

SULTANATE

ORBATE

ORDER OF BATTLE



WARCRADLE
STUDIOS



THE SULTANATE

ORDER OF BATTLE

V3.08

For many years, the Sultans of Istanbul have laid claim to the holiest lands of the world and defended them against the depredations of the infidel, the raider, and the thief. Grown idle and lazy with the wealth of their realm, the Sultanate for a while appeared in danger of collapsing under the pressure of foreign enemies. Now enriched by the font of knowledge unlocked by the New Learning, the Sultanate has been revitalised as a world power. The New Learning has not been the only revelation received by the Sultan and the Sublime Porte – secret friends of the Sultanate have explained that all is not quite what it seems in this Dystopian Age. A greater threat than the petty sabre-rattling great powers exists, and it is the duty of all to oppose this dark curse before it destroys the world.

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.

FLAGSHIPS	UNIT SIZE	POINTS / MODEL	PAGE
Abydos Hover Stronghold	1	300	13
Anatolia Battlecruiser	1	230	13
<i>Dogan</i>	1	245	14
<i>Valide Kosem</i>	1	245	14
Hurrem Grand Cruiser	1	280	15
Kadesh Barrage Battleskimmer	1	245	15
Khartoum Heavy Battleskimmer	1	245	16
Lyceum Aerial Dreadnought	1	300	16
<i>Badroulbador</i>	1	340	17
Osiris Battleskimmer	1	230	17
Pharos Hover Dreadnought	1	325	18
Retaj Portalship	1	300	18
Suleiman Fleet Carrier	1	325	19
Tanis Control Ship	1	325	19
Topkapi Portal-Strike Carrier	1	245	20
SURFACE			
Aydin Supply Ship	1	65	21
Bayezid Ikili Cruiser	1-3	160	21
Benghazi Offshore Support Platform	1-3	65	22
Bursa Ikili Heavy Cruiser	1-3	175	22
Carolus Destroyer	2-4	55*	23
Constantinople Support Carrier	1-3	127	23
Iskandar Cruiser	1-3	93	24
Izmir Monitor	1-3	77	24
Jebel Battle Platform	1-3	55	25
Khoms Heavy Platform	1	160	25

SURFACE (cont.)			
Konya Maintenance Ship	1	100	26
Lesath Exemplar-Cruiser	1-2	130*	26
Mehmed Grand Monitor	1	210	27
Mihrimah Bombardment Cruiser	1-3	135	27
Morea Minelayer	1-3	70	28
Nemrut Supremacy Cruiser	1	245	28
Pasha Light Cruiser	1-3	74	29
Sadrizam Heavy Cruiser	1-3	117	29
Temir Frigate	4-6	35*	30
Titan Mass Conveyor	1	100	30
SKIMMING			
Hashashin Fast Destroyer Skimmer	2-5	43*	31
Kopesh Scout Skimmer	2-5	43*	31
Mandjet Heavy Skimmer	1-3	126	32
Mesektet Strike Skimmer	1-3	120	32
Sabah Barrage Skimmer	1-3	124	33
Sobek Coastal Skimmer	1-3	118	33
AERIAL			
Alsaqr Skybarque	2-6	38*	34
Awsbiri Skylancer	1-3	105	34
Chaska Vitruvian Colossus	1-2	165	35
Qualor Vitruvian Colossus	1-2	175	35
Hirka Skycutter	2-5	50*	36
Muharib Skyrunner	1-3	85	36
Nasr Skyship	1-3	100	37

*See ORBAT entry for more details.



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 listed in their Unit profiles in this ORBAT.

PORTAL TOKENS: The Sultanate make use of Portal Tokens created by Portal Generators. Each time a Portal Token is used for an Action, the Portal Token closest to the Active Unit making the Action is removed. Any remaining Portal Tokens in the Play Area are removed at the start of the Maintenance Step. Units with the Sultanate or Order Traits may use a Portal Token in the following Actions:

- Make an Attack with the Bomb or Broadside Qualities or may make an Assault. This requires the Attacking or Assaulting Model to be within 3" of a friendly Portal Token. The Action may be measured as though being made from any other friendly Portal Token in the Play Area. The Attacking Unit still requires Line of Sight to the Initial Target, but the weapon has a 360-degree Fire Arc for the Attack. Escort Tokens cannot provide a benefit to this Action.
- If it is Mass 2 or less and deploying from Reserves, the friendly Unit may be Placed in base contact with any friendly Portal Token rather than using any other deployment options. Each Model in the Reserve Unit must be deployed in base contact with the same Portal Token and receives a Level of Disorder.

ACCEPTABLE ATTRITION: Provided it numbers 4 Models or less at the start of the Encounter, Destroying this Unit does not confer a Squadron Killer Victory Point bonus.

ADVANCED REPAIR FACILITIES: Battle-Ready Models in this Unit with this rule may add a number of Action Dice to their own Repair Tests equal to the value of this ability. Furthermore, Models in this Unit with this rule 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.

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

AMPHIBIOUS: This Unit is a Surface Unit after deployment. The Unit can move across Land and Obstacle terrain at normal Speed without suffering damage or collision. It has a Drift of zero when on Land. While this Unit is on Land or Obstacle Terrain, that Terrain is ignored for LOS purposes to and from this Unit.

ANTI-AIR SPECIALIST: Models in this Unit with this rule can choose not to count Aerial Units as being a Range Band further away (see Rulebook p.1 - Aerial Units). Instead, Model's Attacks against Targets with the Aerial Unit Trait may be measured using the actual Range Band indicated for distance. Attacks with the Aerial Quality against Aerial Units gain the Homing Quality.

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.

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 and +2 to its Turn Limit. The Model suffers an additional Point of Damage whenever it suffers a Catastrophic Explosion caused by receiving a duplicate Reactor Leak Critical Damage Marker.

AUXILIARY MINE LAYER: Before Submerged Unit Deployment, the controlling Player of this Unit may place a single Minefield Marker anywhere in the Play Area provided that it is at least 10" from any Deployment Zone.

BOMBARDMENT (X): Models in this Unit may re-roll blanks when shooting at Ground Units or Surface Units with weapons that have the Quality indicated in brackets.

CALLIMACHUS CHRONO-LATHE: During the Special Operations Step of this Unit's Activation, it may use its Callimachus Chrono-Lathe to immediately remove a point of damage from each Battle-Ready Model in single Unit within 15". You may remove additional points from the same Unit during the Activation, but you must discard a card from your hand each time an additional point is removed from all the Models in the Unit. Furthermore, as a Valour Effect during this Unit's Reserves Step, the device may be used to immediately bring a Unit from Reserve and deploy them within 3" of this Unit. The Unit brought from Reserve immediately receives the Hazard Condition but may Activate as normal this Round. This device is unaffected by Generator Offline Critical Damage.

CLOUD DIVE: Aerial Units with this rule may be deployed at the start of an Encounter in a Cloud Dive. Aerial Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Aerial Units performing a Cloud Dive are Obscured until the end of that Round.

COLOSSUS: A Model with this rule may turn on the spot to face any position at the end of its Movement. It may Ram Surface Units and Skimming Units. It may make a Ramming Action even if it moves less than 3" in the Movement Phase. As the Moving Model in a Ramming Action, this Model does not suffer from Damage or Disorder.

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.

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.



COR CAROLI: Models in this Unit with this rule ignores the effects of the Emergency Condition but counts as having the Disorder Level. Models with this rule may re-roll their Blank dice results in Assaults. While supporting an Assault, Models in this Unit within 3" of the Assaulting Model gain +3 Action Dice rather than the usual +2.

COR CAROLUS ICON: Models in this Unit may not make Assaults. Models in this Unit with this rule ignores the effects of the Emergency Condition but counts as having the Disorder Level. Any friendly Model within 10" of a Model with this rule (but not including any Model with this rule) may either reduce a single Disorder Level or may re-roll all their Action Die from an Action once during their Activation.

CORVETTE DUTY: This Model may add +1 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.

CRIMSON PRIVATEERS: This Model ignores the Counter Assault result when making an Assault. Furthermore, the Assault by this Model gains the Hazardous Quality. This rule does not apply to Supporting Assaults.

D-CANNON BATTERY: *The Distortion Cannon launches a micro-portal that passes harmlessly through close objects and terrain until it becomes unstable on its journey and causes terrible damage to its target, warping metal and flesh around it as it collapses.* D-Cannon Batteries ignore Shield Generators. As a Valour Effect, before targets are declared using this weapon, all D-Cannons in the Unit lose the Indirect Quality and instead gain the Devastating Quality.

DARK HAND: Once per Round, you may automatically Cancel a Valour Effect without discarding a card from your hand, provided this Unit is in the Play Area. This Unit gains a Level of Disorder if it uses this rule.

DECEPTIVE DEPLOYMENT: Once both sides have deployed but before any Vanguard moves have been made, the Players take it in turns (in initiative order) to redeploy a Unit in their Force with this rule. Each Unit with this rule may only be redeployed once and must be redeployed in their own Deployment area. If any Units with this rule also has one or more Shroud Generators, then it gains the Vanguard rule.

DEEP DIVE: In the Special Operations phase of the round, while Battle Ready and in Open Water, this Unit may declare it is going to Deep Dive. For the remainder of that Round, the Unit doubles its Drift Movement but cannot make any other Movement. The Unit also cannot launch SRS or make any Action that does not have the Submerged Quality. Furthermore, while it carries out a Deep Dive Special Operation, this Unit cannot be the Initial Target of any Action that does not have the Submerged Quality. A Unit cannot be part of an Attached Unit if it carries out a Deep Dive Special Operation, unless both Units have this rule. A Unit cannot carry out a Deep Dive Special Operation if it has already done so the previous Round.

DEVIL'S OWN LUCK: Once per Round, you may Cancel a Valour Effect in an Encounter where a Model with this rule is in the Play Area. The controlling Player of a Model with this rule must discard a Victory & Valour card from their hand of any value rather than having to be of a greater combined value than the card being Cancelled.

DISCIPLINED: Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level. Furthermore, in a Ramming Action, this Model does not suffer from Disorder.

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

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.

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

FOCUSED FIRE (X): When this Unit makes an Attack that includes an indicated Quality, it receives +2 Action Dice and may re-roll Blank results. This may only be used once per Quality each Activation.

FORWARD DEPLOYMENT: Units with this rule can never be held in reserve at the start of an Encounter. They must be deployed anywhere outside of the Encounter's deployment zones and least 12" from the enemy deployment zone.

FULL STEAM AHEAD: This Unit may double its Drift during its Movement Step. If it does so it may not make any turns during the same Activation.

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.

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.

GUN RUNNER: Units with this rule are adept at providing a steady stream of gunfire as they manoeuvre. To gain benefit of this rule, a Model with this rule must have moved at least 7" during the Activation or been Placed by a Mirage Generator during its Activation. A single Attack each Activation led by a Model with this rule with the Gunnery or Broadside Quality receives +1 Action Dice for each Battle-Ready Model with this rule contributing to that Attack. Additionally, while Battle-Ready, Models in this Unit with this rule gain +2 Speed during its Movement Step provided that it makes no turns.

HAMMER SWEEP: During its Activation, Models in this Unit with this rule may increase their Speed by 1" and gain +2 to their Ramming Dice Pool if they make no turns during this Movement.

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.

HEAVY FIREPOWER: Once per Activation, before declaring an Initial Target, Each Model in this Unit with this rule may make the following Valour Effect. When making an Attack, up to three of that Model's weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. Other Models may support this Attack but cannot benefit from this rule. Models with this rule still only have a single Lead weapon for Disorder purposes etc.

HEAVY LANDER: While Battle-Ready and making a Landing Action, this Unit may deploy a number of Ground Assault Tokens equal to double its Mass value rather than the usual number.



HUNTER (X): To use this rule this Unit must be at least at its minimum Unit size. Once per Activation, this Unit gains +1 to an Assault or Attack Action Dice Pool for each Model with this rule that contributes to the Dice Pool provided that the Initial target has the Trait in brackets indicated by this rule.

HYDROPHONE RELAY: Attacks against Enemy Models within 10" of this Model ignore the Obscured rule.

IKILI HULL: Models in this Unit with this rule have a catamaran design, common in the Sultanate. Models in this Unit with this rule gain +3 Speed during its Movement Step provided that it makes no turns. Furthermore, the duplication of parts across the hulls allows for easier repairs. This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, when making a Jury-Rigged Repair on a Model with this rule, a Hit or Heavy Hit is treated like an Exploding Hit.

IMMOBILE: Models with this rule are always deployed at the same time as Aerial Units. Models in this Unit with this rule have a Drift of zero and may not move or be moved. Treat Sturinium Flare Critical Damage as Catastrophic Explosions instead.

INSPIRATIONAL: Any friendly Model within 10" of a Model with this rule (but not including the Model with this rule itself) may reduce a single Disorder Level at the start of their Activation and may re-roll a single Action die each step of their Activation.

JANISSARY ASSAULT DECK: This Model ignores the Counter Assault result when making an Assault. Furthermore, the Assault by this Model gains the Devastating Quality. This rule does not apply to Supporting Assaults.

KHEPRI SRS TOKENS: *The Khepri are twelve-metre-long automata hovercraft designed to perform various battlefield roles including search and destroy.* These are a type of SRS Token with the following differences. Each Model in this Unit with this rule may place Khepri SRS Tokens in contact with an Initial Target up to 20" away. **This is a Khepri Attack Run.** Each Token contributes 3 Action Dice to their Attack Run and it has the Piercing and Homing Qualities. Resolve the Attack Run by Khepri SRS before any others on the Attack Run Target. If the number of Khepri SRS Tokens in the Attack Run is greater than the Mass of the Attack Run Target, the Action Dice Pool gains the Devastating Quality. Khepri SRS Tokens cannot make Attack Runs on Submerged Units and must try to find New Targets if this situation arises (page 26 of the Rules).

KHEPRI SRS CAPACITY (X/X): The Battle-Ready Capacity / Crippled Capacity of each Model in this Unit is indicated in parenthesis. Each Model in this Unit may launch the indicated number of Khepri SRS Tokens and place those Tokens in base contact with Enemy Models in any combination Attack Runs. Any remaining Khepri SRS Tokens in the Play Area are removed in the Maintenance Step of the End Phase.

LANDING VESSEL: Models in this Unit may make a Special Operations Action known as Landing. If this Model comes into 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. Each Model in this Unit may place a number of Ground Assault Tokens equal to its Mass in a stack within 5" of the Landing Point. The Token stack must be placed on Ground Terrain. Once a stack of Ground Assault Tokens has been placed 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.

LARGE TARGET: During the Shooting Step a Model with this rule may be declared to be in more than one Fire Arc, provided that the Attacking Player can draw Line of Sight from that Fire Arc.

LIMITED GENERATION: This Unit may use one Generator type per Round.

LINEAR DASH: Models in this Unit with this rule gain +2 Speed during its Movement Step provided that it makes no turns.

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.

LOW-LEVEL STRIKE: In the Special Operations phase of the round, while battle Ready, this Unit may declare it is making a Low-Level Strike. For the remainder of that Round, the Unit doubles its Drift Movement, ceases to be an Aerial Unit and instead becomes a Skimming Unit. The Unit has +1 Armour while it has the Skimming Unit Positional Trait. A Unit cannot be part of an Attached Unit if making a Low-Level Strike. A Unit cannot make a Low-Level Strike if it has already done so the previous Round. During deployment, any Unit with this rule may deploy as a Skimming Unit making a Low-Level Strike for the first Round (though still counts as an Aerial Unit for battlefleet selection purposes).

LUMBERING: This Unit cannot have a Drift greater than 3" and does not suffer Disorder from Collisions. All Gunnery targeting this Unit may re-roll Blank results on the Action Dice. This Unit may make a Full Reverse! Special Operations Action without receiving a Level of Disorder. Any additional levels of Disorder received once at Chaos & Disarray are ignored rather than causing damage.

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 focused to affect larger aircraft.* Any Heavy Hits against a Model with this Generator by weapons with the Aerial Quality or by Enemy SRS must be re-rolled. Exploding Hits are unaffected. Once per Activation this Model may target itself or a friendly or enemy Unit within 10". Roll an Action Dice for each SRS Token, Escort Token or Assault Token within 3" of the targeted Unit (roll separately for each stack). Remove one Token for each Exploding Hit result. If the Unit targeted is an Aerial Unit, then it also receives a level of Disorder on the closest Model in the Unit.

MARITIME PATROL: Enemy Units with the Submarauder rule cannot be deployed within 10" of this Model. Models in this Unit with this rule may ignore the Deep Dive rule and Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of Models with this rule, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

MARK OF FATE: Once during each Round, you may attempt to Cancel a Valour Effect provided this Unit has at least one Battle Ready Model in the Play Area. You may make further attempts to Cancel a Valour Effect in that same Round using this rule, but this Unit gains a Level of Disorder each additional attempt.

MASTER PORTAL GENERATION: This Unit may Place any Portal Tokens it creates up to 20" away from it.



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: 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 an unattached Unit is equipped with this Generator, then as a Special Operations Action, the entire Unit may be removed from Play and replaced at a new point completely within 7" of its original position. All Models in the Unit receive a Level of Disorder. After the Unit is removed, each Model must then be placed with the same facing as when they were removed, in Coherency and in Open Water. Models with the Immobile rule are unaffected.

ORICHALCITE CONSTRUCTION: Battle-Ready Models in this Unit with this rule do not suffer a Catastrophic Explosion if the Attack exceeds the value of their Citadel by double or more. Crippled Models with this rule or Models with this rule suffering multiples of the same Critical Damage results suffer Catastrophic Explosions as normal.

PORTAL GENERATOR (X): At the start of the Operations Step, this Unit may place number of 40mm Portal Tokens within 10" of a Model in this Unit with a Portal Generator. The number of Portal Tokens that may be Placed is indicated in brackets. Each additional Model with a Portal Generator in this Unit increases the distance that any Portal Token may be Placed by the Unit by +5" (to a maximum range of 20").

POWERSLIDE: Models in this Unit with this rule 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.

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.

RELIABLE DESIGN: This Unit may add an additional Action Die to its Repair Test. This is in addition to those given by the Model's Mass. Furthermore, this Unit may re-roll Jury-Rigged Repairs.

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 +2 SDV, +2 ADV and the Powerslide rule. 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.

SHALLOW DRAUGHT: This Unit treats Treacherous Water as Open Water.

SHARPSHOOTER: The Citadel of the Initial Target receives a -2 against Attacks with the Gunnery Quality by Models with this rule.

SHIELD GENERATOR: A Model with this Generator may use it to remove Action Dice equal to the Mass Attribute of this Unit from any Attack against it (to a Maximum of 3 dice). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities. A Model cannot be Obscured if it decides to use a Shield Generator against an Attack. Generators listed on a Unit's profile may not be removed or replaced unless specified.

SHRAPNEL: The first Critical Damage result caused by an attack from this Unit is Shredded Defences. If the target is already suffering from Shredded Defences, then Critical Damage must be rolled as normal.

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.

SILENT STALKER: Units with this rule may be deployed at the start of an Encounter as a Silent Stalker. Units that do so are deployed at the same time as Vanguard moves and may be deployed anywhere at least 20" from the enemy deployment zone. Units deploying with Silent Stalker gain the Homing Quality to any Attacks with the Torpedo Quality until the end of that Round.

SKIFF DOCK: Ferik Skiff Escorts in Units within 10" of one or more Models in this Unit with this rule 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 (including if there are still Tokens present when a Unit with Skiff Escorts is destroyed). 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 Models with this rule, the Unit the Escort Token was originally lost from or another Friendly Model within 7" of this Unit.

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.

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: 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.



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.

STRATEGIC WITHDRAWAL: At the start of the Maintenance Step of the End Phase, unless one or more Models in the Unit has Navigation Lock Critical Damage, this Unit may be placed back into Reserves. If so, Crippled Models in the Unit are immediately destroyed.

SUBMARAUDE: Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve as a Submarauder. On each Round, Submarauders are Activated before all other Units in the Force. During the first Round, a Submarauder does not Roll for deployment when Activated and instead a 50mm Submarauder Marker is placed anywhere in the Play Area outside of either Player's deployment zone and at least 2" from the nearest Terrain feature. From the second Round onwards when a Submarauder Activates, it is immediately deployed. When a Submarauder is deployed, it must be placed within 10" of any Submarauder Marker or Wreck Marker in the Play Area. You must remove one of your Submarauder Markers each time this happens. No Submarauder Model can be deployed touching another Model. When a Submarauder is deployed it uses the Crippled profile of their weapons for that Round. Unless one or more Models in the Unit has Navigation Lock Critical Damage, at the start of the Maintenance Step of the End Phase this Unit may be removed from the Play Area and become a Submarauder again. Leave a 50mm Submarauder Marker in the position of any one Model in this Unit. The Unit are placed back into Reserves as Submarauders. On subsequent Rounds Submarauders may be deployed again as outlined above and are deployed within 10" of any Submarauder Marker or Wreck Marker.

SUPPLY DEPOT: Any Friendly Model within 7" may remove a single level of Disorder at the start of their Activation. Any Friendly Units that move within 7" of this Unit regain any weapons that were lost in the Encounter because of rolling a blank for the Limited Quality Action Die. Restored weapons must roll for the Limited Quality each time used again as normal.

TEMPERAMENTAL DESIGN: This Unit cannot make Jury-Rigged Repairs. When making Repair Rolls affecting this Unit, two successes are required to remove each Critical Damage Marker. Repair Rolls using the Advanced Repair Facilities rule ignores this rule.

TERROR FROM ABOVE: This Unit may Ram Ground Units and Surface Units, even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Ground Units and Surface Units.

TERROR FROM BELOW: This Unit may Ram Surface Units even if it moved less than 3" in the Movement Phase. This Unit adds +3 to its Ramming Dice Pool when making a Ram against Surface Units.

TRACER FIRE (X): Models in this Unit with weapons that have the Quality in brackets indicated may re-roll blanks when making Attacks against Initial Targets.

UNEXPECTED ARRIVAL: Instead of being deployed as normal for the Encounter, this Unit may instead be held in Reserve (see Operations for details). If in Reserve in Round one, the Unit must make a Reserve Roll as normal, however, from Round two, or any subsequent Rounds, this Unit may use this rule to immediately deploy from Reserves. Unlike other Units in Reserve, Units declaring that they are using this rule must Activate and deploy before any other friendly In Play Units. When this Unit uses this rule, it 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 or Ram using the weapon's Crippled profile. All Models in an Attached Unit may deploy with this rule if the Partner Unit has it. On the Round after deployment, this Unit may Activate as normal.

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.

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.

VULNERABLE STERN: This rule affects Shooting Attacks against this Model, where this Model's Aft Fire Arc is the closest point to the Model making the Attack. Such Attacks gain the Devastating Quality. After any other effects or Critical Damage Markers have been applied from that Attack, if at least one Point of Damage has been caused by that Attack, inflict a Navigation Lock Critical Damage Marker if the target does not already have one. Attacks with the Blast, Bomb or Magnetic Qualities ignore this rule.

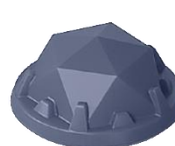


GENERATORS

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. Generators listed on a Unit's profile may not be removed or replaced unless specified.

GENERATOR IDENTIFICATION GUIDE

**ARC GENERATOR****ATOMIC GENERATOR****CHRONO GENERATOR****FURY GENERATOR****GREAT WALL GENERATOR****INTERPHASE GENERATOR****LANGSAM GENERATOR****MAGMA GENERATOR****MAGNETIC GENERATOR****MIRAGE GENERATOR****NULL-CLONE GENERATOR****PORTAL GENERATOR****REPULSION FIELD GENERATOR****SHIELD GENERATOR****SHROUD GENERATOR****SOLEX GENERATOR****TRIDENT GENERATOR**



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:

MAIN

- Your Force **MUST** include at least one Main Battlefleet before it includes any Specialist Battlefleets or Mercenary Battlefleets.

>1<

- You cannot include more than one of any specific Unit, and only one of each Unique Unit in your Force.



- 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).

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:

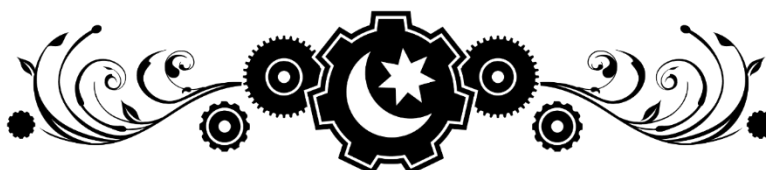
COMMAND OVERRIDE: If a Battlefleet has this rule, once per Encounter the Player may declare they are using the Battlefleet's Command Override to immediately cancel all the dice results in any one Action Dice Pool generated by Units in the Force. The Command Override must be played before any manipulation 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.

PRELIMINARY SURVEY: At the start of the Encounter, when revealing the top card from their V&V deck to determine deployment, any Player with one or more Battlefleets with this rule in their Force may draw a second card in place of the first card revealed if they wish. They may only do this once per Encounter and must accept this second card. If both players have Battlefleets with this rule, then neither may draw a second card.











SABRE RATTLE: Once both sides have deployed but before any Vanguard or Deceptive Deployment moves have been made, Units in this Battlefleet may be redeployed within their Deployment Zone up to 5" provided that their new position is closer to the enemy Deployment Zone than before this redeployment. Each Unit in this Battlefleet may only be redeployed once.

STRATEGIC RESERVES: Either all Units in this Battlefleet are held in Reserve, or none of them. 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. If they do so, they must use the Crippled profile of their weapons for that Round.







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****MAIN BATTLEFLEET**

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

TURKISH FRONTLINE BATTLEFLEET**MAIN BATTLEFLEET**





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

TURKISH SUPPORT BATTLEFLEET**MAIN BATTLEFLEET**





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









SULTANATE FORTIFICATIONS BATTLEFLEET SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must be a Khoms Heavy Platform Unit, which gains the Flagship Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Surface Units must have the Immobile rule. Multiple Jebel Battle Platform Units may be included.
BONUS: <ul style="list-style-type: none"> Preliminary Survey 		

TURKISH AERIAL BATTLEFLEET SPECIALIST BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
 	MUST include only ONE	Flagship must have the Lyceum-class Trait. The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
 	MUST include ONE and may include a further THREE.	Aerial Units must have the Turkish Trait.
BONUS: <ul style="list-style-type: none"> Sabre Rattle 		

ORDER FRONTLINE BATTLEFLEET SPECIALIST BATTLEFLEET

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



EGYPTIAN FRONTLINE BATTLEFLEET

MAIN BATTLEFLEET

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

MERCENARY BATTLEFLEET

SPECIALIST BATTLEFLEET

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

A single Battlefleet in the Force may be taken from the Mercenary Battlefleets listed below.

Black Wolf (See *Commonwealth ORBAT*)

Honourable Eclipse Company (See *Union ORBAT*)

Scions of Jutland (See *Imperium ORBAT*)

Crimson League (See *Sultanate ORBAT*)

Nautilus (See *Crown ORBAT*)

CRIMSON LEAGUE BATTLEFLEET

MERCENARY BATTLEFLEET

TRAITS	NUMBER OF UNITS	NOTES
MUST include only ONE		Flagship must have the Lyceum-class Trait or be the Badroulbador . The Position Trait of the Flagship does not count towards any limits in the Battlefleet.
May include up to TWO		Surface Units or Skimming Units must have either the Turkish Trait or Titan-class Traits.
May include only ONE		Submerged Unit must have the Enlightened and Automata Traits and are selected from the Covenant of the Enlightened ORBAT. The Submerged Unit replaces the Enlightened Trait for the Crimson League Trait.
MUST include ONE and may include a further THREE.		Aerial Units must have the Turkish Trait. May have up to two of each of the Nasr Skyship , Hirka Skycutter , and Alsaqr Skybarque Units
BONUS: <ul style="list-style-type: none"> All Units replace the Sultanate Trait for the Crimson League Trait. Alsaqr lose the Attached Unit (Turkish) rule and instead gain Attached Unit (Crimson League). All Crimson League Units (except Automata) have the Crimson Privateers rule. All Crimson League Units lose the Janissary Assault Deck rule if they have it. 		



SULTANATE PATRONS

You may include a single Patron from those listed below for a Sultanate Force in any Encounter of Dystopian Wars.

- **CHOOSING A PATRON** – When choosing your Force, you may also choose one of the Patrons listed in your Faction ORBAT. These Patrons have rules that will apply to your entire Force. You may only pick one Patron for your Force.
- **PATRON COST** – Each Patron has an associated cost. This cost is the number of Victory Points you award your opponent at the start of the Encounter. If both players use Patrons, then each Player is awarded points based on their opponent's Patron. If only one Player has a Patron, then only their opponent will get the points based on that Patron's cost.
- **PATRON RULES** – A Patron's rule may provide a specific exception to rules found elsewhere. In cases of contradiction, the Patron's rule is used.

❖ PRINCESS SCHEHERAZADE - THE CRIMSON DAEVA

PATRONAGE: +1VP

Crimson League Mercenary Battlefleets that include two Surface or Skimming Unit are Main Battlefleets rather than Specialist Battlefleets in a Force with Princess Scheherazade as its Patron. Furthermore, there is no limit to the number of Crimson League Battlefleets included in the Force that only includes Crimson League Battlefleets.

❖ FAIZEL OSMAN - THE SULTAN'S SIRCAN

PATRONAGE: +1VP

All Models with the Cor Caroli rule in your Force gain +1 to Fray. Order Battlefleets are Main Battlefleets in a Force with Faizel Osman as its Patron.





SULTANATE FLAGSHIPS

ABYDOS HOVER STRONGHOLD

300 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	3	8	15	7	7	14	10
Crippled	4	4	3	7	13	4	4	12	8

Built at the Khedivial shipyard on the Gulf of Suez, the ships of the Abydos-class are among the largest hovercraft in the world. Designed as a fleet command and support vessel, the Abydos is the lynchpin for expanding the Egyptian's sphere of influence both within the Sultanate and beyond.

Unit Composition

- 1 Abydos Hover Stronghold

Traits

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

Weapons

- Heavy Rocket Battery – 360
- Gun Battery – F/P
- Gun Battery – F/P
- Gun Battery – F/P
- Gun Battery – F/S
- Gun Battery – F/S
- Gun Battery – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Special Rules

- Advanced Repair Facilities (4)
- Armoured Decking
- Heavy Escort
- Heavy Firepower
- Large Target
- Logistical Support
- Skiff Dock
- Supply Depot

ASSIGNED SKIFF ESCORTS: This Unit has two Ferik Skiff Escorts.

Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for +2pts or an Aetheric Lance for +5pts. The weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace its Heavy Rocket Battery with a D-Cannon Battery for +4pts, a Particle Beamer for +7pts, or a Heavy Gun Battery for +12pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to a further two Ferik Skiff Escort Tokens for +6pts each.

ANATOLIA HEAVY BATTLECRUISER

230 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

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

Special Rules

- Agile
- Focused Fire (Gunnery)
- Gun Runner
- Heavy Firepower
- Maritime Patrol
- Orichalcite Construction
- Powerslide

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.

**DOGAN****245 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	6	5	8	15	5	5	13	7
Crippled	3	6	5	7	14	3	3	13	4

Seemingly touched by the hand of the creator, the Dogan is captained by Salim Bey, childhood friend and onetime suitor for Princess Shabrazad. Bey uses his vessels portal generator and handpicked crew of fighting women relentlessly trained into a highly disciplined sisterhood.

Unit Composition

- 1 Dogan

Traits

- Sultanate
- Turkish
- Surface Unit
- Heavy Battlecruiser
- Anatolia-class
- Flagship
- Unique

Weapons

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

Special Rules

- Agile
- Disciplined
- Focused Fire (Gunnery)
- Gun Runner
- Heavy Firepower
- Maritime Patrol
- Master Portal Generation
- Orichalcite Construction
- Portal Generator (1)
- Powerslide

Options:

- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

VALIDE KOSEM**240 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

Carrying the namesake of a venerated 15th century Sultana, the Valide Kosem has earned quite the reputation, accruing a number of battle honours in recent years against the Imperium and Crown. This popularity has made her captain, the strikingly beautiful Hadice Usakligil a frequent visitor to the Sultan's Court.

Unit Composition

- 1 Valide Kosem

Traits

- Sultanate
- Turkish
- Surface Unit
- Heavy Battlecruiser
- Anatolia-class
- Flagship
- Unique

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

Special Rules

- Agile
- Focused Fire (Gunnery)
- Gun Runner
- Heavy Firepower
- Maritime Patrol
- **Mark of Fate**
- Orichalcite Construction
- Powerslide
- Sharpshooter

Options:

- The Unit may take up to four Ferik Skiff Escort Tokens for +6pts 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

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
- Gun Battery – A/P
- Gun Battery – A/S
- Torpedo Salvo – F
- Torpedo Salvo – F

Special Rules

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

Options:

- This Unit MUST take one from the following: Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field or Shroud for no additional cost.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 with a Rocket Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.

KADESH BARRAGE BATTLESKIMMER

245 POINTS

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

Unit Composition

- 1 Kadesh Barrage Battleskimmer

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Barrage Battleskimmer
- Kadesh-class
- Flagship

Weapons

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

Special Rules

- Agile
- Armoured Decking
- Bombardment (Blast)
- Focused Fire (Gunnery)
- Spotter

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- This Unit may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may have Khepri SRS attached to them for +25pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 3/1 rules.
- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.



KHARTOUM HEAVY BATTLESKIMMER

245 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	3	5	4	8	16	6	6	12	8
Crippled	3	4	3	7	15	4	4	10	4

Unit Composition

- 1 Khartoum Heavy Battleskimmer

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Heavy Battleskimmer
- Khartoum-class
- Flagship

Weapons

- Qaa Magnetic Bombard – F
- Heavy Rocket Battery – F/P/A
- Heavy Rocket Battery – F/S/A
- Rocket Battery – F/P/A
- Rocket Battery – F/S/A
- Heavy Broadside - P&S

Special Rules

- Agile
- Armoured Decking
- Command Codes
- Focused Fire (Magnetic)

Options:

- The Unit may replace any Rocket Battery with a Gun Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Rocket Battery with a Heavy Gun Battery for free, a D-Cannon Battery for +4pts or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- This Unit may alter their cost by -5pts and replace a single Heavy Rocket Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may have Khepri SRS attached to them for +25pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 3/1 rules.
- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.

LYCEUM AERIAL DREADNOUGHT

300 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	5	7	14	8	5	10	7
Crippled	4	5	4	7	13	7	3	9	6

Unit Composition

- 1 Lyceum Aerial Dreadnought

Traits

- Sultanate
- Turkish
- Aerial Unit
- Aerial Dreadnought
- Lyceum-class
- Flagship

Weapons

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

Special Rules

- Callimachus Chrono-Lathe
- Flak Barrage (6)
- Focused Fire (Gunnery)
- Heavy Firepower
- Janissary Assault Deck
- Orichalcite Construction
- Powerslide

Built in the promethean complex of High Eden, the nine vessels in this-class were gifted to the Sultan in exchange for the city of Constantinople being made a freeport for the Covenant of the Enlightened for ninety-nine years. The-class is named after the Lyceum of Istanbul, the academy of science and engineering that was then founded in the city.

Options:

- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts or a Particle Beamer for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Model may have Sabiha attack fighters attached to them for +30pts. The Model gains the SRS Capacity 4/0 rules.

**BADROULBADOUR****340 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	6	5	7	15	6	5	10	7
Crippled	4	5	4	7	14	6	3	9	6

This mighty vessel is the home and flagship of the Crimson Davea, Princess Scheberazade. From here she commands one of the world's arguably finest privateer organisations, the Crimson League, as they embark on daring raids and fulfil mercenary contracts for the highest bidder.

Unit Composition

- 1 Badroulbador

Traits

- Crimson League
- Aerial Unit
- Aerial Dreadnought
- Lyceum-class
- Flagship
- Unique

Weapons

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

Special Rules

- Callimachus Chrono-Lathe
- Crimson Privateers
- Devil's Own Luck
- Flak Barrage (6)
- Focused Fire (Gunnery)
- Heavy Firepower
- Inspirational
- Luminiferous Defences
- Orichalcite Construction
- Powerslide
- Shield Generator

LUMINIFEROUS DEFENCES: Any Attack against a non-Obscured Model with this rule counts Heavy Hit results as Hit Results instead in the Attack Action Dice Pool. Furthermore, any Unit with rule may use Defences against Attacks with the Gunnery or Broadside Qualities using their Crippled ADV as the Defence Attribute. No Unit may have a Defence Dice Pool greater than 6 against Gunnery or Broadside Attacks. Submerged Models, Crippled Models or Models with Shredded Defences cannot use Luminiferous Defences.

OSIRIS BATTLESKIMMER**230 POINTS**

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

Unit Composition

- 1 Osiris Battleskimmer

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Battleskimmer
- Osiris-class
- Flagship

Weapons

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

Special Rules

- Agile
- Armoured Decking
- Giant Slayer
- Vanguard

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts or a Particle Beamer for +7pts. The replacement weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- This Unit may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may have Khepri SRS attached to them for +25pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 3/1 rules.
- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.



PHAROS HOVER DREADNOUGHT

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	3	8	14	7	7	14	10
Crippled	4	4	3	7	13	4	4	12	8

This mighty hovercraft brings a staggering array of weaponry to bear against its foes, including a deadly Horus pattern heavy particle cannon. The Pharos taxes its powerplant to an extreme, its weapon systems drawing on power that might otherwise be used for assisting its repulsion systems with the additional weight of its munitions.

Unit Composition

- 1 Pharos Hover Dreadnought

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Hover Dreadnought
- Pharos-class
- Flagship

Weapons

- Horus Heavy Particle Cannon - F
- D-Cannon Battery – 360
- Heavy Rocket Battery – F/P
- Heavy Rocket Battery – F/S
- Aetheric Lance – F/P
- Aetheric Lance – F/P
- Aetheric Lance – F/P
- Aetheric Lance – F/S
- Aetheric Lance – F/S
- Aetheric Lance – F/S
- Heavy Broadside – P & S
- Heavy Torpedo Salvo - F

Special Rules

- Armoured Decking
- Heavy Firepower
- Large Target
- Lumbering

Options:

- The Unit may replace any Heavy Rocket Battery with a Heavy Gun Battery or a D-Cannon Battery for free or a Particle Beamer for +15pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may replace its D-Cannon Battery with a Heavy Gun Battery or Heavy Rocket Battery for free. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- The Unit may take up to four Ferik Skiff Escort Tokens for +6pts each.

RETAJ PORTALSHIP

300 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

Weapons

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

Special Rules

- Agile
- Armoured Decking
- Cor Caroli
- Dark Hand
- Heavy Firepower
- Ikili Hull
- Master Portal Generation
- Orichalcite Construction
- Portal Generator (2)
- Powerslide



SULEIMAN FLEET CARRIER

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	4	3	7	15	5	5	11	7
Crippled	4	4	2	7	14	3	3	8	9

The twin decks of the Suleiman Fleet Carrier are replete with squadrons of Sabiba 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

Weapons

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

Special Rules

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

Options:

- The Unit may take up to four Ferik Skiff Escort Tokens for +6pts each.

TANIS CONTROL SHIP

325 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	4	5	3	8	15	7	7	14	9
Crippled	4	4	3	7	13	4	4	12	9

The Khepri automata were the brainchild of the Egyptian Egalitarian Covenant Peer Fatmah El-Maleegi. She secured funding from the Sultan and repaid his beneficence two years later with the first Khepri automata for the navy of the Sublime Port. The Tanis can launch hundreds of these destructive hover automata.

Unit Composition

- 1 Tanis Control Ship

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Control Ship
- Tanis-class
- Flagship

Weapons

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

Special Rules

- Advanced Repair Facilities (2)
- Armoured Decking
- Heavy Firepower
- Khepri Attack Runs
- Khepri Portal Strike
- Khepri SRS Capacity 10/6
- Large Target
- Portal Generator (3)
- Priority Signals

Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +2pts. The weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to four Ferik Skiff Escort Tokens for +6pts each.

KHEPRI PORTAL STRIKE: When Launching Khepri SRS during the Operations Step, a Unit with this rule in base contact with a Portal Token may place its Khepri SRS Tokens within 20" of any Portal Token in the Play Area. Remove the Portal Token in base contact with this Model once the Khepri SRS Tokens are Placed.

**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 Sabiha 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

Weapons

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

Special Rules

- Agile
- Combat Air Patrol
- Heavy Firepower
- Ikili Hull
- Orichalcite Construction
- Portal Generator (2)
- Powerslide
- Shield Generator
- SRS Capacity 8/4
- SRS Mine Clearance
- SRS Portal Strike
- SRS Recon
- Vulnerable Stern

Options:

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

SRS PORTAL STRIKE: When Launching SRS during the Operations Step, a Unit with this rule in base contact with a Portal Token may place its SRS Tokens within 40” of any Portal Token in the Play Area. Remove the Portal Token in base contact with this Model once the SRS Tokens are Placed.



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

Unit Composition

- 1 Aydin Supply Ship

Traits

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

Weapons

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

Special Rules

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

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.

Options:

- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

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.

BAYEZID IKILI CRUISER

160 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

Unit Composition

- 1 Bayezid Ikili Cruiser

Traits

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

Weapons

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

Special Rules

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

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-hulled cruisers such as the Bayezid-class. These large catamarans are more than a match for the heaviest of enemy cruisers.

Squadron: This Unit may include up to two additional models at a cost of +160pts per Model.

Options:

- This Unit MUST take an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field or Shroud Generator for no additional cost.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 +6pts each.

**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

As the Sultanate fleet lacks the stamina and long range capabilities of the navies of other Great Powers, these platforms are essential supply and support waypoints.

Unit Composition

- 1 Benghazi Offshore Support Platform

Weapons

- Gun Battery - 360
- Gun Battery - 360

Traits

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

Options:

- Any Model in the Unit may replace any Gun Battery with a Rocket battery for free or an Aetheric Lance for +5pts. 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 +6pts each.

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

Special Rules

- Advanced Repair Facilities (2)
- Forward Deployment
- Heavy Escort
- Immobile
- Strategic Asset
- Supply Depot
- Useful Freight

BURSA IKILI HEAVY CRUISER**175 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 Burza 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

Weapons

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

Traits

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

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- This Unit **MUST** take an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field or Shroud Generator for no additional cost.
- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +175pts per Model.

Special Rules

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

**CAROLUS DESTROYER****110 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	11	8	6	12	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

- 2 Carolus Destroyers

Traits

- Sultanate
- Order
- Surface Unit
- Destroyer
- Carolus-class

Special Rules

- Agile
- Armoured Decking
- Cor Caroli
- Orichalcite Crafted
- Powerslide

Weapons

- Judgement Lance – F
- Broadside – P & S

ATTACHED UNIT (ORDER): 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.

ORICHALCITE CRAFTED: Mass 1 Models in this Unit with this rule are not automatically destroyed if their Citadel is exceeded by an Attack. They suffer critical damage instead.

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

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
- Vulnerable Stern

Weapons

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

Options:

- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.

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



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
- Vulnerable Stern

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, a D-Cannon Battery for +4pts 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 -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Ferik Skiff Escort Token for +8pts each.

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

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
- Vulnerable Stern

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 with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts 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

Designed to defend positions of strategic importance for the ambitions of the Sublime Porte, these platforms are deployed in areas where they must hold off an aggressor until the swift naval assets of the Sultanate can arrive to relieve them.

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

Weapons

- Heavy Gun Battery - 360

Options:

- Any Model in the Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 +6pts 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.

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

KHOMS HEAVY 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

These man-made islands give the Sultanate much needed lynchpins around which a defensible position can be established. Serviced by escorts craft, the Khoms platforms usually have frigates or light cruisers nearby to them to give more potent support.

Unit Composition

- 1 Khoms Heavy Platform

Traits

- Sultanate
- Tripolitanian
- Surface Unit
- Heavy 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, a D-Cannon Battery for +4pts 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, Portal (1), Shield or Shroud Generator for +25pts.
- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.

**KONYA MAINTENANCE SHIP****100 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	6	6	10	2	2	4	4
Crippled	2	6	5	6	10	1	1	2	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
- Surface Unit
- Maintenance Ship
- Konya-class

Weapons

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

ASSIGNED SKIFF ESCORTS: This Unit has two Ferik Skiff Escorts.

Special Rules

- Advanced Repair Facilities (2)
- Agile
- Assigned Skiff Escorts
- Attached Unit
- Heavy Escort
- Gun Runner
- Orichalcite Construction
- Powerslide
- Skiff Dock
- Vulnerable Stern

LESATH EXEMPLAR-CRUISER**130 POINTS**

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	6	12	5	5	9	4
Crippled	2	7	5	6	12	3	3	9	4

Shrouded in silence, these imposing cruisers exude a chilling power that both inspires awe and trepidation in even their allies. Manned by heavily-armoured giants known as Cor Caroli, Lesath Exemplar-Cruisers are a force so formidable that their deployment beyond the Sultanate's waters requires the express authorization of the Sultan himself.

Unit Composition

- 1 Lesath Exemplar-Cruiser

Traits

- Sultanate
- Order
- Surface Unit
- Exemplar-Cruiser
- Lesath-class

Weapons

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

Squadron: This Unit may include an additional model for +130pts.

Special Rules

- Agile
- Armoured Decking
- Cor Caroli
- Orichalcite Construction
- Portal Generator (1)
- Powerslide



MEHMED GRAND MONITOR

210 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
- Ikili Hull
- Maritime Patrol
- **Mark of Fate**
- Orichalcite Construction
- Powerslide
- Shield Generator
- The Sultan's Monitor
- Two Per Force
- Vulnerable Stern

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:

- This Unit **MUST** take one from the following: Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field or Shroud for no additional cost.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 +6pts each.

TWO PER FORCE: You may only include up to two of this Unit in a Force.

THE SULTAN'S MONITOR: Each Round, a single friendly Unit (excluding this Unit) within 15" may remove all Disorder Levels from itself 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
- Flak Barrage (3)
- Gun Runner
- Orichalcite Construction
- Portal Generator (1)
- Powerslide
- Vulnerable Stern

Weapons

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

Options:

- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.
- All Models in the Unit may replace their Portal Generators with Mirage Generators for free.

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



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
- Vulnerable Stern

Weapons

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

Options:

- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +7opts per Model.

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
- Orichalcite Construction
- Portal Generator (1)
- Powerslide
- Shield Generator
- The Sultan's Hammer
- Two Per Force
- Vulnerable Stern

Weapons

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

Options:

- The Unit may take up to three Ferik Skiff Escort Tokens for +6pts each.

TWO PER FORCE: You may only include up to two of this Unit in a Force.

THE SULTAN'S HAMMER: Provided the Model with this rule declares all its Attacks with the Aerial Quality against a single Initial Target, each weapon on this Model with the Aerial Quality gains the High Velocity Quality and receives +1 Action Dice for that Shooting Step.



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
- Attached Unit
- Gun Runner
- Orichalcite Construction
- Powerslide
- Vanguard
- Vulnerable Stern

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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts 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 -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

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.

Squadron: Unless using the Attached Unit rule, this Unit may include up to two additional models at a cost of +74pts per Model.

SADRAZAM HEAVY CRUISER

117 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
- Focused Fire (Gunnery)
- Gun Runner
- Orichalcite Construction
- Powerslide
- Maritime Patrol
- Vulnerable Stern

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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may replace any Heavy Gun Battery with a Heavy Rocket Battery for free, a D-Cannon Battery for +4pts or a Particle Beamer for +7pts. The new weapon retains the Fire Arcs of the weapon it replaces. The points cost indicated is per weapon.
- This Unit may alter their cost by -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Repulsion Field, Shield or Shroud Generator.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +117pts per Model.



TEMIR FRIGATE

140 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

- Acceptable Attrition
- Agile
- Gun Runner
- Powerslide
- Vulnerable Stern

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 +6pts each.

- One Unit of Temir Frigates in the Battlefleet may take the Attached Unit rule for +20pts. Temir Frigates cannot be Partner Units.

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.

Squadron: Unless upgraded to use the Attached Unit rule, this Unit may include up to two additional Models at a cost of +35pts per Model.

TITAN MASS CONVEYOR

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	4	5	10	2	2	2	4
Crippled	2	7	3	5	10	1	1	3	4

Intended as ultimate luxury cruising, the Titan-class redefined commercial shipping, boasting an unparalleled combination of speed, size, and exceptional value. Gracing the world's oceans with their imposing stature, Titan-class ships became synonymous with fortunate voyages and unforgettable experiences.

Unit Composition

- 1 Titan Mass Conveyor

Traits

- Sultanate
- Surface Unit
- Mass Conveyor
- Titan-class

Special Rules

- Devil's Own Luck
- Forward Deployment
- Shield Generator
- Strategic Asset
- Useful Freight

Weapons

- Gun Battery – F/P/S

Options:

- The Unit may take up to four Escort Tokens for +5pts each.
- Any Model in the Unit may replace its Gun Battery with a Rocket Battery for free or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

GRAND CONVEYOR: This Unit may be modelled with an extended hull for +20pts. If so, it has a Battle-Ready Hull Attribute of 6.

OLYMPIA-PATTERN: Unless accompanied by Escort Tokens, this Unit may exchange the Surface Unit trait for the Skimming Unit Trait for +10pts.



SKIMMING UNITS

HASHASHIN FAST DESTROYER SKIMMER

86 POINTS

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

The capable crews of these nimble hovercraft are adept at firing with unerring accuracy while racing across treacherous waters. Their split prows give their torpedo tubes a wide angle of attack.

Unit Composition

- 2 Hashashin Fast Destroyer Skimmer

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Fast Destroyer
- Hashashin-class

Special Rules

- Agile
- Attached Unit
- Armoured Decking
- Gun Runner
- Powerslide

Weapons

- Gun Battery – F/P/S
- Gun Battery – A/P/S
- Light 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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

Squadron: Unless using the Attached Unit rule, this Unit may include up to three additional Models at a cost of +43pts per Model.

ATTACHED UNIT (EGYPTIAN, FLAGSHIP): 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.

KOPESH SCOUT SKIMMER

86 POINTS

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

The waters around the Mediterranean and beyond are patrolled by scores of Kopesh scout skimmers. These vigilant crews are trained to hunt for dangers on or below the waves utilising sophisticated hydrophone detectors enclosed in their skimmer's angular prow.

Unit Composition

- 2 Kopesh Scout Skimmer

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Scout Skimmer
- Kopesh-class

Special Rules

- Agile
- Armoured Decking
- Deceptive Deployment
- Hydrophone Relay
- Mine Sweeper
- Powerslide
- Vanguard

Weapons

- Gun Battery – F/P/S
- Gun Battery – A/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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to three additional Models at a cost of +43pts per Model.



MANDJET HEAVY SKIMMER

126 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	5	5	7	4
Crippled	2	6	3	6	12	4	4	7	4

Heavier armaments and reinforced magazines allow for squadrons of Mandjet Heavy Skimmers to reap a deadly tally from their enemies.

Unit Composition

- 1 Mandjet Heavy Skimmer

Traits

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

Special Rules

- Agile
- Armoured Decking
- Bombardment (Magnetic)

Weapons

- Qaa Magnetic Bombard – F
- Heavy Gun Battery – F/P/S
- 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 +5pts. 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, a D-Cannon Battery for +4pts 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 -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Shield or Shroud Generator.
- The Unit may have Khepri SRS attached to them for +10pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 1/0 rules.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +126pts per Model.

MESEKTET STRIKE SKIMMER

120 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	5	5	7	4
Crippled	2	6	4	6	12	4	4	7	4

One of the most powerful hovercraft in the Egyptian navy, the Mesektet is propelled into battle on a cushion of pressurised air. Armoured skirts enable the strike skimmer to engage other warships with surprising agility and stamina for its weight.

Unit Composition

- 1 Mesektet Strike Skimmer

Traits

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

Special Rules

- Agile
- Armoured Decking
- Gun Runner
- Vanguard

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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may have Khepri SRS attached to them for +15pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 2/1 rules.
- The Unit may take up to four Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +120pts per Model.



SABAH BARRAGE SKIMMER

124 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	5	5	7	4
Crippled	2	6	3	6	12	4	4	7	4

Designed to rain devastating missile salvos down on their enemies, the Sabah's advantage comes from its high mobility, which enables her crew to reposition before a counterstrike can reach them.

Unit Composition

- 1 Sabah Barrage Skimmer

Traits

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

Special Rules

- Agile
- Armoured Decking
- Bombardment (Aerial)
- Spotter

Weapons

- Salvo Missile Silo – 360
- Gun Battery – F/P/A
- Gun Battery – F/S/A
- 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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may have Khepri SRS attached to them for +10pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 1/0 rules.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +124pts per Model.

SOBEK COASTAL SKIMMER

118 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	7	4	6	13	5	5	9	4
Crippled	2	6	3	6	12	4	4	8	4

Deployed near coastal regions to use its skimming ability to sweep inland as needed, the Sobek slices across the sea on a pressurized airbed. Its armoured hull protects the troop transports and infantry platoons embarked for beachhead landings. Often these are supplemented with Khepri combat automata to deadly effect.

Unit Composition

- 1 Sobek Coastal Skimmer

Traits

- Sultanate
- Egyptian
- Skimming Unit
- Coastal Skimmer
- Sobek-class

Special Rules

- Agile
- Armoured Decking
- Focused Fire (Gunnery)
- Landing Vessel
- Mine Layer

Weapons

- Heavy Gun Battery – F/P/S
- 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 +5pts. 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, a D-Cannon Battery for +4pts 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 -5pts and replace a single Heavy Gun Battery with an Atomic, Fury, Magnetic, Mirage, Portal (1), Shield or Shroud Generator.
- The Unit may have Khepri SRS attached to them for +12pts per Model. Each Model in the Unit gains the Khepri Attack Runs and Khepri SRS Capacity 2/1 rules.
- The Unit may take up to two Ferik Skiff Escort Tokens for +6pts each.

Squadron: This Unit may include up to two additional models at a cost of +118pts per Model.



AERIAL UNITS

ALSAQR SKYBARQUES

76 POINTS

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

The Alsaqr Skybarque separates the elite from the merely competent. Its dart-like design demands intuitive stabilizer control and masterful sail manipulation to coax the most from thermals and crosswinds.

Unit Composition

- 2 Alsaqr Skybarques

Traits

- Sultanate
- Turkish
- Aerial Unit
- Skybarque
- Alsaqr-class

Special Rules

- Agile
- Corvette Duty
- Giant Slayer
- Linear Dash
- Powerslide

Weapons

- Aerial Barbette Launcher – 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.

Squadron: Unless using the Attached Unit rule, this Unit may include up to four additional models at a cost of +38pts per Model. If using the Attached Unit rule, the Unit may only add a single additional Model.

AWSBIRI SKYLANCER

105 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	6	6	11	5	0	9	4
Crippled	2	8	5	5	10	3	0	8	2

The Awsbiri Skylander strikes fear into the hearts of its foes. This aerial marvel boasts cruiser-grade firepower, but its true strength lies in its unmatched agility. Expert captains exploit this, weaving through defences and unleashing devastating barrages upon their enemies.

Unit Composition

- 1 Awsbiri Skylander

Traits

- Sultanate
- Turkish
- Aerial Unit
- Skylander
- Awsbiri-class

Special Rules

- Agile
- Linear Dash
- Maritime Patrol
- Orichalcite Construction
- Powerslide
- Vanguard

Weapons

- Aerial Torpedo Salvo – F
- 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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may have Sabiha attack fighters attached to them ventrally for +10pts per Model. Each Model in the Unit gains the SRS Capacity 1/0 rules.

Squadron: This Unit may include up to two additional models at a cost of +105pts per Model.



CHASKA VITRUVIAN COLOSSUS

165 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	7	14	2	2	0	5
Crippled	2	7	5	7	13	1	1	0	2

The Chaska draws on the peerless martial skill of the Cor Caroli. The ancient being possessing the mortal 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

Weapons

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

Traits

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

Special Rules

- Agile
- Celerity
- Colossus
- Cor Carolus Icon
- Limited Generation
- Mirage Generator
- Orichalcite Construction
- Portal Generator (1)
- Powerslide
- Strategic Withdrawal
- Unexpected Arrival
- Vigour

CELERITY: Once per Activation, this Unit may make the following Valour Effect provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct). Each 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 against the same or a new Point of Impact within 3" of the first. The Action Dice Pool for the second Ram is the same as the first. The Moving Model may not use Vigour with this rule and may not make any further movement this Activation if it uses this rule.

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

Squadron: This Unit may include an additional model at a cost of +165pts per Model.

QUALOR VITRUVIAN COLOSSUS

175 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	8	6	7	14	2	2	0	5
Crippled	2	7	5	7	13	1	1	0	2

Unlike the warrior knight at the heart of the Chaska Colossus, the Qualor holds the spirit of a Cor Caroli magi. Soaring above its enemies, the Qualor unleashes powerful mental assaults that cause blood to boil in the unfortunate ship's crew.

Unit Composition

- 1 Qualor Vitruvian Colossus

Weapons

- Helio Blast – F

Traits

- Sultanate
- Order
- Aerial Unit
- Vitruvian Colossus
- Qualor-class

CRUOR: Once per Activation, this Unit may make the following Valour Effect provided the Valour card discarded has a value of at least 40 (including by Valorous Conduct). All Models in all enemy Units within 7" immediately gain a level of Disorder.

SOUL GNAWING DIRGE: Enemy Models within 7" of one or more Models with this rule have -2 to their Citadel Attribute.

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

Special Rules

- Agile
- Colossus
- Cor Carolus Icon
- Cruor
- Limited Generation
- Master Portal Generation
- Mirage Generator
- Orichalcite Construction
- Portal Generator (1)
- Powerslide
- Soul Gnawing Dirge



HIRKA SKYCUTTER

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	1	10	6	5	11	4	0	7	4

Piloting a Hirka skycutter isn't for the faint of heart. Its exposed main deck gives Janissary assault troops little protection while its notoriously cramped bridge leaves no room for error.

Unit Composition

- 2 Hirka Skycutter

Traits

- Sultanate
- Turkish
- Aerial Unit
- Skycutter
- Hirka-class

Special Rules

- Agile
- Gun Runner
- Hydrophone Relay
- [Janissary Assault Deck](#)
- Powerslide

Weapons

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

Options:

- The Unit may replace any Gun Battery with a Rocket Battery for +3pts or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.

Squadron: This Unit may include up to three additional models at a cost of +50pts per Model.

MUHARIB SKYRUNNER

85 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	9	6	6	11	5	0	11	4
Crippled	2	8	5	5	10	3	0	9	2

Soaring high above the clouds and then diving below to attack, the Muharib Skyrunner crews prefer to close in where their Janissary assault battalions can discharge and attack.

Unit Composition

- 1 Muharib Skyrunner

Traits

- Sultanate
- Turkish
- Aerial Unit
- Skyrunner
- Muharib-class

Special Rules

- Agile
- Cloud Dive
- [Heavy Lander](#)
- Janissary Assault Deck
- Landing Vessel
- Linear Dash
- Orichalcite Construction
- Powerslide

Weapons

- 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 +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- The Unit may have Sabiha attack fighters attached to them ventrally for +10pts per Model. Each Model in the Unit gains the SRS Capacity 1/0 rules.

Squadron: This Unit may include up to two additional models at a cost of +85pts per Model.



NASR SKYSHIP

100 POINTS

	M	S	T	A	C	ADV	SDV	F	H
Battle Ready	2	10	6	6	11	5	0	9	4
Crippled	2	9	5	5	10	3	0	8	2

The Sturginium-laced fuels used by the Sultanate to power their Djiin Drives enables vessels such as the Nasr to perform manoeuvres and reach speeds that otherwise would be impossible for other similar airships.

Unit Composition

- 1 Nasr Skyship

Traits

- Sultanate
- Turkish
- Aerial Unit
- Skyship
- Nasr-class

Special Rules

- Agile
- Linear Dash
- Orichalcite Construction
- Powerslide
- Tracer Fire (Aerial)

Weapons

- Heavy Gun 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 +3pts or an Aetheric Lance for +5pts. The new weapon retains the Fire Arcs of the weapon it replaces.
- Any Model in the Unit may replace its Heavy Gun Battery with a Heavy Rocket Battery or a D-Cannon Battery for +4pts 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 have Sabiha attack fighters attached to them ventrally for +10pts per Model. Each Model in the Unit gains the SRS Capacity 1/o rules.

Squadron: This Unit may include up to two additional models at a cost of +100pts per Model.



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 Barbette Launcher	3 (1)	3 (2)	3 (2)	Aerial, Torpedo, High Velocity
	2 (-)	2 (1)	2 (1)	Aerial, Torpedo, High Velocity
Aerial Torpedo Salvo	7 (2)	7 (4)	7 (4)	Aerial, Torpedo, High Velocity
	5 (-)	4 (3)	4 (3)	Aerial, Torpedo, High Velocity
Aetheric Lance	6 (3)	5 (3)	-	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 10, Arc
D-Cannon Battery	-	8 (4)	8 (4)	Indirect, Piercing
	-	6 (3)	6 (3)	Indirect, Piercing
Gun Battery	3 (2)	5 (3)	-	Gunnery
	2 (1)	4 (2)	-	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 (3)	6 (3)	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
Horus Heavy Particle Cannon	7 (4)	11 (6)	7 (4)	Piercing, Blast, Devastating
	5 (3)	7 (4)	5 (3)	Piercing, Blast, Devastating,
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
	-	-	-	-
Orichalcite Flechette Launcher	12 (9)	-	-	Fusillade, Blast, Bomb
	9 (6)	-	-	Fusillade, Blast, Bomb
Particle Beamer	7 (5)	6 (4)	6 (4)	Sustained, Gunnery
	6 (4)	3 (2)	3 (2)	Sustained, Gunnery
Qaa Magnetic Bombard	-	11 (5)	11 (5)	Indirect (ignore Obscured), Magnetic, Extreme Range
	-	7 (4)	7 (4)	Indirect (ignore Obscured), Magnetic, Extreme Range
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (2)	4 (2)	Aerial
Salvo Missile Silo	-	12 (6)	12 (6)	Aerial, Blast, Extreme Range
	-	7 (4)	7 (4)	Aerial, Blast, Extreme Range
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