

The Ottoman Army

This supplement allows players to collect an Ottoman army list for tournament play in *Lasalle*. However, because the Ottoman army had such a fundamentally different structure from most European militaries, it is necessary for us to employ slightly different standards and terms.

An Ottoman player may collect one of two basic army types:

Infantry Force

Cavalry Force

The former choice reflects the typical Ottoman army that fought during the Balkan conflicts against the Russians for much of this period. In this theatre the empire was on the defensive, and simultaneously occupied with putting down rebellions and even a major revolt by a regional commander who had once been a loyal servant of the empire, himself.

The latter choice represents the earlier Ottoman effort in the Middle East during the late 1790s, characterized by a greater mobility and use of cavalry.

Since any *Lasalle* army can be matched against any other *Lasalle* army in competitive play, it does not matter that the Ottomans have two theatres that do not correspond to the normal five theatres for the European armies.

Players will note that in some cases the unit values and compositions on this list contradict those found on page 127 of the *Lasalle* rulebook. If using an Ottoman army list for competitive or tournament play, then these values supersede those in the rulebook. If creating an historical scenario, then you should use whichever unit values you feel are appropriate to the scenario.

There are no Allied brigades available to an Ottoman player, but in a sense the entire empire was a collage of allied nationalities, sometimes coherent and reliable, sometimes not. Any given unit in the army might represent nationalities as diverse as Bulgarians, Armenians, Arabs, Greeks, Kurds, etc. A “brigade” in this sense is therefore usually a regional body of troops raised by a local governor at the request of the central government. And a “division” could be comparable to anything from a brigade to an army corps in a European army.



Ottoman Army Lists

| Balkan Wars (Infantry) | Middle East (Cavalry) |
|---|---|
| Defend +1 | Attack +1 |
| 4 Conscript Infantry 3 Janissary Orta 2 Local Militia 1 Heavy BTY 3 <i>Conscript Infantry</i> | 1 Household Cavalry (+) 2 Kapikulu Cavalry 2 Sipahi 2 Arab Cavalry 1 Mobile BTY 1 <i>Kapikulu Cavalry</i> 2 <i>Arab Cavalry</i> |
| Organic Brigades | |
| Nizam-e-Cedid | Arab Cavalry |
| Sipahi | |
| Infantry | |
| Militia | |
| Reserve Brigades | |
| Heavy Cavalry | |
| Janissary | |
| Allied Brigades | |
| (none) | |

Ottoman Compositions

Nizam-e-Cedid Brigade 1

4 Nizam-e-Cedid
1 Field BTY

Infantry Brigade

4 Conscript Infantry
2 Janissary Orta

Arab Cavalry Brigade

2 Sipahi
4 Arab Cavalry

Janissary Brigade 1

2 Elite Janissary
3 Janissary Orta
1 Field BTY

Militia Brigade 1

3 Conscript Infantry
4 Local Militia

Sipahi Brigade

4 Sipahi (+)

Heavy Cavalry Brigade 1

2 Household Cavalry (+)
2 Kapikulu Cavalry

Ottoman Unit Values and Subcommanders

Unit Values

| | |
|--------------------|-------------------------------|
| Local Militia | Shaky/Irregular/SK2 |
| Conscript Infantry | Unpredictable/Amateur/SK2 |
| Janissary Orta | Reliable/Amateur/SK2 |
| Elite Janissary | Valiant/Amateur/SK1 |
| Nizam-e-Cedid | Reliable/Experienced/SK1 |
| Household Cavalry | Valiant/Amateur/Shock |
| Kapikulu Cavalry | Reliable/Amateur/Pursuit |
| Sipahi | Unpredictable/Amateur/Pursuit |
| Arab Cavalry | Valiant/Irregular/Pursuit |

Vigor

Roll

| | |
|-----|----|
| 1-2 | -1 |
| 3-4 | - |
| 5-6 | +1 |

Tactics

Roll

| | |
|-----|---|
| 1-3 | ¶ |
| 4-5 | - |
| 6 | * |

Ottoman Artillery Values

| Artillery | Type | Cannon | Weight | + How. |
|------------|-------|--------|--------|--------|
| Heavy BTY | Foot | 5 | Hvy | - |
| Field BTY | Foot | 4 | Med | - |
| Mobile BTY | Horse | 4 | Lt | - |

Advanced Rules in Play

Several Ottoman units have **Unpredictable** esprit.

Ottoman regular infantry units in the Balkan Wars may **Entrench**, and if defending, may begin the game in Entrenchments.