

# TURKEY

**T**urkey during the Napoleonic Wars was mainly a land power – her navy had long been in a state of decay, with almost non-existent tactics, and was used largely for domestic defence around the Dardanelles.

Described by a French ambassador to Napoleon in 1796 as ‘the most beautiful fleet in Europe,’ the Turkish navy prided itself on the ornamented grace of its ships. Unfortunately, the fleet was credited for style over substance – the ships’ decks were taller than those of other nations, reputedly to make room for the tall hats of the officers, and as such the vessels themselves were not as stable as would be desired. Though not a major force in naval warfare, the Turkish navy could draw upon some 30 ships of the line (the largest, which the Turks called a ‘First Rate’, was an 80-gunner), 50 frigates and 100 galleys of varying sizes. In the fleet’s favour were its brave sailors, notably the ‘31st Ortah of Janissaries’, who fought as marines with scimitars – with no mean skill and ferocity by all accounts.

Towards the end of the Napoleonic Wars, the Turkish navy had considerable contact with Britain’s Royal Navy, which increased its efficiency. Unfortunately, the navy’s tactical nous did not improve, and in 1807 the fleet was soundly beaten by the Russians at the battle of Lemnos, all but ending any naval ambitions it could muster.

## FLEET SPECIAL RULES

**The Ortah of Janissaries:** The Turkish crew, although poor seamen, contained ferocious fighters armed with wicked scimitars. All Turkish vessels, rated or unrated, automatically gain the Marines upgrade at no extra cost.

**Ponderous:** Turkish men of war, while being regarded as beautiful works of the ship-builders’ art, were tall and unwieldy. Turkish Ships of the Line can only make a single turn during their move, unless they first pass a Command check.

### Allies

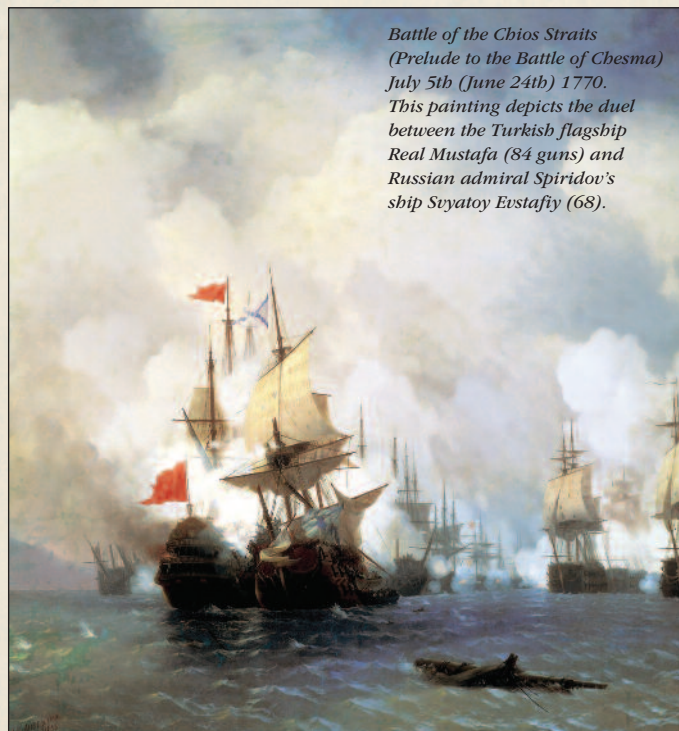
Turkish fleets may not ally.

## COMMANDERS

Your flagship may upgrade its Post-Captain to one of the following ranks at the cost indicated:

**Admiral** .....+45pts

**Rear-Admiral** .....+30pts



*Battle of the Chios Straits  
(Prelude to the Battle of Chesma)  
July 5th (June 24th) 1770.  
This painting depicts the duel  
between the Turkish flagship  
Real Mustafa (84 guns) and  
Russian admiral Spiridov's  
ship Svyatoy Evstafiy (68).*

## SHIPS OF THE LINE

### 3RD RATE, LARGE..... 200pts

*A Turkish fleet may include any number of large 3rd Rate ships.*

**Options:** None.

**Upgrades:** Boarding Nets (+10pts); Bow chasers (+15pts); Stern chasers (+10pts); Overgunned (+30pts); Ship's Physician (+5); Special Shot: Grapeshot (+10); and/or Swivel Guns (+10).

### 3RD RATE, SMALL..... 175pts

*A Turkish fleet may include any number of small 3rd Rate ships.*

**Options:** None.

**Upgrades:** Boarding Nets (+10pts); Bow chasers (+15pts); Stern chasers (+10pts); Special Shot: Grapeshot (+10); and/or Swivel Guns (+10).

### 4TH RATE..... 150pts

*A Turkish fleet may include any number of 4th Rate ships.*

**Options:** None.

**Upgrades:** Boarding Nets (+10pts); Bow chasers (+15pts); Stern chasers (+10pts); Special Shot: Grapeshot (+10); and/or Swivel Guns (+10).

## FRIGATES

### (0-1) 5TH RATE SQUADRON ..... 125pts per vessel

*A Turkish fleet may include a single Squadron of 5th Rate Frigates. A Squadron comprises 1-3 ships.*

**Options:** None.

**Upgrades:** Boarding Nets (+5pts); Bow chasers (+10pts); Stern chasers (+10pts); Special Shot: Grapeshot (+10); and/or Swivel Guns (+10).

### 6TH RATE SQUADRON ..... 100pts per vessel

*A Turkish fleet may include any number of Squadrons of 6th Rate Frigates. A Squadron comprises 1-3 ships.*

**Options:** None.

**Upgrades:** Boarding Nets (+5pts); Bow chasers (+10pts); Stern chasers (+10pts); Special Shot: Grapeshot (+10); and/or Swivel Guns (+10).

## UNRATED

### (0-5) GALLEYS ..... 60pts

*A Turkish fleet may include up to five Galleys.*

**Special Rules:** Shallow; Oars; Fore-and-aft rigged; Chase Guns.

**Options:** None.

### SHIP-SLOOP SQUADRON ..... 40pts per vessel

*A Turkish fleet may include any number of Squadrons of Ship-sloops. A Squadron comprises 1-3 vessels.*

**Special Rules:** Shallow.

**Options:** None.

### (0-1) SCHOONER SQUADRON ..... 40pts per vessel

*A Turkish fleet may include any number of Schooners, which may be organised into squadrons of 2-3 vessels.*

**Special Rules:** Shallow; Fore-and-aft rigged.

**Options:** Any Turkish Schooner may take up to 2 extra Light Cannons for +15 points per cannon. Remember that models in a squadron must be identically armed.

### XEBEC SQUADRON ..... 55pts per vessel

*A Turkish fleet may include any number of Squadrons of Xebecs. A Squadron comprises 1-3 vessels.*

**Special Rules:** Shallow; Fore-and-aft rigged.

**Options:** None.

### GUNBOAT SQUADRON ..... 15pts per vessel

*A Turkish fleet may include any number of Squadrons of Gunboats. A Squadron comprises 1-3 vessels.*

**Special Rules:** Shallow; Fore-and-aft rigged; Oars; Fixed Guns; Small.

**Options:** May purchase a single Light Cannon as a Stern Chaser for +5 points.

