



SULTANATE

QUICK START FORCE LIST



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OnTableTop.com

This series of Quick Start Force Lists were created for an **OnTableTop** Themed Week dedicated to Dystopian Wars.

They are a fast and simple way for new players to get a fleet on the table top quickly and start to experience the game!

Where possible in these guides we have signposted where to look for more in depth options and information in the Rulebook or the ORBATS (Army Books) so you can explore the remarkable depth on offer.

Finally be sure to check out the collection of video content we have produced for the week, covering faction information, product unboxings, painting tutorials, and how to play the game!

GAME PLAY



PAINTING



DISCOVER THE FACTIONS



DOWNLOAD RULES, UNIT CARDS & MORE TODAY AT: [DYSTOPIANWARS.COM](https://dystopianwars.com)

Here is a quick way to prepare a force for your games of Dystopian Wars. If this is your first step into the game then you can follow this guide to give you a ready to go Force of around 1200 points.

To build this SULTANATE list you will need the Suleiman Battlefleet Set.



Of course, if you're an experienced gamer or just want to use the Units that take your fancy then feel free to build whatever you like. It's your game after all. Please check out the Imperium Order of Battle to discover all your options. www.dystopianwars.com



Below is the recommended list for you to build. It might be the case that there are miniatures that you don't use, this is to make sure the points are at the 1200 point mark. Feel free to build those extra minis for added choice and to have a larger force in the future.

Suleiman Battlefleet Set

VESSEL	QUANTITY	POINTS EACH	TOTALS
Suleiman Fleet Carrier	1	320	275
★ UPGRADE: Ferik Skiff Escort Tokens	3	8	24
Sadrazam Heavy Cruiser	3	115	345
Mihrimah Bombardment Cruiser	3	135	405
Temir Frigate	5	30	150

SET TOTAL: 1199

FLEET TOTAL: 1199



The combo of Linear Dash and Powerslide allow you to be incredibly manoeuvrable so be sure to capitalise on that.

The Mihrimah Bombardment Cruiser has a generator unique to the Sultanate. So make sure you're thinking with portals.

The Suleiman Fleet Carrier has one of the highest SRS Capacities in the game, giving you great adaptability in attack and defence.

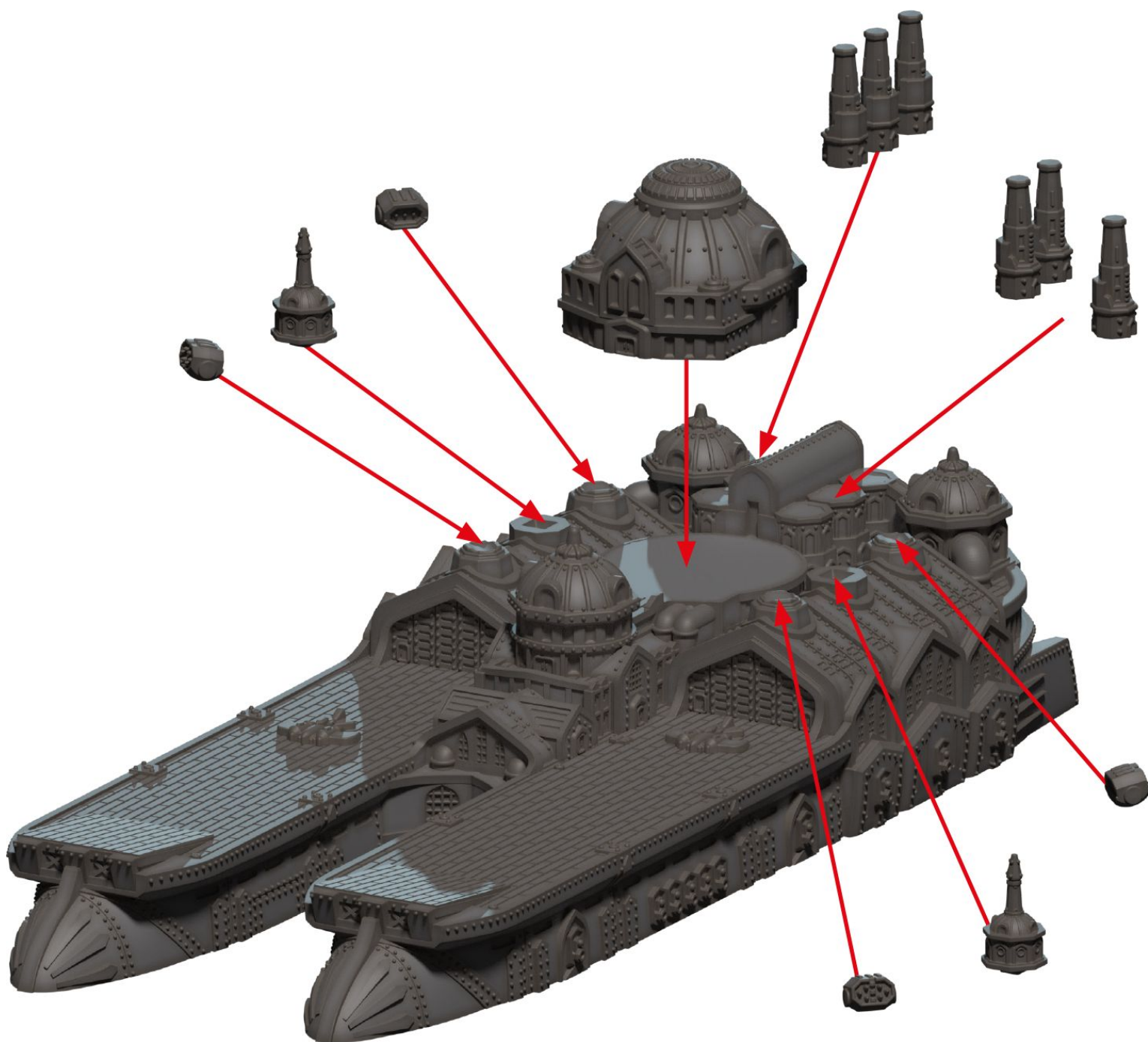
A top-down view of a workspace for building Star Wars model kits. In the upper left, there are two bottles of glue, one labeled 'SUPER GLUE' and another 'ARDEX'. To their right is a blue and yellow glue dispenser. Further right are a pair of red-handled pliers and a pair of silver-handled pliers. The central area is filled with various metal parts from model kits, including circular pieces with a wood-grain texture, long thin strips, and small intricate pieces. Some parts are labeled with 'STAR WARS' and 'HASBRO'. The text 'LET'S BUILD THE FLEET' is overlaid in white, bold, sans-serif font in the center. The background is dark and textured.

LET'S BUILD THE FLEET



SULTANATE

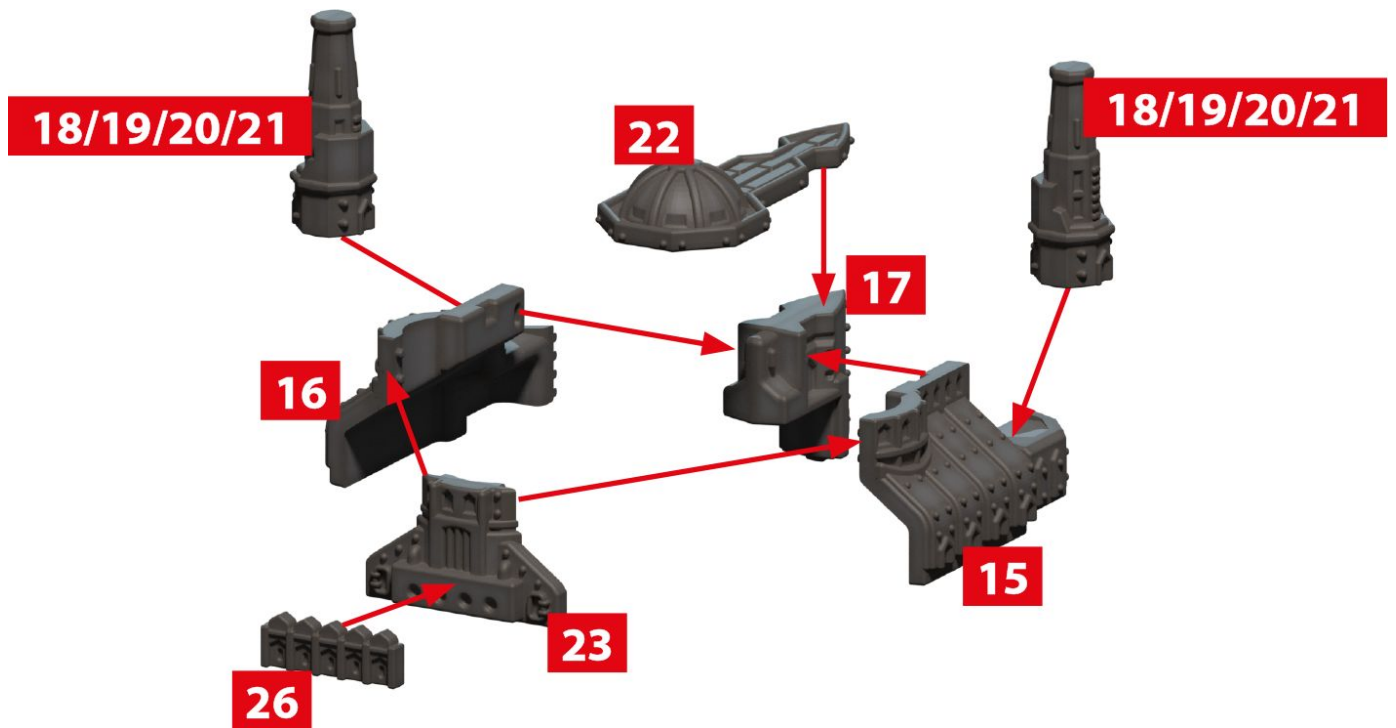
BUILD 1 X SULEIMAN FLEET CARRIER



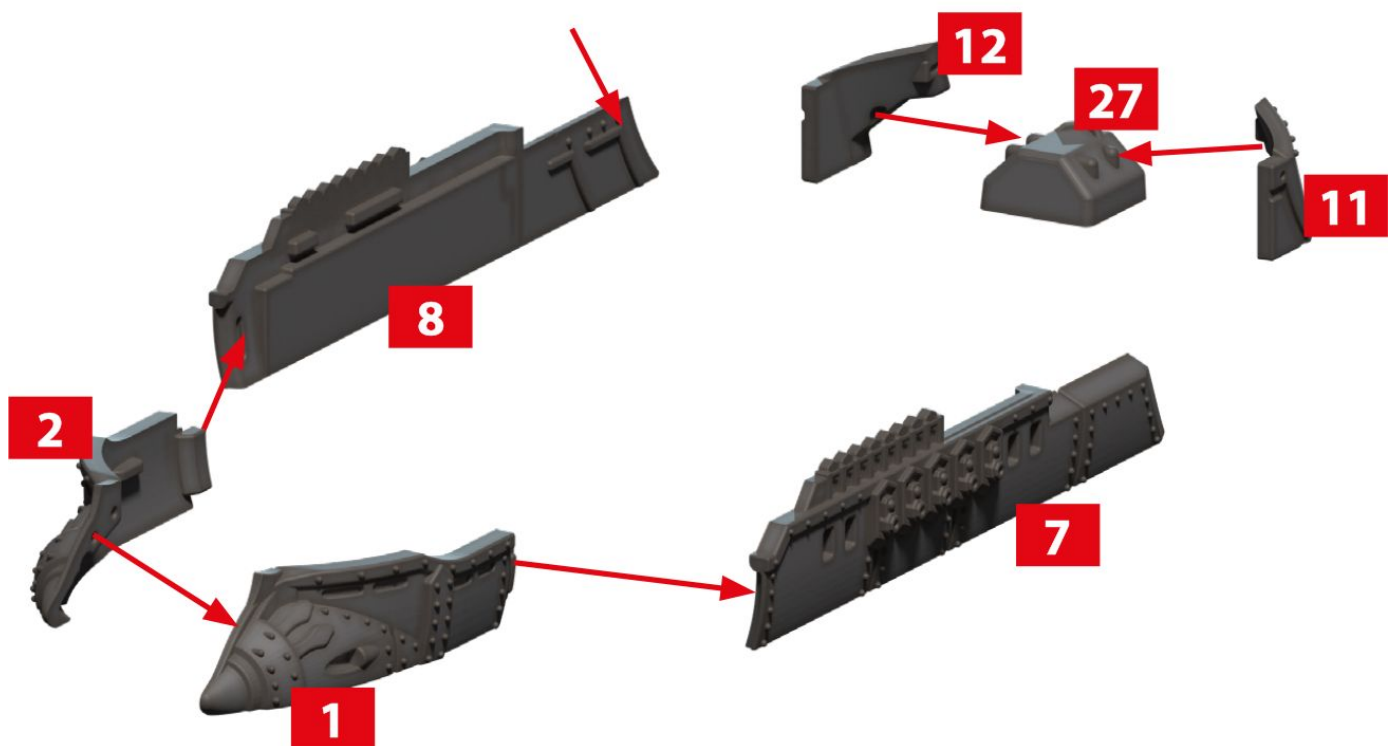
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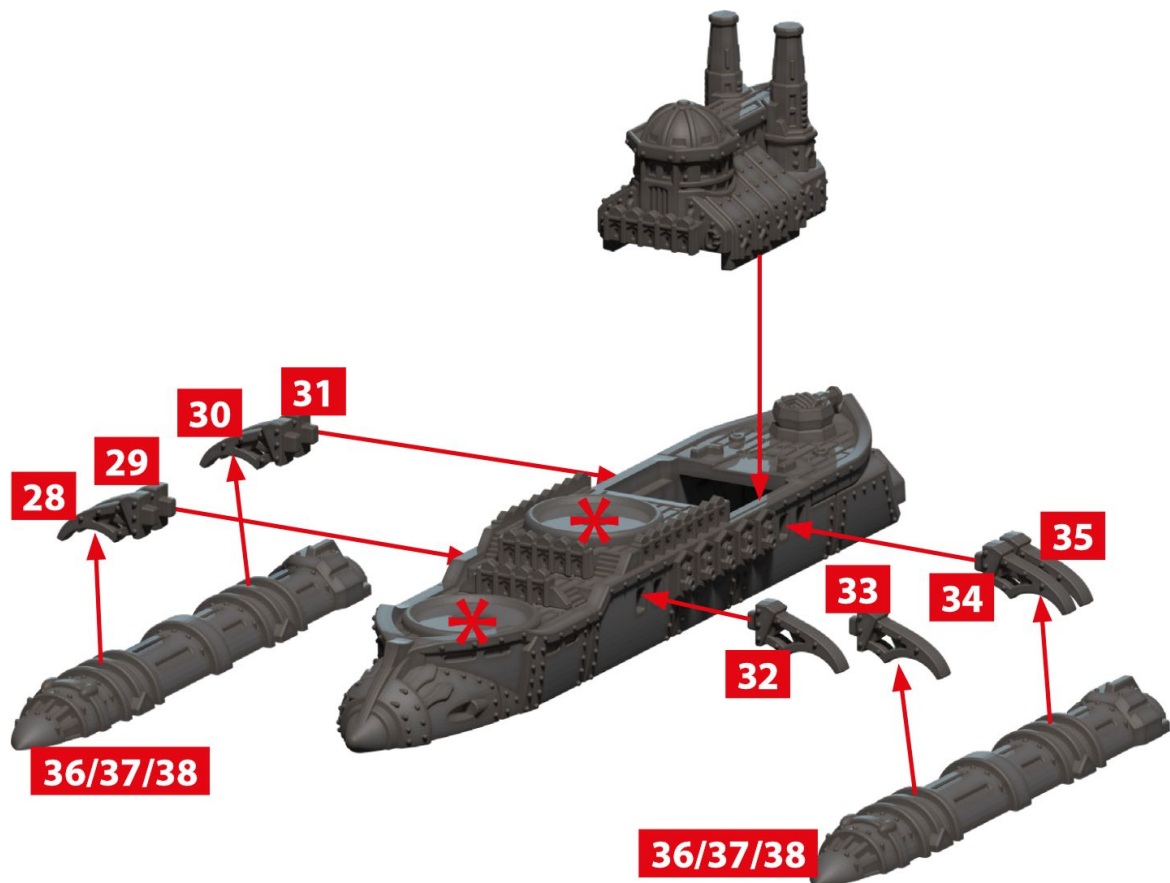
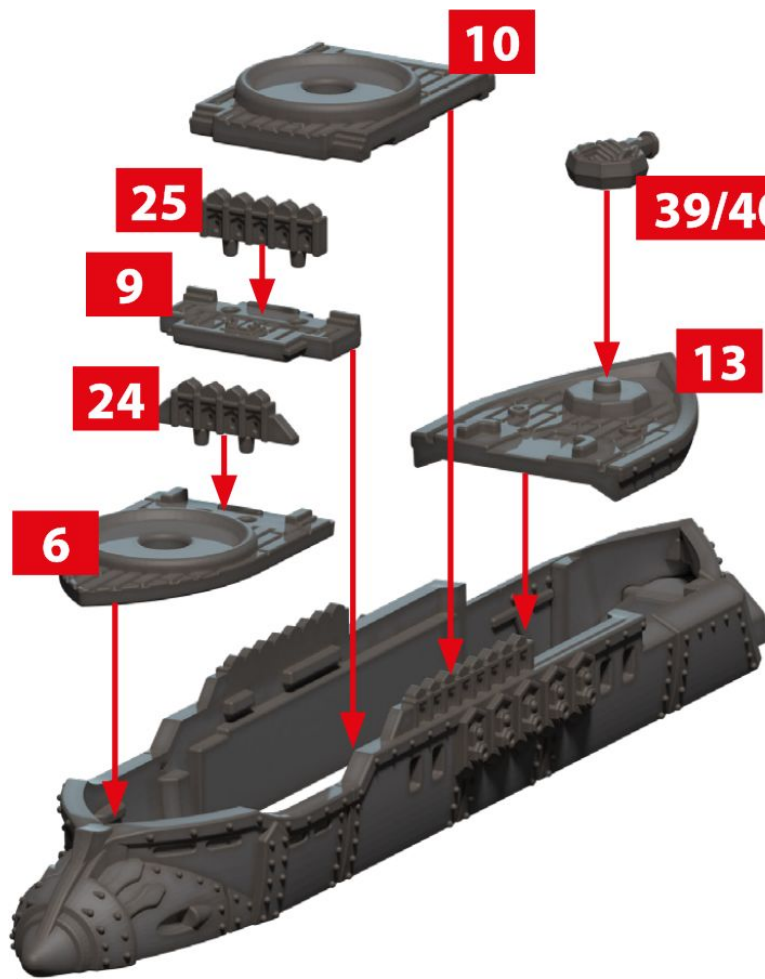


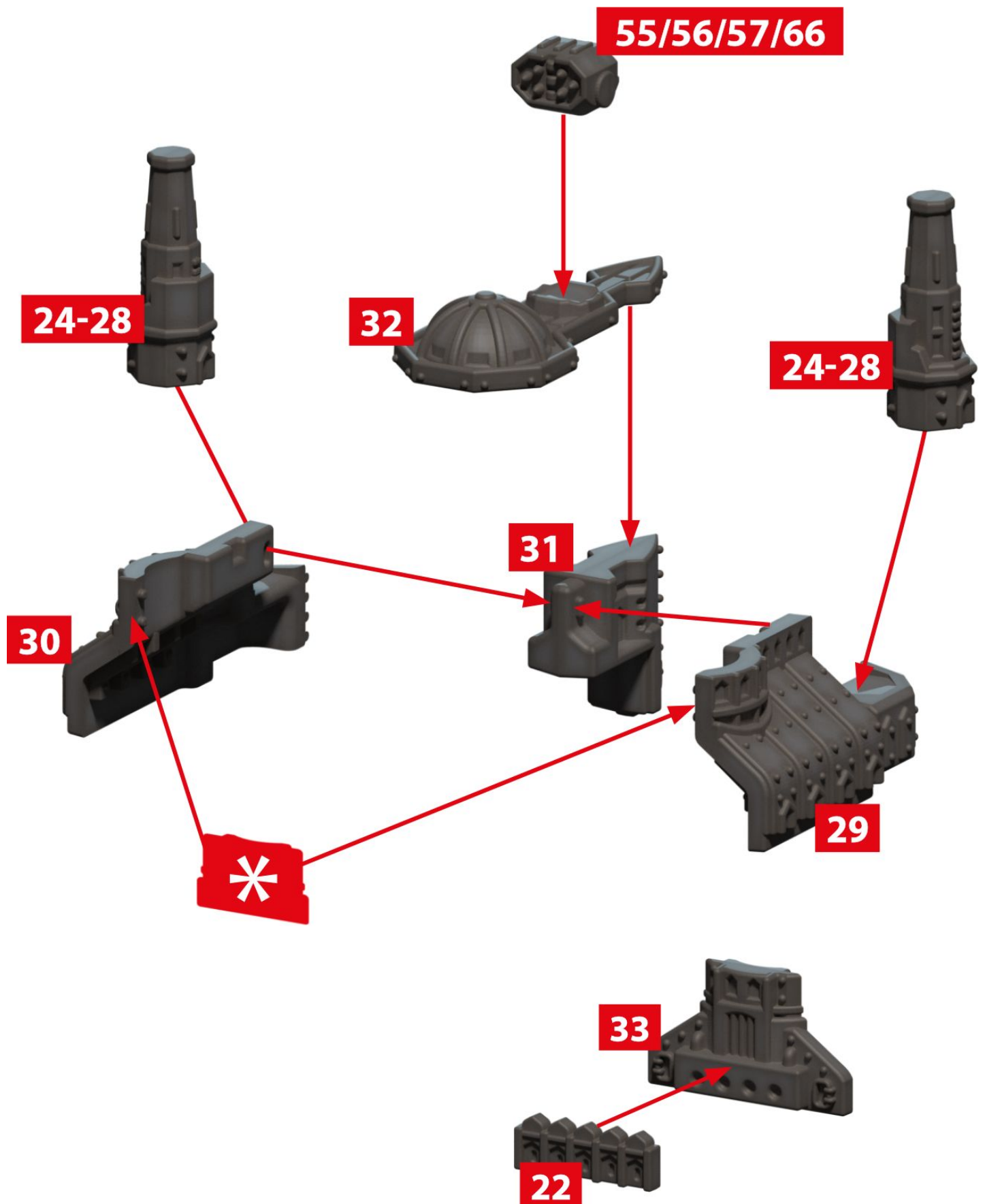
24-28



ATTACH PART 12 HERE
FOR SADRAZAM CLASS.
REPEAT ON OTHER SIDE



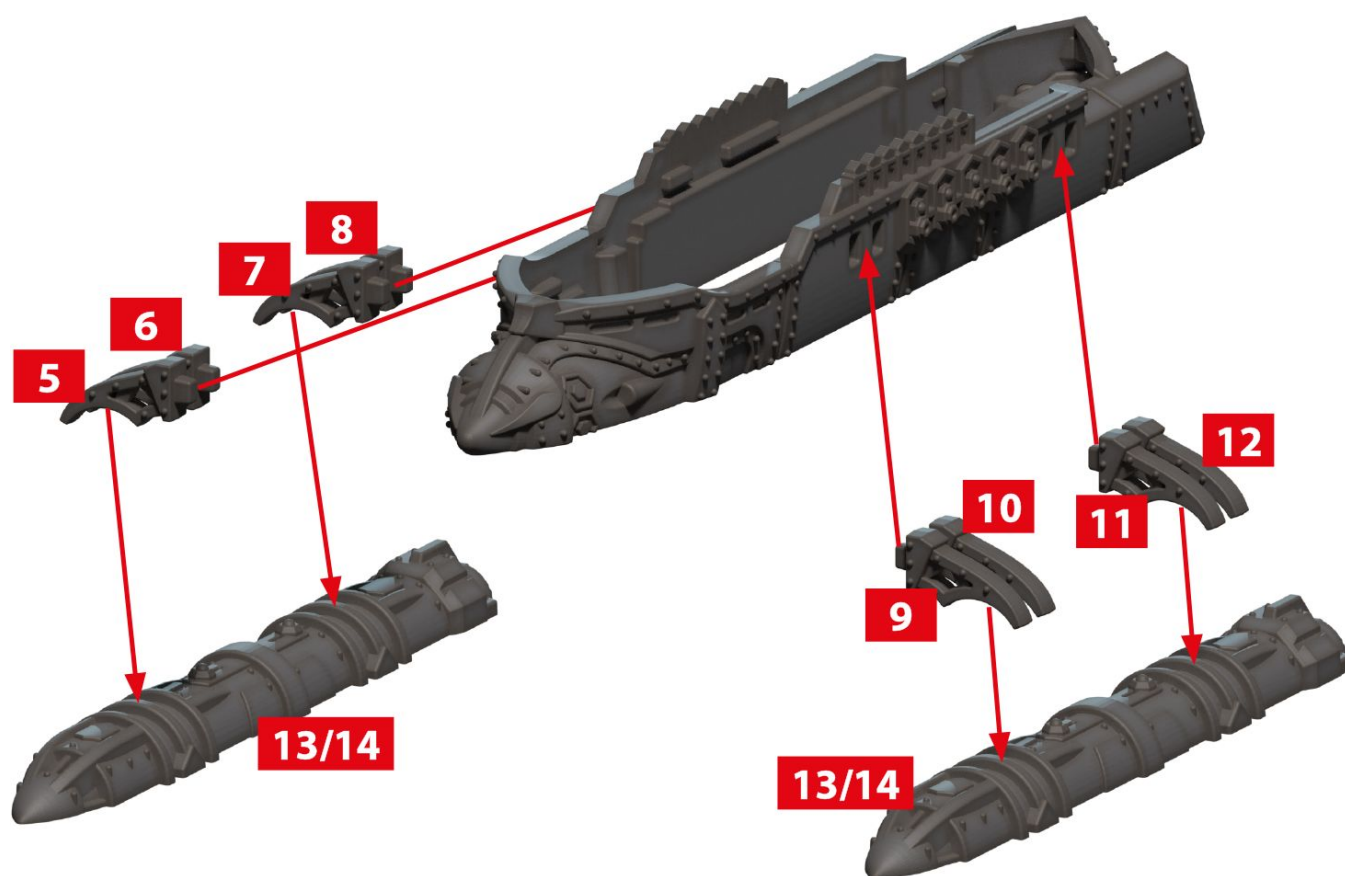
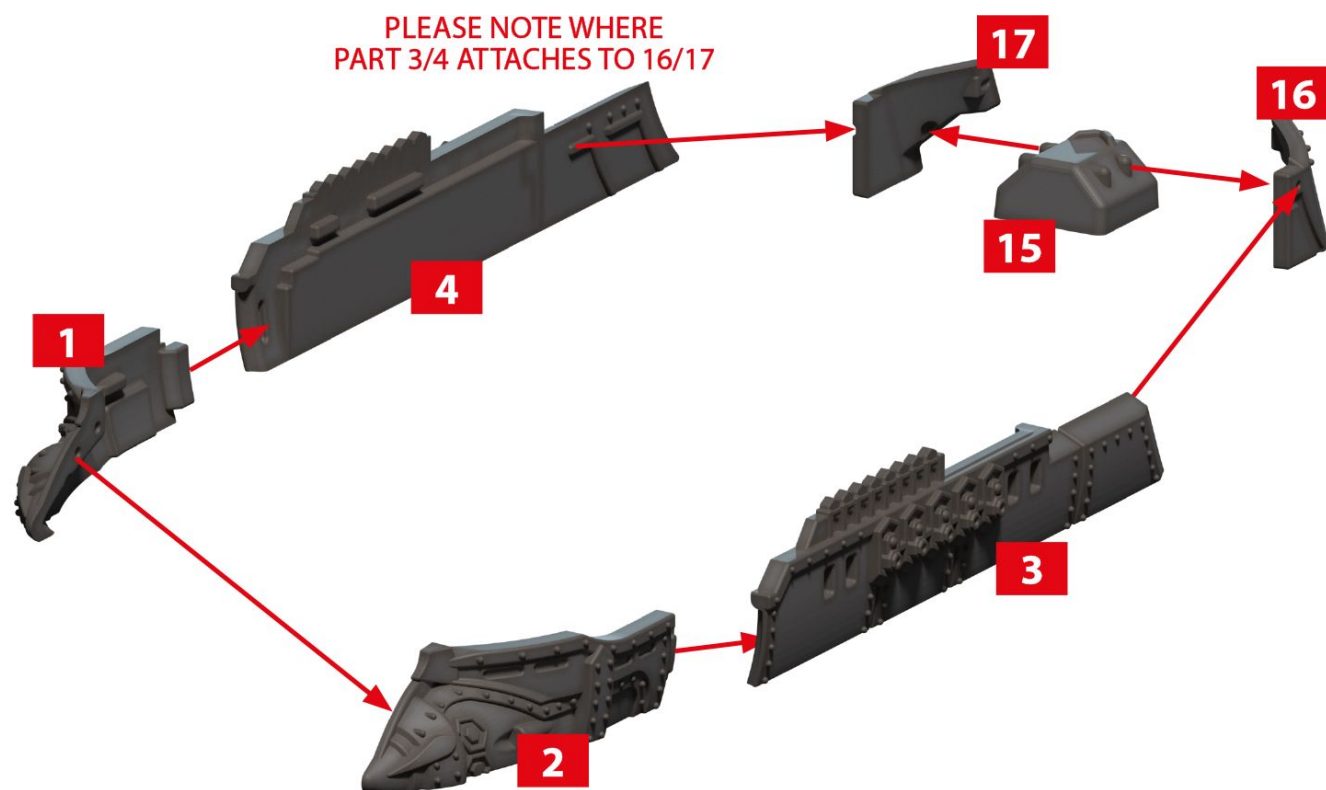




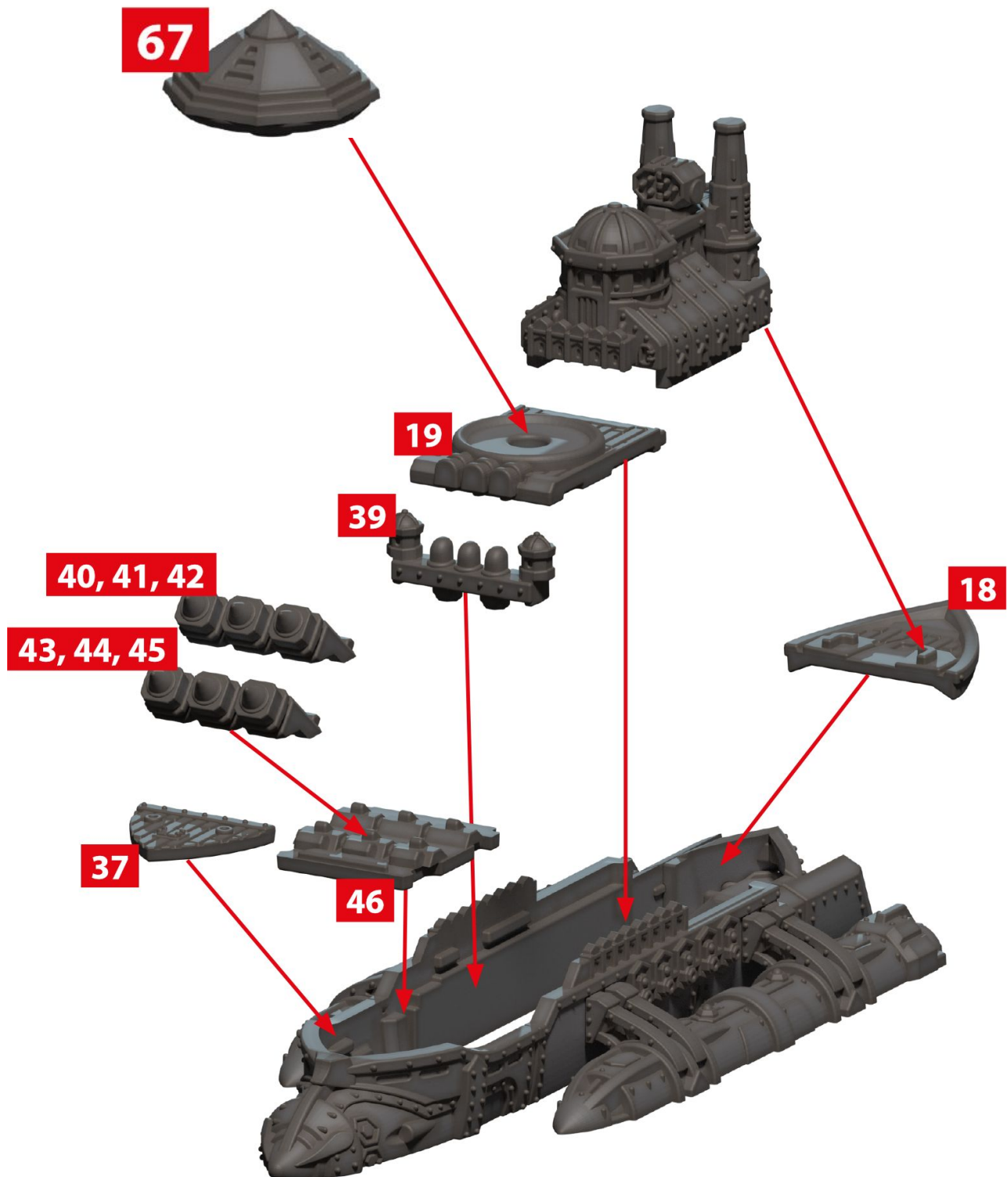


BUILD 3 X MIHRIMAH BOMBARDMENT CRUISERS - STAGE 2

PLEASE NOTE WHERE
PART 3/4 ATTACHES TO 16/17



PORTAL GENERATOR





An aerial, painterly illustration of three massive industrial warships, resembling mobile artillery platforms, navigating a dark, choppy sea. The ships are constructed from dark, riveted metal with prominent blue domes and multiple smokestacks emitting thick black smoke. Each ship is equipped with large, green, cylindrical gun turrets. The ship in the foreground is the largest and most detailed, showing its complex structure and weaponry. Two smaller, similar ships are visible in the background, one to the left and one to the right. In the far distance, a coastal town with yellow buildings and a forested hill are visible under a hazy sky. The overall tone is dramatic and industrial.

VESSEL ATTRIBUTES & SPECIAL RULES



SULEIMAN FLEET CARRIER

275 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	4	4	3	8	15	5	5	11	8
CRIPPLED	4	4	2	7	14	3	3	8	6

The twin decks of the Suleiman Fleet Carrier are replete with squadrons of Sabiha strike aircraft. While her twin hulls make her slower to turn than other vessels of her size, she remains an impressive vessel, and shows the huge advances the Ottomans are making thanks to heavy investment by the Sublime Porte.

UNIT COMPOSITION

1 Suleiman Fleet Carrier

WEAPONS

Rocket Battery – F/P
 Rocket Battery – F/S
 Rocket Battery – A/P
 Rocket Battery – A/S
 Heavy Broadside – P & S

TRAITS

Sultanate
 Turkish
 Surface Unit
 Fleet Carrier
 Suleiman Class
 Flagship

SPECIAL RULES

Armoured Decking
 Combat Air Patrol
 Heavy Firepower
 Ikili Hull
 Orichalcite Construction
 Powerslide
 Shield Generator
 SRS Capacity 12/6
 SRS Mine Clearance
 SRS Recon Flight

OPTIONS:

The Unit may take up to four Ferik Skiff Escort Tokens for +8pts each.

SHIELD GENERATOR: This Unit is equipped with a Shield Generator. It may not be upgraded or replaced.

COMBAT AIR PATROL: Units with this rule may Launch SRS Tokens in the First Round of the Encounter against any Enemy Unit in the Play Area rather than the usual range.

SRS MINE CLEARANCE: During its Operations Step, while placing its SRS Tokens, this Model may also place tokens in contact with a Minefield Marker within 20". At the end of the Special Operations Step discard an SRS Token and roll an Action Die. On an Exploding Hit, the Minefield Marker is discarded. You may repeat this attempt as many times as there are SRS Tokens remaining in the stack. If the Minefield Marker is discarded, any remaining SRS Tokens in the stack may be placed on another Minefield Marker within 5" to continue a Mine Clearance attempt on that Marker. If there are not any Minefield Markers within 5", the SRS Tokens remain in place until the End Phase when they may Scramble or Find New Targets.

SRS RECON FLIGHT: During its Operations Step, before placing its SRS Tokens in Base Contact with Models in the Play Area, a Unit with SRS Capacity may discard one or more tokens. Each SRS token discarded allows the player to discard a Victory and Valour card from their hand and replace it with the top card from their Deck. Unspent tokens may be placed and used as normal.



SADRAZAM HEAVY CRUISER

115 PTS

	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	8	6	6	10	4	4	7	4
CRIPPLED	2	7	5	6	10	2	2	5	3

The enemies of the Ottoman people are right to fear the Sadrazam Heavy Cruiser, should they see one come over the horizon. With firepower comparable to the heavy cruisers of other nations, but the ability to outmanoeuvre almost anything in its class, a seasoned captain will capitalise on this and devastate the enemy.

UNIT COMPOSITION

1 Sadrazam Heavy Cruiser

WEAPONS

Heavy Gun Battery – F/P/S

Heavy Gun Battery – F/P/S

Gun Battery – A/P/S

Heavy Broadside – P & S

Torpedo Salvo - F

TRAITS

Sultanate

Turkish

Surface Unit

Heavy Cruiser

Sadrazam Class

SPECIAL RULES

Agile

Armoured Decking

Linear Dash

Orichalcite Construction

Powerslide

Maritime Patrol

SQUADRON

This Unit may include up to two additional models at a cost of +115pts per Model.

OPTIONS:

The Unit may replace its Gun Battery weapon with an Aetheric Lance for +3pts. The Aetheric Lance retains the Fire Arcs of the Gun Battery it replaces.

The Unit may replace any Heavy Gun Battery weapon with a Heavy Rocket Battery for +3pts or a Particle Beamer for +5pts. The replacement weapon retains the Fire Arcs of the Heavy Gun Battery it replaces. The points cost indicated is per weapon.

This Unit may alter their cost by -10 points and replace a single Heavy Gun Battery weapon with an Atomic, Fury, Magnetic, Mirage, Portal, Repulsion Field, Shield or Shroud Generator.

The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

MIHRIMAH BOMBARDMENT CRUISER135 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	2	7	6	6	10	3	3	7	4
CRIPPLED	2	6	5	6	10	2	2	5	3

The Mihrimah can unleash a torrent of Orichalcite Flechettes at a target. These light and razor thin fragments are so sharp they can puncture hulls at close quarters, though air resistance prevents them from being effective at longer ranges. A cloud of flechettes can easily envelop multiple vessels and shred through steel and flesh alike.

UNIT COMPOSITION
1 Mihrimah Bombardment

WEAPONS
Orichalcite Flechette Launcher – F
Rocket Battery – F
Broadside – P & S
Torpedo Salvo - F

TRAITS
Sultanate
Turkish
Surface Unit
Bombardment Cruiser
Mihrimah Class

SPECIAL RULES
Agile
Armoured Decking
Linear Dash
Orichalcite Construction
Portal Generator
Powerslide

SQUADRON
This Unit may include up to two additional models at a cost of +135pts per Model.

OPTIONS:
The Unit may take up to three Ferik Skiff Escort Tokens for +8pts each.

PORTAL GENERATOR: This Unit is equipped with a Portal Generator.

TEMIR FRIGATE

120 PTS



	M	S	T	A	C	ADV	SDV	F	H
BATTLE READY	1	13	10	5	10	3	3	5	2

Often seen as part of large battlefleets, the Temir are employed as flanking squadrons or tasked with engaging a secondary objective while the larger ships proceed with the main task.

UNIT COMPOSITION

4 Temir Frigates

WEAPONS

Gun Battery – F/P/S

Light Broadside – P&S

Micro Torpedo Salvo - F

TRAITS

Sultanate

Turkish

Surface Unit

Frigate

Temir Class

SPECIAL RULES

Agile

Armoured Decking

Linear Dash

Pack Hunter

Powerslide

SQUADRON

This Unit may include up to four additional Models at a cost of +30pts per Model.

OPTIONS:

The Unit may take up to two Ferik Skiff Escort Tokens for +8pts each.

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.

Some Units in the Sultanate have special rules that are different to those found in the rulebook. Units that have one or more of these rules will have them detailed in their Unit profiles in this ORBAT. The rules common to the Sultanate are listed here:

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. Exploding Hits are unaffected by this rule. Attacks with the Piercing Quality ignore this rule.

HEAVY FIREPOWER: Once per Activation, this Unit may make the following Valour Effect. When this Unit makes an Attack, up to three weapons may contribute their Lead value to the Action Dice Pool, rather than the normal single Lead weapon value. They still only have a single Lead weapon for Disorder purposes etc.

IKILI HULL: Models with this rule have a catamaran design, common in the Sultanate. This Unit gains +3 Speed during its Movement Step provided that it makes no turns. Furthermore, the duplication of parts across the hulls allows for easier repairs. When making a Jury-Rigged Repair on a Model with this rule, roll an Action Die. On a Counter, the attempted repair is made without suffering damage.

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

MARITIME PATROL: Models with this rule may ignore the Submerged Unit Position Trait when making Attacks on any Initial Targets within 10" of this Unit, or against Initial Targets with at least one SRS Token in base contact that is friendly to this Unit.

ORICHALCITE CONSTRUCTION: Battle-Ready Models with this rule do not suffer a Catastrophic Explosion if the Attack exceeds the value of their Citadel by double or more. Instead, the Model suffers a single Critical Damage result.

POWERSLIDE: This Unit may make its Drift Movement in a direction up to 90 degrees to Port or Starboard from ahead rather than directly ahead. The Model does not physically change its heading when it does so. This is not considered a Turn.

SULTANATE GENERATORS

PORTAL GENERATOR: This Generator may be used by the Unit as a Special Operations Action. This Unit may place a 50mm Portal Token within 5" of itself. Each additional Portal Generator in this Unit increases the distance that each Portal Marker may be deployed by +5". During the Round, any friendly Unit making an Attack with the Bomb Quality that has a Portal Marker within 5" of that Unit may measure the range of the Attack as though being made from any other Portal Marker. The Attacking Unit still requires Line of Sight to the Initial Target, but the weapon gains a 360 degree Fire Arc if used with a Portal. Furthermore, during the Reserves Step of that Round, when a friendly Unit becomes available from Reserve, it may be deployed within 2" of any Portal Marker rather than using any other deployment options. Each Model in the Reserve Unit must be deployed within 2" of the same Portal Marker. Remove Portal Markers once a Reserve Unit has been deployed within 2" of it, or an Attack using the Bomb Quality has been made from it or finally remove all remaining Portal Markers at the start of the Maintenance Step.



SHIELD GENERATOR: A Model with this Generator removes a number of Action Dice equal to the Mass Attribute of this Unit from each Attack against it (to a Maximum of 3). The Shield Generator cannot be used against Assaults or attacks with the Submerged, Arc or Bomb Qualities.

WEAPON	POINT BLANK	CLOSING	LONG	QUALITY
Broadside	6 (3)	3 (2)	-	Broadside, Fusillade
	4 (2)	2 (1)	-	Broadside, Fusillade
Gun Battery	3 (1)	5 (2)	-	Gunnery
	2 (1)	4 (1)	-	Gunnery
Heavy Broadside	10 (5)	6 (3)	-	Fusillade, Broadside
	6 (3)	4 (2)	-	Fusillade, Broadside
Heavy Gun Battery	6 (3)	9 (4)	6 (3)	Gunnery
	4 (1)	6 (3)	4 (1)	Gunnery
Light Broadside	4 (3)	-	-	Fusillade, Broadside
	3 (2)	-	-	Fusillade, Broadside
Micro Torpedo Salvo	5 (2)	5 (3)	-	Submerged, Torpedo, Homing
	-	-	-	-
Orichalcite Flechette Launcher	12 (9)	-	-	Fusillade, Blast, Bomb
	9 (6)	-	-	Fusillade, Blast, Bomb
Rocket Battery	5 (1)	5 (2)	5 (2)	Aerial
	4 (-)	4 (1)	4 (1)	Aerial
Torpedo Salvo	7 (2)	7 (5)	6 (4)	Submerged, Torpedo, Extreme Range
	5 (-)	5 (3)	4 (3)	Submerged, Torpedo, Extreme Range

AERIAL: Actions made with this Quality cannot usually be used against Initial Targets that are Submerged Units (unless the Action also has the Submerged Quality). The Initial Target may use Aerial Defences against Actions with this Quality.

BLAST: This Action uses the Blast Template. The centre point of the template must be placed over any part of the Initial Target. Resolve the Action against the Initial Target as normal. The resulting Hits are applied to the Initial Target and to all Models touched by the template automatically without further modification (Hits are applied to any Friendly Models but exclude the Attacking Model). Models that have their Line of Sight to the Attacker completely blocked can still be Hit by the blast.

BOMB: Actions made with this Quality cannot be used against Aerial Units. Furthermore, bombs ignore the Initial Target's Shield Generators.

BROADSIDE: Actions with this Quality may be used multiple times in the same Activation – once in each Fire Arc specified. Furthermore, a weapon with this Quality must be the Lead weapon when Crossing the T. See Crossing the T (p.19)

EXTREME RANGE: Actions made with this Quality treat the Long Range Band as 20" - 40".

FUSILLADE: Actions may re-roll Counter and Heavy Counter results provided the lead weapon in the Action is at Point Blank Range. This Quality has no effect on Aerial Units or Submerged Units unless this Action Dice Pool also has the relevant Aerial or Submerged Quality.



GUNNERY: Actions made with this Quality count Models with a Mass of 1 as Obscured.

SUBMERGED: Actions with this Quality cannot usually be used against Aerial Units or Ground Units. The Initial Target may use Submerged Defences against Actions made from this Quality. Furthermore, Actions with the Submerged Quality ignore the Initial Target's Shield Generators.

TORPEDO: Actions made with this Quality can only be used against Initial Targets that are 5" or more away. Furthermore, an Initial Target does not gain benefit from being Obscured against Actions from Torpedoes.

THE GAME ROUND BREAKDOWN RULEBOOK PG: 14

PHASE	ACTIONS
1. INITIATIVE	DETERMINE INITIATIVE
	DRAW VICTORY & VALOUR CARDS
2. ACTIVATION	OPERATIONS: LAUNCH SRS TOKENS
	OPERATIONS: SPECIAL OPERATIONS
	OPERATIONS: RESERVES
	MOVEMENT
	SHOOTING: DECLARE TARGET
	SHOOTING: SHOOTING RESOLUTION
	ASSAULT: LAUNCH ASSAULT
	ASSAULT: ASSAULT RESOLUTION
3. END	REPAIR
	SRS RESOLUTION
	JURY RIGGED REPAIR
	CHECK VICTORY
	MAINTENANCE

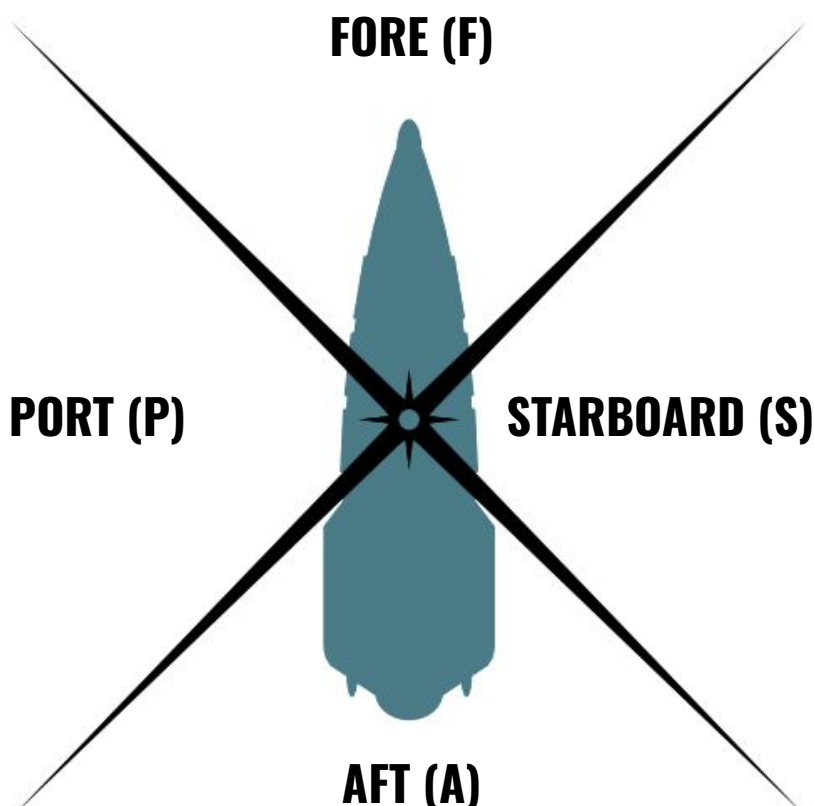
VICTORY & VALOUR CARD HAND SIZE RULEBOOK PG: 12

FORCE POINT LIMIT	HAND SIZE
749 OR LESS	4 CARDS
750 TO 1499	5 CARDS
1500 TO 1999	6 CARDS
EVERY ADDITIONAL 1000 POINTS	+1 CARDS

ASSAULT RESULT TABLE RULEBOOK PG: 25

RESULT	ASSAULT OUTCOME
3+ Counters	Counter Assault: The Assaulting Model suffers a Point of Damage and a Disorder Condition.
Draw or 1 to 2 Counters	Driven Back: Both Models suffer a Disorder Condition.
1 to 3 Hits	Havoc: The Target receives a Point of Damage and a Disorder Condition.
4 to 5 Hits	Brutal: The Target receives a Critical Damage roll, a Point of Damage and a Disorder Condition.
6 to 7 Hits	Catastrophic: The Target receives a Critical Damage roll and a Catastrophic Explosion.
8+ Hits	Carnage: The Target receives a Critical Damage roll and two Catastrophic Explosions.

FIRE ARCS & RANGE BANDS RULEBOOK PG: 9



POINT BLANK	0" - 10"
CLOSING	10" - 20"
LONG	20" - 30"

VESSEL ATTRIBUTES RULEBOOK PG: 6

M	MASS	RULEBOOK PG: 7
S	SPEED	RULEBOOK PG: 7, 18
T	TURN LIMIT	RULEBOOK PG: 7
A	ARMOUR	RULEBOOK PG: 6
C	CITADEL	RULEBOOK PG: 6
ADV	AERIAL DEFENCE VALUE	RULEBOOK PG: 23
SDV	SUBMERGED DEFENCE VALUE	RULEBOOK PG: 23
F	FRAY	RULEBOOK PG: 7
H	HULL	RULEBOOK PG: 7

ACTION DICE

1



EXPLODING HIT

4



HEAVY COUNTER

2



HEAVY HIT

5



COUNTER

3



HIT

6



BLANK

DISORDER CONDITIONS



HAZARD



EMERGENCY



**CHAOS &
DISARRAY**



CRITICAL DAMAGE MASS 1 MODELS: A Model with a Mass of 1 is immediately destroyed should an Attack against it cause a number of Hits equal to or greater than its Citadel Attribute.

CATASTROPHIC EXPLOSION: Should the number of Hits of an Attack be enough to double (or more) the value of its Citadel, in addition to Critical Damage caused by the Attack, affected Model suffers a Catastrophic Explosion. A Model suffering a Catastrophic Explosion receives two points of Damage and a Level of Disorder. It is possible for a Model to suffer from multiple Catastrophic Explosions as the Attack may also generate duplicate Critical Damage Markers. See Levels of Disorder (Rule Book p.28)

LASTING EFFECTS: Players may attempt to remove any Critical Damage Markers on a Model by making a Repair Test during the Activation Phase. Models that begin their Round with any Critical Damage Markers from a previous Round increase their risk of receiving a duplicate Critical Damage Marker when attacked.

SHREDDED DEFENCES: The Model receives a Shredded Defences Critical Damage Marker. While a Model has this Marker, it has a Defence Attribute (ADV and SDV) of zero. The Defence Attribute cannot be changed from zero while it has the Shredded Defences Critical Damage Marker.

STURGINIUM FLARE: The Model receives the Sturgium Flare Critical Damage Marker. Resolve any collisions before continuing the Activation. This Model suffers a Point of Damage and moves a number of inches equal to their Mass directly forward. Any Tokens in base contact with this Model are Replaced to remain in base contact. This unexpected movement may move the Model outside of declared weapon's Fire Arcs and cause them to automatically miss. See Collisions and Rams (Rule Book p.29)



NAVIGATION LOCK: This Model receives a Navigation Lock Damage Marker. Models with this Marker are considered to have Turn Limit 0. As such Models with this Marker may not make any turns during their Movement Step.

REACTOR LEAK: This Model receives a Reactor Leak Critical Damage Marker and a Disorder Condition. While a Model has this Marker, it receives -2 to its Citadel and Speed Attributes.

MAGAZINE EXPLOSION: This Model and all other Models within 4" suffer a Point of Damage. This Model receives a Magazine Explosion Critical Damage Marker

GENERATOR SHUTDOWN: This Model receives a Generator Shutdown Critical Damage Marker and a Level of Disorder. While it has the Marker, any effects from the Model's Generators are ignored. If the Model does not have a Generator, it receives an additional Level of Disorder. See your Faction's ORBAT for details on Generators.