



IMPERIUM

ORBAT

ORDER OF BATTLE



ARMoured CLASH

WHAT IS AN ORBAT?

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

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

Special Rules and Weapon Qualities

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

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ARMoured CLASH

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ORDER OF BATTLE

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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 Faust Vitruvian Colossus and Sieger Vitruvian Colossus always count as Full-Strength units.



ARMoured CLASH

BATTLEGROUPS

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

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

BATTLEGROUP LISTINGS

A Battlegroup Listing (see page 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 Scion Grenadier Platoon as Mainstay units could contain up to two Scion Grenadier Platoon units, but only a single unit of Teutonic Armiger Crusaders, Essen Field Rockets, or Lucifyr Heavy Walkers.

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 IMPERIUM

BATTLGROUP LISTINGS





ARMoured CLASH

THE IMPERIUM

BATTLEGROUP LISTINGS

IMPERIUM FACTION BATTLEGROUP

The core of the Imperium's military is as adaptable as it is powerful. Indeed, it is rare for any one of their great nation's armies to look alike, such is the variety of weapons at their disposal. But their true strength is drawn from their unity, as legions of disciplined Scion Grenadiers march in perfect lockstep with rolling battalions of armoured tanks, and mighty lines of field guns bombard the enemy from afar: a meticulously conducted symphony of lightning, sturgingium, and fire. Employing malleable tactics upon the field of battle, these battlegroups form the beating heart of the Imperium's forces. A true company of iron.





<p>1 Imperium Commander</p> <p>★</p>		<p>One Mandatory Element. It can be Bolstered. The Element requires a unit with the <i>Imperium</i> and <i>Commander</i> traits.</p>
<p>1-5 Imperium Infantry</p> <p>★</p>		<p>One Mandatory and four Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Imperium</i> and <i>Infantry</i> traits.</p>
<p>1-3 Imperium Field Gun</p> <p>★</p>		<p>One Mandatory and two Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Imperium</i> and <i>Field Gun</i> traits.</p>
<p>0-3 Imperium Cavalry</p>		<p>Three Optional Elements. Each Element requires a unit with the <i>Imperium</i> and <i>Cavalry</i> traits.</p>
<p>0-6 Imperium Armour</p> <p>★</p>		<p>Six Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Imperium</i> and <i>Armour</i> traits.</p>
<p>0-1 Imperium Artillery</p>		<p>One Optional Element. Each Element requires a unit with the <i>Imperium</i> and <i>Artillery</i> traits.</p>
<p>0-1 Imperium Aircraft</p> <p>★</p>		<p>One Optional Element. The Element can be Bolstered. Each Element requires a unit with the <i>Imperium</i> and <i>Aircraft</i> traits.</p>

Mainstay Units

- Scion Grenadier Platoon (*Imperium Infantry*)
- Krupp Field Guns (*Imperium Field Gun*)
- Sturmwagen Transports (*Imperium Armour*)

Commander Bonus: Company of Iron

When a **Discipline Test** is made for an *Imperium* unit in this Force, it gains a +1 Discipline modifier for each other friendly *Imperium* unit within 3" of it.

Do not count units that are **Suppressed** or **Embarked** on *Transport* units.



IMPERIUM ERLKÖNIG AUXILIARY BATTLEGROUP

“*Wer reitet so spät durch Nacht und Wind?*” So begins Johann Wolfgang von Goethe’s poem detailing the capricious and dangerous alder king: “*Who rides, so late, through night and wind?*” For those unfortunate enough to spy rising black fumes upon the battlefield horizon, the answer to this question comes in the form of the Erlkönig companies. Led into battle by elite Jaegers, units of Dreirad careen forward under the command of fearsome Totenkopf cavalry, while Luftlancers direct Messer Interceptors through the skies. Like the mythical figure for which they are named, these companies descend upon their enemies with terrifying speed, dispatching entire units with a single bloody blow.

<p>1 Imperium Commander</p> <p>★</p>		<p>One Mandatory Element. It can be Bolstered. The Element requires a unit with the <i>Imperium</i> and <i>Commander</i> traits.</p>
<p>1-4 Imperium Cavalry</p> <p>★</p>		<p>One Mandatory and three Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Imperium</i> and <i>Cavalry</i> traits.</p>
<p>1-3 Imperium Infantry</p> <p>★</p>		<p>One Mandatory and two Optional Elements. One of these Elements can be Bolstered. Each Element requires a unit with the <i>Imperium</i> and <i>Infantry</i> traits.</p>
<p>0-2 Imperium Armour</p>		<p>Two Optional Elements. Each Element requires a unit with the <i>Imperium</i> and <i>Armour</i> traits.</p>
<p>0-1 Imperium Aircraft</p>		<p>One Optional Element. The Element requires a unit with the <i>Imperium</i> and <i>Aircraft</i> traits.</p>

Mainstay Units

- Luftlancer Air Jaegers (*Imperium Infantry*)
- Totenkopf Jaeger Cavalry (*Imperium Cavalry*)
- Scion Heavy Dreirad (*Imperium Cavalry*)

Commander Bonus: The Wild Hunt (Special Command)





This Battlegroup’s General can issue this **Special Command** to an *Imperium Infantry* or *Cavalry* unit at the start of its Activation.

If the command is successfully issued, the unit increases its **Speed** by 2" when it makes a **Charge** manoeuvre and increases its Attack Pool by 2 during the resulting Close Quarters Combat.



IMPERIUM GELVE AUXILIARY BATTLEGROUP

In matters of war, it is rare to see the Ordo Teutonic represented on the frontlines beyond a small number of carefully selected Teutonic Knights. After all, their resources are finite. But for more pivotal conflicts, those in which the mysterious interests of the Ordo are threatened, the Grandmaster will see fit to send forth entire companies of Knights and Squire automata, supported by batteries of Thunar Field Guns and Sturmriese Arc Walkers carrying crackling voltaic weaponry. And when victory must absolutely be assured, these Gelve Battlegroups will be accompanied into the field by one of the Ordo's seven Sieger Vitruvian Colossi, inspiring constructs bearing down upon the enemy like a hammer unto an anvil.

<p>1 Teutonic Commander</p> <p>★</p>		<p>One Mandatory Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Teutonic</i> and <i>Commander</i> traits.</p>
<p>1-4 Teutonic Infantry</p> <p>★</p>		<p>One Mandatory and three Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Teutonic</i> and <i>Infantry</i> traits.</p>
<p>0-2 Teutonic Field Gun</p>		<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Teutonic</i> and <i>Field Gun</i> traits.</p>
<p>0-4 Teutonic Armour</p> <p>★ ★</p>		<p>Four Optional Elements. One of these Elements can be Bolstered. An additional Element may be Bolstered so long as it is a Panzerwagen Armoured Transports unit.</p> <p>Each Element requires a unit with the <i>Teutonic</i> and <i>Armour</i> traits.</p>

Mainstay Units

- Teutonic Armiger Castellans (*Teutonic Infantry*)
- Teutonic Armiger Crusaders (*Teutonic Infantry*)
- Thunar Arc Field Guns (*Teutonic Field Gun*)
- Panzerwagen Armoured Transports (*Teutonic Armour*)
- Sturmriese Arc Walkers (*Teutonic Armour*)

Commander Bonus: Sturm und Drang (Special Command)

When a friendly *Imperium* unit makes an attack with the *Arc* weapon quality, this Battlegroup's General can issue a **Special Command** to the unit before making the Attack Roll.

If successfully issued, increase the Attack Pool of this attack by 2.



ARMoured CLASH



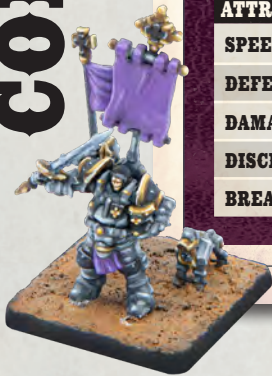
THE IMPERIUM

UNIT PROFILES





COMMANDER



TEUTONIC ARMIGER COMMAND



MODELS 6 / 12 / 18

VPR 5 / 6 / 7

TRAITS Imperium, Infantry, Light, Teutonic, Commander

SPECIAL RULES Bodyguard, Bulky, Durable, Shrouded, Stoic Defence, Support (Teutonic)

ATTRIBUTES

SPEED	3"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	9
BREAK LIMIT	2

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-6	7-12	13-18	
RANGED (LIGHT)	-"/12"	4	8	12	Arc
RANGED (HEAVY)	-"/12"	3	6	9	Arc
MELEE	-	5	10	15	Arc, Devastating, Precision

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TEUTONIC ARMIGER COMMANDER

From the earliest days of the warrior-monk Lodges of the Ordo Teutonic, there has been internal division. From the secrecy of each Lodge and its different rites, to the way it recruits the youth of the Imperium. However there is one subject that all the Lodges are in agreement with: the pursuit of martial excellence.

With the defence of the Imperium being the *raison d'être* of the Ordo, it became clear that there should be a way of disseminating the latest in tactics and martial arts. To meet this challenge the Lodges came together and founded a training college, the **Kriegsschule**, dedicated solely to perfecting the art of war. Built in the Alps south of Munich, its goal was to take prospective Lodge Leaders and shape them into future commanders. Here they learn the best employment of Ordo and Imperium troops on the battlefield. Rather than teaching rote answers to a given military problem, initiative and creative problem solving to achieve victory are emphasised. An example of the college's earliest work was to develop the tactics for the voltaic powered suits of armour and its weaponry: the **Electro-Cannons** and **Electro-Maces**.

It is considered one of the highest honours to be invited to attend, and Kriegsschule graduates have perpetually attained high ranks in their Lodge, however, before being permitted to return to their Lodge, each student is expected to produce their own *Fechtbuch*; a combat manual on a martial subject of their choosing.

Those who graduate from the *Kriegsschule* become **Teutonic Armiger Commanders**. First appearing on battlefields in the mid-nineteenth century, they are drawn from across the Imperium, from the Austrian Lodges in the south to the northerly Scandinavian Lodges. Each attendee brings their own suit of armour with their preferred set of weapons and their favoured **Squire Automata**. Directed by the college's lead instructor for the year, this mixed formation will take command of the Imperium force and demonstrate the latest in tactical thinking.

Whilst the Lodges honour tradition, with some of their more esoteric rites dating back centuries, this is contrasted by *Kriegsschule's* unending pursuit of innovation across all forms of warfare. They are the leaders in new offensive and defensive doctrine, honed from touring the past battlefields of the Imperium and debating the decisions made at the time. This devotion to excellence is usually perceived as elitism by the other military formations of the Imperium, which can lead to friction between the different commanders, however this is of no concern to the Knights. The only metric that they measure is victory.



INFANTRY



LUFTLANCER AIR JAEGERS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Infantry, Light

SPECIAL RULES Bulky, Hit & Run (5"), Hunter, Irregular, Onslaught, Soar (10")

ATTRIBUTES	
SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	8
BREAK LIMIT	2

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
MELEE	-	6	10	14	Arc, Precision



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LUFTLANCER AIR JAEGERS

Established centuries ago, the Warrior Lodges are where the best and brightest of the Imperium's military forces are forged. And where those who emerge from this anvil of training find themselves honoured with a new and distinguished prefix attached to their name: "*Junker*" (JU). The traditional term for a female of that status is Junkfrau, though most young women of the Lodges now embrace Junker, regardless of gender. It represents their newfound status, their prowess in battle, and their unerring loyalty to the Imperium.

The children of Jaegers are exempt from the compulsory national service expected of Imperium citizens, not out of some shirking of national responsibility, but because of their preferred recruitment into these elite institutions. Being in a Lodge is considered amongst the greatest of honours a citizen can receive. Volunteers flock from across the Imperium, even if very few are successful in their applications.

These recruits are frequently drawn from the ranks of the nobility, or from wealthy families, though rather than the firstborn, it is often the second child encouraged into the Warrior Lodges. The standing of one's birth is not a prerequisite, however. Anyone may apply, although sponsorship from an influential patron, or better yet, a Junker, seldom does one's application any harm.

After all, who better to judge a soldier's merits than a soldier?

Similarly, to be the child of a Junker is to inherit the key to high society and status. There is, even so, a firm belief within the Imperium that achievements must be earned and not granted. And so it is that, no matter one's family, privilege, or history, the same gruelling training regime and rigorous discipline awaits them, without fear or favour.

For the aerial Jaegers of the Luftlanders, much of this training involves the mastery of their distinctive voltaic lances. Indeed, long after achieving their ranks, they continue to hone their skills. Within the fencing societies of the Warrior Lodges, these soldiers engage in frequent sparring matches, balancing on boards high above the ground. As a result of these sessions, more experienced fighters often find their forearms riddled with burns. Indeed, to sport such a duelling scar is seen as a mark of great courage and honour.

Drawn equally from these societies, each band of hardened Luftlanders quickly forge new bonds of kinship. Diving into the fray from on high on **Falke** jetpacks, they single out enemy officers as a means of disrupting their formations, each blow of their lances sending bolts of white-blue voltaic lightning arcing through massed units of infantry. It is dangerous, often reckless work.

But for these aerial combatants, there is a thrill in this danger. And in some, an addiction. So much so that it is not uncommon to see these individuals return to the field of battle again and again, long after attaining the status of Junker. The hunt is in their blood.



INFANTRY



SCION GRENAДИER PLATOON



MODELS 6 / 12 / 18

VPR 2 / 3 / 4

COMMAND VARIANT

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

Commander

TRAITS Imperium, Infantry, Light

SPECIAL RULES

Command Signals, Logistical Expertise, Spotters

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	3

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-6	7-12	13-18	
RANGED (LIGHT)	"/14"	4	8	12	Arc
MELEE	-	3	6	9	Arc

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SCION GRENAДИER PLATOON

All citizens of the Imperium, on reaching the age of eighteen, enter the Krümpersystem: a compulsory three-years of military service and education. It is from these fine individuals that the regiments of the Scion Grenadiers are filled.

Loyalty and unity are instilled into Scion Grenadiers from their first day. The Imperium, born as it was of many nations, and not always of their own free choice, strives to impose conformity under Kaiser Friedrich Grunder. And so, under the guise of camaraderie, the cultural richness and nuances of each member nation are worn away, until all that remains is a single, dominant, Prussian-centric ideology.

The Spandau Arc Rifle of the Scion Grenadiers is recognisable, owing to the signature "gabel" barrels: electrified prongs that crackle with voltaic charge. These prongs electrify the air between the rifle and the sturgenium-tipped M/88 rounds they fire, forming crackling arcs of lightning that rip through entire ranks of enemy soldiers. In close quarters too, these pronged weapons act like bayonets, serving as lighter versions of the voltaic lances employed by the Luftlancer Air Jaegers.

While the Imperium's technology has progressed rapidly under the careful tutelage of the Ordo Teutonic, its military teachings have remained true to their Prussian traditions. For wars are won with soldiers, not tools. Of all the lessons taught in the Landsknechtspross Kaiserreich, this is the one that grey-haired veterans would have them remember. Their lives - and, where necessary, their sacrifices - are not meaningless. Other Great Powers might command their armies to fight to the last drop of blood, but it is not unusual to see platoons of Scion Grenadiers beating a tactical retreat once the cost of victory becomes too great. Better to fall back in order to fight again, lessons learned, than to die for honour, or some distant "Dummschwätzer's" pride.

The Kaiser's parsimony has, in turn, bred unswerving loyalty and excellence in all who serve him, cementing the Imperium's place as the world's preeminent military power.





INFANTRY



SCION VIERLING HEAVY INFANTRY



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Infantry, Light

SPECIAL RULES

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	5"/12"	5 (7)	11 (13)	17 (20)	Devastating, Point Blank
RANGED (HEAVY)	5"/12"	3	6	9	
MELEE	-	3	6	9	

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SCION VIERLING HEAVY INFANTRY

Under the homogenous structure of the Imperium's military, it is mandated by law that all soldiers recruited through the Krümpersystem, regardless of their nation of origin, carry out the same standardised training.

There is only one country that is exempt from this: Austria.

Ever since Prussia's usurpation of the Austrian Hasburgs with the assistance of the Ordo Teutonic in 1809, there has been an unspoken bitterness towards the various Kaisers that have ruled over the Imperium through the ensuing decades. And while this would never result in outright rebellion, over the years it has manifested in small "disobediences".

The Scion Vierling Heavy Infantry are one such disobedience.

Established in 1834 as a means of maintaining Austrian identity under the Prussian-first ideology they have come to serve, the Scion Vierling Heavy Infantry have gone on to become the lynchpin of many Imperium armies. Their name derives from the four-barreled assault guns they wield - a weapon designed by the Austrian manufacturer **Maximilian Maier**.

The misleading designation Vkb-43 was symbolic of this radically different design; it indicated a vierling, referring to the number of barrels, but also a carbine, which the Vkb-43 Vierling was most certainly not. Weighing in at a hefty 11 kilos when loaded, the

Vkb-43 boasted an effective range of 200 meters, with a muzzle velocity of 2,000 metres per second. When first used in the **Battle of Solferino** in 1860, the assault gun was an immediate success, displaying an impressive combination of firepower and reliability. The weapon's grip boasts a unique dual-trigger mechanism; the one closest to the wielder discharges a single 12-gauge round, while the second unloads all four barrels simultaneously. Units of Scion Vierling Heavy Infantry frequently employ this second approach at close range, eliminating swathes of enemy troops in a single, unforgiving volley of fire.

Personally selected by their commanding officers in the early stages of their grenadier training, these promising candidates are broken down and built back up under the strict tutelage of their Fähnriche. Subjected to far higher standards than their Scion counterparts, training for these recruits lasts an entire year, involving intense exercise drills, tutelage in the political and militaristic traditions of the other Great Powers, the study of at least five other languages, including the continued practice of Austrian. As befits their elite training, these troops are often afforded the same respect as the Jaegers of the Warrior Lodges.

Working independently in distinct weapon teams, the Scion Vierlings are renowned for their ability to move swiftly towards enemy lines, eliminating swathes of lesser troops with maximum efficiency.



INFANTRY



TEUTONIC ARMIGER CASTELLANS



MODELS 6 / 12 / 18

VPR 4 / 5 / 6

TRAITS Imperium, Infantry, Light, Teutonic

SPECIAL RULES Bodyguard, Bulky, Durable, Shrouded, Stoic Defence

ATTRIBUTES

SPEED	3"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	8
BREAK LIMIT	3

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-6	7-12	13-18	
RANGED (LIGHT)	-"/12"	5	10	15	Arc
RANGED (HEAVY)	-"/12"	3	6	9	Arc
MELEE	-	4	8	12	Arc

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TEUTONIC ARMIGER CASTELLANS

Since the Imperium's founding in 1806, the Ordo Teutonic have been the true power behind the throne. Revived by **Kaiser Heinrich Otto**, and furnished with technology by his successor, **Kaiser Karl Wolfgang**, their rapid expansion led to the formation of the **Ritterorden**: the militant arm of the Ordo.

Commanded by Grandmaster Anna von Malberg, the Ordo's reach extends across the Imperium, with each member nation housing its own **Commandery**, great fortresses from which they conduct the duties of the Ordo. These duties range from matters of politics, providing a "guiding hand" behind closed doors, to great displays of charitable service, such as the building of homes for communities decimated by war. But while Knight-Luminaries work to improve the common citizen's standard of living through the wonders of voltaic energy (an improvement on the arc technology pioneered by the Union defector, Nikolai Tesla), on the battlefield, the Ordo are best known for their warlike Teutonic Knights.

Hand-picked by members of the Ordo, prospective knights are drawn from across the Imperium. Indeed, few understand the reasons for their recruitment. But over nine years of rigorous training and indoctrination, these young pages come to learn the inner workings of the Ordo, culminating in a final initiation ritual - each page must forge a pauldron, one that will protect their shield arm in battle and serve as a bulwark against the enemies of the Imperium, and the final piece in their own bespoke suit of armour.

The armour of a Teutonic Knight can weigh upwards of 450 kilos, an intricate carbon steel harness powered by a personal voltaic generator, encasing its wearer in a high-indestructible metal shell. This durability is improved still further by the shield projectors these knights carry into battle, marvels of voltaic energy that deflect or disintegrate all but the most lethal of firepower.

Accompanied into battle by units of **Squire automata**, the knights of the Ordo Teutonic are most often seen in two distinct formations: **Castellans** and **Crusaders**.

Castellans are primarily made up of senior members of the Ordo, knights who own tracts of land within the Imperium, and sometimes oversee the Towers and Lodges that dominate its urban centres. Behind a defensive line of Squires, these warriors stride into the fray wielding powerful **Electro-Cannons**, the voltaic coils of which are capable of discharging strikes of almost 300 million volts, twisting metal, burning flesh, and shattering stone.

Crusaders, by contrast, are often younger, and with an unquenchable lust for glory. Favouring the blade, these proud knights charge into enemy ranks head-on, singling out enemy officers for single combat as their Squire automata cut down the lesser "spreu" about them. In the face of such technological prowess and skill, rivalled only by the mysterious **Cor Caroli** of the **Sultanate**, the result of such challenges is often a foregone conclusion...





INFANTRY



TEUTONIC ARMIGER CRUSADERS



MODELS 6 / 12 / 18

VPR 4 / 5 / 6

TRAITS Imperium, Infantry, Light, Teutonic

SPECIAL RULES Bodyguard, Bulky, Durable, Shrouded, Storming Party

ATTRIBUTES	
SPEED	3"
DEFENCE	2
DAMAGE LIMIT	2
DISCIPLINE	8
BREAK LIMIT	3

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-6	7-12	13-18	
MELEE	-	6	12	18	Arc, Devastating, Precision

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TEUTONIC ARMIGER CRUSADERS

The influence of the Ordo Teutonic has, in recent years, become a cause of concern for some around the aging Kaiser. As an organisation both respected by the government and beloved of the people, Kaiser Friedrich Grunder is all too aware that Grandmaster von Malberg would be a dangerous rival for the throne if she ever wished to become one. With the Kaiser's years now weighing heavily upon him, it has become a concern shared by the wider court.

In 1854, the Kaiser decided to act. In an attempt to curb their military capabilities, and under the guidance of Reichskanzler Otto von Bismarck, he decreed that while the Ordo could continue employing scribes and administrators, they were forbidden from recruiting mercenaries or employing citizens of the Imperium (beyond those who had taken vows as Teutonic Knights) as troops. Furthermore, the Knights were prohibited from recruiting beyond their current membership of two thousand. After a brief assembly to discuss the matter, the Ordo promised to abide by the new ruling, and the Kaiser slept easily once more.

It was the 1862 conflict in **Warsaw** that showed the Ordo's adherence to the word, if not the spirit, of the Kaiser's law. Faltering against the **Commonwealth**,

the forces of the Imperium had been driven all the way to the Vistula River. Under heavy Commonwealth bombardment, and with so many lives already lost, all seemed hopeless, and then came the tramp of steel boots: legions of automata, marching in perfect unison through the rubble of Warsaw.

Knowing neither fear nor doubt, these Squires of the Ordo Teutonic and their Knightly handlers fell upon the forces of the Commonwealth. Bullets ricocheted off steel plating and tri-weave tabards as Russian troopers fell to the ultrasharp blades and lightning arcs of voltaic halberds. In the face of such force, the Imperium's enemies had no choice but to retreat.

How many Squire automata the Ordo Teutonic now have at their command is uncertain. Indeed, there are few who even know where, exactly, these soldiers are manufactured. But there are many in the Diet and Senate who worry that the assembly lines have not stopped since Warsaw, and that within their hidden lodges, a decade's worth of troops lie patiently in wait. For what purpose...? None can say, save perhaps for the quietly patient Grandmaster herself.



CAVALRY



SCION HEAVY DREIRAD SQUADRON



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Cavalry, Light

SPECIAL RULES Stalker

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	-"/16"	3	7	11	Arc
RANGED (HEAVY)	-"/16"	4	8	12	Arc
IMPACT	-	2	4	6	

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SCION HEAVY DREIRAD SQUADRON

When their three years of mandatory service under the Krümpersystem come to an end, those grenadiers who choose to remain in the military are given a choice: continue rising through the ranks of the Scion Grenadiers, or undertake a further three months of training to join one of the Imperium's specialist branches. The Dreirad cavalry of the **Kradschützen** is one such arm.

Each Dreirad comprises two parts: a lightly armoured **Adler Abfangjäger 600** motorcycle with a weaponised "*beiwagen*" bolted to its side. As such, these vehicles require teams of two to operate. Unlike the highly specialised training afforded to **Sturmpanzer** crews or **Lucifyr** pilots, Dreirad tutelage employs a far broader approach.

With the positions of driver and gunner held in equal esteem, soldiers are instructed in both roles. Driving, maintaining their vehicles, operating its **Heavy Voltaic Rifle** - over the course of their military career, these Kradschützen cavalry teams will be expected to take up any one of these responsibilities at a moment's notice.

In addition to giving these riders unrivalled flexibility on the field, this cycling of roles eradicates the often sentimental bonds of comradeship that can stem from fixed two-person teams. For the generals of the Imperium, the life of every loyal soldier is of equal value. Indeed, Kradschützen battalions are often so large that it is rare for any one driver to be paired with the same gunner more than twice. Besides, one's loyalty should be to the Imperium, not to any single soul.

In combat, these vehicles are frequently used to outflank the enemy, speeding across even the most treacherous of terrain at upwards of 95 kilometers per hour before skidding to a halt in positions of strategic importance. And all the while, their gunners keep their pintle-mounted weapon trained on the horizon, ready to discharge crackling bolts of voltaic energy on anything that moves.



CAVALRY



SCION VIERLING DREIRAD SQUADRON



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Cavalry, Light

SPECIAL RULES Stalker

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	5"/12"	5 (7)	11 (13)	17 (20)	Devastating, Point Blank
RANGED (AERIAL)	8"/16"	6	10	14	Devastating
IMPACT	-	2	4	6	

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SCION VIERLING DREIRAD SQUADRON

Riding into battle upon the same Abfangjäger 600 bikes as their Scion Heavy Dreirad counterparts, Vierling Dreirad units eschew the usual flexible crewing practices to operate in tight-knit two-person teams. While they might choose to alternate between the roles of driver and gunner, once these partnerships are formed, duty will rarely require them to be separated.

This is reflected, too, in the vehicle they share. An extension of their combined personalities, these cycles are often bespoke pieces of machinery, maintained, adjusted and improved in unspoken agreement with one another. It is not uncommon to see personal effects adorning the sidecar of these vehicles: marks of their many deployments together.

While the weapons of the Scion Heavy Dreirads are distinctly focused on ground forces, the Vierling Dreirad gunners keep their quad-barrelled weapons trained squarely towards the sky. The **Zugflak V45**'s four barrels are made of German steel and have an elevation traverse of -4° to $+70^{\circ}$. Powerful high-carbon-steel-cased .300 cartridges make a mockery of lightly armoured aircraft, exploding on impact in a whirlwind of shrapnel, tearing apart delicate machinery and soft flesh-and-blood bodies in a matter of seconds. The V45 has a hydro-pneumatic recoil system alternately located above and below each barrel, and an equilibrator to balance the gun as it bounces along while mounted to the side of the Abfangjäger 600 cycle.





CAVALRY



TOTENKOPF JAEGER CAVALRY



MODELS 5 / 10 / 15

VPR 3 / 4 / 5

TRAITS Imperium, Cavalry, Light

SPECIAL RULES Corrosive Fumes (2"), Overrun

ATTRIBUTES	
SPEED	9"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	8
BREAK LIMIT	2

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	8"/14"	4	8	14	Suppressive
RANGED (HEAVY)	5"/12"	3	5	7	Penetrating
MELEE	-	4 (6)	6 (8)	10 (14)	Shock, Suppressive



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TOTENKOPF JAEGER CAVALRY

To meet the Totenkopf in battle is to come face-to-face with Death itself. That is what the survivors say, though they are few in number.

Another arm of the Warrior Lodges, new initiates to the Totenkopf are recruited in the same manner as the Luftlancer societies: through blood, recommendation, or sheer determination.

Over the course of their training, which includes duelling practice, the assembly of standard-issue military weapons, and exposure to harsh environments such as the icy lakes and mountains of the surrounding regions, the soldier's aptitudes are measured before being divided into Luftlancer and Totenkopf Lodges. The parameters of this evaluation are known only to the Junkers who judge them. But even to an outside observer, those selected for the Totenkopf possess a decidedly... *different* temperament.

While the aerial Jaegers spend their time upon the flugplätze, mastering their jetpacks and the synchronicity of their airborne manoeuvres, the Totenkopf are expected to spend their days in the vast libraries of the lodges. Hours upon hours they spend amongst these towering shelves, devouring the works of philosophers and psychologists such as Hegel, Kierkegaard, and Fechner, with a view to understanding one thing and one thing only: the human capacity for fear.

As skilled as they are in combat - and there are few who can stand as equals before their sabers - it is in the shock tactics they employ that their true effectiveness lies. Speeding towards enemy infantry at 95 kilometres per hour with their superchargers howling, the **Zündapp Abfangjäger X** motorcycles they ride are weapons of terror, with cowls sculpted in the likeness of leering skulls, and exhaust mufflers flared to amplify the roar of their engines, all the while belching plumes of acrid smoke in their wake.

Affixed to the fairing of these bikes, a pair of **Ludwig Loewe Hyperschall 98** rifles unload. 45-70 rounds in hyper-velocity volleys across the battlefield, punching through armour and tearing apart units of infantry in visceral displays of violence. It is in close quarters, however, where the Totenkopf truly excel. With sabres drawn, circling their quarry and confounding them with the choking black fumes of their exhausts, the Jaeger cavalry practise decapitation, scalping, and worse besides: the better to terrify their foes and scatter them to the winds.

And while there are those who survive, this too is often by design. What better way to spread panic and discord amongst the enemy than to know that Death is real? That Death is to be feared. And that it marches to the drum of the Imperium...



FIELD GUN



ESSEN FIELD ROCKETS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Field Gun, Light, Gun Carriage

SPECIAL RULES Emplacement, Shrouded, Static

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/30"	4	8	12	Indirect, Suppressive
RANGED (AERIAL)	10"/20"	5	11	18	
MELEE	-	2	4	6	

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ESSEN FIELD ROCKETS

While early versions of the Krupp Field Gun made an impact during the Prussian Wars of 1810, later advances in military doctrine and engineering made it clear that alternative weapons would need to be developed. The theatres of war were in the process of shifting from the land to the air, from a two-dimensional plane to a three-dimensional one. No sooner had the world's Great Powers realised that dropping improvised bombs from canvas-winged aircraft could be an effective weapon of war than they were working on defences against it. The Krupp Field Gun became the prototype delivery system for such rockets, thanks to its ease of manufacture. The gun itself could easily be replaced with a rocket battery of the same specifications. At first these modified field guns were relatively ineffective due to their inaccuracy and a small charge, but years of methodical improvement and countless redesigns have resulted in a weapon that has since become the terror of lighter, ground-based targets as well as aerial threats.

The Essen Field Rocket, as it is now known, was unveiled in 1843 at the military parade marking Princess Wilhemina Grunder's 21st birthday. It fires either impact or timed shells, with impact shells the most commonly used as high explosives, arcing towards enemies in the style of a heavy mortar. The efficient lines of communication in Imperium forces allow these to be fired indirectly, dropping from the sky onto unsuspecting infantry formations, causing devastation and panic wherever they fall. The timed flak shells have more propellant and longer fuses, allowing them to be fired into the air to explode at exactly the correct height to target enemy aircraft. Shrapnel, and the concussive force of the detonations itself, can both cause damage, and even bring down lighter aircraft with a single well-timed hit. The Essen are crewed by experienced engineers, extensively trained in the parabolic nature of their attacks and the fusing and rangefinding of aerial prey that think themselves safe, high above the battlefield.



FIELD GUN



**KRUPP
FIELD GUNS**



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Field Gun, Light, Gun Carriage

SPECIAL RULES Emplacement, Shrouded, Static

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	10"/26"	4	8	12	
RANGED (HEAVY)	10"/26"	6	10	14	
MELEE	-	2	4	6	

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KRUPP FIELD GUNS

The logistical lessons learned from the Prussian Wars of the 1810s have sunk into the bones of the Imperium, the ability to cover ground and move material ever forward allowing them to win territory at an astonishing rate. This led to generals becoming distrustful of heavier artillery. Extensive setup and rangefinding, supply lines of expensive and inefficient ammunition, and the expertise needed from Pionier combat engineers were all reasons to field smaller guns.

In 1826, **Frederick Krupp** secured a significant military contract to supply weaponry to the Imperium. This success stemmed from a compelling demonstration he presented to the Reichskanzler of the time, **Albrecht von Roon**, held near Krupp's Essen-based factory. A team of retired dragoons had been recruited to fire 4 kg shells from a quartet of guns, limber them to their mounts and move a kilometer across the field to be fired again before the smoke had cleared. The fortuitous still weather of the day certainly helped Krupp's pitch.

Fifty years later, Krupp's company still has one of the largest military contracts in the Imperium, and has been making steady improvements in its field, so to speak. 75 mm shells are used now, and can be fired at three rounds a minute by experienced crews. And

rather than horses, the pieces are now pulled by **Sturmwagen** Transports. The famed coordination of the Imperium military makes sure that both gun and Sturmwagen crews have parallel training, ensuring smooth coupling and uncoupling even under the extreme duress of the battlefield.

One idiosyncrasy of field gun operators is their tendency to be drawn from the recruitment pool of the Netherlands. Not all are of Dutch heritage, certainly, but enough for it to have been noticed. The reasons for this are threefold; firstly, the flat, open countryside makes for perfect training grounds for field guns, allowing crews to fire at targets and redeploy without the complications of harsh terrain. Secondly, the factory town of Essen is close to the Dutch border, and the renowned train network allows workers to commute easily across the border. Thirdly the renowned military college, **Politechnische School te Delft**, specialises in the Krümpersystem method, rapidly turning out engineering graduates who often find positions in field gun crews.



FIELD GUNS



THUNAR ARC FIELD GUNS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Field Gun, Light, Gun Carriage, Teutonic

SPECIAL RULES Emplacement, Shrouded, Static

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT/HEAVY)	-1/20"	5	9	13	Arc
MELEE	-	2	4	6	

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THUNAR ARC FIELD GUNS

As artillery has become increasingly ubiquitous across the globe, the Imperium's preference for smaller field guns has come more and more into question. Cannons capable of piercing the armour of a Sturmpanzer have become commonplace and generals muse wistfully about the "große geschütze" of other nations. Defendants of the Prussian way would speak of the reliability and manoeuvrability of the artillery's smaller cousins, and list the numerous occasions when Krupp Guns have turned the tide of battle after inspired repositioning by Sturmwagen. But as the efficacy of enemy ordnance on the battlefield becomes clearer, so the bright minds of the Knight-Luminaries of the Ordo Teutonic set a task - how could a field gun become the match of the static heavy weapons of the other Great Powers?

The answer's speed in coming might have been surprising, were it not for the known genius of the Knights-Luminary. It was not a simple case of upsizing the ammunition of the Spandau Arc Rifle, as the parabolic arc of the ammunition makes it significantly harder for the electrical pulse to traverse the magnetized wake of the larger shells. The charge had a tendency to earth in awkward places, often in the unfortunate gun crew themselves.

This Arc Field Gun design was briefly employed in the 1840s, thanks to ingenious leather and chainmail suits which operated as Faraday cages for the crew. However, these had a tendency to fail if the suit was not properly maintained and kept in perfect condition - often an impossibility during combat. They were very short-ranged and used the earlier designs of Nicolai Tesla, more akin to what the Union of Federated States uses today. They were deemed unnecessarily dangerous and inefficient, but even as they were being phased out of use, the breakthrough came.

The solution to this was literally that: a solution, in this case one of copper oxide.

Knight-Luminary **Emil Mieg** had been performing chemical experiments when he noticed that a spill on his laboratory tunic became magnetic after exposure to what he called **S-waves** - the unpredictable force produced when **Element 270** is subjected to a voltaic charge. This copper oxide solution is encased within the ammunition, creating a vapour trail when fired that the voltaic charge can follow. The tungsten core of the adapted 75 mm projectile can penetrate armour while the immense electrical surge devastates the crew inside. No wonder then, that it is named for Thunar, the Old Saxon god of thunder.



ARMOUR



FAUST VITRUVIAN COLOSSUS

5



MODELS 1

VPR 8

TRAITS Imperium, Armour, Heavy, Behemoth

SPECIAL RULES All-Out Attack (2), Durable, Inspiring (1), Large, Logistical Expertise, Shrouded, Spectacular Demise (8), Sponsons (5), Stilted (2), Throw (8)

ATTRIBUTES

SPEED	6"
DEFENCE	4
DAMAGE LIMIT	12
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS

	RANGE	DAMAGE			QUALITIES
		10-11	5-9	0-4	
RANGED (LIGHT)	8"/18"	5	8	12	Turret
RANGED (HEAVY)	8"/22"	5	7	9	Turret
RANGED (AERIAL)	3"/8"	4	6	8	Turret
MELEE	-	9 (11)	13 (15)	17 (19)	Devastating, Wreckers

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FAUST VITRUVIAN COLOSSUS

Named for the historical Germanic figure (and later cautionary folk legend), the Faust is an awe-inspiring presence upon the battlefield. The first true colossus of its kind, it served as the blueprint for the titanic **Hochmeister** and **Einherjar** models that accompany the **Scions of Jutland** into battle on the open seas.

The chief visionary in its development was the Knight-Luminary, **Sophia Hoffman**, inspired by the logging-machines of the Black Forest, similarly to the contemporaneous **Lucifyr Heavy Walker**. Construction on this new type of walker commenced in the shipyards in **Bremerhaven**, for it was to be on a scale better suited to naval construction than standard military machines. It would be another six years before the finished Colossus was presented to the Grandmaster of that time, **Johann von Teschen**. There, standing in its gargantuan shadow, the Grandmaster congratulated Hoffman on her achievement, his words immortalised by the scribes of the Ordo:

“Inspiriert von der Hölle; angetrieben vom Himmel.”

“Inspired by Hell; powered by Heaven.”

And so the Faust was christened.

Within its domed cockpit - designed to evoke the helms of the **Deutscher Orden**

knights of old - incandescent bulbs illuminate rows of levers, each serving to actuate a different limb. From here, a single **Treiber** steers the towering behemoth across the field, operating not only each limb in turn, but the shield projector and heavy **Wiederholen** cannon it wields against the ant-like troops and armour on the ground below.

Beneath the Faust’s head, its heavily armoured torso comprises two levels of iron mesh gantries encircling a sturgingium-housed voltaic coil generator. Upon these platforms, a highly-trained crew of six (two on the upper level and four below) operate forward-facing **Erderschütterer** rocket batteries and 7.92 mm rapid-fire machine gun sponsons, according to the shouted instruction of their **Treiber**.

As the earth shakes with each step of this mighty colossus, so too is it torn asunder by synchronised explosive salvos and devastating hails of gunfire. And as the military use of aircraft has exploded in recent decades, so too has the Faust’s sheer height presented a unique defence against such aerial attacks. It is not unusual to see planes swatted out of the sky mid-sortie, sturgingium-strengthened limbs smashing through paper-thin steel or aluminium aerofoils before throwing the flaming wreckage onto the forces below.





ARMOUR



LUCIFYR HEAVY WALKERS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Imperium, Armour, Heavy

SPECIAL RULES Pioneers

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	4"/10"	7	10	14	Torrent, Suppressive
RANGED (HEAVY)	6"/10"	5	8	11	Torrent, Suppressive
MELEE	-	3	6	9	Suppressive

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LUCIFYR HEAVY WALKERS

Deep in the mountains of the Black Forest, the ancestor of the Imperium army's distinctive war machine still walks. A large device used in logging, capable of felling trees and transporting them back to civilisation, it is one of the few vehicles that can deal with the rough terrain and deep woodland, and it provided the humble beginnings of the Lucifyr Heavy Walker and its variants.

The Lucifyr excels in the same densely packed terrain as its civilian forebear, whether deep forests or the ruins of civilisation. Imperium high command is rightly proud of their exemplary Sturmpanzer Battletank, but they also appreciate its deficiencies. As frontlines move and borders flow, more adaptable warmachines are needed. The Lucifyr was designed not as a replacement but a compliment. It can go where a tracked vehicle cannot, and is adept at flushing infantry out of cover for less mobile troops and armour to deal with.

The Lucifyr is a terror weapon if ever there was one. The military minds of the Imperium understand that psychology is as vital an instrument of battle as any Ordo Teutonic weapon. After all, if troops that are well cared for and respected by their officers fight harder, then it stands to reason that a demoralised enemy will swiftly lose that same will to fight. With this in mind the Lucifyr is armed with three heavy flamethrowers and it is from these that it gets its name.

As it strides through dense woodland, the ground beneath it shakes, red-tinted spotlights searching for prey hidden amongst the trees. Once spotted, huge gouts of fire and caustic black smoke jet from its armaments. Any sane man would flee at the sight, and anyone brave enough to hold their ground inevitably dies where they stand. If the Sturmpanzer is the reliable, emotionless backbone of the Imperium forces, then the Lucifyr is its vengeful, blood-red heart.





ARMOUR



PANZERWAGEN ARMOURED TRANSPORTS



MODELS 2 / 4 / 6

VPR 1 / 2 / 3

TRAITS Imperium, Armour, Heavy, Teutonic, Transport

SPECIAL RULES Assault Ramp, Capacity (3), Spacious, Sponsons (3)

ATTRIBUTES	
SPEED	6"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	3"/6"	4	6	8	Turret
RANGED (AERIAL)	8"/12"	4	8	12	
IMPACT	-	3	6	9	

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PANZERWAGEN ARMOURED TRANSPORTS

The Panzerwagen is a natural development of the proven Sturmpanzer design. Design work was carried out by the **Verkehrstechnische Prüfungskommission** which, in 1862, was approved by the Kriegsministerium. By removing the main gun and anti-air capabilities from the armoured chassis, as well as the crew needed to use them, space can be freed up for sixteen soldiers to squeeze inside. They can also man the machine guns while aboard, providing maximum offensive capability whilst being transported across the battlefield, platoons of mechanised infantry being routinely issued with magazines of 7.92 mm ammunition for the sponson machine guns.

The Panzerwagen's twin **V6 Daimler** engines had a combined 650 horsepower that enabled the armoured chassis to reach speeds in excess of 10 kilometers per hour across the most arduous of terrain. In the spring of 1864, the first squadron of Panzerwagens saw deployment. **Hauptmann Ulrike Greiff** led six tanks of Abteilung I (Detachment I) north of **Belluno**. Although one tank experienced mechanical issues before engaging the enemy, the remaining five contributed to securing **Feltre** against an Italian breakthrough in the vicinity. Aside from this action, they saw limited combat that day.

The Imperium, more than most, appreciates the value of highly mobile mechanised infantry. Battles are won and lost by the judicious movement of force and the mundane logistics of waging war. None of the wonders of the Dystopian Age can replace the simple efficacy of boots on the ground, and the advantage of a column of Armoured Transports over footslogging troopers is great indeed. They can rest while travelling, protected against all except armour-piercing weaponry, their relentless grind forwards able to keep pace with the inexorable march of the Imperium army. More than once, the tortoise-like Panzerwagen has beaten the bounding hare of the Imperium's cavalry to the front.





ARMOUR



SIEGER VITRUVIAN COLOSSUS

5



MODELS 1

VPR 8

TRAITS Imperium, Armour, Heavy, Behemoth, Teutonic

SPECIAL RULES All-Out Attack (2), Durable, Inspiring (1), Large, Logistical Expertise, Spectacular Demise (8), Sponsons (5), Stilted (2), Throw (8)

ATTRIBUTES	
SPEED	6"
DEFENCE	4
DAMAGE LIMIT	12
DISCIPLINE	7
BREAK LIMIT	-

ARMAMENTS	RANGE	DAMAGE			QUALITIES
		10-11	5-9	0-4	
RANGED (LIGHT)	-11/8"	6	10	16	Arc, Turret
RANGED (HEAVY)	-11/8"	4	8	14	Arc, Turret
RANGED (AERIAL)	311/8"	3	5	7	Turret
MELEE	-	7	11	15	Devastating

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SIEGER VITRUVIAN COLOSSUS

The construction of the Faust, under the careful guidance of the Ordo Teutonic, was a feat of engineering that has gone on to inform much of the Imperium's wider military development. It was not long, however, before the designs were reappropriated by those who considered themselves loyal to Kaiser Friedrich Grunder, rather than the Teutonic Knights. Reichskanzler Otto von Bismarck, concerned that leaving such a weapon in the Ordo's hands would prove a tangible threat to the stability of government, quietly made arrangements for the patent of the Vitruvian Colossi to be transferred to the armies of the Imperium in 1858.

This act earned Bismarck the enmity of Grandmaster Johann von Teschen for the final decade of the Grandmaster's life. Nevertheless, the change of hands saw the Imperium's military arm grow ever stronger, leading to the development of larger models like the Metzger, and the deployment of Fausts aboard mighty naval vessels such as the infamous Ice Maiden Dreadnought. And behind closed doors, members of the Diet and the Senate quietly congratulated the Reichskanzler for keeping the overreaching Ordo in check. But though the Ordo were bowed, they were unbroken.

After succeeding von Teschen as Grandmaster in 1868, Anna von Malberg took the immediate action of approaching the Faust's original creator, the Knight-Luminary Sophia Hoffman, with a new proposition. Hoffman required no convincing. Now in her late seventies, the venerable

Knight-Luminary saw the chance to strengthen the new Grandmaster's position against von Bismarck and secure her own legacy within the Ordo's history: her last great work. It would be called the Sieger.

For three years she toiled, ensuring that all development was communicated verbally. Nothing would be written, nothing drawn. Nothing that could be copied or stolen. This made progress slow, but in 1870 the Sieger was unveiled. Only seven were made: one for each Rite of the Ordo, and the seventh a gift for the Grandmaster herself.

Retaining the same basic design as the Faust, the Sieger-class boasts a larger voltaic generator. Stripped of its insulating housing, the lightning of its coils arc freely around the interior of the colossus. This necessitates the use of Lader Automata, an unaffected crew of five moving freely and channelling this energy into the voltaic weapons on its front through insulated tubing. A feat only made possible by the Union's development of rubber tires (a debt the Ordo refuses to acknowledge).

Above this, its cockpit isolated against its powerful generator, each Sieger is piloted by a single Armiger of the Ordo. Unlike the Faust, these machines are designed not for close combat, but for domination on the field of battle. With its elevated position and wide field of vision, its ranged capacity is second-to-none. It is not uncommon to see these awesome war machines refraining from battle, serving instead as a focal point for its ground troops, unleashing thick columns of electric-white lightning from its voltaic Sturmkanone, scattering enemy ranks in 800 megavolt blasts.



ARMOUR



STURMPANZER BATTLETANKS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Imperium, Armour, Heavy

SPECIAL RULES All-Out Attack (2), Sponsons (3)

ATTRIBUTES	
SPEED	6"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	10"/18"	4	7	11	Turret
RANGED (HEAVY)	10"/28"	5	9	13	
RANGED (AERIAL)	8"/12"	4	8	12	
IMPACT	-	3	6	9	

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STURMPANZER BATTLETANKS

The Sturmpanzer Battle tank is the perfect example of iterative design. The current example is the latest in a long and illustrious line that has seen incremental improvements made during every significant conflict the Imperium has faced.

The first *'kriegswagen'* saw use shortly after the **Napoleonic Wars**, where the Crown's proto-landship designs had proven so successful, teams of horses inside reinforced wooden frames allowing small units of soldiers to advance, impervious to the musket-fire of the day. This was quickly rendered obsolete as the slow moving constructions proved a tempting target for the rapidly advancing cannons fielded by the Imperium's enemies. This, however, led to successive redesigns, making the vehicle sturdier, lighter and more manoeuvrable. Although the *kriegswagen* passed into obscurity with the advent of automata, sturginium, RJ-1027, and other products of the Dystopian Age, the lessons had been learned. Imperium engineers already knew that perfection comes from repeated rounds of testing and modifications, according to battlefield needs.

This led **Altmärkische Kettenwerke** to produce the current Mk. A7 Sturmpanzer: a main line battle tank suited to almost any battlefield role. Its main armament is a 50 mm cannon that may lack the punch of other battle tanks its size, but is faster to reload and smaller. The corresponding reduction in space allows the Sturmpanzer to store more ammunition, a distinct

advantage in larger battles and extended operations. Four 7.92 mm rapid-fire machine guns are located on the main body of the tank, two on each side. These provide an excellent deterrent to lighter troops, allowing the tank to operate even without significant infantry support, something that would be inconceivable to the tank commanders of the other Great Powers.

One of the more recent additions is an anti-air quad-barrelled **Zugflak V45 Vierling**. The Imperium high command understands the importance of air power on the modern battlefield and the twenty-fourth iteration of the Sturmpanzer has become something of a rolling bunker, able to deal with almost any target while being all but impervious to small-arms fire. Over the course of its many redesigns it has acquired a host of backup systems and fail-safe mechanisms, allowing for a reliability that rival tankers can only dream of.

Sturmpanzer crews consist of a commander, driver, main gunner, and two secondary gunners. The secondary gunners, known colloquially as *mehrzweck*, are tasked with firing the machine guns, targeting airborne enemies, reloading the tanks guns, and supporting the other crew members. They are usually the most experienced crewmen, other than the commander, and are capable of taking over one or more of the other positions should casualties make it necessary. In this, the well-oiled crew provide a degree of redundancy similar to that of the dependable Sturmpanzer they ride.



ARMOUR



STURMPANZER ZERRUTTEN SIEGE TANKS

2



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Imperium, Armour, Heavy

SPECIAL RULES Cumbersome, Sponsons (3)

ATTRIBUTES	
SPEED	6"
DEFENCE	3
DAMAGE LIMIT	4
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	10"/18"	7	12	17	Siegebreaker
IMPACT	-	3	6	9	

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STURMPANZER ZERRUTTEN SIEGE TANKS

The Mk. A7 Sturmpanzer is a masterclass in engineering, capable of fulfilling almost any battlefield role, from infantry support to anti-air covering fire. The only place it was deemed to be underperforming was in direct armoured operations, where the Crown's **Galahad**, with its superior firepower, or the Union's **Rolling Thunder**, with its greater manoeuvrability, could outclass it, pound for pound. This was to be the sticking point for engineers seeking to improve on the redoubtable Mk. A7 - how does one fix what isn't fundamentally broken? Any drastic changes in loadout or armament would require other systems to pay the price. Rather than pursue this Sisyphian task, they instead envisioned a whole new variant of Sturmpanzer: the Zerrütten Siege Tank.

The main gun is upgraded to a more powerful **Rheinmetall** 105 mm high-explosive shell, capable of levelling garrisoned buildings with sustained fire. Despite the lack of an armour-piercing round, the shockwave of a direct hit can still inflict grievous harm on the crew of any tank unfortunate enough to fall within range of its main gun. The anti-air armaments have instead been replaced with an advanced venting system, without which the Zerrütten would rather quickly explode from the overpressure. Officers are careful to make allowances, and endeavour where possible to ensure they are accompanied by Scion Vierling Dreirad squadrons as support.





ARMOUR



STURMRIESE ARC WALKERS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Imperium, Armour, Heavy, Teutonic

SPECIAL RULES Pioneers

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	-"/18"	4	8	12	Arc, Turret
RANGED (HEAVY)	-"/18"	5	9	14	Arc, Turret
MELEE	-	3	6	9	Arc

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STURMRIESE ARC WALKERS

The Ordo Teutonic, although forbidden by the Kaiser from mustering an army of its own, have nevertheless been tasked to work alongside the more traditional arms of the Imperium military to create ever more efficient means of waging war. A case in point is the Sturmriese Heavy Walker.

Thanks to the efforts of the Ordo's Knight Luminaries, large Storm Generators were already becoming commonplace across the Imperium's navy, but their design was not easily replicated at smaller scales. Attempts had been made, the smaller voltaic coils of Spandau Arc Rifles demonstrating that power could be harnessed at any size and yield a corresponding output, but this proved to be another dead-end in the program. Huge generators could reach a self-sustaining critical mass, while portable versions were easily recharged with manual effort. The walker program, working at more intermediate scales, gained the benefit of neither.

After the successful adaptation of the **Donnerschlag Artillery Walker**, engineers from across the Imperium were already hard at work looking for the next variant on the versatile Lucifyr design. While progress had been made, improved suspension allowing for the parabolic firing of rockets, issues of space and horizontal recoil prohibited the mounting of a more conventional armament in its place. It was also argued by many that the Sturppanzer and its Zerrütten variant provided just that kind of firepower, so adding a similar gun to a

different platform would provide little merit. It was not long before Imperium designers began tinkering with voltaic weaponry as their alternate design. A 37 mm round was small enough for the cramped interior of the walker body and, with the additional destructive power of the voltaic charge, was deemed the perfect compromise. Field tests soon showed, however, that the energy needed to power the "gabel" barrels drained the walker's other systems so rapidly that they could be used only two or three times before needing to be recharged or replaced. This is where the resources and ingenuity of the Ordo Teutonic and their Knight Luminaries came in.

Before the program could be scrapped altogether, Marshall-Architect **Obadja Krass** of the Knights-Luminary arrived, unbidden, at the testing site, in spite of its supposed secrecy. The voltaic device he brought with him was easily installed once adaptations to the walker were made, and solved the issue immediately. A deal was made between the Ordo and the Imperium government; the Knights would provide the devices for an undisclosed price, although it has been noted that they are most often seen in conflicts where the Ordo has a stake in the outcome. All attempts to reverse engineer the design have met with frustration as any disruption to the core disables it completely. Despite protestations in the Diet and beyond, it is simply another example of the iron grip the Ordo has over the Imperium military.



ARMOUR



STURMWAGEN TRANSPORTS



MODELS 4 / 8 / 12

VPR 2 / 3 / 4

TRAITS Imperium, Armour, Heavy, Transport

SPECIAL RULES Assault Ramp, Capacity (2), Tow

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
IMPACT	-	2	4	6	



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STURMWAGEN TRANSPORTS

Built in the 1850s by the **Kornblumentechnik** company, the **Mk3 Schlammtraktor** was a simple tracked earthmover, most commonly used for clearing unused land for farming. It was so common that the latter half of the decade saw thousands of them adapted for agricultural use, or simply left to rust at the side of roads or in village squares. The Diet put forward a law mandating the government to purchase any working Schlammtraktor at market price. The stated goal was to tidy the countryside, but what it meant in practice was a handful of large companies buying up unwanted Schlammtraktor's to transport by rail to **Königsberg** and profit from economies of scale. They became so numerous around the city that they gained the nickname "*blumenfeld*" for the cornflower symbol of their parent company on their sides.

While prominent members of the Diet had turned a tidy profit, there was now a surplus of Schlammtraktors in need of a purpose. Some enterprising mind, now lost in the extensive bureaucracy of the Imperium, made the decision to avail these farming machines for military exercises. It was General **Uschi Wegener** who saw their potential immediately, and is credited with placing the first order of specifically modified military vehicles to the Kornblumentechnik company, based on the Schlammtraktor design.

Since that unorthodox beginning, hundreds of Sturmwagen Transports are now in active service and the soldiers of the Imperium have adopted the machine wholeheartedly, dubbing it the "*soldatenfreund*" by the infantry forces who have come to appreciate its armoured sides and relatively comfortable interior. The crews of field guns under tow even have fold-out benches at the rear. The spall compartment which usually houses a small fire extinguisher also just happens to be the perfect fit for a bottle of **Himbeergeist**. Recent tradition calls for the commander of the passenger unit's *Feldwebel* to carry the extinguisher in their pack, allowing the cooled schnapps to take pride of place in the vacant compartment. Drinks are always served upon successful completion of a mission, or to remember the fallen, although each unit will have its own rituals.

The increasingly mechanised character of the Imperium military is something that is increasingly discussed by the other Great Powers. It is surely only a matter of time until armoured transports are seen not as a prestigious conveyance for high-ranking field commanders and their entourages, but simply as the way that modern wars are fought.



ARTILLERY



DONNERSCHLAG ARTILLERY WALKERS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Imperium, Artillery, Heavy

SPECIAL RULES Pioneers

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	4"/36"	4	8	12	Indirect, Suppressive
RANGED (AERIAL)	8"/15"	5	10	15	
MELEE	-	3	6	9	

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DONNERSCHLAG ARTILLERY WALKERS

The Imperium's aversion to the static artillery favoured by other Great Powers, such as those of the antiquated Crown, has led to unexpected advances across their military forces. From massed batteries of field guns drawn by Sturmwegens, to the siege breaking Sturmpanzer Zerrüten. Their approach to ordnance is no less innovative. The Donnerschlag Artillery Walker allows for long range support that can keep up with the rest of a force, especially one as mechanised as the Imperium, advances in suspension allowing the cab to remain stable even as its rocket pods fire.

Based on the chassis of the Lucifyr Heavy Walker, it exploits the same design, but for a different purpose. Rather than stomping through difficult terrain to engage with the enemy, in the manner of the Lucifyr variant, Donnerschlag squadrons find the most inaccessible area they can find, ideally with little or no line of sight to the enemy. From there, targeting information is relayed from spotting units on the ground, Morse code transmitted via flashlamps being the usual method of choice. Once the immediate threat has been obliterated under a hail of high-explosive shells, the Donnerschlag Artillery Walkers simply restart their engines and rejoin the rest of the force, satisfied by a job well done.





AIRCRAFT



MESSER INTERCEPTOR SQUADRON



MODELS 1 / 2 / 3

VPR 2 / 3 / 4

TRAITS Imperium, Aircraft, Aerial

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

ATTRIBUTES	
SPEED	.1"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1	2	3	
RANGED (LIGHT)	4"/10"	3	6	9	
RANGED (HEAVY)	6"/12"	4	6	8	Penetrating
RANGED (AERIAL)	6"/12"	4	6	8	Devastating

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MESSER INTERCEPTOR SQUADRON

The culture of the Imperium is one of constant, methodical, incremental improvement, each small step bringing one closer to the ideal. This manifests in many ways. An adherence to meritocratic advancement over inherited titles and familial assets. The quest for logistical efficiency. The constant reevaluation and perfection of already proven mechanical designs. The refinement of the Messer Interceptor is no exception to this peculiar quality.

In 1863, the newly formed **Steinbrücke Flugzeughersteller** company undertook production of the Imperium's first winged aircraft, the engineering dream of its founder **Johann Glücklich**. He imagined a future where the more conventional dirigibles might be replaced with passenger planes, with speed and efficiency being his ultimate goals. Even with the Imperium's well-established **Querfeldein** railway network connecting its many countries, he saw how one might circumvent travel time from one end of Europe to the other by avoiding land altogether. In one sense, his work was successful. From 1865, engine-powered winged craft started to become more and more commonplace. However, his ideas quickly gained traction within the military and before long, legislation set up by the Senate forced the buyout of Glücklich's company by the Kaiser's government. It is, perhaps, no coincidence that those in the Senate with the greatest stakes in the rail system were the loudest supporters for this acquisition.

The Mk. 8 Messer is the latest competitor in what has become known as the "race for the skies" by high-ranking officials across the militaries of the Great Powers. Control of the skies has become a key stage in modern warfare, as important as the adoption of gunpowder weapons in the 1300s.

All the nations of the world seek to dominate this new dimension in their own ways, from air carriers to zeppelins. When it comes to single-crew aircraft, the Imperium have focused on one key element: dogfighting. If a given number of fighters can outclass a comparable number of enemy counterparts, or so the current thinking goes, then the rest of their force can fight on unchecked. To this end, the Messer uses a supercharger to add responsiveness and increased power at altitude by forcing more air through the jet engines. This allows for unmatched manoeuvrability, and the Imperium is now one of the only Great Powers using interceptors as their main fighter craft.

The effectiveness of the Messer is further enhanced by its armament: a pair of 30 mm **Ludwig Loewe Hyperschall 113** high-velocity cannons. The ammunition uses an expensive tungsten core, able to penetrate armour with ease, making the Messer as deadly at attacking armoured targets on the ground as it is in the intense dogfighting waged above it.





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

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

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

GRAPPLING WITH GIANTS (30 POINTS)

Once per Round, when an *Imperium Behemoth* from this Force inflicts at least 1 **Damage** on an enemy *Behemoth* with a **Close Quarters Attack**, the General can use this Boon to give the target the **Suppressed** status. This rule has no effect if the target model is already Suppressed.

KRIEGSSPIEL (35 POINTS)

Once per Round, the General can issue this **Special Command** to a unit within 6" of a friendly unit that has just completed its Activation. If the Command is successfully issued, the unit immediately Activates. Units that have the Activated status *cannot* be issued this Special Command.

Note: This Command cannot be issued if more than one unit has already been Activated this turn - for example, if two Coordinated units have been simultaneously Activated. In addition, if the target is a Coordinated unit, it does not count as Coordinated during this Activation.

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.





IMPERIUM

INDUSTRIOUS | FORTHRIGHT | DISCIPLINED



Knowledge is power. And in this, the Imperium may well be the mightiest of all the Great Powers. Born out of the Holy Roman Empire itself, the Imperium's stranglehold over central Europe has been undeniable since the early days of the nineteenth century.

Even now, surrounded by enemies on all sides, this bulwark of civilisation has remained strong under the leadership of the dearly loved **Kaiser Friedrich Grunder** (the "Grandfather of Europe") and **Reichskanzler Otto von Bismarck**, rivalling even the **Covenant of the Enlightened** in their scientific achievements.

But now the Imperium stands upon a precipice. Kaiser Friedrich is old, and he is ailing. And though none would speak so plainly, behind closed doors there are already those who wonder at his replacement. And two stand poised to ascend his throne.

His granddaughter, **Princess Wilhelmina Grunder** has, in many ways, been shaped as his successor since birth. Having served in the **Reichswehr** with distinction, she is no stranger to the necessities of war, and in her role as advisor to the Scandinavian Confederacy, so too is she familiar with her nation's scientific research and development.

But though she might hold the Council of State's favour, it is **Franz Heinrich Schults von Habsburg** who has the public's heart. Despite his more liberal sensibilities, his youth and his lust for life have made him a popular (if divisive) figure within the public eye, and even with his relative inexperience, there are many who would have him inherit his uncle's position.

But the truth is that it matters little who takes the Kaiser's place. For the true power behind the Imperium sits not upon its throne, but at its right hand. And it is here that the **Teutonic Knights** reside.

Overseen by **Grandmaster Anna von Malberg**, the Teutonic Knights have served the pleasure of the Imperium since the dawn of the century, and their patriotic defence of both Kaisers and state have made them a much-beloved organisation in the eyes of the people. But despite this, their inner workings and the Order's goals are as hidden from the outside world as they are from their own citizenry, and often from even its own members...

However, whatever their ultimate agenda, the tireless efforts of their **Knights-Luminary** have done much to ensure the positioning

of the Imperium as the Great Power it is today. It was through their kidnapping of the scientists **Bunsen** and **Kirchhoff** that the principles of atomic energy were laid bare. And even in the wake of **Nikolai Tesla's** defection to the Union, it was the work of their experts that allowed them to build upon the foundations of his work, pioneering the **Voltaic** technology that now powers much of the Imperium's impressive military arm.

But the efforts of the Knights are not simply focused inwards. For, hidden throughout the courts and palaces and homes of their allies and enemies, a near unparalleled network of spies spreads across the globe. Watching. Listening. Whispering.

Knowledge is power. And the Grandmaster knows all.

And it is this foresight that guides the Imperium into battle, as they anticipate the enemy's every move, meeting them at each turn with blood and steel.

As pickelhelm-clad infantry charge forward, it is in the shadows of lurching, two-legged **Lucifyr** walkers and unstoppable **Sturmpanzer** tanks, as unforgiving volleys of fire, metal, and voltaic energy blast the earth asunder. And in such conflicts as the Teutonic Knights deem it necessary to intervene, these individuals can be seen upon the field in hulking mechanised suits of power armour, meeting the enemy head on in bloody close quarters combat.

Knowledge is power. But to have the strength with which to wield that power? That is another matter entirely.

And one in which the Imperium shall never falter.





Anna von Malberg
Grandmaster of the Teutonic Knights



FROM THE DESK OF

Prof. **MATTHIAS**
ALBOROUGH



***** For dissemination among the Amis. *****

I hope, in the following treatise, to help all who read it to understand how the deluded self-aggrandisement of the Imperium has led to a false sense of cultural superiority, why they believe that their goals crossover with our own, and how we can deal with the Imperium as both a political and military enemy.

Truly, these self-proclaimed “Great Powers” are a thorn in the side of our Covenant. They claim our discoveries as their own and have resorted to kidnapping and theft to steal the knowledge we have rightfully earned through toil and genius. The Union, with their crude and mass-produced machinery; the Sultanate, hanging upon Scheherazard’s innovations to propel them into the future; while each of them has done their part in attacking us, none have proven more frustrating than the Imperium. Only the traitor Markov’s betrayal at Wells Chasm was as painful, but that was one man’s deluded defection to the Commonwealth. Had the Imperium not “arrested” our esteemed colleagues, Eberhard Bunsen and Gustav Kirchhoff, the rest of the world would not have had the courage to intervene either.

EGOTISTICAL BEGINNINGS

As with all things, it is sensible to start at the beginning, although we can certainly skim over much of the historical detritus.



A classical education will have given many of you an understanding of the Roman Empire which the Imperium seems intent to mimic, in name if not ideology. This is the first part of the problem. For a thousand years the Roman Empire rose and eventually fell; the glory of Europe in all ways. The Imperium has power of course, but since it is made up of a collective - consisting of the Kingdom of Prussia, the Royal House of Bavaria, the Austro-Hungarian Empire and the Confederation of Scandinavia - they simply do not have the consistency that the Romans had.

Though they seem content to call themselves the "Holy Roman Empire" - despite the evidence to the contrary, awarding themselves for feats they have never accomplished - I for one do not see the Imperium lasting a thousand years from beginning to end. Despite their reliance on the Prussians for ultimate leadership, they do not have the collective will to endure. Their dominion, post-Charlemagne, has been a sampling of minor kingdoms, city states and provinces with little in common with one another, let alone their namesake. It is nothing more than survival of the fittest.

POLITICAL LIES

The inner political workings and government of the Imperium is intentionally confusing. While the Kaiser is one above all, those below him seem to operate on a variety of different bureaucratic levels. The Diet and its seeming democracy have no demonstrable impact on the lives of the people. Of course, the populace are encouraged to vote, imagining that those they elect will pass laws and make changes in their name.

But this is a sham to hide the true will of the Kaiser. We would never be so duplicitous.

Their Senate is no better; simply made up of a selection of the richest landowners across the Imperium. While these individuals might hold more power than the Diet, they are far too scared to lose their fortunes and land to the Kaiser.

And so here again, they simply become an extension of the Kaiser's rule.

Continued...



I have been “fortunate” enough to spend some time in Prussia in the name of research. In my dealings with the common man, they seem to understand little of their political strata, often espousing their ruler and the great works of Kaiser Friedrich Grunder the “Grandfather of Europe”.

The only other influence they seem to be aware of, is that of their local Lodges. There seem to be those that are “in” and those that are “out”. Whilst eating one evening, I noticed a late arrival who, despite there being a queue of people, was seated immediately and their order taken. I asked my fellow diner about them and they simply whispered the word “Geheimgesellschaft,” and continued with their meal.

The matter, it seemed, was resolved.

ILLUMINATION VERSUS ENLIGHTENMENT

The Teutonic Knights: the true power behind the throne. If only they were not so loyal to the goals of the Imperium, they would make fine allies. Not simply because of their advanced examples of engineering (how I would love to get my hands on one of their automaton ‘squires’ to disassemble and examine), but also their understanding of power. The future of this world lies not in Kings, Kaisers or Presidents but in merit, intellect and will.

The frustration lies in the layers of artifice obfuscating their rule. Ingratiating themselves across the Imperium with their use of Lodges, similar to the Freemasons and other such organisations, the Knights-Luminary all seem to be given free reign to be above the law. The aid they provide to the military might of the Imperium are facades, each one masking the true limit of the levers they can pull behind the scenes. Were they not our enemy, I would wish that they simply cast the mask of the Imperium down and become a recognised state in their own right. That is what we, the Covenant of the Enlightened, aspire to after all.

While the Teutonic Knights seem content to illuminate their own surroundings, locked in Towers and Lodges, they fail to see the truth that we have envisioned: an enlightening of the world as a whole. A future that will bring the whole of the human race with it, even if there will be an amount of birthing pains. Some of the Egalitarians reading this will



think that the goals of the Teutonic Knights correlate with the ultimate aim of myself and my fellow Custodians. This is false. We seek a world where all the Great Powers have been disbanded, with Covenant rule being a matter of scientific truth before any idea of nation or politics. The Knights-Luminary only want to advance the Engineering Age as far as their petty Imperium is concerned.

We are not the same.

ELIMINATING THE EFFICIENT ENEMY

If there is one facet of the Imperium worth examining, then it is their logistical acumen. While each Enlightened vessel, armoured vehicle and soldier is superior to any the Imperium as a whole have to offer, they have numbers and the ability to redistribute them that we can only dream of.

By utilising mass production and the planning of unsurpassed supply lines, they have a fighting force that makes them worthy of the moniker "Great Power." Ships that can be easily refitted for different tasks depending upon military needs. Armoured vehicles with easily replaced parts. Knights-Luminary themselves participating in front line combat so as to be available for field repair. Voltaic weaponry of all sizes. These are all great strengths.

However, it also gives us targets with which we can vastly reduce their military effectiveness. Ambushing supply lines, assaulting factories and other centres of production, focussing attacks upon their Teutonic Knights in the field; these should all result in larger net losses than you might see in another fighting force. Politically, the Imperium is more than the sum of its parts and similarly it is when it comes to the military. An efficient, well organised fighting force that operates like clockwork.

However, much like a clock, it is subject to degradation without the proper maintenance. I have seen men grind to a halt when ammunition was made scarce and whole battlegroups rout when their 'heroic' Teutonic Knights have been defeated in battle. We can, and must, make destruction of the Imperium the focus of our future endeavours.

Continued...



A CALL TO ARMS

I remind you that only the Imperium have been so brazen in their theft from us. No mere re-engineering of looted devices but instead the kidnap and torture of some of our great minds. I estimate that if we can break the back of the Imperium and its hated Teutonic Knights, then the rest of the Great Powers will finally recognise the rights of the Covenant of the Enlightened as the inheritors of the globe.

Our mutual goals of revenge and rule can both be fulfilled as long as we take an example from the Imperium and work together in unity. Remove Imperium posts that are within range of your Promethean Complexes; dissuade any contacts in positions of power from dealing with them; and never, never sell your designs or devices to them, no matter the price. Once we are rid of them, central Europe can be ours and from there, the world.

I urge you to think of the world, and not our petty squabbles when it comes to this cause. Custodian or Egalitarian, we both know that without the Imperium and the cursed Teutonic Knights, the world could be a better place. We may finally reign as the guardians of humanity, able to guide all nations into an era of peace and prosperity for all.

I thank you for your consideration and please do not hesitate to contact me through the appropriate channels so that we might strategise accordingly.

Yours in hope,

Professor-Captain Matthias Alborough



IMPERIUM

SCION GRENAДИER

The Imperium's Scion Grenadiers, formally called the Landsknechtspross Kaiserreich, are the primary infantry force of the Imperium's highly disciplined army. Recruits to each regiment are drawn from across the Imperium by a three-year compulsory military service mandate: the Krümpersystem.

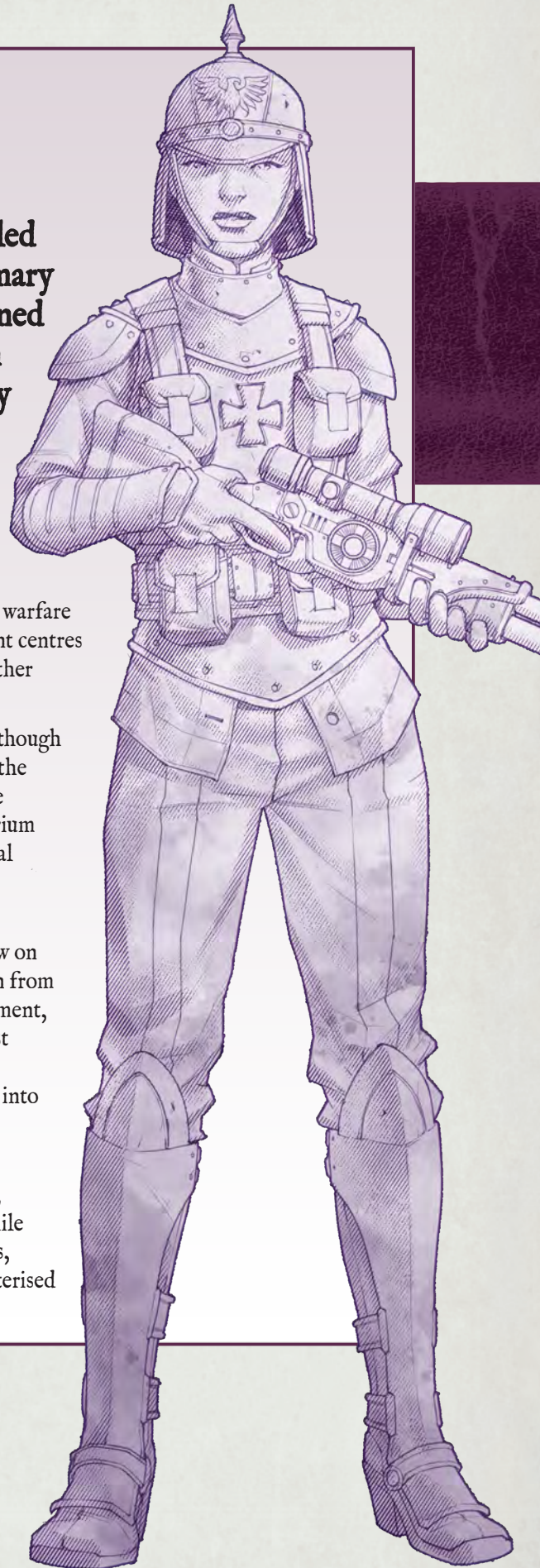
Most find themselves serving in the Landsturm on a variety of civil defence deployments. Such recruits come from a shared cultural heritage that values hard work and industry, favouring austerity over artistry.

Following basic training, those who demonstrate a creative talent for warfare are given further consideration and swiftly transferred into assessment centres and, from there, the training academies of the Scion Grenadiers or other distinguished Imperial fighting formations.

Scion Grenadiers generally conduct themselves with calm confidence, though this is often interpreted as coldness or arrogance. Of course, though the Imperium itself was founded in 1809, the nations that comprise it have centuries of history and culture to draw upon. However, as the Imperium strives to establish a single identity for the world stage, each individual nation's cultural richness is beginning to be eroded by a dominant Prussian-centric ideology.

The Imperium has a firm grip on the logistics of warfare and can draw on almost three hundred regiments of Scion Grenadiers. Most are drawn from across the Imperium, but some, such as the 2nd Royal Bavarian Regiment, are recruited from a specific nation. Each regiment is led by an Oberst and consists of two battalions, each led by a Major and consisting of approximately a thousand grenadiers. Those battalions are then split into ten companies, each company led by a Scion Captain.

Sergeants lead individual units of grenadiers, while a Fähnrich leads the veteran unit in each company. Carrying their Spandau Arc Rifles, the Grenadiers march into battle supported by Vierling fire teams while Totenkopf Huntsmen and Junker Luftlancers swoop by on the flanks, each extolling that pragmatic and determined nature that has characterised the Imperium's meteoric rise to prominence across Europe.





ARMoured CLASH

CHANGE LOG

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

GENERAL ORBAT CHANGES

A new silver Bolster symbol has been added to the Battlegroups text in all ORBATs. These represent conditional Bolster options, allowing certain units, in certain circumstances, to be Bolstered. The specific conditions in each case will be explained in the relevant Battlegroup listing.

Although the explanation text for this change can be found in all eight ORBATs, at the time of this Global Update, the new conditional Bolster option is in effect in only the Alliance, Crown, Commonwealth, Imperium, Sultanate, and Union ORBATs.

IMPERIUM BATTLEGROUPS

IMPERIUM ERLKONIG AUXILIARY BATTLEGROUP

- 2-4 *Imperium Cavalry* amended to 1-4.

IMPERIUM GELVE AUXILIARY BATTLEGROUP

- The number of *Armour* Elements has increased from 0-3 to 0-4.
- Generals can now Bolster an additional unit of *Panzerwagen Armoured Transports* as one of their *Armour* Elements. In addition to making these units cheaper (see below), the intention is to make transport units and melee infantry more useful in games.

IMPERIUM UNITS

TEUTONIC ARMIGER COMMANDERS

- This unit has been added to the ORBAT

LUFTLANCER AIR JAEGERs

- Points Cost reduced from 45 / 80 / 120 to 40 / 70 / 100.

SCION GRENADEIER PLATOON

- Ranged (Light) attack dice reduced from 5 / 10 / 15 to 4 / 8 / 12.
- Points Cost reduced from 35 / 65 / 95 to 35 / 60 / 90.
- Command Platoon Points Cost reduced from 70 / 100 / 130 to 65 / 90 / 120.

TEUTONIC ARMIGER CASTELLANS

- Ranged (Light) attack dice reduced from 5 / 11 / 17 to 5 / 10 / 15.
- Melee attack dice reduced from 4 / 9 / 15 to 4 / 8 / 12.
- Points Cost reduced from 125 / 225 / 340 to 110 / 200 / 295.

TEUTONIC ARMIGER CRUSADERS

- Points Cost reduced from 100 / 180 / 270 to 90 / 155 / 225.
- Melee attack dice increased from 5 / 11 / 17 to 6 / 12 / 18.

SCION VIERLING DREIRAD SQUADRON

- Ranged (Aerial) attack range increased from 5" / 12" to 8" / 16".
- Ranged (Aerial) attack dice increased from 3 / 6 / 9 to 6 / 10 / 14.

THUNAR ARC FIELD GUNS

- Ranged (Light/Heavy) attack dice increased from 5 / 7 / 13 to 5 / 9 / 13.

FAUST VITRUVIAN COLOSSUS

- Points Cost reduced from 400 to 375.
- The Damage Brackets on the Armaments Grid have been changed from 10-11 / 6-9 / 0-5 to 10-11 / 5-9 / 0-4.

PANZERWAGEN ARMoured TRANSPORT

- Points Cost reduced from 70 / 125 / 190 to 65 / 110 / 165
- This unit has gained the *Teutonic* trait

SIEGER VITRUVIAN COLOSSUS

- Ranged (Light) attack dice reduced from 6 / 10 / 18 to 6 / 10 / 16.
- Ranged (Heavy) attack dice reduced from 5 / 9 / 16 to 4 / 8 / 14.
- The Damage Brackets on the Armaments Grid have been changed from 10-11 / 6-9 / 0-5 to 10-11 / 5-9 / 0-4.

STURMPANZER ZERUTTEN SIEGE TANKS

- Points Cost reduced from 170 / 305 / 460 to 155 / 280 / 420.

MESSER INTERCEPTOR SQUADRON

- Ranged (Heavy) range increased from 4" / 10" to 6" / 12".
- Ranged (Heavy) attack dice increased from 3 / 4 / 5 to 4 / 6 / 8.
- Ranged (Aerial) range increased from 4" / 10" to 6" / 12".
- Ranged (Aerial) attack dice increased from 3 / 4 / 5 to 4 / 6 / 8.

