

Great Siege of Malta: The Ottoman Empire

Army Commander (40pts)

Roll a D6 (1-2 Ld 7, 3-5 Ld 8, 6-Ld9)

Infantry Commander - 20 pts, Ld 7

Cavalry Commander - 40 pts, Ld 8

Army Special Rules

- The army can include up to two cavalry units, which must be grouped in a single battalia and cannot include any infantry.
- Any Foot units in the army can be upgraded to 'Large' for +6 points each

Siege Equipment

- Up to one-fifth of infantry units may be given grenades at +1 pt per unit.

The Horse

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Mounted Timoriot Sipahi	Cavalry	Lance, Sword, Bow	8	1	3+	4	Heavy Cavalry+1, Elite 4+	64pts

Maximum 1 unit

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Jebulü	Cavalry	Lance, Sword, Bow	7	1	4+	3		37pts

Maximum 1 unit

The Foot

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Dismounted Sipahis	Foot Battle Line	Sword, Bow	5	1	4+	4	Elite 4+	41pts

Maximum 3 units

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Janissaries	Foot Battle Line	Sword, Musket	5	2	4+	3	Elite 4+	39pts

Maximum 4 units in the army - Up to half units may be Fanatic +5pts

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Tufechki Musketeers	Foot Battle Line	Sword, Musket	3	2	5+	3	First Fire	28pts

Maximum 2 units in the army.

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Azabs	Foot Battle Line	Axe, bow	3	2	5+	3		27pts

May replace bow with arquebus (+1pt)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Levendat/ Gogul	Foot Battle Line	Sword, Bow	4	1	5+	3		26pts

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Barbary Corsairs	Foot Warband	Sword, Bow	4	1	5+	3	Swordsmen	30pts

Up to half the units may be armed with arquebus (+2pts)

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Iayalars	Foot Warband	Mixed Weapons	3	0	5+	3	Fanatic	28pts

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Zimmi or 'volunteers'	Foot Battle Line	Sword, Bow	3	1	6+	3	Mercenary	18pts

The Ordnance

Maximum 3 artillery pieces per battalia

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Artillery	Ordnance	Various Cannon	1	3-2-1	4+	2		Varies

Light Guns - 19pts, Medium Guns - 23pts, Heavy Guns - 27pts

Unit	Unit Type	Weapons	Hand to Hand Value	Shooting Value	Morale Value	Stamina	Special	Points
Siege Artillery	Ordnance	Mortar/ Basilisk	1	2	4+	2		27pts

Maximum 3 Siege Artillery Pieces.

Dramatis Personae - Dragut Rais (Command Value 9) 80pts

Dragut, also known as Torghut, was a corsair lord, feared and respected by friends and foes. In 1551 he attacked the Maltese islands, and finding stiff resistance in Malta, withdrew and attacked Gozo, ransacking the citadel and enslaving the entire population of the island, with only a few managing to escape. During the Great Siege, Dragut's arrival heralded a more professional approach towards the siege. His demise before the fall of St. Elmo was ultimately fatal for the Ottoman cause.

Special Rules:

- Intimidating Presence - all enemy units within 12" are at -1 Morale Value
- Corsair Leader - any Barbary Corsairs in Dragut's battalia add the Tough Fighters special rule and increase their Morale Value by 1. Should Dragut be killed in combat, the bonus is lost immediately.