



COMMONWEALTH

ORBAT

ORDER OF BATTLE



ARMOURED CLASH

WHAT IS AN ORBAT?

To play a game of Armoured Clash, each General requires the use of their chosen Faction's **Order of Battle**, or ORBAT. Each ORBAT is a compendium of background information and rules that allows a General to learn about their Faction, assemble their Force, and use their units during play.

ORBATS are living documents and are often updated and revised in light of new releases and balance changes. As such, each ORBAT is marked with a version number and date. The information present in the most recent version always takes precedence over any conflicting information found in previous versions.

Special Rules and Weapon Qualities

To use the units found in this ORBAT, you will also need to download the **Glossary of Rules & Qualities**, which can be found in the [Resources](#) section of the Armoured Clash website. This is a comprehensive listing of all the Special Rules and Weapon Qualities in the game, contained in a single handy document.

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ARMoured CLASH

THE COMMONWEALTH

ORDER OF BATTLE

	UNIT	POINTS COST			PAGE
		BASIC	REINFORCED	FULL-STRENGTH	
COMMANDER ¹	RYADOVOY RIFLE COMMAND PLATOON ²	65	90	120	14
	KHESHIG SKY CUTTER WING COMMAND ²	125	190	275	26
INFANTRY	AZHDAYA BESERKER GANG	100	170	260	12
	COSSACK OVCHARKA WAR DOGS	45	75	115	13
	RYADOVOY RIFLE PLATOON	35	60	90	14
CAVALRY	STEPPE OUTRIDER CAVALRY	75	130	195	15
	WINGED HUSSAR TREADBIKES	80	135	210	16
FIELD GUN	GOBYATA FIELD GUNS	65	110	170	17
	TRYASTI SEISMIC MORTARS	70	120	180	18
ARMOUR	DIKOBRAZ ARTILLERY BORERS	130	220	340	19
	KROT ARMoured BORERS	120	205	310	20
	MAMONT SUBTERRANEAN CRYO TRANSPORT ³			465	21
	MIRON SUPER-HEAVY BORER ³			425	22
	RYADOVOY RODINA SQUADRON	50	85	130	23
	TSAR BATTLE TANKS	100	170	260	24
	TSAREVNA STRIKE TANKS	125	215	325	25
ROTORCRAFT	KHESHIG SKY CUTTER WINGS	95	160	245	26
AIRCRAFT	KOMETA INTERCEPTOR SQUADRON	80	135	185	27

¹ Each Battlegroup can only contain a single unit with the Commander trait.

² These units are **Commander Variants**, as described on page 13.

³ The Mamont Subterranean Cryo Transport and Miron Super-Heavy Borer always count as Full-Strength units.



ARMoured CLASH

FACTION SPECIAL RULE: SUBTERRANEAN UNITS

Commonwealth Forces can field *Subterranean* units.

In the **Deployment Step**, all units with the *Subterranean* trait must be placed in **Reserve**. When a unit is placed in Reserve in this manner, their General must place a **Subterranean Marker** anywhere in their **Deployment Zone**. This Marker is treated as having the *Vanguard* (8") special rule, but ignores all **Terrain** and enemy units when making its free **Advance** manoeuvre.

After the **Deploy Reserves Step** of each Round, the General can choose to move any of these markers up to 8", in a straight line, ignoring all **Terrain** and enemy units. A Subterranean Marker cannot end this move within the **Footprint** of another model or marker.

Any units that a Subterranean Marker moves through must take a **Suppression Test** at the end of this move. *Aircraft*, *Rotorcraft*, and units with the *Large* special rule are unaffected.

If a Subterranean Marker moves through a **Defensible Building**, its General must roll an **Attack Die** at the end of its move. If the die scores a **Heroic Strike**, place a **Wrecked** status token on the building - it can no longer be **Garrisoned** by units that do not have the *Occupy* special rule, and is treated as **Blocking Terrain** for the rest of the game. If there is a unit **Garrisoning** the building, it must make an immediate **Exit** manoeuvre (as described on page 43 of the *Armoured Clash* Rulebook).

From the second Round onwards, instead of **Activating** a unit on the Battlefield, a General may choose to **Activate** a *Subterranean* unit in Reserve. This unit is immediately deployed onto the Battlefield so that it is within 3" of one of the General's Subterranean Markers, with no models within 1" of any enemy units, **Defensible Buildings** or **Strategic Objective Markers**. Note that Subterranean Markers are not tied to any particular unit, so any *Subterranean* unit that is still in Reserve can enter the Battlefield from any Subterranean Marker. The Subterranean Marker is immediately removed from the battlefield and the unit **Activates** as normal.

Subterranean units cannot be deployed in the final round of a Clash. Any *Subterranean* units that are still in Reserve at this point will take no part in the battle.

Designer's Note

If both Generals control Subterranean Markers, it is suggested that each General paints or customises their markers in some way to make them easily distinguishable from those of their opponent.





ARMoured CLASH

BATTLEGROUPS

Battlegroups are the building blocks of a General's Force. They organise **Units** into fighting divisions, each led by a unit with the **Commander** trait, and ensure that each Force has a reasonable balance of different **Unit Types**.

Battlegroups typically have **minimum** and **maximum** numbers for each Unit Type, meaning that they can vary in size and composition while maintaining a sense of structure. A unit can only ever belong to a single Battlegroup. All Battlegroups have a **Name**, a **Units List**, a **Notes** section - which details any extra information that affects how players can build the Battlegroup - and a section that describes any **Commander Bonuses** that it provides

BATTLEGROUP LISTINGS

A Battlegroup Listing (see page 15) shows a Battlegroup's **Name**, its **Type** (**Faction**, **Auxiliary** or **Legendary**) and a list that shows the **Elements** that the Battlegroup is made up of.

When assembling a Force, a General must allocate each unit they choose to an available Element in one of their Battlegroups. Each Element can have a single unit allocated to it; this unit must meet any requirements for that Element, as shown in the listing.

Within a Battlegroup, all Elements are either **Mandatory** (they **must** have a unit allocated to them) or **Optional** (they **may** have a unit allocated to them).

A Battlegroup can only be included in a Force if **all** of its Mandatory Elements have a unit allocated to them. A unit **cannot** be included in a Force unless it is allocated to a Battlegroup Element.

UNIT LIMITS

A Battlegroup cannot contain more than **one** of any specific unit. However, some Battlegroups will list one or more **Mainstay** units. Each Mainstay unit can be taken **up to twice** per Battlegroup.

*For example: a Battlegroup that lists the **Ryadovoy Rifle Platoon** as Mainstay units could contain up to two **Ryadovoy Rifle Platoon** units, but only a single unit of **Cossack Ovcharka War Dogs**, **Steppe Outrider Cavalry**, or **Dikobraz Artillery Boreers**.*

COMMANDER VARIANTS

Some of the units available to this Faction are **Commander Variants** of existing units. These are upgraded versions of existing units, usually with the addition of the **Commander** trait and a special rule. See the Commander Variant boxout on the unit's page for details of how the variant differs from the standard unit. Ignore Commander Variants for the purposes of Unit Limits.

REINFORCEMENT LEVELS AND POINTS COSTS

Most units in Armoured Clash have three **Reinforcement Levels**: **Basic**, **Reinforced**, and **Full-Strength**. This determines how many models are in the unit when it is deployed, and how many **Victory Points** the opposing General will score for **Annihilating** the unit. (The number of models will also influence the **Attack Pool** for the unit's attacks.)

Each of a unit's Reinforcement Levels has its own **Points Value**. This is how many Points it costs to include a unit at that Reinforcement Level in a Battlegroup.

The total Points Values of all the units in a Force cannot exceed the **Points Limit** that was decided during the **Establish Parameters** step (see page 53 of the *Armoured Clash* Rulebook).

The Points Values for all units presented in this ORBAT can be found at the front of this document.

REINFORCEMENT LEVEL LIMITS AND BOLSTERING

The Reinforcement Level at which units can be selected is limited by the chosen **Force Scale**.

- In a **Skirmish**, all units must be taken at the **Basic** level.
- In a **Battle**, units can be taken at the **Basic** or **Reinforced** levels.
- In a **Cataclysm**, units can be taken at the **Basic**, **Reinforced** or **Full-Strength** levels.

However, some Battlegroup Listings will allow certain Elements to be **Bolstered**.



A Bolstered Element can have a unit allocated to it that is one Reinforcement Level higher than normal for the chosen Force Scale.

For example: in a Battle, a Bolstered Element could have a Full Strength unit allocated to it.



TYPES OF BATTLEGROUP

Battlegroups are split into three main categories:

- **Faction Battlegroups.** These represent the core units mustered by a Faction when it readies itself for war.
- **Auxiliary Battlegroups.** These represent thematic collections of units that reflect some sort of specialised formation.
- **Legendary Battlegroups.** These represent iconic vehicles, legendary companies and dramatis personae.

A Force may contain any combination of Battlegroups, with the following restrictions:

BATTLEGROUPS	RESTRICTIONS
Faction Battlegroups	A Force must contain at least one Faction Battlegroup.
Auxiliary Battlegroups	A Force can include a maximum of one Auxiliary Battlegroup for each Faction Battlegroup it has.
Legendary Battlegroups	A Force can only contain one of each type of Legendary Battlegroup.

COMMANDER BONUSES

Some Battlegroups provide a **Commander Bonus** when they are included in a Force.

This might be a **Special Command** that the General can issue, a **Special Rule** which applies during deployment, or something else.

If a Battlegroup's Commander unit is **Annihilated**, that Battlegroup immediately loses its Commander Bonus. In addition, a Special Command that is provided as a Commander Bonus cannot be issued if the Battlegroup's Commander Unit is not on the Battlefield (for example, if it is in **Reserve**).



General
Svetlana
Yakovleva



THE COMMONWEALTH

BATTLEGROUP LISTINGS





COMMONWEALTH FACTION BATTLEGROUP

Since the publication of Grand Hetman **Leszek Komorowski's** groundbreaking military treatise, *Topór i Miecz*, Commonwealth strategists have championed a doctrine of aggressive, decisive warfare. Divisions of cavalry and specialist infantry form a vanguard that can directly threaten enemy formations, in particular any skirmishers foolish enough to scout ahead. Like a great shoal of predatory fish, the forces of the Commonwealth encircle their foes, ready to close in from any and all directions when the time is right. Even contingents of plodding foot-sloggers or heavy armour can surprise an enemy using subterranean vehicles. Should the Commonwealth find itself on the defensive, however, the droll fatalism bred deep into the bones of its hardy soldiery ensures that they can beat back all but the most determined of assaults.

1 Commonwealth Commander ★		One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Commonwealth</i> and <i>Commander</i> traits.
2-6 Commonwealth Infantry/Cavalry ★★		Two Mandatory Elements and four Optional Elements . Two of these Elements can be Bolstered . Each Element requires a unit with the <i>Commonwealth</i> trait, and either the <i>Infantry</i> or <i>Cavalry</i> traits.
0-2 Commonwealth Field Gun		Two Optional Elements . Each Element requires a unit with the <i>Commonwealth</i> and <i>Field Gun</i> traits.
0-6 Commonwealth Armour ★		Six Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Commonwealth</i> and <i>Armour</i> traits.
0-1 Commonwealth Rotorcraft		One Optional Element . The Element requires a unit with the <i>Commonwealth</i> and <i>Rotorcraft</i> traits.
0-1 Commonwealth Aircraft ★		One Optional Element . The Element can be Bolstered . The Element requires a unit with the <i>Commonwealth</i> and <i>Aircraft</i> traits.

Mainstay Units

- Ryadovoy Rifle Platoon (*Commonwealth Infantry*)
- Steppe Outrider Cavalry (*Commonwealth Cavalry*)
- Tsar Battle Tanks (*Commonwealth Armour*)

Commander Bonus: Grim Resolve (Special Command)

This Battlegroup's General can issue this **Special Command** to a *Commonwealth* unit at the end of a **Close Quarters Combat**. If the command is successfully issued, this **Close Quarters Combat** ends in a **Stalemate**, regardless of the number of models destroyed in each unit.



COMMONWEALTH BARDICHE AUXILIARY BATTLEGROUP

Devised by the legendary Polish leader, Major General **Tadeusz Kosciuszko**, and named after the mighty, two-handed fighting axe of Eastern Europe, the **Bardiche Auxiliary Battlegroup** is capable of cleaving an enemy battleline in twain, with Commonwealth commanders carefully directing shock troops towards wavering enemy formations to shatter them with a well-timed charge. Such tactics have evolved since Kosciuszko's time to synergise with militarised boring machines. Now, the tremors that precede their violent emergence scatter carefully-ordered formations and degrade the combat readiness of even elite enemy units. In this confusion, the Bardiche Auxiliary Battlegroup falls upon its foes with barely-contained fury, sweeping them away like some mighty tempest from the frozen north.

1 Commonwealth Commander 		One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Commonwealth</i> and <i>Commander</i> traits.
1-5 Commonwealth Infantry 		One Mandatory and four Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Commonwealth</i> and <i>Infantry</i> traits.
1-4 Commonwealth Armour 		One Mandatory and three Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Commonwealth</i> and <i>Armour</i> traits.
0-2 Commonwealth Cavalry		Two Optional Elements . Each Element requires a unit with the <i>Commonwealth</i> and <i>Cavalry</i> traits.
0-1 Commonwealth Field Gun		One Optional Element . The Element requires a unit with the <i>Commonwealth</i> and <i>Field Gun</i> traits.

Mainstay Units

- Azhdaya Berserker Gang (*Commonwealth Infantry*)
- Ryadovoy Rifle Platoon (*Commonwealth Infantry*)
- Krot Armoured Boreds (*Commonwealth Armour*)

Commander Bonus: The Deluge

After a *Commonwealth* unit in this Force has rolled the dice for a **Close Quarters Attack** targeting a unit with the **Suppressed** status, its General may discard a Command & Conquest card to re-roll any dice showing a **Blank** result.





COMMONWEALTH JAD AUXILIARY BATTLEGROUP

To commit a **Jad Auxiliary Battlegroup** to the field is to strike at the foe with the speed and reach of a good, strong spear. Through a mastery of horsemanship, honed over centuries of mounted warfare across the Great Eurasian Steppe, the riders of these hosts can race across the battlefield at full speed whilst launching precise attacks from horse or bikeback. Some may even have the skill to hold their fire until the perfect moment arises, their deadly salvos launched at enemies on the move or making ready to attack. Far above, **Keshig Sky Cutter Wings** swarm through the air, their engines pushed to near-breaking point as their pilots seek new challenges to test their mettle, whilst **Kometa Interceptor Squadrons** circle tirelessly in their quest for new targets.

1 Commonwealth Commander  	One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Commonwealth</i> and <i>Commander</i> traits.
1-3 Commonwealth Cavalry  	One Mandatory and two Optional Elements . Two of these Elements can be Bolstered . Each Element requires a unit with the <i>Commonwealth</i> and <i>Cavalry</i> traits.
1-2 Commonwealth Rotorcraft  	One Mandatory and one Optional Element . Two of these Elements can be Bolstered . Each Element requires a unit with the <i>Commonwealth</i> and <i>Rotorcraft</i> traits.
0-2 Commonwealth Infantry/Armour 	Two Optional Elements . Each Element requires a unit with the <i>Commonwealth</i> trait, and either the <i>Infantry</i> or <i>Armour</i> traits.
0-1 Commonwealth Aircraft  	One Optional Element . The Element can be Bolstered . The Element requires a unit with the <i>Commonwealth</i> and <i>Aircraft</i> traits.

Mainstay Units

- Steppe Outrider Cavalry (*Commonwealth Cavalry*)
- Keshig Sky Cutter Wings (*Commonwealth Rotorcraft*)

Commander Bonus: Legacy of the Khans

When a *Commonwealth* unit in this Force with the *Hit and Run* (*X*"") special rule finishes its **Attack Step**, its General may choose to discard a **Command & Conquest Card** from their hand.

If they do so, *X* is treated as a number of inches equal to the unit's **Speed** value for the duration of this Activation. A unit can benefit from this Commander Bonus even if it is on **On Lookout**, and does not lose the **On Lookout** status if it makes this manoeuvre.



ARMoured CLASH



THE COMMONWEALTH

UNIT PROFILES





INFANTRY



AZHDAYA BERSERKER GANG



MODELS 5 / 10 / 15

VPR 0 / 2 / 4

TRAITS

Commonwealth, Light, Infantry, Inhuman

SPECIAL RULES

Irrepressible, Onslaught, Pioneers, Run Amok, Vanguard (5")

ATTRIBUTES

SPEED	5"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	1-5	6-10	11-15	QUALITIES
MELEE	-	5	10	15	Devastating, Overcharge, Suppressive

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AZHDAYA BERSERKER GANG

Of all the lands within the Commonwealth's far-reaching borders, few are as feared as the labour camps of the **Solovetsky Islands**. For within those prison walls, surrounded by the biting cold of the White Sea, monsters are born. Or perhaps made.

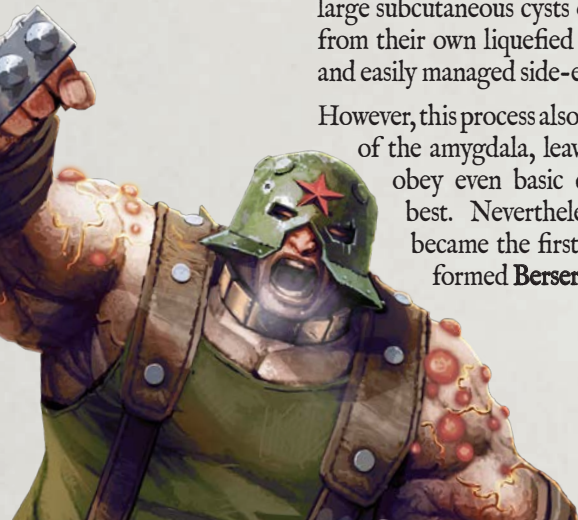
Under **Warden Tanya Bogdanka Chesnok**, in 1868, the prisoners of Solovetsky labour camp were the first test subjects of what would come to be known as the **Azhdaya Program**, ostensibly to increase their hardiness to the harsh conditions on the island. The program involved regular injections with an experimental drug called **Yarost**, a chemical synthesis of the wonder-fuel **RJ-1027**. Those with favourable metabolic reactions were transformed into hulking, rage-filled beasts, seeing dramatically increased muscle mass and bone density. The development of large subcutaneous cysts of volatile RJ fluid, formed from their own liquefied tissue, was seen as a minor and easily managed side-effect.

However, this process also caused a noticeable atrophy of the amygdala, leaving the subjects' ability to obey even basic commands questionable at best. Nevertheless, these prisoners soon became the first "volunteers" of the newly formed **Berserker Corps**.

Prior to deployment, these warriors are outfitted with fully enclosed helmets to minimise unwanted sensory stimuli, and what their remote monitoring teams euphemistically describe as "control" collars. In the rare event that a unit of Berserkers runs sufficiently amok to pose a threat to other Commonwealth forces or strategic areas that must be preserved, these collars are packed with high explosive gel and can be reliably detonated from up to a mile away.

The original terms of the program dictated that participants be released into society as free citizens once their nine-month term was served. However, following a staggering spate of murders in Karelia and St Petersburg in the spring of 1869, the resultant public outcry led to former Azhdaya being forcibly rehomed in remote regions of the Commonwealth, far from families and friends. The order has certainly proven effective, as since that day, no retired Berserker has ever been heard from again...

Some have voiced their concern about such unstable soldiers on the battlefield, citing reports of similarly vicious creatures known as "**Hex Beasts**" in the Badlands of the **Union**, RJ-tainted abominations that can be neither tamed nor controlled. But despite these protestations, few can argue with results that are this bloody and spectacular. They are, and remain, the brutal hammer of the Commonwealth. Blunt and unstoppable.



INFANTRY



COSSACK OVCHARKA WAR DOGS


MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Commonwealth, Light, Infantry

SPECIAL RULES Irregular, Overrun, Pioneers, Vanguard (8")

ATTRIBUTES

SPEED	5"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	5
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/8"	3 (4)	5 (7)	7 (10)	Point Blank
RANGED (HEAVY)	5"/10"	4	5	6	Penetrating, Reactive
MELEE	-	3 (6)	5 (10)	7 (14)	Shock, Suppressive

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COSSACK OVCHARKA WAR DOGS

Unlike the other Great Powers, many of whom have eschewed the use of animals as anything other than fuel for their troops, the Commonwealth have never shied away from the use of beasts in their military. While this is partly due to the limitations of their own automata, it is also down to their own longheld agrarian traditions.

Reared as shepherd dogs in the **Caucasus Mountains** of Southern Russia for over a century, **Caucasian Ovcharka** boast a sheer heft that is matched only by their speed. Perfectly suited to all manner of dangerous terrain, it was only a matter of time before these animals were employed upon the battlefield, first seeing combat in the defence of **Baku** during the **Second Caspian War** of 1826-1828.

The intervening fifty years have seen their role within the Commonwealth military change significantly. Where once they were simply attack dogs, shock troops and machine-gun fodder, the sheer number lost in battle became intolerable for all concerned. *"To lose a soldier upon the battlefield is to lose an asset,"* Commissar **Katya Peresvet** is quoted as saying. *"To lose one's best friend is to lose one's soul."* Given that each Cossack handler is responsible for rearing their pups from birth, the bonds formed between animal and owner are rooted in a love both unspeakable and unwavering.

In today's Commonwealth, these teams are now employed as specialist tank hunters, forming packs that scout ahead through all but the most impassable of terrain, as they seek out enemy armour. Hidden in plain sight amongst the weeds and ruins of the battlefield, these units lie in wait, their dogs springing into action as soon as their quarry comes into view. Each Ovcharka is outfitted with a pigskin leather harness, to which is affixed a simple clasp-and-release mechanism and a payload of compact *Krug* bombs. Measuring roughly one foot across and four inches deep, these disc-shaped explosives contain a steel pressure spring on their underside, and a magnetic surface area on their top.

When loosed upon the enemy, the dogs are trained to rush underneath their targets, releasing their *Krug* bombs which then magnetise to the underside of enemy vehicles, before bounding back to their handlers. The resultant detonation triggers an iron-thermite explosion, rocketing upwards and burning both metal and flesh.



INFANTRY



RYADOVOY RIFLE PLATOON

1


MODELS 8 / 16 / 24

VPR 1 / 2 / 3

TRAITS

Commonwealth, Light, Infantry

SPECIAL RULES
COMMAND VARIANT

A Ryadovoy Rifle Platoon has +1 VPR, and the additional Traits and Special Rules listed below.

Commander

Chain of Command (10"),
Command Signals

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	3

ARMAMENTS

	RANGE	1-8	9-16	17-24	QUALITIES
RANGED (LIGHT)	7"/14"	4	8	12	
MELEE	-	4 (5)	8 (10)	12 (15)	Shock

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RYADOVOY RIFLE PLATOON

First established during the **Smolensk War** of 1631, the two-regiment **Army Trooper Corps** served as the Russian city's first line of defence against Polish-Lithuanian forces in the three year conflict that followed. Unlike the Commonwealth of today, these regiments were led by foreign mercenaries, experienced combatants with no loyalty for those who held their purse strings, and it was not unheard of for these same mercenaries to raid the very villages and towns they were employed to defend.

In the centuries since, just as the Commonwealth has grown, so too has its military evolved into the highly structured behemoth it is today, where its citizens defend their own lands without needing to resort to the help of opportunistic "allies" from without their borders. Through mass conscription and mandatory, lifelong military service, the armies of the Tsar can call upon a near limitless reserve of Ryadovoy to swell its professional ranks. Forming sotnia's of one hundred strong, many Ryadovoy are drawn from the same neighbourhoods, serving alongside friends, parents, siblings, and cousins. The kinship within such forces of the Commonwealth is more powerful than even national pride. It is blood, and such bonds are not easily broken.

Similarly, the hierarchical structures of Ryadovoy corps are a microcosm of the Commonwealth itself. Conscripts are drawn from the working classes, while the officers who command them hail from the old noble families. Riding alongside the foot soldiers on

Orlov Trotter horses, these **Predvoditel** lead platoons of troops directly to the front, commanding them in person under withering hails of fire.

Each sotnia is outfitted with bolt-action **Berdan Dragunskaya** rifles. Simple weapons, well-suited to the harsh climate these soldiers are accustomed to, these weapons hold six rounds of 10.7 mm ammunition and boast an effective range of 300 metres. It is at close quarters, however, with heavy blades affixed, that these weapons are at their most devastating, lending themselves naturally to the overwhelming infantry assaults favoured by many Commonwealth commanders.

Despite their reputation for always marching to war in heavy coats and distinctive fur hats, Ryadovoy are more often found between battles with their greatcoats removed, their shirt sleeves rolled up above muscular arms. But on the field of battle, they are seldom seen in anything less than fully winterproof clothing. There is an old adage: "*where the Commonwealth marches, winter will follow*," and those who have faced the Great Bear in war know this to be true. The cryo-generators that fuel many of the Great Power's mightiest weapons produce an unusual side effect: radiating such extreme cold as to create their own, frigid microclimate around the Commonwealth army. As snow falls and the ground freezes, and the blood in their enemy's veins turns to ice, the winter boots of the Ryadovoy march relentlessly on.

CAVALRY

STEPPE OUTRIDER
CAVALRY

MODELS 5 / 10 / 15

VPR 2 / 3 / 4

TRAITS

Commonwealth, Light, Cavalry

SPECIAL RULES

Hit and Run (5"), Irregular, Vanguard (8")

ATTRIBUTES

SPEED	8"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	5
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	5"/10"	4	9	14	Devastating, Precision, Turret
RANGED (HEAVY)	3"/6"	4	9	14	Devastating, Turret
MELEE	-	4 (5)	7 (9)	10 (13)	Devastating, Wreckers

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STEPPE OUTRIDER CAVALRY

Since its admission into the Commonwealth in 1857, Mongolia has transformed rapidly. The vast expanse of the steppe is now scarred by rail networks that connect burgeoning industrial hubs and urban centres. **Karakorum**, the ancient seat of the **Khagans**, the rulers of the old Mongol Empire, has been rebuilt as a thriving metropolis, fit for a modern nation, and stands as a testament to the benefits of Commonwealth membership. Or so it is proclaimed by the Commonwealth Ministry of Propaganda. Of the nearly two-thirds of Mongolia's population that have abandoned their nomadic traditions following their country's admission into the Commonwealth, most live in settlements that remain largely isolated. Here they live secluded from the wonders of what the **Covenant of the Enlightened** terms the **Sturginium Age**, save for the sight of the odd skyship as it passes overhead. Even then, there are those who actively reject the new ways, instead choosing to roam the endless Sea of Grass, much as their forebears had since time immemorial.

At Oblast Recruitment Authorities across Mongolia, hosts of mounted warriors gather in great numbers, summoned by their oaths of fealty to **Tsarina Ankhtsetseg Yesun Rurik-Novy**, the **Khatun**. With firearms still a rarity on the steppes, these mounted warriors fight much as their ancestors once did in the days of **Chinggis Khan's Warrior Nation**, with the composite bow and the javelin remaining the weapons of choice. The Commonwealth has, nevertheless, found ways to enhance these archaic weapons for

modern combat, with armour-piercing M1859 coö warheads readily attached to arrows, darts, and javelins.

Come the eve of battle, the böö, shamanistic figures that follow the ways of **Tengri**, the god of the open sky and the **Great Spirit** that connects all things, conduct ceremonies with those warriors who still observe the old faith. Some of the assembled worshipers will be drawn away from the camp and into the night, as if guided by an unseen hand. Come morning, these chosen few will return astride the "heavenly horses" of Mongolian legend, each "sky-stallion" at least twenty-one hands at the shoulder and reverberating with a barely-contained, otherworldly power. Such awe-inspiring figures serve as the unspoken leaders of their warbands, their bows capable of discharging projectiles of pure energy that blaze with auroric fire and seek out their target as though possessing an uncanny mind of their own.

In battle, units of Steppe Outrider Cavalry scour the battlefield looking for enemies to harry, with light vehicles being a particularly favoured target for their explosive-tipped javelins. There is no honour to be had in a meaningless death, however, and Steppe Outriders will invariably retreat, to attack again elsewhere, at the first sign of resistance. The success of such tactics has seen similar formations drawn from across the Commonwealth, with Kalmyks, Bashkirs, Tartars and Cossacks from the Zaporozhian and Don Hetmanates all finding service as horsemen within the armies of the Tsar.

CAVALRY

WINGED HUSSAR
TREADBIKES

MODELS 5 / 10 / 15

VPR 3 / 4 / 5

TRAITS

Commonwealth, Light, Cavalry

SPECIAL RULES

Hit and Run (4"), Onslaught, Pioneers

ATTRIBUTES

SPEED	7"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	8
BREAK LIMIT	2

ARMAMENTS

RANGED (LIGHT)	6"/12"	3	5	7	
IMPACT	-	8	13	18	Cryo, Suppressive

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WINGED HUSSAR TREADBIKES

Since their formation in 1503 in their defence against Ottoman forces, the Winged Hussars have served an invaluable role in the Polish-Lithuanian military arm. Recruited exclusively from nobility and afforded the very best in training and weapons, their status as Europe's most elite heavy cavalry was known throughout the world.

But the world is changing. The wars being waged today are increasingly mechanised, its battlefields harshly unsuited to conventional steeds. In the face of such drastic changes, tradition yields to pragmatism or else dies, and in 1858, the first modern Winged Hussar regiments sent home the proud warhorses of their forebears to adapt to the new Age.

Developed in the workshops of Sawicki i Zalewski in Poznań, their RB01 Treadbikes are robust and hardy, ideal for traversing the diverse, difficult terrain of the Commonwealth and beyond. With a twin-track drive system, facilitated by a double differential system applying pressure to each tread in turn, these vehicles can reach speeds of 98 kph. A pair of Rubin-64 heavy carbines are affixed to the front of each heavyweight steel frame, capable of unleashing a hail of 7.62x54mm cartridges with unerring accuracy at high speeds.

But the signature weapon of these warrior elite is the **Zamarzająca cryo-lance**. A seven-foot lance housing a miniaturised cryo-generator, this polearm delivers a cryonic blast on impact, one that, in concert with 200 kg of metal travelling at almost 100 kph, can shatter the enemy into a hundred frozen, bloodied pieces.

Given their need to continuously handle such weapons, Hussar battledress is insulated and multi-layered, consisting of padded tunics, gloves, and plated body armour, favouring coarse wools, leathers, and ceramics, over heat-conductive metals.

Such practicality has done nothing to stem certain other traditions, however. The Winged Hussars maintain the gold-accented red-and-white colours of their forebears, along with their distinctive back-mounted wings. Crafted from the feathers of vultures and other raptors interwoven with steel or brass "*wrzask*", the frame of these wings incorporates a small (albeit powerful) speaker at its tip, designed to amplify the unsettling howl that comes from the air rushing across the quills.

For while the hussars are primarily employed as advanced scouts and reconnaissance units, the old ways are not forgotten yet. They are shock troops at heart. And descending upon the enemy through harsh blizzards and swirling snow, this wail upon the icy winds is often the last thing that many hear before they are turned to glass.





FIELD GUN



GOBYATA FIELD GUNS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS

Commonwealth, Light, Field Gun

SPECIAL RULES

Emplacement, Static

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	12"/26"	4	8	12	
RANGED (HEAVY)	16"/30"	4	8	12	Devastating
MELEE	-	3	4	5	

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GOBYATA FIELD GUNS

Leonida Gobyata graduated from Mikhailovskoe Artillery Academy in 1855, swiftly ascending through the ranks of the military. Unlike many of her contemporaries, content with their positions in **Moscow**, Gobyata insisted on heading to the frontlines of the **Crimean War**. This willingness to place her life at risk was not out of any form of patriotic duty. Rather, it was research.

By the time Gobyata arrived at the front, the war was entering a deadly new phase with Russian territory coming under sustained and concerted onslaught from an unlikely union of the **Sultanate**, **Alliance**, and **Queen Victoria's Crown**. As Gobyata observed the noble sacrifice of the **Ryadovoy** under her command, she took notes. Specifically, on the Crown's use of field guns, their tactics, their firepower, and their shortcomings. And as the war came to an end in 1857, Gobyata took two years' worth of reports back to Moscow, and commenced on the project that would cement her place in Commonwealth history: the **Gobyata Field Gun**.

Weighing in excess of 4 tonnes, these field guns are pushed into the frontlines by Ryadovoy crews, their thick iron wheels allowing them to traverse the deepest snow and thickest of terrain. Once in position, these wheels have a simple clasp and release

mechanism, designed to keep the weapons immobile as they pound enemy positions, while also allowing for swift redeployment should it become necessary. It is their ammunition, however, that truly sets them apart...

After the principles of atomic energy were unlocked by **Eberhard Bunsen** and **Gustav Kirchhof** in 1846, the research swiftly spread beyond the **Imperium** despite the arrest of the pair by the **Ordo Teutonic**. Recreating the results in their own laboratories became a priority for all of the Great Powers, not least in the Commonwealth. And as the Tsar's brightest minds began enriching the country's abundant reserves of uranium ore, Gobyata commissioned her scientists to develop bespoke shells for her field guns.

The high density and self-sharpening properties of the Gobyata's depleted uranium rounds make them ideal tank-killers, punching through armour with ease as their radioactive cores ignite fuel and ammunition. As the years have passed, however, so too have the crew of these weapons started to notice an unusual affliction. Fatigue. Hair loss. Vomiting blood. Even their newborn children seem to feel the effects of the **Gobyata Proklinat** - a "curse" that grips those who operate these field guns.

But there are always more conscripts...

FIELD GUN

TRYASTI
SEISMIC MORTARS

MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS

Commonwealth, Light, Field Gun

SPECIAL RULES

Emplacement, Static

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/28"	5	10	15	Indirect, Seismic, Suppressive
RANGED (HEAVY)	4"/28"	4	6	8	Indirect, Seismic
MELEE	-	3	4	5	

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TRYASTI SEISMIC MORTARS

A relatively new addition to the Commonwealth armoury, the Tryasti represents the next generation of seismic weaponry. Unlike its predecessor, the vehicle-mounted **Srelkova Seismic Mortar**, the Tryasti was designed to function as a light artillery piece. Where Srelkova shells are designed to burrow to a depth of about five metres before detonating, those of a Tryasti sink to only half this depth. This, combined with the much larger charge carried by the Tryasti, results in a greater blast radius, if at the cost of a heavier and more temperamental gun.

The squat barrel of the Tryasti's 240 mm mortar is specially reinforced and must be fixed to the ground via its sturdy iron base plate before firing, lest the weapon rip itself apart due to its immense recoil. However, the modular nature of its construction, combined with the hard-wearing wheels of the gun carriage, makes this field gun surprisingly manoeuvrable despite these tricky operating procedures.

With early shipments of Tryasti field mortars heading to select Commonwealth installations in 1870, they first saw battlefield usage in defence of the **Troika** headquarters, during the so-called **Siege of Tunguska**. Through some clandestine

disagreement with other cliques within the **Covenant of the Enlightened**, the castellans of the **Katorga Promethean Complex** found themselves beset by a horde of constructs and arthropod-shaped battle engines. Caught off guard and outnumbered, the Troika were in danger of being overwhelmed by the swarm. It was only the constant barrage of Tryasti shells, with the resultant churning of the ground and accompanying microtremors turning the approach into a quagmire, that allowed the conventional arms of the Ryadovoy to pick off the disoriented ECSF forces at their leisure.

By the time Tryasti detachments had diffused into the **White Army**, the mortar had already gained a reputation as a disruptive support weapon. Over the years, the launcher has been affectionately nicknamed the "**Sheyker**" by the troops, the distinctive shape of its shells bringing to mind the cocktail shakers found in the Officer's Messes. Indeed, it is common for the Ryadovoy to jokingly speculate which type of cocktail their General wants when the order comes to the Tryasti batteries to fire.

ARMOUR



DIKOBRAZ ARTILLERY BORERS

2

MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Commonwealth, Heavy, Armour, Subterranean

SPECIAL RULES

Demolition, Dynamic Entry (3"), Ponderous, Resilient (Front), Slow

ATTRIBUTES

SPEED	5"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/45"	6	12	18	Indirect, Move or Fire, Suppressive
RANGED (HEAVY)	6"/45"	6	12	18	Devastating, Indirect, Move or Fire
IMPACT	-	2 (4)	4 (6)	6 (8)	Penetrating, Wreckers



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DIKOBRAZ ARTILLERY BORERS

While its cousin the **Krot** has become the *de facto* troop carrier for the Commonwealth military, the Dikobraz is the Commonwealth's answer to the heavier armaments of the other Great Powers.

Trundling inexorably forward on steel-tracked treads, the cylindrical iron chassis is a 65-tonne hollow capsule, its 250 mm walls designed to withstand both enemy fire and the pressure of boring to depths of over 1.5 kilometres. Boasting a 3 metre hydraulic drill - ideal for the solid permafrost that makes up much of the Commonwealth's territories - this mounted device comprises five concentric serrated torques that rotate at speeds of 50 RPM. So effective is it that tremors of a Dikobraz's passing can be felt by those above ground. Indeed, it is something that is commonly exploited by veteran pilots as a means of disordering enemy forces and bringing defensible buildings crashing down upon the field. And when these vehicles emerge above ground, these same drills are brought to bear against the enemy, twisting apart metal and stone with unstoppable force.

Unlike the **Krot**, used primarily as a cramped chamber to transport Ryadovoy, the interior of the Dikobraz has been completely gutted and overhauled, replaced instead by a rudimentary

telescopic rig that houses the vehicle's primary payload: an **Igolka-06** launcher. Extending out of the chassis through a heavy iron rear hatch, this six-barrelled weapon is armed with solid fuel I-13 rockets capable of delivering 4.35 tonnes of high explosives over 1,300 metres in one devastating salvo.

The unwieldy design of both vehicle and weapon do not lend themselves to speedy deployment, and once above ground Dikobraz are easily outmanoeuvred. But their slow and purposeful usage upon the battlefield was perhaps no better demonstrated than in the **Kuray Mountains Conflict** of 1871. Burrowing beneath the mountain range to flank encroaching **Empire** forces from the south, a detachment of fifty Dikobraz borers under the command of **Polkovnik Mariya Abakumov** unloaded their weapons into the peaks themselves. The resultant avalanche was catastrophic, claiming the lives of close to 8,000 troops, and driving the Chinese forces back across their borders.



ARMOUR



KROT ARMoured BORERS

2



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Commonwealth, Heavy, Armour, Transport, Subterranean

SPECIAL RULES

Capacity (4), Demolition, Dynamic Entry (3"), Resilient (Front), Ponderous, Slow, Sponsons (3)

ATTRIBUTES

SPEED	5"
DEFENCE	2
DAMAGE LIMIT	4
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	7"/14"	1-2	3-4	5-6	
		3	5	7	
IMPACT	-	2 (4)	4 (6)	6 (8)	Penetrating, Wreckers

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KROT ARMoured BORERS

None of the Great Powers come close to possessing the breadth of land and resources encompassed by the Commonwealth. Only the **Kingdoms of Africa** can match its potential, but they remain politically divided and undecided over how best to confront the Great Powers of the world. And so it is beneath Russia that there sits an immense reserve of iron ore, coal, and other natural resources.

By the late eighteenth century, Russia was responsible for smelting almost a third of the world's pig iron, but the **Enlightened's** entry onto the global stage in 1852 would set in motion their post-industrial decline with the discovery of **Element 270**. With the price of iron plummeting, the Commonwealth resolved to double down and increase their mining operations ten-fold. And so the **Krot Armoured Borer** was born.

Originally conceived by the Enlightened engineer **Hermann Haupt** as a mining vehicle, the Krot was designed to bore fifteen-foot diameter tunnels through which mining teams might do their work. Said teams would sit within the armoured chassis of these vehicles, shielded from falling earth by a reinforced iron hull. Unfortunately, the tunnels would not hold. Entire mining teams disappeared under collapsing ceilings, and the Krots themselves

often got lost below. And so, the state-mandated mining boom became a hugely expensive folly. But, as the but as the expanding Commonwealth's borders became more hotly contested, it was not long before such vehicles found themselves repurposed.

Given their transport capacity and ability to travel beneath the earth unseen, they were deemed ideal for troop delivery and deployment. The brainchild of **General Miron Cherepanov** of the **Commonwealth Railway Division**, the repurposed Krot was first employed to disastrous effect in the 1861 **Battle of Tara**. Their use saw nearly sixty Ryadovy drowned after an accidental breach of the **Irtys River**, but despite this loss, their proficiency as troop carriers had been proven. Elsewhere in the city, another squadron of borers delivered an entire sotnia directly into the heart of **Sultanate** forces, breaking the foe within an hour and seizing a dozen strongholds in the process. In 1863, with the American **Ore War** still raging hot, **Tsar Vladimir Rurik-Novy** agreed to supply an entire division to **General Robert E. Lee's** Confederate Army, on the understanding that the victorious Confederates would agree favourable military terms with their Commonwealth allies, but the Krot proved less decisive in the Americas. After the Confederate defeat and the end of the war, several surviving machines found their way into the hands of mercenaries, where they remain to this day.

ARMOUR



MAMONT SUBTERRANEAN CRYO TRANSPORT

4



MODELS 1

VPR 9

TRAITS

Commonwealth, Heavy, Armour, Behemoth, Containment Chambers, Transport, Subterranean

SPECIAL RULES

All-Out Attack (2), Assault Ramp, Capacity (15), Dynamic Entry (3"), Hoarfrost Aura (6"), Large, Obfuscating (6"), Restricted Access (Inhuman), Spectacular Demise (8), Sponsons (6)

ATTRIBUTES

SPEED	-
DEFENCE	5
DAMAGE LIMIT	9
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	7-8	4-6	0-3	QUALITIES
RANGED (LIGHT / HEAVY)	8"/16"	5	9	13	Cryo, Suppressive, Torrent
RANGED (LIGHT)	4"/28"	3	4	5	Indirect, Seismic, Suppressive, Turret

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MAMONT SUBTERRANEAN CRYO TRANSPORT

Building upon the design of the **Miron Super-Heavy Borer**, the Mamont is a behemoth of ice and metal, more akin to a building than a vehicle. But unlike its forebear, it does not transport tanks. It carries winter itself.

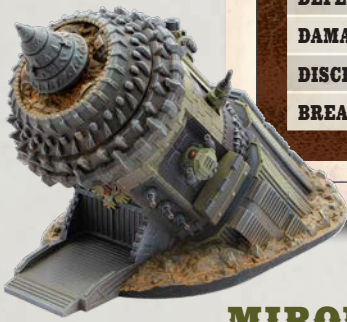
Housed within its high impenetrable 500 mm-thick iron hull sits an immense cryo-generator. A variant of those found within the **Marena**-class colossi of the **White Navy**, this immense **Ledyanaya-pattern cyro-generator** has emitters affixed to the Mamont's hull, capable of discharging icy blasts of -200 °C into the enemy formations, freezing flesh, breaking bones, and shattering metal. The extreme temperatures in the vicinity of these generators necessitate heavily padded coveralls and multiple layers of insulated safety gear for all Mamont crew. In such conditions, most guns and other munitions simply do not work, jamming in the cold or refusing to fire the closer they get to the Mamont and the generator inside.

In addition to bringing the harsh environs of the Commonwealth's frozen north within their iron bellies - providing a home advantage, even on foreign soil - these sub-zero temperatures have presented the solution to another conundrum: the transportation of **Azhdaya Berserkers**.

Given their unique physiology and the **RJ-1027** running through their veins, the burning cysts that form between the muscular tissues of these human experiments are unstable, and sometimes even explosive, at higher temperatures. Early attempts to transport them into battle in more conventional vehicles often ended in disaster, with stray bullets and even lit cigarettes in the presence of these creatures resulting in entire squadrons of vehicles being lost. The solution, it transpired, was to cool these monsters down.

Frozen in cryogenically cooled containers built around the Mamont's generator, the berserkers are kept in a state of semi-consciousness as they are delivered into battle. They are an understandably unnerving presence for the Mamonts' crew, with even the slightest rise in temperature risking these RJ-maddened berserkers breaking out of their containers and attacking everything and everyone within reach. However, on especially long underground journeys, it is easy to forget the threat these slumbering monsters present, and it is not uncommon for commanding officers to descend into the hold to find their crew sizzling slices of *salo* upon the softly steaming bodies of their volatile cargo.

ARMOUR



MIRON SUPER-HEAVY BORER

4



MODELS 1

VPR 9

TRAITS

Commonwealth, Heavy, Armour, Behemoth, Subterranean

SPECIAL RULES

All-Out Attack (3), Dynamic Entry (3"), Heavy Carrier (Armour), Large, Spectacular Demise (8), Sponsons (6)

ATTRIBUTES

SPEED	-
DEFENCE	5
DAMAGE LIMIT	9
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	7-8	4-6	0-3	QUALITIES
RANGED (LIGHT)	4"/28"	4	5	6	Indirect, Seismic, Suppressive, Turret
RANGED (LIGHT/HEAVY)	4"/36"	4	7	10	Devastating, Indirect, Suppressive, Turret
RANGED (AERIAL)	6"/20"	3	5	7	Turret

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MIRON SUPER-HEAVY BORER

Unlike the **Dikobraz** and the **Krot**, the Miron was always intended for war.

Conceived by **General Miron Cherepanov** of the Commonwealth Railway Division, this gigantic super-heavy boring machine did not get beyond the drawing boards before the General's untimely death in a spelunking accident. Impressed with the ambition of Cherepanov's design and witnessing firsthand the efficacy of converted mining vehicles, the Polish naval engineer **Ida Wójcikowa** was inspired to continue his work, designing a vehicle the likes of which had never been before.

In the summer of 1869, she approached **Nikolai Lebedenko**, the leading figure in the development of the **Tsar Battle tank**. Her proposition was simple. Inspired by the naval vessels she had helped build in the shipyards of **Gdynia**, she championed Cherepanov's design for a super-heavy armoured carrier, one that would carry not troops, but tanks, underground and directly into the heart of the enemy. Eager to ensure the longevity of his vehicles in the Commonwealth's military efforts, Lebedenko agreed to this proposed partnership.

The result of this shared endeavour would be unleashed against enemy **Imperium** forces in **Warsaw** the following year. After the crushing loss of the metropolis to the **Ordo Teutonic** in 1862, the Commonwealth's generals had, at the behest of Tsar Vladimir, redoubled their efforts to reclaim this culturally and historically important city. Waves of **Ryadovoy** were thrown into the city's

medieval streets, falling in their thousands to the Voltaic weaponry of Prussian forces and the halberds of **Squire-automata**. History seemed poised to repeat itself. It was in the second week of November 1872 when Warsaw's Institute of Music, a key stronghold in the Imperium's defensive line, was completely demolished from below. In its place, rose five **Miron-class Super-Heavy Borers**, each towering over the four-storey buildings around them and unloading entire units of Tsar tanks against unprepared Imperium forces.

Within two days, Warsaw belonged to the Tsar once more, both Wójcikowa and Lebedenko were honoured with the **Order of the White Eagle**, and the Miron hailed as the future of the Commonwealth's armoured capabilities.

Weighing a mighty 2,700 tonnes, the Super-Heavy Borer employs many of the same tactics as its smaller counterparts, albeit on a behemoth scale. Burrowing through the earth with a giant drill measuring 11 metres in diameter, each time it surfaces is akin to an explosion, sending earth, rock and bodies flying through the air in a geyser of destruction. There, these giants remain as fortifications on the field, armoured units pouring out from within as **I-13** rockets spiral out from the immense iron sponsons riveted to its side.



ARMOUR



TSAR BATTLE TANKS

2



MODELS 2 / 4 / 6

VPR 2 / 4 / 6

TRAITS

Commonwealth, Heavy, Armour

SPECIAL RULES

Pioneers, Ponderous, Sponsons (3)

ATTRIBUTES

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	10"/20"	4	7	10	Turret
RANGED (HEAVY)	10"/20"	5	10	15	
IMPACT	-	3	6	9	

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TSAR BATTLE TANKS

In 1856, **Helsinki Markov's** daring theft of the *Prometheus* from the Covenant of the Enlightened's Antarctic naval base at **Leonidas Spire**, brought the Commonwealth not only advanced generator technologies and sturginium, but a raft of prototypes, including **Hans Thorvald Krak's** "*Project Netopyr*". When the *Prometheus* was unloaded at **Vladivostok**, these designs reached **Nikolai Zhukovsky's** workshop in **Moscow**, where their potential as war machines was quickly recognized.

Zhukovsky focused on aviation and was developing what would become the **Kometa Interceptor** with **Aleksandr Mikulin**. Despite this preoccupation, Zhukovsky saw the potential of *Project Netopyr* and assigned day-to-day development to **Nikolai Lebedenko**, a brilliant engineer in his own right.

By the following summer, after Markov's heroic repatriation of the Enlightened's technologies to the Motherland, espionage by the other Great Powers had become increasingly concerted and desperate. Several engineers and technical staff from *Project Netopyr* found their heads turned by vast amounts of foreign coin, and the fundamentals of the Tsar tank became the foundation of parallel projects in the **Crown, Empire and Imperium**.

Unlike those derivative designs, the Commonwealth tank relied not solely on caterpillar tracks but retained the tricycle design of Krak's original plans. The two heavy front wheels were each directly powered by a heavy **Kolomna** kerosene engine. The rear-mounted tracked unit was for steering and balance only.

Its debut in the 1858 **Kamchatka Uprising** showcased its battlefield potential. With its armoured hull protecting it from all but the heaviest of anti-armour fire, the Tsar tank can lay down a punishing salvo from a casemate-mounted 88 mm main gun and three 57 mm guns in sponsons to the sides and rear. Though subsequent years have seen five distinct revision marks to the design, the Tsar remains a potent weapon in the Commonwealth's arsenal to this day.



ARMOUR



TSAREVNA STRIKE TANKS

2



MODELS 2 / 4 / 6

VPR 2 / 4 / 6

TRAITS

Commonwealth, Heavy, Armour

SPECIAL RULES

Pioneers, Ponderous, Sponsons (4)

ATTRIBUTES

SPEED	6"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	4"/6"	7	12	16	Torrent, Suppressive
RANGED (LIGHT)	4"/28"	4	9	14	Indirect, Seismic, Suppressive
RANGED (HEAVY)	4"/28"	3	5	7	Indirect, Seismic
IMPACT	-	3	6	9	

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TSAREVNA STRIKE TANKS

Some princesses receive fabulous jewels for their birthday. Others are gifted delightful, ornamental automata that frolic and prance as they act out programmed displays of faux-spontaneous whimsy. Horses are always popular, as are small carriage dogs that serve as both loyal companions and reliable alarm systems.

On her seventeenth birthday, **Anistasia Rurik-Navoy** was presented with an armoured fighting vehicle.

The **Ts-57** sported an array of impressive armaments, all of which were initially rejected by **Nikolai Lebedenko** as impractical during the initial prototyping of the Tsar tank. The **Svarog-pattern Incendiary Cannon** boasts a trio of insulated flame projectors that can bathe an area of up to 175 square metres in pyrophoric liquid, the powerful oxidizing compounds ensuring that it burns long after ignition, even if its low burn temperature renders it relatively harmless against heavier armour.

The **Srelkova Seismic Mortar**, conversely, was intended as a bunker buster, its hyper-calibrated spin-stablisers designed to drill through rock, brick, concrete, or steel before detonating with maximum effect. Although the munition struggled against the toughest fortifications, the resulting tremors did have a noticeably debilitating effect on nearby observers, often knocking them to the ground or sending them staggering in all directions.

Although something of a strange marriage, this combination of low-intensity flamethrower and indirect bombard makes the Ts-57 a surprisingly versatile infantry-killer.

While the press reported feverishly on the young Tsarevna's delight at having the Commonwealth's newest fighting vehicle be named in her honour, in her personal diary, she bemoaned that it was not the Caspian tiger her father had promised for her private menagerie. In more recent years, however, she has taken more of a shine to her little Tsarevna, converting one of her stable blocks into a garage for several pristine and highly-personalised Ts-57 variants.

Much like the Tsar tank, the heavy, driving front wheels of the Tsarevna Strike Tank allow it to traverse broken ground with ease, a crucial attribute given the vast expanses of rocky or wooded terrain Commonwealth battlegroups are often tasked with patrolling. Indeed, it has seen particular use against insurgents in the expansive taiga of Russia and the ancient forests of Poland and the Baltic States.



ARMOUR



RYADOVOY RODINA SQUADRON



MODELS 2 / 4 / 6

VPR 1 / 2 / 3

TRAITS

Commonwealth, Heavy, Armour

SPECIAL RULES

Pioneers, Sponsons (3), Support (Infantry)

ATTRIBUTES

SPEED	7"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	10"/16"	4	8	12	Suppressive
RANGED (AERIAL)	6"/12"	4	6	8	
IMPACT	-	2	4	6	

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RYADOVOY RODINA

In the desperate days of the Russian Civil War (1827-31), the **Decemberist** and **Tsarist** forces that vied for control of the Tsardom sought any advantage over their enemies. Lacking the technical skills and equipment to maintain the handful of proto-landships that the Russian army had amassed prior to the conflict, many generals made use of the **tachanka**: simple, horse-drawn wagons that mounted a powerful automatic weaponry. Such vehicles, although crude and somewhat flimsy, provided essential support for infantry assaults, and for covering the retreats of unseasoned conscripts. These vehicles were quickly adopted, not just by the Decemberists and the Tsarists, but also by the disparate collection of warlords, revolutionary militants, separatist movements, and bandit gangs that thrived as the increasingly bitter conflict dragged on.

When **Grand Duke Nikolai** concluded the war, the unified Decemberists found themselves absorbing large numbers of their defeated enemies, including tachanka, into the national White Army of the new Tsar. Although thoroughly obsolete by the end of the 1830s, the tachanka remained a ubiquitous symbol of the Decemberist triumph and these simple gun wagons remained a common sight at victory parades long after they had been otherwise decommissioned. It was in 1866, following the mass importation of the **Cirillo-Beren 'Dustcutter'** from the Union that the concept of an infantry support vehicle re-emerged within Commonwealth military circles. Under a project codenamed "**Rodina**", or "motherland", Commonwealth engineers overseen by **General Georgy Chapayev** began to develop a modern, dependable iteration of the mobile gun platform.

Debuting in 1868, the Rodina has proved to be one of the most reliable vehicles available to a Commonwealth general. Augmenting the basic chassis of the Union Dustcutter with the same wheel-and-track system as the **Tsar Tank** and **Tsarevna Strike Tank**, what the Rodina lacks in speed, it gains in traction, able to traverse across frozen lakes, sand dunes, and thick forest as easily as open fields and city streets. Armed with twin, **Dushka** fifty-calibre machine guns in an over-under configuration, the Rodina's chief role is infantry support, the rapid-fire rattle of a Dushka stalling more than one enemy advance. And as aerial elements have become increasingly commonplace over the world's battlefield, the humble Rodina, with its armaments kicking out 600 rounds per minute, has come to represent the Commonwealth's most effective solution.

Most Ryadovoy regiments have their own Rodina detachments. Hand-picked from amongst the most capable and independently-minded of the Ryadovoy, membership of a Rodina's crew is a coveted position, not least because the vehicle's four-cylinder, kerosene-powered engine produces more than enough heat to keep both driver and gunner relatively warm and comfortable. They do it not for protection, however, as the open cabin and machine gun cupola, coupled with relatively thin armour, leaves the Rodina's crew extremely vulnerable to dedicated anti-armour weaponry. Being reduced to a charred, mangled corpse is the sad fate for many a Rodina crew.



ROTORCRAFT



KHESHIG SKY CUTTER WINGS

6



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS

Commonwealth, Aerial, Rotorcraft

SPECIAL RULES

Flying, Hit and Run (7"), Irrepressible, Vanguard (12"), Veteran (1)

COMMAND VARIANT

A Kheshig Sky Cutter Wing Command has +1 VPR, and the additional Traits and Special Rules listed below.

Commander

Inspiring (1)

ATTRIBUTES

SPEED	10"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	1-2	3-4	5-6	QUALITIES
RANGED (LIGHT)	6"/14"	4	6	10	
RANGED (AERIAL)	6"/14"	3	5	7	

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KHESHIG SKY CUTTER WINGS

Dotting the rolling plains of Mongolia is an extensive system of "*kreposts*", fortified outposts that serve as vital refuelling stations for the airfleets crisscrossing the Commonwealth's territorial expanse. The antecedents of the modern Sky Cutter were little more than powerful repulsion generators, crudely welded to high-powered engines and with a simple pilot's seat on top, their extreme speed making them ideal couriers relaying messages and small packages across the fledgling *krepost* network.

Although initially envisioned as a stopgap measure to be supplanted by telegraph wires and rail systems, the Mongolians took an odd shine to these jury-rigged craft, the spectacular races between rival courier teams quickly entering popular folklore. The Commonwealth eventually took note and, in 1859, the Tsar gifted 1500 newly-designed, twin-seat Kheshig Sky Cutters (named after the bodyguards of the Khagans) to the **Kuriltai** and others of the Mongolian nobility. It was not long before the ruling stratum of Mongolian society had grown to love their Kheshigs, with different households competing to own the most gaudy and heavily-modified examples.

Whilst the nobility engaged in flamboyant peacocking, the Kurutai set about exploring the military application of these machines, establishing a training school for pilots at the **Ikh Khüree** military academy. In 1864, with much fanfare, Kheshig Sky Cutter Wings were formally attached to White Army regiments and Commonwealth Service Battalions, where their speed could be put to good use.

Originally reserved purely for reconnaissance, Kheshigs first saw front-line military service during the 1867 **Kantaskain Insurrection**, when observation teams used powerful **Krnka** sniper rifles to sow disorder amongst the Uzbek cavalry. Following successful trials in the Gobi Desert, the new **M1868 Kheshig**, sporting an underslung **PM 1850 machinegun**, a more reliable engine and far more responsive controls, entered production at commonwealth factories in **Ninsk**, fully supplanting all older models by 1870.

In modern Commonwealth doctrine, Kheshig Sky Cutters serve as aggressive skirmishers. With their **RD-65 engines** allowing speeds of over 200 kph, Sky Cutters can weave through enemy formations with ease, strafing priority targets behind enemy lines with machinegun-fire only to disappear over nearby hills before they know what has hit them.

Although most Kheshig pilots are rendered permanently deaf early in their careers, the emphasis their training places on personal initiative and valour means that Kheshig Wings excel at operating independently of White Army command oversight. This makes them ideal for scouting ahead of larger armies and harrying enemy forces. Additionally, the singular significance of Kheshigs within Mongolian society has made them synonymous with prestige, resulting in them becoming the preferred craft of any commander with a stomach strong enough to withstand the punishing G-force.





AIRCRAFT



KOMETA INTERCEPTOR SQUADRON

8


MODELS 1 / 2 / 3

VPR 2 / 3 / 4

TRAITS

Commonwealth, Aerial, Aircraft

SPECIAL RULES

Fiery Demise (3), Flying, Interceptor, Rapid Response

ATTRIBUTES

SPEED	-
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)	4"/10"
RANGED (HEAVY)	4"/10"
RANGED (AERIAL)	4"/10"

RANGE	MODELS			QUALITIES
	1	2	3	
4"/10"	6	10	14	
4"/10"	4	8	12	
4"/10"	5	8	11	

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KOMETA INTERCEPTOR SQUADRON

The late 1840s saw the beginning of the “*Air Race*”, in which the Great Powers vied for superiority of the skies. Recognising their comparative lack of financial resources, engineer **Nikolai Zhukovsky** determined that it would be superior theory, rather than industry, that would win out, and had already commenced work on the *Zhukovsky Transform*, a mathematical theorem for determining the ideal aerodynamic shape of an aircraft.

But innovations from overseas would force the Commonwealth’s hand. With the first appearance, in the early 1850s, of **Defiance** fighters in Europe, and of **Doksuri** aircraft over the Sea of Japan, not to mention the work of the Enlightened in **The Lost World**, it was swiftly decided that theory would not suffice. Production would have to advance apace.

Paired with **Aleksandr Mikulin**, a former factory inspector and fellow engineer tasked with expediting Zhukovsky’s models into physical production, work on a prototype Kometa jet was well under way by the time **Helsinki Markov** returned from **Leonidas Spire** in 1856. Too far along in development to implement the technological windfall and already over-budget, Zhukovsky and Mikulin committed to their current plans. And in 1857, one hundred Kometa craft took to the skies above the city of **Warsaw** in a military display like no other, a declaration of the Commonwealth’s newfound mastery of the skies.

While lacking, perhaps, the technological refinement of its international contemporaries, the Kometa Interceptor is nevertheless an effective craft, specifically designed for going head-to-head with more sophisticated counterparts and coming away intact. Armed with a rapid fire **Ogon Machine Gun**, a favoured tactic of Kometa pilots is to hug the ground, concealed by the snowstorms generated by the generators below, before pulling up and strafing the underside of enemy aircraft with 12.7 mm ammunition. These weapons have proven themselves to be no-less effective against ground-based targets, punching indiscriminately through metal and flesh at a rate of almost 800 rounds per minute. Despite this success, Commonwealth engineers have been developing the **Perun** - a railgun-armed variant specifically designed to counter enemy armour on the battlefield.





ARMoured CLASH

BOONS

Boons are a collection of abilities, upgrades and Special Commands that can be purchased as part of a General's Force. These are designed to provide Generals with more tactical options and help them to reach their Points Limit. Each Boon can only be taken once per Force.

FORLORN HOPE (15 POINTS)

A single unit in the General's Force that has been deployed at the start of the Clash gains the *Vanguard* (X") special rule, with an (X) value 2" higher than its Speed. (For example, a unit with Speed 6" would gain the *Vanguard* (8") special rule.

If the chosen unit already has the *Vanguard* (X) special rule it uses the highest (X) value of the two available.

READY FOR ANYTHING (20 POINTS)

A single unit in the General's Force that has been deployed at the start of the Clash begins the Clash with the **On Lookout** status.

OPRICHNINA AGENT (25 POINTS)

Once per Round, when a *Commonwealth Infantry* or *Cavalry* unit in this Force fails a **Discipline Test**, its General may choose to pass this test instead. Its Officer model is immediately **Destroyed** and the unit gains the **Disordered** status due to **Loss of an Officer**.

COUNTERCHARGE (30 POINTS)

Once per Round, the General can issue this **Special Command** to one of their units that has the **On Lookout** status, in place of declaring **Opportunity Fire**.

If the Command is successfully issued, the unit immediately makes a **Charge** manoeuvre, ending in contact with the active enemy unit. Then, this unit immediately makes a **Close Quarters Attack**. (The active enemy unit can **Retaliate** as normal, if it has a *Melee* attack.) After doing so, this unit loses its **On Lookout** status.

Note: This effectively counts as declaring **Opportunity Fire**, meaning that a General cannot use this Special Command and **Opportunity Fire** in the same turn. If the unit is unable to end its **Charge** manoeuvre in contact with the active enemy unit, this Special Command cannot be issued.

HEADSTRONG COMMANDER (45PTS)

During the **Draw Cards** step of each **Ready Phase**, after drawing cards from their **Command & Conquest** deck, the General can choose to draw one additional card and add it to their Hand. If they do, they must then discard one card from their Hand.

SEISMIC PRIMANKA (50 POINTS)

If this Force contains at least one *Subterranean* unit, its General may, after all units have been deployed, deploy an additional **Subterranean Marker**. Once all *Subterranean* units in the General's army have arrived from **Reserve**, the remaining **Subterranean Marker** is immediately removed from play.

Khanum
Bahadur
Aiyurug
Sarangerel





COMMONWEALTH

STOIC | NOBLE | ENDURING



It is folly to rouse a sleeping bear. And the Commonwealth is beginning to stir... Few have weathered as much suffering and oppression over the years as the people of the Commonwealth.

Revolutions, civil wars and failed conquests have shaped them upon the anvil of adversity and now, aided by the technological advances made possible by **Helsinki Markov** and research stolen from the **Covenant of the Enlightened**, they have emerged into a new era of prosperity and industry. It is under the unwavering leadership of **Tsar Vladimir Rurik-Novy** that the Commonwealth derives its newfound strength. While unable to propose official policy, his influence over the three arms of government - the Chamber, the Council, and the Steering Committee - all but ensures his will is carried out. Of course, it is undeniable that many of these officials maintain their own agendas, political or otherwise. Nevertheless, their reliance upon the goodwill of their electorates ensures they act as the self-proclaimed voice of the people.

But even in a democracy, voices can be silenced.

Hidden in plain sight, ensuring the integrity of the state against potential revolutionaries and radical monarchists seeking to restore the **Romanov** rule of old, are the **Oprichnina**. Recruited from the ranks of the **White Army**, their highly-trained agents are permitted to commit any acts they deem necessary to preserve the safety of the Commonwealth. And as dissenting voices continue to go missing, an unspoken obedience has fallen over the population. After all, better to remain silent than dead. Or worse.

But who do the Oprichnina serve? This is the silent war even now being waged within their loyal ranks, a war that has since become embroiled in complications with their recruitment of the Tsar's daughter, **Princess Anastasia**. Do they owe their loyalty to the state? Or is it to Tsar Vladimir above all others...? Which is not to say that the Tsar's strength is inviolable. For even as those who would whisper dissent behind closed doors are snuffed out by the **"Ghosts"** of the Oprichnina, there are those unafraid to speak out against this current regime and its leaders. **Volodymyr Nikonov** is one such individual.

A former officer of the Commonwealth's **White Navy**, the aptly named **"Black Wolf"** of the seas has since carved out a reputation as a ruthless and vicious mercenary, cemented in his open defiance of the Tsar through his daring theft of the **Death Bringer** submarine.

And while, through his recent engagement to Princess Anastasia, he has been brought back into the Commonwealth's fold and wears the sheep's clothing of politicking well, it would be a fool indeed who did not espy the Wolf's ultimate goal: the throne itself. As from behind, the fingers of his betrothed guide him forward upon invisible puppet strings...

But despite threats from within, the outward strength of the Commonwealth holds true. And though many would consider the tools and technology at their disposal to be "unsophisticated" as they catch up with the progress made by their contemporaries, these weapons have never once failed the Commonwealth in battle.

For when the mighty armoured paw of the Commonwealth comes crashing down upon the enemy, there are none who can withstand them. Under the blinding light of **Atomic Stasis Cannons**, hordes of stoic infantry rush forward at the command of exacting Oprichnik commissars. Airborne machines of the mysterious **Troika** descend from above, dealing death from the skies. And all the while, edificial walls of iron tanks roll towards their foes, unloading deafening barrages of fire and metal.

Too long have the Commonwealth borne the brunt of the oppressive designs these other so-called "Great Powers" have thrust upon them. Too long have they slept in silence.

The bear has now awoken...

And it is angry.

Anastasia Rurik-Novy
The People's Tzarevna





ОФИЦИАЛЬНЫЙ РАПОРТ



Authorised signature

The following document was recovered from an apartment, rented by a suspected Prussian spy and overlooking the Fontanka River. Okhrana Agent Georgi Pachkaev had been observing the spy since her arrival in St. Petersburg and witnessed her talking to a contact we already know works for the Imperium. I request that Agent Pachkaev receive a commendation for intercepting the spy and have submitted the requisite forms. The contact has not yet been apprehended as we may catch more flies in this particular web. She is being watched, day and night, should we feel an arrest is necessary.



I shall provide notes alongside this written communication to make it easier to dissect and provide context. From what we can gather from her belongings, the original coding of this letter and persuasive questioning, this spy is an agent of the Teutonic Knights. She might even be a Knight-Luminary but the interview has not yet reached its end.

An update will follow once the procedure is finished.



Master Schatten,

I have arrived in St. Petersburg. I have already spent these last six days making inroads with those in the Imperium embassy here. Tonight, I will make contact with our mutual friend to update them on my progress and to pass this letter on to you. Once completed, I will book passage to Moscow and, as agreed, make my way east from there. I foresee no issues.

My cover story as an exporter of beer is working well. The samples I was provided are of excellent quality, and I posit that we might make this into an ongoing concern once the mission is over. It could be a fine front for future operations. Please relay my suggestion to the Pfundmeister.

There is much to be learned of the upcoming election. The

The arrogance! She talks as if we would never find her and it would be a simple thing to set up an intelligence network based upon trade in our city. I do not know if she and her superiors are fools or if she was blindly sent to us as some form of punishment. Surely our opposites in the Teutonic Knights and Imperium at large know more than is stated here.

Continued...



There is much talk in the local cafes of the upcoming election. The Commonwealth Chamber candidates have been making themselves known, boasting loudly how only they can make a demonstrable difference to the lives of the people. Discussions among the public are boisterous and seem focused only on what each will gain from their representative. Many have clear, pre-decided favourites and will not be swayed by their fellows, while some seem chaotic and changeable.

In many ways, this is much like campaigning in any other part of the world, although the older and wiser among them speak of how the Commonwealth Council is not decided by the people and holds just as much, if not more power than the Chamber.

P.T.O.

It seems our efforts in the Okhrana have not been in vain. It is a shame we cannot rid ourselves of the Chamber entirely. Despite all we do for them, the citizens of the Commonwealth have an unnerving need for perceived freedom. Surely it would be easier if we could place ourselves as the supreme power across Russia and beyond. But our people have gained a taste for rebellion since the deposition of the old Tsar. We must not make the same mistakes of complacency as our forebears.

I recommend that we recruit more, low level agents and have them infiltrate the voting public. Over an extended period of time, surely we could influence them to vote for our own representatives in the Chamber. We must do this for their own good and the good of the Commonwealth as a whole.



This raucous season makes it simple to know when the Ghosts are coming. A silence falls as they make their way down the street. Trios of masked and uniformed figures: members of the Oprichniki. It would be almost comical if not for the stories of back-alley stabbings and dissenters gone missing. They are the not-so-secret police, uninterested in the general wellbeing and crimes of the populace, but more so in their political expression. They care not for whom the public vote, but only that the system as a whole is respected.

Or at least that is the goal they project. The Oprichniki have free reign, and I have witnessed them taking innocents without warning the moment any sentiment of discontent is aimed against the Commonwealth. Few bystanders showed displeasure; none showed resistance. Perversely, this has been surprisingly useful to avoid any interest in my mission.

The layers of Commonwealth politics at work. This agent of the Teutonic Knights understands nothing of illusion. We show one hand while hiding the other. The public are terrified of the Oprichniki taking them from their beds in the night, knowing nothing of those who give them orders and keep hidden in the shadows. The Ghosts are messy and direct, as they should be. It is worrying, however, that the Tsar has his own Oprichniki to command. We must take measures in eliminating them.

Continued...



My Prussian heritage has barely been commented upon. All but the very oldest remember our invasion of 1812, and so much more has happened since then: the Russian civil war of '27; their "War of the Angels" with Poland-Lithuania; the formation of the Commonwealth in 1850; the inclusion of Mongolia in 1857. Over sixty years of birthing pains to bring this Great Power into the world. Much has happened and many choose not to dwell on the past. While this has made parts of our work more difficult with this almost constant change, in many ways it is easier to make inroads, as yesterday's enemy becomes tomorrow's friend.

Idiot. We in the Okhrana have long memories. The Imperium invasion must not be forgotten and it WILL be avenged. Our dominion already dwarfs the other Great Powers and once the Imperium falls, the others will be forced into submission. The history books may have little mention of our machinations over the years but that is what we have striven for. The final outcome is all that matters and though the world may not yet be ready for conflict on a global stage, it will inevitably come. We must be ready.



Frustratingly little is known by those I question about my true target: the Troika. The common view of the Enlightened is that of egotistical technocrats; a belief held both by those in power and by the uneducated masses. Few understand the symbiotic relation they have with our world at large, providing both advancement and labour-saving devices to those who can afford them, all the while furthering their own ends with the profits.

Those who are aware of Helsinki Markov's deception and theft of resources belonging to the hidden Promethean Complex in Antarctica believe him to be a hero of the people, bringing previously unknown power to the Commonwealth at large. A message that the Commonwealth propaganda machine is not afraid to echo, time and again.

This has a side effect of diminishing the Covenant of the Enlightened in public perception and relegating the Troika to a children's story.

There seems to be some link with the number three. The three heads or "faces" of the Troika are spoken of, dependent upon the speaker, while in other tales, it is a three legged, three armed monster that stalks the icy homes of children. Whether there is truth in these accounts, or they are simply fables to scare children and encourage them to behave, I am truly none the wiser.

I can't help but wonder if this is somehow connected to the Oprichnina, who always travel in threes. Perhaps it is a way of teaching the children to be aware of them by turning them into a schreckgespenst. We, of course, know some truth about the Troika, if only by the influence this powerful entity exerts from deep within its Promethean Complex, buried in the Russian hinterlands. What it is and what it wants, I don't yet know.

I may well die trying to find out.

Sister Brigitte



The Troika. I understand that I have no need to know what happens inside the Complexes of our lands but it does not stifle my curiosity. Whispers, stories and speculation are all I hear. Rumours of nutcracker automata and tortured prisoners. Guesses about a triumvirate of intelligence at the heart of a maze. An entity that is part of Russia and separate from the Commonwealth. Clearly there are others, further afield who would like to know more.

I will not ask questions. But perhaps the denial of some of these outlandish stories might allow me to sleep better at night.

***** END OF REPORT *****



ОФИЦИАЛЬНЫЙ
РАПОРТ



COMMONWEALTH

RYADOVOY TROOPERS

The Army Trooper Corps was established in Moscow in 1631 as a two-regiment force to combat the Polish-Lithuanian threat in the Smolensk War. By the war's conclusion, this number had expanded to eight regiments. The corps' initial ranks, the Ryadovoy, were filled with a diverse pool of recruits, including landless boyar and streltsy children, volunteers, and Cossacks. Early regiment leadership was dominated by foreign mercenaries whose loyalty was primarily financial.

Evolving into the Commonwealth's principal combat force by 1850, the Ryadovoy Troopers continued to be formed through conscription, but now exclusively from Commonwealth citizens. The corps maintained a rigid class structure, with officers, known as Predvoditel, hailing from noble families and enlisted men and women drawn from the working and peasant classes. Lifelong military service was mandatory for conscripts. To foster camaraderie and loyalty, regiments often included family members serving together, with many young Ryadovoy finding themselves under the mentorship or command of uncles, aunts or cousins, creating a strong sense of kinship within the corps.

Renowned for their indomitable spirit, Ryadovoy are the epitome of steadfastness on the battlefield. Faced with overwhelming odds and horrific losses, they remain resolute, holding their position until utterly annihilated. Unlike other forces who would retreat, Ryadovoy troops stand firm, their dense formations providing both physical and moral support. When on the offensive, they employ a brutal tactic of overwhelming artillery fire followed by massive infantry assaults.

The Commonwealth's primary firearm is the bolt-action Berdan Dragunskaya rifle, issued since 1870. It holds six rounds of 10.7mm ammunition and has an effective range of approximately 300 meters. The Dragunskaya's design excels in cold weather and urban environments, aligning with the training and operational conditions of the Ryadovoy troopers.





ARMoured CLASH

BETA CHANGE LOG

This section provides a summary of changes from v1.00-beta to v1.00c. Small changes which do not affect gameplay, such as spelling and grammar corrections, have been omitted.

COMMONWEALTH BATTLEGROUPS

JAD AUXILIARY BATTLEGROUP

- The *Legacy of the Khans* Commander Bonus has been re-written to allow units to use the *Hit and Run* (X") special rule while On Lookout.

COMMONWEALTH UNITS

RYADOVOY RIFLE COMMAND PLATOON

- The Points Cost changed from 80 / 135 / 210 to 65 / 90 / 120.

KHESHIG SKY CUTTER WING COMMAND

- The Points Cost changed from 135 / 230 / 350 to 125 / 190 / 275.

COSSACK OVCHARKA WAR DOGS

- The *Slow to Fire* weapon quality has been removed from the unit's *Ranged* (Heavy) attack. Note that the *Reactive* weapon quality, in the Glossary of Special Rules & Qualities, has been updated to incorporate some of *Slow to Fire*'s effects.

AZHDAYA BERSERKER GANGS

- The *Inhuman* special rule has been removed and replaced with the *Inhuman* trait.
- The *Bulky* special rule has been removed.

MAMONT SUBTERRANEAN CRYO TRANSPORT

- The *Fortification* trait has been replaced with the *Armour* trait.
- The *Containment Chambers* special rule has been removed and replaced with *Restricted Access* (Inhuman) and the *Containment Chambers* trait.
- The *Hazardous Aura* (X") special rule has been removed and replaced with *Hoarfrost Aura* (X").
- The *Spacious* special rule has been removed.
- The Points Cost has been reduced from 490 to 465.

MIRON SUPER-HEAVY BORER

- The *Fortification* trait has been replaced with the *Armour* trait.
- The Points Cost has been reduced from 455 to 425.

KOMETA INTERCEPTOR

- Points Cost changed from 115 / 195 / 300 to 80 / 135 / 185.
- Gained the *Rapid Response* special rule.

COMMONWEALTH BOONS

Instead of granting *Vanguard* (10"), Forlorn Hope now grants *Vanguard* (X"), with X equal to the unit's Speed +2".

Tactical Brilliance has been replaced with Headstrong Commander, which lets the General optionally draw an extra card in the Draw Cards step, then discard one.

