside P&S
- Heavy Torpedo Salvo - F

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.



## SABAH BARRAGE SKIMMER

130 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	5	7	4
Crippled	2	6	3	6	11	4	4	7	4

## Unit Composition

- 1 Sabah Barrage Skimmer

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Barrage Skimmer
- Sabah Class

## Special Rules

- Agile
- Armoured Decking
- Spotter

**Squadron:** This Unit may include up to two additional models at a cost of +130pts per Model.

## Weapons

- Salvo Missile Silo – 360
- Rocket Battery – F
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Broadside P&S

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an [Aetheric Lance](#) for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**SPOTTER:** If there is one or more SRS Tokens friendly to this Unit in base contact with the Initial Target, this Unit may re-roll blank results with any weapons with the Extreme Range Quality. Alternatively, this Unit's Initial Target cannot benefit from being Obscured if the Initial Target has at least one SRS Token friendly to this Unit in base contact with it.

## SOBEK MONITOR SKIMMER

125 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	12	5	5	7	4
Crippled	2	6	3	6	11	4	4	7	4

## Unit Composition

- 1 Sobek Monitor Skimmer

## Traits

- Sultanate
- Egyptian
- Skimming Unit
- Monitor Skimmer
- Sobek Class

## Special Rules

- Agile
- Armoured Decking
- Minelayer

**Squadron:** This Unit may include up to two additional models at a cost of +125pts per Model.

## Weapons

- Heavy Gun Battery – F/P/A
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- Broadside P&S

## Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an [Aetheric Lance](#) for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

**ARMoured DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**MINE LAYER:** Before Submerged Unit Deployment, for each Model in a Unit with this rule, the controlling Player may place a Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.



## AERIAL UNITS

## ALSAQR SKYBARQUES

70 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	12	8	4	9	4	0	3	2

## Unit Composition

- 2 Alsaqr Skybarques

## Traits

- Sultanate
- Turkish
- Aerial Unit
- Skybarque
- Alsaqr Class

## Special Rules

- Agile
- Giant Slayer
- Linear Dash
- Powerslide
- Vanguard

**Squadron:** This Unit may include up to **two** additional models at a cost of +35pts per Model.

## Weapons

- Aerial Torpedo – F
- Aetheric Lance – F

**ATTACHED UNIT (TURKISH):** When Building a Force, this Unit may become a Joining Unit. Select a Partner Unit that has the Traits indicated in the title of this rule. The Partner Unit cannot have any other Joining Units or have the Attached Unit rule.

**GIANT SLAYER:** Each Model in the Unit may re-roll Blank Results in Attacks against an Initial Target with a Mass of 3 or more.

**LINEAR DASH:** This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

**POWERSLIDE:** This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

**VANGUARD:** Starting with Player B, after both sides are deployed, each player may choose one of their Units with the Vanguard rule and make a free Move of up to 5". This is not an Activation and does not have Drift or Turn Limit. Vanguard alternates between Players until all such Units have been selected.

## AWSBIRI SKYLANCER

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	10	5	0	7	4
Crippled	2	7	5	5	10	3	0	6	2

## Unit Composition

- 1 Awsbiri Skylancer

## Traits

- Sultanate
- Turkish
- Aerial Unit
- Skylancer
- Awsbiri Class

## Special Rules

- Agile
- Linear Dash
- Maritime Patrol
- Powerslide

**Squadron:** This Unit may include up to two additional models at a cost of +90pts per Model.

## Weapons

- Aerial Torpedo Salvo – F
- Rocket Battery – F/P
- Rocket Battery – F/S
- Broadside – P & S

## Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.

**LINEAR DASH:** This Unit gains +2 Speed during its Movement Step provided that it makes no turns.





## CHASKA VITRUVIAN COLOSSUS

175 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	6	7	14	2	2	8	5
Crippled	2	8	5	7	13	1	1	6	2

*Unlike the mental assaults and blood boiling abilities of the Qualor Colossus, the Chaska draws on the peerless martial skill of the Cor Caroli. The impossibly ancient being at the heart of the colossus fights its enemies ignorant of scale. It is equally terrifying and awe inspiring to see these mighty machines move and fight with the fluidity of a warrior acrobat.*

**Unit Composition**

- 1 Chaska Vitruvian Colossus

**Traits**

- Sultanate
- Order
- Aerial Unit
- Vitruvian Colossus
- Chaska Class

**Special Rules**

- Agile
- Armoured Decking
- Celerity
- Colossus
- Cor Caroli
- Elite Crew
- Inspirational
- Powerslide
- Strategic Withdrawal
- Unexpected Arrival
- Vigour

**Weapons**

- Chaska Starblade – F
- Judgement Lance – F/P/S
- Judgement Lance – F/P/S

**ARMOURED DECKING:** Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

**COLOSSUS:** This Unit may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units, even if it moves less than 3" in the Movement Phase.

**COR CAROLI:** This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit support Assaults with +3 AD to Fray.

**ELITE CREW:** While making or defending from an Assault, this Unit may re-roll Blank dice results.

**CELERITY:** Once per Activation, this Unit may make the following Valour Effect. Any Model in the Unit with this rule, that has caused at least one point of damage in a Ramming Action this Activation, may make a second Ramming Action. The opponent may always attempt to Cancel this Valour Effect and does not require an additional rule to be able to do so.

**INSPIRATIONAL:** Any friendly Unit (excluding this Unit) within 10" may re-roll a single Action dice in their Activation.

**STRATEGIC WITHDRAWAL:** While Battle Ready, as a Special Operations action this Unit may always be placed back into Reserves. Any Crippled Models in the Unit may be immediately destroyed as part of this Action.

**UNEXPECTED ARRIVAL:** Emerging suddenly, this Unit appears to wreak havoc on the enemy. Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). Roll to arrive by Reserves as normal, however, from the start of Round two, or the start of any subsequent Rounds, this Unit may automatically arrive from Reserves. When it arrives from Reserves the Unit is placed at any point in the Play Area that is at least 2" from the nearest terrain feature. No Model in the Unit can be deployed touching another Model. On the Round it enters play with this rule, Models in the Unit may only fire weapons using the weapon's Crippled profile.

**VIGOUR:** Once per Activation, this Unit may make the following Valour Effect. Models with this rule gain the Sustained Quality to their Assault Dice Pool. Furthermore as the same Valour Effect they gain +6 to Fray if the Initial Target has the Colossus rule.

**Squadron:** This Unit may include an additional model at a cost of +175pts per Model.



## HIRKA SKYCUTTER

52 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	9	6	5	11	4	0	4	4

**Unit Composition**

- 1 Hirka Skycutter

**Traits**

- Sultanate
- Turkish
- Aerial Unit
- Skycutter
- Hirka Class

**Special Rules**

- Agile
- Gun Runner
- Landing Vessel
- Powerslide
- Radar Relay

**Squadron:** This Unit may include up to three additional models at a cost of +52pts per Model.

**Weapons**

- Aerial Torpedo Salvo – F
- Gun Battery – F/P/S
- Light Broadside – P & S

**LANDING VESSEL:** Models in this Unit may make a Special Operations Action known as a Landing. If this Model is in contact with terrain identified in the Encounter as a Landing Point, it does not suffer damage and may remain stationary, with a Drift of zero for the Round. During the Reserves Step of any Round where this Model is in contact with the Landing Zone, when a friendly Ground Unit becomes available from Reserve, it may be deployed within 2” of this Model rather than using any other deployment options. Once a Ground Unit has been deployed using this Model, then place this Model at least 2” from the Landing Zone in any direction desired. This Model loses the Landing Vessel rule for the remainder of the Encounter.

**RADAR RELAY:** Attacks against Enemy Models within 7” of this Model ignore the Obscured rule.

## NASR SKYSHIP

90 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	10	5	0	7	4
Crippled	2	7	5	5	10	3	0	6	2

**Unit Composition**

- 1 Nasr Skyship

**Traits**

- Sultanate
- Turkish
- Aerial Unit
- Skyship
- Nasr Class

**Special Rules**

- Agile
- Linear Dash
- Powerslide
- Skyfire

**Squadron:** This Unit may include up to two additional models at a cost of +90pts per Model.

**Weapons**

- Rocket Battery – F/P/S
- Rocket Battery – F/P
- Rocket Battery – F/S
- Broadside – P & S

**Options:**

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +6pts. The new weapon retains the Fire Arcs of the weapon it replaces.

**LINEAR DASH:** This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

**SKYFIRE:** Models in this Unit may re-roll blanks when shooting at Aerial Units with weapons that have the Aerial Quality.