

SULEIMAN FLEET CARRIER v0.02



SULTANATE, TURKISH, FLEET CARRIER,
FLAGSHIP, SULEIMAN CLASS

- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- ROCKET BATTERY AERIAL
- HEAVY BROADSIDE FUSILLADE

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



SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

COMBAT AIR PATROL Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

ORICHALCITE CONSTRUCTION Battle-Ready Models with this rule cancel one of the Critical Damage Dice from each Attack (applied before rolling). This rule does not affect

specific Critical Damage results applied through other rules or Catastrophic Damage from being inflicted. The Model is still considered to have suffered a critical hit for triggering other game effects such as Mass 1 Models being destroyed etc.

INTERNAL SHIELD GENERATOR This Unit is equipped with an internal Shield Generator. It may not be upgraded or replaced. A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

SRS CAPACITY 8 Each Model in this Unit may launch 8 SRS Tokens each Round.

LAUNCH CATAPULTS SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23" rather than the usual 20".

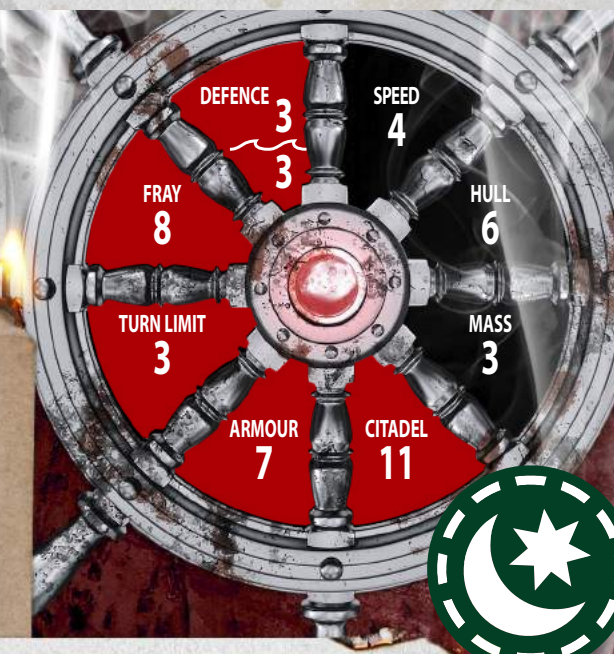
SULEIMAN FLEET CARRIER v0.02



SULTANATE, TURKISH, FLEET CARRIER,
FLAGSHIP, SULEIMAN CLASS

- ROCKET BATTERY AERIAL
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- HEAVY BROADSIDE FUSILLADE

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



SPECIAL RULES

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ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

COMBAT AIR PATROL Units with this rule may start the Encounter with their SRS Tokens on a Long Range Sortie. In the Operations Step of their Activation, these tokens may be stacked in base contact anywhere in the Play Area as normal for a Long Range Sortie. With longer than usual to react, enemy units double their ADV against the Attack Runs by Long Range Sorties in the first round. Combat Air Patrol does not apply to Special SRS Tokens.

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specific Critical Damage results applied through other rules or Catastrophic Damage from being inflicted. The Model is still considered to have suffered a critical hit for triggering other game effects such as Mass 1 Models being destroyed etc.

INTERNAL SHIELD GENERATOR This Unit is equipped with an internal Shield Generator. It may not be upgraded or replaced. A Model with this Generator removes 2 Action Dice from the Dice Pool of each Attack against this Model. The Shield Generator cannot be used against attacks with the Submerged, Arc or Bomb Qualities.

SRS CAPACITY 4 Each Model in this Unit may launch 4 SRS Tokens each Round.

LAUNCH CATAPULTS SRS Tokens launched by Units with this rule may Launch SRS Tokens and place in base contact with a Friendly or Enemy Unit within 23" rather than the usual 20".

ANATOLIA BATTLECRUISER v0.02



SULTANATE, TURKISH,
BATTLECRUISER, FLAGSHIP,
ANATOLIA CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
GUN BATTERY GUNNERY	F/P	3(2)	5(3)	-(-)
GUN BATTERY GUNNERY	F/S	3(2)	5(3)	-(-)
HEAVY GUN BATTERY GUNNERY	F/P/S	8(4)	10(5)	6(3)
HEAVY GUN BATTERY GUNNERY	A/P/S	8(4)	10(5)	6(3)
HEAVY BROADSIDE FUSILLADE	P & S	10(7)	6(3)	-(-)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	7(2)	7(5)	6(4)



SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

ORICHALCITE CONSTRUCTION Battle-Ready Models with this rule cancel one of the Critical Damage Dice from each Attack (applied before rolling). This rule does not affect specific Critical Damage results applied through other rules or Catastrophic Damage from being inflicted. The Model is still considered to have suffered a critical hit for triggering other game effects such as Mass 1 Models being destroyed etc.

INTERNAL MAGNETIC GENERATOR This Unit is equipped with an internal Magnetic Generator. It may not be upgraded

or replaced. Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Hits or Heavy Hits by Enemy SRS Tokens against this model must be re-rolled. Exploding Hits are unaffected. This Generator has no effect on SRS (Special) Tokens.

MARITIME PATROL Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5".

ANATOLIA BATTLECRUISER v0.02



SULTANATE, TURKISH,
BATTLECRUISER, FLAGSHIP,
ANATOLIA CLASS

	FIRE ARC	POINT BLANK	CLOSING	LONG
GUN BATTERY GUNNERY	F/P	2(1)	3(2)	-(-)
GUN BATTERY GUNNERY	F/S	2(1)	3(2)	-(-)
HEAVY GUN BATTERY GUNNERY	F/P/S	5(2)	6(3)	4(2)
HEAVY GUN BATTERY GUNNERY	A/P/S	5(2)	6(3)	4(2)
HEAVY BROADSIDE FUSILLADE	P & S	6(3)	4(2)	-(-)
TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.	F	5(-)	5(3)	4(3)



SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

ORICHALCITE CONSTRUCTION Battle-Ready Models with this rule cancel one of the Critical Damage Dice from each Attack (applied before rolling). This rule does not affect specific Critical Damage results applied through other rules or Catastrophic Damage from being inflicted. The Model is still considered to have suffered a critical hit for triggering other game effects such as Mass 1 Models being destroyed etc.

INTERNAL MAGNETIC GENERATOR This Unit is equipped with an internal Magnetic Generator. It may not be upgraded

or replaced. Once per Activation this Model may target an enemy Aerial Model within 10". That Model receives a level of Disorder. Furthermore, any Hits or Heavy Hits by Enemy SRS Tokens against this model must be re-rolled. Exploding Hits are unaffected. This Generator has no effect on SRS (Special) Tokens.

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ISKANDAR CRUISER v0.02



SULTANATE, TURKISH, CRUISER,
ISKANDAR CLASS

HEAVY GUN BATTERY GUNNERY

FIRE ARC	POINT BLANK	CLOSING	LONG
F/P/S	8(4)	10(5)	6(3)

HEAVY GUN BATTERY GUNNERY

F/P/S	8(4)	10(5)	6(3)
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BROADSIDE FUSILLADE

P & S	6(4)	4(3)	-(-)
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TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

F	7(2)	7(5)	6(4)
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SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

ORICHALCITE CONSTRUCTION Battle-Ready Models with this rule cancel one of the Critical Damage Dice from each Attack (applied before rolling). This rule does not affect specific Critical Damage results applied through other rules or Catastrophic Damage from being inflicted. The Model is still considered to have suffered a critical hit for triggering other game effects such as Mass 1 Models being destroyed etc.

MARITIME PATROL Models with this rule may re-roll blank results when attacking Submerged Units provided the target

has at least one SRS token friendly to this unit within 5".

ISKANDAR CRUISER v0.02



SULTANATE, TURKISH, CRUISER,
ISKANDAR CLASS

HEAVY GUN BATTERY GUNNERY

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

HEAVY GUN BATTERY GUNNERY

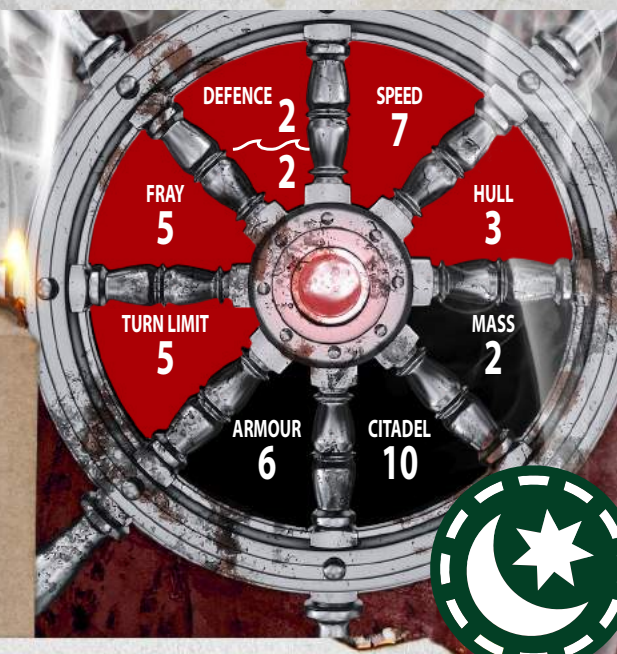
F/P/S	5(2)	6(3)	4(2)
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BROADSIDE FUSILLADE

P & S	4(2)	2(1)	-(-)
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TORPEDO SALVO SUBMERGED, TORPEDO, EXT. RNG.

F	5(-)	5(3)	4(3)
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SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

ORICHALCITE CONSTRUCTION Battle-Ready Models with this rule cancel one of the Critical Damage Dice from each Attack (applied before rolling). This rule does not affect specific Critical Damage results applied through other rules or Catastrophic Damage from being inflicted. The Model is still considered to have suffered a critical hit for triggering other game effects such as Mass 1 Models being destroyed etc.

MARITIME PATROL Models with this rule may re-roll blank results when attacking Submerged Units provided the target

has at least one SRS token friendly to this unit within 5".

CAROLUS HEAVY DESTROYER v0.02



SULTANATE, ORDER, HEAVY DESTROYER, CAROLUS CLASS



- AETHERIC LANCE SUSTAINED, GUNNERY
- ROCKET BATTERY AERIAL
- LIGHT BROADSIDE FUSILLADE

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

SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

DISCIPLINED Models in this Unit ignore the effects of the Emergency Disorder Condition, though still count as having Disorder at that level.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

ELITE CREW While making or defending from an Assault, this Unit may re-roll Blank dice results.

COR CAROLI This Unit ignores the effects of the Emergency Condition, but counts as having the Disorder Level. Models in the Unit support Assaults with +3 AD to Fray.



HASHASHIN FAST DESTROYERS v0.02



SULTANATE, TURKISH, FAST
DESTROYER, HASHASHIN CLASS



GUN BATTERY GUNNERY	F/P/S	3(2)	5(3)	-(-)
GUN BATTERY GUNNERY	A/P/S	3(2)	5(3)	-(-)
LIGHT BROADSIDE FUSILLADE	P & S	5(3)	4(2)	-(-)
MICRO TORPEDO SALVO SUBMERGED, TORPEDO, HOMING	F	2(1)	4(2)	-(-)

SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

MARITIME PATROL Models with this rule may re-roll blank results when attacking Submerged Units provided the target has at least one SRS token friendly to this unit within 5".



TEMIR FRIGATE v0.02



SULTANATE, TURKISH, FRIGATE, TEMIR CLASS



- GUN BATTERY GUNNERY
- LIGHT BROADSIDE FUSILLADE
- MICRO TORPEDO SALVO SUBMERGED, TORPEDO, HOMING

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

SPECIAL RULES

AGILE Unless suffering from a Navigation Lock Critical Damage Marker, this Unit may make turns during Drift movement in the same way as it usually would during normal Movement.

ARMoured DECKING Attacks with the Aerial Quality gain a single Hit from a Heavy Hit result rather than the usual two when attacking this Model.

LINEAR DASH This Unit gains +2 Speed during its Movement Step provided that it makes no turns.

PACK HUNTER This rule applies while the Unit numbers three or more Models. The Unit gains an additional +2 to its Attack and Assault Action Dice Pools provided at least three models in the Unit contribute to that Dice Pool.

