

FURIOSO

Welcome to the first draft of play test rules and statistics for adding 16th century troops from the Ottoman Empire to your games of Furioso. You can find the game system and the miniatures on our website [HERE](#) using the OT and OTC codes.

Unless otherwise stated the standard rules of Furioso apply to this army list. If you have any questions please send them to sales@alternative-armies.com and we will endeavour to assist you with solutions.

This play test draft was written by Steve Danes the author of Furioso.

Ottoman List

Janissary Units: Will be four stands with 4 figures per stand so that would be 4 stands of bows or crossbows or handguns and so forth; that would be 16 figures per unit. Use the following profile:

Tactic: Drilled
Combat: 3
Initiative: 0
Move: 6
Size: 4
Cost: 16

Azab Units: These can either be formed or skirmish. 6 stands for the formed units (4 figures per stand) and 3 stands per skirmish units. The sword, spear and bow could be formed units and bow and handgun can be skirmishers.

Type: Formed foot
Tactic:
Combat: 2
Initiative: -1
Move: 6
Size: 6
Cost: 6 (or 12 if missile armed)

Type: Skirmish foot
Tactic:
Combat: 2
Initiative: -1
Move: 6
Size: 3
Cost: 6

Artillery Units: For the Ottoman Empire use the artillery statistics and rules as normal. Artillery is assumed to be of professional equating quality as that of European armies.

Spahi Porte Units: Formed cavalry, 4 stands, 3 figures per stand.

Type: Cavalry
Tactic: Galloper
Combat: 4
Initiative: 0
Armour: HA
Move: 10
Size: 4
Cost: 28

Spahi: Formed cavalry, 4 stands, 3 figures per stand.

Type: Cavalry
Tactic: Galloper
Combat: 3
Initiative: 0
Armour: A
Move: 10
Size: 4
Cost: 20

Spahi cavalry that have bows will count as skirmish fire when they use their bows.

Ghazi: Formed cavalry, 4 stands, 3 figures per stand.

Type: Cavalry
Tactic: Galloper
Combat: 2
Initiative: 0
Move: 10
Size: 4
Cost: 12

Akinji: Skirmish cavalry, 3 stands, 2 figures per stand.

Type: Skirmish Cavalry
Tactic: Raiders
Combat: 2
Initiative: 0
Move: 12
Size: 3
Cost: 9

Tartar: Skirmish cavalry, 3 stands, 2 figures per stand.

Type: Skirmish Cavalry
Tactic:
Combat: 2
Initiative: 0
Move: 12
Size: 3
Cost: 6

