This document contains Model statistics for the **Ottoman Empire Seperatists**. The statistics are compatible with the **Dystopian Wars V2.5** Game Engine.

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Version 1.0

Ottoman Empire Separatists Universal Rules

- In some places, Ottoman Empire Separatists is abbreviated as OE-S in the Force Guide.
- All Ottoman Empire Broadsides have the Redoubtable (Broadsides) Model Assigned Rule.
- · All Ottoman Empire Separatist Capital Models have the Specialised Defences (1) Model Assigned Rule.
- All Ottoman Empire Primary Weaponry have the Corrosive Model Assigned Rule.
- All Ottoman Empire Mines are Air Bust Mines.
- All Ottoman Empire Mines have the Devastating Munitions type.

Ottoman Mine Control Generators

Ottoman Empire Mines within range of a Mine Control Generator may move D3+2" instead of the usual 2".

Ottoman Empire Separatist Commodore Rules

Commodore Traits

- Ottoman Empire Separatists Commodores may always take the Pass the Tools Defensive trait instead of making a roll on the Defensive Trait table.
- Ottoman Empire Separatist Commodores (including Competitive Commodores) may exchange any Defensive Trait they have generated for the following trait:
- o Capital Models in this fleet reduce the number of AP lost due to Hard Pounding Critical Hit Results by one and do not lose AP due to the Lethal Strike or Concussion Munitions Types.

Isolationists

• Ottoman Empire Separatist Models may not be taken as allies by a Force selected from the Grand Coalition or Imperial Bond Super-Blocks

OTTOMAN EMPIRE SEPARATISTS

SPECIALIST GROUP SQUADRONS

The following models may be combined to create Specialist Group Squadrons using the rules found on pages 80-81 of the Dystopian Wars 2.5 Rulebook:

Tigris Squadron
The Squadron MUST contain:
1x Fettah Cruiser (Parent Model)
+3x Mizrak Frigates (Attached Models)

Ottoman Seperatists				Ka	nuni	P	oints	270	
Dreadne	ought					Grew T	ype: Elite		
CX.					Massive Na Minimum M Turning Te Turn Limit: Squadron S	mplate:	Model 2" Large 0" 1		
RB	1	2	3	4	DR	CR	MV	HP	
Main Turret (P)	11	9	7	5	8	13	6"	10	
Fore Bombard (P)		10	8	6	AP	AA	CC	łR	
Upper P/S Broadsides (S)	8	6	4	2	10	8	5	8	
Lower P/S Broadsides (S)	12	10	8	6					
MAR:	Carrier (0, 1X5 Fighters), Strategic Value (100), Sustained Fire (P/S Upper & Low Broadsides, 2), Wing Launcher (4)								
Options:					n Internal Stor ditional Interna			erator for +2	
Weaponary Arcs:	ONE N The U The L	lain Tu PPER 1 OWER	rret (P) P/S Br P/S B	has a oadside roadside	270-degree For 270-degree Aft s (\$) have a Br es (\$) have a Br re a Fixed Char	Fire Arc coadside Fire A coadside Fire	Arc		
Special Rules:	you ma	ay doùb	le the	Value o	me during the f this Models S one Raging Fi	torm Generate			

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	Activa	tion thi	is Mode	l gains	one Raging Fi	re Token.		
								وسي ا
Ottoman Seperatists				Sad	razam	Po	oints	175
Battle	eship					Grew Ty	pe: Elite	
CX					Large Naval Minimum M Turning Te Turn Limit: Squadron S	mplate:	ace Skimmir 2" Large 0"	
RB	1	2	3	4	DR	GR	MV	HP
Main Turret (P)	9	7	5	3	7	10	8"	8
P/S Broadsides (S)	12	10	8	6	AP	AA	CC	łR
Volley Gan (S)	5	4	-	-	7	6	6	5
	-	31	-	-				
MAR:	Sustai	ned Fir	e (P/S	Broads	ides, 2), Strate	gic Value (25)		
Options:	This n	nodel ca	ın be fi	tted wi	n Internal Stor th an additiona al GNE (8") gen	l Internal Min	e-Controller (24") Generator
Weaponary Arcs:	ONE N The P	lain Tu /S Bro	rret (P) adsides	has a (S) has	270-degree For 270-degree Aft ve a Broadside have 180-degre	Fire Arc Fire Arc	rcs	
Special Rules:	you m	ay doùb	le the	Value o	ime during the f this Models S one Raging Fi	torm Generator		Models activation e end of this

Ottoman Seperatists				Si	nop Points			90				
Mon	itor			490	Grew Type: Stoic							
CX					Medium Na Minimum M Turning Te Turn Limit: Squadron S	emplate: :	odel 2" Mediù 0" 1-2	ım				
RB	1	2	3	4	DR	6K	M¥	HP				
Fore Bombard (P)	-	10	8	6	6	7	6"	6				
P/S Broadsides (S)	8	6	4	2	AP	AA	CC	łR				
-	-	-	-	-	5	3	3	3				
	-	-	-	-								
MAR:	Wing	Launche	er (1), §	Sustaine	ed Fire (P/S B	roadsides, 2)						
Options:		This model is fitted with an Storm (1, 16") Generator This Model may purchase the Squadron Support (OE: SAS, Fighters, 3) MAR for +10										
Weaponary Arcs:					r Fixed Channe ve a Broadside	l Fore Fire Arc Fire Arc						

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6	Ottoman Seperatists		3		Fe	ettah		Po	ints	55	3
	Grui	ser					Gr	ew Ty	pe: Stoic	3	G
	CX					Medium Nav Minimum M Turning Te Turn Limit: Squadron S	love: implate		2"	nming Model lium	
. 494	RB	1	2	3	4	DR	Q	R	M₹	HP	
	P/S Broadsides (S)	8	6	4	2	5		6	10"	5	
The second	Volley Gun (S)	5	4	-	1	AP	A	A	CC	łR	
		- 1	-	-	-	4		3	3	3	
		-	-	-	-						
	MAR:	Sustai	ned Fir	e (P/S	Broads	sides, 2)					
	Options:	This n	nodel m	ay be f	itted w	ith an Internal	Storm	(1, 16")	Generator	for +5 points	
66.200	Weaponary Arcs:	ONE V	olley (ian (s)	has a 2	ve a Broadside 70-degree Fore 70-degree Aft f	Fire A	rc			
E.	in the second									ر الله	が

Ottoman Seperatists				A	lyci	P	oints	40	
Destr	oyer				Grew Type: Stoic				
CX					Small Nava Minimum M Turning Te Turn Limit: Squadron S	love: emplate:	2" Small 0" 2-4		
RB	1	2	3	4	DR	0R	₩V	HP	
Volley Gun Battery (\$)	7	6	- 1	-	4	5	11"	2	
	- 17	1	-	-	AP	AA	66	łR	
	-		- 1	-	2	2	3	1	
-	-	-	-	-					
MAR:	Pack 7	l'actics	(Volley	Gùn B	attery), Small 7	l'arget			
Options:	None								
Weaponary Arcs:	ONE V	olley (an Bat	tery (S)	has a 270-deg	ree Fore Fire	Arc		

Ottoman Seperatists				Mi	izrak	P	oints	30		
Friq	gate				Grew Type: Stoic					
C×					Small Naval Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	mming Model 2" Small 0" 2-4			
RB	1	2	3	4	DR	٥R	MV	HР		
Fore Volley Gun (S)	5	4	-	-	4	5	12"	2		
P/S Broadsides (S)	4	3	2	-	AP	AA	66	łR		
	-	-	_	-	1	2	1	1		
-	-	32	-	-						
MAR:	Attach	ment (OE-S: La	arge &	Massive, 3), Elu	isive Target, S	mall Target, Sp	otter (16")		
Options:	None						4			
Weaponary Arcs:	ONE F The P	ore Vo	lley Gu badsides	n (S) ha s (S) ha	ns a 270-degree ve a Broadside	Fore Fire Arc Fire Arc				

Ottoman Seperatists		8		Z	ıhaf	P	oints	30
Mine	Layer					Grew T	ype: Elite	
C×					Small Aeria Minimum M Turning Te Turn Limit: Squadron Si	ove: mplate:	4" 45-D 0" 2-4	egrees
RB	1	2	3	4	DR	GR	MV	HP
Airbarst Mines x1	(5)	78		1	4	5	14"	2
	- IT	-		-	AP	AA	CC	łR
	-		1	-	1	3	2	1
-	- 1	1	-	-				
MAR:	Elasivo	Targe	t, Mom	entum,	Small Target, S	Spotter (16"), S	Bustained Fir	(Ack-Ack, 1)
Options:	None							
Weaponary Arcs:	None							

	SUPPORT	AIRCRAF"	r squadi	RON RULES		
AIRGRAFT	MOVE	AD	AA	MARS	DR	HP
FIGHTER PLANE	18"	0	2	Hunter (Aerial, +1)	2	1
TORPEDO BOMBER	14"	3	1	Hunter (Diving, +2)	2	1
DIVE BOMBER	14"	3	2	Hunter (Surface, +1)	2	1

Ottoman Aces: The following Support Aircraft Squadrons in the Ottoman Empire Force may upgrade ONE of their Wings to be an Ace for +10pts: Fighter Plane or Dive Bomber.

Ottoman Empire				H	isar	P	oints	215		
Mobile A	Airfiel	d			Grew Type: Elite					
C:X					Massive Arn Minimum Mo Turning Ter Turn Limit: Squadron Si	mplate:	ll Multi Pur 1" Large 0"			
RB	1	2	3	4	ÐR	CR	MV	HP		
Main Turrets (P)	9	7	5	3	7	11	5"	10		
P/S Volley Gun Broadsides (S)	10	9	-	-	AP	AA	CC	łR		
Fore Bombard (P)	-	10	8	6	7	5	4	4		
	-	-	- 4	-						
MAR:	Carrie	r (9, 2X	4 Win	gs), Fue	l Reserves, Stra	tegic Value (7	5)			
Options:	This n		ay be f		n Internal Storn ith an additiona					
Weaponary Arcs:	ONE Main Turret (P) has a 180-degree Port Fire Arc ONE Main Turret (P) has a 180-degree Starboard Fire Arc The P/S Volley Gun Broadsides(S) have a Broadside Fire Arc TWO Fore Bombards (P) have Fixed Ghannel Fore Fire Arcs									

	Ottoman Empire			Forw	ard L	anding Fiel	d Po	oints	115
7	Universal F	ortific	ation			Gr	rew Type: 1	Non-Gombata	ant
	CX					Massive Gap Minimum M Turning Te Turn Limit: Squadron S	mplate:	tion 0" 0 0" 1	
	RB	1	2	3	4	DR	GR	MY	HP
	Quad Turret (S)	8	6	4	2	5	8	0"	6
		7-1	-	-	-	AP	AA	CC	łR
	-		-	-	-	7	5	2	8
	-	-	\$ = Y	-	-				
	MAR:	Garrie Vùlnei		4 wing	gs), Fuel	Reserves, High	h Angle (Quad	Turret), Strateg	çic Value (75),
	Options:	None							
e e	Weaponary Arcs:					270-degree For 270-degree A ft			

Ottoman Empir	6		Int	fantry	Company	P	oints	30	
Assault	Infant	ry			Grew Type: Reckless				
CX					Tiny Armou Minimum Mo Turning Ter Turn Limit: Squadron Si	ove: mplate:	0" 360-D 0" 1-3	egrees	
RB	1	2	3	4	DR	СR	₩V	HP	
-	-37	-	- 15	-	3	4	5"	3	
	6 - 60	-	-	-	AP	AA	CC	łR	
		-	-	-	4	0	0	-	
-	1-4	-	==	-					
MAR:	Elusiv	e Targe	et, Diffi	cùlt Ta	rget, Fearless, S	ustained A ssa	ùlt (2)		
Options:	May b	ecome l	Mechani	sed					
Weaponary Arcs:	None							100	

Ottoman Empir	' 6		In	fantry	r Company	Po	oints	20		
Line 1	nfantry	I			Grew Type: Conscripted					
CX					Tiny Armou Minimum M Turning Te Turn Limit: Squadron S	mplate:	0" 360-De 0" 1-3	grees		
RB	1	2	3	4	ÐR	вR	MV	HP		
	-	12	- "	-	3	4	5"	4		
	-	-	-	-	AP	AA	CC	IR		
-	-	-	-	-	4	3	0	-		
-	-	-	_							
MAR:	Elusiv	e Targe	et, Diffi	cult Ta	rget					
Options:	May b	ecome l	Mechani	ised						
Weaponary Arcs:	None									

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Ottoman Empir	e		Int	fantry	Company	P	oints	30		
Engineer		Grew Type: Defensive								
C×		Tiny Armoured Repair Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3						egrees		
RB	1	2	3	4	DR	6R	MV	HР		
-	-	12	- 15	-	3	4	5"	3		
	-	-	-	-	AP	AA	CC	łR		
	<u> </u>	1	-	-	3	1	0	-		
-	-	-	==	-						
MAR:	Elusive Target, Difficult Target									
Options:	May become Mechanised									
Weaponary Arcs:	None	None								

Ottoman Empir	In	Company	P	oints	25						
Reconnaissa	ince In	fantry	I	Grew Type: Defensive							
CX		Tiny Armoured Repair Infantry Minimum Move: Turning Template: Turn Limit: Squadron Size:					0"	0" 360-Degrees 0"			
RB	1	2	3	4	DR	CR	MV	HP			
				7-	3	4	8"	3			
-	- 1	-	-	-	AP	AA	CC	łR			
-	1-	3-	-	-	2	1	0	-			
-	-	-	-	_							
MAR:	Elusiv	Elusive Target, Difficult Target, Spotter (16")									
Options:		This model may upgrade the Spotter (Regular) to Spotter (24") for +5 Points May Become Mechanised									
Weaponary Arcs:	None	None									

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6	Ottoman Empire	e Infantry				Company		Points	30	33	
3	Artillery	try			G						
	CX				Tiny Armoun Minimum Mo Turning Ten Turn Limit: Squadron Siz						
	RB	1	2	3	4	ÐR	GR	MV	HP		
The co	Close Mortars (S)	4	5	- 15	-	3	4	3"	3		
		E -85	1	- 4	-	AP	AA	66	łR		
		-		- 3	1	2	3	0	-		
	-	- "	1	-							
	MAR:	Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)									
	Options:	May become Mechanised									
1	Weaponary Arcs:	The Close Mortars (S) have a 360-degree Fire Arc									
Ser.	i de la companya de l								c#	が	