ARMOURED CLASH



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 *These units are* ***Commander Variants,*** *as described on page 4.*

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

4 *These units cannot be taken at Basic Reinforcement.*

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 6) 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 **Green Banner Guard Platoon** as Mainstay units could contain up to two **Green Banner Guard Platoon** units, but only a single unit of **Jianhuren Terracotta Automata**, **Green Banner Jezzail Teams**, or **Fangun Medium Tanks**.*

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**. These are indicated by a gold star. Some Battlegroup Listings may display a silver star. These allow a certain Element to be Bolstered under certain conditions, which will be specified in the relevant Battlegroup Listing.



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

BATTLEGROUP 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 ★		One **Mandatory Element**. It can be **Bolstered**. The Element requires a unit with the ***Empire*** and ***Commander*** traits.
2-5 Empire Infantry ★★		Two **Mandatory Elements** and three **Optional Elements**. Two of these Elements can be **Bolstered**. Each Element requires a unit with the ***Empire*** and ***Infantry*** traits.
0-4 Empire Cavalry ★		Four **Optional Elements**. One of these Elements can be **Bolstered**. Each Element requires a unit with the ***Empire*** and ***Cavalry*** traits.
0-1 Empire Field Gun		One **Optional Element**. The Element requires a unit with the ***Empire*** and ***Field Gun*** traits.
0-2 Empire Armour ★		Two **Optional Elements**. One Element may be **Bolstered** so long as it is a **Laohu Transport** unit. Each Element requires a unit with the ***Empire*** and ***Armour*** traits.
0-2 Empire Artillery		Two **Optional Elements**. Each Element requires a unit with the ***Empire*** and ***Artillery*** traits.
0-1 Empire Aircraft ★		One **Optional Element**. It can be **Bolstered**. The Element requires a unit with the ***Empire*** and ***Aircraft*** traits.

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 of **Size 2** or less.

BUSHIDŌ AUXILIARY BATTLEGROUP

When the warrior-lords of the samurai temples seek to take the fight to a dug-in and heavily armed opponent, they do so from the belly of a Yaksha Super Heavy Transport. This goliath of a vehicle smashes its way into the heart of the foe's formation, before disgorging a storming force of Ashigaru infantry led by Bushi Ryu and Oni Samurai. These peerless killers carve a bloody whirlwind through the enemy, denying death until their duty to the Empress Shinzua has been fulfilled.

1 Commander ★		One **Mandatory Element**. It can be **Bolstered**. The Element requires a unit with the ***Empire***, ***Samurai***, and ***Infantry*** traits.
2-4 Empire Infantry ★★		Two **Mandatory Elements** and two **Optional Elements**. Two of these Elements can be **Bolstered**. Each Element requires a unit with the ***Empire***, ***Infantry***, and either the ***Samurai*** or ***Ashigaru*** traits.
1-3 Empire Armour ★		One **Mandatory Element** and two **Optional Elements**. One of these Elements can be **Bolstered**. Each Element requires a unit with the ***Empire*** and ***Armour*** traits.

Mainstay Units

- Ashigaru Company (***Empire Infantry***)
- Yaksha Super Heavy Transport (***Empire Armour***)

Commander Bonus: Ei, Ei! Oh!

At the end of a ***Samurai*** unit's **Activation**, this Battlegroup's General can attempt to issue a **Special Command** to it. If this Special Command is successfully issued, it cannot be issued again until the next Round.

If the Command is successfully issued, this General can select a single enemy unit that is within 6" of the activated ***Samurai*** unit. If the ***Samurai*** unit can draw **Clear** or **Obscured Line of Sight** to this enemy unit, a friendly ***Ashigaru*** unit that can confirm **Target Acquisition** to this enemy unit can make a **Ranged Attack** against it. This attack has an additional **Combat Rating Penalty**.

This attack can be made even if this friendly ***Ashigaru*** unit has the **Activated** status. If this ***Ashigaru*** unit has the **On Lookout** status, it does not lose that status for performing this attack.

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 ***Empire*** and ***Commander*** 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 ***Empire*** and ***Infantry*** traits.
0-4 Empire Cavalry		Four **Optional Elements**. Each Element requires a unit with the ***Empire*** and ***Cavalry*** traits.
0-1 Empire Field Gun ★		One **Optional Element**. It can be **Bolstered**. The Element requires a unit with the ***Empire*** and ***Field Gun*** traits.
0-2 Empire Armour		Two **Optional Elements**. Each Element requires a unit with the ***Empire*** and ***Armour*** traits.
0-3 Empire Artillery		Three **Optional Elements**. Each Element requires a unit with the ***Empire*** and ***Artillery*** traits.

Mainstay Units

- Green Banner Guard Platoon (***Empire Infantry***)
- San Lei Heavy Artillery (***Empire Artillery***)

Commander Bonus: The Celestian Guards (Special Command)

This Battlegroup's General can issue this **Special Command** to an ***Empire*** 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 ★		One **Mandatory Element**. It can be **Bolstered**. The Element requires a unit with the ***Empire*** and ***Commander*** traits.
1-4 Empire Infantry ★★		One **Mandatory** and three **Optional Elements**. Two of these Elements can be **Bolstered**. Each Element requires a unit with the ***Empire*** and ***Infantry*** traits.
0-4 Empire Cavalry/Armour ★★		Four **Optional Elements**. Two of these can be **Bolstered**. Each Element requires a unit with the ***Empire*** trait, and either the ***Cavalry*** or ***Armour*** trait.
0-1 Empire Aircraft ★		One **Optional Element**. It can be **Bolstered**. The Element requires a unit with the ***Empire*** and ***Aircraft*** traits.

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.

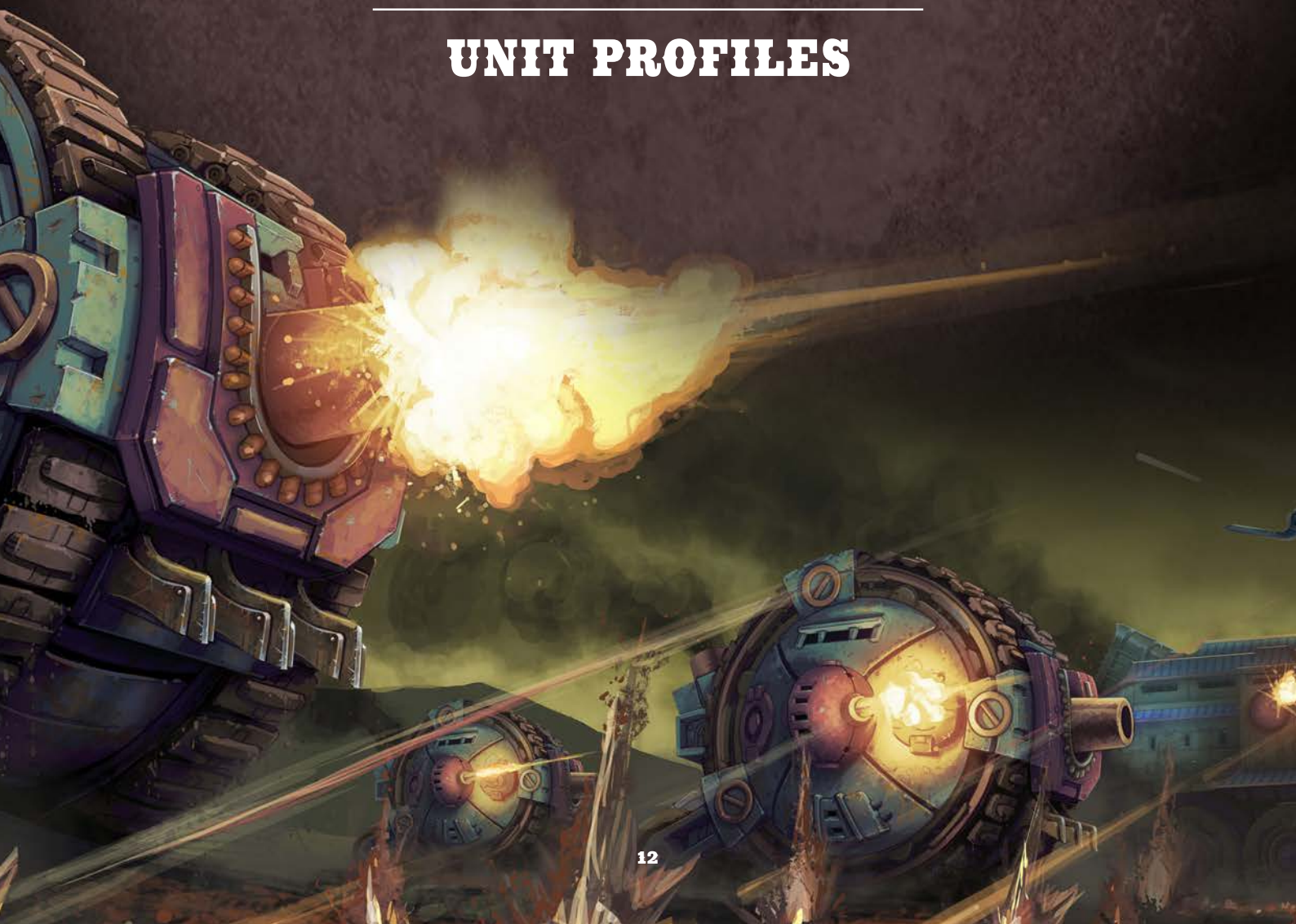
DESIGNER'S NOTE:

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

5

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	DAMAGE 10-15	DAMAGE 5-9	DAMAGE 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 liànjīn 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

ASHIGARU COMPANY

1

MODELS 6 / 12 / 18

VPR 2 / 3 / 4

TRAITS Empire, Infantry, Light, Ashigaru

SPECIAL RULES

ATTRIBUTES	
SPEED	5"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS	RANGE	MODELS 1-6	MODELS 7-12	MODELS 13-18	QUALITIES
RANGED (LIGHT)	6"/16"	6	10	14	
MELEE	-	4	8	12	

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ASHIGARU COMPANY

Rank upon rank of doughty Ashigaru form the body of a Japanese warhost, arranged in tight formation with *teppo* firearms at the ready. Trusting in the prowess and wisdom of their samurai masters, they hold their nerve even as shells detonate around them. Only when the order is given do they respond in kind, unleashing a rippling volley that topples the enemy in a cloud of smoke and blood.

The origins of the Ashigaru date back to the Kamakura period of 13th century Japan, when widespread conscription of the peasant class first became commonplace. In those days, Ashigaru were generally poorly instructed, low on morale, and equipped with little more than farming tools and *yari* spears. That is emphatically no longer the case. In the modernised Japanese military, Ashigaru companies act as a highly motivated and capable militia, still drawn from the commonfolk of the prefectures, but subjected to a lengthy and gruelling process of training and marksmanship practice to ensure greater efficacy in the field. Moreover, most of the great samurai temples and *zaibatsus*—the sacred industrial corporations of Japan—recruit their own Ashigaru companies, outfitting them with unique livery and equipment, and training them in more esoteric methods of war.

This singular focus on preparation and drill reaps dividends in battle. Trained in marine landing tactics and encouraged to take the offensive whenever possible, Ashigaru fight in close concert with their samurai superiors, stepping forth to support the warriors of the temples on the assault, or else covering their retreat with precision gunfire. An Ashigaru's signature weapon is the *teppo*—a firelock repeater capable of firing eight shots before a reload is required. This weapon forms a formidable and reliable base of fire for any Empire army, creating openings in the enemy that can be swiftly exploited by samurai blades.

Though they lack the pure ethos of the warrior class, the Ashigaru believe wholeheartedly in the ideals of the **Jade Pact**, and will stand and die without question if commanded. There is, however, ample motivation for an Ashigaru to fight beyond the call of duty alone. Loyal service can reap many benefits for a Japanese soldier, both for themselves and for their family. Indeed, the highest honour any Ashigaru can attain is to be presented with a *wakizashi* sword by a superior. This symbolic gift indicates their readiness for the **Trial of Heaven**—a ritual process through which commoners seek to join the ranks of the samurai class. Fewer than one in a hundred emerge triumphant from this trial. The fate of those who fail is a closely guarded secret.

INFANTRY

BULNABANG WINGED INFANTRY

1

MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Empire, Infantry, Light

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

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

ARMAMENTS	RANGE	MODELS 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
RANGED (LIGHT)	3"/6"	4	6	8	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

Hurtling into battle upon dragon-winged jetpacks, Bulnabang Winged Infantry scream their blood-chilling war cry: *"khwam-tai chak bueang-bon!"* Loosely translated, this means *"death from on high!"* and death is precisely what the Bulnabang bring. They hurl corrosive gas-bombs as they land, spinning and slashing with their razor-sharp wingtips and firing bursts from their handguns to finish off choking, twitching foes. When the enemy is slain to the last, the Bulnabang leap into the air again, eager to spill more blood in the name of **Emperor Anuman**.

The Bulnabang form the elite winged infantry of Thailand's Imperial Army. Their distinctive jetpacks were first developed in cooperation with **Wonsu Baek Hae-won's** aerial forces in Korea, a further sign of the strong relations between these two powers, who often align to protect their shared interests against the greater influence of China and Japan. The Bulnabang's duties within Emperor Anuman's domains are twofold. In times of peace, they 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: all pretence of nobility is abandoned as the Bulnabang embrace the way of the merciless hunter.

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 seek out vulnerable, high-value targets such as officers, artillery emplacements and exposed infantry units, eliminating them with trademark speed. Armed with MXD repeater pistols, perhaps their most effective weapons are their hand grenades: alchemical globes swirling with highly combustible vapours, the spiked handles of which serve as pitons to better lodge their payload into enemy armour.

INFANTRY

BUSHI RYU SAMURAI

1

MODELS	4 / 8 / 12
VPR	4 / 5 / 6
TRAITS	Empire, Infantry, Light, Samurai
SPECIAL RULES	Durable, Hunter, Onslaught, Stoic Defence, Veteran (2)

COMMAND VARIANT

A Bushi Ryu Taishō has +1 VPR, and the additional Traits and Special Rules listed below.

Commander	
	Chain of Command (6"), Inspiring (2)

ATTRIBUTES	
SPEED	5"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	9
BREAK LIMIT	1

ARMAMENTS	RANGE	MODELS 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
MELEE	-	5 (10)	8 (14)	11 (18)	Precision, Shock

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BUSHI RYU SAMURAI

Moving with swiftness and grace, the Bushi Ryu Samurai charge into battle, katanas gleaming in the sunlight. Enemies tumble like autumn leaves, throats opened or limbs sliced cleanly off. The Bushi Ryu hardly slow at all—not when there is killing yet to be done.

The Bushi Ryu are descendants of an ancient heroic legacy and amongst the finest swordmasters in the world. According to legend, the **Ryu Temple** was the first of its kind, named in honour of the celestial serpents said to safeguard Japan. The first of their number is said to have consumed the burning blood of the Dragon King of Lake Biwa, and was granted visions of Japan's bright but violent future. They swore, then and there, to bring about this glorious era and have served their nation's ruling dynasty ever since. Drawn now almost exclusively from **Shinzua's** bloodline, they are warriors beyond mortal compare. It is rare for outsiders to join their ranks, but not unheard of, the **Trial of Heaven** allowing worthy aspirants to take up the mantle of Bushi—should they endure the days-long rituals involved in imbibing and awakening the Dragon's Blood.

Their connection with the **Celestian Dream** makes the Bushi Ryu capable of superhuman feats of strength and skill, shrugging off wounds that would be fatal to any mortal warrior. It has similarly drastic effects upon their ego. The preeminent status of the Ryu amongst the samurai temples is one that demands constant validation. If a warrior of the clan draws their sword, it cannot be sheathed again until it tastes enemy blood. Insults must be answered instantly and with lethal force.

Fortunately, the Empire has no shortages of foes against whom these proud warriors might be turned. The Bushi Ryu have matched sturginium-tempered blades with **Teutonic Knights**, faced down the household cavalry of the British **Crown**, and on occasion held even the otherworldly might of the **Cor Caroli** at bay. Never have they retreated from honourable combat, and the battlefields of the world are littered with the corpses of those they have bested.

Much to the consternation and concern of the other **Immortal Emperors**, Shinzua has proven reluctant to foster an heir to assume her role after her, **Rite of Celestian Renewal**, preferring to see her extended bloodline serve her through the Ryu Temple instead. **Emperor Ming**, in particular, has been vocal in his outrage at this *"reckless endangerment of the divine lineage."*

INFANTRY

GREEN BANNER FLAME TEAMS

1

MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Empire, Infantry, Light

SPECIAL RULES Occupy, Pavises, Pioneers

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

ARMAMENTS	RANGE	MODELS 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
RANGED (LIGHT)	4"/8"	7	11	15	Torrent, Supressive
MELEE	-	3	5	7	

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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 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.

TRAITS	Empire, Infantry, Light	Commander
SPECIAL RULES	Pavises	Chain of Command (6"), Command Signals

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

ARMAMENTS	RANGE	MODELS 1-8	MODELS 9-16	MODELS 17-24	QUALITIES
RANGED (LIGHT)	6"/10"	4	8	12	
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 ROCKET TEAMS

1

MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Empire, Infantry, Light

SPECIAL RULES Pioneers

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

ARMAMENTS	RANGE	MODELS 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
RANGED (LIGHT)	6"/30"	3	6	9	Indirect, Suppressive
RANGED (HEAVY)	6"/30"	4	8	12	Indirect
RANGED (AERIAL)	10"/20"	3	6	9	
MELEE	-	2	4	6	

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GREEN BANNER ROCKET TEAMS

Faces smeared with smoke and sweat, Green Banner artillerists aim their handheld rocket launchers and let loose their destructive volleys. Screaming bolts of fire fill the sky, converging upon the enemy's battleline like the claws of some wrathful dragon. Where this cascade strikes home, the land is swept by white-hot flames, turning hapless infantry into living torches and light vehicles into molten slag.

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 Hainan 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 **Emperor Ming** and his people, the Gulf of Tonkin 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

JIANHUREN TERRACOTTA AUTOMATA

1

MODELS 4 / 8 / 12

VPR 2 / 4 / 6

TRAITS Empire, Infantry, Heavy

SPECIAL RULES Automata, Bulky, Bulwark, Pioneers

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

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

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JIĀNHÙRÉN 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 Jiānhùrén 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 Celestian 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 Jiānhùrén 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.



INFANTRY

ONI SAMURAI

1

MODELS 4 / 8 / 12

VPR 4 / 5 / 6

TRAITS Empire, Infantry, Light, Samurai

SPECIAL RULES Irrepressable, Overrun, Terrifying (Empire)

ATTRIBUTES	
SPEED	5"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	9
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
MELEE	-	4 (6)	6 (10)	8 (14)	Arc, Devatasting (Heavy), Wreckers

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ONI SAMURAI

Demons stride through the smoke and chaos of battle, hefting mighty clubs that hiss and spark with voltaic menace. Their faces are not those of men but ogrish nightmares, war-masks of blood-red and sulfuric yellow and framed by a bristling horse hair mane. These are the Oni Samurai and they bring destruction in the name of the **Empress Shinzua**. Weaklings unworthy of their wrath are contemptuously smashed or barged aside, for these giants crave only the mightiest prey. When a fitting enemy is sighted—a monstrous automata or mighty battle tank—the Oni will break into a run. Swung with superhuman strength, their war-clubs pulverise bone and metal with equal ease, each blow unleashing a thunderous report as if channelling the wrath of the Divine Tempest itself.

Warriors of the Oni have a grim reputation, even amongst the samurai temples. Tales of their bloodthirsty deeds abound. Accusations of murder, slaughter, and even cannibalism have been levelled against them, but not even the most righteous of Shinzua's champions dare draw swords against their benighted contemporaries. Some claim the Oni are remnants of a disgraced clan, transformed into something less than human as punishment for their crimes. Others whisper that the first Oni consumed the flesh and spirit of a true demon, gaining a fragment of the entity's power at the cost of their soul. Such tales would certainly account for their physical capabilities, which are far in excess of even the mightiest un-augmented warrior. Only the Oni know the truth and it would take a bold and foolish soul to pry it from them.

Feared as they are, few Empire generals would dare turn down the Oni's aid in battle. Clad in ceramic-composite armour and standing half again as tall as an ordinary human soldier, these samurai are supreme shock troops. Their ***Raijin kanabō*** weapons are edged with **sturginium** alloys and empowered by a shock-charge battery. A single crushing strike can crumple the armoured plating of a battle tank, and the resultant discharge of energy is enough to burn out mechanical systems and set organic matter aflame. Oni Samurai consider it shameful to waste such fearsome power on mere infantry. They wish only to face the most colossal war machines, idols that they might tear down and in, in so doing, strike despair into the enemy's heart.

CAVALRY

BIAO FLAK LAUNCHERS

1

MODELS 4 / 8 / 12

VPR 1 / 2 / 3

TRAITS Empire, Cavalry, Light

SPECIAL RULES Stalker

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

ARMAMENTS	RANGE	MODELS 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
RANGED (LIGHT)	10"/24"	4	6	8	
RANGED (AERIAL)	8"/14"	6	10	14	Devastating
IMPACT	-	3 (6)	5 (8)	8 (11)	Shock



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BIAO FLAK LAUNCHERS

Puttering into battle on three wheels, the Biao Flak Launcher is sometimes mistaken by circling aircraft as a civilian vehicle that has strayed onto the battlefield. That misconception lasts only as long as it takes for the Biao to unleash a volley from its multi-barrelled anti-aircraft cannon. In short order, enemy warplanes find their fuselage riddled by armour-shredding rounds, their altitude alarms screaming as they plunge towards the ground in a smoking death spiral.

Necessity is truly the mother of invention and the Biao is a perfect example. As the face of warfare has been changed by a series of exponential engineering advancements, so has the Empire been forced to adapt or die. Its typical industrial focus on exquisite craftsmanship and intricacy has been challenged by the ruthless production cycles of the western Powers. The sheer time and effort expended upon each **Ruìshī Lion Automata** or complex flying automata all but assures that demand inevitably outstrips supply.

Such was the case when the **Crown** launched a series of aggressive incursions into the Empire's Indonesian territories in 1863. Pinpoint assaults by **Spitfire Rocketeers** decimated defensive outposts in lightning raids and the limited numbers of Ruishi found it difficult to pinpoint so many targets at once. The enterprising regional commander—one **Jati Nur**—instead placed an order for anti-air guns without any kind of turret or mounting mechanism. Rather than have them emplaced upon stationary defences, these weapons were affixed to the back of Indonesia's ubiquitous three-wheeled transport vehicles, ensuring they could be transported from island to island wherever the extra firepower was needed. Almost immediately the balance of power swung back to the defenders, as the Crown's aerial formations found themselves harried by surface-to-air fire wherever they flew.

As more and more troops are outfitted with jetpacks and other means of aerial propulsion, and warplanes of all kinds prove decisive in the ever-escalating conflicts across the globe, the Biao Flak Launcher has become an ever-present and dependable asset for the armies of the **Immortal Emperors**.

CAVALRY

JINDOUYUN STEAMBIKES

1

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

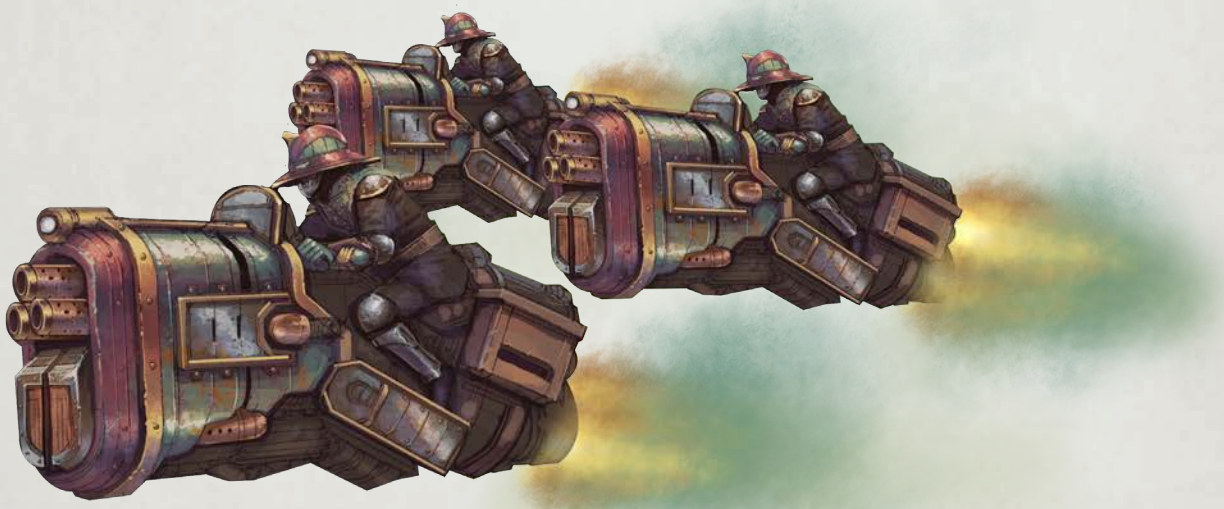
ARMAMENTS	RANGE	MODELS 1-5	6-10	11-15	QUALITIES
RANGED (LIGHT)	7"/16"	5	10	15	
RANGED (HEAVY)	7"/16"	3	5	7	
MELEE	-	3	6	9	

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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 Jindouyen Steambike its name.



CAVALRY

RUISHI LION AUTOMATA

2

MODELS 4 / 8 / 12

VPR 2 / 4 / 6

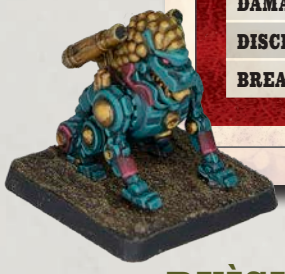
TRAITS Empire, Cavalry, Heavy

SPECIAL RULES Automata, Cumbersome, Pioneers, Spotters

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

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

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RUÌSHĪ LION AUTOMATA

Ruìshī Lion Automata bound across the earth with a grace that belies their mechanical form, tracking the path of low-flying aircraft. When prey is spotted, these leonine war-constructs brace themselves on four jade limbs and unleash the fury of their Tian Ji anti-aircraft cannons. Each thunderous volley erases several warplanes from the sky in a rain of shrapnel and burning fuel.

Despite the long-lasting council between the **Immortal Celestian Emperors**, this alliance has not always been easy. Indeed, across the centuries, there have often 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, the Chinese **Emperor Ming** and Joseon **King Sun Li** 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 lion automata stood watch, their unblinking eyes blazing crimson, and the weapons on their back aimed ominously skyward: the Ruìshī. 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 Ruìshī 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.

CAVALRY

TANSHE ARTILLERY CHARIOTS

1

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 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
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 Tanshe Artillery Chariots that often accompany infantry regiments and armoured spearheads. These rugged three-wheeled vehicles are crewed by two **Green Banner** specialists, and carry a rear-mounted bombard–a deadly indirect weapon that launches a high-explosive round, capable of scattering an entire squad of enemy infantry like leaves in a storm.

With a rudimentary chassis based upon civilian agricultural tractors, the Tanshe is produced in huge numbers by Chinese factories. 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.

The advantage of swift-moving, light artillery able to navigate dense terrain–especially in urban environments–is hard to overstate. Whilst the more pyrotechnic and spectacular tools in the Empire's arsenal are more often held up as symbols of Imperial pride, it is the grating rattle of a squadron of artillery chariots that most enemy soldiers have learned to dread hearing, inevitably preceding a devastating volley of shells raining down from on high.

CAVALRY

TONGSHI LION AUTOMATA

2

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 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
RANGED (LIGHT)	4"/8"	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 a imalistic ferocity and pack tactics belying their artificial origins.



FIELD GUNS

GREEN BANNER JEZZAIL TEAMS

1

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 1-4	MODELS 5-8	MODELS 9-12	QUALITIES
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 1-2	3-4	5-6	QUALITIES
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

LAOHU TRANSPORT

2

MODELS 2/4/6

VPR 1/2/3

TRAITS Empire, Armour, Heavy, Transport

SPECIAL RULES Assault Ramp, Capacity (4), Pioneers

ATTRIBUTES	
SPEED	7"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	5
BREAK LIMIT	-

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

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LAOHU TRANSPORTS

Empire engineering is renowned for its intricacy and artistic merit, but the Laohu Transport is a creation of pure pragmatism. This unlovely machine rumbles forth on tank tracks, its interior compartment rattling as bullets and shells skip off its thick plating. It grinds through obstacles until it reaches its destination, whereupon its forward assault ramp yawns open, disgorging scores of assault troops into the fray.

Though an invention of Chinese engineers, Laohus are a ubiquitous sight across all armies of the **Jade Pact**. Such gross industrial output is necessary given the vast landmasses of the Empire and the sheer number of fronts it must contest with rival Great Powers. Without reliable transport for their limitless infantry, the Seven Realms would soon begin to disintegrate.

In order to satisfy the demands of mass production, the Laohu is purposefully simple. Intended to withstand significant enemy fire, it is adapted from an outdated main battle tank–the 1847 Chēpí–rather than a soft-skinned transport. In its front-facing design it also owes much to the Empire's **Fangun** battle tank. Internal systems have been simplified or removed wholesale, creating space for a transport bay large enough for multiple infantry squads. Speed and lethality have been sacrificed in favour of reliability and staying power, and the Laohu's tracks have been widened to allow the transport to traverse difficult terrain. A lateral, hull-mounted light cannon provides some measure of fire support, but for the most part the transport's crew rely on other units to sweep away the enemy. They can afford to ignore all but the most concentrated salvos of incoming fire, as their vehicle's rounded hull armour is thick enough to deflect all but the most high-calibre shells and missiles.

For all the Laohu's undoubted strengths, few soldiers of the Empire relish an extended journey aboard one of these vehicles. Comfort is not amongst their virtues. Still, veterans of the brutal street fighting during the Fall of Singapore and the trench-storming offensives of the Battle of Saigon swear by the Laohu, convinced there is no more rugged and reliable tool in the Empire's armoury.

ARMOUR

WUTAI LANDSHIP

5

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	DAMAGE 10-15	DAMAGE 5-9	DAMAGE 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. Rumbling towards an enemy position, the **Táifēng Cannons** mounted atop its battlements unleash a furious cannonade, reducing the ground befor the Wutai to a smoking hellscape.

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 Landship**. 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

YAKSHA SUPER HEAVY TRANSPORT

4

MODELS - / 1 / 2

VPR - / 5 / 7

TRAITS Empire, Armour, Heavy, Sturdy, Transport

SPECIAL RULES Ammo Supply (Infantry), Assault Ramp, Capacity (12), Large, Obfuscating (3"), Sponsons (5)

ATTRIBUTES	
SPEED	5"
DEFENCE	3
DAMAGE LIMIT	10
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS -	MODELS 1	MODELS 2	QUALITIES
RANGED (LIGHT/AERIAL)	3"/10"	-	6	9	Turret
IMPACT	-	-	8	12	Devastating

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YAKSHA SUPER HEAVY TRANSPORT

Resembling nothing less than a castle on huge, ironshod wheels, the Yaksha Super Heavy Transport rumbles across the battlefield, crushing anything slow enough to fall in its path. Lateral light cannons roar as this behemoth rumbles to a halt in front of the enemy battleline, its great prow ramp grinding open. With a roar of defiance a great mass of **Green Banner** infantry comes pouring out, intent upon the destruction of the **Jade Pact's** foes. Guns roar and flamethrowers spit arcs of deadly flame, filling the air with corrosive fumes. In short order, the enemy is overwhelmed by sheer weight of fire and numbers and the Yaksha growls on to claim its next objective.

Countless millions of soldiers, scouts, and irregular fighters serve the Empire across the vast expanse of Asia, from the jungles of Thailand to the open steppes of northwest China. If the relative strength of the Great Powers was measured by manpower alone, perhaps only the **Commonwealth** could boast as many loyal subjects as the **Immortal Emperors**. Yet the vastness of their domain and the density of much of its terrain presents a problem: how can these formidable numbers be brought to bear against the foe? The Yaksha was designed to offer a solution: a combined transport and barracks allowing the Empire to deploy massed formations wherever they are most needed.

Fashioned in the image of the great static fortifications that have long protected the hinterlands of China from barbarian invasion, the Yaksha is capable of withstanding an extraordinary amount of damage whilst continuing to roll relentlessly towards the enemy. Once it has delivered its human cargo, the behemoth continues to provide defensive stability and logistical support, rooting itself in place and using signal rockets and automata messengers to direct local forces. Inside the Yaksha, it looks more like a bustling barracks hall or armoury than a mere troop-hauler, with arming rooms and drill-chambers, mess halls and even a shrine where homage is paid to whichever of the Seven Emperors the occupants owe allegiance. In short, a Yaksha contains everything necessary to support a battalion-strength force over a months-long campaign.

In order to provide cover for advancing troops, the Yaksha can expel clouds of obfuscating incense from pipes and valves across its hull. Equipped with retractable gas masks as part of their helmets, Green Banner troops ignore this mist entirely, marching on with rifles blazing as tendrils of vapour coil around their boots. Should their munitions run low, they can rely upon quadrupedal **Yù lǔ** automata from the Yaksha to provision them with bullets and grenades, and to distribute rations and emergency medical aid along the front.

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	RANGE	MODELS 1-2	MODELS 3-4	MODELS 5-6	QUALITIES
RANGED (LIGHT)	4"/8"	7	11	15	Torrent, Siegebreaker, Suppressive
RANGED (HEAVY)	4"/8"	3	6	9	Torrent, Suppressive
MELEE	-	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 èmó 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.



ARMOUR

ZHURONG HEAVY INCINERATOR

4

MODELS -/1/2

VPR -/5/7

TRAITS Empire, Armour, Heavy, Sturdy, Transport

SPECIAL RULES All-Out Attack (2), Carrier (Automata), Corrosive Fumes (3"), Large, Obfuscating (3"), Spectacular Demise (6), Sponsons (4)

ATTRIBUTES	
SPEED	5"
DEFENCE	3
DAMAGE LIMIT	10
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS -	MODELS 1	MODELS 2	QUALITIES
RANGED (LIGHT/AERIAL)	3"/10"	-	6	9	Turret
RANGED (LIGHT)	5"/10"	-	4 (10)	8 (18)	Point Blank, Suppressive, Sweeping, Torrent
RANGED (HEAVY)	10"/10"	-	8	14	Suppressive, Torrent
IMPACT	-	-	8	12	Devastating

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ZHURONG HEAVY INCINERATOR

Few weapons inspire the bone-deep terror of the Zhurong Heavy Incinerator. During the Battle of Singapore, the luckless **Crown** infantry forced to face these behemoths named them *"Devil Engines"*, and with good reason. The Zhurong's rear-mounted alchemical flame cannon—the dreaded **lóng xī**—spews forth a cascade of liquid fire that consumes everything it touches, turning flesh to ash and warping steel until it buckles. In the blink of an eye the ordered ranks of the enemy are engulfed by a white-hot inferno, reduced to living torches, screaming and writhing in their agonising final moments.

Though based on the chassis of the **Yaksha Super Heavy Transport**, a Zhurong can transport only a single unit of battle automata. No protective apparatus yet devised can protect organic lungs from the caustic fumes and ferocious heat of the lóng xī. The heavy incinerator's interior is instead mostly taken up by the massive vats of volatile fuel that feed its main weapon, along with atmospheric equalisers and bellows-pumps that work frantically to keep the vehicle's core temperature below catastrophic levels.

When that happens, the results are spectacular. Each Zhurong is essentially a mobile volcano, simmering on the verge of eruption. A lucky volley that punctures its internal systems can cause a catastrophic explosion just as likely to devour allies as any nearby enemies. One of the most famous acts of the entire Singaporean conflict took place when the driver **Liu Zhāng**, mortally wounded by a sniper's bullet, used his last moments to ram his vehicle into the headquarters of the Ministry of Shipping, which the Crown had turned into a makeshift barracks. The resultant explosion levelled an entire quarter of the city, and sparked a conflagration that raged for six days and nights. Needless to say, the so-called *"Triumph of Liu Zhāng"* became a cornerstone of Empire propaganda, symbolising selflessness and sacrifice in pursuit of the Celestian vision.

Such is the dread that the mere presence of a Zhurong on the battlefield incites that many simply flee rather than face the prospect of being cremated alive. The Jade Pact's commanders take full advantage of this aura of fear. Often, they will order a Zhurong towards an enemy fortification, something that is usually enough to persuade even the most stubborn combatant to come out with their hands up. Those who stay in cover soon regret their choice as a hellish torrent of flame seeps into every corner of their supposed bastion.

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 1-2	3-4	5-6	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 1-2	3-4	5-6	QUALITIES
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. Rolling into battle upon oversized stabilisation wheels, this artillery engine unleashes a staggered bombardment with its three heavy cannons. Each round strikes home in a great eruption of fire and displaced earth, sending the blasted bodies of enemy soldiers hurtling in all directions.

Although the San Lei's 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 huíxiv ang"*, or *"echoing thunder"*, and the **Green Banner** infantry know that when it ceases, their time to close with the enemy is coming. Moreover, Chinese gunners have perfected the art of the creeping barrage, targeting their volleys just ahead of the main offensive to force the enemy to ground and prevent them from addressing approaching infantry.

Like all heavy artillery pieces, San Leis are best deployed en masse. When a formation of these monstrous guns launches a barrage, the resultant devastation can change the topography of an entire battlefield. At the Battle of Longtoushanzhen during the Anglo-Russian Invasion, the **Yù Yīng** battlegroup fired over three thousand rounds in a single day, essentially bringing down an entire mountainside and burying an entire regiment of Russian infantry alive.

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	8"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS 1	2	3	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.

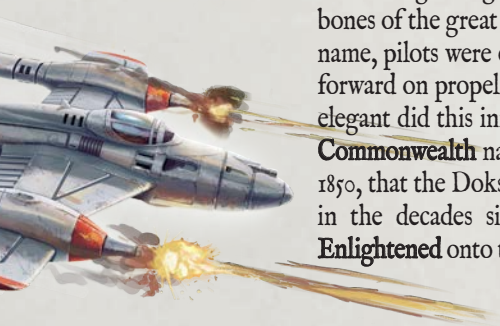
This is perhaps best exemplified in the Doksuri's armour: a unique resin lacquer shell. With origins in the **Jōmon period** in Japan - and perfected throughout the **Shang** and **Han** dynasties, long before the **Jade Pact** was formed - this lacquering process was used for little more than manufacturing 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 manoeuverability 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.

HONOUR IN DEATH (30 POINTS)

When a ***Samurai*** unit is **Annihilated**, before removing the last model in this unit from play, this Battlegroup's General can issue a **Special Command**. If the Command is successfully issued, this unit can immediately make a single **Close Quarters Attack** against one enemy ***Light*** or ***Heavy*** unit within **5"** of this unit. The enemy unit does not make a retaliatory attack. If possible, this attack must be made against the unit which Annihilated this unit.

After resolving this action, the last model of this unit is immediately removed. A unit that is Annihilated while it is **Embarked** cannot be issued this Special Command.

TEMPERED STURGINIUM BLADES (40 POINTS)

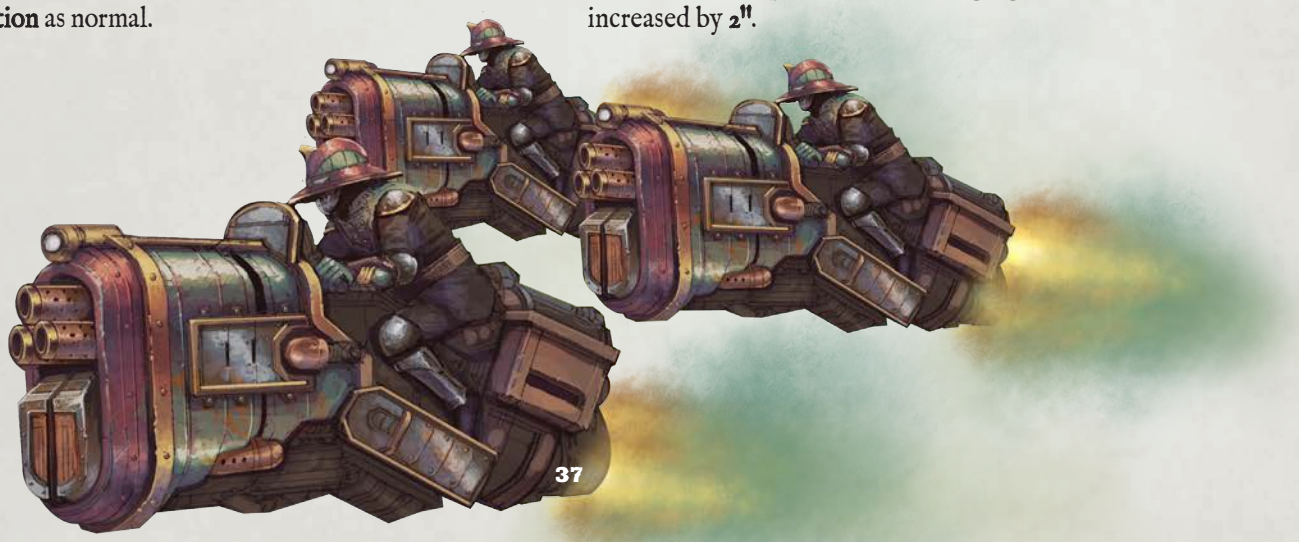
Once per Round, when an ***Infantry*** or ***Cavalry*** unit in this Force makes a **Close Quarters Attack**, its General can discard a card from their hand before making the **Attack Roll**. If they do so, this Close Quarters Attack is made with the ***Devastating*** weapon quality.

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"**.



EMPIRE

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 Celestian 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 **Celestian 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 Celestian 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 nigh-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. Celestian.



Shinzua
The Blazing Sun, Empress of Japan



HAUPTARCHIV DES KAISERS:
"DIE GROßE POLITIK DER ASIATISCHEN KABINETTE."

12. SEPTEMBER 1871

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

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 tring 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:

12. SEPTEMBER 1871

- 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

Continued

12. SEPTEMBER 1871

- 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

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 Celestian 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 Celestian 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 Celestian 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.

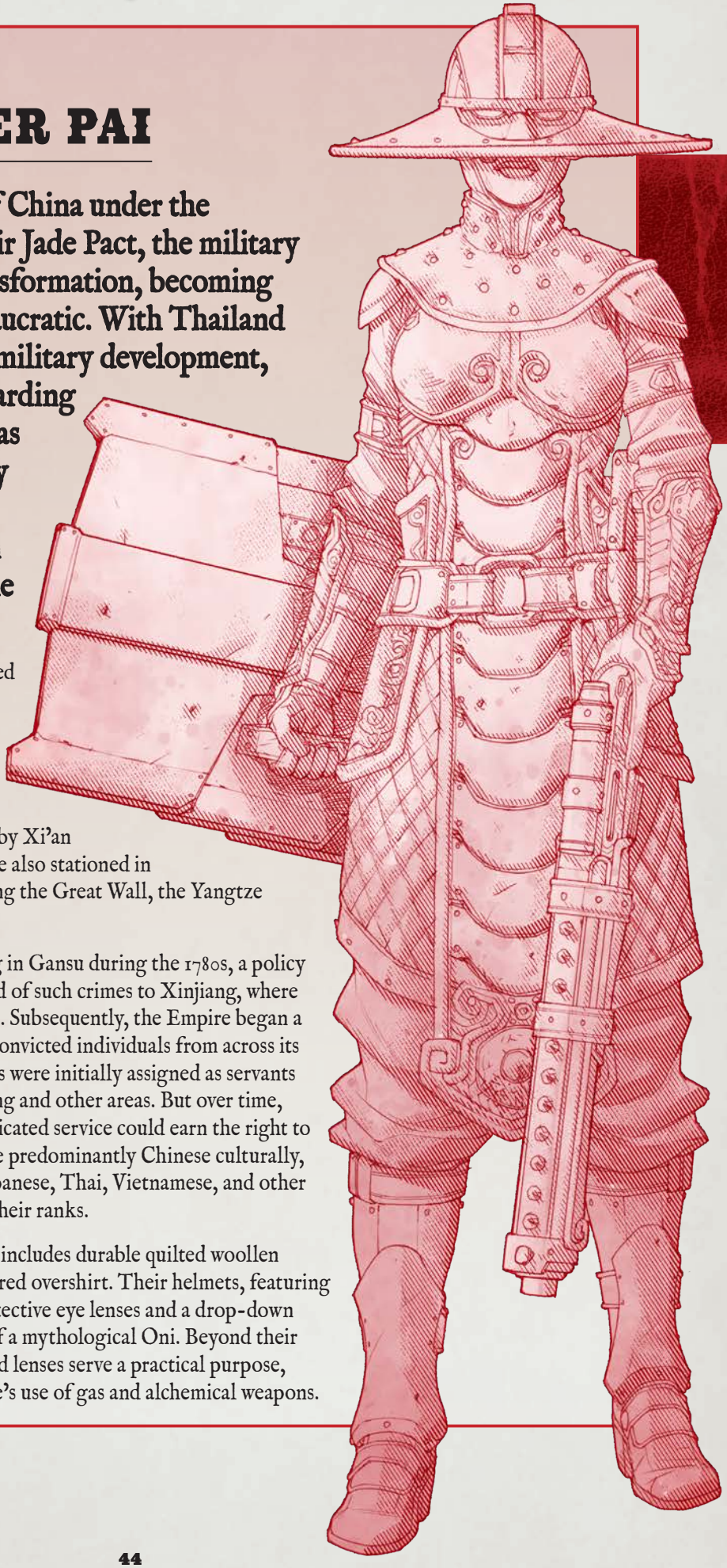


12. SEPTEMBER 1871

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 **v1.04** *to* **v1.05**. *Small changes which do not affect gameplay, such as spelling and grammar corrections, have been omitted.*

EMPIRE BATTLEGROUPS

EMPIRE FACTION BATTLEGROUP

- Generals can now Bolster an additional unit of **Laohu Transports** as one of their ***Armour*** Elements.
- *For the Empire!* has been reworked slightly so that larger units can no longer be ignored when determing Visibility.

BUSHIDŌ AUXILIARY BATTLEGROUP

- This Battlegroup has been added to the ORBAT.

EMPIRE UNITS

LAOSHAN LANDSHIP

- Size increased from 4 to 5.

ASHIGARU COMPANY

- This unit has been added to the ORBAT.

BUSHI RYU SAMURAI

- This unit has been added to the ORBAT.

JIĀNHÙRÉN TERRACOTTA AUTOMATA

- This unit has gained the *Bulky* special rule.

ONI SAMURAI

- This unit has been added to the ORBAT.

LAOHU TRANSPORT

- This unit has been added to the ORBAT.

WUTAI LANDSHIP

- Size increased from 4 to 5.

YAKSHA SUPER HEAVY TRANSPORT

- This unit has been added to the ORBAT.

ZHURONG HEAVY INCINERATOR

- This unit has been added to the ORBAT.

OTHER

BOONS

- The *Honour in Death* boon has been added to the ORBAT.



Dutong
Jingfei Sun