



SULTANATE

ORBATS

ORDER OF BATTLE

4.01 BETA



DYSTOPIAN WARS

INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Sultanate faction for *Dystopian Wars*. If you are new to the Sultanate, we recommend reading the faction's background section first, which describes the narrative and lore of this faction, and can be found on page 72.

The Unit Profiles in this ORBAT contain a number of Properties, Systems, and Qualities, listed by name. The text for these rules can be found in the *Dystopian Wars Glossary*, which can be downloaded from the [Resources](#) section of the *Dystopian Wars* website.

LIVING DOCUMENTS

Both this ORBAT and the *Dystopian Wars Glossary* are living documents, which means that they are updated to introduce new units and rules, or to correct any issues that arise after release. The Version Number can always be found on the first page of the document, and Admirals should ensure that they have the most current version before they begin a game.

DESIGNERS' NOTE

BETA VS LOCKED

Whenever a new version of a document is released, it will be listed as a **beta** document, indicated by (Beta) after its version number. Over the following weeks we will collate any feedback from the community, and make any final amends as required before releasing a **locked** version without the beta suffix.

In short—if you have a beta version of a document, and it's been a couple of weeks since you downloaded it, it's worth checking for a locked version.

Sircan Faizel
Osman





DYSTOPIAN WARS

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SULTANATE SHORT RANGE SQUADRONS

Carrier units in this ORBAT can launch one or more of the **Short Range Squadron** types shown in the grid below.

The exact squadron type, or types, that a *Carrier* can launch will be given by the specific *SRS Type(s)* property on its unit profile.

SQUADRON TYPE	ATK	INT	SPT	RES	SRS PROPERTIES
Sabiha Attack Fighters	4	2	3	2	Portal Strike
Khepri Automata	3	2	2	3	Hover SRS Launch Range 20" Surgical Strike (System Failure)





DYSTOPIAN WARS



SPECIAL RULE: PORTAL TECHNOLOGY

The portal technology employed by the Sultanate is near mystical. Bequeathed unto Sultan Mustafa by the mysterious Order—a religious cult of otherworldly origins—Portal Generators are employed across his realms, capable of tearing space and time, opening liminal, shimmering passages for troops and machinery alike to pass through.

But such alien technology is unpredictable, as much for the Sultanate as for their enemies...

This ORBAT contains a number of units that have access to **Portal Generators**, which allow an Admiral to place **Portal** markers in the **Play Area**. Portal markers and their effects are described in this section.



PORTAL MARKERS

Portals are swirling passages that form a bridge across space and time. They are represented in play by **Portal** markers, which consist of a clear plastic miniature mounted on a round base.

A Portal marker is treated as having a **Mass** of 3, and can **Block** or **Obscure Visibility** in the same way as a model.

PORTAL LIMITS

The maximum number of **Portal** markers allowed in the **Play Area** is the **Portal Limit**, and depends on the **Engagement Scale** of the game being played. If both Admirals can create Portals, this limit applies to each of them separately.

ENGAGEMENT SCALE	PORTAL LIMIT
Small Engagement	4
Medium Engagement	6
Large Engagement	8

DESIGNERS' NOTE

PORTAL OWNERSHIP

Each Portal marker belongs to the Admiral who placed it in the Play Area. Once a Portal marker is in play, it is available for their use only! Admirals may find it useful to paint their markers to indicate ownership, or use a spare token to track them during play.

COLLIDING WITH PORTAL MARKERS

Airborne and *Underwater* models can **Pass Through** a Portal marker.

Surface models can **Move** through Portal markers. At the end of a *Surface* model's **Move**, it gains 1 level of **Disorder** for each Portal marker it moved through. Then, for each of those Portal markers, the model's Admiral rolls a number of **Action Dice** equal to the model's **Mass** rating. If one or more dice show a **Heavy** or **Exploding Strike**, the Portal collapses and the Marker is removed from the **Play Area**.

If the model's **Move** ends with it touching a Portal marker, the Marker is removed automatically (no dice roll is required). Note that the model gains **Disorder** for the Marker, even if it did not fully move through it.



MANIPULATING PORTALS

A model with a *Portal Generator* system is a **Portal Manipulator**. It can be used to **Weave a Portal** in the **Launch Phase**, and **Shift** and/or **Close a Portal** as a **Special Action** during its **Activation**. A model with a *System Failure Critical Damage Effect* does not count as a Portal Manipulator.

PORTAL ACCELERATOR ARRAYS

Some *Portal Manipulator* models are equipped with a Portal Accelerator Array. This improves the model's ability to **Weave Portals**, and allows them to optionally **Implode** a portal when they **Close** it.

WEAVING A PORTAL

During the **Launch Phase**, the controlling Admiral can nominate a unit containing at least one **Portal Manipulator** model, as if it were a *Carrier* unit, to **Weave a Portal**. If a *Carrier* unit contains a Portal Manipulator model, it can be chosen twice in the Launch Phase—once to Weave a Portal, and once to **Resolve an SRS Launch**.

When a unit Weaves a Portal, its Admiral nominates a Portal Manipulator model in the unit to be the **Weaver**, then places a **Portal** marker within 10" of that model. This distance is increased by 10" for each additional Portal Manipulator model in the unit, not including the Weaver.

A Portal marker cannot be placed within **Proximity** of a *Surface* model, **Terrain Feature**, or another **Marker**, or overlapping an *Airborne* or *Underwater* model.

A unit cannot Weave a Portal if there are already Portal markers in the **Play Area** equal to its Admiral's **Portal Limit**.

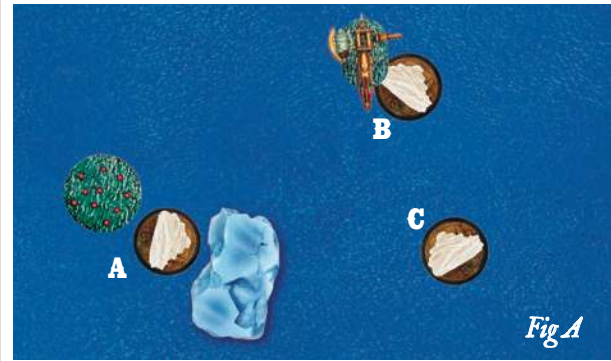
ACCELERATED WEAVING

If the nominated **Weaver** is equipped with a *Portal Accelerator Array*, the Admiral can either place up to 2 **Portal** markers (following the standard rules), or place a single Portal marker up to 20" away from the Weaver, plus 10" for each additional **Portal Manipulator** in the unit. (These additional models do not need to have *Portal Accelerator Arrays*.)

For example, in Fig. A, Portal marker A could not be placed because it would be within Proximity of a *Terrain Feature* and a *Minefield* marker.

Similarly, Portal marker B could not be placed because it would be overlapping an *Airborne* model.

Portal marker C can be placed, as it is following all of the rules.

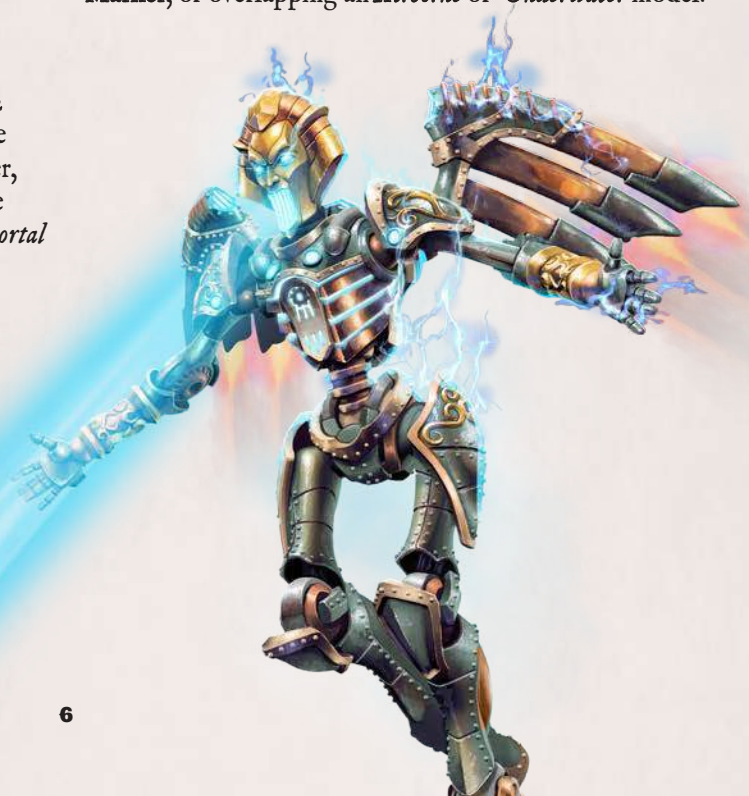


SHIFTING A PORTAL

A unit that contains at least one **Portal Manipulator** model can **Shift a Portal** as a **Special Action** during its **Activation**. Only Portal Manipulator models can Participate in this Action.

When it does so, the active Admiral chooses a **Portal** marker anywhere in the **Play Area** and repositions it within 10" of its current position. Note that unlike when **Weaving a Portal**, this distance is not increased by having more than one Portal Manipulator model in the unit.

The Portal marker cannot be repositioned to within **Proximity** of a *Surface* model, **Terrain Feature**, or another **Marker**, or overlapping an *Airborne* or *Underwater* model.





CLOSING A PORTAL

A unit that contains at least one **Portal Manipulator** model can **Close a Portal** as a **Special Action** during its **Activation**. Only Portal Manipulator models can Participate in this Action.

When it does so, the active Admiral chooses a **Portal** marker anywhere in the **Play Area**. Every model (friend or foe) within **3"** of the Marker immediately gains **1** level of **Disorder**, then the Marker is removed from play.

IMPLODING A PORTAL

If at least one **Portal Manipulator** model in the unit is equipped with a *Portal Acceleration Array*, its Admiral can choose to **Implode** a Portal instead of **Closing** it normally.

If they do so, they nominate a model in the active unit that has a *Portal Acceleration Array*, and choose a **Portal** marker within **20"** of that model.

Then, they make a **Crew Check** for the nominated model.

If the check fails, every model (friend or foe) within **3"** of the chosen Marker immediately gains **1** level of **Disorder**, then the Marker is removed from play.

If the check passes, the nominated model gains **1, 2, or 3** levels of **Disorder**, chosen by the active Admiral. If this would take the model above **3** Disorder, it only counts as having gained enough levels to bring it to **3**. Then, every model (friend or foe) within **3"** of the chosen Portal marker suffers **Damage** equal to the amount of **Disorder** gained by the nominated model, and gains **1** Disorder. Finally, the Marker is removed from play.

*For example, the Mehmed Command Cruiser is equipped with a Portal Generator and a Portal Accelerator Array. It makes a **Close a Portal** special action, and its Admiral decides to **Implode** the Portal next to the three **Empire** Cruisers. They pass a **Crew Check**, so the Portal **Implodes**.*



*The Admiral decides to go all-in with this action, applying **3** levels of **Disorder** to the Mehmed Command Cruiser in order to deal **3** **Damage** to each of the **Empire** ships, all of which are within **3"** of the Portal.*

*The Miyagi Advanced Cruiser had already suffered **2** points of **Damage**, so its **Damage** total increases to **5**. It also gains a level of **Disorder**. Each Hokkaido Heavy Cruiser takes **3** points of **Damage** and **1** level of **Disorder**. The Portal is removed.*





UTILISING PORTALS

Many *Sultanate* units can **Deploy**, **Attack**, and **Depart** through Portals.

DEPLOYING THROUGH A PORTAL

When a *Sultanate Surface* unit arrives from **Reserve**, it can **Deploy** through a **Portal** as long as no model in the unit has a **Mass** rating greater than 3.

The unit's Admiral nominates a **Portal** in the **Play Area**, then **Deploys** the unit so that each model is within 5" of the chosen **Marker**, and the chosen **Marker** is in each model's **Aft** arc. Note that the unit is *not* marked with an **Incoming** status token.

A model that **Deploys** from a **Portal** marker cannot be placed within **Proximity** of a **Terrain Feature**, or a model in another unit. **Attacking Through a Portal**.

When a *Sultanate Surface* unit makes an **Attack** action, its Admiral can declare that they will **Attack** through a **Portal** marker. If they do this, the Admiral must nominate one **Portal** marker in the **Play Area** to be the **Entry Portal**, and another **Portal** marker in the **Play Area** to be the **Exit Portal**.

Models in the unit can only **Participate** in the **Action** if the **Entry Portal** is within 7", and is **Visible** to it. A weapon can only **Contribute** to the **Action** if the **Entry Portal** is in one of its **Targeting Arcs**.

The **Attack's Range** is determined by measuring the distance between the **Initial Target** and the **Exit Portal**. When determining **Visibility**, any lines are traced from the centre of the **Exit Portal** instead of an attacking model.

The **Portal** always counts as **Obscuring** each **Participating** model's **Visibility**. As a result, the opposing Admiral always adds at least 3 **Bonus Dice** to their **Resistance Roll** for each **Participating** model.

DEPARTING THROUGH A PORTAL

At the start of a *Sultanate Surface* unit's **Movement Step**, its Admiral can declare that the unit will **Depart** through a **Portal**.

If, in the course of that **Step**, a model from that unit with a **Mass** rating of 3 or less moves into contact with a **Portal** marker, and the point of contact is in the model's **Fore** arc, the model is removed from play and set aside. No **Collision** is resolved.

At the end of the **Movement Step**, any models in the unit that are still in the **Play Area** are **Abandoned**. The rest of the unit returns to its Admiral's **Reserve**, and can return to the **Play Area** in the **Ready Phase** of a subsequent **Round**.







SULTANATE BATTLEFLEETS

This section lists the Battlefleets available to the Sultanate Faction. When creating a Sultanate Force, an Admiral must ensure that each of their units is allocated to one of these Battlefleets, as explained on page 125 of *Dystopian Wars: The Rules*.





SULTANATE FACTION BATTLEFLEET (MAIN)

Since the earliest days of the Ottoman Empire, the Sultanate Navy has been a point of pride for generations of rulers. Under Sultan Mustafa the Golden, the myriad fleets of the Sublime Porte have expanded at an unprecedented rate, with new designs and armaments supplementing sailing skills that have been honed over centuries of naval warfare. Needing to operate in waters ranging from sprawling estuaries to open ocean, the standard battlefleets of the Sultanate possess a flexibility in composition that, when combined with the speed and agility of Sultanate vessels, means that a far-ranging fleet can quickly adapt to respond to any threat.

Squadrons of Iskandar cruisers often serve as the backbone of these forces, these fast but dependable craft serve as the modern incarnation of the war-gallies that once plied the Mediterranean in ages past. Thanks to Enlightened-informed designs purchased from the Crimson League and gifts from the enigmatic Order, these vessels can more than hold their own against the encroaching forces of the other Great Powers. Indeed, for Mustafa's fleets, only the best equipment, often purchased at a premium, is acceptable for his prized ships. This is evident in the gold-circuited capacitors and platinum-plated power-sinks that allow the more esoteric weaponry of the Sublime Navy to be pushed beyond their normal capacity.

<p>1 Sultanate Flagship</p> 	<p>One Mandatory Element.</p> <p>The Element requires a unit with the <i>Sultanate</i> and <i>Flagship</i> traits.</p>
<p>2-6 Sultanate Line / Patrol</p> 	<p>Two Mandatory Elements and four Optional Elements.</p> <p>Each Element requires a unit with the <i>Sultanate</i> trait and either the <i>Line</i> or <i>Patrol</i> trait.</p>
<p>0-3 Sultanate Support</p> 	<p>Three Optional Elements.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Support</i> traits.</p>
<p>0-2 Sultanate Scout</p> 	<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Scout</i> traits.</p>
<p>0-1 Sultanate Logistical</p> 	<p>One Optional Element.</p> <p>The Element requires a unit with the <i>Sultanate</i> and <i>Logistical</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Iskandar Cruiser • Temir Frigate <p><i>Additional Mainstay Classes</i></p> <p>If this Battlefleet contains one of the Flagships listed below, the Class listed with it becomes an additional Mainstay.</p> <p>Abydos Hover Stronghold: Mesektet Skimmer</p> <p>Khartoum Heavy Battleskimmer: Mandjet Heavy Skimmer</p> <p>Suleiman Fleet Carrier: Mihrimah Flechette Cruiser</p>	<p><i>Special Rules</i></p> <p>This Battlefleet can contain a maximum of one <i>Airborne</i> unit, and a maximum of one <i>Underwater</i> unit.</p> <p>The Battlefleet's <i>Flagship</i> and units that are fielded as Attachments do not count towards either of these limits.</p> <p><i>Battlefleet Bonus: Superior Weaponry</i></p> <p>Once per Round, when declaring Contributing Weapons for an Attack action made by a <i>Sultanate</i> unit in this Force, this Battlefleet's Admiral can declare that the unit will benefit from Superior Weaponry.</p> <p>For the duration of this Action, all Contributing weapons that have the <i>Piercing (X)</i>, <i>Precise (X)</i>, or <i>Structural Failure (X)</i> quality increase all of their Firepower values by the X Value of that Quality. If a weapon has multiple Qualities, the single highest X Value is used. Firepower Values that are listed as '-' are unaffected.</p>







ALLSHARD ORDER AETHERNAUTIC BATTLEFLEET (SPECIALIST)

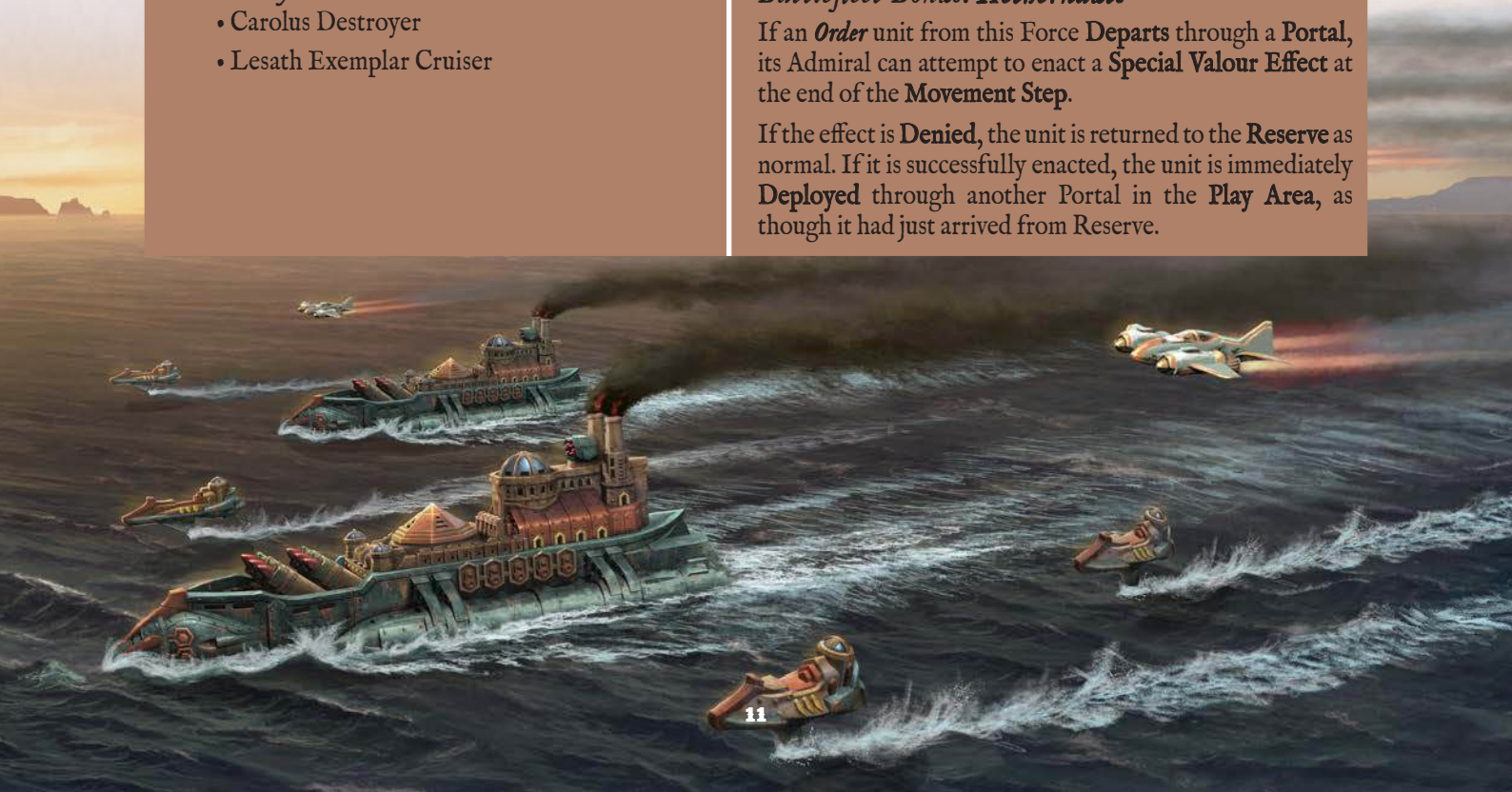
The Order has been extant on this world for an age, arriving at the very dawn of prehistory in pursuit of their cosmic foe: the Hex. Across the universe, they have hounded their otherworldly prey. Now, trapped together upon the Earth, these ancient rivals prepare for the final act of their eternal, world-ending war.

Ship for ship, soldier for soldier, the Order is unstoppable. Their elite troops, the Cor Caroli, are superhuman warriors, capable of walking through bullets as mere mortals might walk through ocean spray. Even their regular officers and seaman, martial zealots drawn from the Spica sects, are exquisitely equipped and trained. This is to say nothing of advanced weaponry capable of warping space and tearing open reality itself. These sciences are quite literally not of this world and no effort to reverse engineer them has ever been successful.

As powerful as they are, they are few in number, and it is rare for them to seek battle as an independent force. The Order are guests within the Sultanate and, across large swathes of that vast territory, unwelcome ones at that. Only the most devout and committed souls can be considered for full Spica training and the creation of even a single Cor Caroli is a spiritually costly and time-consuming ritual. For this reason, they prefer to support and advise, lending their semi-magical abilities to larger fleets of more conventional forces.

When the need is great however, when the threat to the Great Plan is imminent, High Sircan Osman is more than willing to marshal the dire forces at his command. However great the cost, victory for the Order is all but assured.

<p>1 Retaj Portalship </p>	<p>One Mandatory Element. A Retaj Portalship must be allocated to this Element.</p>
<p>1-2 Order Line </p>	<p>One Mandatory Element and one Optional Element. Each Element requires a unit with the <i>Order</i> and <i>Line</i> traits.</p>
<p>0-2 Order Support </p>	<p>Two Optional Elements. Each Element requires a unit with the <i>Order</i> and <i>Support</i> traits.</p>
<p>0-2 Order Scout </p>	<p>Two Optional Elements. Each Element requires a unit with the <i>Order</i> and <i>Scout</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Carolus Destroyer • Lesath Exemplar Cruiser 	<p><i>Battlefleet Bonus: Aethernauts</i></p> <p>If an <i>Order</i> unit from this Force Departs through a Portal, its Admiral can attempt to enact a Special Valour Effect at the end of the Movement Step.</p> <p>If the effect is Denied, the unit is returned to the Reserve as normal. If it is successfully enacted, the unit is immediately Deployed through another Portal in the Play Area, as though it had just arrived from Reserve.</p>





BALIK KARTALI AIR FLEET (SPECIALIST)

The Sultanate were latecomers to the miracle of flight, but through the liberal expenditure of gold, bribes to foreign-born scientists, and the latest technologies from the Order of the Allshard and Crimson League, they are well on their way to becoming its undisputed master. Sultan Mustafa, never one to shy away from the latest trends, considers himself something of an amateur aviator. His collection of light, one-man aircraft is the finest and—he claims—fastest in the world and his enthusiasm for all things airborne has captivated a conservative and at times reluctant Turkish public. The Sublime Navy, eager to curry the favour of their all-powerful but easily distracted patron, instituted dedicated air wings. These were intended more for chintzy flybys of the sultan’s many palaces, but it was not long before more forward-thinking admirals found a place for these highly mobile formations in their battlefleets.

The Balik Kartali is one such. Named for a species of diving eagle common throughout the coastal regions of the Levant, it is from them that the Balik Kartali Air Fleet derives its signature tactics. The massive Lyceum skyfortress are the undoubted lynchpin of such formations, it is the fast-moving *Alsaqr*, *Hirka*, and *Nasr* skyships that provide its sharp beak and lethal claws. Passing over enemy battlelines at insurmountable altitudes and great speed, they descend on their chosen prey without mercy. The vulnerable. The isolated. The strategically vital. The light aerial squadrons of the Balik Kartali will soften them up with Janissary assault troops before tearing them apart with lance batteries and *Cirit* rockets.

<p>1 Turkish Airborne Flagship</p> 	<p>One Mandatory Element.</p> <p>The Element requires a unit with the <i>Turkish</i>, <i>Airborne</i>, and <i>Flagship</i> traits.</p>
<p>1-2 Turkish Airborne Line</p> 	<p>One Mandatory Element and one Optional Element.</p> <p>Each Element requires a unit with the <i>Turkish</i>, <i>Airborne</i>, and <i>Line</i> traits.</p>
<p>0-3 Turkish Airborne Patrol</p> 	<p>Three Optional Elements.</p> <p>Each Element requires a unit with the <i>Turkish</i>, <i>Airborne</i>, and <i>Patrol</i> traits.</p>
<p>0-1 Turkish Airborne Support</p> 	<p>One Optional Elements.</p> <p>The Element requires a unit with the <i>Turkish</i>, <i>Airborne</i>, and <i>Support</i> traits.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Awsbiri Skylander • Nasr Skyship 	<p><i>Battlefleet Bonus: Serpens Caput</i></p> <p>Once per Round, when declaring Contributing Weapons for an Attack action made by an <i>Airborne Patrol</i> unit in this Force where the Initial Target is in the Fore arc of all Participating models, this Battlefleet’s Admiral can reveal and discard a Victory & Valour Card from their hand. If they do, they add Bonus Dice to the Action Pool equal to the Value of the card.</p>







CRIMSON LEAGUE PRIVATEERS (MAIN)

In the years following Sultan Mustafa’s coronation, Princess Scheherazade has kept herself amused with the stipend granted her by her brother’s vizier in exchange for causing the Sublime Porte no trouble. Her talents as a leader and romantic view of the privateering lifestyle led her to expand her *Crimson Jewel* Promethean Complex into a veritable armoury, responsible for many of the advanced weapons and systems in use by Sultanate forces today.

The Crimson League has since become quite the thorn in the Sublime Porte’s side, striking at perceived threats to the Sultanate without the government’s blessing and frequently making a diplomatic nuisance of themselves. Some fret that the Exiled Princess is playing a long and subtle game—building herself a substantial war chest, and a global web of debtors and dependents—in preparation for the day that Sultan Mustafa eventually falls. Steadier heads in the halls of power dismiss such concerns as absurd.

Routinely dismissed as a vanity project staffed by adventurous rakes and outlandish aristocrats, the Crimson League has nonetheless developed an enviable reputation for bleeding edge equipment and modern battle tactics. Reports of their activities speak of a scientifically advanced force of unique aerial vehicles and experienced crews, capable of working together despite their flamboyant personalities and delighting in the havoc left in their wake.

<p>1 Lyceum Aerial Dreadnought</p> 	<p>One Mandatory Element.</p> <p>A Lyceum Aerial Dreadnought must be allocated to this Element.</p>
<p>2-5 Turkish Patrol</p> 	<p>Two Mandatory and three Optional Elements.</p> <p>Each Element requires a unit with the <i>Turkish</i> and <i>Patrol</i> traits.</p>
<p>0-1 Enlightened Underwater Automata</p> 	<p>One Optional Element.</p> <p>This Element requires a unit with the <i>Enlightened</i>, <i>Underwater</i>, and <i>Automata</i> traits, chosen from the Enlightened ORBAT.</p>
<p><i>Mainstay Classes</i></p> <ul style="list-style-type: none"> • Alsaqr Skybarque • Hirka Skycutter • Nasr Skyship 	<p><i>Special Rules</i></p> <p>A Fleet Doctrine cannot be purchased for this Battlefleet’s <i>Flagship</i>.</p> <p>All units in this Battlefleet gain the <i>Crimson League</i> trait.</p> <p><i>Battlefleet Bonus: Peer in Residence</i></p> <p>Whenever this Battlefleet’s Admiral Activates a <i>Crimson League</i> unit in their Force, they can remove a single <i>System Failure Critical Damage Effect</i> from one Battle-Ready model in that unit.</p>

This is a Mercenary Battlefleet, and can be fielded as a Specialist Battlefleet in a Force that is created using a different ORBAT. When it is fielded in this way, all of its units must still be chosen from this ORBAT (or the Enlightened ORBAT, in the case of the Automata unit).





DYSTOPIAN WARS

MERCENARY BATTLEFLEETS

MERCENARY BATTLEFLEET (SPECIALIST)

The Sultanate's admiralty headquarters, along with the cream of its mighty fleet, can be found in Karamürsel, in the Gulf of İzmit. Foreign vessels are not permitted in the gulf, on pain of slow and agonising death, but such is the wealth of the Sublime Treasury—and the Sultanate's reputation for spending it—that mercenary fleets swarm the nearby port cities of Gebze and Yalova like wasps over honey.

Few British, Russian, or Norwegian-built vessels can compare to their counterparts from the Sultanate. Each is a thing of rare beauty, their speed and agility the envy of all who sail. It is these very qualities that make them fragile, precious, and much beloved by admirals who weep to see such artistry marred by the enemy's guns. Foreign mercenaries often provide tougher, uglier ships to feed into the lines of battle, or lumbering flotillas slow enough to lure in an enemy attack before closing the trap with gleaming Sultanate rotorcraft and heavily-armed skimmers. Often, it is simply an opportunity to see the latest sciences of rival Powers up close.

Few in the Sultanate have any qualms about hiring such souls, or the ships that serve them.

In a land of gold, all things have their price.

A **Force** that is created using the Sultanate ORBAT can contain a single **Mercenary Battlefleet** from those listed below, each of which can be found in a different ORBAT.

When a Mercenary Battlefleet is fielded outside of its own ORBAT, it is always treated as a **Specialist Battlefleet**, even if it is listed as a **Main Battlefleet**.

BLACK WOLF HUNTING PACK (COMMONWEALTH ORBAT)



"A thing of beauty should be seen. I know that. One can hardly advertise one's shipbuilding prowess and military might from a dozen fathoms. I understand the principle. But maybe I have contrarianism in my blood, for what could be more edifying than watching your enemy sink beneath the waves as the black shoal that sent her there passes unseen below. There is artistry in that too, surely, and the Black Wolf, I feel, is its master."

- Marios Athanasiou, lighthouse keeper at Akrotainaro.

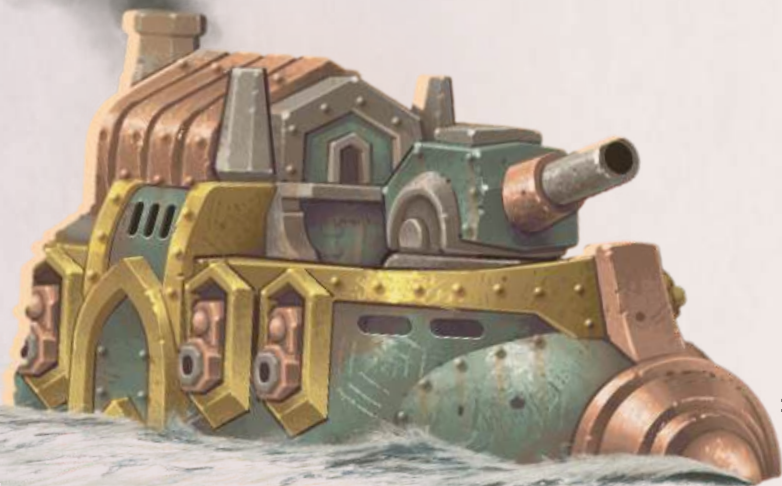
THE NAUTILUS (CROWN ORBAT)



"Procuring the services of Rani Nimue is not like soliciting any other mercenary. Because Rani Nimue is not just any mercenary. It is the difference between investing in the humdrum industries of yesteryear or gambling it all on the latest trinket from the Crimson Jewel. Having Rani on your side gets you more than a fine ship and a finer crew. It lets the whole world see that you are the sort of person who can secure such celebrity, that you are a person of wit, standing, and sophistication.

"So, hurry along and tick the little box on your form. I am sure your Sultan is dying to make her acquaintance."

- Neko Mei, of the *Nautilus*, to an anonymous Constantinople customs official.





SCIONS OF JUTLAND RAIDING FLEET (IMPERIUM ORBAT)



"When a task needs doing, and it needs doing from close enough to see your enemy's flank batteries, it's a crew from Jutland that you'll need. My first mate, Amunet, swears that the Order are superior warriors. She may be right, but Amunet's a true believer. You know the sort. I've never seen one of these Cor Caroli in the flesh, but their ships put the fear of Allah in me. There's just something honest about the way the Scandinavians do things. Better a blonde-haired berserk in an RF-fuelled murder haze than an angel of the Allshard, am I right? No Jutlander ever turned down your coin and demanded your soul instead."

- Captain Firas Abdul, of the *Medjedu*.

HONORABLE ECLIPSE COMPANY CONTRACTORS (UNION ORBAT)



"The Sultan wishes for my ships to participate in his Great Naval Display? This is an honour, effendi, a great honour. Which of my vessels does he desire?"

"...Surely you jest, effendi. That is half of my fleet. Patrolling logistics platforms in the Atlantic is not as glamorous as a parade through the Bosphorus Strait, but perhaps, the next time you are in Istanbul, you could ask the Sultan where the RF that fuels his collection of American vehicles comes from?"

"... No, no, do not ask him that. I will do as my Sultan commands. I know who can safeguard these installations for him in my own vessels' absence. It is said they will give their lives to any cause for the right price. I just hope your masters in the Vizierate know what it will cost them."

- Admiral Fettuch Irani, Commander of the Mid-Atlantic Fleet, Cape Verde.





DYSTOPIAN WARS

SULTANATE FLEET DOCTRINES

Fleet Doctrines represent preferred strategies, notable quirks, and well-honed drills that make a fleet stand out among its peers.

During **Force Selection**, an Admiral can purchase up to one Fleet Doctrine for each **Flagship** unit in their **Force**. Any Doctrines that are purchased must be noted alongside their respective unit's entries in the **Force List**, and increase the unit's **Points Cost** by the amount shown. Note that although a Doctrine is purchased for a specific **Flagship** unit, it applies to the entire Force unless otherwise specified, regardless of whether or not that unit is in play. Even if the unit is removed from play, the Doctrine continues to apply.

STRATEGIC RESERVES (10 POINTS)

"Whence on the sea's horizon comes that roar?" - Yahya Kemal

Whenever this Admiral makes a **Reserve Roll** for a unit in their Force, they can roll one additional **Action Die**.

EVERYONE HAS THEIR PRICE (15 POINTS)

The House of Gold have seemingly unlimited funds and seemingly unlimited contacts, if they want to find someone to do their bidding they can. Regardless of their background or allegiance, the House of Gold will find them, and find their price to betray their comrades.

Once per game, before making an **Action Roll** for a **Boarding** action, this Admiral can discard a **Victory and Valour Card** from their hand. If they do so for the duration of the Action the Target's **Defence** rating is reduced to 0.

FLY, SABIHA, FLY! (15 POINTS)

Only the best of the available aeronautical engineering went into the Sabiha Project. Speed, performance, firepower it excels in all categories. When it makes use of the esoteric portals it is near impossible to best.

During the **Launch Phase**, this Admiral can assign any number of **Sabiha SRS** token stacks to a **Portal** marker as if it were a **Target**.

At the start of their **Activation Phase**, when nominating an SRS Stack that is assigned to a Portal marker, the Admiral chooses an **SRS Mission**, as though it were the **Launch Phase**, and moves the Stack to a valid target that is within 10" of **any** Portal marker. Then they immediately resolve the **SRS Mission**.

FORWARD PATROL (15 POINTS)

"O blessed ships, from what seas are ye come?" - Yahya Kemal

At the start of their turn in the **Make a Special Deployment Action** step of **Deployment**, this Admiral can nominate one of their units in the **Play Area** that is not **Immobile**.

That unit gains the **Vanguard** (5") property.

The Admiral can only use this Doctrine once.

TO THE SULTAN I COMMEND MYSELF (15 POINTS)

*"By the sultan's command we set out
And won many victories..."*

- Piri Reis

Once per **Round**, before this Admiral makes a **Crew Check** for a model, they can use this Doctrine to grant a **+2 Modifier** to that model's **Crew** rating, for the purposes of this test only.

In the case of a **Group Crew Check**, this Modifier applies to all models in the unit.





CHAIN OF COMMAND (25 POINTS)

"Two hundred vessels ride upon the waves, Coming from lands the rising Crescent light."

- Yahya Kemal

Once per **Round**, during the **Resolve Re-rolls** step of an **Action Roll** this Admiral is making for a unit in their **Force**, they can enact a **Special Valour Effect** with that unit. The unit must either be a *Flagship*, or be within 10" of a friendly *Flagship*.

If the Effect is successfully enacted, the Admiral can re-roll any number of dice in the pool.

DEVIL'S OWN LUCK (25 POINTS)

"Life is full of risks, but the biggest one is doing nothing at all."

- Anver

Once per game, when the opposing Admiral attempts to enact a **Valor Effect**, this Admiral can use this Doctrine instead of attempting to **Deny** the Effect.

The opposing Admiral reveals their **Victory & Valour Card**. If it has a **Value** of 8 or less, it is discarded without being enacted.

CONTROL OF THE COSMOS (20 POINTS)

Even for the Sultanate's keenest minds, the Portal Generators employed by their great nations are something of a mystery. Passed down through visions and echoes in dreams, these otherworldly machines are only understood by members of the secretive Order. With this knowledge do they make and unmake incisions in realspace at whim.

This Doctrine can only be purchased for an *Order Flagship* unit.

Once per **Round**, at the start of their **Activation Phase** this Force's Admiral can discard a **Victory & Valour Card** from their hand instead of resolving an **SRS Mission**.

If they do so, they immediately **Collapse** a **Portal** marker. Once this has been resolved, they can immediately **Weave** a **Portal** anywhere in the **Play Area** that is not within **Proximity** of a model, **Terrain Feature**, or another **Marker**, or overlapping an *Airborne* or *Underwater* model.

This can only be done if there is at least one friendly **Portal Manipulator** model in the **Play Area**.

THE THIRTEENTH (30 POINTS)

Though all within the Sultanate ultimately bow to the whims of Sultan Mustafa the Golden, the adoration of Egypt's military is directed towards their own ruler, Pharaoh-Khalif Ramesses the Thirteenth. His claim of descent from Ramesses II affords him almost god-like reverence from his subjects, and in battle, it is his name that is invoked to spur them on to victory.

This Doctrine can only be purchased for an *Egyptian Flagship* unit.

Once per game, in the **Clean Up** step of the **End Phase**, this Admiral can discard a **Victory & Valour Card** from their hand. If they do so, they can immediately remove *all* levels of **Disorder** from any *Egyptian* models in the **Play Area**.

THE SULTAN'S HAMMER (30 POINTS)

Mustafa the Golden's influence extends across the globe. Indeed, there is no corner of the earth that his judgment does not reach. And this judgement is meted out by his admirals in dreadful displays of firepower that broils the very ocean itself.

This Doctrine can only be purchased for a *Sultanate Flagship* unit.

Once per **Round**, this Admiral can discard a **Victory & Valour Card** from their hand when they declare an **Attack** action with a *Flagship* unit.

The **Action Pool** for this action gains a number of **Bonus Dice** equal to the **Value** of the discarded card.





THE SULTANATE

UNIT PROFILES



VPR
10

ABYDOS

HOVER STRONGHOLD

Sultanate, Egyptian, Surface, Flagship, Hovercraft, Capital, Repair



MODELS	I
ESCORTS	2-4
GEN HP	0-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-9"	2	7	5	11	3	4	4	10

PROPERTIES

Amphibious, Elevated, Inspirational (7"), Reinforced Decking

SYSTEMS

Defensive (2), Logistical Support, Repair Facilities (4)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (t), Torpedo
Heavy Rocket Battery	FPSA	-	8	-	Barrage
Light Gun Battery	FP	3	6	-	-
Light Gun Battery	FP	3	6	-	-
Light Gun Battery	FP	3	6	-	-
Light Gun Battery	FS	3	6	-	-
Light Gun Battery	FS	3	6	-	-
Light Gun Battery	FS	3	6	-	-

HARDPOINT OPTIONS

D-Cannon Battery	6	6	6	Indirect, Piercing (t)
Heavy Gun Battery	6	8	-	-
Particle Beamer	8	6	-	Precise (t)
Aetheric Lance	7	6	-	Powered
Light Rocket Battery	-	6	-	Barrage

The prized creations of the **Khedivial** shipyard on the Gulf of Suez, the Abydos hovercrafts of the Egyptian fleet are some of the largest in the world. First deployed in 1861, the Abydos serves as an ideal command and support vessel, its immense hull sporting a forest of craned limbs to repair the Sultanate's warmachines even as battle rages around them. This ability to keep damaged ships on the water allows for a battlefleet led by an Abydos to range far from friendly logistical hubs and drydocks whilst still maintaining full operational capacity.

These qualities have made the Abydos the lynchpin for expanding the Egyptian sphere of influence, solidifying **Rameses the Thirteenth's** precarious status as a quasi-autonomous ruler under **Sultan Mustafa the Golden**. The image of the Abydos is so intrinsically connected to the Pharaoh-Khalif, that the mere sight of an Abydos on the waves is enough to galvanize his loyal sailors even through the bloodiest of engagements.



ESCORTS

This unit has two **Escort** tokens included in its cost, and can be upgraded to be accompanied by up to two more.



VPR
7

ANATOLIA

HEAVY BATTLECRUISER

Sultanate, Turkish, Surface, Flagship, Ship

MODELS	I
ESCORTS	○-3
GEN HP	○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	4	5	4	12	3	3	4	9

ARCS



PROPERTIES

Inspirational (7"), Maritime Patrol, Orichalcite Construction

SYSTEMS

Lateral Engines (4")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	4	6	-	-
Heavy Gun Battery	FPS	4	6	-	-
Light Gun Battery	PA	2	4	-	-
Light Gun Battery	SA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (t)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

A leaner and altogether more orthodox craft than many of its compatriots, the Anatolia represents the grace, manoeuvrability, and artisanal beauty that have served as the core tenets of Sultanate engineering since the days of **Sultan Mehmed**. But its antiquated appearance belies powerful and highly advanced engineering that make it the envy of the other Great Powers.

Reinforced with orichalcite—an infinitely malleable and extraordinarily durable mineral, jealously guarded by the Sultanate—the Anatolia’s hull is near impregnable, its ornate exterior unmarred by even the most punishing salvos. Against such attacks retribution is swift and decisive, as blistering waves of firepower pour forth from amassed batteries of heavy and light weaponry, tearing apart all but the largest of enemy ships with terrifying deftness. This is to say nothing of its manoeuvrability, with advanced **Yanal-engines** allowing the Anatolia to shunt its significant heft laterally across the waves and reposition at a moment’s notice.

Despite these advancements, the designs of these inspiring ships remain staunchly steeped in tradition. As such, it is not unusual for these flagships to be almost entirely crewed by veteran sailors, their greying hair and lined features communicating experience that few others can match. For many, it is their last posting; a natural final chapter in their many years of service. To sail in the wake of such ships is to be led by true masters of the waves, enacting **Sultan Mustafa’s** will with unquestioning fealty and unbridled ferocity.





KADESH

BARRAGE BATTLECRUISER

Sultanate, Egyptian, Surface, Flagship, Hovercraft

VPR
7

MODELS I
ESCORTS
GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	3	6	5	9	3	3	3	9

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Salvo Missile Silo	FPSA	7	7	7	Aerial, Blast (5)
Heavy Gun Battery	FPA	4	6	-	-
Heavy Gun Battery	FSA	4	6	-	-
Light Gun Battery	FPA	2	4	-	-
Light Gun Battery	FSA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

The product of the **Delta Initiative**, a programme of hovercraft development that burst into life following probing attacks from the **Alliance** in the early 1860s, the Kadesh represented a new generation of Egyptian heavy hovercraft that incorporated new elements that had been successfully trialed on smaller skimmers. Principally, the Kadesh sports the **Model 1867 Salvo Missile Silo**, the heaviest form of this weapon employed by the Sultanate to date and which is noted for the dreadful potency of its deadly warheads. First deployed during the battle of the Gulf of Tunis in 1873, this gargantuan hovercraft made a grim impression on the assembled flotilla of French and Italian raiders that sought to violently enter the port, its missiles tearing apart enemy cruisers and airborne craft at a terrifying rate.

Since then, the Kadesh has served as the flagship of choice for Egyptian commodores tasked with protecting the Mediterranean from external threats. Their reputation as the exemplars of the destructive capabilities of the Egyptian fleet brings comfort to any captain that may find themselves part of the first line of defence against enemy incursions. Even when caught off guard by a larger enemy force, a Kadesh, with its reinforced hulls and multiple batteries, can lay waste to all but the most resilient of enemy vessels, its salvo missiles raining death and destruction.



KHEPRI ATTENDANTS

This model can be upgraded with **Khepri Attendants**. It gains the **Carrier** trait, and the **Carrier (3)** and **SRS (Khepri Automata)** properties.



KHARTOUM

HEAVY BATTLESKIMMER

Sultanate, Egyptian, Surface, Flagship, Hovercraft

VPR
7

MODELS

I

ESCORTS

GEN HP

0-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	3	6	5	9	3	3	3	9

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Qaa Magnetic Bombard	F	9	9	9	Indirect, Navigation Lock (2)
Heavy Rocket Battery	FPA	-	6	-	Barrage
Heavy Rocket Battery	FSA	-	6	-	Barrage
Light Rocket Battery	FPA	-	4	-	Barrage
Light Rocket Battery	FSA	-	4	-	Barrage

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (1)
Heavy Gun Battery	4	6	-	-
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	-

The heavy-set Khartoum could not have been created without the assistance of the **Crimson League**. The greatest of gifts from the artificers of the Crimson League was the **Qaa Magnetic Bombard**, a long-ranged piece of ship-borne artillery that utilises a powerful polarisation field to rip a ship apart from the inside out. The intense forces the target is subjected to play havoc with any delicate mechanisms, particularly the steering and navigational systems. As this weapon requires neither line of sight nor ammunition, the Khartoum can range for miles whilst remaining relatively independent from Sultanate supply lines. This quality makes it an excellent flagship for long-ranged patrol fleets in need of effective fire support.

In addition to the many concessions that the league extracted from **Rameses the Thirteenth** in exchange for their expertise, it was widely speculated that the **Crimson Deava** was able to use this lucrative deal to further drive a wedge between the Sultan and the Pharaoh-Khalif, the two rulers already struggling to accommodate the other's uncompromising ego. Regardless of the political fallout following the Khartoum's creation, its manufacture within the workshops of Cairo did much to revitalise the faltering riverside districts on the banks of the Nile, much to the delight of the city's population.



VPR
10



LYCEUM AERIAL DREADNOUGHT

Sultanate, Turkish, Airborne, Flagship, Airship, Capital

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	4"-10"	2	8	5	13	2	5	4	11

MODELS	I
ESCORTS	○-3
GEN HP	○-I



PROPERTIES

Descend, Encompassing Broadside, Inspirational (10"), Mobile, Orichalcite Construction, Very Large

SYSTEMS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	FPS	-	6	-	Barrage
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage
Heavy Gun Battery	FP	6	8	-	-
Heavy Gun Battery	FS	6	8	-	-

HARDPOINT OPTIONS

D-Cannon Battery	6	6	6	Indirect, Piercing (1)
Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	8	6	-	Precise (1)

Few ships are as prized or as feared in all the world as the airborne Lyceum Dreadnought. Piloted by hundreds of unparalleled crew, this monumental craft silently slices through the skies on blade-like wings, directly into the midst of the action. Here, it showers down innumerable rockets upon enemy vessels and unleashes unstoppable bombardments from its underslung heavy batteries and all-encompassing broadsides in an orchestra of fire and death before immediately ascending into the skies once more with unnatural grace.

At its core, housed inside a rotor measuring 52 metres across, is the secret to the Lyceum's unparalleled dexterity: its **Semavi Engine**. A gargantuan orb formed of gleaming, concentric metal circles, these perpetually spinning bands move with terrifying speed, serving to immediately balance and swiftly course correct the ship as it banks and flies.

Until recently, it was rare to see these colossal craft taking part in the naval conflicts of the Sultanate, with only nine being made. Constructed within the *High Eden* Promethean Complex, and named for the academy of science and engineering in Istanbul, these nine were gifted to **Sultan Mustafa** in exchange for ensuring the city would serve as a freeport for the **Covenant of the Enlightened** for the next ninety-nine years. While more of these vessels have been constructed in the years since, only the *Badroulbador*, flagship of **Princess Scheherazade**, has come close to matching these resplendent originals.



SABIHA GUARDIANS

This model can be upgraded with **Sabiha Guardians**. It gains the *Guardian Wing* (6) property.



MEHMED COMMAND CRUISER

Sultanate, Turkish, Surface, Support, Ship

VPR
6

MODELS

I

ESCORTS

0-3

GEN HP

X

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-12"	4	6	4	12	3	3	3	9

ARCS



PROPERTIES

Boarding Parties (8)

SYSTEMS

Heavy Shield Generator, Lateral Engines (5"), Portal Accelerator Array, Portal Generator

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedos	F	8	8	8	Submerged, Breach (t), Torpedo
Pala Railgun	FP	3	3		Rail (t), Structural Failure (t)
Pala Railgun	FS	3	3		Rail (t), Structural Failure (t)
Light Gun Battery	FP	2	4	-	-
Light Gun Battery	FS	2	4	-	-
Light Gun Battery	PA	2	4	-	-
Light Gun Battery	SA	2	4	-	-

HARDPOINT OPTIONS



Heavy Gun Battery	4	6	-	-
Heavy Rocket Battery	-	6	-	Barrage
D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Particle Beamer	6	4	-	Precise (t)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Formerly designated as a light strike cruiser, the Mehmed has been re-engineered into one of the Sultanate's most potent command vessels. Smaller and sleeker than most Sultanate flagships, it packs a powerful punch in the form of two **Pala Railguns**.

Beyond even these devastating weapons, the vessel's most effective tool is undoubtedly its **Portal Accelerator Array**. This enhanced generator allows the Mehmed to open tears in reality over greater distances than similarly outfitted ships. Its manipulations can also be used offensively. By overcharging the array, the Mehmed's admiral can violently close existing portals, creating crippling explosions in reality.

A rare but highly effective variant of the Mehmed replaces its Portal capacity entirely in favour of a **Mirage Accelerator Array**. Known as the **Serap**, this model excels in long-range engagements, masking its presence with veils of reality distortion while taking apart enemies with its heavy guns. The vessel can even overcharge its accelerator to envelop and conceal allies in the vicinity, a function possessed by no other ship in the **Sublime Navy**.



SERAP SUBCLASS

This model can be converted to a **Serap** subclass. It loses the *Portal Accelerator Array* and *Portal Generator* systems, and gains the *Mirage Projector Array* and *Mirage Generator* systems.



OSIRIS BATTLESKIMMER

VPR
7

Sultanate, Egyptian, Surface, Flagship, Hovercraft

MODELS	I
ESCORTS	○-3
GEN HP	○-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-9"	3	6	5	9	3	3	3	9

ARCS



PROPERTIES

Amphibious, Elevated, Hunter (Capital), Reinforced Decking, Vanguard (5")

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPA	4	6	-	-
Heavy Gun Battery	FSA	4	6	-	-
Light Gun Battery	FPA	2	4	-	-
Light Gun Battery	FSA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (t)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Often ranging ahead of Sultanate fleets, these mighty hovercraft bring their amassed weapons to bear against the largest of enemy vessels. This preference for flagship hunting has fostered a particularly intense rivalry between the captains of these death-dealers. Extravagant wagers are often made between different Osiris captains regarding who can sink the most impressive enemy vessel in the quickest time possible, turning even war into a competitive pastime their rulers might enjoy. Such contests are wont to ruin the commanders of these vessels, who have been known to lose everything from their money, to their land, to even their own command in the quest to best their hated rivals.

The first of the great hovercraft commissioned by **Rameses the Thirteenth**, the Osiris-class began as a single, unique vessel; the Pharaoh-Khalif's personal flagship, *The Osiris*. Its gilded hull was designed as much to be a potent symbol of sovereignty, as it was a formidable war craft. For over five years, radiant as it lazily glided up and down the Nile, the pristine ship saw no active service, until the eruption of the **Straits Crisis** in 1865, when it was pressed into service in order to repel a surprise Commonwealth assault on Istanbul. It was during this conflict that *The Osiris* annihilated the Borodino Battleship, *Prospect's March*, an act that helped to turn the conflict in the favour of the Sultanate.





PHAROS

HOVER DREADNOUGHT

VPR
9

Sultanate, Egyptian, Surface, Flagship, Hovercraft, Capital

MODELS

I

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-10"	2	7	5	12	4	4	4	10

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aetheric Lance Array	FP	16	13	-	Singular
Aetheric Lance Array	FS	16	13	-	Singular
Horus Heavy Particle Cannon	F	10	8	4	Blast (5), Hazard (2), Piercing (3)
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
D-Cannon Battery	FP	6	6	6	Indirect, Piercing (1)
Heavy Rocket Battery	FP	-	8	-	Barrage
Heavy Rocket Battery	FS	-	8	-	Barrage

HARDPOINT OPTIONS

D-Cannon Battery	6	6	6	Indirect, Piercing (1)
Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	8	6	-	Precise (1)

Although this mighty hovercraft brings a staggering array of weaponry to bear against its foes, the most impressive of these is by far the **Horus Heavy Particle Cannon**.

Using a series of highly-attuned magnetic lenses to direct a solid beam of hyper-accelerated particles towards a chosen target, this weapon strips the molecules from their victim one layer at a time, flensing it in a matter of seconds. The heat generated from this intense reaction ignites the very air around the unfortunate vessel engulfing those nearby in an inferno of cleansing fire. Crews that have had the terrifying honour of witnessing the Pharos in action have been quick to dub it "*the Wrath of Ra*", its raw, destructive power comparable to the deity of old. There are some who say that even the Order looks upon the devastating output of the Horus with envy, a rumour **Rameses the Thirteenth** often repeats to his court with relish.

The Pharos' weapon systems require an energy output that might otherwise rob the craft of its repulsion fields, were it not for the highly over-clocked **Aether Relay** nestled deep within its hull. This relay channels excess energy into a pair of **Aetheric Lance Arrays** mounted upon the Pharos' prow, weapons which serve dual functions. Not only acting as a deadly secondary armament, they also act as an auxiliary "vent" for siphoning off excess power. It is considered good practice amongst Pharos crews to discharge their Aetheric Lances at least once a day to stave off the horrors of an overloaded reactor. The beautiful multichromatic light they give off is but one of the many perks of serving aboard such a magnificent vessel.





RETAJ PORTALSHIP

VPR
8

Sultanate, Order, Surface, Flagship, Ship

MODELS

I

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-8"	4	6	4	12	3	3	5	11

ARCS



PROPERTIES

Boarding Parties (15), Cor Caroli Raiders, Orichalcite Construction, Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (3"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Helio Blast	F	15	7	-	Singular , Arc (2), Blast (5), Hazard (2), Invalid Target (Airborne)
Twin Judgement Lance	F	10	10	10	Arc (2), Breach (2)
Twin Judgement Lance	F	10	10	10	Arc (2), Breach (2)
Ikili Torpedos		8	8	8	Submerged , Breach (1), Torpedo

Of the powers that prop up **Sultan Mustafa's** rule, none are so feared as the mysterious and otherworldly **Order**. As their machinations slowly subsume each stratum of the Sultanate's military, each day more and more Order vessels are added to the Sultan's navy. The most powerful of these is undoubtedly the sinister Retaj Portalship.

Boasting advanced sciences beyond the understanding of even the **Enlightened**, these mighty ships are fitted with powerful **Portal Generator Arrays**, capable of opening great rifts in reality itself. Through these liminal tears, entire ships can pass through, or launch terrifying bombardments on the enemy without ever needing to draw line of sight.

The Retaj's role is not simply logistical, however. Mounted to its fore, a pair of **Twin Judgement Lances** shoot concussive pillars of blinding light across the waters, while between its twinned ikili hull sits an enormous crescent-shaped **Helio Cannon**. Screaming with alien choirs, the blinding beams emitted by these weapons streak across the waves, leaving ephemeral mist in their wake and slicing through the hardiest of enemy vessels like a knife through water.

Naturally, each rumour that surrounds these vessels is more fantastical than the last, the most prevalent being that they are living behemoths: austere vessels piloted by the souls of those who have died in service to the Order. The truth, as is so often the case, lies somewhere between this fiction and fact. For while these ships are crewed entirely from the cult of the Order, **Spica** trained sailors who attend to the maintenance and repair of the ship, they are accompanied by something altogether more terrible: the **Cor Caroli**. Hulking armoured soldiers housing violent alien spirits, these unstoppable warriors launch vicious boarding assaults against enemy ships, either up close or through slivers in reality, allowing them to step between ships in seconds. In the face of such raids, there are few who can stand against them.





SULEIMAN FLEET CARRIER

VPR
9

Sultanate, Turkish, Surface, Flagship, Ship, Capital, Carrier

MODELS

I

ESCORTS

0-4

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	3"-7"	3	5	5	12	1	3	5	11

ARCS



PROPERTIES

Carrier (12), Flotsam, Orichalcite Construction, SRS (Sabiha Attack Fighters)

SYSTEMS

Flak Barrage (7), Heavy Shield Generator, Lateral Engines (3"), Portal Generator

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FP	-	6	-	Barrage
Light Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	PA	-	6	-	Barrage
Light Rocket Battery	SA	-	6	-	Barrage

By far the greatest of carrier craft that the **Sublime Porte** can bring to bear, the Suleiman Fleet Carrier stands as the pinnacle of the Sultanate's ikili vessels, its twin hulls each modified from the hull of the mighty **Anatolia Battlecruiser**. Like its historical namesake, the Suleiman is truly magnificent, its very existence a powerful statement regarding huge advances the Sultanate has made in its battleship development programmes. Whilst the Suleiman might be the expensive fruit of heavy investment, this is a price the Sublime Porte is more than willing to pay, the navy having always been one of **Sultan Mustafa's** favourite playthings.

Sporting twin flight decks that allow it to launch scores of **Sabiha** strike aircraft at a terrifying rate, the Suleiman builds on a proven doctrine that marries the portal technology of the **Order** with the exceptional tenacity and predatory instincts of the **Janissary Flying Corps**. Such a combination makes the Suleiman a tempting target for roving enemy short-ranged squadrons. However, the many **Al-Shamar** flak launchers that dot its decks are capable of unleashing a withering barrage against any enemy short-ranged squadrons amassing to launch a potentially-devastating attack run.

Whilst the Suleiman's great size and twin hulls make her slower to turn than other vessels of her size, she remains an impressive ship, and the pride of any Sultanate fleet she leads into battle. Indeed, the very presence of but a single Suleiman, moored off the Canary Islands, was enough to curtail Portuguese efforts to launch a naval blockade of Morocco in 1863.



VPR
10



TANIS BATTLECARRIER

Sultanate, Egyptian, Surface, Flagship, Hovercraft, Capital, Carrier, Repair

MODELS

I

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
6	3"-9"	2	7	5	12	2	4	4	10

ARCS



PROPERTIES

Amphibious, Carrier (10), Elevated, Flotsam, Landing Party Support, Reinforced Decking, SRS (Khepri Automata)

SYSTEMS

Flight Command (2), Lateral Engines (3"), Portal Generator, Priority Signals, Repair Facilities (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Light Gun Battery	FP	3	6	-	-
Light Gun Battery	FP	3	6	-	-
Light Gun Battery	FP	3	6	-	-
Light Gun Battery	FS	3	6	-	-
Light Gun Battery		3	6	-	-
Light Gun Battery	FS	3	6	-	-
Light Gun Battery	FS	3	6	-	-

HARDPOINT OPTIONS

Aetheric Lance		7	6	-	Powered
Light Rocket Battery		-	6	-	Barrage

The Tanis hovers implacably in the distance, the air thrumming with energy as its systems power up. **Khepri Rotor Automata** stream from its storage racks, performing devastating attack runs on key targets while the Tanis fires salvo after salvo of munitions. With its foes weakened, and its systems charged, the Tanis rips a swirling hole in the fabric of reality with its **Portal Generator**. From this portal, reinforcements emerge, ready to pounce upon the weakened enemy like locusts to a field.

When **Fatmah el-Maleegi**, the Egyptian Egalitarian Peer of the **High Eden** Promethean Complex, presented her initial designs for the Khepri automata to **Pharaoh-Khalif Rameses the Thirteenth**, she also supplied plans for something else: a rapid release mechanism that would allow swarms of these devastating rotorcraft to be unleashed from **Canopic Launch Racks** at a moment's notice.

Whilst Rameses was quick to commission the Khepri, the corresponding support hangers failed to engage his interest, and were rejected out of hand. Ever resourceful, Fatmah approached the court of **Sultan Mustafa the Golden** and, within two years, her funding from the **Sublime Port** ensured that the Tanis Battlecarrier was ready for deployment just as the first Khepri were rolling off Egyptian production lines. Thanks to Fatmah's invention the Tanis is able to launch dozens of destructive hover automata to devastating effect, the unleashed squadrons racing across the water's surface to cause untold havoc. It is said that Rameses locked himself in his chambers for days after seeing what he had declined to fund in action.





TOPKAPI CARRIER

VPR
7

Sultanate, Turkish, Surface, Flagship, Ship, Carrier

MODELS

I

ESCORTS

0-3

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	3	5	4	10	2	3	5	10

ARCS



PROPERTIES

Carrier (8), Flotsam, Orichalcite Construction, SRS (Sabiha Attack Fighters)

SYSTEMS

Heavy Shield Generator, Lateral Engines (3"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	F	-	4	-	Barrage
Light Rocket Battery	F	-	4	-	Barrage
Ikili Torpedos	F	8	8	8	Submerged, Breach (1), Torpedo

As the Sultanate's gifted nautical engineers continued to tinker with the ikili design, it was only natural that they would begin to explore the potential of these double-hulled craft as durable aircraft carriers. Indeed, the dual runways afforded by an ikili carrier allows it to rapidly launch aircraft at a speed and level of coordination that a similarly-sized squadron of support carriers would struggle to match. To this end, the twin-hulled Topkapi Carrier was designed to provide an excellent platform for both a **Portal Generator** and a wing of deadly **Sabiha** fighters.

Thanks to its Portal Generator, the Topkapi is capable of opening unstable rents in reality, these phenomena serving principally as gateways for vessels and squadrons of Sabiha fighters to swarm from one target vessel to another, their chassis coated in a galvanised layer of exotic compounds that allow these aircraft to survive the rigours of traversing the aetheric planes at such daring speeds. Additionally, the complex engineering needed to accommodate the ship's Portal Generator and the flight decks serve as a useful platform for housing all the necessary command and control systems that a flagship might need.

It was the **Battle of the Caspian Sea** in 1866 that really cemented the Topkapi's reputation as a dual-purpose vessel, as a **Commonwealth** fleet of ekranoplans and Yak Hovercraft amassed, ready to strike at Sultanate positions across the water. It was only due to the presence of a small patrol led by a Topkapi that the Sultanate were able to blunt the enemy offensive, the vessel's Portal Generator allowing its wing of Sabiha Attack Fighters to spring from one target to another the like a deadly murmuration of vengeful harpies.





AWSBIRI SKYLANCER

Sultanate, Turkish, Airborne, Line, Airship

VPR
2

MODELS

I-3

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-11"	4	5	3	6	2	2	1	6

ARCS



PROPERTIES

Maritime Patrol, Vanguard (5")

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (6")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Torpedo
Light Rocket Battery	FPS	-	4	-	Barrage
Light Rocket Battery	FP	-	4	-	Barrage
Light Rocket Battery	FS	-	4	-	Barrage

HARDPOINT OPTIONS



Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	-

The airborne cruisers of the Sultanate count amongst the most advanced mechanical creations of the Dystopian Age, of which the Awsbiri is but one shining example. Spearheaded by the engineers of the **Crimson League**, these aircraft boast armaments comparable to most heavily-equipped naval vessels, raining down rockets that arc out like great wings of smoke from their decking before violently detonating against their targets below.

However, above even its destructive capabilities, it is the peerless work of engineering prodigy, **Emine Yıldırım**, that lends these craft their true power. Recruited into the League at the age of fifteen, Yıldırım's integration of her naval **Yanal-engines** into the construction of airborne vessels in 1864 made the initial development of such sky cruisers possible. Housed inside nacelles on either side of each ship, the sheer propulsive force of these majestic engines allows the Awsbiri to perform lateral manoeuvres with ease, with these large ships capable of soaring evasively to each side with unmatched agility and grace.

While such vessels cannot boast the heavier armour of their seaborne counterparts, this is mitigated both by their dexterity and their tendency to travel in squadrons of three. Indeed, the crews of such ships have been known to rotate between battles, entrenching a simpatico relationship between all three vessels. Ducking and weaving between and around one another, these dizzying displays are as impressive as they are obfuscating for the enemy. By the time their prey have drawn line of sight, it is too late, sent to the bottom of the ocean under a firefall of rockets as the Skylanders disappear once more into the skies to seek out their next target.



SABIHA GUARDIANS

Models in this unit can be upgraded with **Sabiha Guardians**. Each one gains the *Guardian Wing* (2) property.



BAYEZID GRAND CRUISER

Sultanate, Turkish, Surface, Line, Ship

VPR
5

MODELS

I-3

ESCORTS

O-3

GEN HP

X

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	4	6	4	12	2	3	5	9

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Heavy Shield Generator, Lateral Engines (3"), Mine Sweeper (1)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedos	F	8	8	8	Submerged, Breach (1), Torpedo
Pala Railgun	FP	3	3		Rail (1), Structural Failure (1)
Pala Railgun	FS	3	3		Rail (1), Structural Failure (1)
Light Gun Battery	FP	2	4	-	-
Light Gun Battery	FS	2	4	-	-

HARDPOINT OPTIONS



Heavy Gun Battery	4	6	-	-
Heavy Rocket Battery	-	6	-	Barrage
D-Cannon Battery	4	4	4	Indirect, Piercing (1)
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

The Sultanate navy is often dismissed as a fast-moving but lightweight force, ill-suited to pitched battle at sea. It is a misconception that the **Sublime Porte** is only too happy to allow to persist. Indeed, they may even have had some hand in propagating it, where it serves their interest to do so. These enormous ikili-hulled catamarans boast twice the mass and double the firepower of a regular line cruiser, making a single Bayezid more than a match for any two such craft. A full squadron, accompanied by **Ferik** skiff escorts, will likely decimate most comers, long before their captains realise that these intricate-looking craft will not be turning and fleeing in the manner they have been led to expect.

Like most Sultanate catamarans, the Bayezid mounts a **Heavy Shield Generator**. These are expensive vessels, the centrepieces of any admiral's battleline. Integrated defensive systems coupled with sheer size lends the Bayezid impressive staying power, but while the caricature of the fragile Sultanate bauble is grossly exaggerated, a straight or fair fight is certainly not most officers' first preference. Repairs are time consuming and costly, and Sultanate commanders tend to be judged not only on their performance in battle, but on the state of their vessel coming out of it.

Quite how the agents of Ramses the Thirteenth were able to develop such a powerful form of particle weapon, seemingly without the assistance of the Covenant of the Enlightened, remains a complete mystery. Officially, the weapon is a testament to the brilliance of Egyptian scientists at the universities of Cairo and Alexandria, yet rumours abound that industrial espionage in High Eden, facilitated by the House of Gold, and even the unseen hand of Princess Scheherazade, all played a role in securing the knowledge necessary to put the particle cannon into production.





CAROLUS DESTROYER

VPR

1

Sultanate, Order, Surface, Line, Ship

MODELS

2-4

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-10"	4	4	4	4	1	1	2	10

ARCS



PROPERTIES

Attachment (Order), Boarding Parties (8), Cor Caroli Raiders, Light Vessel, Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (5")

WEAPONS

Judgement Lance

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	5	5	5	Arc (1), Breach (1)

Perhaps the most ubiquitous of the ships that serve at the **Order's** pleasure are the Carolus Destroyers. Ominous vessels surrounded by faint mist and accompanied by a spectral dirge, these formidable ships are truly terrifying to behold. Indeed, many crews who have come too close claim to see visions of loved ones taken too soon, to hear the choir of their mournful voices, and a glimpse of greater terrors still. So frequent are these reports, and the stories of sailors being driven mad, that even those Sultanate ships that sail with these vessels give them a wide berth.

In battle, however, their efficacy cannot be denied, as they employ pack tactics against larger vessels. Boasting heavily fortified hulls capable of shrugging off the worst of incoming fire, their prow-mounted judgement lances make short work of enemy ships, unleashing indiscriminate columns of bright and burning light directly through anything in their path.

The presence of the Order within any Sultanate fleet is a cause for concern amongst the subjects of the Sultan. For their ships do not belong to **Sultan Mustafa**. Not truly. Rather, their orders come from the leader of their religious order, **Sircan Osman**. Their appearance on the waves often speaks to some unseen purpose, one in which the Sultanate and their enemies are little more than pawns, each as disposable as the other...





ISKANDAR CRUISER

Sultanate, Turkish, Surface, Line, Ship

VPR
3

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	4	5	4	8	2	3	5	8

MODELS I-3

ESCORTS O-2

GEN HP O-I

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (3")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (t), Torpedo
Pala Railgun	FPS	3	3		Rail (t), Structural Failure (t)
Pala Railgun		3	3		Rail (t), Structural Failure (t)

HARDPOINT OPTIONS



	C	S	E	QUALITIES
Heavy Gun Battery	4	6	-	-
Heavy Rocket Battery	-	6	-	Barrage
D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Particle Beamer	6	4	-	Precise (t)

Sultanate ships are lightweight by design, built for speed rather than durability, and the Iskandar is no exception. Weighing less than 6,000 tonnes, its orichalcite-steel hull houses a highly skilled crew, all of whom must undertake continuous bespoke weapons and engineering training. Traditionally mounted with **Kılıç** gun batteries or **Mizrak** rockets, the last decade has seen a proliferation of **Enlightened** armaments. Not least particle beamers, powerful short-range weapons capable of unleashing atomising blasts of what can only be scribed as solid light, breaking apart molecular bonds in a matter of seconds.

But perhaps its most innovative piece of design is in its distinctive **Yanal-engines**. Stemming from Enlightened coveries purchased from the **Crimson League**, these engines were developed by engineering prodigy **Emine Yıldırım** in 1862, having proven herself in the refinement of orichalcite only two years earlier. Centrifugal pumps accelerate water through closed magnetic impellers, permitting speeds in ideal conditions in excess of 34 knots. These engines incorporate great vents across their port and starboard faces which, when released, expel the processed fluids within with geyser-like force, allowing the Iskandar to move not only forward and back, but in great lateral skips across the waves.

While many of the Sultanate's vessels have adopted these mechanisms in the years since, with even their great ikili hulled ships outfitted, the Iskandar remains the most ubiquitous. Serving as the mainstay of most Turkish fleets, it is not unusual to see these destroyers using their lateral capabilities to feint their targets, repositioning themselves at the last minute to deliver a killing blow against an ill-prepared and poorly defended enemy.



VPR
4

MANDJET HEAVY SKIMMER

Sultanate, Egyptian, Surface, Line, Hovercraft

MODELS I-3

ESCORTS O-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	3	5	5	8	3	3	2	6

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Qaa Magnetic Bombard	F	7	7	7	Indirect, Navigation Lock (2)
Heavy Gun Battery	FPS	4	6	-	-
Light Gun Battery	FPA	2	4	-	-
Light Gun Battery	FSA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Inspired by the divisions of war chariots employed by his ancient ancestors, **Rameses the Thirteenth** has championed the exclusive use of hovercraft across his navy. Through these skimmers the Sultanate, and by extension Egypt, exerts control over not only the shallow waters of the Mediterranean but also the scorching sands of the Sahara desert.

Embodying the core design principles of Egyptian hovercraft, the Mandjet sports both a reinforced skirt and armoured decks. It is a tough and dependable craft, able to trade blows with the cruisers of the other great powers due to its robust armour. Mandjets are thus often used to hold key territories, hovering above treacherous waters that would cause their enemies' heavy-seabound vessels to flounder.

The Mandjet also utilises weaponry whose predecessors had already been successfully deployed on the **Khartoum Heavy Battleskimmer**, namely the 1870 model of the **Qaa Magnetic Bombard**, a lighter version of the weapon whose lower energy demands allow the humble Mandjet to reap a dreadful tally from its enemies whilst still having the speed and agility to skip across the waves with ease.



KHEPRI ATTENDANTS

Models in this unit can be upgraded with **Khepri Attendants**. Each one gains the **Carrier** trait, and the **Carrier (2)** and **SRS (Khepri Automata)** properties.



SADRAZAM HEAVY CRUISER

Sultanate, Turkish, Surface, Line, Ship

VPR
4

MODELS I-3

ESCORTS O-2

GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	3	5	5	9	3	3	5	8

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (3")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	4	6	-	-
Light Gun Battery	PSA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (t)
Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	-

The vessels of the Sultanate have always been prized for their aesthetic, constructed of the finest metals, with designs favouring filigree, ornamentation, and precious stones. They are works of art as much as they are weapons of war. This focus on ostentatious appearance, however, means that they number amongst the more brittle ships of the Dystopian Age. Not so for the Sadrizam Heavy Cruiser.

Boasting reinforced orichalcite-steel armour plating across its hull, the Sadrizam is one of the most durable line ships available to the **Sublime Porte**, as heavy armaments and explosive salvos glance off its gleaming exterior. With firepower comparable to the heaviest cruisers of the other Great Powers, the Sadrizam's more heavyset construction has done little to tamper its agility, with its nacelle-housed engines allowing it to outmanoeuvre all but the fastest of enemy ships. Moving laterally across the waves before bearing down upon opposing forces, these ships reposition themselves to draw perfect line of sight, before their amassed heavy batteries shred their target's hull apart in a matter of seconds.





ALSAQR SKYBARQUE

Sultanate, Turkish, Airborne, Patrol, Airship

VPR
1

MODELS 2-6

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-13"	4	4	2	3	1	1	1	6

ARCS



PROPERTIES

Attachment (Turkish), Hunter (Capital), Light Vessel

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (6")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Barbette Launcher	F	2	5	5	Aerial
Aetheric Lance	F	4	3	-	Powered

While few could argue the **Empire's** mastery over the skies through traditional engineering, it would be a fool indeed who did not recognise the **Sultanate's** domination of those same skies through their continued innovation and advanced sciences. And it was in 1864, with the deployment of the **Alsaqr Skybarques** into Korean airspace, that this domination was asserted.

Like the birds of prey for which they are named, these dart-like vessels streak violently across the sky with a preternatural quiet, casting fleeting shadows against the clouds they make their hunting grounds. This dexterity is aided by the stabilising rig that encircles their lightweight hulls, onto which is mounted both a miniaturised **Yanal-engine** and orichalcite-silk tri-weave sail. Operating almost like sycamore seeds in motion, these counterbalanced elements spin about the **Alsaqr**, capable of adjusting in seconds as they coax the most from the thermals and crosswinds upon which they dive.

Mounted to their prow, deadly barbette launchers shoot out individual projectiles that burst apart midflight, transforming into a shimmering cloud of countless golden needles that rip through metal and flesh indiscriminately.

However, the primary use of these skybarques is anything but indiscriminate, with squadrons of six strong frequently utilised to cripple enemy flagships. Descending from on high in vicious, silent swarms, these graceful hunters bombard their foe from above with the blinding light of criss-crossing **Aetheric Lances** before swooping into the skies once more, leaving behind naught but smoking, sinking wrecks.



VPR
2

CELİK DESTROYER

Sultanate, Turkish, Surface, Patrol, Ship

MODELS 2-4

ESCORTS 0-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-10"	4	4	3	4	2	2	2	6

ARCS



PROPERTIES

Hunter (Capital), Light Vessel, Shallow Draught

SYSTEMS

Lateral Engines (5")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Homing
Light Gun Battery	FPS	2	3	-	-
Light Gun Battery	FPSA	2	3	-	-

HARDPOINT OPTIONS



Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

In matters of war, bigger is not always better. This principle was cemented in a conflict against the **Alliance** in 1876, in which the Greek Islands became a fresh theatre of war for the Sultanate. Unable to safely navigate the dense land masses with their ikili cruisers, the Great Power was forced to rely on smaller ships, amassing all available **Temir Frigates** in the region to circumvent the treacherous coastlines and overwhelm the enemy. The prince-president's defeated fleets were pushed back to Italy, and the Sultanate had learned a vital lesson.

In the last year, frigate production has almost doubled in Istanbul, with designs being iterated upon to develop a brand new variant: the Çelik. Despite boasting an elongated hull, this destroyer-class ship has lost none of the manoeuvrability of its Temir predecessor, with its **Yanal-engine** allowing it to avoid enemies and navigate coastal waters with equal ease. Its larger size, however, grants it a greater offensive output than many similar ships, outfitted as it is with two weapons batteries. Affording the Çelik a field of fire on all sides, this strategic advantage sees these unassuming ships emerging from flanking manoeuvres, either attacking several targets at once, or pouring their not inconsiderable firepower into a single, unfortunate enemy vessel.

Specialising in hunting flagships, these small ships are nevertheless too often overlooked by their opponents and have been known to halt the enemy's plan with a well-timed attack before it has even been set in motion. Unleashing fiery hell into their unfortunate prey, these destroyers tear apart the defences of much larger ships, opening them up for the inevitable—and decisive—salvo from allied cruisers.



VPR
1

HIRKA SKYCUTTER

Sultanate, Turkish, Airborne, Patrol, Airship

MODELS 2-5

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-11"	4	4	3	5	2	1	1	6

ARCS



PROPERTIES

Landing Party Support, Hunter (Light Vessel), Light Vessel

SYSTEMS

Lateral Engines (6")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Aerial Torpedo Salvo	F	5	5	5	Aerial, Torpedo
Light Gun Battery	FPS	2	3	-	-

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Slicing apart the clouds above as they fly through the skies at awe-inspiring speed, the Hirka Skycutters were borne out of a simple principle: whether it was possible to build a vessel entirely around a **Yanal-engine**. Thanks to the engineers of the **Crimson League**, the answer is not only "yes", but has yielded some of the most effective and manoeuvrable patrol craft in all the Sultanate.

Often deployed in pairs, these aerial craft are less heavily armed than the **Awsbiri Skylancers** they so frequently accompany. However, the aerial torpedoes and weapons batteries affixed to their prows make them especially well placed in bringing down lighter targets. Emerging from the clouds, and using the lateral flight afforded by their engine to avoid incoming firepower, these vessels unleash precise and surgical strikes against unsuspecting targets with impossible swiftness.

It is in land operations, however, that the Hirka is especially well suited. Upon its exposed deck, buffeted on all sides by the elements and inherent dangers of battle, units of Janissary assault troops stand poised and ready with their sarsilmaz rifles. From this vantage point, as their ships fly low to ground conflicts unfolding on the beachheads below, these peerless sharpshooters unleash volley after volley of precise rifle fire down upon the enemy, cutting them down in swathes.



VPR
2

IZMIR MONITOR

Sultanate, Turkish, Surface, Patrol, Ship

MODELS I-3

ESCORTS O-2

GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	4	5	4	6	3	3	5	8

ARCS



PROPERTIES

Maritime Patrol, Shallow Draft, Vanguard (5")

SYSTEMS

Lateral Engines (5")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery		4	6	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (t)

There are many classes of monitor patrolling the coastlines and waterways of the Great Powers, but the Turkish Izmir is widely regarded as one of the best. So claim the Turks, at least, but not without some basis in fact.

Although sharing the same basic hull plan as the Sultanate's mainline warship, the Iskandar-class, it is considerably lighter, with a shortened prow, shallower draught, and a string of void spaces incorporated throughout the orichalcite-steel shell. Despite its reduced mass, the Izmir boasts the exact same **Yanal-engines** as its larger cousin. Herein lies the Izmir's particular advantage. These centrifugal pumps permit great speeds, while lateral vents, when opened, allow a craft to skip across the waves in any direction of its captain's choosing. The Izmir is so lightweight that these pumps are powerful enough to physically lift it out of the water, propelling it a short distance without ever touching the waves—or any explosive objects that might be floating beneath them. This is, of course, a tremendous boon when working in heavily mined waterways.

While many monitors are employed defensively, the Izmir is more commonly deployed as the spearhead to a Sultanate attack. An Izmir squadron can skip over the enemy's defense with near impunity, followed by a contact wire sweep over the minefield to clear it for the more heavyweight warships following behind. Once this is done, the monitors are manoeuvrable enough to be rapidly redeployed to the front. Often, this will be in support of a valuable fleet asset such as a **Suleiman** or a **Constantinople**. Many an enemy submarine, having been set to eliminate one of these elegant Sultanate flagships, has instead fallen prey to the unerring torpedo salvos of an Izmir.



VPR
3

MESEKTET SKIMMER

Sultanate, Egyptian, Surface, Patrol, Hovercraft

MODELS I-3

ESCORTS O-4

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	3	4	4	7	2	3	2	6

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking, Hunter (Light Vessel), Vanguard (5")

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo
Light Gun Battery	FPS	2	4	-	-
Light Gun Battery	FPA	2	4	-	-
Light Gun Battery	FSA	2	4	-	-

HARDPOINT OPTIONS



Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

An enhanced iteration of the first military skimmers employed by the Egyptian Navy in the 1850s, the Mesektet Skimmer utilises some of the most powerful engines available to serve as a potent raider. It prowls forwards on cushions of pressurised air, a precursor of the main Sultanate fleet. Compared to many other patrol vessels, the Mesektet is a robust and powerful craft, its armoured skirts enabling the strike skimmer to engage other warships with surprising agility for its weight. It truly excels, however, in bullying enemy frigates and other smaller ships that might be isolated and vulnerable to the depredations of this relative heavyweight.

Named after the nocturnal solar vessel of the Egyptian sun god, Ra, the Mesektet is particularly adept at night raids, its two-pronged prow sporting an impressive sensor array that allows its crews to function in near complete darkness. This, combined with advanced sound dampeners and engine mufflers, makes the Mesektet a dependable infiltrator, capable of gliding across the water in near-silence. During the **Battle of the Indus Valley** in 1866, a squadron of Mesektet Skimmers, using the stars to navigate, skillfully wove their way along the Indus River to flank isolated **Crown Caliburn Frigates** and **Excalibur Destroyers** moored off the coast. Their advance was so silent that the enemy commodore was only aware of the attack when his assembled ships began to erupt into flames one by one.



KHEPRI ATTENDANTS

Models in this unit can be upgraded with **Khepri Attendants**. Each one gains the *Carrier* trait, and the *Carrier (2)* and *SRS (Khepri Automata)* properties.

VPR
2

NASR SKYSHIP

Sultanate, Turkish, Airborne, Patrol, Airship

MODELS

I-3

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-12"	4	5	3	6	2	2	1	6

ARCS



PROPERTIES

Boarding Parties (6)

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (6")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	-
Light Rocket Battery	FP	-	4	-	Barrage
Light Rocket Battery	FS	-	4	-	Barrage

HARDPOINT OPTIONS

D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (t)
Aetheric Lance	5	4	-	Powered
Light Gun Battery	2	4	-	-

Propelled forwards on the sturgenium-laced fuels of their powerful **Djinn** drives, the Nasr-class of skyship are one of the fastest things in the air. The vessel's phenomenal speed more than compensates for its relative lack of armour; often a Nasr will be past its would-be attacker by the time it is spotted, outside of its forward arcs and out of range by the time word has passed from observation towers to the gunnery decks.

The Nasr is also heavily armed for a patrol ship. The heavy hardpoint above its prow is traditionally fitted with **Mizrak** rockets, enabling the Nasr to rain death from above as it passes, or to directly target enemy airships. In this, the Nasr excels. Even the most agile of foreign airships is a lumbering whale in comparison to the Nasr. Its superior mobility sees it function almost as a dogfighter, sliding in behind their sitting duck targets before blowing them out of the sky with a torrent of particle beam fire or rockets.

The class would properly be described as an assault ship, but the architects of the Sublime Navy are rarely so crass with their namings. In addition to its impressive complement of weapons, the Nasr is also home to a full company of elite Turkish **Janissaries**. Fearless warriors, utterly devoted to their sultan, leaping from the back of a fast-moving Nasr skyship onto a small logistical ship far below is just another expression of their commitment. No vulnerable ship, however safe behind the front lines it may feel, is ever truly safe from a Nasr-borne Janissary's sarsilmaz rifle and yatagan blade.



SABIHA GUARDIANS

Models in this unit can be upgraded with **Sabiha Guardians**. Each one gains the *Guardian Wing* (2) property.

VPR
1



TEMIR FRIGATE

Sultanate, Turkish, Surface, Patrol, Ship

MODELS 4-6

ESCORTS 0-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1"-10"	4	4	3	3	2	1	2	6

ARCS



PROPERTIES

Attachment (Turkish), Light Vessel, Shallow Draught

SYSTEMS

Lateral Engines (5")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Homing
Light Gun Battery	FPS	2	3	-	-

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Often found sailing in the shadows of larger, and some might argue more impressive, Turkish ships, it would be easy to underestimate the humble Temir Frigate. To do so, however, would be folly, for these diminutive vessels have been known to break the enemy entirely.

Deployed in units of four or more, these small ships boast a manoeuvrability that is envied by each of the other Great Powers. With hulls built around a single, miniaturised **Yanal-engine**, their lightweight construction allows them to move forward and laterally at almost equal velocity. So deft are these craft at doing so, that it is not unusual to see entire squadrons of Temir moving in distinctive L-shaped trajectories, weaving across the water and harnessing the natural rhythm of the waves to their advantage.

Using these tactics to outflank enemy ships with ease, the unassuming frigates will proceed to exploit this advantage, unloading a wall of firepower into their exposed prey through salvos of light gun batteries, and devastating the foe from below the waves through their torpedo bombardments. In isolation, these weapons would amount to relatively little. But when amassed, the attritional effect of these attacks have seen even flagships torn apart, allowing the Sublime Navy's larger vessels to deliver the Sultan's judgement down upon the enemy in a decisive coup de grâce.





CONSTANTINOPLE

SUPPORT CARRIER

VPR
3

Sultanate, Turkish, Surface, Support, Ship, Carrier

MODELS I-3

ESCORTS O-3

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	4	5	4	8	2	2	4	7

ARCS



PROPERTIES

Carrier (4), Maritime Patrol, SRS (Sabiha Attack Fighters)

SYSTEMS

Lateral Engines (5")

WEAPONS

Light Rocket Battery

Torpedo Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	-	4	-	Barrage
F	5	5	5	Submerged, Breach (t), Torpedo

SUPPORT

SUPPORT

"The blood of a wingmate is thicker than the water of the womb."

Such is the adage first coined by pilot **Hülya Baykara** before her heroic and decisive sacrifice against **Union** forces in 1861. Beyond simply being emblazoned upon a gilded orichalcite plaque within the bridge of all Constantinople Carriers, it is a saying that has spread beyond the **Sabiha Attack Fighters** onboard, and out into the flight crews who launch them. For much as they are responsible for one another's lives and the planes in their charge, so too are they tasked with the safety of the entire fleet.

As swift as any vessel in the Sultanate's navy, the Constantinople utilises this manoeuvrability, not in the use of its own onboard **Mizrak** rockets, but rather to launch elite squadrons of fighters into the conflict. These aerial combatants rank amongst some of the finest trained in the world, soaring forward on twin engines and launching crippling strafing attacks against enemy vessels with their **Akrep Cannons**, occasionally moving through portals to strike separate enemies in swift succession.

While it is rare for these fighters to leave the sky once they have launched, the Constantinople boasts some of the finest repair crews in the Sultanate's navy, making this vessel a safe refuge for any damaged **Sabiha** fighters in need of desperate jury rigging.



VPR
2

DEFENCE PLATFORM

JEBEL CLASS

Sultanate, Surface, Support, Platform, Immobile

MODELS

I-3

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	4	3	7	2	-	4	7

ARCS



PROPERTIES

Attachment (Khoms War Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS



Heavy Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FPSA	4	6	-	-

HARDPOINT OPTIONS



D-Cannon Battery

4

4

4

Indirect, Piercing (x)

Heavy Rocket Battery

-

6

-

Barrage

Particle Beamer

6

4

-

Precise (x)

Of all the Great Powers, none are so surrounded as the Sultanate. From the **Alliance**, to the **Empire**, and the **Kingdoms** of Africa; of their rivals, only the **Union** does not share their borders. As such, especially as the **Order** utilises the Sultan's realms to advance their own secret machinations, the defence of the Sublime Porte's territories has accelerated in truly unprecedented ways these last five years.

Seeing their neighbours reappropriating the oil and sturgenium rigs first designed by **Harriet Anson-Maunsell**, it was not long before the Sultanate followed suit, resulting in the formidable Jebel-class Defence Platform. Outfitted with the finest heavy weapon batteries and reinforced with thick armour plating, these magnificent stations stretch across the Mediterranean Sea, the Arabian Sea, the Black Sea, and the Red.

Whether in isolation or paired with the heavier **Khoms War Platform**, the crews of these structures are tasked not simply with monitoring vital trade routes, but serve as a deterrent to any that would come too close to their territories. In this, they are aided not only by **Ferik Skiffs** and **Khepri Automata**, but also in the fields of **Deniz Mayını** explosives that lurk beneath the surface of the water. For those that would presume to enter their waters, these ships will either be seized in the name of **Sultan Mustafa**, or eradicated entirely...

45

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SUPPORT

SUPPORT

VPR
4

HEAVY PLATFORM

KHOMS CLASS

Sultanate, Surface, Support, Platform, Immobile, Repair

MODELS

I

ESCORTS

0-2

GEN HP

0-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
5	-	-	5	4	12	3	-	4	8

ARCS



PROPERTIES

Forward Deployment, Platform

SYSTEMS

Flak Barrage (5), Priority Signals, Repair Facilities (2)

WEAPONS



Heavy Gun Battery

ARC

FPSA

FIREPOWER

C

6

S

8

E

-

QUALITIES

-

Heavy Gun Battery

FPSA

6

8

-

-

HARDPOINT OPTIONS



D-Cannon Battery

6

6

6

Indirect, Piercing (1)

Heavy Rocket Battery

-

8

-

Barrage

Particle Beamer

8

6

-

Precise (1)

The Khoms-class platforms of the Sultanate rank amongst the most powerful of their kind in the world. Outfitted with advanced weaponry comparable to their heaviest flagships, these highly modular rigs dominate the horizon for miles around, looming over their progenitor, the **Jebel**. Towering over the waves, these mighty weapons platforms bring to bear the full power of **Sultan Mustafa** against any that would presume to cross their borders, sinking entire forerunner fleets with repeated, crippling volleys from their mounted gunneries.

Housed within its labyrinthine construction, highly complex repair facilities offer a safe haven for flagging ships, with elite crews cycled out every six months. Whether in the midst of battle, or simply for merchant vessels looking for protective harbourage in a storm, the speed with which these engineers work allows their charges to return to the waves within a matter of hours.

In addition to the **Deniz Mayını** fields that surround them—great bombs capable of sinking the heaviest of ships entirely—these platforms are often outfitted with a variety of protective generators. These obfuscate or defend against incoming enemy fire with an ease oft unseen in such static targets, with shields shrugging off heavy shells and magnetic generators causing projectiles to veer wildly off course.



VPR
4

LESATH EXEMPLAR CRUISER

Sultanate, Order, Surface, Support, Ship

MODELS

I-2

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	3-11"	4	5	4	8	2	2	2	11

ARCS



PROPERTIES

Boarding Parties (15), Cor Caroli Raiders, Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (5"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Twin Judgement Lance	F	10	10	10	Arc (2), Breach (2)
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (1), Torpedo

To meet the Lesath Exemplar Cruisers in battle is to understand the silence of death. Unlike the **Carolus Destroyers** that sail alongside them, whose eerie presence reverberates with spectral choirs, these vessels are shrouded in a quiet cloud that seems to swallow sound itself, exuding a chilling power that inspires awe and trepidation in even their allies. Even their twin judgement lance, sending shockwaves through the water with each empiric blast, cannot be heard. The screams of their victims, however... these can be made out from leagues away, even over the heavenly and blinding fire that consumes their ships and lights up the skies themselves.

But the religious fervour these weapons inspire amongst followers of the **Order** pale in comparison to the Lesath's most sacred cargo. Through the corridors of these ships stalk the **Cor Caroli**, the sacred, immortal warriors of the Order. Possessed of preternatural speed and unmatched strength, these hulking beings know no equal. And thanks to passages conjured through the Sultanate's **Portal Generators**, their reach is infinite, capable of launching devastating assaults through realspace and directly into the heart of enemy vessels. Such strikes are capable of crippling ships entirely, and if any aboard are left alive, it is only by design that the Order's word may spread.

Such is the power and the sheer value of these ships that once, the deployment of such vessels would have been dependent on the express authorisation of **Sultan Mustafa** himself. But as the Sultanate's leader falls deeper into the thrall of the Order—and as the machinations of his religious advisors become more pronounced—more and more do these vessels dominate Turkish waters and beyond, as tradition falls to the wayside in favour of the Order's great plan...





MIHRIMAH FLECHETTE CRUISER

Sultanate, Turkish, Surface, Support, Ship

VPR
3

MODELS I-3

ESCORTS O-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	4	3	4	8	3	2	3	7

ARCS



PROPERTIES

SYSTEMS

Flak Barrage (3), Lateral Engines (5"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Orcichalcite Flechette Launcher	F	-	8	14	Blast (4), Indirect
Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo

SUPPORT

SUPPORT

The distant boom. The muffled explosion in the skies overhead. The high-pitched whistling sound of a razor thin orichalcite fragments raining down from above. Few sounds, and few weapons, are so feared as the Sultanate's flechette launchers.

Built into the decking of Mihrimah-class cruisers, the ammunition of these dreadful weapons comprise of giant terracotta shells loaded with an incendiary device and filled with hundreds upon thousands of orichalcite shreddings. Launched into the air, these stone shells fly far above the battlefield, before exploding apart at the top of this arc in a far-reaching umbrella of dust and metal, sending their payload falling back down to the waters below.

Enemy vessels caught in this blast can do little against such an assault. These needles, so light to the touch, are capable of slicing through skin with the slightest of effort. Drawn inexorably down by gravity and picking up speed, this shower of fragmented metal can shred through steel and flesh alike in a matter of seconds. Mihrimahs have been known to cripple entire units of cruisers, tearing apart decking, eviscerating important machinery, and disabling weapons in a single shot.

Most effective over long range, there are few targets the Mihrimah cannot reach, a fact that is aided with its onboard **Portal Generator**. With the ability to open and close liminal tears in reality across the waves, admirals have even been known to fire flechette launchers through these portals, in a tactic known as the *Şahin Manoeuvre* after **Admiral Aras Şahin's** decisive gambit against **Union** forces in the Pacific.



VPR
2

MUHARIB SKYRUNNER

Sultanate, Turkish, Airborne, Support, Airship

MODELS

I-3

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-11"	4	5	3	6	2	2	1	6

ARCS



PROPERTIES

Boarding Parties (6), Flotsam, Ground Assault (3), Strategic Asset (3)

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (6")

WEAPONS



Light Rocket Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
FP	-	4	-	Barrage
FS	-	4	-	Barrage

HARDPOINT OPTIONS



Aetheric Lance

5 4 - Powered



Light Gun Battery

2 4 - -

The elite nature of the Sultanate's weapons is not limited to their navy. It is well known across the globe that the **Janissaries** of **Sultan Mustafa the Golden** rank amongst the most effective infantry in the world, as dedicated to their ruler as they are to the complete eradication of any that would threaten his realms.

The Muharib Skyrunner is perhaps best placed to deliver this means of eradication directly into the heart of the enemy. A variation on the **Crimson League's** designs, these aerial cruisers are built for the sole purpose of transporting the Sultan's favoured into battle. Acting like mobile barracks, hundreds of handpicked Janissaries are housed within the cupola at the ship's front, outfitted with sarsilmaz rifles, yatağan swords, rift rifles, and more besides.

As the Muharib swoops down alongside enemy vessels, unleashing cacophonous firepower from its broadsides, these troops descend into the bowels of the ship. Expertly choreographed volleys of riflefire fell enemies by the dozens; entire corridors are cleared with balletic, bladed precision; systems, engines, and unfortunate crew members are torn asunder by targeted globules of unreality. In the wake of such a massacre, few are spared.

So too is the Muharib employed to secure important strategic locations along the coast, discharging battalions of soldiers, ATVs, **Sipahi Monowheels**, and squadrons of tanks onto the beaches. The resultant assaults are invariably a massacre, seeing the sands stained red with the enemy's blood, and turned into black glass under the Muharib's rocket batteries.



SABIHA GUARDIANS

Models in this unit can be upgraded with **Sabiha Guardians**. Each one gains the *Guardian Wing* (2) property.

VPR
7

NEMRUT BATTLECRUISER

Sultanate, Turkish, Surface, Support, Ship

MODELS

I

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-11"	4	6	4	12	4	3	5	9

ARCS



PROPERTIES

SYSTEMS

Heavy Shield Generator, Lateral Engines (5"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Orcichalcite Flechette Launcher	F	-	8	14	Blast (4), Indirect
Orcichalcite Flechette Launcher	F	-	8	14	Blast (4), Indirect
Heavy Rocket Battery	FP	-	6	-	Barrage
Heavy Rocket Battery	FS	-	6	-	Barrage
Light Rocket Battery	F	-	4	-	Barrage
Light Rocket Battery	F	-	4	-	Barrage
Ikili Torpedos	F	8	8	8	Submerged, Breach (1), Torpedo

"Üstünlük Kruvazörü." The Nemrut's unofficial title of "Supremacy Cruiser", bestowed by the shipwrights of the **Sublime Porte**, is well-earned. Across its ikili decks, these indomitable battlecruisers are dominated by ranks upon ranks of primed orichalcite flechette launchers, along with multiple batteries of **Mizrak** rockets and torpedoes. Whether employed against separate targets or utilised in one unforgiving and unit-sinking bombardment, there are few vessels that can withstand the sheer amount of firepower levied by these ships, as flechettes and rockets alike rain down from the skies above in fiery, smoking arcs.

Owing to the immense cost of the weapons on board, even with all the Sultanate's wealth, these vessels are incredibly rare and only see deployment in the most crucial of naval engagements. So priceless are these vessels that **Grand Vizier Mehmed Pasha** has seen to it that no expense is spared in their defence. Fitted with a **Heavy Shield Generator** that coats the Nemrut in an imperceptible and almost impenetrable forcefield, these protective outer defences are paired with highly specialised repair crews stationed at every level of the craft.

It is perhaps unsurprising that the rarity of this class has led enterprising admirals to seek out the Nemrut as a target of special interest, with these individuals frequently abandoning both course and plan for the chance to sink one of these vessels. However, its **Yanal-engines** afford the Nemrut an agility the other Great Powers could only dream of. Frequently employed towards the rear of the fleet, these battlecruisers are capable of repositioning at a moment's notice, evading the enemy so that they might better conduct operations and launch their assaults at long range.



VPR
3

SABAH BARRAGE SKIMMER

Sultanate, Egyptian, Surface, Support, Hovercraft

MODELS I-3

ESCORTS O-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	3	3	4	7	3	3	2	6

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking, Vanguard (5"), Hunter (Airborne)

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Salvo Missile Silo	FPSA	7	7	7	Aerial, Blast (5)
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Light Gun Battery	FPA	2	4	-	-
Light Gun Battery	FPS	2	4	-	-

HARDPOINT OPTIONS

Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

Designed by the brilliant polymath, **Said al Saqir**, the **Salvo Missile Silo** draws heavily upon the scorpion ballistae of the ancient world, refined and updated to inflict death and destruction on a far larger scale. After successful weapon demonstrations on Lake Idku in 1862, the Salvo was selected as the armament of the new Sabah Barrage Skimmer.

Through this weapon the Sabah is an anti-airborne specialist, its armaments enhanced by sophisticated cognition engines for tracking enemy airships and rotorcraft. This, combined with a complex set of extended arcs and elevation gears, allows the Sabah to hunt high-altitude fliers with astounding accuracy. The devastating blast radius of the Salvo's warheads ensure that even their target's squadron mates will fail to leave a fight without some injury.

The ability to unleash such a withering bombardment inevitably makes the Sabah a prime target for enemy cruisers. To this end, the Sabah, like many of Egypt's heavier skimming craft, often have banks of **Khepri Automata** mag-clamped to their hulls, ready to be activated and released in the heat of battle. Veteran Sabah captains have often learned through grim experience that these small swarms of battle automata can serve as valuable screens for intercepting enemy fire, a tactic that has saved more than one Sabah from being blasted to pieces by an enemy fusillade during a particularly intense confrontation. However, this is not to say that these small wings of automata are purely defensive, for when enough squadrons of hovercraft are massed together, their combined Khepri contingents can launch debilitating attack runs on enemy vessels.

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The Sabah's high mobility, combined with the withering barrages launched by its missile silos, makes it indispensable for Sultanate admirals looking for an artillery support option that can quickly redeploy before the enemy has a chance to launch a counterstrike. This was the case during the Battle of the Dunes in 1866, when Sabah Barrage Skimmers took a dreadful toll on the elite squadrons of the Alliance Marine Levante fleet as battles raged around the shores of Lake Chad.



KHEPRI ATTENDANTS

Models in this unit can be upgraded with **Khepri Attendants**. Each one gains the **Carrier** trait, and the **Carrier (2)** and **SRS (Khepri Automata)** properties.

VPR
3

SOBEK SKIMMER

Sultanate, Egyptian, Surface, Support, Hovercraft

MODELS I-3

ESCORTS O-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	1"-9"	3	3	4	7	3	3	2	6

ARCS



PROPERTIES

Amphibious, Boarding Parties (6), Elevated, Flotsam, Ground Assault (1), Mine Layer (1), Reinforced Decking, Strategic Asset (3)

SYSTEMS

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPS	4	6	-	-
Light Gun Battery	FPA	2	4	-	-
Light Gun Battery	FSA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

When **Repulsion Field Generators** first entered the Sultanate, they were quickly adopted by the boatmen of the wetlands of Sudan and the marshes of Mesopotamia. With this innovation, they could ship valuable freight across otherwise impassable waters via new flat-bedded hover-barges. Within these simple designs lay the genesis of all Egyptian military hovercraft, the chief advisor of **Rameses the Thirteenth, Khedive Isma'il Ali**, noting that such craft could easily be repurposed for transporting a far more deadly cargo.

Consequently, when Egyptian naval forces go on the offensive, it is the Sobek Skimmers that lead the way. Deployed near coastal regions to take greatest advantage of their mobility, Sobeks slice across the sea on a pressurized airbed. Like the crocodiles of the Nile, these hovercraft can traverse estuaries and river channels with ease, ready to sweep inland when needed to disgorge landing parties of crack **Janissaries** and Sultanate armour. True to the strong naval traditions of the Sultanate, these troops excel at amphibious landings, the hover technology commonly employed by Sultanate war engines ensuring that they can cross boggy silt-flats, rocky shorelines and even board enemy vessels themselves with equal ease.

Outside of these offensive capabilities, the Sobek's extensive cargo holds allow it to carry a consignment of magnetic anti-ship mines, a payload that allows them to befoul tight waterways and narrow channels with a brood of deadly explosives. Additionally, like many of the larger Egyptian hovercraft, Sobeks often carry a supplement of **Khepri Automata**, which they often use to deadly effect to support the determined assaults of their landing parties.



KHEPRI ATTENDANTS

Models in this unit can be upgraded with **Khepri Attendants**. Each one gains the **Carrier** trait, and the **Carrier (2)** and **SRS (Khepri Automata)** properties.



CHASKA

VITRUVIAN COLOSSUS

VPR
4

Sultanate, Order, Airborne, Scout, Colossus

MODELS I-2

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-10"	4	5	4	9	2	-	1	12

ARCS



PROPERTIES

Mobile, Stoic, Terrifying (Order), Unexpected Arrival

SYSTEMS

Lateral Engines (5"), Mirage Generator, Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Chaska Starblade	F	10	-	-	Assault, Celerity, Shredded Defences (2)
Twin Judgement Lance	FPS	10	10	10	Arc (2), Breach (2)

SCOUT

Like much of the **Order's** weaponry, the Chaska colossi defy earthly explanation. They are lithe, humanoid creatures, towering above the greatest architectural accomplishments of the Dystopian Age, yet moving with an unnerving grace. Descending from the skies upon silent wings, these heavenly beings slice through enemy vessels as though they were nothing, assaulting multiple ships in the blink of an eye before levying their twin judgement lance against any within range. This whirlwind of metal and blinding light is truly terrifying to behold, claiming hundreds of lives in a matter of seconds.

So incomprehensibly alien are these constructs, that many could not fathom the excruciating—and very human—pain that lies beneath their orichalcite-laced shell. When a mortal acolyte of the Order undergoes the sacred process known as **Apotheosis**, they surrender up their earthly bodies, that they might be possessed by the otherworldly **Cor Caroli**. However, the most devout of followers will often be selected to serve a higher calling still: to house the mighty Chaska, the greatest warriors of the Caroli. Upon the completion of this ritual, these individuals are housed within the heart of metal, winged colossi, enmeshed within this armour until their bodies burn up with the sheer power of the ancient beings they contain.

As the Order's influence has grown, and yet more followers offer themselves up for their ascension, these gargantuan colossi can be glimpsed in increased numbers patrolling the borders of the Sultanate. Though these inhuman creatures serve as a deterrent to the other Great Powers, many citizens see this expression of strength for what it really is: a means of keeping their own subjects in check. For with each passing year, it is becoming increasingly apparent that their lands no longer belong to them...



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SCOUT

VPR
2

HASHASHIN FAST SKIMMER

*Sultanate, Egyptian, Surface, Scout, Hovercraft***MODELS** 2-5**ESCORTS****GEN HP**

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	11"-11"	3	3	4	3	2	1	2	6

ARCS**PROPERTIES**

Amphibious, Attachment (Egyptian Flagship), Elevated, Reinforced Decking

SYSTEMS

Lateral Engines (7")

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (t), Torpedo
Light Gun Battery	FPS	2	3	-	-
Light Gun Battery	PSA	2	3	-	-

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

Easily identifiable due to its split prow, the Hashashin Fast Skimmer is adept at racing across treacherous waters, its crew capable of maintaining their unerring accuracy even as they wheel their way around enemy vessels at breakneck speed. Armed with a pair of light batteries, as well as torpedo tubes and broadsides, the Hashashin does not need to be large to be brutally effective. Indeed, thanks to their speed, size, and amphibious nature the Hashashin is often enough to slip through the gaps in an enemy fleet's formation, their crews loving nothing more than to strike an enemy vessel where their armour is weakest.

A versatile design, Hashashins are equally suited to operating in small packs to harass and destroy enemy vessels, as well as accompanying larger Egyptian hovercraft into battle to help repulse any opportunistic attacks from enemy squadrons. When on the offensive, the extreme speeds, combined with powerful lateral engines, allow it to quickly reposition after a successful attack. This was the case following the Sultanate victory over the **Empire** off the coast of Sulawesi, in 1863, when the retreating Chinese fleet sought shelter in the surrounding mangrove swamps. What followed was a vicious, ten-day running battle, with roving Hashashin packs laying waste to limping Chinese cruisers as they struggled through waterways clogged with dense foliage.





KOPESH SCOUT SKIMMER

VPR
2

Sultanate, Egyptian, Surface, Scout, Hovercraft

MODELS 2-5

ESCORTS 0-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
2	1"-11"	3	3	4	3	2	1	2	6



PROPERTIES

Amphibious, Deceptive Deployment, Elevated, Reinforced Decking, Vanguard (5")

SYSTEMS

Hydrophone Relay, Lateral Engines (7"), Mine Sweeper (1)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Micro Torpedo Salvo	F	3	3	3	Submerged, Homing
Light Gun Battery	FPS	2	3	-	-
Light Gun Battery	PSA	2	3	-	-

HARDPOINT OPTIONS

Aetheric Lance	4	3	-	Powered
Light Rocket Battery	-	3	-	Barrage

When the Egyptian Fleet is tasked with reconnaissance, it is the Kopesh Scout Skimmers that are inevitably tasked with ranging ahead, probing the enemy formation for any weaknesses. The waters around the Mediterranean and beyond are patrolled by scores of Kopesh Scout Skimmers, who in many ways resemble their ancient namesake, the curved, bronze warblade of the pharaohs: swift, deadly, and brilliant when catching the light of the blazing sun. It is within their angular prow that their greatest tool is concealed: the hydrophone detector, which allows them to scan the water for threats, whether they be ship or minefield. Should any mines be found, the Kopesh launches its homing torpedoes to ensure that none of their non-hovercraft allies should suffer an ignominious end. The constant vigilance of these craft and their crews ensures that the **Sublime Porte** can protect the waters that they have long considered theirs.

In battle, the Khopesh turn their hydrophone detector to a more violent purpose. Through its sonar pulses the Khopesh easily pinpoints the location of any enemy ship, and uses that knowledge to guide their fellows to a swift and accurate kill. In 1873, it was the vigilance of **Captain Ali el-Magyar** and his crew aboard the Kopesh Scout Skimmer, the *Wadjet*, that allowed the Sultanate fleet under **Pasha Ibrihim Mahmoud** to locate and destroy the **Ketos Myriapoda Colossus**, *Ferox Imperator*, which had been plaguing shipping lanes in the Indian Ocean for eight long years.





PASHA FAST CRUISER

VPR
3

Sultanate, Turkish, Surface, Scout, Ship

MODELS I-3

ESCORTS O-2

GEN HP O-I

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-10"	4	5	4	8	3	3	5	8



PROPERTIES

Attachment (Turkish), Vanguard (5")

SYSTEMS

Lateral Engines (5")

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (t), Torpedo
Heavy Gun Battery	FPS	4	6	-	-
Light Gun Battery	PSA	2	4	-	-

HARDPOINT OPTIONS



D-Cannon Battery	4	4	4	Indirect, Piercing (t)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (t)
Aetheric Lance	5	4	-	Powered
Light Rocket Battery	-	4	-	Barrage

It is arguably the worst kept secret in the **Dolmabahçe Palace** that **Sultan Mustafa** takes little interest in the day-to-day affairs of his realm. The great offices of state, the **Sublime Navy** included, are stuffed with friends and favourites, more interested in personal enrichment and court politics than the expansion of the realm. Thus it was that **Grand Vizier Mehmed Pasha** saw the need for a fast ship that could relay orders and return with intelligence to Istanbul without troubling the sultan and his allies.

Some—particularly those close to Mehmed Pasha—insist that the tale is apocryphal. Hundreds of Pasha-class light cruisers were paid for before Sultan Mustafa's attention drifted to other projects, and only a handful ever sailed into the pockets of the Vizierate. They argue that the name derives from its home port of **Haydarpaşa**, just across the Bosphorus, which was itself named after a famous Ottoman vizier. A number of somewhat suspect traditions have nevertheless endured amongst their crews. It is seen, for example, as a great honour to be the first Sultanate vessel to win sight of the enemy, particularly if that vessel is one of particular renown. This has led to instances of Pashas suffering engine failure, or even coming to blows amongst themselves, before the battelines are even drawn. The Sublime Navy have condemned these "races" in no uncertain terms, and have recalled a number of captains to Istanbul to face corporal punishment. The practice remains widespread, however, and not even its most ardent critics could doubt the bravery of Pasha captains and their crews.



VPR
4

QUALOR

VITRUVIAN COLOSSUS

Sultanate, Order, Airborne, Scout, Colossus

MODELS

I-2

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	0"-10"	4	5	4	9	1	-	1	12

ARCS



PROPERTIES

Mobile, Stoic, Terrifying (Order), Unexpected Arrival

SYSTEMS

Lateral Engines (5"), Mirage Generator, Portal Generator

WEAPONS

Helio Blast

ARC	FIREPOWER			QUALITIES
	C	S	E	
F	15	7	-	Singular, Arc (2), Blast (5), Hazard (2), Invalid Target (Airborne)

ARC

FIREPOWER

C

S

E

QUALITIES

F

15

7

-

Singular, Arc (2), Blast (5), Hazard (2), Invalid Target (Airborne)

SCOUT

SCOUT

Since the fall of **Atlantea**, many have debated the presence of magic in this world. Of all the weapons employed in open warfare, the **Qualor** is likely the greatest argument for its existence.

Often paired with **Chaska Colossi**, these inhuman metal constructions house withered human remains, possessed by revered **Cor Caroli** magi. From within this perverse nesting doll, the psychic powers of these alien spirits are channelled outwards through the **Qualor's** mouthpiece, fashioned in the likeness of a screaming face. The sound is unbearable, and the effect upon enemy crews is nightmarish. Aside from the pulverising force with which it tears apart ships, it is a powerful mental assault, one that causes blood to boil, skulls to fracture, and entrails to flee the body. In the wake of such torture, many who survive choose to take their own life than to live with the memory and the pain.

Those loyal to the **Order** are often unaffected, hearing within the **Qualor's** harmonious strains nothing save for the call of salvation and the endless flow of peaceful souls to a higher plane. Not so for the Sultanate crews who sail alongside them. Turkish, Greek, and Egyptian sailors alike see plainly the cosmic terror wrought by these colossi, and of late, it is a horror that has become all too commonplace within their fleets. Many have implored their admirals to petition against the Order's military proliferation, fearing for the future of the Sultanate itself, but any such requests are swiftly silenced by shadowy **Spica Hashshashin**, with dissenting officers quietly replaced by those loyal to **Sircan Osman**.



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AYDIN SUPPLY SHIP

VPR
2

Sultanate, Turkish, Surface, Logistical, Ship

MODELS

I

ESCORTS

0-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-9"	4	4	3	10	2	2	3	7

ARCS



PROPERTIES

Attachment (Turkish), Inspirational (7")

SYSTEMS

Lateral Engines (5"), Logistical Support

WEAPONS

Light Rocket Battery

Torpedo Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
	-	4	-	Barrage
	5	5	5	Submerged, Breach (t), Torpedo

An Aydin supply cruiser is a welcome sight to any Sultanate crew. Wherever they are in the world, whatever the trials before them, it is a physical reminder of the long arm of their beloved sultan and the great love he holds for all of his subjects. Knowing that they are properly provisioned and unlikely to run short of vital necessities mid-battle is always a huge boost for morale. For this reason alone, Aydin-class vessels are kept constantly on the move, heading from fleet to fleet and returning to harbour only to resupply. Even this they often do at sea, receiving flotillas of **Hermes Supply Freighters** as they approach port before turning back to open water. Their crews are notorious sea dogs for whom days at sea is a measure of prestige, disdainful even of other sailors with a mere twelve-month combat tour under their belt. Many Aydins will even join Turkish vessels in battle, though most of these do so with empty holds, having already reprovisioned the fleet prior to the first shots being fired. Turkish admirals are simply loath to let them go, fearing the inevitable blow to morale of seeing such important craft sailing away before battle begins in earnest.





EUROPA GRAND CONVEYOR

VPR

0

Sultanate, Surface, Logistical, Ship, Merchantman

MODELS

I

ESCORTS

0-4

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2-7"	1	3	3	10	1	-	3	6

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (2)

SYSTEMS

Heavy Shield Generator, Logistical Support

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
	2	4	-	-

HARDPOINT OPTIONS



Aetheric Lance

5 4 - Powered



Light Rocket Battery

- 4 - Barrage

LOGISTICAL

Having already collaborated on the ubiquitous **Titan**-class mass conveyor, shipping giants **Norddeutscher Hamburg** and **White Wolf** adapted the design to create what—the breathless press releases claimed—would be the largest civilian vessel ever built: the Europa. The inaugural showcase, the *Callisto*, was outfitted as a liner for wealthy passengers of the highest class, furnished with proprietary **Repulsor Generators** reported to be the smoothest ever designed. Nevertheless, as with much in this Dystopian Age, military contracts have proven to be an irresistible joint venture. Fleets of Europa-class container ships, usually sailing under a variety of neutral or small nation flags, are in consistently high demand amongst Great Powers looking to avoid tariffs, circumvent blockades, or covertly land troops on unsuspecting islands. Several dozen operate out of the Turkish port city of **Karamürsel**, supplying the greater part of the Sultanate's Mediterranean fleet.

The original *Callisto*, however, has become a common sight in the pleasure ports of Tripoli, Athens, and Alexandria, after **Sultan Mustafa** made Norddeutscher Hamburg and White Wolf an offer they could not refuse. It now serves more or less as its designers intended—as the ultra-luxurious flagship for the Golden Sultan himself.



LOGISTICAL

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HERMES SUPPLY FREIGHTER

VPR

0

Sultanate, Surface, Logistical, Ship, Light Vessel, Merchantman

MODELS I-3

ESCORTS O-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
1	1-6"	4	2	2	5	1	-	2	5

ARCS



PROPERTIES

Attachment (Merchantman), Civilian Vessel, Light Vessel, Resupply (r), Strategic Asset (r)

SYSTEMS

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
-	-	-	-	-	-

LOGISTICAL

LOGISTICAL

The packhorse of the open water, thousands of Hermes Supply Freighters ferry goods across oceans, seas, and along coastlines every day. Of these thousands, an inordinate number do so under the patronage of **Sultan Mustafa the Golden**. They wend their way around Greek islands and archipelagos like endless columns of marching ants, carrying the wealth and culture of the Sultanate all over the world via the great trading capital of Istanbul. Although unarmed, Hermes freighters often find themselves pressed into service as auxiliary supply ships in battle. Several international treaties expressly forbid the sinking of such vessels (so integral are they to world trade), such that even in the heat of battle a captain will often blink before ordering their guns brought to bear on a Hermes.





KONYA MAINTENANCE SHIP

VPR
2

Sultanate, Turkish, Surface, Logistical, Ship, Repair

MODELS

1

ESCORTS

2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-7"	4	2	3	10	2	2	3	7

ARCS



PROPERTIES

Attachment (Turkish), Escort Support

SYSTEMS

Lateral Engines (3"), Repair Facilities (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Gun Battery		2	4	-	-
Torpedo Salvo		5	5	5	Submerged, Breach (1), Torpedo

LOGISTICAL

LOGISTICAL

Sultanate forces are highly mobile. Their vessels spend precious little time in one place for it is the wish of **Sultan Mustafa**—and, through him, of the **Sublime Porte**—that his naval might should be seen as well as felt. Magnificent Turkish flagships and their attendants glide from port to port in a never-ending pageant of beauty, power, and Ottoman largesse. Such craft are thus commonly attended wherever they go by dedicated Konya-class maintenance ships. These ships, themselves objects of remarkable grace, are laden with repair skiffs and auxiliary hovercraft by which teams of craftsmen can perform running repairs on their noble charges, even in the midst of battle. In addition to the usual complement of naval engineers, it is not unusual to find goldsmiths, pewterers, engravers, giltworkers, damasceners and more amongst a Konya's crew: artists who can restore a ship not just to battle-readiness, but to beauty.



ESCORTS

This unit has two **Escort** tokens included in its cost.

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MOREA MINELAYER

VPR
2

Sultanate, Turkish, Surface, Logistical, Ship

MODELS

I-3

ESCORTS

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2"-8"	4	4	4	8	2	2	3	7

ARCS



PROPERTIES

Mine Layer (1)

SYSTEMS

Lateral Engines (3"), Mine Sweeper (2),
Mirage Generator

WEAPONS

Light Rocket Battery

Torpedo Salvo

ARC	FIREPOWER			QUALITIES
	C	S	E	
	-	4	-	Barrage
	5	5	5	Submerged, Breach (1), Torpedo

The early Ottoman conquests of what was then Byzantium taught the Sultanate well the importance of controlling strategic waterways. The illustrious **Mehmed the Conqueror** himself struggled against the **Great Chain of the Golden Horn** and was obliged to carry his fleet over land before laying siege to Constantinople in 1453. The Morea Minelayer performs that exact same role for the modern Sultanate Navy, albeit updated for this modern, industrialised age.

Named for the ever-restive Greek peninsular to which the prototype was first deployed, the Morea was initially designated as a minesweeper. No match for the sultan's **Janissaries** and with no navy of their own, local partisans would instead seed the countless inlets, straits, and rugged bays with improvised sea mines. Their preferred tactic was to await the arrival of mine clearance vessels before sniping at them with artillery from the cliffs. The addition of mirage generator technology from the **Crimson League** would prove transformative, allowing small squadrons of Morea-class ships to approach the straits, often all-but-invisible under the cover of darkness. Deprived of their only real leverage against the overwhelming forces of the Sultanate, the rebellion on Morea soon withered. The vessel to which they had unwittingly leant their name, however, would go on to see action all over the world.

Now principally employed as a minelayer, the Morea exploits its mobility and stealth to move in advance of the main fleet. In the hours before battle is joined, the Morea will be seeding the area with mines, often right under the noses of the enemy vanguard. As lines of battle are drawn, the minelayers withdraw, their deadly work still far from done. Although only lightly armed, in a conventional sense, the Morea is not entirely defenceless. Once battle is finally joined, the duplexed, endless refracted shapes of Morea Minelayers will be seen advancing with the rest of the line, supporting more dedicated warships with flurries of rockets and hissing salvos of torpedoes.



LOGISTICAL

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LOGISTICAL

VPR
2

SUPPLY PLATFORM

BENHAZI CLASS

Sultanate, Surface, Logistical, Platform, Immobile, Repair

MODELS I-3

ESCORTS O-2

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	-	-	3	3	7	2	-	4	7

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
-	-	-	-	-	-

As conflicts across the seas of this Dystopian Age have intensified, and the battles between increasingly esoteric fleets continue to escalate, the need for dedicated repair facilities on the open waters has never been more important. In this, with their advanced sciences and unmitigated access to the discoveries of the **Enlightened**, the Sultanate are particularly well placed.

The Benghazi-class platform is the result of unimaginable expenditure. Though it boasts no weapons, it houses the finest engineers, trained under the shipwrights of the **Crimson League** for a whole year before their posting. Aided by multi-limbed **Yengeç** automata—crab-like machines that skitter about the platform with uncanny speed and precision—these expert crews are at their best under pressure, capable of stripping and refitting ships in a matter of minutes. Many a vessel at danger of sinking has docked at these rigs mid-battle, only to emerge into the fray once more, refreshed and ready to turn the tide once more in the Sultanate's favour.

Though unassuming, few tools are as potent in ensuring **Sultan Mustafa's** supremacy over the waves, and those who serve aboard these stations are well compensated for their skills. Promised an early retirement and a considerable stipend for their families, both before and after service, the Benghazi's crew count amongst some of the most efficient and loyal sailors in the Sultanate's navy.





TITAN MASS CONVEYOR

VPR

0

Sultanate, Surface, Logistical, Ship, Merchantman

MODELS

I

ESCORTS

0-3

GEN HP

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
3	2-7"	2	2	3	7	1	-	3	6

ARCS



PROPERTIES

Civilian Vessel, Flotsam, Forward Deployment, Resupply (2), Strategic Asset (2)

SYSTEMS

Heavy Shield Generator

WEAPONS



Light Gun Battery

ARC	FIREPOWER			QUALITIES
	C	S	E	
	2	4	-	-

HARDPOINT OPTIONS



Aetheric Lance

5 4 - Powered



Light Rocket Battery

- 4 - Barrage

LOGISTICAL

Built as a collaborative effort by shipping giants **Norddeutscher Hamburg** and **White Wolf**, the Titan-class merchantman was designed to be the pre-eminent civilian vessel, unmatched in either speed, cargo tonnage, or affordability. Due, in part, to its ubiquity, the Titan has become a firm favourite amongst pirates, smugglers, mercenary companies, and anyone else with an interest in surreptitiously moving large quantities of goods.

With its stranglehold grip on strategic waterways such as the Bosphorus Strait, the Straits of Gibraltar, and the recently completed Suez Canal, the Sultanate thrives on maritime trade—and on the duties this allows it to impose on others. Indeed, given the quantity of wealth that it bleeds daily into the hands of the **House of Gold**, there are those who would argue that these merchant fleets are more vital to the Sultanate than any battleship. This is a view most volubly expressed by the merchant captains themselves, who tend to be prosperous, extravagantly attired individuals with only limited attachment to the **Sublime Navy**. It is a boast with some merit, however. A Titan-class vessel—particularly one outfitted with advanced Sultanate weaponry—is a match for any smaller warship, but their benefit to a Sultanate fleet is more often in the psychological effect they bring. Sultanate seamen regard their Titan's as floating paychests, regardless of the goods they may or may not be carrying, cheering their arrival in battle and fighting all the harder when they are near.



LOGISTICAL

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DYSTOPIAN WARS

TOOLS OF WAR

This section describes and depicts the various hardpoints, tokens, and markers used by many Sultanate units.

LIGHT HARDPOINTS



AETHERIC LANCE

Through dreams, the cosmic knowledge of the **Order** is bestowed upon their followers. So it was that **Derya Kaldırım**, waking one morning, could not fully explain the confidence with which she first embarked on the designs of what would come to be one of the most powerful weapons in the Sultanate's arsenal.

Befitting its otherworldly origins, the aetheric lance defies earthly understanding. Unleashing solid beams of light in violent, concussive bursts, these screaming beams carve blinding white lines across enemy ships, burning through the thickest of metals as though they were nothing.

But for all their destructive capabilities, it is the unnerving reports from crews unfortunate enough of being caught in their path that cause the most consternation. With limbs cleanly carved off in cauterising blasts, sailors describe neither pain nor agony in the moment of impact. Rather a numbness, and a distinct sense of... nothing. An emptiness that lingers long after, in mind, body, and soul...



LIGHT GUN BATTERY

The ships of the Sultanate are artisanal creations, designed to evoke the majestic vistas of Turkey and the many realms under **Sultan Mustafa's** rule. More than war machines, they are intended to inspire awe in their foes, showcasing the Sultanate in all its opulent glory. Indeed, there are few who could argue, save perhaps for the shipwrights of the **Empire**, that the Sultanate boasts the most beautiful vessels across the globe.

This design philosophy extends to its weapons. Their light gun batteries are often wrought in shimmering steels and gleaming golds, dutifully cleaned and polished after each encounter, that no imperfection may be seen upon their surface by the enemy. Although more frequently seen on their smaller ships, it is a fool who underestimates the firepower of the Sultanate's simplest weapon, as a volley from these formidable guns has been known to wipe entire ships from the sea's surface in a cacophony of precisely choreographed salvos.



LIGHT ROCKET BATTERY

Few of the weapons deployed by the Sultanate's navy delight their ruler as greatly as their rockets. He is reported as exclaiming they remind him of *"those joyful days as a boy, sat upon my father's knee, watching firework displays in his honour."* So great is his love for them, that it is not unusual for an entire fleet to be impulsively summoned to Istanbul to fire their powerful rockets wastefully into the Sea of Marmara as he watches on, enraptured from his palace balcony.

In battle, it is a different matter entirely. Unlike the dummy ammunition used for their Sultan's pleasure (at the Grand Vizier's insistence), the **Cirit** rockets of the Sultanate are designed so that no shot is wasted. Each houses simple automata punch cards, affording them unwavering accuracy, as they course correct their trajectory before colliding into their target with truly terrifying force, tearing apart metal with fire.

During the siege of Al Qurnah in 1863, Sobek Skimmers gracefully traversed the marshes of Mesopotamia with ease their careful manoeuvring allowing them to bypass the blockade of Imperium ships stationed on the Tigris. Caught off guard, the assembled Toten Destroyers and Arminius Frigates could offer only token resistance as the hovercraft advanced onto the town to flush out the forces of the Ord Teutonic, who had seized the settlement to serve as a hub for launching illegal archeological expeditions deeper into the interior.



HEAVY HARDPOINTS



D-CANNON BATTERY

First developed by **Ömer Tilki** in 1862, the distortion cannon is a weaponisation of the **Order's** portals. Unlike the stable tears in reality afforded by their larger generators, these cannons jettison micro-portals across great distances; liminal spheres of unreality that lose coherency over the split-second they are in flight, before collapsing in on themselves entirely. These fearsome implosions are terrifying to behold; an unsettling moment of absolute silence, followed by the roaring sound of a gaping vacuum, as great spheres are carved out of ships, water, and land alike in the blink of an eye.

In the wake of this destruction, there remains an unnerving shimmer in the air. Perfect globules of nothing, observable only in one's periphery, that seem to hum a quiet song of emptiness: a white noise that fills the ears and mind of those nearby.



HEAVY GUN BATTERY

Often built of rare metals, and sometimes even ornamented with encrusted jewels, each **Kılıç** gun battery is considered as an extension of their Sultan's will. So much so that, upon their construction, each weapon is delivered to his palace in Istanbul where, it is said, he personally sanctifies each gun in turn, to deliver his judgement across the globe. This is, of course, untrue, though the frankly horrific amount of gold it takes to ensure the pageantry of this lie is very, *very* real.

On the waters, however, their power cannot be denied. These gaudy, ornate dual-barrelled batteries unleash fiery hell upon the enemy, ripping through the hulls of enemy ships with all the terrifying speed associated with the Sultanate's vessels, as—thanks to advanced automated systems built into each battery—shells are immediately discarded and reloaded in a matter of seconds.



HEAVY ROCKET BATTERY

Boasting the same automata guided rockets as their lighter variants, the **Mizrak** rockets of the Sultanate are as unerringly accurate as they are devastatingly powerful. Unleashing up to fourteen rockets at a time from any given battery, these projectiles trace smokey arcs across the skies, before careening down onto the decking of ships and blowing crew and defensive weapons apart in cataclysmic displays of destruction.

Of course, as with most rockets, the range of these weapons is altogether more limiting than other naval weapons, requiring careful positioning. These projectiles will simply soar over any targets that are too close, and arc into the water before they reach enemy vessels that are too far away. However, this presents little issue to the Sultanate. Given the lateral engines and the speed with which most Sultanate vessels move, this manoeuvrability is used in partnership with their weapons to terrifying effect.



PALA RAILGUN

A recent addition to the Sultanate's burgeoning naval forces, the pala railgun comprises twin magnetic rails, parallel frames that launch projectiles at near impossible velocity. Their deafening recoil sends powerful shockwaves out in every direction, with the resultant shot punching through ships in a split second with little more effort than popping a grape. But the introduction of this weapon to the Sultanate came not from their own engineers; rather from the palace of the Sultan.

Much like the Eurasian magpies that fill his palace gardens, it is said that **Sultan Mustafa the Golden** is drawn to shiny objects. Becoming enamoured with the **Commonwealth's** powerful railguns in 1863, he expressed a desire to purchase them directly from the Tsar himself. Inviting the head of state to Istanbul in a ceremony of great pomp, the two rulers discussed global matters in his throne room, with nary a mention of the now forgotten guns, while **Grand Vizier Pasha** went about the actual business of securing the weapons with the Tsar's advisors.





PARTICLE BEAMER

Even above the mysterious **Order** and the mercurial **House of Gold**, the **Crimson League** holds a sway over the Sultanate like no other. For it is a relationship bound not by religion or gold, but by blood. Only through the careful mediation of the Grand Vizier has a kind of peace been maintained between **Sultan Mustafa** and the leader of the League: the Sultan's sister, **Princess Scheherazade**.

Through this peace, the Sultanate have been given unfettered access to the advanced sciences of the Covenant, perfectly encapsulated in the terrifying Particle Beamer.

A refined variation on the **Enlightened's** own designs, the League's iterative testing has yielded a weapon like no other in the Sultanate's arsenal. With shrieking, hissing gouts of light, these sleek guns fire bright blue beams of crackling energy across the waves, reducing metal and flesh alike to nothing more than sizzling, sparking atoms. The effect is instantaneous, just long enough for its victims to see their bodies evaporating before their eyes.

GENERATOR HARDPOINTS



ATOMIC GENERATOR

Despite his claims to the contrary, the Sultanate's reputation as one of the most scientifically advanced powers on the planet cannot be laid at **Sultan Mustafa's** velvet shoes. Rather, it is by the grace of his sister and her **Crimson League** that his realms enjoy the effects of clean energy in their day to day life. And much of this can be attributed to their unique harnessing of atomic energy.

Though hampered by the machinations of the **Order** (even if none are sure why), the Sultanate's scientists have perfected the principles first unlocked by **Bunsen** and **Kirchhoff** to create nigh unmatched atomic generators. In addition to powering entire city blocks, as war has intensified, so too have these remarkable discoveries slowly been applied to their navy. Capable of producing hitherto unimaginable amounts of energy, these machines ensure that the already swift ships of the Sultanate are capable of outrunning their enemies across the waves, and over greater distances.



FURY GENERATOR

Despite their usage amongst the other Great Powers, research into the fury generator's permanent effects upon the amygdala caused the Sultan's finest minds to balk. For a time, the installation of them was entirely forbidden. This was, however, until **Order** sponsored scientist **Ayşe Marangoz** proposed an alternative. With funding facilitated by a reluctant **Grand Vizier Pasha**, development of new generators began in earnest, and soon saw installation across their fleets.

When activated, entire crews find themselves temporarily possessed of a mind that is not their own, directed by a rage that stretches over aeons and entire galaxies. While these hapless sailors cannot possibly comprehend what has overtaken them, those who have given themselves over to the teachings of the Order understand with perfect clarity the gift they have been given: the chance to serve as a momentary vessel for the souls of their divine masters. For many, it is the closest they will come to **Apotheosis**, the ritual through which their mortal bodies may serve as a host to the **Cor Caroli**. Of course, this possession will eventually consume them, and so it is for those affected by the fury generators, as with each exposure, their corporeal forms are slowly burned away from within...



HEAVY SHIELD GENERATOR

Since its discovery in 1850, the heavy shield generator has become ubiquitous with naval warfare across the globe, serving as the only reliable defence against the rapidly escalating weaponry of the unfolding Dystopian Age. Thanks to **Princess Scheherazade's** role as an **Enlightened** Peer, few Great Powers have as open access to these remarkable feats in engineering as the Sultanate, albeit at a steeper cost than most, owing to her uniquely antagonistic alliance with her brother.

Mounted on their decking, these powerful generators smother the artisanal vessels of the Sultanate in a shimmering film of energy, protecting them from high velocity impacts and heavy weapons fire. Given the ostentatious design of these ships, it is seen as an affront to the Sultan himself for surviving vessels to return to port either marked or marred. Therefore, the employment of heavy shields is commonplace, especially upon the Turkish ships of the **Sublime Porte**.



MAGNETIC GENERATOR

The seemingly endless reserves of wealth supplied by the **House of Gold** have enabled the Sultanate to develop at a rate unmatched by their contemporaries, developing not only their own sciences, but purchasing those of the other Great Powers.

Like their acquisition of **Commonwealth** railguns, the Sultanate's magnetic generators are the result of another great expenditure in 1863, this time in cooperation with the **Empire**. These largely unchanged generators now protect their exquisitely crafted ships in a magnetic field, causing incoming small arms and craft to be shunted suddenly off course. Torpedoes spiral into the depths, shells veer wildly into nearby ships, and enemy aircraft violently careen into one another.

Given the magnetic fluctuations around such ships, their crewing is highly exclusive. Recruits cannot have fillings or mechanical appendages, and all crew must be well-versed in more traditional cartography and celestial navigation, given the unreliability of compasses on board.



MIRAGE GENERATOR

Developed by the engineers of the **Crimson League**, the mirage generators deployed upon Sultanate vessels are emblematic of the scientific advantages **Sultan Mustafa's** erstwhile sister has afforded them, even if he would never admit it.

Based upon, what appear to be, alien transportation devices, iterative testing upon these mechanisms have yielded a generator capable of rudimentarily displacing its environment. Causing ships to be surrounded by an eerie, prismatic bubble of refracting, geometric cracks in reality, the effect these generators cause is akin to seeing an object through a broken mirror: uncertain and ever-shifting. Their movements through the waters are unclear, and any attempts at firing upon these vessels will often lead to entire batteries of guns missing their target entirely.

For all their benefits, mirage devices consume vast amounts of power, and must be used sparingly. The **Sublime Navy's** engineers are trained to activate their vessel's generator in the moments preceding an incoming barrage, throwing off the enemy's targeting and rangefinding data, then immediately cutting off the illusory cloak before it overloads critical systems.



PORTAL GENERATOR

The advanced sciences gifted by the mysterious **Order** are great and many, but none so impactful as the portal generators employed across its realms. Facilitating uninterrupted trade routes through realspace and long distance travel for its citizens, so too have these remarkable creations transformed the stage of war.

Slicing gargantuan tears through the very fabric of reality, these generators enable entire ships to pass through these liminal passages and emerge almost anywhere on the battlefield. Particularly canny admirals have even been known to draw line of sight between these portals, unleashing hellish bombardments against the enemy from impossible vantages.

Though the uses of these generators are apparent, the truth is that even their engineers have no comprehension of how they operate. They are often constructed in a fugue state, the minds of those who build them guided by the noncorporeal beings of the Order. So it is that their inner workings continue to remain a secret, even to this day.

Chapter 12

Mirage Generator

Uma, the Spica Orionis, resplendent in her blue naval section uniform, marched up to the Cor Caroli and came to attention. "You asked for my report on the way the navy has been misusing the portal science that you bestowed upon them, Effendi?" The Cor Caroli known as Kavin slowly turned, its measured movement suggesting an age unimaginable to human minds. "Yes I did, what have you learnt?"

"An Engineer by the name of Cihanbaht has linked together two Portal Generators and tuned them to implode portals on command. Obviously this comes at great risk to the ship, and its crew. It seems to have only been deployed on the Mehmed Command Cruisers so far, the smaller single hulled vessels are unsuitable for mounting it."

Kavin paused, the briefest trace of contemplation seemed to flash through their eyes. Their stentorian voice intoned: "There is a risk too to the immaterial world that they can't possibly know. One that will get worse over time." A pause. "Keep me apprised of their use of such science, a list of locations and frequency needs to be kept." With that Kavin effortlessly turned on its heels and walked down the sandstone block-lined corridor.

Uma was dismissed, her work continues.



REPULSION FIELD GENERATOR

Another contribution from the **Crimson League**, albeit one dearly bought thanks to the **House of Gold's** assistance, the repulsion field generator is one of the Sultanate's most prized acquisitions. Discovered by the **Enlightened** as part of the monolithic "Vault" in the **Lost World** of Antarctica, these anti-gravitational generators are frequently installed into the heart of Sultanate cruisers as great cylindrical engines that stretch through the hull and contain stacks of giant rotors. The force generated by these propellers sees these ships rise out of the sea, columns of saltwater and foam pouring off their surface as they hover over dangerous terrain, and sometimes even other ships, before crashing back into the waves. So disorienting is the experience, that such ships are frequently crewed by those drawn from the Sultanate's aerial forces, solidifying their reputation as one of the most elite fleets in the world.



SHROUD GENERATOR

The **Order** proliferates much of the Sultanate's navy, much to the consternation of its admirals. Unlike their Sultan, those who maintain the traditions of their forebears are not so easily swayed by the swell of this radical religious group. However, it is undeniable the efficacy the Order's "advancements" have had upon the Sultan's fleets. The shroud generator is just one such example.

Vessels that carry these machines are cloaked in a ghostly and pallid hue, within which a choir of screaming faces and voices can be seen and heard, warping the fabric of reality that surrounds them. Who—or what—exactly these beings are is uncertain, but this ghoulish effect is terrifying to behold, and it is nigh impossible to draw a clear view on these vessels. Enemy shells that enter this swirling mass often fly wide of the mark, seeming to twist and turn in the seconds before meeting their target, flung off course by stretching, grasping, translucent limbs.

Princess
Scheherazade





TOKENS AND MARKERS



FERIK SKIFF ESCORTS

It would be all too easy to dismiss Ferik Skiffs due to their comparatively small size. However, speeding forward upon gravitic repulsor engines and armed with aetheric turrets, these compact craft count amongst the Sultanate's most versatile vehicles.

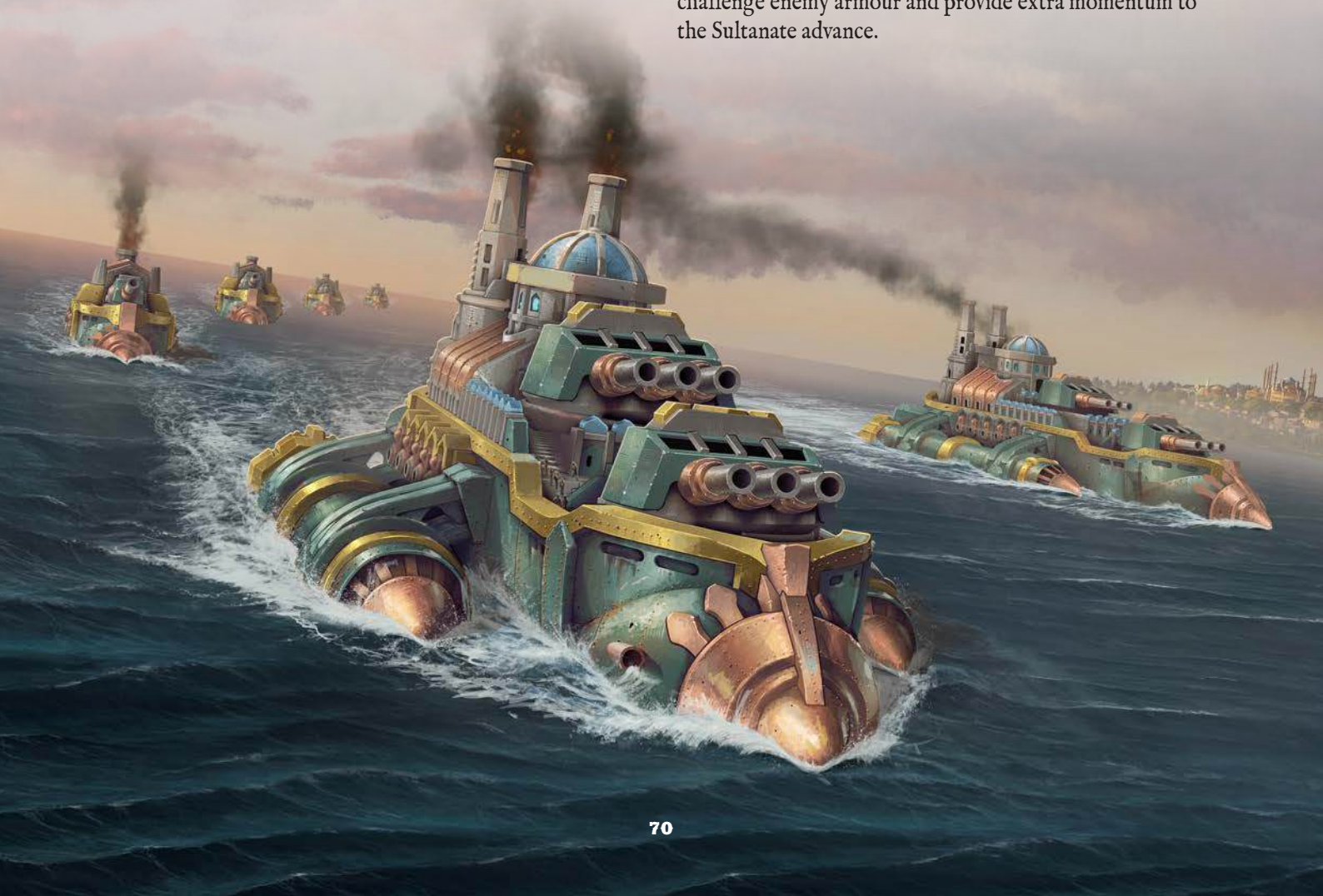
Piloted by an elite crew of **Janissaries**, Feriks weave gracefully between the shadows of the larger ships in the Sultanate fleet, serving as secondary command centres for their gargantuan charges, and warning them of incoming threats. Given their immense speed, these vessels often form a flexible defensive perimeter around Sultanate vessels, blasting incoming projectiles out of the water or aircraft out of the skies with sharp lances of light from their onboard cannons. Their flexible nature also allows them to aid in brutal boarding actions, flying onto the decks of enemy ships as units of highly trained Janissaries bring their yatagan blades to bear against the foe with unmatched martial prowess.



KHEPRI AUTOMATA SRS

Khepri are amongst the most advanced automata of the Dystopian Age, crafted to such precision by the engineers of *High Eden* that an observer would think them to be under intelligent, conscious control.

Armed with small **Aetheric Lances**, and with advanced logic engines programmed with two hundred different attack patterns and multiple offensive tactics, these automata prioritise engines and power relays in order to knock out the core systems of their targets, leaving enemy vessels unable to utilise powerful equipment, such as generators. Much like the larger hovercraft of the Egyptian fleet, the Khepri are equally adept on land and sea, making them an excellent accompaniment for landing parties. Should a Sultanate fleet successfully disembark troops ready to seize a beachhead, squadrons of Khepri can swoop in to support, their deadly weapons and potential as armoured assault craft allowing them to challenge enemy armour and provide extra momentum to the Sultanate advance.





SABIHA ATTACK FIGHTER SRS

Few aircraft in the Dystopian Age can match the balletic grace of the Sabiha, the prized fighter-bomber of the Sultanate's airforce. The single-seat aircraft was developed to a specification given by **Sultan Mustafa the Golden** himself. The appearance of aircraft in the skies above naval fleets started off as a novelty but soon became a necessity as they proved their worth. By waiting to follow the development of other Polities' efforts the engineer appointed by the Sultan, **Mansoor Amin**, could learn from their mistakes and failures. This approach resulted in one of the fastest and most manoeuvrable aircraft of the age.

The Sabiha's twin engines can power it to several hundreds of knots even at low level, while having enough power to enable rapid climbs to high altitude as needed. For attacking the enemies of the Sultan it has twin **Akrep Cannons**. Firing armour-piercing, high-explosive rounds they can easily punch through the decks and superstructure of their targets.

The speed and firepower are enough to make the Sabiha a superlative aircraft on their own but with access to the Sultanate's esoteric sciences their offensive potential is truly realised. Above the battlefield, these craft slip seamlessly between portals, emerging from thin air to carry out surgical strafing runs on enemy vessels before disappearing into the aether once more.



PORTALS

A portal is a vast tear in the very fabric of reality. To look into one is to look into a gateway to nowhere. Or possibly to everywhere. At times they appear as mirage-like passageways, suspended in midair by incomprehensible forces, reflecting the water below and the sky above. Sometimes, they appear to show other places. These may be other positions within the same arena of battle, other portals summoned from the aether by the portal ships of the Sultanate fleet. They may just as easily lead anywhere on Earth, however, to other worlds altogether or even to the dark emptiness of space.

Few truly understand how portal science works and those who do are luminous entities not readily understood by their flesh and blood followers. What the more august members of the **Spica** understand is that every portal is part of a network that spans the entirety of the physical universe and, some claim, the incorporeal dimensions of the **Allshard** itself.

To the uninitiated, a portal is a terrifying prospect. Passing through one is akin to closing one's eyes at a cliff edge and stepping out, with naught but faith in a benevolent deity to guide them. Many who cross into these liminal tears are never seen again. Others speak of long corridors that defy description, where strange, inhuman shapes move in the periphery of their vision. Others still emerge a husk of their former selves, fearful of their own reflection and unable to speak at all. Even experienced Sultanate crews will prepare with several days of fasting and esoteric ritual, non-essential crewmembers issued with blindfolds and talismans in the moments before entry. For an **Order** crew, of course, passage through a portal holds no such dread. Such is their connection to the power of the Allshard, these vessels can pass through and manipulate these cosmic gateways almost at will.





My High Siran,

Greetings from the congregation of the Holy Order of Man in the Levant. May the Allshard forever bless us with its revelations.

Allow me to beg your indulgence, for I felt a written report was the most useful way of updating you on the situation here in Istanbul. The man I entrusted with this packet is amongst the most dutiful of my Spica and I have much confidence that it will reach you more swiftly than it might otherwise.

The situation in the Sultanate continues to be positive, but I fear we are approaching a moment of crisis. As you have often warned, only by preparing for an event can we hope to command it. Our congregation was greatly enthused by your last epistle concerning the rising threat of the Tainted, and redoubled their efforts to secure our Order's position here. I have done all I can to position our assets to best exploit whatever unfolds here, but nonetheless, I feel I would benefit from your particular expertise in this matter.

Forgive the following preamble, but only by explaining how our current situation arose can you truly understand the predicament we now face...

The Ottoman Advance

The modern Sultanate begins with the conquests of the Turkish people in 1299. At first merely a tribal confederacy under Osman I, the Sultanate soon expanded into the rest of the Middle East and the Levant. By 1354, the Ottomans had conquered much of the Balkans, becoming a truly transcontinental power.



Under the leadership of Sultan Mehmed, called the Conqueror, the Sultanate finally ended the last vestiges of the Roman Empire, dismantling what remained of Byzantine power with the capture of Constantinople itself. From this new capital, the Sultanate has weathered countless crises. Many wars were fought as the Ottomans expanded west into the Mediterranean, south along the Middle Sea, and further east to the shores of the Iranian Gulf and Arabian Sea.

These Persian and Arabian conquests had a major impact on Ottoman culture and society. A renaissance of Persian literature sparked resurgence in ancient forms and practices amongst the people of the Sultanate and its rulers. They adopted the title *Padishah*, meaning "Great King", and incorporated Persian styles and forms into their government. Even today, provincial governors are referred to as "Satraps", whilst generals of sufficient wealth and influence may claim the title of "Spahbed" which conveys authority over all things military in a given province.

The dominance of the Ottoman Sultans over the holy sites of Islam, Christianity, and Judaism ensured its spiritual as well as political hold over its people. Relaxed toleration laws (at least, when compared to European norms at the time) promulgated a healthy culture that blurred religious divides.

The Sick Man of Europe

Such was the strength of the Sultanate, and the wealth flowing through its lands on the old Silk Road, that many at the dawn of the 19th Century expected her to join the ranks of the Great Powers. But decades of mismanagement had left the realm economically and militarily weak.



As with all autocracies, the character of the supreme ruler has a disproportionate influence over the realm they control. Thus, after generations of weak, self-indulgent rule, the Sultanate appeared to be crumbling, both literally and figuratively, and host to a fractious and disaffected populace.

Into this vacuum stepped the late Sultan Mehmed the Learner, named for the great conqueror of Istanbul and successor to perhaps the most dissolute and profligate of all the failed Sultans that preceded him. The previous Sultan (who even now is not named in official histories) was Mehmed's uncle, and rumours persist that his death was so decadent as to forbid description for fear of embarrassment.

Mehmed launched himself into a bold agenda of reform, incorporating many scholars into his government. The Sultan himself made stringent cuts to his own personal allowance and ploughed huge reserves into developing scientific research and education throughout his realm. The fruits of his "New Learning" were quickly felt. Rapid modernisation led to a booming domestic economy. Private incomes soared as wages rose. Once dwindling support for Ottoman rule rebounded as pride and wealth returned.

There were few areas where Mehmed the Learner did not excel. An accomplished scientist, he was at home discussing revolutionary metallurgical methods as he was debating theology with the religious scholars of Istanbul. His faith in the abilities of his people was rewarded time and again, most markedly when Ottoman engineers unearthed vast petrochemical reserves under the Arabian Peninsula that filled the Sultanate's coffers with gold and permitted even further investment in the realm.

By the time of Sultan Mehmed's death, in 1858, the Sultanate had experienced a sea change in its fortunes.



Yet Mehmed did have one flaw.

Mehmed the Learner had never been a family man, distant from his children, by turns spoiling or spurning his progeny to extremes. Despite the many partners he took during his reign, Mehmed fathered only two children who would survive to adulthood. The eldest, by his first wife, was Princess Scheherazade, a fiercely intelligent young woman hardened like diamond by years of parental neglect. The younger of the two, born to a concubine whose name remains unrecorded, was Prince Mustafa.

Scheherazade proved every bit as gifted as her father, ploughing through the rigorous curriculum imposed on her and demanding more. In her pursuit of academic excellence, she fought the attention and praise of her father, but in doing so only made the gulf between them wider. The slightest flaw in her work would bring the harshest criticism. Her greatest successes were damned with faint praise.

It will come as no surprise that the Princess sought better environments in which to work. First, she involved herself with major projects elsewhere in the Sultanate, but later took positions in the great universities of Europe. Her time there put her in contact with the Arts, and from that point on her intellect and ambition only grew. The Princess was a founding member of the Covenant of the Enlightened, and her activities since have become notorious.

Her involvements abroad were tolerated by the Sultan because it achieved an objective he had held for many years; Princess Scheherazade, for all her qualifications, would never succeed him as Sultan, for Mehmed had grown increasingly fond of his son, Mustafa. It was to him that he intended to pass the throne when he died.



Prince Mustafa was not cut from the same cloth as his father. His academic achievements were limited, and he received much praise for very little effort. In many ways, Mustafa's interests ran more to those of his great-uncle than to his father's. Although Mustafa was as much a 'Man of the New Learning' as the rest of his family, he has always valued the trappings of success rather than the hard work of it.

Grand projects. Glorious monuments. Stupendous works. These, to him, are the hallmarks of the New Learning.

In 1858, aged twenty-six, Prince Mustafa ascended to the throne.

A Shining New Era

The coronation of Sultan Mustafa was spectacular, full of speeches proclaiming the wisdom of the new Sultan's father and the glorious rule of a rejuvenated Sultanate. The only cloud was the absence of Princess Scheherazade. In truth Mustafa's sister had received a generous sum of coin on the precondition that she not attend.

Sultan Mustafa quickly earned a reputation as a garrulous and cheery monarch. Already a large man, he quickly grew several sizes as he indulged too much in his appetite for fine cuisine. Yet, not even the return of the harem, or the rich gowns and turbans of the old Sultanate, could dim the people's love for their new ruler.

Much of the day-to-day running of the Sultanate naturally fell to the Grand Vizier, Mehmed Pasha, who had served Sultan Mehmed faithfully in his final years. Pasha was, and remains, a cynical rationalist, weighing every decision before determining the best course of action at each step. Under his steady hand, many



of the old policies continued, although Sultan Mustafa made a point of embarking on grandiose projects to demonstrate Ottoman prowess and ingenuity to the world. These included the massive fortifications that now straddle either end of the Dardanelles, the construction of new warships for the Sultanate Navy, and the extensive Gardens of Paradise initiatives in which expensively acquired Enlightened technology would be used to "green the desert" and establish shining new cities throughout the Sultanate.

In the process, Sultan Mustafa was celebrated as a liberal reformer, feted worldwide for his building projects and lavished with praise at home and abroad. He was dubbed "Mustafa the Golden" by his admirers, although in private his advisors doubted the wisdom of such extravagance.

The Greek Uprising

Greece has always been one of the stubborn and fractious regions within the Sultanate. Its ancient history and legacy of proud resistance inspires certain sections of European society, and nations seeking to embarrass the Sultanate often take up the cause of Greek Independence when it suits them.

Sultan Mustafa's reign has seen much investment in Greece in a (quite transparent) attempt to buy the loyalty of his Greek subjects. Nonetheless, there are those too stubborn or too crazed to halt their struggle, and as we all know, High Sircan, it is to these poor souls that the Hex calls most strongly.

It was in 1867 that the Order first encountered Greek rebels using Hex weaponry, a fortuitous operation in the sense that it brought Sircan Dylan Callus into a position to save the life of a young Sultanate soldier. In this selfless act, Callus won the gratitude of the man's father, an influential figure with the Sublime Porte.

...



Sircan Callus was summoned to Istanbul to meet with the Sultan, and it is because of this meeting that we have the level of access and influence in the Sultanate that we enjoy today.

The Blessed and Golden Sultan Mustafa

Callus explained to Sultan Mustafa that there were two great forces at work upon the world: the Divine, known to us as the Allshard, and the Antagonist, referenced in our faith as the Hex. Only with the aid of powerful mortals could the Allshard vanquish the Hex and usher in a new golden age.

Mustafa saw in this narrative an opportunity to exceed his father's legacy, and since that time has launched himself wholeheartedly in a new direction. No longer will his name be glorified for his largesse; it will also be remembered for his piety.

With the support of the Sultan, the Order could move freely throughout the Sultanate. I can confirm that the entire Janissary corps of the Sultanate Army is now undergoing Spica training. Those who resist have been quietly transferred to other corps within the army. At present, three regiments of Spica are now at full strength and are publicly recognised as the new face of the Divine Corps within the army. Mimreg have been placed in key positions throughout the remaining arms of the Ottoman military, to provide oversight and identify those receptive to our teachings.

Construction on the Bastion Armature continues apace, and members of the congregation have been placed in positions of authority to ensure the further oppression of marginalized groups and root out the Hex taint amongst their numbers. The harsh penal code of the Sultanate has proven incredibly useful in this endeavour.



Troubles in the Sublime Porte

These successes have come at a price, however. While our faith is tolerated, we are still viewed with suspicion by those who crave such influence for themselves. We are denied leadership in the Religious Council, and our influence in government has only been secured in a few places where the Sultan's influence is most keenly felt. It would not be impossible for a determined foe to challenge our position and undo all we have achieved.

Our most ardent opponent at present is the Grand Vizier himself. The logic of our mission here does not sit easily with his calculating mind, weighing as he does the damage it might inflict upon his realm. It is a viewpoint I can understand, even if it is not one I can condone, given what I know of the true danger of the Hex.

It is Grand Vizier Pasha who has continued to hinder our most dramatic proposals. He blocked our latest plea for parity on the Religious Councils, and frustrated careful plans to place Order observers within every satrapy of the Sultan's domain. Our last budgetary request to the Sublime Treasury was entangled in bureaucracy for six months — a delay that cost us dear. That said, it was our influence with the Sultan that prevented a proposal from Pasha to grant us new headquarters beyond the Topkapi Palace, a location that would have inevitably isolated us from the Sublime Porte.

The Grand Vizier's obstructions are, I believe, motivated by equal parts self-interest and self-preservation. Without a controlling hand on the Sultan's actions, Pasha fears he will be unable to moderate the Sultan's more exuberant whims.



He also worries that the national interest is being suborned to the interests of a foreign cult, and it this line he invariably takes when mustering opposition to us in public.

There is, however, another reason, one which I have discovered only recently.

The Sign of Forty

Three nights ago, a pair of specially selected Spica acting on my orders broke into the Grand Vizier's chambers and returned with copies of his papers. These were not particularly illuminating, apart from the symbol found etched into the corner — four lines enclosing four intersecting circles.

This symbol can be found across the Sultanate branded upon individuals or goods, as well as locations. It is the "Sign of Forty", an allusion to the Forty Thieves of legend, and the symbol of the most organised and dangerous criminal fraternity in the world: the House of Gold. It is impossible to overstate the terror that the name invokes amongst the populace here. In fact, the House is rarely named in full, called simply the "Thieves" or the "Snatchers" or some other metaphor when it must be named at all.

The House of Gold began as opium smugglers, but have long since expanded into every aspect of criminality and corruption. This has bought their Thief-kings incredible wealth and influence. The least unsavoury of the operations is the lending of money to wealthy clients, and it was upon just such a transaction that this symbol was found in the Grand Vizier's office.



A Sea of Ships

A large part of the Sultanate military is led by Kapudan Pasha, commander-in-chief of both the navy and air force. With aging engine nacelles purchased from the Crown, the Sultanate navy was, before Sultan Mustafa, unremarkable indeed. This changed as engineers started integrating magnetic impeller technologies from the Covenant of the Enlightened. Now, the Sultanate navy is the envy of the world for the speed and manoeuvrability of its ships, favouring lighter craft such as fast cruisers and destroyers to rapidly respond to threats and take advantage of an unstable world.

With its naval and air command in the Turkish city of Karamursel, on the Sea of Marmara, the Sultanate has a long naval tradition, and has emerged victorious from countless conflicts around the globe. Under Sultan Mustafa, the military budget has increased twelve-fold, transforming the entire Marmara Sea into a massive fleet training, manufacturing, and staging area.

Owing Gold to the House of Gold

With expenditure on such a vast scale, it is clear that the Sublime Porte's finances are not as strong as they have been made to appear. Even I, however, was shocked to discover just how indebted the Sultanate had become.

After the civil unrest Sultan Mehmed endured after raising taxes on Egypt, Mesopotamia, and Persia to fund his education reforms, the Grand Vizier chose instead to finance this new extravagance with borrowing. Eventually, having exhausted all reputable sources of finance, he turned to the House of Gold.



The Grand Vizier has thus far managed to keep the uncomfortable truth from the public eye, but it is only a matter of time. Such a scandal would have far-reaching consequences, not all of them beneficial to us. Whilst the revelations would certainly end the Grand Vizier's career and remove him as an obstacle, it would also reflect poorly on the Sultan himself.

Confidence in his reign would likely collapse, and as the acceptance of the Order relies so heavily on his good name, we would undoubtedly suffer the consequences. The worst-case scenario would see the Sultan forced to abdicate, closing the Sublime Porte to us entirely and destabilising the entire Sultanate as warring claimants fought for the throne.

The real danger in such a scenario would be the return of the Exiled Princess.

The Crimson League

Since the coronation of Sultan Mustafa, Princess Scheherazade has kept herself amused using the funds she received from the Grand Vizierate to continue her research with the Covenant of Enlightened. She was instrumental in funding and developing several Covenant projects, and served as a Covenant ambassador to several capitals during the early years of her brother's reign.

Her talents as a leader and a strategist called her to other avenues for profit and adventure, and she expanded her Promethean Complex (believed to be somewhere in Morocco, although that is merely conjecture at this point) into a veritable armoury. Her contact with the Covenant's Warmaster Schneider fostered an interest not just in military manufacturing and supply, but in the swashbuckling romance of the privateering life.



Her own mercenary outfit, the Crimson League, is often dismissed as a vanity project, staffed for the most part by noble adventurers and outlandish aristocrats. The organisation has nonetheless developed a reputation as being highly effective. Reports of their activities indicate a technologically advanced force of unique aerial vehicles and experienced crews, capable of working together in spite of their leaders' flamboyant personalities.

The Crimson League has become a thorn in the side of the Sublime Porte, frequently striking at threats to the Sultanate without government blessing, and invariably leaving havoc in their wake. There is a more serious side to these concerns however. If the Sultan were to fall, would his infant son have the authority to rally the military against the House of Gold? And would the Exiled Princess be content to stand aside while her nephew succeeds to the throne she believes is rightfully hers? And if she did intervene — would the Crimson League come with her?

Our Choice

As you can see, High Sirican, the Order faces a cross-road in the Sultanate. We have established an excellent base of operations here and our influence is expanding rapidly. However, all our progress could be undone in the next few years if we cannot manage the turmoil to come.

The information about the Sultan's debts could be used to leverage the Grand Vizier out of office, or at least make him more pliable to our wishes in future. However, using this knowledge carelessly could precipitate the very disaster we seek to avoid. The wrong word to the wrong person, and our position would come crashing down.



Doing nothing, on the other hand, may add uncertainty to the timeline, but not to the outcome. And should the worst-case scenario come to pass, a scandal precipitating a succession crisis, whom do we support?

The deposed Sultan?

His unproven son, Prince Mu'ad?

Does the Order have sufficient funds to pay down at least some of the Sultan's debts to the House of Gold? Perhaps in our Union holdings?

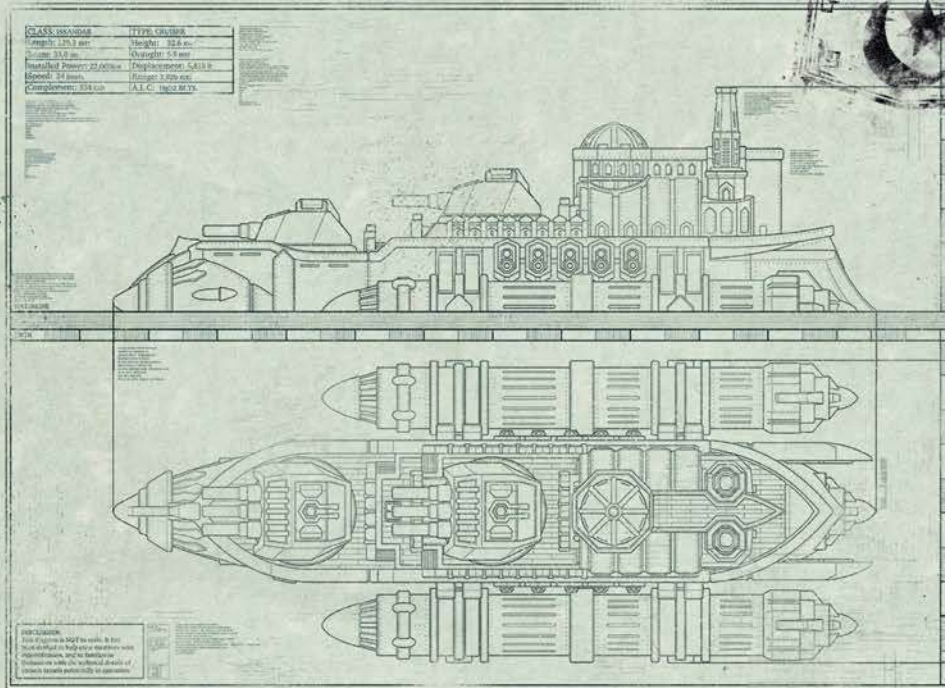
As you can see, these decisions are too weighty to be left to me alone, which brings me to my closing words.

I beg of you, I implore you, for the good of the Order, to convene a council as soon as you receive this packet to discuss the information I have sent. I understand that I am expected, with the guidance of the Cor Coroli, to make certain decisions on my own, but in this instance I require the advice of more experienced voices. If at all possible, a visit from yourself would greatly ease our minds here in the Levant.

Sircan Faizal Osman



June 1869



The Iskandar Cruiser

Despite the friction that exists between Sultan Mustafa the Golden and Princess Scheherezade, the estranged siblings have nevertheless maintained cordial (if cold) business relations, carefully mediated by Grand Vizier Mehmed Pasha. As one of the founders of the First Symposium, the princess has access to the full scientific advancements of the Enlightened. It is this exclusive access, not to mention the Order's careful influence, through which the Sultan's realms and its military capabilities have flourished.

The first vessel to bear the fruit of this exclusivity was the Iskandar-class cruiser, in 1862, quickly becoming the mainstay in the highly mobile Sultanate armada.

Sultanate ships are lightweight by design, built for speed rather than durability, and the Iskandar is no exception. Weighing less than 6,000 tonnes, its orichalcite-steel hull houses a highly skilled crew, all of whom must undertake continuous bespoke weapons and engineering training. As for its offensive capabilities, each ship is outfitted with two heavy weapon stations. Traditionally mounted with Kiliç gun batteries or Mızrak rockets, the last decade has seen the proliferation of Enlightened armaments. Not least Particle Beamers, powerful short-range weapons capable of unleashing atomising blasts of what can only be described as solid light, breaking apart molecular bonds in a matter of seconds.

But perhaps its most innovative piece of design is in its distinctive Yanal-engines. Stemming from Enlightened discoveries purchased from the Crimson League, these engines were developed by engineering prodigy Emine

Yıldırım, having proven herself in the refinement of orichalcite only two years earlier. Housed within great nacelles mounted on either side of a ship's hull, these centrifugal pumps accelerate water through closed magnetic impellers, permitting speeds in ideal conditions in excess of 34 knots. These engines incorporate great vents across the port and starboard faces of the engines which, when released, expel the processed fluids within with geyser-like force, allowing ships to move not only forward and back, but in great lateral skips across the waves.

While the engines for which she was responsible were applied across the Sultanate's armada, much to the chagrin of her older, more experienced contemporaries, Yıldırım's reward would come not from the Sultan, but rather from Scheherezade. Perhaps seeing something of herself in this promising young engineer, the princess absconded with Emine to Morocco, where the fifteen-year-old virtuoso would join the Crimson League's coterie of scientists, robbing the Sultanate of one of its greatest minds.



DYSTOPIAN WARS

FORCE SELECTION

SELECTING A SULTANATE FORCE

This section contains all of the information that a Sultanate Admiral needs to create a Force, as described on page 125 of *Dystopian Wars: The Rules*.

1 MEHMED COMMAND CRUISER

250
Points

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Convert this model to Serap subclass	No cost
<i>Add one of the following as an Attachment:</i>	
• 1 Aydin Supply Ship	+95 pts
• 1 Konya Maintenance Ship	+80 pts
• 1 Paaha Fast Cruiser	+100 pts
• 2 Temir Frigates	+60 pts

Each unit available to the Faction has its own **Force Selection Entry**. This shows all relevant information about the unit:

- The unit's **Organisational Trait**.
- The unit's **Model Count** and **Class**.
- The unit's **Points Cost**.
- Any **Traits** which are relevant when allocating the unit to a **Battlefleet Element**.
- Any **Options** available to the unit, or additional notes. Most Force Selection entries feature one or more **Upgrades** that can optionally be purchased for the unit during Force Selection. Options can affect the entire unit (such as adding **Escort** tokens or individual models (such as replacing a **Heavy Hardpoint** weapon with a **Generator Hardpoint**). Where Options are available to individual models, the Admiral can purchase the Option for some, all, or none of the models.

MANDATORY SELECTIONS

Sometimes, a unit might list one or more **Mandatory Selections**. These are listed alongside **Upgrades**, but are not optional: one item from the list *must* be chosen, at the **Points Cost** shown, when the unit is added to a **Force**.

The myth of the delicate Sultanate warship most likely originates with the Bursa. A Bayezid-class grand cruiser under the command of Esma Burakgazi, the Bursa had spent several months in the Red Sea, the forward element of a Turkish battlefleet enforcing Sultanate control of the Suez Canal. Ambushed by a squadron of Osaka cruisers while engaged in one such patrol, the Bursa found itself outnumbered three-to-one. The Japanese engaged with justifiable confidence, only to find themselves firing at shadows as the supremely agile Bursa slalomed between them, unleashing devastating volleys from its particle beamers and aetheric lances before sliding out of range once more.

By the time Turkish reinforcements arrived, the battle was over, with one ship sunk, another crippled, and the last limping for the Indian Ocean in disgrace. A parting extreme-range effort from a corrosive mortar succeeded in setting the Bursa's starboard hull ablaze and left it temporarily dead in the water, and was later painted by the humiliated Japanese officers as a pyrrhic victory. The misrepresentation irritates proud Turks. Even they sometimes forget that the Bursa represented a triumph of Sultanate engineering and tactics.

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GENERATOR HARDPOINTS

Some units allow the Admiral to replace a **Weapon** on one or more models with a **Generator Hardpoint**. When they do so, they must choose from the list below. The model gains the listed **System**, and its **Points Cost** is increased by the amount shown.

Note that some models can simply have a **Generator** purchased for them, instead of replacing one of their weapons. Where this is the case, it is clearly stated in the **Force Selection** entry.

Unless specifically stated otherwise, a model *cannot* gain a System that it already has.

SYSTEM	PTS
Atomic Generator ¹	+5
Fury Generator	+20
Heavy Shield Generator	+15
Magnetic Generator	+15
Mirage Generator	+15
Portal Generator	+20
Repulsion Field Generator ²	+10
Shroud Generator	+10

¹ An Atomic Generator cannot be purchased for a model with the **Immobile** trait.

² A Repulsion Field Generator cannot be purchased for a model with the **Airborne**, **Underwater**, or **Immobile** traits, or a model with the **Elevated** property.

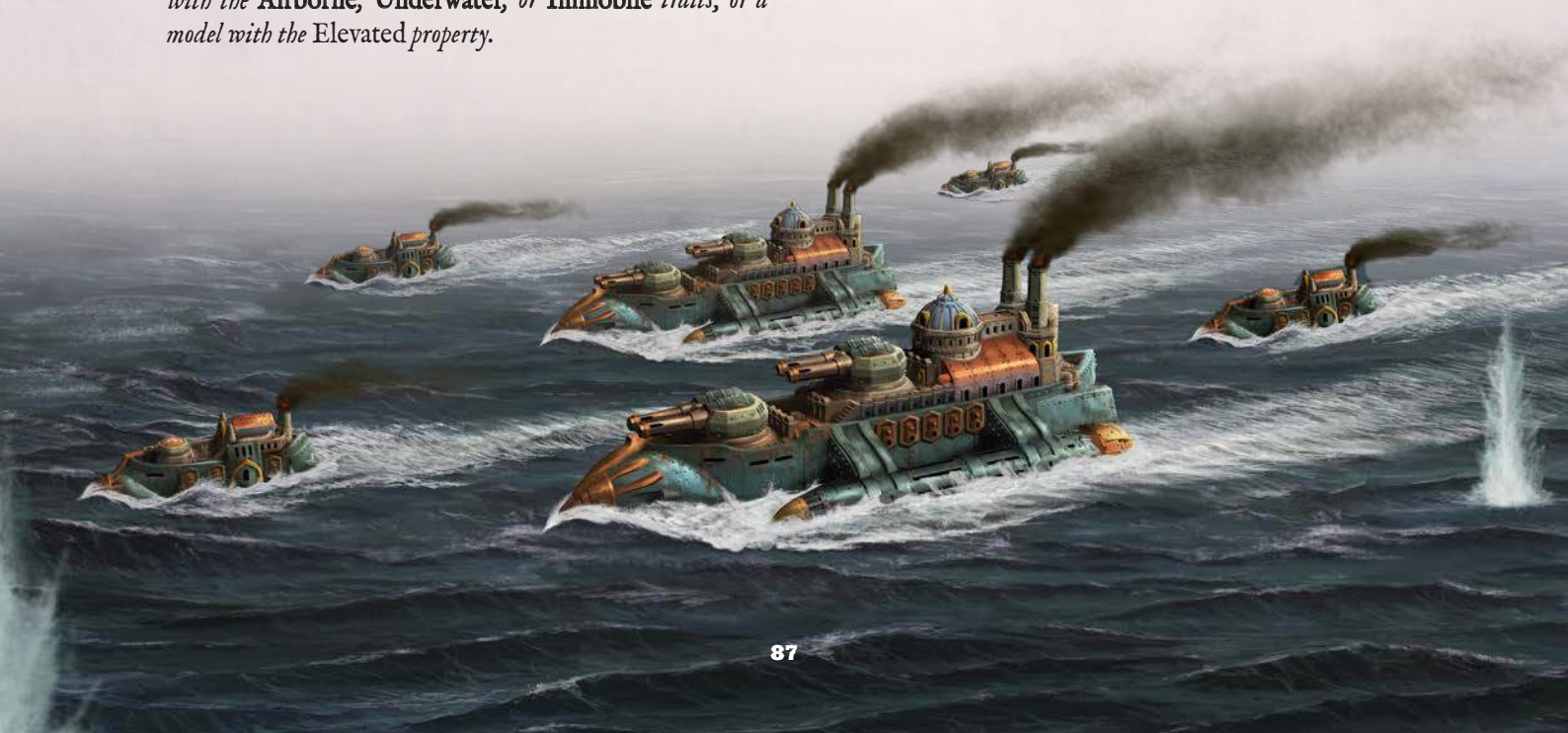
FLEET DOCTRINES

Up to one of the following **Fleet Doctrines** (see page 16) can be purchased for each **Flagship** in the **Force**. Each Doctrine can only be purchased once.

DOCTRINE	PTS
Strategic Reserves	10
Fly Sahiba, Fly	15
Forward Patrol	15
To the Sultan I Commend Myself	15
Chain of Command	25
Devil's Own Luck	25
Control of the Cosmos (<i>Order Flagship</i>)	20
The Thirteenth (<i>Egyptian Flagship</i>)	30
The Sultan's Hammer (<i>Sultanate Flagship</i>)	30

FORCE SELECTION ENTRIES

Each unit in a Sultanate **Force**—except those chosen as part of a **Mercenary Battlefleet**—must be chosen from the following entries, and must be allocated to a **Battlefleet Element**.





FORCE SELECTION ENTRIES

Each unit in a Sultanate Force (except those chosen as part of a Mercenary Battlefleet) must be chosen from the following entries, and must be allocated to a Battlefleet Element.

FLAGSHIP **1 ABYDOS HOVER STRONGHOLD** **300**
Points

OPTIONS

Add up to two additional Escort tokens to the unit	+10 pts each
Replace Heavy Hardpoint with a Generator Hardpoint	Varies
Add 2 Hashashin Fast Skimmers as an Attachment	+110 pts

FLAGSHIP **1 ANATOLIA HEAVY BATTLECRUISER** **180**
Turkish Points

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
<i>Add one of the following as an Attachment:</i>	
- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

FLAGSHIP **1 KADESH BARRAGE BATTLECRUISER** **200**
Points

OPTIONS

Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add Khepri Attendants to this model	+35 pts
Add 2 Hashashin Fast Skimmers as an Attachment	+110 pts

FLAGSHIP **1 KHARTOUM HEAVY BATTLESKIMMER** **215**
Points

OPTIONS

Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add Khepri Attendants to this model	+35 pts
Add 2 Hashashin Fast Skimmers as an Attachment	+110 pts

FLAGSHIP **1 LYCEUM AERIAL DREADNOUGHT** **315**
Airborne, Turkish **Points**

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Upgrade the model with Sabiha Guardians	+20 pts
Add 2 Alsaqr Skybarques as an Attachment	+60 pts

FLAGSHIP **1 MEHMED COMMAND CRUSIER** **250**
Points

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Convert this model to Serap subclass	No cost
<i>Add one of the following as an Attachment:</i>	
- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

FLAGSHIP **1 OSIRIS BATTLESKIMMER** **210**
Points

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Replace one Heavy Hardpoint with a Generator Hardpoint	Varies
Add 2 Hashashin Fast Skimmers as an Attachment	+110 pts

FLAGSHIP **1 PHAROS HOVER DREADNOUGHT** **295**
Order **Points**

OPTIONS

Add 2 Hashashin Fast Skimmers as an Attachment	+110 pts
--	----------

FLAGSHIP **1 RETAJ PORTALSHIP** **225**
Turkish **Points**

OPTIONS

Add 2 Carolus Destroyers as an Attachment	+110 pts
---	----------

FLAGSHIP

1 SULEIMAN FLEET CARRIER

295
Points

OPTIONS

Add up to four **Escort** tokens to the unit +10 pts each

Add one of the following as an Attachment:

- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

FLAGSHIP

1 TANIS BATTLECARRIER

Turkish

330
Points per model

OPTIONS

Add 2 Hashashin Fast Skimmers as an **Attachment** +110 pts

FLAGSHIP

1 TOPKAPI CARRIER

185
Points per model

OPTIONS

Add up to three **Escort** tokens to the unit +10 pts each

Add one of the following as an Attachment:

- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

LINE

1-3 AWSBIRI SKYLANCERS

Airborne, Turkish

85
Points per model

OPTIONS

Upgrade the model with **Sabiha Guardians** +10 pts

Add 2 **Alsaqr Skybarques** as an **Attachment** +60 pts

LINE

1-3 BAYEZID GRAND CRUISERS

Turkish

155
Points per model

MANDATORY SELECTION

Choose one **Generator** from the **Generator Hardpoints** list for each model in the unit Varies

OPTIONS

Add up to three **Escort** tokens to the unit +10 pts each

Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint**

Add one of the following as an Attachment:

- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

LINE **2-4 CAROLUS DESTROYERS** **55**
Order Points per model
NO OPTIONS
 This unit does not have any options

LINE **1-3 ISKANDAR CRUISERS** **110**
Turkish Points per model
OPTIONS
 Add up to two **Escort** tokens to the unit +10 pts each
 Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies
Add one of the following as an Attachment:
 - 1 **Aydin Supply Ship** +95 pts
 - 1 **Konya Maintenance Ship** +80 pts
 - 1 **Pasha Fast Cruiser** +100 pts
 - 2 **Temir Frigates** +60 pts

LINE **1-3 MANDJET HEAVY SKIMMERS** **145**
OPTIONS Points per model
 Add up to two **Escort** tokens to the unit +10 pts each
 Add **Khepri Attendants** to any model +15 pts each

LINE **1-3 SADRAZAM HEAVY CRUISERS** **145**
Turkish Points per model
OPTIONS
 Add up to two **Escort** tokens to the unit +10 pts each
 Replace one **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies
Add one of the following as an Attachment:
 - 1 **Aydin Supply Ship** +95 pts
 - 1 **Konya Maintenance Ship** +80 pts
 - 1 **Pasha Fast Cruiser** +100 pts
 - 2 **Temir Frigates** +60 pts

PATROL **2-6 ALSAQR SKYBARQUES** **30**
Airborne, Turkish Points per model
NO OPTIONS
 This unit does not have any options

PATROL **2-4 CELIK DESTROYERS** **55**
Turkish Points per model

OPTIONS

Add up to two **Escort** tokens to the unit +10 pts each

Add one of the following as an Attachment:

- 1 Aydin Supply Ship +95 pts
- 1 Konya Maintenance Ship +80 pts
- 1 Pasha Fast Cruiser +100 pts
- 2 Temir Frigates +60 pts

PATROL **2-5 HIRKA SKYCUTTERS** **50**
Airborne, Turkish Points per model

NO OPTIONS

This unit does not have any options

PATROL **1-3 IZMIR MONITORS** **85**
Turkish Points per model

OPTIONS

Add up to two **Escort** tokens to the unit +10 pts each

Replace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies

Add one of the following as an Attachment:

- 1 Aydin Supply Ship +95 pts
- 1 Konya Maintenance Ship +80 pts
- 1 Pasha Fast Cruiser +100 pts
- 2 Temir Frigates +60 pts

PATROL **1-3 MESEKTET SKIMMERS** **100**
 Points per model

OPTIONS

Add up to four **Escort** tokens to the unit +10 pts each

Add **Khepri Attendants** to any model +25 pts each

PATROL **1-3 NASR SKYSHIPS** **80**
Airborne, Turkish Points per model

OPTIONS

Upgrade the model with **Sabiha Guardians** +20 pts

Add 2 **Alsaqr Skybarques** as an Attachment +60 pts

PATROL **4-6 TEMIR FRIGATES** **30**
Turkish Points per model

OPTIONS

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens +10 pts each

SUPPORT **1-3 CONSTANTINOPLE SUPPORT CARRIERS** **110**
Turkish
POINTS per model

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
<i>Add one of the following as an Attachment:</i>	
- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

SUPPORT **1-3 CONSTANTINOPLE SUPPORT CARRIERS** **110**
Turkish
POINTS per model

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
<i>Add one of the following as an Attachment:</i>	
- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

SUPPORT **1 OFFSHORE HEAVY PLATFORM** **150**
POINTS per model

OPTIONS

Add Defensive Mines to the unit	+20 pts
Add up to two Escort tokens to the unit	+10 pts each
Add 1 Generator from the Generator Hardpoints list	Varies
Add 1 Defence Platform as an Attachment	

SUPPORT **1-2 LESATH EXEMPLAR CRUISERS** **140**
Order
POINTS per model

OPTIONS

Add 2 Carolus Destroyers as an Attachment	+110 pts
---	----------

SUPPORT **1-3 MIHRIMAH FLECHETTE CRUISERS** **110**
Turkish
POINTS per model

OPTIONS

Add up to two Escort tokens to the unit	+10 pts each
Replace any model's <i>Portal Generator</i> with a Generator from the Generator Hardpoints list	No cost
<i>Add one of the following as an Attachment:</i>	
- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

SUPPORT **1-3 MUHARIB SKYRUNNERS** **70**
Turkish
POINTS per model

OPTIONS

Upgrade the model with Sabiha Guardians	+20 pts
Add 2 Alsaqr Skybarques as an Attachment	+60 pts

SUPPORT **1 NEMRUT BATTLECRUISER** **235**
Airborne, Turkish
POINTS per model

OPTIONS

Add one of the following as an Attachment:

- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

SUPPORT **1-3 SABAH BARRAGE SKIMMERS** **105**
POINTS per model

OPTIONS

Add up to two Escort tokens to the unit	+10 pts each
Add Khepri Attendants to any model	+15 pts each

SUPPORT **1-3 SOBEK SKIMMERS** **115**
POINTS per model

OPTIONS

Add up to two Escort tokens to the unit	+10 pts each
Add Khepri Attendants to any model	+25 pts each

SCOUT **1-2 CHASKA VITRUVIAN COLOSSI** **165**
Airborne, Order
POINTS per model

OPTIONS

Add 2 Carolus Destroyers as an Attachment	+110 pts
---	----------

SCOUT **2-5 HASHASHIN FAST SKIMMERS** **55**
POINTS per model

NO OPTIONS

This unit does not have any options

SCOUT **2-5 KOPESH SCOUT SKIMMERS** **60**
Points per model

OPTIONS

Add up to two **Escort** tokens to the unit +10 pts each

SCOUT **1-3 PASHA FAST CRUISERS** **100**
Turkish
Points per model

OPTIONS

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens +10 pts each

Replace **Heavy Hardpoint** on any number of models with a **Generator Hardpoint** Varies

SCOUT **1-2 QUALOR VITRUVIAN COLOSSI** **175**
Airborne, Order
Points per model

OPTIONS

Add 2 **Carolus Destroyers** as an **Attachment** +110 pts

LOGISTICAL **1 AYDIN SUPPLY SHIP** **95**
Turkish
Points

OPTIONS

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens +10 pts each

LOGISTICAL **1 EUROPA GRAND CONVEYOR** **90**
Points per model

OPTIONS

Add up to five **Escort** tokens to the unit +10 pts each

Upgrade with a **Troop Transport Bay** +25 pts

Choose up to one of the following:

- Upgrade with an **Olympia Levant Drive** +20 pts
- Add 1 **Hermes Supply Freighter** as an **Attachment** +25 pts

LOGISTICAL **1-3 HERMES SUPPLY FREIGHTERS** **25**
Points per model

OPTIONS

If this unit is not taken as an **Attachment**, add up to two **Escort** tokens +10 pts each

LOGISTICAL **1 KONYA MAINTENANCE SHIP** **80**
Turkish
Points per model

NO OPTIONS

This unit does not have any options

LOGISTICAL

1-3 MOREA MINELAYERS

Turkish

70
Points per model

OPTIONS

Add one of the following as an Attachment:

- 1 Aydin Supply Ship	+95 pts
- 1 Konya Maintenance Ship	+80 pts
- 1 Pasha Fast Cruiser	+100 pts
- 2 Temir Frigates	+60 pts

LOGISTICAL

1-3 OFFSHORE SUPPLY PLATFORMS

65
Points per model

OPTIONS

Add Defensive Mines to the unit	+20 pts
Add up to two Escort tokens to the unit	+10 pts each
Add 1 Defence Platform as an Attachment	+60 pts

LOGISTICAL

1 TITAN MASS CONVEYOR

70
Points per model

OPTIONS

Add up to three Escort tokens to the unit	+10 pts each
Upgrade with a Troop Transport Bay	+15 pts
<i>Choose up to one of the following:</i>	
- Upgrade with an Olympia Levant Drive	+15 pts
- Add 1 Hermes Supply Freighter as an Attachment	+25 pts



DYSTOPIAN WARS



RETIRED/CONSOLIDATED UNIT SUMMARY

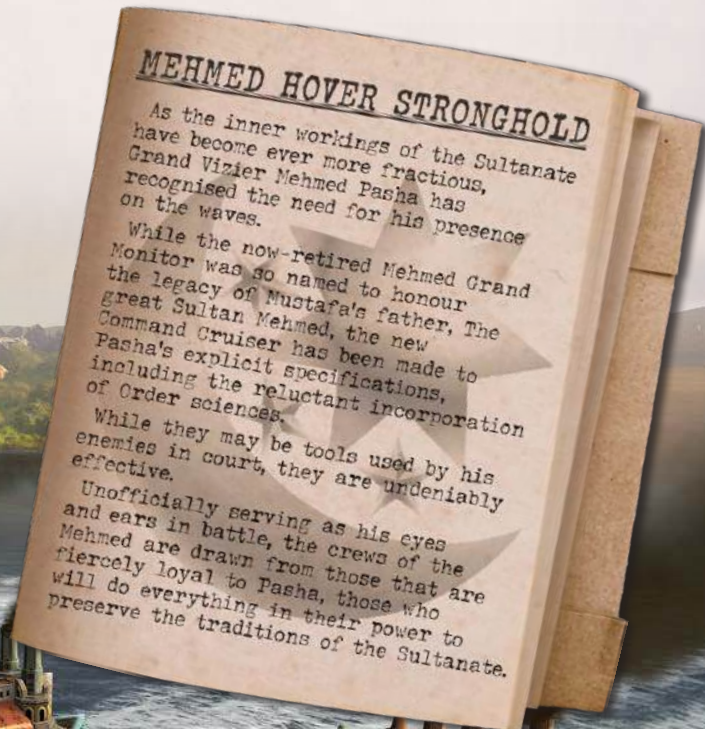
If you played the previous edition of *Dystopian Wars*, you may have noticed that some units that were previously available to this Faction are no longer listed in this ORBAT. This section provides a summary of those units.

RETIRED MINIATURES

Some older miniatures have been retired or replaced in this ORBAT. Earlier editions often featured named variants of some units; where these did not correspond to a miniature in the range, they have been retired. Also, some models are out of production, and have been replaced with newer models that fulfil a similar role.

If you have any of these retired models in your collection, this table provides guidance for how you can use them. The old model might not be an exact match, but as long as your opponent is made aware of any discrepancies before the game begins, you can still use them.

RETIRED UNIT	PARENT CLASS
<i>Dogan</i>	Anatolia Battle Cruiser
<i>Valide Kosem</i>	Anatolia Battle Cruiser
<i>Badroulbadour</i>	Lyceum Aerial Dreadnought
Hurrem Grand Cruiser	Mehmed Command Cruiser
Mehmed Grand Monitor	Mehmed Command Cruiser
Bursa Ikili Heavy Cruiser	Bayezid Grand Cruiser
Bayezid Ikili Cruiser	Bayezid Grand Cruiser





DYSTOPIAN WARS

ORBAT CHANGE LOG

This section provides a summary of changes from v4.00 to v4.01 beta. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

FLEET DOCTRINES

- **To the Sultan I commend Myself** has replaced **Do or Die**.
- **Fly Sabiha**, **fly** has been added, a Doctrine allowing Sabiha SRS tokens to be assigned to a Portal before a Target is selected.
- **Everyone has their price** has been added, it reflects the Influence of the House of Gold in the Sultanate.
- The Points Values of the Fleet Doctrines have been reassessed and adjusted.

OTHER

- The rules for **Portals** and **Portal Generators** have been reworked.
- **Mirage Generators** (see the *Dystopian Wars Glossary*) have been reworked.

WEAPONS

- **D-Cannon Batteries** have lost *Singular*.
- **Pala Rail Guns** are now available to certain Sultanate vessels.
- The **Khartoum's Qaa Magnetic Bombard** has had its firepower values increased across all ranges. Unit Profiles
- The Movement distances for *Lateral Engines (X)* have been reduced across all of the profiles with the Special Rule.
- The **Mehmed Command Cruiser** has been added, replacing the **Mehmed Grand Monitor**.
- The **Çelik Destroyer** has been added.
- The **Hurrem Grand Cruiser** has been removed.
- The **Bursa Ikili Heavy Cruiser** has been removed.
- The Twin-hulled ships, **Bezeid Grand Cruiser** and **Retaj Portal Ship** have had their hull values increased.
- The **Retaj Portal Ship** has gained the *Cor Caroli Raiders* property.
- The **Tanis Battlecarrier** has gained the *Landing Party Support* property.
- The **Hirka Skycutter** has had its Action Limit increased by 1 gained the *Landing Party Support* property.
- The **Izmir Monitor** has gained the *Shallow Draft* property and had its points decreased from 90 points to 85 points.
- The **Mesektet Skimmer** has gained the *Hunter (Light Vessel)* property.
- The **Muharib Skyrunner** has had its Action Limit increased by 1.
- The **Sabah Barrage Skimmer** has gained the *Hunter (Airborne)* property.
- The **Sobek Skimmer** has had its Action Limit decreased by 1.
- The **Hashashin Fast Skimmer** has had its **VPR** increased from 1 to 2.

