

**UNIT NAME:****TRAIT**

- Abydos Class
- Egyptian



Flagship



Skimming Unit



Sultanate

**WEAPON**

Heavy Rocket Battery Aerial

Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

# ABYDOS

## HOVER STRONGHOLD

**BATTLE READY**

Mass	4	4	Mass
Speed	5	4	Speed
Turn Limit	3	3	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	12	11	Fray
Hull	8	8	Hull

**CRIPPLED****HULL DAMAGE TRACKER**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Rocket Battery Aerial	360°	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
Gun Battery Gunnery	F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Gun Battery Gunnery	F/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

**CRIPPLED****SPECIAL RULES:**

Assigned Skiff Escorts | Armoured Decking | Heavy Escort | Heavy Firepower | Large Target | Logistical Support | Skiff Dock | Supply Depot



# ANATOLIA

## HEAVY BATTLECRUISER



### UNIT NAME:

### TRAIT

- Anatolia Class
- Turkish



Flagship



Surface Unit



Sultanate

### WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	6	Speed
Turn Limit	5	5	Turn Limit
Armour	8	7	Armour
Citadel	15	14	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	11	8	Fray
Hull	7	4	Hull

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

### SPECIAL RULES:

Agile | Focused Gunnery | Gun Runner | Heavy Firepower | Maritime Patrol | Orichalcite Construction | Powerslide

CRIPPLED

CRIPPLED

**UNIT NAME:****TRAIT**

- Unique
- Anatolia Class
- Turkish



Flagship



Surface Unit



Sultanate

**WEAPON**

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

# DOGAN

## HEAVY BATTLECRUISER

**BATTLE READY**

Mass	3	3	Mass
Speed	6	6	Speed
Turn Limit	5	5	Turn Limit
Armour	8	7	Armour
Citadel	15	14	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	13	13	Fray
Hull	7	4	Hull

**CRIPPLED****HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

**CRIPPLED****SPECIAL RULES:**

Agile | Disciplined | Focused Gunnery | Gun Runner | Heavy Firepower | Maritime Patrol | Orichalcite Construction | Portal Focus | Portal Generator | Powerslide


**UNIT NAME:**
**TRAIT**

- Unique
- Anatolia Class
- Turkish



Flagship



Surface Unit



Sultanate

**WEAPON**
**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

# VALIDE KOSEM

## HEAVY BATTLECRUISER


**BATTLE READY**

Mass	3	3	Mass
Speed	6	6	Speed
Turn Limit	5	5	Turn Limit
Armour	8	7	Armour
Citadel	15	14	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	11	8	Fray
Hull	7	4	Hull

**CRIPPLED**
**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

**CRIPPLED**
**SPECIAL RULES:**

Agile | Focused Gunnery | Fortunes Of War | Gun Runner | Heavy Firepower | Maritime Patrol | Orichalcite Construction | Powerslide | Sharpshooter



# HURREM

## GRAND CRUISER



### UNIT NAME:

### TRAIT

- Hurrem Class
- Turkish



Flagship



Surface Unit



Sultanate

### WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	5	4	Speed
Turn Limit	3	2	Turn Limit
Armour	7	6	Armour
Citadel	14	11	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	9	8	Fray
Hull	7	5	Hull

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
A/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

### SPECIAL RULES:

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

CRIPPLED

CRIPPLED



# LYCEUM

## AERIAL DREADNOUGHT



### UNIT NAME:

### TRAIT

- Lyceum Class
- Turkish



Flagship



Aerial Unit



Sultanate

### WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside Broadside, Fusillade	P&S&A	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Rocket Battery Aerial	F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	A/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
Rocket Battery Aerial	A/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

BATTLE READY

Mass	4	4	Mass
Speed	6	5	Speed
Turn Limit	5	4	Turn Limit
Armour	7	6	Armour
Citadel	14	11	Citadel
ADV	7	6	ADV
SDV	5	3	SDV
Fray	10	9	Fray
Hull	7	6	Hull

### HULL DAMAGE TRACKER

CRIPPLED

CRIPPLED

### SPECIAL RULES:

Callimachus Chrono-Lathe | Flak Barrage (6) | Focused Gunnery | Heavy Firepower | Orichalcite Construction | Powerslide

# BADROULBADOUR

## AERIAL DREADNOUGHT



### UNIT NAME:

### TRAIT

- Unique
- Lyceum Class
- Crimson League



Flagship



Aerial Unit



Sultanate

### WEAPON

Particle Beamer	Sustained, Gunnery
Particle Beamer	Sustained, Gunnery
Heavy Broadside	Broadside, Fusillade
Rocket Battery	Aerial
Rocket Battery	Aerial
Rocket Battery	Aerial
Rocket Battery	Aerial
Rocket Battery	Aerial
Rocket Battery	Aerial
Rocket Battery	Aerial

### BATTLE READY

Mass	4	4	Mass
Speed	6	5	Speed
Turn Limit	5	4	Turn Limit
Armour	7	6	Armour
Citadel	14	11	Citadel
ADV	7	6	ADV
SDV	5	3	SDV
Fray	10	9	Fray
Hull	7	6	Hull

### CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
F/S	7(5)	6(4)	6(4)	6(4)	3(2)	3(2)
P&S&A	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)

### CRIPPLED

### SPECIAL RULES:

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

**UNIT NAME:****TRAIT**

- Pharos Class
- Egyptian



Flagship



Skimming Unit



Sultanate

**WEAPON**

**Heavy Particle Cannon** Piercing, Blast, Devastating

**D-Cannon Battery** Indirect, Piercing, (Sec ORBAT)

**Heavy Rocket Battery** Aerial

**Heavy Rocket Battery** Aerial

**Aetheric Lance** Sustained, Gunnery

**Aetheric Lance** Sustained, Gunnery

**Aetheric Lance** Sustained, Gunnery

**Aetheric Lance** Sustained, Gunnery

**Aetheric Lance** Sustained, Gunnery

**Aetheric Lance** Sustained, Gunnery

**Heavy Broadside** Broadside, Fusillade

# PHAROS

## HOVER DREADNOUGHT



BATTLE READY

Mass	4	4	Mass
Speed	5	4	Speed
Turn Limit	3	3	Turn Limit
Armour	7	7	Armour
Citadel	13	12	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	12	11	Fray
Hull	8	8	Hull

**HULL DAMAGE TRACKER**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
<b>Heavy Particle Cannon</b> Piercing, Blast, Devastating	F	6(4)	9(6)	5(3)	4(3)	6(4)	3(2)
<b>D-Cannon Battery</b> Indirect, Piercing, (Sec ORBAT)	360°	-(-)	8(4)	8(4)	-(-)	6(3)	6(3)
<b>Heavy Rocket Battery</b> Aerial	F/P	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
<b>Heavy Rocket Battery</b> Aerial	F/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
<b>Aetheric Lance</b> Sustained, Gunnery	F/P	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
<b>Aetheric Lance</b> Sustained, Gunnery	F/P	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
<b>Aetheric Lance</b> Sustained, Gunnery	F/P	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
<b>Aetheric Lance</b> Sustained, Gunnery	F/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
<b>Aetheric Lance</b> Sustained, Gunnery	F/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
<b>Aetheric Lance</b> Sustained, Gunnery	F/S	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)
<b>Heavy Broadside</b> Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

**SPECIAL RULES:**

Armoured Decking | Heavy Firepower | Large Target | Lumbering

CRIPPLED

CRIPPLED





# RETAJ

## PORTALSHIP



### UNIT NAME:

### TRAIT

- Retaj Class
- Order



Flagship



Surface Unit



Sultanate

### WEAPON

**Twin Judgement Lances** Arc, Sustained, Gunnery, Hazard

**Twin Judgement Lances** Arc, Sustained, Gunnery, Hazard

**Helio Blast** Arc, Blast, Hazard, Bomb

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	8	7	Speed
Turn Limit	4	3	Turn Limit
Armour	7	7	Armour
Citadel	14	14	Citadel
ADV	8	6	ADV
SDV	8	6	SDV
Fray	14	14	Fray
Hull	7	7	Hull

CRIPPLED

### HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
<b>Twin Judgement Lances</b> Arc, Sustained, Gunnery, Hazard	F	8(8)	8(8)	8(8)	6(5)	5(5)	5(5)
<b>Twin Judgement Lances</b> Arc, Sustained, Gunnery, Hazard	F	8(8)	8(8)	8(8)	6(5)	5(5)	5(5)
<b>Helio Blast</b> Arc, Blast, Hazard, Bomb	F	18(0)	-(-)	-(-)	18(0)	-(-)	-(-)
<b>Heavy Broadside</b> Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
<b>Heavy Torpedo Salvo</b> Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)
<b>Heavy Torpedo Salvo</b> Submerged, Torpedo, EXT. RNG.	F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Cor Caroli | Elite Crew | Fortunes Of War | Heavy Firepower | Ikili Hull | Orichalcite Construction | Portal Focus | Portal Mastery | Powerslide



# SUEIMAN

## FLEET CARRIER



### UNIT NAME:

### TRAIT

- Sulciman Class
- Turkish



Flagship



Surface Unit



Sultanate

### WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Heavy Broadside Broadside, Fusillade

Heavy Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	4	4	Mass
Speed	4	4	Speed
Turn Limit	3	2	Turn Limit
Armour	7	7	Armour
Citadel	15	14	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	11	8	Fray
Hull	7	9	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
A/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

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



# TANIS

## CONTROL SHIP



### UNIT NAME:

### TRAIT

- Tanis Class
- Egyptian



Flagship



Skimming Unit



Sultanate

### WEAPON

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Gun Battery Gunnery	F/P	3(2)	5(3)	--	2(1)	4(2)	--
Gun Battery Gunnery	F/P	3(2)	5(3)	--	2(1)	4(2)	--
Gun Battery Gunnery	F/P	3(2)	5(3)	--	2(1)	4(2)	--
Gun Battery Gunnery	F/S	3(2)	5(3)	--	2(1)	4(2)	--
Gun Battery Gunnery	F/S	3(2)	5(3)	--	2(1)	4(2)	--
Gun Battery Gunnery	F/S	3(2)	5(3)	--	2(1)	4(2)	--
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	--	6(3)	4(2)	--

BATTLE READY

Mass	4	4	Mass
Speed	5	4	Speed
Turn Limit	3	3	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	12	11	Fray
Hull	7	9	Hull

### HULL DAMAGE TRACKER

CRIPPED

CRIPPED

### SPECIAL RULES:

Advanced Repair Facilities (2) | Armoured Decking | Heavy Firepower | Portal Generator | Khepri Attack Runs | Khepri Portal Strike | Khepri SRS Capacity 8/4 | Large Target | Priority Signals



# TOPKAPI

## PORTAL-STRIKE CARRIER



### UNIT NAME:

### TRAIT

- Topkapi Class
- Turkish



Flagship



Surface Unit



Sultanate

### WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	7	5	Fray
Hull	5	6	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

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



# AYDIN SUPPLY SHIP



## UNIT NAME:

## TRAIT

- Aydin Class
- Turkish



Surface Unit



Sultanate

## WEAPON

**Rocket Battery** Aerial

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

## BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	5	3	Fray
Hull	4	3	Hull

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

## SPECIAL RULES:

Agile | Attached Unit (Turkish) | Gun Runner | Logistical Support | Orichalcite Construction | Powerslide | Supply Depot | Vulnerable Stern

CRIPPLED

CRIPPLED

**UNIT NAME:****TRAIT**

- Bayezid Class
- Turkish



Surface Unit



Sultanate

# BAYEZID

## IKILI CRUISER

BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	8	6	Fray
Hull	6	5	Hull

CRIPPLED

**HULL DAMAGE TRACKER****WEAPON**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
Heavy Gun Battery Gunnery	F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery Gunnery	F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
Torpedo Salvo Submerged, Torpedo, EXT. RNG.	F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

**SPECIAL RULES:**

Agile | Ikili Hull | Maritime Patrol | Mine Sweeper | Orichalcite Construction | Powerslide | Shield Generator | Vulnerable Stern



# BENGHAZI

## OFFSHORE SUPPORT PLATFORM



### UNIT NAME:

### TRAIT

- Benghazi Class
- Tripolitanian



Surface Unit



Sultanate

### WEAPON

Gun Battery Gunnery

Gun Battery Gunnery

BATTLE READY	Mass	2	2	Mass
	Speed	0	0	Speed
	Turn Limit	0	0	Turn Limit
	Armour	5	5	Armour
	Citadel	12	10	Citadel
	ADV	4	3	ADV
	SDV	4	3	SDV
	Fray	8	8	Fray
	Hull	3	3	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
360°	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)

CRIPPLED

### SPECIAL RULES:

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



# BURSA

## IKILI HEAVY CRUISER



### UNIT NAME:

### TRAIT

- Bursa Class
- Turkish



Surface Unit



Sultanate

### WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	8	6	Fray
Hull	6	5	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

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





# CAROLUS

## DESTROYER



### UNIT NAME:

### TRAIT

- Carolus Class
- Order



Surface Unit



Sultanate

### WEAPON

**Judgement Lance** Arc, Gunnery, Hazard

**Broadside** Fusillade, Broadside

BATTLE READY

Mass	1	-	Mass
Speed	11	-	Speed
Turn Limit	8	-	Turn Limit
Armour	6	-	Armour
Citadel	13	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	6	-	Fray
Hull	3	-	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(5)	5(5)	5(5)	4(3)	3(3)	3(3)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

### SPECIAL RULES:

Agile | Attached Unit (Order) | Armoured Decking | Cor Caroli | Elite Crew | Orichalcite Crafted | Powerslide

# CONSTANTINOPLE

## SUPPORT CARRIER



### UNIT NAME:

### TRAIT

- Constantinople Class
- Turkish



Surface Unit



Sultanate

### WEAPON

**Rocket Battery** Aerial

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	5	2	ADV
SDV	4	2	SDV
Fray	7	5	Fray
Hull	3	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

Agile | Combat Air Patrol | Maritime Patrol | Orichalcite Construction | Powerslide | SRS Capacity 4/2 | SRS Mine Clearance | SRS Recon | Vulnerable Stern



# ISKANDAR CRUISER



## UNIT NAME:

## TRAIT

- Iskandar Class
- Turkish



Surface Unit



Sultanate

## WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	7	5	Fray
Hull	4	3	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

## SPECIAL RULES:

Agile | Gun Runner | Maritime Patrol | Orichalcite Construction | Powerslide | Vulnerable Stern



# IZMIR MONITOR



**UNIT NAME:**

**TRAIT**

- Izmir Class
- Turkish



Surface Unit



Sultanate

**WEAPON**

**Heavy Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	8	6	Fray
Hull	4	3	Hull

HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

**SPECIAL RULES:**

Agile | Gun Runner | Maritime Patrol | Orichalcite Construction | Powerslide | Vulnerable Stern

CRIPPED

CRIPPED

# JEBEL

## BATTLE PLATFORM


**UNIT NAME:**
**TRAIT**

- Jebel Class
- Tripolitanian



Surface Unit



Sultanate

**WEAPON**
**Heavy Gun Battery** Gunnery

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

**BATTLE READY**

Mass	2	2	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	4	3	ADV
SDV	4	3	SDV
Fray	8	8	Fray
Hull	3	3	Hull

**CRIPPLED**
**HULL DAMAGE TRACKER**
**CRIPPLED**
**SPECIAL RULES:**

Attached Unit (Tripolitanian) | Forward Deployment | Heavy Escort | Immobile | Strategic Asset



# KHOMS

## HEAVY PLATFORM



### UNIT NAME:

### TRAIT

- Khoms Class
- Tripolitanian



Surface Unit



Sultanate

### WEAPON

- Heavy Gun Battery Gunnery
- Heavy Gun Battery Gunnery
- Heavy Gun Battery Gunnery

BATTLE READY

Mass	3	3	Mass
Speed	0	0	Speed
Turn Limit	0	0	Turn Limit
Armour	5	5	Armour
Citadel	12	10	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	11	10	Fray
Hull	6	6	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)

CRIPPLED

### SPECIAL RULES:

Forward Deployment | Heavy Escort | Immobile | Strategic Asset



# KONYA

## MAINTENANCE SHIP



### UNIT NAME:

### TRAIT

- Konya Class
- Turkish



Surface Unit



Sultanate

### WEAPON

**Rocket Battery** Aerial

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	2	1	ADV
SDV	2	1	SDV
Fray	4	2	Fray
Hull	4	3	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

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



# LESATH

## EXEMPLAR - CRUISER



### UNIT NAME:

### TRAIT

- Lesath Class
- Order



Surface Unit



Sultanate

### WEAPON

**Twin Judgement Lances** Arc, Sustained, Gunnery, Hazard

**Heavy Broadside** Broadside, Fusillade

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	9	9	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	8(8)	8(8)	8(8)	6(5)	5(5)	5(5)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Cor Caroli | Elite Crew | Orichalcite Construction | Portal Focus | Powerslide



**UNIT NAME:****TRAIT**

- Mehmed Class
- Turkish



Surface Unit



Sultanate

**WEAPON**

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG	
Heavy Gun Battery	Gunnery	F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	F/P	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Gun Battery	Gunnery	F/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
Heavy Broadside	Broadside, Fusillade	P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
Torpedo Salvo	Submerged, Torpedo, EXT. RNG.	F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
Torpedo Salvo	Submerged, Torpedo, EXT. RNG.	F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

BATTLE READY

**MEHMED  
GRAND MONITOR**

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	3	2	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	5	3	ADV
SDV	5	3	SDV
Fray	10	8	Fray
Hull	6	5	Hull

**HULL DAMAGE TRACKER**

CRIPPED

CRIPPED

**SPECIAL RULES:**

Agile | Elite Crew | Fortunes Of War | Ikili Hull | Maritime Patrol | Orichalcite Construction | Powerslide | Shield Generator | The Sultan's Monitor | Two Per Force | Vulnerable Stern

# MIHRIMAH

## BOMBARDMENT CRUISER



BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	7	5	Fray
Hull	4	3	Hull

CRIPPLED

HULL DAMAGE TRACKER

## UNIT NAME:

## TRAIT

- Mihrimah Class
- Turkish



Surface Unit



Sultanate

## WEAPON

Orichalcite Flechette Launcher Fusillade, Blast, Bomb

Rocket Battery Aerial

Broadside Fusillade, Broadside

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	12(9)	-(-)	-(-)	9(6)	-(-)	-(-)
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

## SPECIAL RULES:

Agile | Flak Barrage (3) | Gun Runner | Orichalcite Construction | Portal Generator | Powerslide | Vulnerable Stern


**UNIT NAME:**
**TRAIT**

- Morea Class
- Turkish



Surface Unit



Sultanate

# MOREA

## MINELAYER

**BATTLE READY**

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	5	3	Fray
Hull	4	3	Hull

**HULL DAMAGE TRACKER**
**CRIPPLED**
**WEAPON**
**Rocket Battery** Aerial

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

**CRIPPLED**
**SPECIAL RULES:**

Agile | Gun Runner | Orichalcite Construction | Powerslide | Mine Layer | Mine Sweeper | Mirage Generator | Vulnerable Stern



## UNIT NAME:

## TRAIT

- Nemrut Class
- Turkish



Surface Unit



Sultanate

## WEAPON

Orichalcite Flechette Launcher	Fusillade, Blast, Bomb
Orichalcite Flechette Launcher	Fusillade, Blast, Bomb
Heavy Rocket Battery	Aerial
Heavy Rocket Battery	Aerial
Heavy Broadside	Broadside, Fusillade
Rocket Battery	Aerial
Rocket Battery	Aerial
Torpedo Salvo	Submerged, Torpedo, EXT. RNG.
Torpedo Salvo	Submerged, Torpedo, EXT. RNG.

# NEMRUT

## SUPREMACY CRUISER



BATTLE READY

Mass	3	3	Mass
Speed	6	5	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	12	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	8	6	Fray
Hull	6	5	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	12(9)	-(-)	-(-)	9(6)	-(-)	-(-)
F	12(9)	-(-)	-(-)	9(6)	-(-)	-(-)
F/P	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
F/S	9(2)	9(4)	9(4)	6(-)	6(3)	6(3)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

## SPECIAL RULES:

Agile | Ikili Hull | Orichalcite Construction | Portal Generator | Powerslide | Shield Generator | The Sultan's Hammer | Two Per Force | Vulnerable Stern



# PASHA

## LIGHT CRUISER



### UNIT NAME:

### TRAIT

- Pasha Class
- Turkish



Surface Unit



Sultanate

### WEAPON

**Heavy Gun Battery** Gunnery

**Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	9	8	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	3	2	ADV
SDV	3	2	SDV
Fray	6	4	Fray
Hull	3	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

Agile | Attached Unit (Turkish) | Gun Runner | Oricalcite Construction | Powerslide | Vanguard | Vulnerable Stern

# SADRAZAM

## HEAVY CRUISER



### UNIT NAME:

### TRAIT

- Sadrazam Class
- Turkish



Surface Unit



Sultanate

### WEAPON

Heavy Gun Battery Gunnery

Heavy Gun Battery Gunnery

Gun Battery Gunnery

Heavy Broadside Broadside, Fusillade

Torpedo Salvo Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	6	5	Turn Limit
Armour	6	6	Armour
Citadel	10	10	Citadel
ADV	4	2	ADV
SDV	4	2	SDV
Fray	7	5	Fray
Hull	4	3	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

Agile | Focused Gunnery | Gun Runner | Orichalcite Construction | Powerslide | Maritime Patrol | Vulnerable Stern

# SPARTAN

## DIVE-CRUISER



### UNIT NAME:

### TRAIT

- Spartan Class
- Greek



Surface Unit



Sultanate

### WEAPON

**Heavy Gun Battery** Gunnery

**Heavy Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	8	6	Speed
Turn Limit	5	4	Turn Limit
Armour	6	6	Armour
Citadel	12	10	Citadel
ADV	3	2	ADV
SDV	4	3	SDV
Fray	8	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
A/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	7(2)	7(5)	6(4)	5(-)	5(3)	4(3)

CRIPPLED

### SPECIAL RULES:

Gun Runner | Orichalcite Construction | Hammer Sweep | Wavelurker



# TEMIR

## FRIGATE



### UNIT NAME:

### TRAIT

- Temir Class
- Turkish



Surface Unit



Sultanate

### WEAPON

**Gun Battery** Gunnery

**Light Broadside** Broadside, Fusillade

**Micro Torpedo Salvo** Submerged, Torpedo, Homing

BATTLE READY

Mass	1	-	Mass
Speed	13	-	Speed
Turn Limit	10	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	2	-	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	5(2)	5(3)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

Acceptable Attrition | Agile | Attached Unit (Turkish) | Gun Runner | Powerslide | Vulnerable Stern





# HASHASHIN

## DESTROYER SKIMMER



### UNIT NAME:

### TRAIT

- Hashashin Class
- Egyptian



Skimming Unit



Sultanate

### WEAPON

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Light Broadside** Broadside, Fusillade

**Micro Torpedo Salvo** Submerged, Torpedo, Homing

BATTLE READY

Mass	1	-	Mass
Speed	11	-	Speed
Turn Limit	9	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)
F	5(2)	5(3)	-(-)	-(-)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Shadow Hunter | Gun Runner

# KOPESH

## FAST SKIMMER



### UNIT NAME:

### TRAIT

- Kopesh Class
- Egyptian



Skimming Unit



Sultanate

### WEAPON

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Light Broadside** Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	12	-	Speed
Turn Limit	10	-	Turn Limit
Armour	5	-	Armour
Citadel	10	-	Citadel
ADV	3	-	ADV
SDV	3	-	SDV
Fray	5	-	Fray
Hull	3	-	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
A/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Mine Sweeper | Shadow Hunter | Vanguard



# MANDJET

## HEAVY SKIMMER



### UNIT NAME:

### TRAIT

- Mandjet Class
- Egyptian



Skimming Unit



Sultanate

### WEAPON

**Heavy Magnetic Bombard** Aerial, Magnetic, EXT. RNG.

**Heavy Gun Battery** Gunnery

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Heavy Broadside** Broadside, Fusillade

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	8(4)	9(5)	-(-)	4(2)	7(4)
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	10(5)	6(3)	-(-)	6(3)	4(2)	-(-)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Focused Gunnery



# MESEKTET

## STRIKE SKIMMER



### UNIT NAME:

### TRAIT

- Mesektet Class
- Egyptian



Skimming Unit



Sultanate

### WEAPON

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Gun Battery** Gunnery

**Broadside** Fusillade, Broadside

**Heavy Torpedo Salvo** Submerged, Torpedo, EXT. RNG.

BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	4	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)
F	12(4)	12(7)	11(6)	8(-)	8(5)	7(5)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Vanguard

# SABAH

## BARRAGE SKIMMER



### UNIT NAME:

### TRAIT

- Sabah Class
- Egyptian



Skimming Unit



Sultanate

### WEAPON

Salvo Missile Silo Aerial, Blast, Sustained, Limited

Gun Battery Gunnery

Gun Battery Gunnery

Broadside Fusillade, Broadside

### BATTLE READY

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	7	7	Fray
Hull	4	4	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
360°	-(-)	10(6)	10(6)	-(-)	7(4)	7(4)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

### SPECIAL RULES:

Agile | Armoured Decking | Rocket Barrage | Spotter

**UNIT NAME:****TRAIT**

- Sobek Class
- Egyptian



Skimming Unit



Sultanate

**WEAPON****Heavy Gun Battery** Gunnery**Gun Battery** Gunnery**Gun Battery** Gunnery**Broadside** Fusillade, Broadside

# SOBEK

## COASTAL SKIMMER

**BATTLE READY**

Mass	2	2	Mass
Speed	7	6	Speed
Turn Limit	4	3	Turn Limit
Armour	6	6	Armour
Citadel	12	11	Citadel
ADV	5	4	ADV
SDV	5	4	SDV
Fray	9	8	Fray
Hull	4	4	Hull

**CRIPPLED****HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	6(3)	9(4)	6(3)	4(1)	6(3)	4(1)
F/P/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
F/S/A	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

**CRIPPLED****SPECIAL RULES:**

Agile | Armoured Decking | Coastal Bombardment | Landing Vessel | Mine Layer



# ALSAQR

## SKYBARQUE



**UNIT NAME:**

**TRAIT**

- Alsaqr Class
- Turkish



Aerial Unit



Sultanate

**WEAPON**

**Aerial Torpedo** Aerial, Torpedo, High Velocity

**Aetheric Lance** Sustained, Gunnery

BATTLE READY

Mass	1	-	Mass
Speed	12	-	Speed
Turn Limit	8	-	Turn Limit
Armour	4	-	Armour
Citadel	9	-	Citadel
ADV	4	-	ADV
SDV	0	-	SDV
Fray	3	-	Fray
Hull	2	-	Hull

CRIPPLED

**HULL DAMAGE TRACKER**

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	3(1)	3(2)	3(2)	2(-)	2(1)	2(1)
F	6(3)	5(3)	-(-)	4(2)	3(2)	-(-)

CRIPPLED

**SPECIAL RULES:**

Agile | Attached Unit (Turkish) | Corvette Duty | Giant Slayer | Linear Dash | Powerslide | Vulnerable Stern



# AWSBIRI

## SKYLANCER



### UNIT NAME:

### TRAIT

- Awsbiri Class
- Turkish



Aerial Unit



Sultanate

### WEAPON

**Aerial Torpedo Salvo** Aerial, Torpedo, High Velocity

**Rocket Battery** Aerial

**Rocket Battery** Aerial

**Broadside** Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	6	5	Turn Limit
Armour	6	5	Armour
Citadel	10	10	Citadel
ADV	5	3	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	4	2	Hull

CRIPPLED

### HULL DAMAGE TRACKER

	FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
<b>Aerial Torpedo Salvo</b>	F	6(2)	6(5)	5(4)	5(-)	5(3)	4(3)
<b>Rocket Battery</b>	F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
<b>Rocket Battery</b>	F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
<b>Broadside</b>	P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

### SPECIAL RULES:

Agile | Linear Dash | Maritime Patrol | Powerslide | Vanguard | Vulnerable Stern





# CHASKA

## VITRUVIAN COLOSSUS



### UNIT NAME:

### TRAIT

- Chaska Class
- Order



Aerial Unit



Sultanate

### WEAPON

**Chaska Starblade** Ramming 12/10, Arc

**Judgement Lance** Arc, Gunnery, Hazard

**Judgement Lance** Arc, Gunnery, Hazard

BATTLE READY

Mass	2	2	Mass
Speed	9	8	Speed
Turn Limit	6	5	Turn Limit
Armour	7	7	Armour
Citadel	14	13	Citadel
ADV	2	1	ADV
SDV	2	1	SDV
Fray	8	6	Fray
Hull	5	2	Hull

CRIPPLED

### HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	-(-)	-(-)	-(-)	-(-)	-(-)	-(-)
F/P/S	5(5)	5(5)	5(5)	4(3)	3(3)	3(3)
F/P/S	5(5)	5(5)	5(5)	4(3)	3(3)	3(3)

CRIPPLED

### SPECIAL RULES:

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



# HIRKA SKYCUTTER



## UNIT NAME:

## TRAIT

- Hirka Class
- Turkish



Aerial Unit



Sultanate

## WEAPON

**Aerial Torpedo Salvo** Aerial, Torpedo, High Velocity

**Gun Battery** Gunnery

**Light Broadside** Broadside, Fusillade

BATTLE READY

Mass	1	-	Mass
Speed	9	-	Speed
Turn Limit	6	-	Turn Limit
Armour	5	-	Armour
Citadel	11	-	Citadel
ADV	4	-	ADV
SDV	0	-	SDV
Fray	4	-	Fray
Hull	4	-	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F	6(2)	6(5)	5(4)	5(-)	5(3)	4(3)
F/P/S	3(2)	5(3)	-(-)	2(1)	4(2)	-(-)
P & S	4(3)	-(-)	-(-)	3(2)	-(-)	-(-)

CRIPPLED

## SPECIAL RULES:

Agile | Gun Runner | Hydrophone Relay | Landing Vessel | Powerslide | Vulnerable Stern



# NASR SKYSHIP



## UNIT NAME:

## TRAIT

- Nasr Class
- Turkish



Aerial Unit



Sultanate

## WEAPON

Rocket Battery Aerial

Rocket Battery Aerial

Rocket Battery Aerial

Broadside Fusillade, Broadside

BATTLE READY

Mass	2	2	Mass
Speed	8	7	Speed
Turn Limit	6	5	Turn Limit
Armour	6	5	Armour
Citadel	10	10	Citadel
ADV	5	3	ADV
SDV	0	0	SDV
Fray	7	6	Fray
Hull	4	2	Hull

CRIPPLED

## HULL DAMAGE TRACKER

FIRE ARC	POINT BLANK	CLOSING	LONG	POINT BLANK	CLOSING	LONG
F/P/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/P	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
F/S	5(1)	5(2)	5(2)	4(-)	4(2)	4(2)
P & S	6(3)	3(2)	-(-)	4(2)	2(1)	-(-)

CRIPPLED

## SPECIAL RULES:

Agile | Linear Dash | Powerslide | Skyfire | Vulnerable Stern