

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

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Version 1.0

Ottoman Empire Traditionalists Universal Rules

- In some places, Ottoman Empire Traditionalists is abbreviated as OE-T in the Force Guide.
- All Ottoman Empire Broadships have the Redoubtable (Broadships) Model Assigned Rule.
- All Ottoman Empire Traditionalist Capital Models have the Sharpshooters 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 Traditionalist Commodore Rules

Commodore Traits

- Ottoman Empire Traditionalist Commodores may always take the Battle Drilled Ack Ack Defensive trait instead of making a roll on the Defensive Trait table.
- Ottoman Empire Traditionalist Commodores (including Competitive Commodores) may exchange any Defensive Trait they have generated for the following trait:
 - Advanced Alchemical Munitions: Once per Game Turn – This ability may be activated during the Command Segment of a Squadrons Activation provided a member of the Squadron is within Command Radius of the Commodores Model. When resolving attacks with weapons with the Corrosive Munitions type models in the Squadron apply 1 Corrosion Marker if they exceed the DR of the target and 2 Corrosion Markers if they exceed the CR of the target.

OTTOMAN EMPIRE TRADITIONALISTS

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 Traditionalists					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					Grew 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					Grew 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						

