

OTTOMAN ARMY SHEET (1795-1815) v3.1 by Ian Baker, Alan Perry & Jervis Johnson

INFANTRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Janissaries	18-24	Musket (12")	2	4	4	Elan, Rivals, Skirmishers	17
Solak/Peik Guard	24-36	Musket (12")	3	4	4	Rivals, Skirmishers, Square	19
Nazam-i-Jedid	24-36	Musket (12")	3	4	3	Rivals, Skirmishers, Square	15
Panduks	24-36	Musket (12")	3	3	3	Light Infantry	15
Irregular Infantry	24-36	Musket (12")	2	3	3	Light Infantry, Militia	11
Derbent	24-36	Musket (12")	2	3	2	Militia	7
Fallahin	24-36	Musket (12")	1	3	2	Militia	6
Irregular Detachment	6-8	Musket (12")	1	2	2	Light Infantry, Militia	8
CAVALRY UNITS	Figures	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Mamluk Cavalry	9-14	Lance	-	5	3	Headstrong, Heavy Cavalry	22
Mamluk Camelry	9-14	Lance	-	5	3	Throwing Lances	18
Sipahi	9-14	Lance	-	4	3	Hit & Run, Light Cavalry	20
Irregular Cavalry	6-9	Lance	-	3	2	Hit & Run, Light Cavalry, Swift	16
Deli Cavalry	6-9	Lance	-	4	3	Hit & Run, Light Cavalry, Swift	22
Mounted Infantry	6-9	Musket (12")	2	2	2	Mounted Infantry	20
War Camels	3	Saddle Cannon (24")	1	1	1	-	18
ARTILLERY UNITS	Cannon	Weapon (Range)	Fire	Melee	Tenacity	Special Rules	Pts
Topijis Field Artillery	1	Cannon (48")	1	2	2	Canister	20
Topijis Light Artillery	1	Cannon (42")	1	2	2	Light Artillery	14
Topijis Mortars	1	Cannon (42")	1	1	2	Light Artillery, Static	10
Topijis Heavy Artillery	1	Cannon (54")	2	2	2	Static Artillery	27

ARMY SPECIAL RULE

Unwieldy & Static: Subtract 1 from activation tests for brigades in this army, **unless it is made up entirely of Mamluk Cavalry and/or Deli Cavalry units**. In addition, this army's army leader cannot be used for automatic activations, **and fate cards cannot be used to allow a militia units or artillery units to 'act on initiative'**.

UNIT OPTIONS

Battalion Guns, Darbzen & Throwing Lances: Solak/Peik Guard and Nazam-i-Jedid can have the battalion guns special rule for 6 extra points. Janissaries, Solak/Peik Guard, Nazam-i-Jedid **and Derbent** can have the Darbzen rule for 2 extra points. Mamluk cavalry can have the throwing lances rule for 1 extra point.

Entrenchments: Infantry and artillery units that are deployed at the start of a battle can have the entrenchments special rule for an extra 5 points each.

Understrength Units: Infantry and cavalry units apart from derbent, fallahin and detachments can be fielded as understrength units for 5 less points. Halve the number of figures in an understrength unit and subtract 1 from its melee and tenacity values.

FATE CARDS

Any	Act on Initiative. Once per action phase, you can play any card to allow 1 unit from a brigade that failed an activation test to carry out an action.	8	Inspiration. Play this card after a friendly unit fails a valour test or brigade fails a fortitude test. The test is passed.
Ace	All Out Attack. Play this card at the start of your melee phase. Pick 1 friendly leader. Add 1 to the melee value of friendly units that are within 12" of that leader in that phase.	7	Directed Fire. Play this card when an enemy unit is chosen as a target in the fire phase. Add 1 to the fire value of the attacking unit. In addition, artillery units on a hill can trace a line of sight to the target across units that are not on a hill.
King	Dervishes: Play this card in your melee phase. Add 1 to hit rolls for attacks made by friendly units within 24" of their army leader for the rest of that phase.	6	Deadly Attack. Play this card after a friendly unit fails 1 or more hit tests. Reroll the failed hit tests.
Queen	Superb Horsemen. Play this card in a melee phase. Add 1 to the melee value of Ottoman cavalry units for the rest of the phase.	5	Stubborn. Play this card before a unit carries out an action. Remove 1 loss marker from that unit (even if it has only 1 loss).
Jack	Lagimcilar. Play this card in your Action phase, before carrying out an action with an activated infantry or artillery unit. That unit gains the entrenchments special rule.	4	Breakthrough. Play this card at the end of your melee phase. Pick 1 brigade. Units from that brigade can make 1 move (they cannot assault, retreat or double).
10	Capture. Play this card in your fate phase. Pick 1 enemy controlled objective. If you control it at the end of the game, it counts as 2 objectives when determining the winner of the game.	3	Confusion. Play this card at the start of an enemy turn. The enemy cannot automatically activate a brigade that turn and any enemy reinforcements due to arrive that turn arrive 1 turn later.
9	Surprise Attack. Play this card before a unit makes an assault. That unit can carry out 1 move before it assaults.	2	Tide of Battle. Play this card immediately. Shuffle all your discarded fate cards (including this one) back into your fate deck.

UNIT SPECIAL RULES

Battalion Guns

When this unit shoots, if there are no visible enemy units within 12", it can fire its battalion guns on their own. Battalion guns firing on their own have a fire value of 1, a range of 48", and 2 is subtracted from their hit rolls. If the battalion guns do not fire on their own, and whenever this unit fights or fights back, roll a dice. On a 5 or 6 add 1 to this unit's attack value.

Canister

The following rules apply to a unit that has the canister special rule:

- Add 2 to its fire or melee attack value if the range to the target is up to 12" and the target is at least partially in its front arc.
- It counts as 2 units instead of 1 when it lends support if the range to the target is up to 12" and the target is at least partially in its front arc.

Darbzen

When this unit shoots, it can use its darbzen instead of using skirmishers. If it does so, it has a fire value of 2 and a range of 24", but it cannot carry out an action in the same turn. Units using skirmishers can lend support to a unit that is using darbzen.

Elan

Reroll hit rolls of 1 for melee attacks made by this unit if it is in an attack column and is the main attacker.

Entrenchments

This unit counts as being entrenched until it moves, assaults, retreats or reforms. Add 1 to the melee value of an entrenched unit, subtract 2 from hit rolls for attacks that target it in the fire phase, and it wins tied fights unless its opponent is also entrenched.

Headstrong

If the target of a melee attack made by this unit routs or retreats and there are visible enemy units that it can move into contact with, this unit must carry out an assault and fight for a second time. Subtract 1 from its melee value the second time it fights in the same turn. It does not assault again if it defeats the second opponent.

Heavy Cavalry

Re-roll hit rolls of 1, before modifiers are applied, for melee attacks made by this unit if it is the main attacker and the target is not in cover.

Hit & Run

Before this unit fights, fights back, or the roll is made for it for being in contact with a square, its commanding player can say that it will hit and run and then roll a dice. On a 1 this unit suffers 1 loss, on a 2-3 nothing happens, and on a 4+ the target suffers 1 loss. This unit must then retreat.

Light Artillery

Subtract 1 from hit rolls if the main attacker is light artillery (the modifier does not apply if light artillery is only lending support).

Light Cavalry

This unit has the Open Order special rule. In addition, add 2 to messenger tests for this unit.

Light Infantry

The following rules apply to a Light Infantry unit:

- It has the Open Order and Skirmishers special rules.
- Add 2 to messenger tests for it if it is a detachment or part of a brigade that consists only of light infantry units.
- Its losses are halved in the fire phase if it is in defendable terrain.
- It can occupy defendable terrain after it has made a move or retreat.

Militia

This unit cannot move in the same action phase that it reforms. In addition, do not add half its fire value to its melee value when it makes a melee attack while in line formation.

Mounted Infantry

When this unit reforms, it can dismount or remount its horses in addition to changing formation.

- While mounted it is counted as light cavalry. It cannot shoot, it cannot assault and its melee value is halved.
- While dismounted it is counted as light infantry.

Open Order

This unit can be set up in a deployed formation called open order. It must be set up in 1 to 4 ranks with a ¼" to ½" gap between ranks and files. The following rules apply to a unit in open order:

- Halve the losses it suffers in the fire phase.
- Halve its fire value if it has 3 or 4 ranks.
- It has a move distance of 9" if it is infantry, and of 18" if it is cavalry.
- If it is light infantry its movement is not affected by rough terrain.
- Subtract 1 from its melee value unless it is in cover.
- It only adds 1 to a unit's melee value if it lends it melee support.
- It can move across figures from a friendly unit that is also in open order even if they are not from the same brigade.

Rivals

If a unit of Janissaries is within 12" of a unit of Nazam-i-Jedid or Solak/Piek Guard, or vice-versa, then a messenger must be sent in order for it to activate even if it is within 12" of its brigade leader.

Skirmishers

When this unit shoots, the commanding player can choose to use the unit's skirmishers. If they do so, the unit's fire value is halved and its range increased by 6", and it can carry out any action in the same turn apart from an assault. A unit can only use skirmishers to lend fire support if the attacking unit is also using skirmishers.

Static Artillery

This unit must be set up unlimbered, cannot change its facing or reform, and cannot be a reinforcement.

Swift

Add 6" to the move distance of this unit.

Throwing Lances

This unit can use its throwing lances to skirmish (see the Skirmishers special rule). Throwing lances have a fire value of 1 and a range of 9" (which includes the modifiers for skirmishing).

DESIGN NOTES

Battalion Guns and Darbzen: Some sources refer to Nizam-i-Jedid being accompanied by light artillery pieces, and infantry units using light swivel guns called *darbzen*. The battalion guns and darbezen rules are included for players that wish to represent these tactics. We recommend that models of battalion guns or darbezen are set next to the unit that fires them as a purely decorative marker to that indicate they are being used.

Entrenchments: The entrenchments included with this army sheet represent simple barriers erected in front of a unit that it can shelter behind. More sophisticated forms of entrenchment will need to be part of the set-up instructions for a scenario and will need their own special rules based on their size and construction.

Irregular Units: Irregular units include all the different native auxiliary units that fought as part of the Ottoman army, including Anatolian and bashi-bazouk infantry, and Bedouin and Tartar light cavalry.

Throwing Lances: There are accounts of units of Mamluk cavalry and camelry using light throwing lances. The lances were carried by retainers that ran alongside the Mamluks, handing the lances to the Mamluks who then rode forward to throw them at the enemy. Players may wish to show that a unit has throwing lances by placing some foot retainers alongside the unit as a purely decorative markers.

Topijis Artillery: Topijis field artillery represents batteries of modern artillery based on European designs. Topijis light artillery represent lighter cannon based on traditional Ottoman artillery design that were referred to as *abus*. Topijis heavy artillery represents *balyemez* - huge if often rather primitive cannons that were set up in defensive positions and which could not really be moved once a battle had started. Topijis mortars were static artillery pieces of field artillery that were generally set up alongside the heavier balyemez artillery batteries. We recommend that each unit of mortars is represented two models mounted on a single base.

Unwieldy & Static: The unwieldy & static army special rule is justified by the performance of Ottoman armies but can make the game frustrating for the player that is in command of them. As an optional rule, players may want to ignore the rule, to represent an Ottoman army under the command of a particularly talented and charismatic commander. If the option is taken, add 2 points to the costs of all units in the army apart from artillery units.