



EMPIRE

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

² The Laoshan Landship and Wutai Landship always count as Full-Strength units.



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 14) 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 **Rifle Platoons** as Mainstay units could contain up to two Rifle Platoon units, but only a single unit of **Royal Engineer Sappers**, **Tristan Armoured Transports** or **Drake Field Guns**.*

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**).



THE EMPIRE

BATTLGROUP LISTINGS





EMPIRE FACTION BATTLEGROUP

Though the Empire has seldom been roused to war against some great enemy, the numerous bands of rebels and bandits that often launch raids from secret strongholds have proved a constant annoyance to the celestial kingdoms. Regardless of the threat, the Green Banners of the Empire stand ready to leap into action at the slightest sign of discord or disorder.

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

Mainstay Units

- Green Banner Guard Platoon (*Empire Infantry*)
- Fangun Main Battle Tanks (*Empire Armour*)

Commander Bonus: For the Empire!

When **Checking Visibility** for a **Ranged Attack** made by an *Empire* unit, this Battlegroup's General can discard a **Command & Conquest Card** from their hand to ignore a single friendly *Empire* unit.



CANGLONG GUARDIAN AUXILIARY BATTLEGROUP

Originally drawn from the hand-picked bodyguards of Emperor Ming himself, the discipline and courage of the Canglong Guardians has been drilled into fighting regiments found across the Empire. Often tasked with the defence of vital infrastructure and population centres, these proud assemblies of seasoned soldiery seldom shrink from a fight.

1 Empire Commander ★		One Mandatory Element . It can be Bolstered . The Element requires a unit with the <i>Empire</i> and <i>Commander</i> traits.
1-4 Empire Infantry ★		One Mandatory Element and three Optional Elements . One of these Elements can be Bolstered . Each Element requires a unit with the <i>Empire</i> and <i>Infantry</i> traits.
0-4 Empire Cavalry		Four Optional Elements . Each Element requires a unit with the <i>Empire</i> and <i>Cavalry</i> traits.
0-1 Empire Field Gun ★		One Optional Element . It can be Bolstered . The Element requires a unit with the <i>Empire</i> and <i>Field Gun</i> traits.
0-2 Empire Armour		Two Optional Elements . Each Element requires a unit with the <i>Empire</i> and <i>Armour</i> traits.
0-3 Empire Artillery		Three Optional Elements . Each Element requires a unit with the <i>Empire</i> and <i>Artillery</i> traits.
Mainstay Units <ul style="list-style-type: none"> • Green Banner Guard Platoon (<i>Empire Infantry</i>) • San Lei Heavy Artillery (<i>Empire Artillery</i>) 		
Commander Bonus: The Celestian Guards (Special Command) This Battlegroup's General can issue this Special Command to an <i>Empire</i> unit immediately before making a Discipline Test for it. If the Command is successfully issued, the unit gains a +2 Discipline Bonus for the test.		





BAIHU STRIKE FORMATION AUXILIARY BATTLEGROUP

Named after the White Tiger of the west, these elite shock assault corps stream forward with impressive vigour, their swift assaults heralded by the sudden onslaught of Thai winged infantry and the ceaseless rumbling of relentless war machines.

1 Empire Commander  	<p>One Mandatory Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Empire</i> and <i>Commander</i> traits.</p>
1-4 Empire Infantry  	<p>One Mandatory and three Optional Elements. Two of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Empire</i> and <i>Infantry</i> traits.</p>
0-4 Empire Cavalry/Armour  	<p>Four Optional Elements. Two of these can be Bolstered.</p> <p>Each Element requires a unit with the <i>Empire</i> trait, and either the <i>Cavalry</i> or <i>Armour</i> trait.</p>
0-1 Empire Aircraft  	<p>One Optional Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Empire</i> and <i>Aircraft</i> traits.</p>

Mainstay Units

- Bulnabang Winged Infantry (*Empire Infantry*)
- Fangun Main Battle Tanks (*Empire Armour*)
- Jindouyun Steambikes (*Empire Cavalry*)

Commander Bonus: The Swooping Crane (Special Command)

This Battlegroup's General can issue this **Special Command** to an *Empire* unit at the start of its **Movement Step**. If the Command is successfully issued, the unit increases its **Speed** by 2" during this step.





EMPIRE SUPER-HEAVY AUXILIARY BATTLEGROUP

Representing the pinnacle of the Empire's military might, Landships such as the Laoshan, Yaksha, and Wutai loom imposingly over lesser fighting vehicles. Coating the battlefield in thick, noxious fumes, these mighty war machines are a bane to their foes, but of little consequence to allies, traditionally outfitted with trusty rebreathers. Effigies of enduring order, these engines of destruction have been lovingly crafted by artificers of the Empire, the better to crush the enemies of the Jade Pact under heavy rollers or shell them into oblivion from afar. The immense resources needed to field just one of these behemoths means that the Empire seldom commits them to a fight unless victory is deemed essential, whatever the cost.

1 Empire Behemoth



One Mandatory Element. It can be Bolstered.

The Element requires a unit with the *Empire* and *Behemoth* traits.

DESIGNER'S NOTE:

Unlike most Battlegroups, the Empire Super-Heavy Auxiliary Battlegroup does not have a Commander, or a Commander Bonus. This is intentional!





ARMoured CLASH



THE EMPIRE

UNIT PROFILES



COMMAND



LAOSHAN LANDSHIP



MODELS 1

VPR 9

TRAITS

Empire, Armour, Heavy, Behemoth, Commander

SPECIAL RULES

All-Out Attack (4), Chain of Command (12"), Corrosive Fumes (5"), Large, Obfuscating (5"), Ponderous, Slow, Spectacular Demise (8), Sponsons (3)

ATTRIBUTES

SPEED	6"
DEFENCE	4
DAMAGE LIMIT	16
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	10-15	5-9	0-4	QUALITIES
RANGED (LIGHT)	10"/20"	4	8	12	Suppressive
RANGED (HEAVY)	16"/32"	5	10	15	
RANGED (AERIAL)	5"/10"	4	6	8	Turret
IMPACT	-	12	14	18	Penetrating

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LAOSHAN LANDSHIP

Armed with a gargantuan roller and bristling with multiple gun sponsons, the lumbering towers above the battlefield, its sluggish form crawling towards its intended target with all the unstoppable inevitability of a growing tsunami. Usually a vehicle of war is designed and weapons added to the platform as appropriate. In this case, however, the generators of the caustic and obscuring smoke were discovered first and the Laoshan meticulously built to transport it into the heart of the enemy while protecting allies nearby. Master alchemists had dealt with the roiling fumes decades before as a by-product of creating the spheres fired by the Fengbao Launchers, that are so effective at melting flesh from bone. The liánjīn shùshì tasked with crafting the alchemical compounds stored within the ammunition quickly found that while the corrosive smoke was harmful, a simple rebreather and sealed suit was enough to stave off the effects. It took another twenty years for something, previously extracted and dispersed safely through filters, to be weaponised. As the Empire saw other Great Powers use large war machines on the battlefield, Exalted Engineer Lǐwù Zheng finally conceived that there would be some use made of his earlier design for a bunker defence system using the noxious smoke.

After successful tests saw massed units of Green Banner Pai volunteers coughing and retching doubled over on the ground, work began on the Laoshan Landship. After the earliest battlefield exercises, it was found that soldiers suitably protected by rebreathers were surprisingly happy to be enveloped in the obscuring smoke, safe in the knowledge that the enemy found it hard to spot individuals as targets. Shields raised high, the wall of the Green Banners push forward, accompanied by the Laoshan, like a mother goose and her goslings. The imposing landship is both their mighty protector, and should they fall in battle, their dreadful avenger.



INFANTRY

GREEN BANNER
GUARD PLATOON

1

**MODELS** 8 / 16 / 24**VPR** 1 / 2 / 3**COMMAND VARIANT**

A Green Banner Command Platoon has +1 VPR, and the additional Traits and Special Rules listed below.

Commander

TRAITS

Empire, Infantry, Light

SPECIAL RULES

Pavises

Chain of Command (6"), Command Signals

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	5
BREAK LIMIT	3

ARMAMENTS**RANGED (LIGHT)****RANGE**

6"/10"

MODELS**1-8****9-16****17-24****QUALITIES****MELEE**

-

4

8

12

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GREEN BANNER GUARD PLATOON

The Green Banners are the oldest fighting force the world has ever known. Forming the core of many Empire forces, the Pai that march under the Green Banner signify the unity through which the Empire has endured these past centuries. Drawn from across its seven realms, the training of these recruits is overseen by the elite military schools of Thailand. And through this peerless development, the Pai of the Empire count amongst the most skilled soldiers of all the Great Powers.

Greater in number than their contemporaries and marching in perfect rhythm protected from the corrosive fumes so common to the Empire's battle doctrines through use of Oni-styled rebreather masks - the shields they carry provide a nigh-impenetrable iron wall of cover as they inch across the battlefield. And when they do make contact with the enemy, it is behind a deafening volley of carbine blasts.

But while their usage up until now has mostly been in the defence of their respective kingdoms, since the combined events of the 1857 Anglo-Russian Invasion of Korea and the battle over the Straits Settlements in 1869, these skilled soldiers are being seen on the offensive more and more, displaying their efficiency and unrelenting skill against enemies outside their borders the world over.



INFANTRY

GREEN BANNER
FLAME TEAMS

MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Infantry, Light

SPECIAL RULES Occupy, Pavises, Pioneers

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT)

MELEE

RANGE

3"/6"

-

MODELS

1-4

5-8

9-12

QUALITIES

Torrent, Suppressive

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GREEN BANNER FLAME TEAMS

Militarised fire is something of an Empire speciality, whose expertise stems from the alchemical labours of ancient Chinese scholars during past dynasties. Often serving as support for Pai Infantry, Green Banner Flame Teams are specially trained by Thai instructors to move dangerously close to enemy strongpoints so that they might bathe their entrenched foes in a torrent of inflammable compounds. The Lóng Xī flamethrower launches a gout of searing death across a wide area, but its intense heat can also be focused into a short-ranged lance that causes even the thickest armour to run like wax. This allows Flame Teams to engage enemy war machines at close range, just as easily as they can clear garrisoned buildings and sow terror among infantry units.

Outfitted in quilted uniforms made of a tri-weave borosilicate-cotton blend to protect against the heat, Flame Teams operate in pairs, a partnership that is made by many in their first day of training. While not official practice amongst the ranks of the Green Banners, initiation ceremonies into the ranks of these Flame Teams are not uncommon, where newfound siblings will clasp smouldering rocks in their right palm, their shared marks a bond of trust and fellowship.

Alternating duties from battle to battle, it falls to one partner to wield the Lóng Xī flamer they carry while the other replenishes fuel tanks used on the field. Naturally, these volatile fuels can prove as dangerous for its wielders as for their foes, the potent oxidisers present in this deadly mixture burning long after making contact with its target. But inured against the fire, these most elite of units do not fear the flames.



INFANTRY

GREEN BANNER
ROCKET TEAMS**MODELS** 4 / 8 / 12**VPR** 2 / 4 / 6**TRAITS** Empire, Infantry, Light**SPECIAL RULES** Pioneers**ATTRIBUTES**

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

ARMAMENTS

RANGED (LIGHT)	6"/30"
RANGED (HEAVY)	6"/30"
RANGED (AERIAL)	10"/20"
MELEE	-

RANGE	MODELS			QUALITIES
	1-4	5-8	9-12	
6"/30"	3	6	9	Indirect, Suppressive
6"/30"	4	8	12	Indirect
10"/20"	3	6	9	
-	2	4	6	

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GREEN BANNER ROCKET TEAMS

Even before the Chinese mastered the secrets and development of firearms, as far back as 1232 in the wars against invading Mongols, rockets have played a part in the Empire's vast arsenal. And since the formation of the Jade Pact, these pyrotechnic skills have not only blossomed, but have been exported across the realms.

Yet despite their technological advancements, these weapons have remained remarkably true to their initial origins, retaining their traditional "fire-arrow" design and hurled into the air through use of sulphur-heavy gunpowder. Designed to be highly manoeuvrable weapon platforms, these paired teams rush from position to position, taking cover in brush and ruin before their fiery charges are loosed skyward, the lenses in their helmets protecting them from the white hot glare of their weapons as these alchemical payloads find their targets, on ground or in the air.

These rocket teams served the Empire well in their defence of Rebun Island on May 20th 1854, as hundreds of airborne Troika conceived drone-craft were cut down from hidden positions across the northern seaboard in glorious displays of flame and twisted metal. Even now, this date is observed as a public holiday by Empress Shinzua and her people, the Sea of Japan reflecting the colourful fireworks displays that last from morning till night, a celebration of those who fought in their defence, and a warning to any invaders who would attempt the same.

INFANTRY



BULNABANG WINGED INFANTRY


MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Infantry, Light

Corrosive Fumes (3"), Hit & Run (6"), Irregular, Shrouded, Soar (8"), Stalker, Vanguard (8")

SPECIAL RULES
ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	3"/6"	3	5	7	Suppressive
RANGED (AERIAL)	3"/6"	4 (6)	6 (8)	8 (10)	Point Blank
MELEE	-	4	8	12	Suppressive

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BULNABANG WINGED INFANTRY

The elite winged infantry of Thailand's imperial army, their distinctive jetpacks first developed in cooperation with Wonsu Baek Hae-won's aerial forces in Korea, the legendary Bulnabang's duties within Emperor Anuman's domains are twofold. In times of peace, these airborne troops serve as untraceable winged messengers between the Seven Realms; indeed, such is their skill and speed that for one to catch a glimpse of the Bulnabang in flight is believed to be a sign of good fortune. In times of war however, it is a different matter.

Outfitted with heavily insulated quilted flight suits and rebreathers, as much for the high altitudes through which they soar as for the noxious fumes they deploy from their jetpacks in battle, the Bulnabang deliver only death. Armed with MXD repeater pistols, perhaps their most effective weapons are their hand grenades: alchemical globes swirling with highly combustible gases, the spiked handles of which serve as pitons to better lodge their payload into enemy armour.

Soaring above the battlefield, accompanied by the soft thrum of vibrating wings, flocks of these prestigious warriors rapidly descend on unsuspecting units of infantry from above, ensuring that their glassy round eyes are the last thing the enemy sees before delivering them to whatever gods they believe in.

INFANTRY



JIANHUREN TERRACOTTA AUTOMATA

1


MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Infantry, Heavy

SPECIAL RULES Automata, Bulwark, Pioneers

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
MELEE	-	1-4	5-8	9-12	Shock
		6 (8)	12 (14)	18 (20)	

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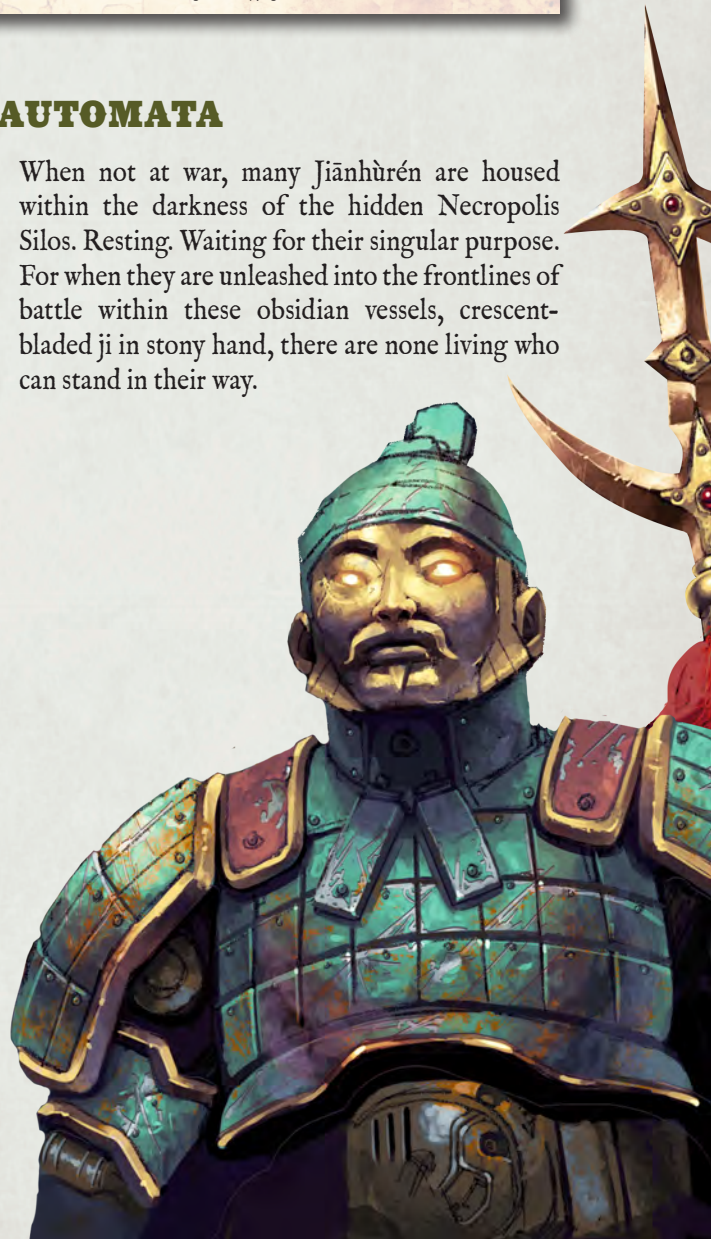
JĪANHŪRÉN TERRACOTTA AUTOMATA

Save for the Enlightened, few of the Great Powers have mastered the production and perfection of automata as elegantly as the Empire. And nowhere is this more evident than in their implacable and unstoppable Jīanhūrén Terracotta Infantry.

Inspired by the discovery of the tombs of the ancient Qin in 1861 - brought about by Emperor Ming's excavatory preservation of his country's long and storied history - these marvels of modern craftsmanship were pioneered by the efforts of Celestial Science Minister Zhao Daiyu, and would first see conflict against the forces of the Crown two years later, marching alongside their flesh and blood comrades for control of the Straits Settlements.

Their mechanical inner workings are overlaid with an artisanally crafted heavy iron based terracotta. Early trials against small arms fire demonstrated a need for additional protection for their more delicate servos and fluid linkages. The impassive features of these towering warriors are often fashioned to resemble specific heroes or the revered ancestors of prominent families; indeed, it is not uncommon to see the nobility of the Empire accompanied by terracotta bodyguards in the likeness of those long since passed.

When not at war, many Jīanhūrén are housed within the darkness of the hidden Necropolis Silos. Resting. Waiting for their singular purpose. For when they are unleashed into the frontlines of battle within these obsidian vessels, crescent-bladed ji in stony hand, there are none living who can stand in their way.



CAVALRY

JINDOUYUN
STEAMBIKES**MODELS** 5 / 10 / 15**VPR** 1 / 2 / 3**TRAITS** Empire, Cavalry, Light**SPECIAL RULES** Hover**ATTRIBUTES**

SPEED	10"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	7"/16"	5	10	15	
RANGED (HEAVY)	7"/16"	3	5	7	
MELEE	-	3	6	9	

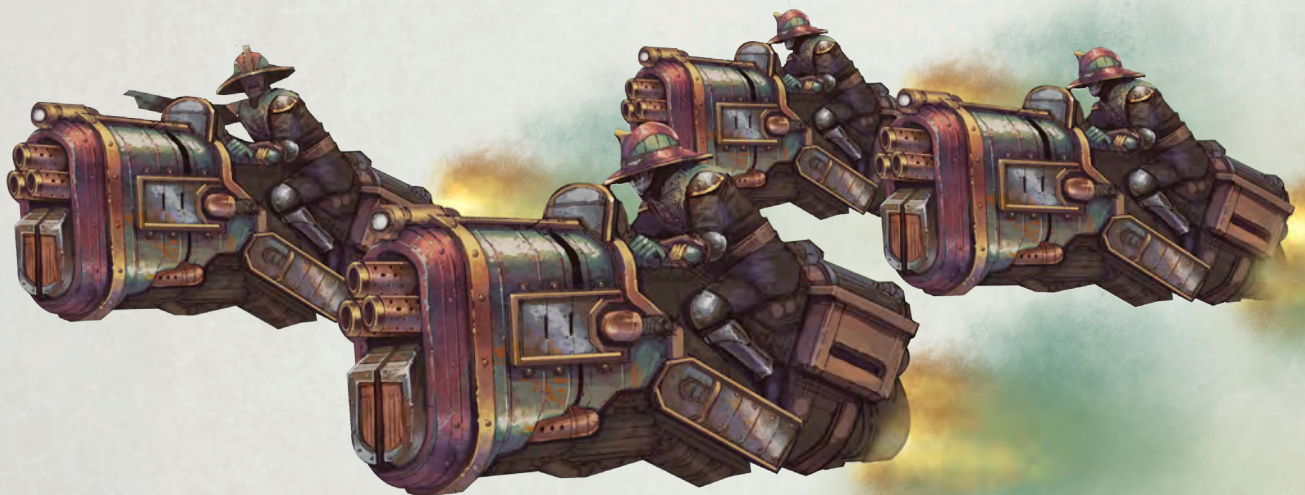


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JINDOUYUN STEAMBIKES

Whilst flesh and blood cavalry have long fallen out of favour amongst the armed forces of the Empire, their spirit lives on in the form of the Jindouyun Steambikes. Able to skim across difficult terrain without hindrance, these riders can quickly get into the thick of combat and inflict horrific casualties as they strafe at nearby foes with their nose-mounted tri-cannons. The term 'steambike' is a slight misnomer and a carry over from an earlier time. While rudimentary steam engineering had been created in the Song dynasty, before the signing of the Jade Pact, it was

not until much later that it found military use. The first steambikes were wheeled and propelled by more advanced steam engines, their cylinders and pistons strengthened by the master alchemists of the Empire to allow for the smaller design. As the designs evolved through the exploration of repulsion field science in the 1860s, the steam engine alone was insufficient to provide all the power needs of the machine, and now it is the venting of steam from the cooling chamber of the repulsion generator that gives the Jindouyun Steambike its name.



CAVALRY



TANSHE ARTILLERY CHARIOTS


MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Cavalry, Light

SPECIAL RULES
ATTRIBUTES

SPEED	8"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/26"	4	8	12	Indirect
RANGED (HEAVY)	4"/26"	3	6	9	Indirect
IMPACT	-	3 (6)	5 (8)	8 (11)	Shock

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TANSHE ARTILLERY CHARIOTS

The classics of Chinese literature speak of noble warriors fighting from the backs of magnificent chariots. In the modern armies of the Empire, a modicum of the old tales can be seen in the squadrons of artillery chariots that often accompany infantry regiments and armoured spearheads. It gained particular notoriety during extensive running battles in the Tarbagatai Mountains against Sultanate forces. The ability to navigate passes and dirt roads with relative ease while being able to fire indirectly across deep valleys allowed for short, sharp strikes where they might otherwise have been impossible. This kept the opposing forces on the move, preventing them from gaining a permanent foothold in the area. It was so successful that it encouraged the wider use of Tanshe Artillery Chariots in Empire forces. Dutongs were able to make use of their manoeuvrability to strike exactly where needed, making surprise attacks from cover or supporting less responsive blocks of infantry at particular sections of the front line.

CAVALRY



BIAO FLAK LAUNCHERS


MODELS 4 / 8 / 12

VPR 1 / 2 / 3

TRAITS Empire, Cavalry, Light

SPECIAL RULES
ATTRIBUTES

SPEED	8"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	5
BREAK LIMIT	1

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	10"/24"	4	6	8	
RANGED (AERIAL)	8"/14"	6	10	14	
IMPACT	-	3 (6)	5 (8)	8 (11)	Shock

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BIAO FLAK LAUNCHERS

Necessity is truly the mother of invention and the Biao Flak Launcher is a perfect example. As the face of warfare has been changed by engineering advancements, so has the Empire's use of certain tools at their disposal. The exquisite craftsmanship of individual Ruishi Lion Automata assures that demand inevitably outstrips supply. Such was the case in a series of skirmishes across Indonesia against the Crown. Pinpoint assaults by Spitfire Rocketeers had decimated defensive outposts in lightning raids and the limited numbers of Ruishi found it difficult to pinpoint so many targets at once. The enterprising Commander had placed an order for anti-air guns without any kind of turret or mounting mechanism and rather than have them emplaced upon individual forts, they were built into the back of Artillery Chariots, now able to board smaller naval vessels and be transported from island to island wherever the extra firepower was needed. As more and more troops are issued with a way of soaring across the battlefield, and aircraft of all kinds prove decisive, the Biao Flak Launcher has become a more and more popular tool for use by the commanders of the Empire.

CAVALRY



TONGSHI LION AUTOMATA


MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Cavalry, Heavy

SPECIAL RULES Automata, Irregular, Pioneers

ATTRIBUTES

SPEED	6"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	3"/6"	6	10	14	Torrent, Suppressive
MELEE	-	5 (7)	10 (12)	15 (17)	Wreckers

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TÓNGSHĪ LION AUTOMATA

To meet the Tóngshī Lions in battle is to court death. Powerful four-legged beasts of gleaming bronze and steel, easily outpacing the ground troops they protect, these finely crafted automata excel at breaking bone with claw and burning flesh with torrents of fire from the Lóng Xī flamethrower mounted in their mechanical maws.

While the development of automata within the borders of the Empire would see mechanical creations gracing many a noble house - the ownership of creature companions such as silver tigers and glistening fenghuang being marked as a signifier of considerable status - it would not be until the Anglo-Russian Invasion of Korea in 1857 that the world would see these feats of engineering used in battle; the "lion dogs" of the Empire, turned outwards in defence of all seven realms.

Initially designed to operate in pairs, the technological innovation of the Empire's finest minds - not to mention the contribution of the Peers of the Tower of Scales and Dawn Cabinet Promethean Complexes - have seen the programming of these constructs advance at an alarming rate. Now, these bronze beasts can be found hunting the enemy in prides, their animalistic ferocity and pack tactics belying their artificial origins.



CAVALRY



RUISHI LION AUTOMATA

2

MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Cavalry, Heavy

SPECIAL RULES Automata, Cumbersome, Pioneers, Spotters

ATTRIBUTES

SPEED	6"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	-
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	12"/24"	2	4	6	
RANGED (AERIAL)	14"/20"	5	8	11	Lock On
MELEE	-	5	10	15	



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RUISHI LION AUTOMATA

Despite the long-lasting council between the Immortal Celestial Emperors, this alliance has not always been easy. Indeed, across the centuries, there have oft been disputes about both resources and territory. And in 1860, one such conflict threatened to boil over into all-out war.

Clashing over rising tariffs across the North Sea, Emperor Ming and King Sun Li - the rulers of China and Korea, the oldest of those realms first united under the Jade Pact - found the borders of their respective nations locked in quiet conflict, neither willing to spill the first blood.

But as the aerial patrols of Korea probed westwards across the sea they contested, they were met by something new. Across the coastlines of China, ranks of immovable Tóngshī automata outfitted with anti-aircraft cannons, their unblinking eyes gazing skyward; the Ruishī. Understanding the gravity of this silent threat, Sun Li ordered that his forces retreat. There was no need for the North Sea to become a graveyard; its trade routes would be disputed through parchment and pen instead.

Even now, these “auspicious watchers” stand about the borders of China gazing skywards, their sculpted faces concealing complex augury networks that search the heavens, both a bulwark against their allies and their foes. Indeed, when the Ruishi are on the hunt on the field of battle, it pays for the flying enemies of the Empire to be wary, lest their complacency earn them a swift death from below.

FIELD GUNS



GREEN BANNER JEZZAIL TEAMS


MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Field Gun, Light

SPECIAL RULES Cumbersome, Resilient (Front), 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)	14"/36"	3	5	7	Move or Fire, Penetrating, Precision
RANGED (HEAVY)	14"/36"	3	5	7	Move or Fire, Penetrating, Precision
MELEE	-	2	4	6	

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GREEN BANNER JEZZAIL TEAMS

A product of bitter lessons learned during gruelling campaigns against the Sultanate in Central Asia, the mighty jezzail railgun aptly demonstrates the Empire's ability to adopt and improve upon the weapons of its enemies.

First employed by the Sultanate to repel Crown invaders in 1842, these long-range rifles - themselves developed from similar guns wielded by Pashtuns - were capable of felling targets at over 250 metres. After being brought to bear against the forces of Wu Tonghe along the Chinese border almost a decade later, these weapons were pillaged from the would-be invaders for further research and development.

While these last few decades have seen their weapon technologies advance, Green Banner Jezzails are still operated by teams of two: a gunner and a shield bearer. Protected from oncoming fire, these sharpshooters use their telescopic sights to target enemies from across the battlefield, disordering units by removing key figures with a well-placed shot, or punching weak spots in armoured vehicles through the expert placement of hyper-accelerated projectiles.

While these railgun principles have gone on to be appropriated by other Great Powers - not least the forces of the Commonwealth - none have refined its design, bested its range, or come close to replicating its singular firepower.

ARMOUR



FANGUN MEDIUM TANKS

2

MODELS 2 / 4 / 6

VPR 2 / 4 / 6

TRAITS Empire, Armour, Heavy

SPECIAL RULES Pioneers, Sponsons (3)

ATTRIBUTES

SPEED	7"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	10"/30"	4	8	12	
RANGED (HEAVY)	10"/30"	5	10	15	
IMPACT	-	3	6	9	

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FANGUN MEDIUM TANKS

The trusty workhorse of the Empire's armoured detachments, the Fangun has proved its worth in a myriad of campaigns across the globe. Though somewhat bizarre in appearance, the speed and manoeuvrability of this armoured fighting vehicle can put those of the other Great Powers to shame, its immense wheels allowing it to traverse terrain that would leave other tanks floundering and vulnerable.

While the Covenant of the Enlightened make use of gyroscopic stabilisers for their Mono-cav weapon platforms and other, more outlandish devices, the Empire had made similar innovations well before the Enlightened made them more well-known. The Fangun Medium Tank being the prime example. It may not be as outlandish or overtly gravity-defying as an Enlightened vehicle but the delicate instruments within the ball-shaped tanks assure its manoeuvrability in tight spaces while making no compromise in speed. This was made evident to the forces of the Crown in the Battle of Singapore, where the tight city-fighting conditions made it difficult for the Galahads to make the best use of their extra front armour. Packs of Fanguns roamed the streets, outflanking the more hardy Crown tanks and proving pivotal in removing the western scourge.



ARMOUR



WUTAI LANDSHIP

4



MODELS 1

VPR 8

TRAITS Empire, Armour, Heavy, Behemoth

SPECIAL RULES All-Out Attack (3), Corrosive Fumes (5"), Large, Obfuscating (5"), Ponderous, Slow, Spectacular Demise (10), Sponsons (3)

ATTRIBUTES

SPEED	6"
DEFENCE	4
DAMAGE LIMIT	16
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	10-15	5-9	0-4	QUALITIES
RANGED (LIGHT)	4"/8"	8	12	17	Suppressive, Torrent
RANGED (HEAVY)	16"/32"	5	10	15	
RANGED (HEAVY)	6"/38"	6	10	14	Devastating, Indirect, Move or Fire
IMPACT	-	4	8	12	

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WUTAI LANDSHIP

Its form mimicking that of the great bastions that have long kept the Empire secure, the Wutai landship resembles nothing more than a moving castle whose ramparts bristle with terrifying armaments and whose patinated flues belch a steady stream of thick, miasmic smog. A rare yet successful dual-purpose design experiment, The Wutai resulted from a single Empire commander who turned battlefield repairs into a full retrofitting and redesign of the Laoshan.

It was General Lu Chen Gao, during a particularly drawn out conflict on the Sultanate border who is credited, posthumously, as its originator. As is often the case with protracted border engagements, ground is taken, lost and taken again. It was in this case that the Laoshan Radiant Gift had been abandoned and retaken less than a week later, its crushing roller and sponson weaponry beyond repair. A relatively haphazard jury rigging had been done by field engineers using partially destroyed remains of San Lei artillery and the flame weaponry of Yan Shou tanks. The latter fortuitously fitted the former Laoshan's mounts like a hand in glove. Lu Chen Gao rode the now-renamed Vengeful Inheritance into battle. While he did not survive, the engineers who did used their experience to make further adaptations to other Laoshan and even fully redesign it from the ground up. They have been proven incredibly effective in taking and holding ground as they roll forward, pounding enemies at a distance while incinerating any foes who dare get too close. Lu Chen Gao would be proud.

ARMOUR



YAN SHOU FLAME TANKS

2

MODELS 2 / 4 / 6

VPR 2 / 4 / 6

TRAITS

Empire, Armour, Heavy

SPECIAL RULES

Pioneers, Sponsons (4)

ATTRIBUTES

SPEED	8"
DEFENCE	3
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

ARMAMENTS

RANGED (LIGHT)	4"/8"
RANGED (HEAVY)	4"/8"
MELEE	-

RANGE
MODELS
1-2
3-4
5-6
QUALITIES

7

11

15

Torrent, Siegebreaker, Suppressive

3

6

9

Torrent, Suppressive

-

3

6

9

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YAN SHOU FLAME TANKS

An innovation on the Fangun Medium Tank, the Yan Shou sacrifices its anti-armour capabilities in favour of as many flame cannons as it can support. By sacrificing the machinery and ammunition of standard weaponry for a large alchemical reservoir, the Yan Shou can make even greater bursts of speed than its more often-seen cousin. The aggressive crew of these feared vehicles are nicknamed the Huǒyàn è mó as much for their willingness to close with the enemy as their literal firethrowing. Often sent into urban

environments, these surprisingly nimble war machines can easily pick their way through mounds of debris as they creep towards enemy defensive positions, their weapons primed and ready to roast any defenders alive. Since their part in bringing flaming destruction to Singapore, crews have taken to inscribing good luck charms on the dragon-headed barrels of the weapons, in an attempt to appease their ancestors should they inadvertently suffer any association.





ARTILLERY



FENGBAO HEAVY LAUNCHERS

2

MODELS 2 / 4 / 6

VPR 2 / 4 / 6

TRAITS Empire, Artillery, Heavy

SPECIAL RULES Cumbersome, Static

ATTRIBUTES

SPEED	3"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	10"/30"	6	10	14	Indirect, Torrent, Suppressive
RANGED (HEAVY)	10"/30"	4	6	8	Indirect, Torrent, Suppressive
MELEE	-	2	4	6	

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FENGBAO HEAVY LAUNCHERS

The Fengbao Heavy launcher is a modern weapon of war, using efficient and well-maintained factories to create the distinct green translucent globe that it fires at the enemy. However, the roots of its alchemical payload go further back in time. Shortly after the Jade Pact had brought the nations of the Empire together in purpose, alchemists, engineers and scholars came together from all corners of the Empire and an unprecedented sharing of knowledge, unseen before or since until the Symposia of the Enlightened centuries later. Across weeks of deliberation and discussion, formulae were refined, and methods of weaponising were decided. Eventually the ancestor of the Fenbao was created. Delicate glass spheres, launched by Hu dun pao trebuchet, were pivotal in

the defence of the fledgling Empire. In modern times, the glass spheres have been replaced with transparent ceramic, allowing for rougher handling during loading. The launcher itself is fitted with tiny blades that score the projectiles in such a way during firing as to increase the brittleness of the ammunition as it lands upon its target. Designed to set cities alight, batteries of Fenbao Heavy Launchers announce their hellish volleys of incendiary globes with a frightful and deafening scream. Should an enemy formation find itself the target of such a merciless bombardment, its soldiers will discover all too late that diving for cover will bring them no respite, for the burning rain of the Fengbao will incinerate all that it touches.



ARTILLERY



SAN LEI HEAVY ARTILLERY

2

MODELS 2 / 4 / 6

VPR 2 / 4 / 6

TRAITS Empire, Artillery, Heavy

SPECIAL RULES Cumbersome, Static

ATTRIBUTES

SPEED	3"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	16"/36"	3	6	9	
RANGED (HEAVY)	16"/36"	8	12	16	
MELEE	-	2	4	6	

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SAN LEI HEAVY ARTILLERY

Since the earliest days of the eternal dynasty, the Chinese armed forces have long valued the offensive capability of reliable artillery and the Empire has maintained this successful doctrine. The San Lei represents the latest generation of Empire ordnance and, although its design draws on traditional forms, its reinforced construction and deadly payload ensure that it is more than a match for modern armour and fortifications. Its distinctive three barrels are designed to fire a half-second apart, allowing each impact to cause devastation before the next explodes, preferably closer to the core of an armoured target or creating even more chaos when targeting infantry. The rumble of explosions across the battlefield is known as Léi shēng huíxiǎng, or 'echoing thunder' and the Green Banner infantry know that when it ceases, their time to close with the enemy is coming.

AIRCRAFT



DOKSURI FIGHTER SQUADRON

8


MODELS 1 / 2 / 3

VPR 2 / 3 / 5

TRAITS Empire, Aircraft, Aerial

SPECIAL RULES Bank (5"), Fiery Demise (3), Flying, Rapid Response, Veteran (2)

ATTRIBUTES

SPEED	11
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
RANGED (LIGHT)	5"/12"	4	6	10	
RANGED (HEAVY)	5"/12"	5	8	11	Devastating
RANGED (AERIAL)	3"/8"	3	5	7	

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DOKSURI FIGHTER SQUADRON

Few aircraft inspire as much fear on the battlefield as the Doksuri. "*The Quiet Killer.*" "*Der Flüsternde Tod.*" "*Sessiz Düşman.*" These are but a few of the sobriquets it has garnered from the other Great Powers over the years. It is a truly terrifying weapon, favouring a silent approach, a devastating attack run, and a swift retreat into the skies.

This is perhaps best exemplified in the Doksuri's armour: a unique resin lacquer shell. With origins in the **Jōmon period** in Japan - and perfected throughout the **Shang** and **Han** dynasties, long before the **Jade Pact** was formed - this lacquering process was used for little more than manufacturing household wares. It would be in 1848, under the supervision of famed Korean air industrialist **Yun Haru**, that this process would be further refined and reappropriated, laying the foundations for the Empire's air force.

Drawing inspiration from the simple wooden frame and cotton muslin designs of agricultural gliders ubiquitous in Korean farming in the early 1800s, Yun's designs proved an elegant symbiosis of past and future. Sat within a lightweight steel frame, mimicking the hollow bones of the great bird for which the Doksuri draws its name, pilots were encased within a fragile shell, thrust forward on propellers at almost 300 miles per hour. So elegant did this initial design prove, especially against **Commonwealth** naval forces above the Sea of Japan in 1850, that the Doksuri has remained largely unchanged in the decades since, even with the arrival of the **Enlightened** onto the world stage in 1852.

Thanks to its unique and lightweight construction, the Doksuri possesses a manoeuvrability unmatched by any aircraft currently being flown by the Great Powers. Though vulnerable to direct enemy firepower, this is mitigated by its extraordinary agility, avoiding ground-based anti-aerial threats as it screams overhead. Outfitted with paired Salhaeja Cannons, their 13.2 mm hollow-point rounds are particularly effective against enemy tanks, exploding on impact and tearing through armour with devastating ease. These bullets are designed to shatter on impact, alchemical flames spilling from their broken ceramic casings and spreading swiftly through the confined crew spaces of enemy vehicles, finishing off the hapless crew in the most horrific fashion imaginable.

Due to the delicate nature of these vehicles and their finely tuned flight surfaces, pilot training begins in the most unlikely of places: on horseback.

Before would-be pilots even set foot on an airfield, they are required to spend a month learning to ride, maintain, and care for a single Jeju horse, the better to understand their temperaments and personalities. Similarly, when these pilots come to be paired with their Doksuri, they are expected to exercise this same intuition, understanding that each vehicle is unique and bespoke. Indeed, upon completing their first missions, it is not unusual for these same pilots to return to the stables where they first trained, to purchase the mounts that taught them the skills with which they survived.

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.

COUNTERCHARGE (30 POINTS)

Once per Round, during the Reaction Step, the General can issue a Special Command to a unit that has the On Lookout status.

If the Command is successfully issued, the unit may immediately make a Charge manoeuvre and a Close Quarters Attack against the active unit (which can Retaliate as normal, if it has a Melee attack). Once the Close Quarters Combat is resolved, the active unit continues with its Activation as normal.

TEMPERED STURGINIUM BLADES (40 POINTS)

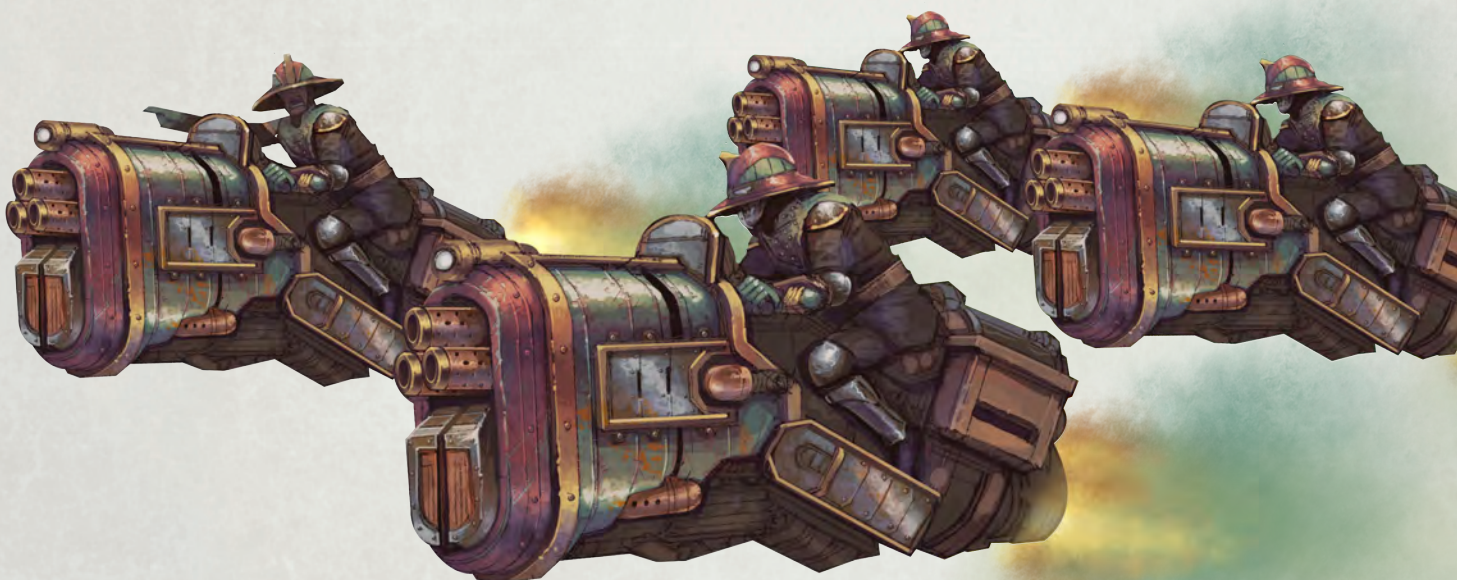
Once per Round, when an Infantry or Cavalry unit in this Force makes a Close Quarters Attack, its General can discard a card from their hand before making the Attack Roll. If they do so, this Close Quarters Attack is made with the Devastating weapon quality.

HEADSTRONG COMMANDER (45 POINTS)

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.

ENHANCED ALCHEMY (50 POINTS)

Once per Clash, at the start of a Round, the General can declare that they will use this Boon. Until the end of the Round, the effective range (X") of any Obfuscating and Corrosive Fumes special rules belonging to their units is increased by 2".





FOCUSED | COLLABORATIVE | TRADITIONAL



It all started with the **Celestial Gift**. Presented to **Emperor Ming** of China in the early twelfth century by the **Tian Shang** monks of Tibet, this unknown artefact brought with it a promise.

A promise of unity and prosperity. Seven centuries on, this unity has taken the form of the Jade Pact: an alliance between Seven Realms and their seven “Immortal Celestial Emperors.” The Chinese Demesne, the Empire of Japan, the Joseon Kingdom of Korea, the Ayutthaya Kingdom of Thailand, the Toungoo Dynasty of Burma, the Empire of Dai Viet, and the Confederation of Madja-as.

Once, there was an eighth kingdom also; that of Khmer.

Once. But no more.

While each of the Seven Realms operate independently, their leaders’ transparency is assured through the **Celestial Dream**, a meditative space afforded by the Gift, granting them a form of telepathic communication with one another. So long as they remain within this “Dream,” deception is all but impossible. While this does not necessarily prevent the obfuscation of truth by these individuals (and indeed, history has seen many personal agendas carried out in secret), it has ensured their longevity.

So too has the **Rite of Celestial Renewal**. For this is another blessing stemming from the Gift: immortality. Under the guidance of the Tian Shang, when each ruler reaches old age, to great public ceremony they enter a chamber. When they re-emerge, reborn in fire, it is rejuvenated and blessed with youth once more.

At least, that is what they would have the rest of the world believe.

For while this was once a truth - and indeed, Emperor Ming and **Empress Shinzua** enjoyed over two hundred years of rule after the Jade Pact was first formed - several centuries ago, behind closed doors, something dark made itself known. An unintended side effect of the Gift and its blessings. Since then, the immortality of the Seven Emperors has been a meticulously maintained fiction.

For those individuals who now rule the Empire are not the same as those who first joined together in the twelfth century, but a succession of descendants, those considered of “the Blood,” each assuming the same name over and over and over again.

None know this truth. Not even their subjects. And as these “new” rulers have stepped out into the light, the bodies of those who came before them are burned.

For the alternative is too awful to contemplate...

For centuries, the seven states were happy to remain in co-operative isolation, their relationship with the outside world relegated to tense dealings with merchant companies and traders. But with the Anglo-Russian Invasion of Korea, the hands of the Empire have been forced. Realising that even in isolation they invite attack, their strict borders have begun to soften. Not just in trade - as negotiators from even the far flung reaches of the Union are being seen within their Merchant Ports - but also in battle.

Marching to war against the other Great Powers, the armies of the Empire are many and varied, boasting the largest the world has ever known. The ground forces of China see innumerable **Green Banner Pai** marching side by side with high-indestructible **Terracotta** automata and majestic **Tongshi Lions**, a great moving wall of stone and steel. **Yan Shou Tanks** wheel into battle on whirring treads, spewing forth great torrents of fire, while **Fengbao Artillery** rains down death upon the enemy from leagues away.

The Empire has stood for seven centuries. In that time, it has watched “Great Powers” rise and fall. Like children. It is always the same. And so it will be again. And when Crowns topple, Unions break and Sultanates shatter, it is the Empire who will endure.

Unending. Immortal. Celestial.



Shinzua
The Blazing Sun, Empress of Japan



HAUPTARCHIV DES KAISERS:
"DIE GROBE POLITIK DER ASIATISCHEN KABINETTE."
12. SEPTEMBER 1871

Kriegsminister Prince Shōin

The Celestian Empire is not a unified state but a centuries-old alliance of influential Eastern nations. Forged in the late 14th century through the renowned Jade Pact, the Empire comprises the seven realms traditionally governed by the "Immortal Celestian Emperors": the Chinese Demesne, the Empire of Japan, the Joseon Kingdom of Korea, the Ayutthaya Kingdom of Siam, the Toungoo Dynasty of Burma, the Empire of Dai Viet, and the Confederation of Madja-as.

While these nations maintain their sovereignty, they are deeply interconnected through shared cultural values and extensive trade. This insular cooperation has endured for centuries. The unsuccessful Crown-Commonwealth expedition into Korea compelled the Empire to reassess its global stance, solidifying its position as a leading world power.

However, what truly distinguishes the Empire from the other Great Powers is its unique blend of cultural perspective and historical legacy.

A CAUTIOUS OUTLOOK

In the Empire, a tale is whispered among the common folk. It speaks to the heart of their spirit, a reflection of their lives cast in the shadow of a grand design.

Once, a solitary farmer tilled the earth with his daughter, his only child, their days marked by the turning wheel of seasons. Their sole companion was an old water buffalo: a last thread binding them to hope. One fateful day, the daughter forgot to lock the gate, and the buffalo vanished, swallowed by the world beyond the farm's embrace. When neighbours learned what happened, they came to the farmer and said,

"What a sadness this is! Without your water buffalo, you'll be unable to maintain the farm. This is a great tragedy!"

**12. SEPTEMBER 1871**

KS -

Yet, the farmer met their lament with a simple,
"Perhaps..."

Days turned, and fortune seemed to smile upon the farmer. The lost buffalo returned, accompanied by a herd of wild ones. The neighbours rejoiced. "What great fortune!" they cried, their voices filled with the promise of prosperity.

Again, the farmer's cautious reply was,
"Perhaps..."

Then came a twist of fate. While trying to harness the buffalo, the farmer's daughter stumbled and broke her leg. The neighbours wept, their world darkening once more, saying,
"What a great calamity this is!"

Still, the farmer's lips formed only,
"Perhaps..."

The next day, Green Banner recruiters arrived to call upon all the young and able of the village to join the army, that they may fight against the aggressions of the foreigners who had invaded the Joseon Kingdom. Because of her injury, the farmer's daughter was spared. The neighbours exalted, their voices filled with relief.
"What a blessing!"

But the farmer, ever thoughtful to the future, answered,
"Perhaps..."

And so, the tale unfolds, a mirror to the people's lives. It whispers of a deep wisdom, and serves as a lesson in the importance of withholding judgement. Children are taught to question whether events are truly fortunate or unfortunate. The farmer's experiences, from losing a buffalo to his daughter escaping danger, demonstrate that life's twists and turns are often beyond our control. The farmer's wisdom lies in his ability to remain undisturbed by these external factors.

As the child sings when rescued by Empress Shinzua in the Kabuki play 'Rise of the Blazing Sun':

"I vow to be cheerful and happy in whatever circumstances I encounter. I have learned that our unhappiness is determined not by our situation but by how we face it."

Continued



From the fields and farms, to the bustling, smoke-filled cities of the rapidly industrialising Empire, innovation and engineering pave the way for those who possess both the ambition and resilience to navigate their fierce competition, both domestically and abroad. Life is a demanding cycle of labour and submission to one's superiors.

In the eyes of these toiling masses, their immortal rulers are godlike figures, deserving of reverence or even outright worship. Alongside statues of philosophers, folk heroes, and ancient sages, the likenesses of their earthly leaders grace every province. Offerings and sacrifices are made to these idols, both to sustain the rulers' power and to beseech their blessings upon the villages and fields.

Those in power within the Empire exhibit an unwavering reverence for their leaders. While these individuals might indulge in the familiar games of political manoeuvring and intrigue, rarely is each Immortal Emperor's rightful claim to leadership questioned. Guided by the Confucian principles of filial piety, the finest individuals from esteemed families are often called upon to uphold the Empire's government and military prowess.

TRADITIONS OF IMMORTAL TRUST

Since the time of the Jade Pact, each monarch has wielded power over a specific area of governance; a specialism that has, over the generations, become something that has led to the development and national endeavours of their respective domains. Since that time, these specialisations have altered considerably - as some have waxed with the new technology, others have waned or fallen out of favour with the Empire as it plans and prepares for the future.

The seven supreme leaders of the Empire and their areas of authority are:

- Ming, The Jade Mountain,
Emperor of China and the Speaker for Works
- Shinzua, The Blazing Sun,
Empress of Japan and the Speaker for the Fleets
- Sun Li, The Cloud Dragon,
King of Korea and the Speaker for the Hunters
- Do Thi Nguyet, The Veiled Moon,
Empress of Dai Viet and Speaker for the Artesans
- Anuman, The Crowned Garuda,
Emperor of Siam and the Speaker for the Armies

12. SEPTEMBER 1871
KS -

Continued



- Yadana, The Golden Lion,
Queen of Burma and Speaker for the Scholars
- Kalantiaw, The Serpent of the Sea,
Datu of Madja-as and Speaker for the Traders

12. SEPTEMBER 1871
R.H.O.

The Empire isn't a monolith with a singular government. Instead, it is a family of seven distinct states, each boasting its own laws, customs, and governing bodies. These states are unified through a complex web of treaties, customs, and shared objectives.

Each state is ruled by a monarch, though the extent of their power varies. In China, the Emperor and his court hold absolute authority, while in Japan, the Empress Shinzua shares power with an elected government.

All states possess structured bureaucracies, with advancement based on merit through examinations and studies, although members of the Imperial bloodlines often serve in influential positions or even seemingly minor roles, the latter surely a cover for those operating as spies and informants. Joseon Korea's system is particularly efficient, with a state council overseeing six ministries and various departments to ensure efficiency and combat corruption.

Each government also maintains covert organisations to suppress dissent and manipulate public opinion through propaganda and misinformation. These groups may even eliminate opponents of the regime, either openly or covertly. In this, the Japanese Shinobi clans, renowned for their worldwide operations and favoured by the Empress, are a prime example.

THE WORLD BEYOND THEIR BORDERS

Within a century of the Jade Pact's establishment, the Empire closed its borders to the outside world. Initially, the Celestian Emperors welcomed travellers who adhered to local laws and customs, but this policy proved problematic.

Some foreigners engaged in illicit activities, such as smuggling banned substances and arms to rebel groups, while others exploited Asian labour for personal gain. To maintain peace and stability, the Empire decided to ban all foreigners, with the sole exception of the Merchant Ports in the Confederation of Madja-as, where merchants from numerous nations can trade.

Continued



With commerce so restricted, most interactions with the Empire will be as adversaries to the Imperial Armed Forces (IAF), with each element under the control of an Immortal Emperor.

The Army, for example, is commanded by the Siamese Emperor Anuman. While not the largest contributor in manpower, Siam boasts the most well-equipped and well-trained forces, serving as the Empire's elite guards. The majority of the Army is Chinese, with specialist divisions recruited from other nations, and senior officers from all corners of the Empire must meet rigorous, Siamese standards.

Most dangerous and unpredictable of all are the Jade Hand, the skilled agents of the Immortal Celestial Emperors. The organisation exists outside of the administrative hierarchy of the Empire. Acting as the Empire's secret police force and primary intelligence service, The Jade Hand hunts down any and all of the myriad threats to the stability of their realm. Operating throughout the Empire and beyond, these special forces act with complete authority, their judgement and conduct beyond reproach.

THE DREAM OF THE EMPIRE

However, the true power behind the Empire's governments lies not with ministries or institutions but with the Celestial Dream. This enigmatic form of meditation and communication allows the seven Emperors to instantly coordinate and enact policies across the vast realm, granting them an unparalleled advantage, even with the technological marvels produced by our own Teutonic Knight Luminaries.

More than that, it gives complete candour and transparency to each of the rulers. It appears to be impossible for any Celestial Emperor to plot and scheme to undermine another. Therefore all discussions are held in complete candour, and their outcomes and resolutions are trusted and relied upon by all involved.

An Empire that is both united and tradition bound. A powerful combination indeed.



12. SEPTEMBER 1871
Kriegsminister Prince Schiller



EMPIRE

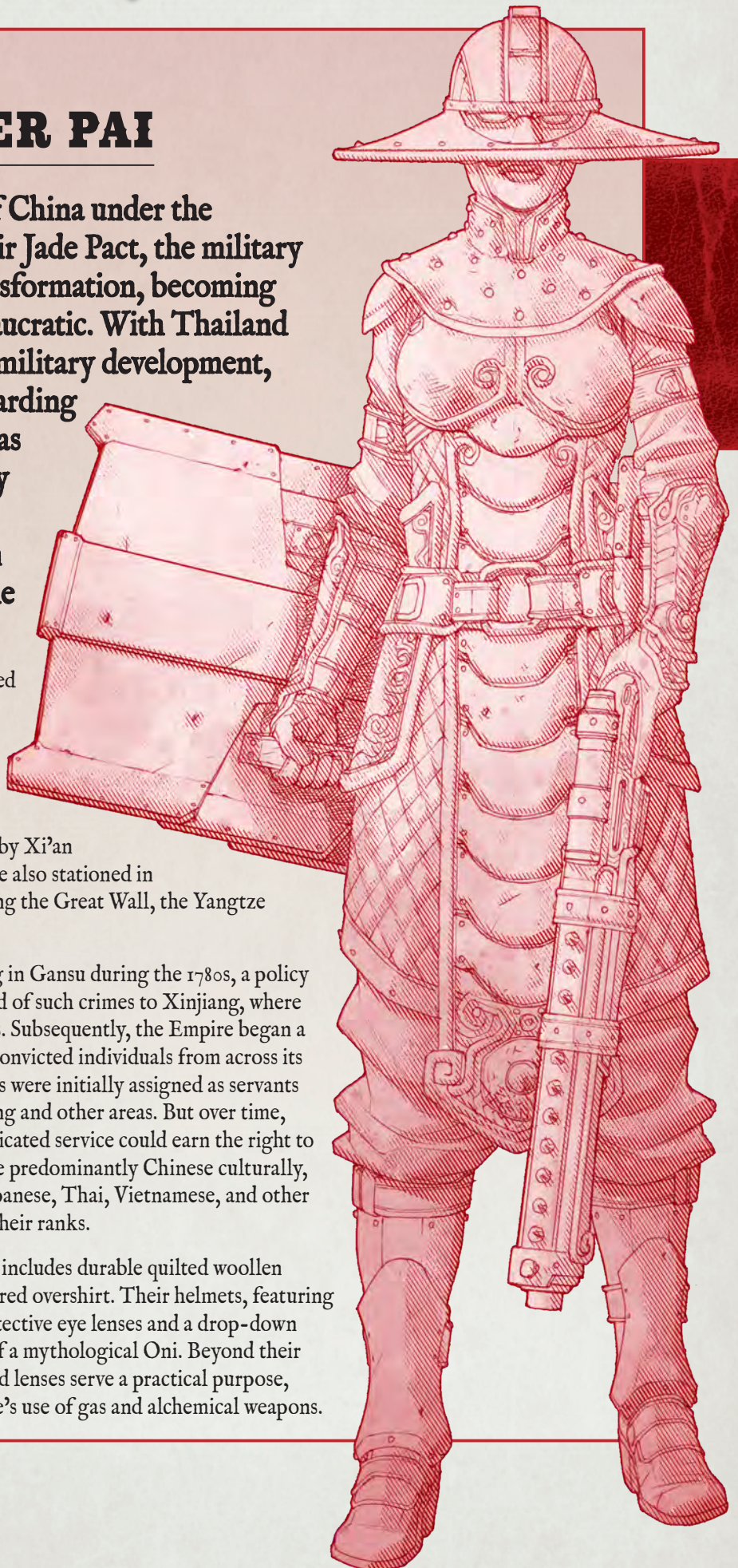
GREEN BANNER PAI

Following the unification of China under the Celestian Emperors and their Jade Pact, the military underwent a significant transformation, becoming more professional and bureaucratic. With Thailand assuming responsibility for military development, the previous practice of rewarding soldiers with spoils of war was replaced with a formal salary system. Military ranks were standardised, and the Green Banner was established as the emblem of this new era.

Green Banner soldiers, or Pai, were assigned to permanent posts either in the capital, Beijing, where about half resided with their families, or in the provinces, distributed across eighteen garrisons. The largest concentrations of Green Banner troops were in Beijing, followed by Xi'an and Hangzhou. Significant numbers were also stationed in Manchuria and at strategic locations along the Great Wall, the Yangtze River, and the Grand Canal.

In the aftermath of the Jahriyya uprising in Gansu during the 1780s, a policy was enacted to exile individuals convicted of such crimes to Xinjiang, where they would serve in the Banner garrisons. Subsequently, the Empire began a punishment of "reverse exile", sending convicted individuals from across its territories to China. These internal exiles were initially assigned as servants to the Green Banner garrisons in Xinjiang and other areas. But over time, those who demonstrated loyalty and dedicated service could earn the right to become Pai themselves. While the Pai are predominantly Chinese culturally, it is not unusual to find individuals of Japanese, Thai, Vietnamese, and other backgrounds who have assimilated into their ranks.

The Green Banner's distinctive uniform includes durable quilted woollen cassocks under a woven scale mail armoured overshirt. Their helmets, featuring a wide brim, are equipped with both protective eye lenses and a drop-down rebreather mask that evokes the image of a mythological Oni. Beyond their intimidating appearance, these masks and lenses serve a practical purpose, safeguarding soldiers against the Empire's use of gas and alchemical weapons.





ARMoured CLASH



THE EMPIRE

ORBAT CHANGE LOG



ARMoured CLASH

CHANGE LOG

This section provides a summary of changes from v1.02 to v1.03. Small changes which do not affect gameplay, such as spelling and grammar corrections, have been omitted.

EMPIRE UNITS

Some of the units in this ORBAT have been updated:

GREEN BANNER COMMAND PLATOON

- This is now listed as a Commander Variant to the Green Banner Guard Platoon.
- Points Cost changed from 75 / 130 / 195 to 65 / 90 / 120

LAOSHAN LANDSHIP

- VPR changed to 9
- Points Cost changed from 510 to 470

GREEN BANNER GUARD PLATOON

- Reformatted to include a Commander Variant.

BULNABANG WINGED INFANTRY

- Lost *Bulky* special rule
- Gained *Stalker* special rule
- Changed *Corrosive Fumes* (2") special rule to *Corrosive Fumes* (3")
- Ranged (Light) attack changed from 3 / 5 / 7 to 4 / 6 / 8

GREEN BANNER FLAME TEAMS

- Gained *Occupy* special rule
- Lost *Storming Party* special rule

WUTAI LANDSHIP

- VPR changed to 8
- Points Cost changed from 495 to 465

YAN SHAO FLAME TANKS

- Ranged (Light) attack gained *Siegebreaker* quality

SAN LEI HEAVY ARTILLERY

- Points Cost changed from 110 / 185 / 285 to 100 / 160 / 220
- Ranged (Heavy) dice pools changed from 6 / 10 / 14 to 8 / 12 / 16

DOKSURI FIGHTER SQUADRON

- Points Cost changed from 100 / 170 / 260 to 70 / 105 / 170
- Gained *Rapid Response* special rule
- *Veteran* (1) special rule changed to *Veteran* (2)

OTHER CHANGES**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.

