

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 Broadships have the Redoubtable (Broadships) 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:
  - 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 Separatists					Zuhaf		Points		30		
Mine Layer					Crew Type: Elite						
					Small Aerial Model						
					Minimum Move:				4"		
					Turning Template:				45-Degrees		
					Turn Limit:				0"		
					Squadron Size:				2-4		
RB		1	2	3	4	DR	CR	MV	HP		
Airburst Mines x1		(5)	-	-	-	4	5	14"	2		
-		-	-	-	-	AP	AA	CC	IR		
-		-	-	-	-	1	3	2	1		
-		-	-	-	-						
MAR:		Elusive Target, Momentum, Small Target, Spotter (16"), Sustained Fire (Ack-Ack, 1)									
Options:		None									
Weaponary Arcs:		None									


SUPPORT AIRCRAFT SQUADRON RULES						
AIRCRAFT	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					Hisar		Points		215	
Mobile Airfield					Crew Type: Elite					
					Massive Armoured Capital Multi Purpose Model					
					Minimum Move:		1"			
					Turning Template:		Large			
					Turn Limit:		0"			
					Squadron Size:		1			
RB	1	2	3	4	DR	CR	MV	HP		
Main Turrets (P)	9	7	5	3	7	11	5"	10		
P/S Volley Gun Broadside (S)	10	9	-	-	AP	AA	CC	IR		
Fore Bombard (P)	-	10	8	6	7	5	4	4		
-	-	-	-	-						
MAR:		Carrier (9, 2X4 Wings), Fuel Reserves, Strategic Value (75)								
Options:		This model is fitted with an Internal Storm (4, 24") Generator for no additional cost. This model may be fitted with an additional Internal Mine Controller (24") Generator for +15 points								
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 Broadside(S) have a Broadside Fire Arc TWO Fore Bombards (P) have Fixed Channel Fore Fire Arcs								







Ottoman Empire					Infantry Company			Points		20	
Line Infantry					Crew Type: Conscripted						
					Tiny Armoured Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3						
RB		1	2	3	4	DR	GR	MV	HP		
-		-	-	-	-	3	4	5"	4		
-		-	-	-	-	AP	AA	CC	IR		
-		-	-	-	-	4	3	0	-		
-		-	-	-	-						
MAR:		Elusive Target, Difficult Target									
Options:		May become Mechanised									
Weaponary Arcs:		None									

Ottoman Empire					Infantry Company					Points		30	
Engineer Infantry					Crew Type: Defensive								
					Tiny Armoured Repair Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3								
RB		1	2	3	4	DR	GR	MV	HP				
-		-	-	-	-	3	4	5"	3				
-		-	-	-	-	AP	AA	CC	IR				
-		-	-	-	-	3	1	0	-				
-		-	-	-	-								
MAR:		Elusive Target, Difficult Target											
Options:		May become Mechanised											
Weaponary Arcs:		None											



Ottoman Empire					Infantry Company					Points		25	
Reconnaissance Infantry										Crew Type: Defensive			
										Tiny Armoured Repair Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3			
RB		1	2	3	4	DR	GR	MV	HP				
-		-	-	-	-	3	4	8"	3				
-		-	-	-	-	AP	AA	CC	IR				
-		-	-	-	-	2	1	0	-				
-		-	-	-	-								
MAR:		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											

Ottoman Empire					Infantry Company			Points		30	
Artillery Infantry					Crew Type: Conscripted						
					Tiny Armoured Infantry Minimum Move: 0" Turning Template: 360-Degrees Turn Limit: 0" Squadron Size: 1-3						
RB		1	2	3	4	DR	GR	MV	HP		
Close Mortars (S)		4	5	-	-	3	4	3"	3		
-		-	-	-	-	AP	AA	CC	IR		
-		-	-	-	-	2	3	0	-		
-		-	-	-	-						
MAR:		Elusive Target, Difficult Target, Sustained Fire (Close Mortars, 2)									
Options:		May become Mechanised									
Weaponary Arcs:		The Close Mortars (S) have a 360-degree Fire Arc									