

LAUNCH
EDITION

SULTANATE

ORBAT

ORDER OF BATTLE

4.00A



DYSTOPIAN WARS

INTRODUCTION

This Order of Battle (or ORBAT) is a document containing a wealth of information about the Sultanate faction for *Dystopian Wars*.

IT CONTAINS THE FOLLOWING SECTIONS:

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Unit Profiles will 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

DESIGNERS' NOTE

WHAT'S A LAUNCH EDITION?

This new edition of *Dystopian Wars* has rendered the previous edition's ORBATs obsolete. Overhauling these documents for a new edition is no small task, and we want to take the time to get it right.

To ensure that every Admiral is able to continue playing games without interruption, we've released **Launch Editions** of all eight ORBATs. These are fully playable, and feature rules for the entire range of models available to their Faction.

After the new edition has been released, the full versions of each ORBAT will follow, one at a time. These might contain additional rules and background information, an expanded set of Battlefleets, and may also feature balance tweaks or fixes.





DYSTOPIAN WARS



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ORBAT V4.00A: LAUNCH EDITION

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DYSTOPIAN WARS

GENERATORS

Some unit profiles allow models to be upgraded with **Generators**, usually as **Generator Hardpoints** (see page 33 of the *Dystopian Wars Rulebook*). In some cases, models **must** have one or more Generators chosen for them.

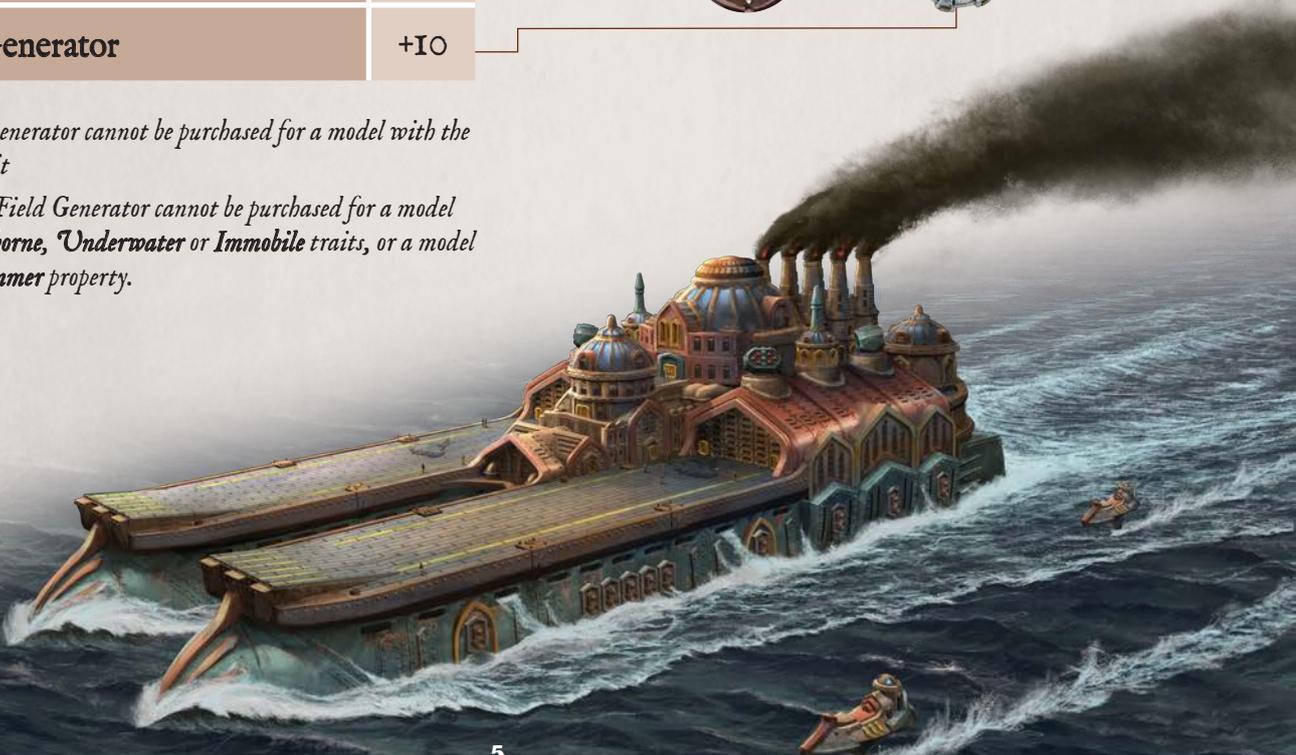
When choosing a Generator for a model from this ORBAT, an Admiral must choose from the Systems listed below, increasing its **Points Cost** by the amount shown. They cannot choose a System that the model already has.

Generators must be chosen during **Force Selection**, and recorded on the **Force List**.

SYSTEMS	PTS	
Atomic Generator ¹	+5	 
Fury Generator	+20	
Heavy Shield Generator	+15	
Magnetic Generator	+15	
Mirage Generator	+20	
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 **Skimmer** property.





DYSTOPIAN WARS



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)* 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

Even in the Covenant of the Enlightened, 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 COLLAPSE

Some rules can cause a Portal marker to **Collapse**.

When a Portal marker Collapses, every model within 3" immediately suffers 1 **Damage** and gains 1 level of **Disorder**.

The Portal marker is then removed from play.

PORTAL LIMITS

The maximum number of Portal markers allowed in the **Play Area** at once is the **Portal Limit**, and depends on the **Engagement Scale** of the game being played.

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

DESIGNERS' NOTE

PORTAL NEUTRALITY

Portals don't belong to either Force, regardless of who places them in the Play Area. Once a Portal is in play, it's available for either Force to use! Games between two Sultanate Forces can become very interesting indeed...

*With this in mind, it is worth noting that the Portal Limit refers to the **total** number of Portals in play - there is not a separate limit for each Admiral.*



COLLIDING WITH PORTAL MARKERS

Surface models can **Collide** with Portal markers as though they were **Terrain Features**.

After the Collision has been resolved, the Portal marker immediately **Collapses**.

MANIPULATING PORTALS

If a unit contains at least one model with a *Portal Generator* system, it can be used to **Weave a Portal** in the **Launch Phase**, and **Shift a Portal** as a **Special Action** during its Activation.

WEAVING A PORTAL

During the **Launch Phase**, the controlling Admiral may nominate a unit with a *Portal Generator*, as if it were a *Carrier* unit, to **Weave a Portal**. If a *Carrier* unit contains a *Portal Generator*, 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 places a Portal marker within 10" of any model in the unit that has a *Portal Generator*. If the unit contains more than one model with a *Portal Generator*, this distance is increased by 10" for each additional *Portal Generator* in the unit after the first.

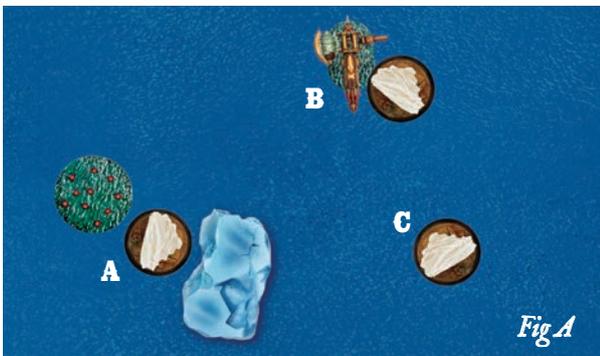
A Portal marker cannot be placed within **Proximity** of a model, Terrain Feature, or another Marker, or overlapping an *Airborne* or *Underwater* model.

A unit cannot Weave a Portal if there are already Portal markers in the Play Area equal to the Portal Limit.

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

If a unit contains at least one model with a *Portal Generator* system, it can also **Shift a Portal** as a **Special 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. Unlike when Weaving a Portal, this distance is not increased by having more *Portal Generators* in the unit.

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

Instead of repositioning the chosen Portal marker, the Admiral can choose to **Collapse** it (see **Portal Collapse**, above).





UTILISING PORTALS

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

DEPLOYING THROUGH A PORTAL

When a *Sultanate Surface* unit arrives from **Reserves**, 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. The unit is then marked with an **Incoming** status token as usual.

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 5", and 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 the *Dystopian Wars Rulebook*.

MERCENARY BATTLEFLEETS

Some ORBATs feature Mercenary Battlefleets. These represent fighting groups that are willing to lend their services to Admirals outside their own faction.

Normally, all of the Battlefleets in a Force must come from the same ORBAT. Mercenary Battlefleets are an exception to this, allowing an Admiral to include certain units from other ORBATs in their force.

A Force that is created using the Sultanate ORBAT can contain a single Mercenary Battlefleet from those listed below. It is always treated as a Specialist Battlefleet, even if it is listed as a Main Battlefleet, and a Fleet Doctrine cannot be purchased for its *Flagship*.

- *Black Wolf Mercenary Battlefleet*
(See the *Commonwealth ORBAT*)
- *Nautilus Mercenary Battlefleet*
(see the *Crown ORBAT*)
- *Scions of Jutland Mercenary Battlefleet*
(see the *Imperium ORBAT*)
- *Honorable Eclipse Company Mercenary Battlefleet*
(See the *Union ORBAT*)

Note that a Mercenary Battlefleet can still be included in a Force that is created using its own ORBAT. When this is the case, a Fleet Doctrine can be purchased for its *Flagship* as normal.





SULTANATE FACTION BATTLEFLEET (MAIN)

<p>1 Sultanate Flagship</p> 	<p>One Mandatory Element. 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. 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. 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. 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. 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/or one <i>Underwater</i> unit. The Battlefleet's <i>Flagship</i>, and units that are fielded as Attachments, do not count towards this limit.</p> <p>Battlefleet Bonus: Superior Weaponry</p> <p>Once per Round, when a <i>Sultanate</i> unit in this Force makes an Attack action, its Admiral may declare (before any dice are rolled) 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> or <i>Precise (X)</i> quality increase all of their Firepower values by the X Value of that quality. If a weapon has both qualities, the higher X value is used. Firepower values that are listed as ‘-’ are unaffected.</p>


ALLSHARD ORDER AETHERNAUTIC BATTLEFLEET (SPECIALIST)

<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>

Mainstay Units

- Carolus Destroyer
- Lesath Exemplar Cruiser

Battlefleet Bonus: *Aethernauts*

If an *Order* 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**.

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.





BALIK KARTALI AIR FLEET (SPECIALIST)

<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>Two 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 Units</i></p> <ul style="list-style-type: none"> • Awsbiri Skylander • Nasr Skybarque 		
<p><i>Battlefleet Bonus: Serpens Caput</i></p> <p>Once per Round, when an <i>Airborne Patrol</i> unit in this Force makes an Attack action, and the Initial Target is in the Fore arc of all Participating models, its Admiral can reveal and discard a Victory & Valour Card from their hand. If they do, they add Bonus Dice equal to the Value of the card to the Action Pool.</p>		





CRIMSON LEAGUE PRIVATEERS (MAIN)

1 Lyceum Aerial
Dreadnought



One Mandatory Element.

A **Lyceum Aerial Dreadnought** must be allocated to this Element.

2-5 Turkish
Patrol



Two Mandatory and three Optional Elements.

Each Element requires a unit with the *Turkish* and *Patrol* traits.

0-1 Enlightened
Underwater
Automata



One Optional Element.

This Element requires a unit with the *Enlightened*, *Underwater* and *Automata* traits.

These must be chosen from the Enlightened ORBAT.

Mainstay Classes

- Alsaqr Skybarque
- Hirka Skycutter
- Nasr Skyship

Special Rules

A **Fleet Doctrine** cannot be purchased for this Battlefleet's *Flagship*.

All units in this Battlefleet gain the *Crimson League* trait.

Battlefleet Bonus: Peer in Residence

Whenever this Battlefleet's Admiral Activates a *Crimson League* unit in their Force, they can remove a single *System Failure Critical Damage Effect* from one **Battle-Ready** model in that unit.

*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*





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.

FORWARD PATROL (15 POINTS)

Being the first to survey an area of battle can often be the difference between winning and losing. All the more important to those for whom losing means death.

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 per game.

STRATEGIC RESERVES (20 POINTS)

No plan survives contact with the enemy. A wily Admiral will usually have more than one.

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

CHAIN OF COMMAND (25 POINTS)

Some Admirals rule with an iron fist; others have earned fierce devotion from the crews under their command. Whatever the case, their presence can turn the tide of a battle.

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)

Some are good. Others are simply lucky. The good know what they would rather be.

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

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

DO OR DIE (30 POINTS)

Even in this Dystopian Age, there are those who lead by example, men and women who can wrest victory from defeat by force of charisma alone. The lowliest of sailors would stand by the guns of their sinking ships, and sail through fire, for such an Admiral.

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.





CONTROL OF THE COSMOS (40 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, in the **Activation Phase**, before choosing a unit to Activate, this Force's Admiral can discard a **Victory & Valour Card** from their hand.

If they do so, instead of **Resolving an SRS Mission**, they can immediately **Collapse** a **Portal** marker. Once this has been resolved, they may immediately **Weave a Portal** anywhere on the Play Area. This Portal marker cannot be placed 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 model on the Play Area with a *Portal Generator* that does *not* have the *System Failure Critical Damage Effect*.

THE THIRTEENTH (50 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 Encounter, in the **Clean Up** step of the **End Phase**, this Force's 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 (50 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.

Can only be purchased for a *Sultanate Flagship* unit.

Once per Round, this Force's 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.



Princess
Scheherazade



THE SULTANATE

UNIT PROFILES





ABYDOS HOVER STRONGHOLD

VPR
10

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

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

MODELS

I

ARCS



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 (1), 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	Singular, Indirect, Piercing (1)
Heavy Gun Battery	6	8	-	
Particle Beamer	8	6	-	Precise (1)
Aetheric Lance	7	6	-	Powered
Light Rocket Battery	-	6	-	Barrage

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

OPTIONS AND UPGRADES

This unit has two **Escort** tokens. Add up to two additional **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint**.



ANATOLIA HEAVY BATTLECRUISER

VPR
7

Sultanate, Turkish, Surface, Flagship, Ship

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

MODELS **I**

ARCS



PROPERTIES

Inspirational (7"), Maritime Patrol, Orichalcite Construction

SYSTEMS

Lateral Engines (4")

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Torpedo Salvo	F	7	7	7	Submerged, Breach (r), 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

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	ARC	C	S	E	QUALITIES
D-Cannon Battery		4	4	4	Singular, Indirect, Piercing (r)
Heavy Rocket Battery		-	6	-	Barrage
Particle Beamer		6	4	-	Precise (r)
Aetheric Lance		5	4	-	Powered
Light Rocket Battery		-	4	-	Barrage

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint**.



HURREM GRAND CRUISER

VPR
8

Sultanate, Turkish, Surface, Flagship, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-11"	4	6	4	12	3	3	5	10

MODELS

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ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Heavy Shield Generator, Lateral Engines (4")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	
Heavy Gun Battery	FS	4	6	-	
Light Gun Battery	PA	2	4	-	
Light Gun Battery	SA	2	4	-	

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HARDPOINT OPTIONS

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

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FLAGSHIP

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.

One Generator *must* be chosen for this model.



KADESH BARRAGE BATTLECRUISER

VPR
7

Sultanate, Egyptian, Surface, Flagship, Hovercraft

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

MODELS

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PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

WEAPONS

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	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

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

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The gargantuan hovercraft of the Egyptian Navy have garnered a fearsome reputation since their initial deployment against Alliance forces in the waters of the Mediterranean. The Kadesh is often seen as the exemplar of their destructive capabilities. Mounted upon reinforced hulls, multiple batteries lay waste to all but the hardiest of enemy vessels, while salvo missiles thread through amassed enemy aircraft in the skies above, leaving nothing but death and destruction in their wake.

OPTIONS AND UPGRADES

Upgrade this model with a single **Generator Hardpoint**.

Upgrade this model with **Khepri Attendants** for +35 pts.

It gains the **Carrier** trait, and the **Carrier (3)** and **SRS (Khepri Automata)** properties.



KHARTOUM HEAVY BATTLESKIMMER

VPR
7

Sultanate, Egyptian, Surface, Flagship, Hovercraft

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

MODELS **I**

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

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WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Qaa Magnetic Bombard	F	7	7	7	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

HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
Heavy Gun Battery	4	6	-		
Particle Beamer	6	4	-	Precise (1)	
Aetheric Lance	5	4	-	Powered	
Light Gun Battery	2	4	-		

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Manufactured within the warehouses of Cairo and based upon the same designs of the Kadesh, the heavier-set Khartoum makes full use of sciences purchased from The Crimson League. For even as its barrage of rocket batteries arc across the skies, its Qaa Magnetic Bombard targets enemy vessels from miles away. Requiring neither line of sight nor ammunition, this technological marvel is capable of slowing ships to a crawl, preventing them from steering, or even drawing entire minefields towards their vulnerable hulls.

OPTIONS AND UPGRADES

Upgrade this model with a single **Generator Hardpoint**.

Upgrade this model with **Khepri Attendants** for +35 pts. It gains the *Carrier* trait, and the *Carrier (3)* and *SRS (Khepri Automata)* properties.



LYCEUM AERIAL DREADNOUGHT

VPR
10

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

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ARCS



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
OH Heavy Gun Battery	FP	6	8	-	
OH Heavy Gun Battery	FS	6	8	-	

HARDPOINT OPTIONS

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

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OPTIONS AND UPGRADES

Add up to three **Escort** tokens at + 10 pts each.

Replace up to one **Heavy Hardpoint Weapon** with a **Generator Hardpoint**.

Upgrade the unit with **Sabiha Guardians** for +20 pts. This gives the unit the *Guardian Wing* (6) property.

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



VPR
7

OSIRIS BATTLESKIMMER

Sultanate, Egyptian, Surface, Flagship, Hovercraft

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

MODELS

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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 (r), 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	-	

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HARDPOINT OPTIONS

	ARC	C	S	E	QUALITIES
D-Cannon Battery		4	4	4	Singular, Indirect, Piercing (r)
Heavy Rocket Battery		-	6	-	Barrage
Particle Beamer		6	4	-	Precise (r)
Aetheric Lance		5	4	-	Powered
Light Rocket Battery		-	4	-	Barrage

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Befitting its name, the Osiris commands a near unparalleled control over life and death upon the waves. Often ranging ahead of Sultanate fleets, these mighty hovercraft have earned a reputation as flagship killers, bringing their amassed weapons to bear against the largest of enemy vessels. Those prideful few who captain these death dealers are often known to make wagers with their compatriots, with whoever can sink the most ships rewarded in gold, in land, or perhaps most coveted of all, a rivals' ship...

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator** Hardpoint.



PHAROS HOVER DREADNOUGHT

VPR
9

Sultanate, Egyptian, Surface, Flagship, Hovercraft, Capital

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

MODELS **I**



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	FPSA	6	6	6	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	FP	-	8	-	Barrage
Heavy Rocket Battery	FS	-	8	-	Barrage

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HARDPOINT OPTIONS

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

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

FLAGSHIP



RETAJ PORTALSHIP

VPR
8

Sultanate, Order, Surface, Flagship, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	2"-8"	4	6	4	10	3	3	5	11

MODELS I

ARCS



PROPERTIES

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

SYSTEMS

Lateral Engines (4"), 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 Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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



SULEIMAN FLEET CARRIER

VPR
9

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

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

MODELS **I**

ARCS



PROPERTIES

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

SYSTEMS

Flak Barrage (7), Heavy Shield Generator, Lateral Engines (4"), Portal Generator

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

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of +10 pts each.



TANIS BATTLECARRIER

VPR
10

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

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

MODELS

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ARCS



PROPERTIES

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

SYSTEMS

Flight Command (2), Lateral Engines (4"), 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	FS	3	6	-	
Light Gun Battery	FS	3	6	-	

HARDPOINT OPTIONS

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

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

FLAGSHIP



TOPKAPI CARRIER

VPR
7

Sultanate, Turkish, Surface, Flagship, Ship, Carrier

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

MODELS

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ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator, Lateral Engines (4"), Portal Generator

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	F	-	6	-	Barrage
Light Rocket Battery	F	-	4	-	Barrage
Ikili Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.



AWSBIRI SKYLANCER

VPR
2

Sultanate, Turkish, Airborne, Line, Airship

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol, Vanguard (5")

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

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	-	

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

OPTIONS AND UPGRADES

Upgrade any number of models in the unit with **Sabiha Guardians** for +1opts per model. Each model gains the *Guardian Wing* (2) property

LINE



BAYEZID IKILI CRUISER

VPR
5

Sultanate, Turkish, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	4	6	4	10	2	3	5	9

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Heavy Shield Generator, Lateral Engines (4"), Mine Sweeper (1)

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

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D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.

One Generator *must* be chosen for this model.



BURSA

IKILI HEAVY CRUISER

VPR
6

Sultanate, Turkish, Surface, Line, Ship

MAS	SPD	TRN	DEF	ARM	HUL	ACT	BRD	REP	CRW
4	3"-8"	4	6	4	10	3	3	5	9

MODELS **I-3**

ARCS



PROPERTIES

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SYSTEMS

Flak Barrage (5), Heavy Shield Generator, Lateral Engines (4")

WEAPONS

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	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	
Light Gun Battery	PA	2	4	-	
Light Gun Battery	SA	2	4	-	

HARDPOINT OPTIONS

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

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.

One Generator *must* be chosen for this model.



CAROLUS DESTROYER

VPR
1

Sultanate, Order, Surface, Line, Ship

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

MODELS **2-4**

ARCS



PROPERTIES

Attachment (Order), Boarding Parties (10), Light Vessel, Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (7")

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

HARDPOINT OPTIONS

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

ATTACHMENT

If this unit has 2 models, it can be fielded as an **Attachment** to a Parent Unit with the *Order* trait.



ISKANDAR CRUISER

VPR
3

Sultanate, Turkish, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (6")

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

HARDPOINT OPTIONS

HARDPOINT OPTIONS	ARC	C	S	E	QUALITIES
OH Heavy Rocket Battery	-	6	-	Barrage	
OH Particle Beamer	6	4	-	Precise (r)	

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint**.

LINE



MANDJET HEAVY SKIMMER

VPR
4

Sultanate, Egyptian, Surface, Line, Hovercraft

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

MODELS **I-3**

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking

SYSTEMS

WEAPONS

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	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

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

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+10 pts** each.

Upgrade any number of models in the unit with **Khepri Attendants** for **+15 pts** per model. Each model gains the **Carrier** trait, and the **Carrier (2)** and **SRS (Khepri Automata)** properties.



SADRAZAM HEAVY CRUISER

VPR
4

Sultanate, Turkish, Surface, Line, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol

SYSTEMS

Lateral Engines (5")

WEAPONS

OH
H
E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

OH
H
H
H
E
E

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

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint**.



PATROL



ALSAQR SKYBARQUE

VPR
1

Sultanate, Turkish, Airborne, Patrol, Airship

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

MODELS **2-6**

ARCS



PROPERTIES

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

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

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

HARDPOINT OPTIONS

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

ATTACHMENT

If this unit has 2 models, it can be fielded as an Attachment to a Parent Unit with the *Turkish* trait.



HIRKA SKYCUTTER

VPR
1

Sultanate, Turkish, Airborne, Patrol, Airship

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

MODELS 2-5

ARCS



PROPERTIES

Light Vessel

SYSTEMS

Lateral Engines (7")

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

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PATROL

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



IZMIR MONITOR

VPR
2

Sultanate, Turkish, Surface, Patrol, Ship

PATROL

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

MODELS **I-3**

ARCS



PROPERTIES

Maritime Patrol, Vanguard (5")

SYSTEMS

Lateral Engines (7")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
 Heavy Gun Battery	FPS	4	6	-	

HARDPOINT OPTIONS

HARDPOINT	ARC	C	S	E	QUALITIES
Heavy Rocket Battery	-	6	-	-	Barrage
Particle Beamer	6	4	-	-	Precise (1)

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint**.



MESEKTET SKIMMER

VPR
3

Sultanate, Egyptian, Surface, Patrol, Hovercraft

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

MODELS **I-3**

ARCS



PROPERTIES

Amphibious, Elevated, Reinforced Decking, 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	-	3	-	Barrage

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

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of **+10 pts** each.

Upgrade any number of models in the unit with **Khepri Attendants** for **+25 pts** per model. Each model gains the **Carrier** trait, and the **Carrier (2)** and **SRS (Khepri Automata)** properties.



NASR SKYSHIP

VPR
2

Sultanate, Turkish, Airborne, Patrol, Airship

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

MODELS **I-3**

ARCS



PROPERTIES

Boarding Parties (6)

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

WEAPONS

H
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	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

H
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H
E
E

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

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

OPTIONS AND UPGRADES

Upgrade any number of models in this unit with **Sabiha Guardians** for +10 pts per model. Each model gains the *Guardian Wing* (2) property.



TEMIR FRIGATE

VPR
1

Sultanate, Turkish, Surface, Patrol, Ship

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

MODELS **4-6**

ARCS



PROPERTIES

Attachment (Turkish), Light Vessel, Shallow Draught

SYSTEMS

Lateral Engines (7")

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

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

ATTACHMENT

If this unit has 4 models and no **Escort** tokens, it can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.



CONSTANTINOPE SUPPORT CARRIER

VPR
3

Sultanate, Turkish, Surface, Support, Ship, Carrier

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

Lateral Engines (7")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (r), Torpedo

HARDPOINT OPTIONS

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The flight crew of Constantinople Carriers are rightly proud of their assignment. It is said that "the blood of a wingman is thicker than the water of the womb" and that is certainly the case for these pilots. These aerial combatants share an inexplicable bond as they know that they can only rely on each other once the fighting starts.

OPTIONS AND UPGRADES

Add up to three **Escort** tokens to the unit, at a cost of +10 pts each.



LESATH EXEMPLAR CRUISER

VPR
4

Sultanate, Order, Surface, Support, Ship

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

MODELS I-2

ARCS



PROPERTIES

Boarding Parties (15), Reinforced Decking, Stoic, Terrifying (Order)

SYSTEMS

Lateral Engines (7"), Portal Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	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

HARDPOINT OPTIONS

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

SUPPORT



MEHMED GRAND MONITOR

VPR
6

Sultanate, Turkish, Surface, Support, Ship

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

MODELS **I**

ARCS



PROPERTIES

Boarding Parties (8), Maritime Patrol

SYSTEMS

Heavy Shield Generator, Lateral Engines (7")

WEAPONS

OH
OH
OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Ikili Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FP	4	6	-	
Heavy Gun Battery	FS	4	6	-	
Heavy Gun Battery	FS	4	6	-	

HARDPOINT OPTIONS

OH
OH
OH

	C	S	E	QUALITIES
D-Cannon Battery	4	4	4	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	6	-	Barrage
Particle Beamer	6	4	-	Precise (1)

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

OPTIONS AND UPGRADES

Add up to three **Escort** tokens at **+10 pts** each.

One Generator *must* be chosen for this model from the list on page 6, at the points cost shown. This is not a **Generator Hardpoint**, and does not replace a **Heavy Hardpoint** weapon.



MIHRIMAH FLECHETTE CRUISER

VPR
3

Sultanate, Turkish, Surface, Support, Ship

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

MODELS I-3

ARCS



PROPERTIES

--

SYSTEMS

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

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

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Any model can replace its **Portal Generator** with a **Mirage Generator** for free.



MUHARIB SKYRUNNER

VPR
2

Sultanate, Turkish, Airborne, Support, Airship

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

MODELS I-3

ARCS



PROPERTIES

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

SYSTEMS

Boosted Propulsion (+2"), Lateral Engines (7")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	FP	-	4	-	Barrage
Light Rocket Battery	FS	-	4	-	Barrage

HARDPOINT OPTIONS

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

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

OPTIONS AND UPGRADES

Upgrade any number of models in this unit with **Sabiha Guardians** for +10 pts per model. Each model gains the *Guardian Wing* (2) property.



NEMRUT BATTLECRUISER

VPR
7

Sultanate, Turkish, Surface, Support, Ship

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

MODELS

I

ARCS



PROPERTIES

--

SYSTEMS

Heavy Shield Generator, Lateral Engines (7"), Portal Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Orichalcite Flechette Launcher	F	-	8	14	Blast (4), Indirect
Orichalcite 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 Torpedoes	F	8	8	8	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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

SUPPORT



OFFSHORE DEFENCE PLATFORM

VPR
2

Sultanate, Surface, Support, Platform, Immobile

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Khoms War Platform), Forward Deployment, Platform

SYSTEMS

Flak Barrage (3)

WEAPONS



	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	4	6	-	

HARDPOINT OPTIONS



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

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When Harriet Anson-Maunsell began to market her designs for modular offshore platforms she envisaged that much of their use would be in oil, sturgenium, and gas extraction. The adaption of her design into battle platforms found in the arsenals of all the Great Powers was a surprise, though one that the huge recompense soon assuaged for her.

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

The unit can be upgraded to have **Defensive Mines** for +20 pts. This grants the unit the *Auxiliary Mine Layer* (3) property.

ATTACHMENT

If this unit has 1 model and no Upgrades, it can be fielded as an **Attachment** to an **Offshore Heavy Platform**.



OFFSHORE HEAVY PLATFORM

VPR
4

Sultanate, Surface, Support, Platform, Immobile, Repair

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

MODELS

I

ARCS



PROPERTIES

Forward Deployment, Platform

SYSTEMS

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

WEAPONS

OH
OH

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Heavy Gun Battery	FPSA	6	8	-	
Heavy Gun Battery	FPSA	6	8	-	

HARDPOINT OPTIONS

OH
OH
OH

	C	S	E	QUALITIES
D-Cannon Battery	6	6	6	Singular, Indirect, Piercing (1)
Heavy Rocket Battery	-	8	-	Barrage
Particle Beamer	8	6	-	Precise (1)

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Ver Mehr Engineering took the popular Anson-Maunsell design and developed a heavy-duty platform based on it. These new platforms were inspired by the modularity of the originals, but Ver Mehr significantly strengthened and enlarged them to handle more demanding tasks, both commercial and military.

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint** chosen from the following: **Heavy Shield**, **Magnetic**, **Portal**, or **Shroud Generator**.

The model can be upgraded to have **Defensive Mines** for +20 pts. This grants the unit the *Mine Layer* (3) property.



SABAH BARRAGE SKIMMER

VPR
3

Sultanate, Egyptian, Surface, Support, Hovercraft

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

MODELS **I-3**

ARCS



PROPERTIES

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

SYSTEMS

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

HARDPOINT OPTIONS

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

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SUPPORT

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade any number of models in the unit with **Khepri Attendants** for +17 pts per model. Each model gains the **Carrier** trait, and the **Carrier (1)** and **SRS (Khepri Automata)** properties.



SOBEK SKIMMER

VPR
3

Sultanate, Egyptian, Surface, Support, Hovercraft

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

MODELS **I-3**

ARCS



PROPERTIES

Amphibious, Boarding Parties (δ), Elevated, Flotsam, Ground Assault (ι), Mine Layer (ι), Reinforced Decking, Strategic Asset (ζ)

SYSTEMS

WEAPONS

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E

	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

H
H
H
E
E

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

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade any number of models in the unit with **Khepri Attendants** for +25 pts per model. Each model gains the **Carrier** trait, and the **Carrier (2)** and **SRS (Khepri Automata)** properties.



CHASKA VITRUVIAN COLOSSUS

VPR
4

Sultanate, Order, Airborne, Scout, Colossus

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

MODELS I-2

ARCS



PROPERTIES

Mobile, Stoic, Terrifying (Order), Unexpected Arrival

SYSTEMS

Lateral Engines (6"), Mirage Generator, Portal Generator

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

HARDPOINT OPTIONS

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The Chaska draws on the peerless martial skill of the Cor Caroli, this ancient being possessing the mortal at the heart of the colossus fights its enemies ignorant of scale. It is equally terrifying and awe inspiring to see these mighty machines move and fight with the fluidity of a warrior acrobat.



HASHASHIN FAST SKIMMER

VPR
1

Sultanate, Egyptian, Surface, Scout, Hovercraft

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

MODELS **2-5**

ARCS



PROPERTIES

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

SYSTEMS

Lateral Engines (10")

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), 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

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SCOUT

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

ATTACHMENT

If this unit has 2 models, it can be fielded as an Attachment to a Parent Unit with the *Egyptian* and *Flagship* traits.



KOPESH SCOUT SKIMMER

VPR
2

Sultanate, Egyptian, Surface, Scout, Hovercraft

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

MODELS 2-5

ARCS



PROPERTIES

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

SYSTEMS

Hydrophone Relay, Lateral Engines (10"), 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

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SCOUTS

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.



PASHA LIGHT CRUISER

VPR
3

Sultanate, Turkish, Surface, Scout, Ship

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Turkish), Vanguard (5")

SYSTEMS

Lateral Engines (7")

WEAPONS

OH
E

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo
Heavy Gun Battery	FPS	4	6	-	
Light Gun Battery	PSA	2	4	-	

HARDPOINT OPTIONS

OH
OH
OH
E
E

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

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

Upgrade this model with a single **Generator Hardpoint**.

ATTACHMENT

If this unit has no Upgrades, it can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.

SCOUT



QUALOR VITRUVIAN COLOSSUS

VPR
4

Sultanate, Order, Airborne, Scout, Colossus

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

MODELS I-2

ARCS



PROPERTIES

Mobile, Stoic, Terrifying (Order), Unexpected Arrival

SYSTEMS

Lateral Engines (6"), Mirage Generator, Portal Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Helio Blast	F	10	7	-	Torrent (2) , Blast (5), Cruor (Order), Hazard (2), Invalid Target (Airborne)

HARDPOINT OPTIONS

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

SCOUTS



VPR
2

AYDIN SUPPLY SHIP

Sultanate, Turkish, Surface, Logistical, Ship

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

MODELS

I

ARCS



PROPERTIES

Attachment (Turkish), Inspirational (7")

SYSTEMS

Lateral Engines (6"), Logistical Support

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (r), Torpedo

HARDPOINT OPTIONS

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

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of +10 pts each.

ATTACHMENT

If this unit has no **Escort** tokens, it can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.



EUROPA GRAND CONVEYOR

VPR
0

Sultanate, Surface, Logistical, Ship, Merchantman

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

MODELS

I

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	
FPS	2	4	-	

HARDPOINT OPTIONS



Aetheric Lance

5 4 - Powered



Light Rocket Battery

- 4 - Barrage

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The hunger of the Dystopian Age requires more resources than even fleets of Titan Mass Conveyors can comfortably provide. Thankfully, the engineering minds behind Norddeutscher Hamburg and White Wolf had the foresight to adapt the plans of the Titan, almost as soon as the inaugural vessel was launched.

The highlight of their creation is the Callisto, a Europa Grand Conveyor decked out for passengers of the highest class. Built with comfort and exclusivity in mind, her proprietary repulsor generators are said to be the quietest publicly available. Majestic views in luxurious surroundings are the norm aboard the Callisto.

OPTIONS AND UPGRADES

Upgrade this model to a **Troop Transport** for +10 pts. It gains the *Ground Assault* (3) property.

Add up to four **Escort** tokens to the unit, at a cost of +10 pts each.

OLYMPIA VARIANT

For +15 pts, this model can have an Olympia Levant Drive.

Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.



HERMES SUPPLY FREIGHTER

VPR
0

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

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

MODELS **I-3**

ARCS



PROPERTIES

Attachment (Surface), Civilian Vessel, Light Vessel, Resupply (x), Strategic Asset (x)

SYSTEMS

WEAPONS

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Hundreds of Hermes Supply Freighters ferry goods across oceans, seas, and along coastlines. It is the true workhorse of the water. Each one of the Great Powers have numerous Hermes listed as their property. So many are seen over the globe that some sailors have taken up the hobby of 'spotting' them. They fill notebooks with names, locations, loadouts, and even colour schemes. Occasionally, officers have used this information for more strategic purposes, although none admit to it.

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+10 pts** each.

ATTACHMENT

If this unit has no **Escort** tokens, it can be fielded as an **Attachment** to a Parent Unit with the **Surface** trait.



VPR
2

KONYA MAINTENANCE SHIP

Sultanate, Turkish, Surface, Logistical, Ship, Repair

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

MODELS

I

ARCS



PROPERTIES

Attachment (Turkish)

SYSTEMS

Lateral Engines (4"), Repair Facilities (2)

WEAPONS

	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (r), Torpedo

HARDPOINT OPTIONS

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

ATTACHMENT

This unit can be fielded as an **Attachment** to a Parent Unit with the *Turkish* trait.

SKIFF ESCORT

This unit has two **Escort** tokens. These are included in its Points Cost.



MOREA MINELAYER

VPR
2

Sultanate, Turkish, Surface, Logistical, Ship

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

MODELS I-3

ARCS



PROPERTIES

Mine Layer (1)

SYSTEMS

Lateral Engines (5"), Mine Sweeper (2),
Mirage Generator

WEAPONS	ARC	FIREPOWER			QUALITIES
		C	S	E	
Light Rocket Battery	F	-	4	-	Barrage
Torpedo Salvo	F	5	5	5	Submerged, Breach (1), Torpedo

HARDPOINT OPTIONS

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

LOGISTICAL



VPR
2

OFFSHORE SUPPLY PLATFORM

Sultanate, Surface, Logistical, Platform, Immobile, Repair

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

MODELS I-3

ARCS



PROPERTIES

Forward Deployment, Platform, Stockpile (3)

SYSTEMS

Priority Signals, Repair Facilities (2)

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	

HARDPOINT OPTIONS

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Drawing inspiration from the Anson-Maunsell platform, this supply platform is built to offer a variety of repair and resupply services. Its modular design ensures global compatibility with engineering and logistics equipment.

OPTIONS AND UPGRADES

Add up to two **Escort** tokens to the unit, at a cost of **+10 pts** each.

The unit can be upgraded to have **Defensive Mines** for **+20 pts**. This grants the unit the *Auxiliary Mine Layer (3)* property.



TITAN MASS CONVEYOR

VPR
0

Sultanate, Surface, Logistical, Ship, Merchantman

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

MODELS

I

ARCS



PROPERTIES

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

SYSTEMS

Heavy Shield Generator

WEAPONS	FIREPOWER				QUALITIES
	ARC	C	S	E	
Light Gun Battery	FPS	2	4	-	

HARDPOINT OPTIONS

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

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LOGISTICAL

The Titan-class was intended to be the greatest oceangoing liner for size, speed, and cost. The proliferation of these vessels, in a plethora of frontline and support roles in navies all over the globe is a testament to an ambition amply met.

OPTIONS AND UPGRADES

Add up to four **Escort** tokens to the unit, at a cost of +10 pts each.

OLYMPIA VARIANT

For +15 pts, this model can have an Olympia Levant Drive.

Its *Surface* trait is replaced with *Airborne*, and it gains the *Low Altitude* property.



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.

NAMED VARIANTS

Some units in the previous edition were named variants of an existing class, sometimes with one or two extra rules. If these units do not have a bespoke miniature, they have generally been removed from the ORBAT... for now. They may return later as a new miniature, for example, or as part of a Legendary Battlefleet.

For now, if you have a miniature for one of these retired variants, you can use it as the "parent" class. In some cases, we've broadened the options available to the parent class to represent weapons, properties or systems that were only available to the named variant.

RETIRED UNIT	PARENT CLASS
<i>Dogan</i>	Anatolia Battle Cruiser
<i>Valide Kosem</i>	Anatolia Battle Cruiser
<i>Badroulbador</i>	Lyceum Aerial Dreadnought





DYSTOPIAN WARS

ORBAT CHANGE LOG

This section provides a summary of changes from v4.00 beta-5 to v4.00a. Small errors such as spelling and grammatical mistakes have been omitted for the sake of brevity.

OUT OF BETA...

This ORBAT is now out of the extended **beta** period, and is **locked**. This means that we are not actively seeking feedback it, and don't plan to make any changes until one of the following happens.

1. We discover an error that breaks the game enough to warrant a fix.
2. We add something new to the ORBAT.
3. We carry out a Global Update, tweaking and rebalancing the ORBATs for all eight Factions.
4. We bring the ORBAT out of its Launch Edition (see below).

When one of these happens, we will release an update, and the **Version Number** will be updated. So, this document will go from v4.00 to v4.01.

In the meantime, if minor typos or formatting errors are noticed, we might release a minor update, which is marked by a letter after the Version Number. This document would go from v4.00a to v4.00a.

...BUT STILL LAUNCHING!

This is still a **Launch Edition** ORBAT. These have been released to allow Admirals to continue playing Dystopian Wars while we set about the task of properly reworking all of the ORBATs for the new edition of the game.

The **Crown** ORBAT has already been updated to its full edition, and the **Empire** is soon to follow. The others will follow over the next few months.

UPDATES

The following updates have been applied to this edition:

UNIT INDEX

The Unit Index (page 3) has had the following updates:

- The Points Costs of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.

BATTLEFLEETS

Battlefleets (starting on page 10) have been reworked significantly, in line with similar changes across the other seven ORBATs.

The Faction Battlefleet now allows for additional **Mainstay Classes**, based on the *Flagship* unit that is chosen. This, along with the introduction of additional **Doctrines**, means that the Faction Battlefleet can be used to represent either a mixed fleet, or a thematic fleet drawn from a single subfaction.

As a result, subfaction-specific Battlefleets have mostly been removed from the ORBATs, or replaced with Battlefleets that represent a specific fighting group *within* that subfaction.

FLEET DOCTRINES

Fleet Doctrines (page 15) have had the following updates:

- A new **Order**-specific Fleet Doctrine, **Control of the Cosmos**, has been added.
- A new **Egyptian**-specific Fleet Doctrine, **The Thirteenth** has been added.

UNIT PROFILES

Each unit profile now features a short narrative description of the unit. These will be expanded when the full version of this ORBAT is released.

The Victory Point Ratings of all units have been re-evaluated, in line with similar changes across the other seven ORBATs.

In addition, the following unit has been updated:

- The **Anatolia Heavy Battlecruiser** has gained the *Inspirational* (7") and *Orichalcite Construction* properties.

THANK YOU!

The launch of the new edition of Dystopian Wars would not have been possible without the enthusiastic support of the community. The Warcradle Games Development team would like to extend our genuine, heartfelt thanks to everyone who sent in feedback through the error report forms, or via our Discord and Facebook communities.