

Ottoman Empire Nation Sheet

Unit Type	Cost	Att	Def	Move
Infantry	5	2	5	1
Artillery	12	5	2	1
Tank	17	4	1	1
Bi-Plane	8	2	1	3
Bomber	13	4	1	4
Ind. Complex	55	-	1	-
Port	55	-	1	-
Battleship	100	7/2	7	2
Destroyer	35	3	2	3
Transport	25	-	1	2
Submarine	20	1	1	2

Trenches: 5 Radar Unit: 18 Sonar: 13

AA Guns: Cost: 3 Att: -, Def: 1 Move: 1
 Rockets: Cost: 10 Att: 4, Def: 1, Move: 1
 AC Carrier: Cost: 95 Att: 2, Def: 2, Move: 2

TURN ORDER

- 1) Serbia
- 2) Germany
-- German Colonies
- 3) France
-- French Colonies
- 4) Russia
- 5) Autro-Hungary
- 6) United Kingdom
-- British Colonies
- 7) Italy
- 8) Japan
- 9) United States
- 10) Ottoman Empire**
- 11) China
- 12) Central Minors
- 13) Allied Minors

STARTING RESOURCES

<u>Nation</u>	<u>Resources</u>
Ottoman Empire	47 + 4

(+) represents Naval Trade resources that are routed to those nations/colonies.

The Ottoman Empire begins neutral but almost certainly destined to join the Central Powers. The Ottomans are lucky in that their region is a side show for the allies, as the Ottomans lack resources and manpower. The Ottomans big challenge will be to assault British holdings in the area and to maybe hurt Russia in the south.

STARTING NATION SET UPS

Ottomans:

Constantinople: 4 Inf, 1 Art, 1 Des, 1 TRS, 1 Gen (Enver Pasha)

Izmir: 1 Inf

Ankara: 1 Inf, 1 Art

Rize: 1 Inf

Smyrna: 1 Inf

Aleppo: 1 Inf

Karakose: 1 Inf

Konya: 1 Inf

Damascus: 2 Inf, 1 Art

Baghdad: 2 Inf

While neutral the Ottoman Empire only collects 30 resources per turn. It begins the game diplomatically favorable to Germany. While neutral the Ottoman player may opt to declare war on neutral minor and neutral major nations. If it enters such a war, while at war with a neutral minor nation the Ottoman Empire will collect 35 resources per turn. If at war with a neutral major nation, the Ottomans may collect their full amount of resources per turn. If at war with a neutral major nation, the Ottoman Empire can not be influenced by Germany (see below) to enter the main war.

At the start of play both the German player and Ottoman player may spend money on diplomatic influences (See Phase 1: Diplomatic Actions) to try and move the Ottoman Empire from only to "Favorable" to Germany to being fully allied. The Ottoman player may declare war on the Allies on any turn after they have been influenced into the German Allied camp. As noted above, if Arabia or Persia joins the Central before the Ottomans do, then they will move from being "favorable" to Germany to being completely neutral. At that point the Ottoman player gains the option of also being able to influence itself

MANPOWER LIMITS

<u>Nation</u>	<u>Starting</u>	<u>Maximum</u>
Ottoman Empire	15	92