



SULTANATE

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

UNIT INDEX

ORDER OF BATTLE

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

² The Ferik Command Skiff and Mushir Escort Skiff always count as Full-Strength units.

³ This unit is a **Commander Variant**, as described on page 8.



ARMoured CLASH

FACTION SPECIAL RULE: PORTALS

Sultanate Forces have access to powerful portals, liminal tears in reality that allow their units to be deployed directly into the heart of battle, or to traverse great distances in a matter of seconds.

PORTAL MARKERS

Portals are represented on the Battlefield by **Portal Markers**, which consist of a clear plastic miniature mounted on a round base.

A Portal Marker is treated as having a **Size** of 3, and can **Obscure** Line of Sight in the same way as models and Terrain.

All units can move across Portal Markers. An **Aerial** unit cannot end its move within the **Footprint** of a Portal Marker. If any other unit ends its move within the Footprint of a Portal Marker, the Portal Marker is immediately removed and the moving unit gains the **Disordered** status.

Example: Moving Across Portals

In this first example, a unit of Persian Immortals makes a Double Time manoeuvre (fig. A).

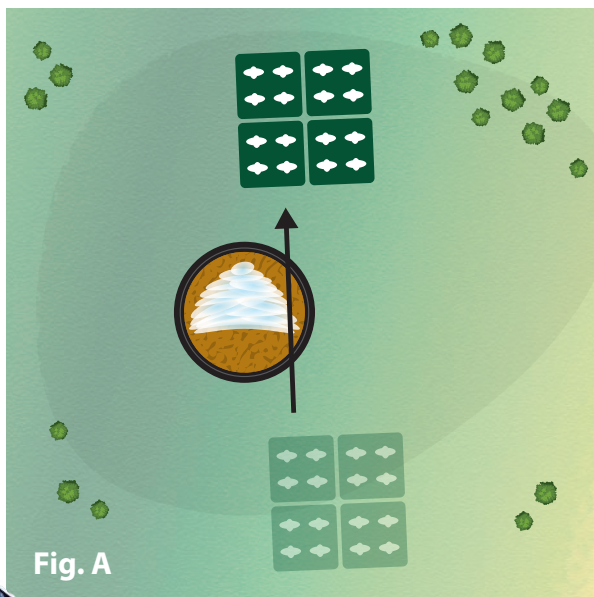


Fig. A

Example: Moving Across Portals

In this second example, a unit of Persian Immortals makes a Charge manoeuvre against a Rifle Platoon. In the ensuing Close Quarters Combat, the Rifle Platoon loses 1 model and loses the Close Quarters Combat (fig. B).

The Rifle Platoon Withdraws a full 3" directly away from the Persian Immortals. At the end of its move, 1 model is within the Footprint of a Portal Marker. The Portal Marker is removed, and the Rifle Platoon becomes Disordered (fig. C). Because the Rifle Platoon also lost the Close Quarters Combat, they must also make a Suppression Test as normal, with a -1 penalty to their Discipline for being Disordered.

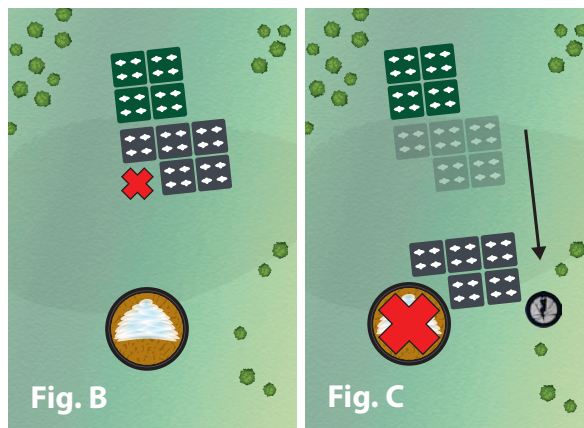


Fig. B

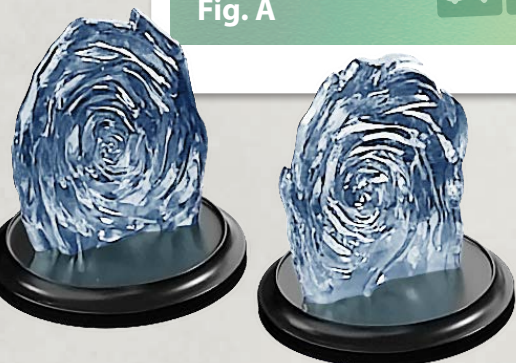
Fig. C

PORTAL GENERATION AND PORTAL LIMITS

Portal Generation represents the number of Portal Markers that a *Sultanate* General can place on the Battlefield at the start of each Round. The maximum number of Portal Markers allowed on the Battlefield at any one time is the **Portal Limit**.

The chosen **Force Scale** will determine the Portal Generation and Portal Limit of a **Clash**.

FORCE SCALE	PORTAL GENERATION	PORTAL LIMITS
Skirmish	2	4
Battle	3	6
Cataclysm	4	8



**DESIGNER'S NOTE:**

Portal Markers don't belong to either Force, regardless of who places them on the **Battlefield**. Once a Portal Marker is in play, it is available for either General to use! Remember, a Clash's Portal Limit and Portal Generation is for the Battlefield rather than for each individual player. Clashes between two Sultanate Generals can become very interesting indeed...

PLACING PORTALS

After the **Draw Cards** step of each Round, the *Sultanate* General can place a number of Portal Markers on the Battlefield equal to the Portal Generation of the Clash. If both Generals are placing Portal Markers, start with the General who has the **Initiative**.

A Marker can be placed anywhere on the Battlefield, so long as it is not within the opposing General's **Deployment Zone**, or within **1"** of any units, **Defensible Buildings**, or Markers.

The number of Portal Markers placed *cannot* exceed the **Portal Limit** of the Force Scale.

DESIGNER'S NOTE: PORTALS ARE MARKERS

It is important to remember that Portal Markers are just that! They are Markers, and are therefore unaffected by any special rules that would affect a unit or model. Line of Sight, however, can be drawn to a Portal Marker just as with a model.

UTILISING PORTALS

Sultanate Infantry and *Sultanate Cavalry* units can **Travel Through** Portal Markers, and must **Withdraw** and **Fall Back** through Portal Markers if they are able. Additionally, *Sultanate* units can be **Deployed** through Portals (see next page).

TRAVERSING PORTALS

All *Sultanate Infantry* and *Sultanate Cavalry* units can make **Advance** and **Double Time** manoeuvres through **Portal Markers**. A unit which does so is **Traversing**.

Before making a Manoeuvre in this way, the active General chooses a Portal Marker to which the active unit has **Clear** or **Obscured** Line of Sight. This is the **Entry Portal**. The General then chooses another Portal Marker on the Battlefield. This is the **Exit Portal**.

When making an Advance or Double Time manoeuvre, each model in the Traversing unit moves so that its **Officer** is in contact with the Entry Portal. The active General then draws a straight line up to **X"** long (**X** being the number of inches remaining in its Manoeuvre) from the Exit Portal, ensuring the line does not cross any **Blocking Terrain**, **Impassable Terrain** or **Enemy Models**, to a point at least **1"** away from any Enemy Models. This is the

Arrival Point. They then set up the unit so that its Officer is placed overlapping the Arrival Point and all models are within **X"** of the Exit Portal. If any models in this unit cannot be placed at least **1"** away from any enemy models, they are Destroyed.

DESIGNER'S NOTE:

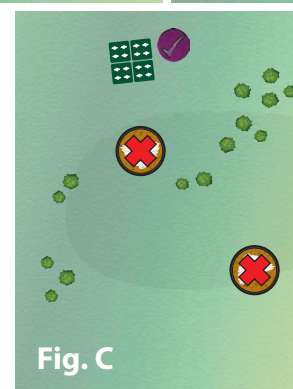
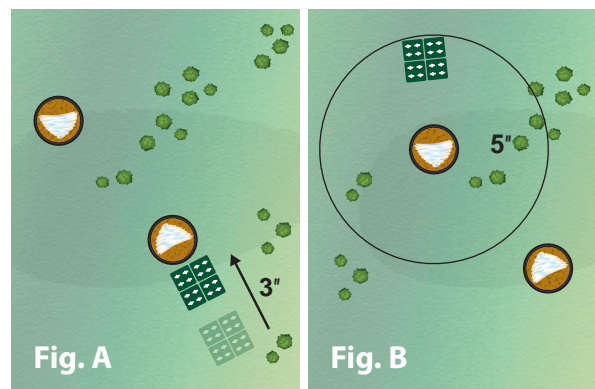
If the active unit has a Special Rule which allows it to move through Blocking Terrain, Impassable Terrain or Enemy Models (*Hurling*, for example), then the line drawn from the Exit Portal may also be drawn across those same features or models, as if the unit was moving normally across them. For the purpose of any other Special Rules, the Traversing unit is considered to have moved over those terrain features or models.

At the end of this unit's Activation, both the Entry Portal and Exit Portal are removed from the Battlefield.

Example: Traversing Portals

A unit of Persian Immortals with their Speed of 4" wishes to Traverse Portal Markers, making a Double Time manoeuvre. The unit moves 3" so that its Officer is in contact with the Entry Portal (fig. A).

Because the Persian Immortals have 5" of movement remaining, the Persian Immortals are immediately set up so that they are entirely within 5" of the Exit Portal, ensuring a straight line can be drawn between the Exit Portal and the Arrival Point that does not cross any Blocking Terrain, Impassable Terrain or enemy models (fig. B). At the end of this unit's Activation, the Entry and Exit Portal are removed from the Battlefield (fig. C).





WITHDRAWING AND FALLING BACK THROUGH PORTALS

When a *Sultanate Infantry* or *Sultanate Cavalry* unit within 3" of a Portal Marker is forced to **Withdraw** or **Fall Back**, this unit is immediately removed from the Battlefield and placed in **Reserve**. The Portal Marker is then removed.



Example: Withdrawing and Falling Back

A unit of *Persian Immortals* makes a Charge manoeuvre against a *Rifle Platoon*. In the ensuing Close Quarters Combat, the *Persian Immortals* lose 1 model and lose the Close Quarters Combat (fig. A).

Because the *Persian Immortals* are within 3" of a Portal Marker, instead of *Withdrawing*, they are immediately removed from the Battlefield and placed in *Reserve*, and the Portal Marker is removed (fig. B).

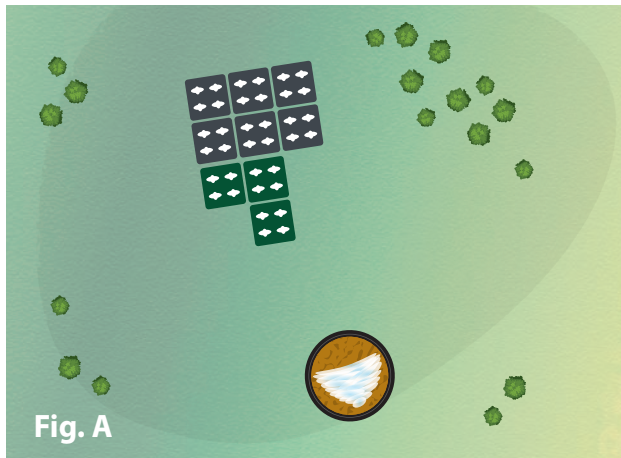


Fig. A

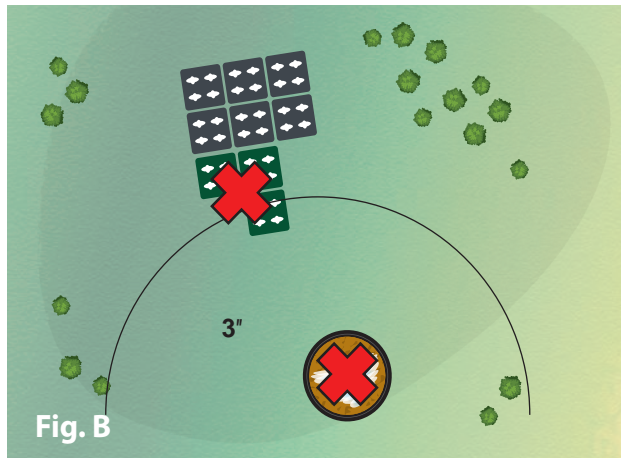


Fig. B

A unit of *Janissaries* has the *Suppressed* status. They fail a *Suppression Test*, and are forced to *Fall Back* (fig. C). Because the unit is within 3" of a Portal Marker, they are placed in *Reserve*, and the Portal Marker is removed (fig. D).

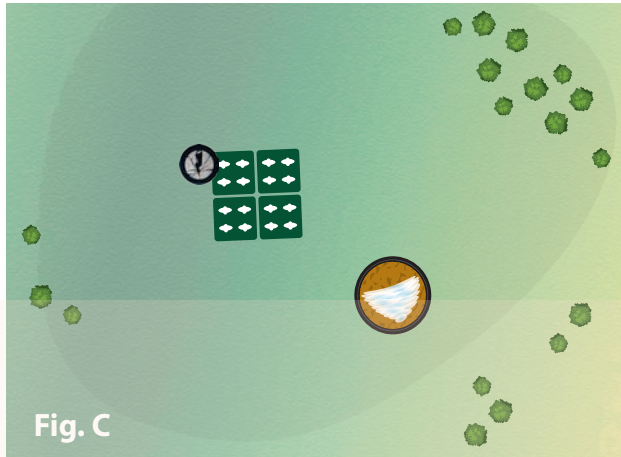


Fig. C

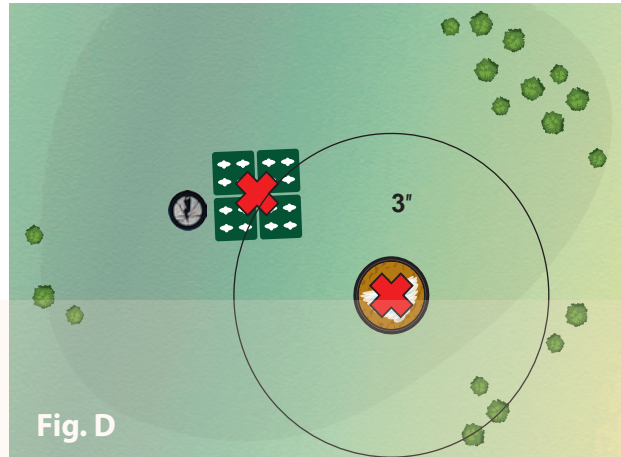


Fig. D





DEPLOYING THROUGH PORTALS

When a *Sultanate* unit is deployed from **Reserve**, it can be placed so that it is within 3" of any **Portal Marker** on the Battlefield, and not within 1" of any enemy units. The Portal Marker through which the unit deployed is then immediately removed from the Battlefield.

PORTAL STRIKE

Some *Sultanate* units have the *Portal Strike* special rule. These units can make a special **Charge** manoeuvre through Portal Markers, called a **Portal Strike**. A unit making such a Manoeuvre can move a number of inches up to twice its **Speed**.

Before making a Charge manoeuvre in this way, the active General chooses a Portal Marker to which this unit has Clear or Obscured Line of Sight. This is the **Entry Portal**. The General then chooses another Portal Marker on the Battlefield. This is the **Exit Portal**.

Each model in the active unit then moves so that its Officer is **In Contact** with the Entry Portal. The active General then chooses an enemy unit that is within **X"** of the Exit Portal, with **X** being the number of inches remaining in its Charge manoeuvre. The chosen enemy unit cannot be an *Aircraft* or *Rotorcraft* unit. The General must be able to draw an invisible straight line from the Centre Point of the Exit Portal to at least one model in the enemy unit. This invisible line must not be interrupted by **Blocking Terrain**, **Impassable Terrain** or another unit. The active General must then set up the unit so that the active unit's Officer is in contact with the chosen enemy unit, and with the enemy unit in the Officer's Front Arc. If this cannot be achieved then the Charge manoeuvre cannot be made.

After resolving this Manoeuvre, the unit immediately makes a **Close Quarters Attack**.

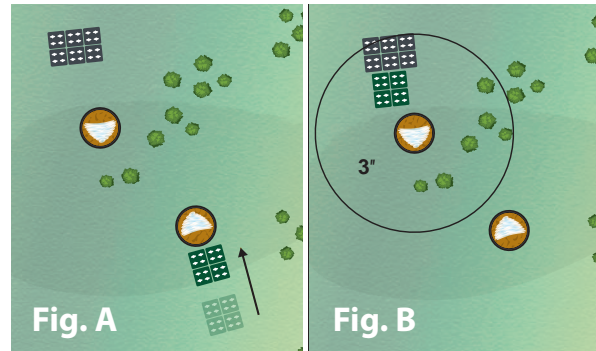
At the end of this unit's Activation, both the Entry Portal and Exit Portal are removed from the Battlefield.

When a Portal Strike is declared, a single enemy unit that is **On Lookout** and has Clear or Obscured Line of Sight to the Exit Portal during the first Reaction Step may declare **Opportunity Fire** against the moving unit. Resolve this Attack as though the moving unit occupies the same space as the Exit Portal, with the attacking unit's **Officer** in its **Front Arc**.

Example: Portal Strike

A unit of Cor Caroli with their Speed of 3" wish to make a Charge manoeuvre through Portal Markers against a Rifle Platoon. The unit moves 3" so that its Officer is in contact with the Entry Portal (fig. A).

Because the Cor Caroli have 3" of movement remaining, the unit is immediately set up so that they are entirely within 3" of the Exit Portal, and so that its Officer is in contact with the Rifle Platoon (fig. B).



In the subsequent Close Quarters Combat, the Cor Caroli lose 1 model. The Rifle Platoon loses 2 models and, because it lost the Close Quarters Combat, must Withdraw 3".





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 10) 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 **Janissaries** as Mainstay units could contain up to two **Janissaries** units, but only a single unit of **Cor Coroli Luminant**, **Sipahi Monowheels**, or **Parlama ATVs**.*

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 SULTANATE




BATTLGROUP LISTINGS





SULTANATE FACTION BATTLEGROUP

When arrayed in full splendour, the military arm of **Sultan Mustafa the Golden** is simply unmatched, and those who claim this glory to be bought with borrowed gold have time and again been decisively silenced upon the battlefield. Centuries of sharpening upon the whetstone of tradition have honed the armies of the Sultanate into one of the most potent military forces across the globe. While each army is unique in their composition - for the Sultanate believes the art of war is just that - an art rather than a science - the beating heart of many a force has long remained the elite Janissaries. Around this steady heart is the Sultanate's armoured and ornate cuirass, built, enhanced by weapons bought from the other Great Powers through the **House of Gold**, portal generators afforded by the **Order**, and by advanced sciences procured from the piratical **Crimson League**. Together, this unparalleled military might marches forward, emerging from portals that tear open across the battlefield, as hovering vehicles and advanced automata press forward, unimpeded. Against this triumvirate, no matter how precarious such an alliance may be, there are few who can hope to stand against them.

<p>1 Sultanate Commander</p> <p>★</p>		<p>One Mandatory Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Sultanate</i> and <i>Commander</i> traits. This unit cannot have the <i>Order</i> trait.</p>
<p>1-5 Sultanate Infantry</p> <p>★</p>		<p>One Mandatory and four Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Infantry</i> traits.</p>
<p>0-2 Sultanate Cavalry</p>		<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Cavalry</i> traits.</p>
<p>1-7 Sultanate Armour</p> <p>★ ★</p>		<p>One Mandatory and six Optional Elements. One of these Elements can be Bolstered. An additional Element may be Bolstered so long as it is a Mergen Transports unit.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Armour</i> traits.</p>
<p>0-2 Sultanate Rotorcraft</p>		<p>Two Optional Elements.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Rotorcraft</i> traits.</p>
<p>0-1 Sultanate Aircraft</p> <p>★</p>		<p>One Optional Element. It can be Bolstered.</p> <p>The Element requires a unit with the <i>Sultanate</i> and <i>Aircraft</i> traits.</p>

Mainstay Units

- Janissaries (*Sultanate Infantry*)
- Pillar of Light Hover Tanks (*Sultanate Armour*)

Commander Bonus: Portal Permanence

If a *Sultanate* unit has made a **Manoeuvre** through **Portal Markers** this turn then, before removing the **Entry Portal** and **Exit Portal** at the end of the unit's **Activation**, this General may choose to **Discard** up to two cards from their Hand. For *each* card that is Discarded in this way, the active General may leave *one* of these Portal Markers in play.

Similarly, if a *Sultanate* unit is deployed through a Portal Marker, this General may choose to Discard a card from their Hand. If they do so, the Portal Marker through which the unit deployed is left in play.



ARMATOLES AUXILIARY BATTLEGROUP

Since its War of Independence in 1821, Greece has been afforded an unusual degree of autonomy relative to other nations of the Sultanate. In matters of internal policy and sometimes even war, **High Vizier Mehmed Pasha** must cajole, persuade, and entreat upon his Greek counterparts, often parting with vast quantities of gold or territory as recompense. All too often, these efforts go unrewarded, but when the call to arms is taken up, it is one like no other. In battle, the Macedonian Companions charge forward like the Kataphraktoi of ancient times, crushing the foe under a stampede of iron hooves, supported by swarms of lightning-fast automata and the roaring cannons of Sabiha Fighters. Such is their military prowess that, of late, Greek commander **Mirliva Alexios Varvakis** is often entrusted with command of the Sultan's forces in battle, over even those from Turkey. Having risen to the position of the most decorated soldier in the Sultanate's history, he is notable as the only Greek commander to have ever been gifted a personal guard of Janissaries from Sultan Mustafa's palace guard.

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

Mainstay Units

- Macedonian Companions (*Sultanate Cavalry*)
- Sipahi Monowheels (*Sultanate Cavalry*)
- Khepri Rotor Automata (*Sultanate Rotorcraft*)

Commander Bonus: Klephtopolemos

Once per Round, at the start of a *Sultanate Cavalry* unit's **Activation**, this General may issue a **Special Command**. If this Command is successfully issued, this unit gains the *Portal Strike* special rule until the end of its **Activation**.



ORDER AUXILIARY BATTLEGROUP

The Order have been at large upon this world since time immemorial, first arriving in pursuit of their eternal quarry: the **Hex**. Across the universe, the Order has doggedly hunted this otherworldly prey. And now, here, trapped together upon this Earth, these ancient enemies prepare to play out the final act of their eternal war. It is one they have enacted seven times already, seven burnt and lifeless worlds left derelict in the Order's wake. Earth shall be the last.

In battle, the Order are without match, for they are something more than human. The nigh-indestructible soldiers of the Cor Caroli wade directly into the fray, shrugging off all but the heaviest of firepower. From portals across the field, specialised units of Spica Orionis appear from thin air, dispatching the enemy with guerilla tactics and surgical precision. And all the while, the unrelenting anthem song of Pillar of Light Hover Tanks rains down upon the foe, tearing apart infantry and armour with holy power.

<p>1 Order Commander</p> <p>★</p>		<p>One Mandatory Element. This Element can be Bolstered.</p> <p>The Element requires a unit with the <i>Order</i> and <i>Commander</i> traits.</p>
<p>1-3 Order Infantry</p> <p>★</p>		<p>One Mandatory and two Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Order</i> and <i>Infantry</i> traits. Only one of these units may have the <i>Inhuman</i> trait.</p>
<p>0-2 Sultanate Armour</p> <p>★</p>		<p>Two Optional Elements. One of these Elements can be Bolstered.</p> <p>Each Element requires a unit with the <i>Sultanate</i> and <i>Armour</i> traits.</p>

Mainstay Units

- Spica Orionis (*Order Infantry*)
- Pillar of Light Hover Tanks (*Sultanate Armour*)

Commander Bonus: Prescience Through Order

Once per Round, at the start of an *Order* unit's **Activation**, this General can draw two **Command & Conquest Cards** from their Deck. They may add one of these cards to their Hand. The other card is placed face down on top of the Deck.





ARMoured CLASH



THE SULTANATE

UNIT PROFILES





COMMAND



**FERIK
COMMAND SKIFF**



MODELS 1

VPR 8

TRAITS Sultanate, Armour, Heavy, Behemoth, Commander

SPECIAL RULES All-Out Attack (3), Extended Footprint, Hover, Hurling, Large, Ponderous, Portal Mastery (2), Spectacular Demise (6), Sponsons (6)

ATTRIBUTES

SPEED	12"
DEFENCE	4
DAMAGE LIMIT	12
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS

	RANGE	DAMAGE			QUALITIES
		9-11	6-8	0-5	
RANGED (LIGHT)	-11/20"	6	8	12	Devastating, Turret
RANGED (HEAVY)	-11/20"	3	7	9	Penetrating, Turret
RANGED (LIGHT/ HEAVY)	-	3(5)	6(8)	9(11)	Seismic, Shock, Trail

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FERIK COMMAND SKIFF

To command the forces of **Sultan Mustafa the Golden** is an honour unparalleled. It is to have the future of the Sultanate placed in one's hands, and a recognition that one has achieved full mastery of military science and the ways of war. But even amongst those who attain this highest of ranks, only the most decorated lead their forces from the gilded command deck of a magnificent Ferik Command Skiff.

Traditionally, Feriks are employed within the naval forces of the **Sublime Porte** as escorts for their twin-hulled cruisers (**Ikili**, as the Sultanate call them). These skiffs are marvelously adaptable vehicles, held aloft upon gravitic repulsor engines first pioneered by Enlightened engineering prodigy **Emine Yildirim** before her recruitment into the **Crimson League**. These engines allow the Ferik to glide effortlessly over land and sea alike, as though its hefty orichalcite hull had no more weight than a feather. And while these designs would go on to be developed into the airborne skybarques so commonly employed by the Sultan's **Air Corps**, this stable and predictable hover has made the Ferik an unparalleled field command platform.

Crewed by an elite unit of hand-picked **Janissaries**, this vehicle barrels through enemy units with its rudder carving infantry apart, aetheric turrets firing searing lances of blinding light into the foe

from both sides. And yet, despite its considerable offensive capabilities, the Ferik's true power lies within the strange cupola at its rear.

Since Sultan Musatafa opened his arms to the mysterious **Order**, his realms have been transformed by otherworldly sciences. The most potent and striking of these are surely their portal generators. The gateways that these inscrutable devices tear open are delicate incisions in realspace, liminal tears in reality resulting in mirage-like passages that fold days of travel into a single step. Even a Ferik is not large or powerful enough to house one of these miraculous devices, instead serving as a relay point for an even larger installation or naval carrier many leagues behind the frontlines. By such means can a Sultanate general move or open portals mid-battle, summoning reinforcements from anywhere in the Sultanate with naught but a command from that vessel's **Master of Portals**.

The arrival of the Ferik in battle is a demoralising sight for the enemy, the ominous hum of their engines and the crackling charge of their weapons warping the very air with heat distortions and clouds of ozone, the distinctive burnt smell a subtle prelude to the destruction to come, a portent of how improbable their victory has become.



INFANTRY



COR CAROLI LUMINANT



MODELS 4 / 8 / 12

VPR 4 / 6 / 8

COMMAND VARIANT

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

Commander

TRAITS

Sultanate, Heavy, Infantry, Order, Inhuman

SPECIAL RULES

Bulky, Portal Strike, Stoic Defence, Terrifying (Order)

Portal Mastery (1), Support (Order)

ATTRIBUTES

SPEED	3"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	11
BREAK LIMIT	3

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	4"/8"	2	4	6	
MELEE	-	5 (8)	11 (14)	17 (20)	Devastating, Precision, Shock

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COR CAROLI LUMINANT

Since the destruction of **Atlantea**, and perhaps even before recorded history began - long before even this "Dystopian Age" - there have been unseen forces in this world. Shaping it. Leading it. Few have been as successful in this regard as the mysterious **Order**. Few know when they arrived upon this Earth, and fewer still know *where* they hail from. Through dreams and visitations, these non-corporeal beings have spent the last millennia establishing a cult of followers - and their influence is spreading.

Charging into the heart of battle, their size and heft belying a preternatural grace, the implacable warriors of the Cor Caroli bring certain death. Emerging from portals like otherworldly beings, terrestrial firearms ping-ponging ineffectively off orichalcite armour, each sweep of their **Khopesh Swords** bisects flesh in sharp showers of viscera, while every swing of a gauntleted fist sends mortal bodies flying limp and lifeless through the air.

These are holy soldiers, alien to all who behold them, hulking warriors encased in shimmering armour and impassive filigree masks. Each unnervingly silent figure stands a full head above other infantry, and sounding out from deep within their armour, the echoing dirge of lost souls can be heard, driving all around them into madness and despair. Some consider them angels. Others, demons. The truth is altogether more sinister.

The Cor Caroli were human once, willing members of the **Spica Orionis**, **Spica Astrea**, or **Spica Iapetus** whose physical bodies have been hollowed out and inhabited by incorporeal warriors from beyond the stars. Of course, this merging of souls comes at a cost. It takes immense focus for mortal flesh to contain the superhuman power of the cosmos, and with each injury the flesh sustains, the immortal spirit within must fight to retain their grip on their host. Thanks to the **Apotheosis Gates** in Istanbul and in the **Badlands** of Arizona, this once mattered little: these otherworldly spirits simply passed from one discarded host to another. However, with recent losses in Arizona, it appears that this cycle can be broken. The Cor Caroli are not as untouchable as they once seemed...

When the need is especially great, these soldiers may be led into battle by one of the Order's finest commanders. Said to be the oldest warrior to have ever walked this earth, there are some in the Order who claim that **Lambent Procyon Makara** was present for the fall of **Atlantea**, circa 1,600 BC. In the thousands of years since, she has lost much. Indeed, what remains of her host body is a mystery, hidden beneath resplendent golden plate and mounted upon a quadrupedal frame. But they say she has never yet been slain. By her blade have countless lives been ended at the behest of her kindred. For none shall stand between the Order and their great plan.



INFANTRY



COR CAROLI NYX



MODELS 4 / 8 / 12

VPR 4 / 6 / 8

TRAITS Sultanate, Heavy, Infantry, Order, Inhuman

SPECIAL RULES Bulky, Portal Strike, Terrifying (Order)

ATTRIBUTES

SPEED	3"
DEFENCE	3
DAMAGE LIMIT	2
DISCIPLINE	11
BREAK LIMIT	3

ARMAMENTS

RANGED (LIGHT/HEAVY)	6"/12"
MELEE	-

RANGE	MODELS			QUALITIES
	1-4	5-8	9-12	
6"/12"	4	6	8	Penetrating, Suppressive
-	5	10	15	Precision

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COR CAROLI NYX

The **Allshard**. This is the timeless dimensional plane from which the **Order** hails, in which they first shed their physical forms, ascending instead to a higher level of being. From this formless state, communication with the minds of material beings through a process called **Gnosis**, they have entrusted their knowledge to a chosen few in exchange for their servitude. In the Sultanate, they have secured a singularly powerful foothold, establishing themselves as a religious order and finding a particularly ardent follower in the form of **Sultan Mustafa the Golden**. Under his generous patronage, they have seized access to near unprecedented levels of earthly wealth, and - despite an oft-professed disdain for the lesser discoveries of the **Lost World** - the freedom to combine the scientific advancements of the **Enlightened** with their own alien knowledge.

The Cor Caroli's **Shrike Rifles** are just one such example of the otherworldly gifts the Order bestow. Great two-handed cannons, these heavy weapons discharge screaming blasts of energy somewhere between blue fire and white lightning, disintegrating everything unfortunate enough to be in their path. Those far enough from the centre of the blast to survive invariably lose their sight. Most lose their sanity too. But there are those who claim that, in the brilliant flash of these cannons, they see a river. An infinite stream of blinding energy. Of souls. All-consuming. All-knowing. Pure. And so are yet more believers recruited from even amongst the ranks of the enemy, hungry for another taste of the infinite.

All who serve the Order see this light, even if they do not understand the awful truth of what they perceive. But it is not for them to understand. For the Order, the Sultanate is a means to an end. And with recent setbacks in the **Badlands** of the Union - not to mention the rumours swirling around the disappearance of **High Sircan Horst Abner** - the Order continues to obfuscate their followers as to the nature of this "end".

Because their plans are beginning to unravel, and they are losing control...

With the destruction of the **Revelation Gate** in Arizona, the Order faces an uncertain future. This gate was destined to purify this world. Cleanse it in the fire of the sun. For now, their great plan has been halted. The **Apotheosis Gate**, also in Arizona, was damaged in the same cataclysmic blast and is now operating at a fraction of its former power. While this has done little to stymie the Order's machinations, for another yet stands in Istanbul, it has introduced new doubts into the minds of the Cor Caroli. Perhaps even fears. If these gates can be destroyed, then they can be cut off from this plane of existence. They can, to all intents and purposes, be killed. For the first time, they understand what it is to be mortal.

While the loss of even one of these sainted warriors is a devastating loss to the Order, it has not yet weakened the Cor Caroli. Far from it. It has made them desperate. For now they have something visceral to fight for. Survival.



INFANTRY



JANISSARIES



MODELS 6 / 12 / 18

VPR 2 / 3 / 4

COMMAND VARIANT

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

Commander

TRAITS Sultanate, Light, Infantry

SPECIAL RULES Veteran (1)

Chain of Command (6"), Portal Mastery (1)

ATTRIBUTES

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

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-6	7-12	13-18	
RANGED (LIGHT)	10"/18"	5	12	18	
RANGED (AERIAL)	10"/18"	2	3	4	
MELEE	-	3	6	9	

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JANISSARIES

No calling is held in higher honour by citizens of the Sultanate than service in the ranks of the Janissaries. Such is the esteem in which their service is held that the Janissaries are considered amongst the ruling classes of the Sultanate, equal to minor court aristocracy. Given their standing, it is expected that many noble families will send their secondborn children to the **Janissary College** in **Enderun**.

In the military of any other Great Power, the Janissaries would be considered an elite force, but in the armies of the Sultanate they are almost without numbers. It is said that one hundred thousand stand poised for deployment at **Mustafa the Golden's** command, with five hundred more forming the Sultan's personal guard. Indeed, gifting the service of even one Janissary is the highest honour the Sultan can bestow upon one of his subjects. Recent recipients of this generosity include the Egyptian **Admiral Khepri Khalifa** and Greek commander **Mirliva Alexios Varvakis** (though whether this is for their protection or their observation is a matter of contention).

When arrayed for battle, the Janissaries are striking, wearing multi-layered tunics that incorporate fine silks, ballistic-resistant fabrics, and animal pelts. Finer still are the powerful **Sarsilmaz Rifles** they carry, artisanal weapons that, when fired in unison, are capable of punching through the defences of even the most heavily-armoured troops. This unity extends to close-quarters combat where, for each Janissary deflecting enemy blows, another strikes at the heart of the foe with their **Yatağan** swords, the ivory hilts of which are scrimshawed with personal victories and moments of sacrifice over their years of service. For as long as they serve at the Sultan's pleasure, each Janissary is bound by a strict code. They are forbidden to marry before the age of forty, must renounce all personal possessions, and must swear absolute dedication to the Sultan. It is said that no Janissary has ever betrayed their oath.

However, their position as the favoured of Mustafa has been threatened in recent times, as tradition is sacrificed upon the altar of the **Order**. With each passing year, the Sultan falls further under the sway of the religious teachings of the **Allshard**, and the Janissaries find themselves being replaced in the Sultan's palace by the hulking and inhuman **Cor Caroli**.

However, despite threats from without and within, the Janissaries of the Sultanate continue to fight for the soul of their people, and they will fight until the last.





INFANTRY



PERSIAN IMMORTALS



MODELS 4 / 8 / 12

VPR 4 / 5 / 6

TRAITS Sultanate, Light, Infantry

SPECIAL RULES Corrosive Fumes (4"), Immortal, Pavises, Portal Strike, Stoic Defence

ATTRIBUTES

SPEED	4"
DEFENCE	2
DAMAGE LIMIT	1
DISCIPLINE	0
BREAK LIMIT	-

ARMAMENTS

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
MELEE	-	5	10	15	Devastating

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PERSIAN IMMORTALS

A fighting force numbering ten thousand strong: since their formation in the 5th Century by Cyrus the Great, this number has never wavered. For, it is said their warriors never die.

Through portals generated far behind the frontlines, the Immortals stride onto the battlefield, hours of travel shortened to a single step. Bedecked in Achaemenid armour and identical masks that protect them from the phosgene vapours of their portals, each Immortal is indistinguishable from the next. Shrouded by fumes, each Immortal is also outfitted with a miniaturised shield generator, capable of shrugging off all but the deadliest of firepower. In this immovable phalanx do the Immortals hold their ground, claiming key strategic positions against all who would seek to remove them. For even when one of these warriors is cut down, it is as if they rise again, unmarked, unharmed, still obscured by the toxic fumes of their arrival

At least, this is what both the subjects and the enemies of the Sultanate are led to believe.

When the Persian Immortals enter the field, great energy is expended in holding open the portal through which they do so. For when one amongst them is struck a mortal blow, another may step forth to take their place. The miniature shield generators are little more than relays, providing a modicum of protection but primarily used as locators to help recover the fallen's bodies swiftly. Thus, is the illusion maintained, and their title assumed to be terrifyingly literal.

This legend has proved as effective in the halls of the **Sublime Porte** as on the fields of battle, and it is not uncommon to see four-strong squads of Immortals accompanying high-ranking Sultanate diplomats visiting the other Great Powers. With even their charges believing the myth of the undying warriors, their reputation alone is an effective deterrent against any would-be assassins.



INFANTRY



SPICA ORIONIS



MODELS 4 / 8 / 12

VPR 3 / 4 / 5

TRAITS Sultanate, Light, Infantry, Order

SPECIAL RULES Ambushers, Irregular, Pioneers, Portal Strike, Vanguard (10")

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-4	5-8	9-12	
RANGED (LIGHT)	12"/32"	4	6	8	Precision
MELEE	-	3 (5)	5 (7)	7 (9)	Precision, Shock

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SPICA ORIONIS

The Spica Orionis are the vanguard warriors and mortal faithful servants of the Order, each unquestioningly willing to lay down their lives in aid of their masters' plan. That they know little of this plan - or that it entails the fiery sterilisation of the Earth and the extinction of all life - matters little to them. To the Spica, serving the Order is the highest calling imaginable.

More than this, it is a path to ascension, for the most devout amongst the Spica may one day be chosen to join the ranks of the **Cor Caroli**. Little do they know about the human sacrifice that this entails, nor that the collapse of the **Apotheosis Gate** in America has robbed them of their ultimate reward. For now, the illusion holds. And as the Order's influence grows across the Sultanate, so too has Spica training become mandatory throughout its realms, to the extent that Orionis are increasingly replacing more traditional forces of **Janissaries** within many armies. As their numbers swell, each soldier fanatically devoted to the teachings of the **Allshard**, many higher-ranking generals fear that it is only a matter of time before the Order controls the military entirely.

Regarded with equal wariness are the advanced portal sciences that even these footsoldiers of the Order wield in battle. Many who step into these liminal tears are never seen again. Others speak of long corridors that defy description, where strange, inhuman shapes move in the periphery of their vision. Others still emerge a husk of their former selves, fearful of their own reflection and left with no ability to speak at all, save one repeated, muttered word: "*r'ib.*" Not so for the Spica Orionis. Such is their faith in the Allshard that they have nothing to fear.

Lightly armoured and equipped with scoped **Bushshrike Rifles** that can drop an armoured target at 850 metres, the Spica Orionis favour guerilla-style tactics in battle; emerging from their portals to pick off enemy combatants before disappearing into thin air. The rifles are eerily silent, lacking concussion or kick-back, though their muzzle flash still speaks of some kind of combustion taking place. Presumably, this is another sign of the Order's otherworldly science at play. The Spica Orionis are ghosts, and such is their ephemeral swiftness that oftentimes they go entirely unseen, shadows in the desert...



CAVALRY



MACEDONIAN COMPANIONS



MODELS 5 / 10 / 15

VPR 3 / 4 / 5

TRAITS Sultanate, Cavalry, Light

SPECIAL RULES Durable, Overrun, Shrouded, Veteran (1)

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
MELEE	-	6 (9)	8 (12)	14 (21)	Devastating, Shock

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MACEDONIAN COMPANIONS

The Companions of Macedonia can trace their roots to the time of Alexander the Great, with many considering them the first shock cavalry of their kind. Drawn from noble Greek families, generations of riders have proven themselves against the many enemies that have risen and fallen in the ages since. This power was no better demonstrated in modern times than in the Greek War of Independence in 1821, against the **Janissaries** of the Sultanate.

Since the outbreak of this civil unrest, healing between the nations has been slow. For the Sultanate, Greece is an important foothold in Europe, and to risk another bid for independence would likely see the Sultan's ambitions within the continent fold. As with so much in his realms, whether he would know it or not, Greece is yet another delicate piece in his house of cards. Each year, costly gifts are sent from the palace of the Sultan to the courts of Greece, a continued peace offering and act of allyship. Such a gift was given to the Macedonian Companions in 1863.

The Sultan's attentions are fleeting. This is as evident in the many projects that have been abandoned at the wayside of his rule as it is in the ever-growing presence of foreign technologies within his lands. For he is nothing if not a collector. A collector of ideas, of trends, of Bavarian sporting automobiles, and recently (as conflicts around the globe continue to escalate) of weapons.

Amongst these extravagant purchases were the Blackhoof Automata of the **Crown**. Observing these mechanical marvels as they passed through his realms on their way to India, **Sultan Mustafa** had his Grand Vizier **Mehmed Pasha** pay hand over fist for the mechanism's designs, desiring a **Horse Guard** of his own. However, any such intentions fell quickly by the wayside in 1862, when his servants presented him with a modified fleet of **Ironhide Trucks** imported from the Union. With hordes of exquisite horses now sitting unused and gathering dust in the warehouses of Istanbul, Pasha saw an opportunity. And so these Blackhoof Automata were sent to Greece, a gift for their most esteemed warriors.

Now, the Macedonian Companions charge into battle upon these chalcidian-steel steeds, their heavy plate armour lined with orichalcite and their **Tabar** axes crackling with energy - an endowment from the Promethean Complex of **High Eden** - these troops charge into battle with near unstoppable momentum, crushing the enemy under a wave of iron hooves and sharpened axeblades. Few can stand in the way of such a charge. Fewer still would even try.





CAVALRY



SIPAHI MONOWHEELS



MODELS 5 / 10 / 15

VPR 3 / 4 / 5

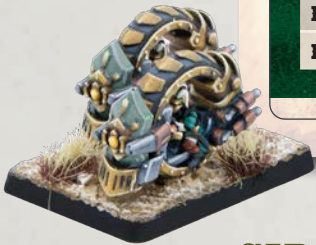
TRAITS Sultanate, Cavalry, Light

SPECIAL RULES All Out Attack (2), Hurling, Pioneers, Shrouded

ATTRIBUTES	
SPEED	15"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	7
BREAK LIMIT	1

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-5	6-10	11-15	
RANGED (LIGHT)	-	4	7	10	Trail, Suppressive, Seismic
RANGED (LIGHT/HEAVY)	6"/14"	3	6	9	Penetrating

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SIPAHI MONOWHEELS

The Sultan relies on the support of three pillars for the strength of his reign. Of these, it is arguably through the gifts of the mysterious **Order** that the Sultanate has risen to become one of the pre-eminent Great Powers. Through their otherworldly sciences and earnestly bestowed knowledge, the Sultanate outpaces even the Enlightened in certain aspects of esoteric warfare. There is perhaps no better example of this than the Sipahi Monowheel.

At first glance, these vehicles defy understanding. Comprising little more than a seat nestled within a great circular carbon-rubber tread, their drivers are open to the elements as they careen across the battlefield at impossible speed. And yet, despite this seeming vulnerability, the crackling blue energy that fuels these vehicles produces an eerie static that anchors them to the terrain, keeping them upright and stable, even across sheer, vertiginous surfaces. While the secrets of this arcane fuel have been shared with mortal scientists loyal to the Sultanate, they have, as yet, been unable to decipher its origins, or to replicate its effects. As with all matters pertaining to the Order, it is a matter of faith.

Each monowheel is ridden by promising young students “recruited” by members of the Order from the Janissary college in Enderun in their final year of tutelage. Undergoing specialist **Spica** training that can last anywhere up to a full year, those who are selected to pilot these religious relics must pass a battery of tests in order to cope with the extreme speeds and manoeuvrability that they must master. Fatal accidents are regrettable, but they do happen. Those who make the grade emerge as changed soldiers with lightning-fast reflexes. Some might even say inhumanely so. In fact, those closest to them swear that, in the right light, the whites of their eyes can be seen to crackle with a simmering, blue glow...

In battle, a Sipahi Monowheel is a whirling dervish of death, leaving destruction and chaos in its wake as it hurtles through entire units of enemy infantry. Little can halt their velocity, as flesh and metal are pulverised across their whirring treads, transformed into little more than a column of viscera behind them.





ARMOUR



HAYALET TANKS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Sultanate, Armour, Heavy

SPECIAL RULES Hover, Sponsons (2)

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT)	12"/2.4"	4	8	12	Seismic, Suppressive
RANGED (HEAVY)	12"/2.4"	5	10	15	Devastating
IMPACT	-	2	4	6	

RANGE	MODELS			QUALITIES
	1-2	3-4	5-6	
12"/2.4"	4	8	12	Seismic, Suppressive
12"/2.4"	5	10	15	Devastating
-	2	4	6	

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HAYALET HOVER TANKS

On the day that **Mustafa the Golden** took his place as Sultan in a ceremony of immense pageantry and (it was whispered by many in the Sublime Treasury) unwise profligacy, there was one who was conspicuous by her absence: his own sister, the erstwhile **Princess Scheherezade**.

With a generous stipend from Grand Vizier Mehmed Pasha, dependent on her not abiding overlong in the capital, Scheherezade now operates out of **The Crimson Jewel**, her Promethean Complex in the Uzbek mountains, and leads the **Crimson League** a mercenary force with ties to the **Covenant of the Enlightened**. With the resources available to her as a founding Enlightened Peer, she has positioned herself as key to the Sultanate's scientific advances. With many in the **Sublime Treasury** regarding her as a useful counterweight to the influence of the Order (and as first in line to succeed her dissolute younger brother, perhaps sooner rather than later), it is a service that costs the Sultan dearly.

A notable example of these advances was the military application of the Enlightened's gravitic repulsion engine. First employed aboard naval skiffs after the original designs were purchased from the Enlightened, there was a desire to see these engines integrated into smaller vehicles, a desire that fuelled a quiet arms race that ran throughout the Union's **Ore War**. While **Erasmus Levitt** would see his **Iron Horse** in action in 1863, compelled by the bitter necessity of civil war, it would be the Sultanate, albeit several years later, that would demonstrate the full potential of these sciences.

The Princess had already recruited the Enlightened engineering prodigy **Emine Yildirim** into the Crimson League and it was only a matter of time before sibling rivalries led to these innovations being incorporated into the Sultan's military as well. Manipulating gravitational acceleration fields to levitate not just a one-seat bike, as Levitt had done, but an entire multi-ton war machine, the Hayalet marries the awesome mobility of a much lighter unit with the destructive power of a conventional line battletank. Wielding a hull-mounted **Distortion Cannon** that projects micro-singularity portals at probabilistic speeds, a salvo from one of these tanks opens bubble-sized tears in reality which, though initially stable, rapidly loses coherency over the split-second duration of its flight before ultimately collapsing in on itself. The resultant implosion is devastating, warping stone, metal and flesh alike.

The combat debut of the Hayalet Tank in 1864 saw six of these prototype vehicles rushed into a counterattack against the **Commonwealth's** advance along the Perekop Isthmus during the fierce fighting for control of the Crimean peninsula. With massed fire from Sultanate Janissaries thinning the enemy ranks, **General Ahmet Iqbal** seized upon the opportunity to drive his Hayalets through the enemy lines. Even a counter--charge from a squadron of Commonwealth **Tsarevna Strike Tanks** could do little to stay these mobile machines, with the resultant battle serving as one of the most decisive clashes of armour in the Dystopian Age at that time.



ARMOUR



KAVGACI ATVS



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Sultanate, Armour, Heavy, Order

SPECIAL RULES Pioneers, Shrouded, Sponsons (2)

ATTRIBUTES	
SPEED	7"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/14"	3	7	11	Indirect
RANGED (AERIAL)	10"/20"	5	10	15	
IMPACT	-	3	6	9	

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KAVGACI ATVS

Thanks to the vast reserves of wealth provided to them by the **House of Gold**, the Sultanate are often able to circumvent the laborious development cycle of new weapons. Often, it is simply a matter of purchasing the designs or buying the loyalty of the right foreign scientist, before bringing them up to the Sultanate's exacting specifications. This has allowed the Sultanate to keep pace with the latest military designs in every field, maintaining a measurable advantage over any foe.

Although not directly involved in the terrible events of the **Ore War**, the Sultanate, like the rest of the world, had a vested interest in its outcome, secretly dispatching a number of military observers across the Atlantic to embed themselves on both sides. One **Havva Kaya** followed a Union unit fighting through the arid **Badlands** of Arizona. It was here that she first observed the **Dust Cutter**, a fast nimble buggy used by lawmen to patrol the desert. Given the similarity of terrain to much of the Sultanate's extensive realms, it was clear that this all-terrain vehicle would meet the needs of their own forces, and Kaya "arranged" for an example to be shipped back to Istanbul. From the city's workshops the Kavgaci All-Terrain Vehicle (ATV) emerged.

Larger than its progenitor, it enabled the **Dust Cutter's** basic engine to be replaced with a supercharged 150 hp petrol engine for increased speed, this agility going a long way to mitigate its light construction and relative lack of armour. Furthermore, a third axle was added to give the two-seater vehicle improved cross-country ability.

It is in terms of offensive firepower that the Kavgaci has seen the greatest improvement over the original design. The crude and inaccurate pintle-mounted gun is gone, replaced by a side-firing machine gun that provides the vehicle's gunner with an effective anti-infantry weapon. The second addition is the **Yağmur** anti-aircraft system, two pods of 75mm diameter rockets mounted at the back of the ATV. Bounding across the most dangerous terrain with ease, kicking up dust and sand in their wake, these vehicles unleash a barrage of arcing smoke trails into the air, sending their explosive payloads tearing through any enemy aircraft that threaten the Sultanate army.

Quickly requisitioned by the **Order** and crewed almost exclusively by **Spica**, the nimbleness of this vehicle and its responsive air defence was no more evident than in the 1866 skirmish at Baku, where entire squadrons of **Commonwealth Szpada Fighters** were blown out of the skies, Kavgaci ATVs weaving unseen through the difficult terrain below.





ARMOUR



MERGEN TRANSPORTS



MODELS 2 / 4 / 6

VPR 1 / 2 / 3

TRAITS Sultanate, Armour, Heavy, Transport

SPECIAL RULES Bail Out, Capacity (3)

ATTRIBUTES	
SPEED	9"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/14"	3	7	10	Devastating
IMPACT	-	3	6	9	

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MERGEN TRANSPORTS

From the Nubian Desert to the rolling steppes of Kazakhstan, few vehicles have proved as adept at traversing the Sultanate's lands, or as ubiquitous within them, as the humble Mergen Transport. A common sight on the gleaming thoroughfares of Istanbul, Cairo, or Baghdad, as well as on the battlefield, the popularity of the vehicle belies its foreign origins.

Like so many of the tools of modern warfare, it was born out of the bloody crucible of the **Ore War**. One of those tools was the **Ironhide Transport**.

Rolled out from the Ohio-based **Outlaw Motorworks** in great numbers, this simple and easily mass-produced vehicle could carry units of Federal Troopers quickly and reliably across the disparate territories of their divided Union. Given the Sultanate's own contiguous lands - not to mention **Sultan Mustafa's** particular (if characteristically fleeting) fascination with the Western motorcar - the Ironhide was considered to be the perfect addition to the Sultanate's fleet of fighting vehicles, and with substantial assistance from the **House of Gold**, the purchase was made....

The Crimson Daeva, **Scheherezade**, had brokered a deal between the Turkish Covenant Peer, **Effendi Abdulmejid** and her brother to forge closer ties with the Enlightened. At her encouragement, Abdulmejid received a royal decree from the Sultan that a part of

the city of Istanbul would retain the old name of **Constantinople** and become an egalitarian freeport for the Enlightened. It was into this freeport that the imported Ironhides were immediately stripped back and rebuilt. Appealing to her brother's vanity, the Princess ensured that a month later, the first of the retitled "*Mergens*" rolled out before the Sultan's palace. This first example was a gold-plated vehicle with pennons bearing the personal heraldry of Sultan Mustafa fluttering proudly from each corner. The Sultan's delight was immediate, though it is said that this golden offering even now gathers dust in the changeable ruler's stores alongside the imported collection of Rolls-Royces and the contents of the King's Chamber from the Pyramid of Giza.

Functionally, the Ironhide and Mergen are identical, a testament to the rugged quality of the original, with the only meaningful alteration being the addition of a third axle. Providing a low-energy alternative to portal transport in theatres where Portal Generators have not yet been pre-positioned. Their first engagement was in the **Islamabad Incident**, against the forces of the **Crown**, where, despite enduring 36 hours of heavy fire from **Mordred Artillery** and **Defiance Fighters**, the ever-reliable machines were able to rapidly redeploy hundreds of Janissaries, placing a full contingent of these elite troops at their unsuspecting enemy's flanks.





ARMOUR



MUSHIR ESCORT SKIFF

5



MODELS 1

VPR 7

TRAITS Sultanate, Armour, Heavy, Behemoth

SPECIAL RULES

All-Out Attack (4), Extended Footprint, Hover, Hurtling, Large, Ponderous, Spectacular Demise (6), Sponsons (6)

ATTRIBUTES

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

ARMAMENTS

	RANGE	DAMAGE			QUALITIES
		9-11	6-8	0-5	
RANGED (LIGHT)	-1"/20"	6	8	12	Devastating, Turret
RANGED (HEAVY)	-1"/20"	3	7	9	Penetrating, Turret
RANGED (LIGHT/HEAVY)	10"/60"	6	11	16	Indirect, Siegebreaker, Turret
RANGED (LIGHT/HEAVY)	-	3(5)	6(8)	9(11)	Seismic, Shock, Trail

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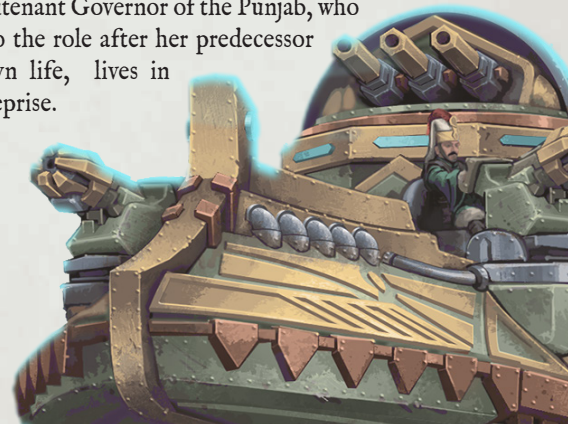
MUSHIR ESCORT SKIFF

Based on the superlative designs of its cousin, the **Ferik Command Skiff**, the Mushir hails from those same Istanbul workshops that line the banks of the Bosphorus Strait. The initial development of the Mushir, spearheaded by Turkish engineer **Defne Özdemir**, began in 1865, after particularly crushing losses of both Janissaries and warships to a **SUSA** ambush on the eastern coast of the South Georgia and South Sandwich Islands. Hoping to gain a foothold off the coast of South America, the unsuspecting forces of the Sultanate were greeted with a withering hail of fire from the SUSA forces embedded on the rugged coastline. Bolstered by support from **Alliance** weaponry and under the withering solar firepower of massed **Valença Landships**, it was a massacre.

Özdemir's instructions were clear: their military required a fire support platform worthy of a Sultan and outshining any that would stand against them: the Valença Landship would be the benchmark against which his success or failure would be measured. Fortifying the Ferik's gravitic repulsor engines for greater weight distribution, Özdemir used the additional gain to replace the command cupola with a massive 300mm **Yumruk Battery** - a modified naval weapon more commonly employed on Cruisers. Against the banks of the Bosphorus was this weapon first tested, and it is said that over five days of bombardment, the strait was widened a full kilometre and the silt generated took two months to clear.

Much as the appearance of a Ferik in battle heralds the arrival of the Sultan's finest military commanders, the sighting of a Mushir Escort Skiffs is a harbinger of destruction. Even now, the traumatised defenders of **Crown**-occupied Islamabad wear haunted looks as they recount the moonlit bombardment of their positions, in 1866, when no fewer than four Mushirs seemed to materialise out of the very night above their heads. Historic buildings and fortified defences were obliterated within hours. It took a desperate charge from several thousand **Blackwatch Dragoons** and **Blackhoof Cavalry**, the Punjabi garrison's entire complement, to finally turn them back. The victory was a pyrrhic one for the Crown, however, as after inflicting horrendous losses on the counterattacking forces, the gravitic repulsor engines of the behemoths allowed for a swift withdrawal from the field. Reports differ, but according to the most reliable eyewitness accounts, not a single Mushir was lost.

Even today, the horror of that night endures and the current Lieutenant Governor of the Punjab, who succeeded to the role after her predecessor took his own life, lives in terror of a reprise.





ARMOUR



PARLAMA ATVS



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Sultanate, Armour, Heavy, Order

SPECIAL RULES Pioneers, Shrouded, Sponsons (2)

ATTRIBUTES	
SPEED	7"
DEFENCE	3
DAMAGE LIMIT	1
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/20"	4	8	12	Seismic, Suppressive
RANGED (HEAVY)	6"/20"	5	10	15	
IMPACT	-	3	6	9	

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PARLAMA ATVS

The first improvements on the Kavgaci ATV was the result of a prize competition. Seeing the efficacy of the vehicle as an anti-aircraft platform against the forces of the **Commonwealth** in Servenoy, **Sultan Mustafa** issued a challenge to his subjects: whoever could successfully mount the largest gun upon the chassis of this ATV would be granted a prime plot of fertile land, large enough to establish a dynasty in his soon-to-be-completed "*Gardens of Paradise*". This call to arms worked as intended; a flurry of activity erupted in workshops across the Sultanate as rival engineers each tried to outdo one another with their designs (under the exacting supervision of the **Order**, of course).

It was the brilliant **Akif Demir** who would ultimately triumph, adapting the **Distortion Cannon** of the **Hayalet Tank** from a casemated weapon into a turret-mounted version, attached to the vehicle's rear. While the suspension and grill of the ATV required sturgenium reinforcing to counterbalance this weighty addition, such was the skill of Demir's team that it came with only minimal expense in manoeuvrability.

With this unparalleled combination of speed and firepower, the renamed Parlama ATV quickly proved itself as a worthy addition to the Sultanate's forces. The sudden appearance of a score of **Spica**-driven

Parlama ATVs at the **Battle of Tarbagatia** saved the heavily outnumbered Sultanate forces from being overrun by Empire forces. Their crews had driven through the night, traversing difficult mountain terrain to emerge on the flank of the enemy army, allowing them to destroy the **Fengbao Heavy Launchers** pinning down their comrades in an aggressive pre-dawn assault. With the enemy artillery pieces taken out of action, hordes of **Janissaries** and **Spica Orionis** suddenly found themselves free to launch a counterattack driving the **Green Banner** troops from the field.

The Sultan was rightly thrilled, and Demir's workshop on the banks of the Sakarya River became the new hub of ATV research and development. The engineer himself prepared for an early retirement in his promised home in paradise, but, as with so many of the Sultan's pet projects, Mustafa's attention was fleeting. The gardens remain unfinished, and Demir still waits for his reward...





ARMOUR



PILLAR OF LIGHT HOVER TANKS



MODELS 2 / 4 / 6

VPR 3 / 4 / 5

TRAITS Sultanate, Armour, Heavy

SPECIAL RULES Hover, Sponsons (2)

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	10"/30"	4	8	12	Indirect, Siegebreaker, Torrent, Turret
IMPACT	-	2	4	6	

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PILLAR OF LIGHT HOVER TANKS

The **Mushir Escort Skiff's** giant 300mm **Yumruk Battery** pushed the boundaries of the impossible when it came to a weaponsmith's art. Whilst its destructive power is without parallel in the Sultanate force its relative rarity, due to the handmade construction techniques means it has never become a common sight on a battlefield. There was an obvious need for a version of the weapon that could be mounted on a chassis that could be more readily reproduced. The Haylet chassis was the first to incorporate the modified weapon in a form compact enough for widespread battlefield use. With the twin design goals of retaining mobility whilst adding indirect firepower achieved, the new design, named "Pillar of Light" by the Sultan himself, was ready for its first combat test.

These tanks first graced the battlefield in 1864, visiting death and destruction upon the forces of the contemptuous Crown Brigadier **Theodora Barrington-Smythe**. Paired with scores of Hayalet Tanks, the gravitic repulsor engines of these vehicles enabled the battalion to cross the mountainous **Spın Ghar** range with ease, outmanoeuvring the more sluggish armoured units of the **East India Company**, for whom the craggy peaks and deep valleys were nigh impassable. The enemy was eventually caught as they formed up after fording a river, the concussive blasts of Pillar

of Light batteries obliterating the enemy's Sterling Armoured Transports and Galahad Battle Tanks even as they crawled out of the rapids. The stunned survivors, such as they were, were efficiently mopped up by the rest of the Sultanate force, rapidly deploying to the battlefield from portals.

In subsequent engagements, it has become clear that the Pillar of Light Hover Tank is a superlative performer against any target or fire mission to which it is assigned. Its indirect capability gives command the option of positioning its Pillars of Light in a position where the enemy cannot easily target them, while also hitting enemy units that thought themselves well hidden from enemy fire. Of particular note is Order devotee and Pillar of Light commander **Yüzbaşı Alp**, whose elite battery of tanks, nicknamed **Gök Gürültüsü**, or "The Sound of Thunder", have long been engaged in tit-for-tat skirmishes with **Alliance** firebases in the foothills of the Atlas Mountains. Together with elite units of **Spica Orionis**, **Gök Gürültüsü** has held the city of Ouarzazatel, in central Morocco, for almost five years, pummeling their enemies from behind thick stone-walled compounds, in spite of **Prince-President Bonaparte's** designs on the North African country.





ULGEN MOBILE GUNS


MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Sultanate, Armour, Heavy

SPECIAL RULES
ATTRIBUTES

SPEED	9"
DEFENCE	2
DAMAGE LIMIT	3
DISCIPLINE	6
BREAK LIMIT	-

ARMAMENTS

	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT)	6"/14"	3	7	10	Devastating
RANGED (LIGHT/HEAVY)	5"/20"	3	6	9	Indirect, Torrent
IMPACT	-	3	6	9	



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ULGEN MOBILE GUNS

The Ulgen Mobile Gun is one of many variants to have been created after the adoption of the **Ironhide Transport** from the **Union**, but has been one of the most successful: a highly manoeuvrable weapons platform combining the reliable speed of its chassis with the sheer destructive firepower of the **Pillar of Light Tank**. Once again, the inspiration for this machine was borne from the necessity of armed conflict.

As the Sultanate realm extended its sphere of influence northwards into the Balkans, it was met by a resurgent and similarly expansionist **Imperium**, vying to extend its own reach down the Adriatic coast. In these initial clashes, the mobility of Imperium field gun units, tractored into position well ahead of any actual battle, continually frustrated the Sultanate's attempts to dislodge their powerful neighbour. A newer, highly mobile gun platform was needed to counter this advantage.

To meet this need, the Sultan's weaponsmiths turned to the Mushir's 300mm **Yumruk**. Reducing the bore diameter to 105mm resulted in the largest gun that the Sultanate's basic **Mergen** chassis could carry without critically impairing its speed, albeit at the expense of taking up its

entire loadbed. The twin **Erk Cannons** were retained, partly to speed up the conversion process, but primarily due to their proven efficacy against infantry.

The skirmish at Koplík saw the first operational deployment of the Ulgen Mobile Gun. The swift Imperium drive across the Montenegrin border caught the usually imperturbable Sultanate intelligence off-guard, leaving a small garrison of **Janissaries** to defend the lakeside town alone. Fortunately, there was a battery of Ulgen Mobile Guns close enough to be redeployed to one of the neighbouring valleys and, backed by a detachment of **Spica Orionis**, harass the advancing Imperium forces. Firing indirect salvos and then promptly relocating, the Ulgen Mobile Guns not only stymied the Imperium advance on Koplík, but occupied their forces for several months afterwards as their embittered commanders became increasingly fixated on finding and destroying this unseen menace.

The borders between the two Great Powers remain much as they did at the outset of that battle, and the lessons learnt from it were quickly disseminated across the various militaries of the Sultanate, with the Ulgen Mobile Guns proving their worth in a hundred engagements since.



ROTORCRAFT



APOPHTIS ROTOR AUTOMATA

3



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Sultanate, Rotorcraft, Aerial

SPECIAL RULES Automata, Flying, Vanguard (5")

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

ARMAMENTS	RANGE	MODELS			QUALITIES
		1-2	3-4	5-6	
RANGED (LIGHT/HEAVY)	-1"/10"	5	8	12	Portal Blast
IMPACT	-	3	5	7	

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APOPHTIS ROTOR AUTOMATA

The Promethean Complex of *High Eden*, in Suez, has, in the years since its founding, been responsible for some of the **Covenant of the Enlightened's** greatest scientific advances. But, thanks to **Princess Scheherezade**, herself a founding Peer of the Enlightened, few have benefitted as much from these discoveries as the Sultanate. And few have been as impactful as the unearthly rotor automata.

The Apophis is just one of three automated variants created at the behest of Egypt's current ruler, **Pharaoh-Khalif Ramesses the Thirteenth**. The **Abbasid Caliphate** of Egypt has its roots as far back as 566 CE, and Pharaoh-Khalif Ramesses can trace his bloodline all the way to his illustrious namesake, Ramesses II, whom the Greeks called Ozymandias - though many whisper that this is a fabrication to legitimise an illustrious if largely ceremonial role within the Ottoman Sultanate.

Unlike their **Khepri** and **Senehem** cousins, the Apophis fulfils a more specialised role upon the field. After the development in *High Eden*, the Order used its influence with the Sultan to ensure that a number of early models found their way to Spica workshops to be outfitted with the rare and destructive **Portal Disharmoniser**: a weapon of unknowable age and extraterrestrial origin. Indeed,

to the followers of the Order it is closer to a religious relic than a weapon, such is the sanctity with which these guns are installed. Mounted between the two-prongs at the prow of the Apophis, this weapon behaves in a manner akin to an ultrasonic tuning fork, firing directional signals towards specific portals, before matching and amplifying their resonant frequencies in realspace. Through applied pressure, these signals are capable of increasing a portal's oscillation until it collapses in on itself entirely, the implosion releasing incredible energy outwards with brutal effect.

On the Punjabi desert plains of Cholistan, at the edge of the Indian sub-continent, the Crown's Rifle Platoons soon found themselves the victim of just such an attack. Drawing up into defensive formations as portals appeared ahead of them, so preoccupied were they in anticipating a strike by squads of infantry that they did not notice the cloud of Apophis Rotor Automata cresting the rise. As the portals shimmered in the noon sun, so too did they begin to hum until, reaching an ear-splitting crescendo, they exploded through the Rifle Platoon's disciplined ranks. When the anticipated squads of Sultanate infantry did finally arrive, borne instead in Mergen Transport, all that was left for them to do was mop up the demoralised survivors.



ROTORCRAFT



KHEPRI ROTOR AUTOMATA

3



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Sultanate, Rotorcraft, Aerial

SPECIAL RULES Automata, Flying, Vanguard (5")

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT/HEAVY)

IMPACT

RANGE	MODELS			QUALITIES
	1-2	3-4	5-6	
10"/20"	3	7	9	Penetrating
-	3	5	7	

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KHEPRI ROTOR AUTOMATA

The rotor automata of the Sultanate present some of the most advanced weapons systems on the battlefields of the Dystopian Age. Of them all, the Khepri has become the most ubiquitous. They are superlative and unrelenting hunters, sweeping over the sands at breakneck speed, their mounted **Aetheric Lances** mercilessly disintegrating enemy armour in searing beams of light. Guided by an advanced logic engine - twelve silver punch discs providing the automata with over two hundred pre-determined attack patterns and even some limited decision-making ability - these automata require neither handler nor direct instruction upon the battlefield. Flying, banking, and swooping in perfect harmony, these near-silent killers excel at hit-and-run attacks, flitting about the battlefield with inhuman grace.

However, as with so many of the Sultan's weapons, their supply and production are predicated on a delicate arrangement of favour-trading and alliances. Of the Sultanate's many polities, the **Abbasid Caliphate** of Egypt is one of its main powerblocks, in no small part owing to the presence of the *Highb Eden* Promethean Complex in the city of Suez. Given the nation's eminence within the Sultanate and the Methuselian weight

of **Pharaoh-Khalif Ramesses the Thirteenth's** ruling dynasty, trade relations need to be handled with great delicacy. This duty, as with so many that rightly belong to Sultan Mustafa, falls often to **Mehmed Pasha**. However much it pains the Grand Vizier to fawn and pander to the giant ego of the Pharaoh-Khalif, it is worth it for access to the superlative Rotor Automata, without which the Sultanate armed forces would be much poorer.

As thorny as these negotiations often prove, the results speak for themselves. Khepri are commonly employed in every branch of the Sultanate's military, serving as ground attack craft on land, and as short-range squadrons at sea. Soaring above the battlefield, the Khepri move around in a seemingly random manner, but due to intricate punchcard instructions, they all coalesce at the crucial point to concentrate their attack on a single target, swarming it from all sides with strafing runs of criss-crossing beams. Each aetheric blast of their prow-mounted weapons rendering tanks and small vehicles to smoking metal and their crew to ashen remains.





ROTORCRAFT



SENEHEM ROTOR AUTOMATA

3



MODELS 2 / 4 / 6

VPR 2 / 3 / 4

TRAITS Sultanate, Rotorcraft, Aerial

SPECIAL RULES Automata, Flying, Vanguard (5")

ATTRIBUTES

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

ARMAMENTS

RANGED (LIGHT)	6"/14"
RANGED (AERIAL)	10"/20"
IMPACT	-

RANGE	MODELS			QUALITIES
	1-2	3-4	5-6	
6"/14"	3	7	11	Indirect
10"/20"	5	10	15	
-	3	5	7	

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SENEHEM ROTOR AUTOMATA

Rotor automata have been a huge success since their introduction to the battlefield in 1867, but the initial designs were understandably focused on ground- and sea-based targets. True aerial warfare was, outside of a few pioneering hobbyists and certain Enlightened institutes, still very much in its infancy, but it was an omission brutally exploited by Commonwealth forces in their advance toward Tbilisi during the Çelik Campaign. While the Ryodovoy Rodina were easy prey for the swarm of Khepri Automata sent to repel them, the rotors found themselves outmatched and swiftly annihilated by the counter-attacking air sortie from a wing of **Kheshig Sky Cutters**. It was clear that if the rotor automata of *High Eden* were to be a core component of the Sultanate's military, they needed to be able to face any battlefield threat, whether it was on the ground or above it.

The proven **Yağmur** anti-aircraft system of the **Kavgaci ATV** was quickly adapted for mounting on the lighter automata craft and, after secret testing deep in the Sinai Desert, it was determined that a third of all Khepri Rotor Automata already deployed throughout the Sultanate be similarly converted. Recognising the sheer scope of this endeavour and its

urgency, **Princess Scheherezade** moved herself to loan several hundred **Enlightened** engineers and, under their tutelage, the weaponsmiths from Cairo to Constantinople toiled night and day until the models were completed.

A month after that first setback, a determined counterattack was made toward Tbilisi, where the Commonwealth forces were waiting for the Sultanate forces. Knowledge of the new anti-aircraft variant of the Rotor Automata had been kept from Commonwealth spies, who were pleasantly surprised, but not suspicious, to find the Sultanate forces repeating the same tactics that had failed them once before. Three wings of Skycutters were dispatched, supported by **Kometa Interceptors** high above, and as these units descended, confident in the easy kills, the Senehem opened fire. Rockets arced through the air, filling the skies with explosions and smoke, as Kheshig and Kometa alike fell to the ground in flames. No aircraft of any kind were left in the skies that day, and as the Sultanate forces pushed forward, Tbilisi was returned to the fold before the day ended.





AIRCRAFT



SABIHA FIGHTER SQUADRON

8



MODELS 1 / 2 / 3

VPR 2 / 3 / 4

TRAITS Sultanate, Aircraft, Aerial

SPECIAL RULES Fiery Demise (4), Flying, Rapid Response

ATTRIBUTES	
SPEED	11
DEFENCE	2
DAMAGE LIMIT	4
DISCIPLINE	8
BREAK LIMIT	-

ARMAMENTS	RANGE	MODELS			QUALITIES
		1	2	3	
RANGED (LIGHT)	5"/10"	5	9	13	
RANGED (HEAVY)	5"/10"	4	7	10	Penetrating
RANGED (AERIAL)	3"/10"	4	7	10	

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SABIHA FIGHTER SQUADRON

With the discovery of sturgingium and its near fantastical properties, the burgeoning development of aviation took full flight, and the practical use of heavier-than-air craft as weapons of war quickly seized upon. The Sultanate's agents across the globe noticed a trend for small single-seat fighter-bomber aircraft and reported back. The face of war was changing. It was not simply enough to conquer the earth. One must dominate the very heavens themselves. **Sultan Mustafa the Golden**, never one to shy away from innovations and current trends (especially in matters of war), set his engineers to work at once. After a short period of development under the watchful eye of engineer **Mansoor Amin**, and facilitated by credit extended by the ever-willing **House of Gold**, the definitive version of the Sabiha Fighter finally arrived.

With twin engines set low in the wing, this fighter shoots through the skies with near-unmatched speed, its twin **Akrep Cannons** ploughing up the battlefield in strafing lines of firepower. The shells pierce armour with ease, concussively blasting outwards in fiery displays of viscera and broken metal, with even a glancing hit capable of reducing the heaviest of vehicles to molten slag.

The arrival of a Sabiha squadron is a welcome sight to any **Janissary** on the ground below, their reputation having been solidified at the battle of the **Siwa Oasis**. There, after an archaeological excavation sponsored by Louis-Napoleon excavated

ancient treasures, conflicting views on ownership spilled over into open conflict between the Alliance and **Pharaoh-Khalif Ramesses**, with Sultanate troops rapidly dispatched to the dig site. A mixed force of **Janissaries** and **Spica Orionis** had been positioned around the edge of the lakes, their ammunition already depleted after facing off against a surprise drop pod assault from a force of **French Legionnaires**, when a mixed group of **Charrette Armoured Vehicles** and **Corregedor Heavy Transports** crested the skyline overlooking the Sultanate forces' position. At this moment, two squadrons of Sabiha Fighters screeched over the palms of the oasis, clouds of dust were kicked up as their powerful cannons punched through the enemy, and explosions rocked this line of armoured vehicles. What surviving infantry there was left tried to take up a defensive line. But under **Albay Murat's** command, these two were soon cut down, as his squadron made a tight turn and cleaned up the survivors.

The Sabiha has since become a common sight in the sky, wherever Sultanate forces are found. From the Kazakh steppes, interdicting Commonwealth troop movements and supply convoys during the **Kostanay Incident**, to supporting anti-government uprisings in the **Bight of Benin** with weapons and leaflet drops, the work of **Amin** and his colleagues is as evident as it ever was.





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.

WEIGHED, MEASURED, AND FOUND WANTING (20 POINTS)

Once per round, when an *Order* unit in this force makes a **Close Quarters** or **Ranged Attack** that targets a unit with the **Disordered** status, its General may discard a **Command & Conquest Card** from their hand before making the **Attack Roll**.

If they do so, in the **Resolve Re-Rolls** step of this unit's **Attack Roll**, its General can re-roll any dice that scored a **Blank** result.

COUNTERCHARGE (30 POINTS)

Once per Round, during the **Reaction Step**, the General can issue a **Special Command** to a unit that has the **On Lookout** status, 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 unit. Then, this unit immediately makes a **Close Quarters Attack** (the active enemy unit can **Retaliate** as normal, if it has a *Melee* attack). After doing so, this unit loses the **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.

TO THE WINDS (30 POINTS)

Once per **Clash**, if a *Sultanate* unit is within 3" of a **Portal Marker**, at the end of its **Activation**, its General can remove the unit from the Battlefield and place it in **Reserve**. The **Portal Marker** is also removed from the Battlefield.

THE HOUSE ALWAYS WINS (50 POINTS)

Once per Round, at the start of a friendly unit's **Activation**, as a **Special Command**, this General can select an enemy *Infantry* unit. If this command is successfully issued, the selected unit immediately loses a model, and gains the **Disordered** status.





SULTANATE

CULTURED | WEALTHY | SKILLFUL



The Sultanate is a realm of unmatched opulence and wealth. Or so they would have the world think. For beneath this glorious surface, they are in a quiet crisis.

From his seat in Istanbul, **Sultan Mustafa the Golden** wages disinterested war against his enemies, far more concerned with the comforts of his home and demonstrating Ottoman ingenuity to the world at large through lavish displays of wealth. The true running of the realm instead falls to his late father's Grand Vizier, **Mehmed Pasha**. But in the face of such reckless rule, he finds his ability to keep the land in check tested at every turn.

For as the Sultan continues to pour gold into grandiose fortifications and expensive projects such as his "Gardens of Paradise," a harsh truth has been kept from him these past two decades. The **Sublime Treasury** of the Sultanate is empty. And desperate to keep up appearances, Pasha has been forced to prostrate himself before a wholly unexpected source: the **House of Gold**.

A simple guild of thieves in times gone by, the House have grown from humble origins to infiltrate every level of society across the globe, exerting their influence over desperate politicians and nobility in need of their near bottomless reserves of wealth. And chief amongst those indebted are the Sultanate. For it is now their gold that funds the Sultan's whims. It is their gold that lays the foundations of their realm. It is their gold that enables the Sultanate to wage their wars. To what end? None know. But the House always wins...

Pasha's fight however, is on two fronts. For even as he secures the Sultanate's financial future - at least in the immediate - he must also stave off the machinations of another third party: the **Order**.

A religious organisation of unknown origin, behind closed doors the Order have bent the ear of Mustafa the Golden, and in so doing have recruited a powerful ally, both in their worship of the Divine, and in their war against the otherworldly entity known simply as the **Hex**.

Few are happy with the influence the Order now exert, with many religious leaders decrying their teachings as nothing less than an act of apostasy. And even as these dissenting voices disappear from their homes in the middle of the night, the Order implement themselves in every level of the realm, from strata of government, to the newly formed **Divine Corps** within the Sultanate's already impressive armies.

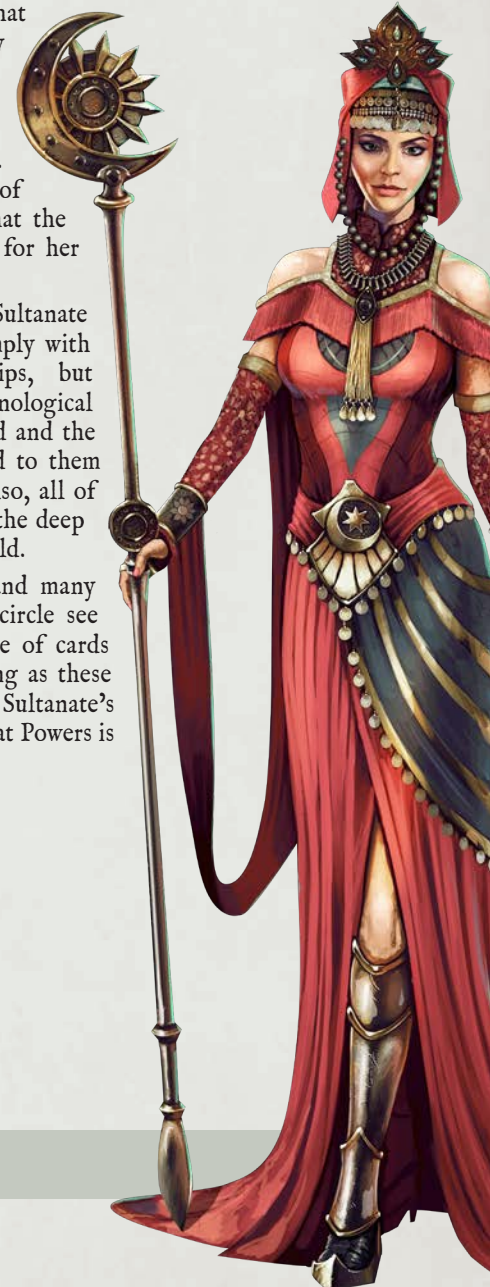
And all the while, they root out undesirables - those "tainted" by the Antagonist.

Quite apart from all of this, sequestered in Morocco, there is the Exiled Princess and her **Crimson League**. Unlike the hedonistic pursuits of her brother, **Princess Scheherazade** has long pursued a different path: one of innovation and (much like her late, neglectful father) one of learning. It is this drive that led to her becoming one of the founders of the **Enlightened**, a position that has afforded her - and by extension, her brother's realm - unprecedented access to the Covenant's revolutionary technology.

But blood is no guarantee of loyalty, and many posit that the Princess is simply waiting for her time to come...

And so it is that when the Sultanate march to war, it is not simply with rifles, tanks and skyships, but with the combined technological acumen of the Enlightened and the otherworldly gifts afforded to them by the mysterious Order also, all of it financed and assured by the deep pockets of the House of Gold.

It is a delicate balance, and many within the Sultan's inner circle see this for what it is: a house of cards doomed to fall. But so long as these three pillars stand, the Sultanate's dominance against the Great Powers is assured.



Shireen Nazeli
Vukela of Armenia



FROM:..... Agent Lucinda Loveless

TO..... Robert Pinkerton

NO..... #37-FTV

ON:..... The House of Gold, The Order and The Sultanate

The following was recovered by Secret Service agents stationed in Istanbul. It appears to be a journal charting movement through the city from July 5th to July 18th, not just alluding to the possibility of vying thieving guilds, but shining a light on an organisation we have been investigating for the last year: the House of Gold.

While the identity of the journal's owner is at present a mystery, they allude to a "Mr Arthur" in their entries. This anglo-nomenclature may well be a misnomer, though owing to their writing in Queen's English (no matter how poor the grasp) and allusions to London, we suspect that whoever this "Arthur" is, they - and indeed the writer - are likely British in origin.

Presented below are the more pertinent excerpts.

...



Day Wun - July 5th

i stepped off the bowt yesterday. Mr Arthur sed it wud be eezzy and he werent rong. peece of pizz to sneek on bord and hide unda the dekle with orl the bags and boxes and cows and such.

Istanbul iz bizzy. bizzyer then London at any rayt. its also cleener. evrything is shiny, and ther's musheens evrywhere. flying ships with sayls in the air. torl buildings with ~~big~~ ~~big~~ big tellerskopes at the topp ov them. and i'v neva seen so much sun. i had to take my jakleit of too cool down. i'm going too need a disgise so i can blend inn. as far as i can see, ther arnt a lott of other peepul with long red hair working about. alreddy peepul ar looking at me funni. in fact, sins i got off the bowt, i feel like sunwun's bin wotching me... its problee nothing, but ill be shore to keep my wits about me.

inn the meantime i'v fownd sunwhere to sleep. cost me a pritty penny, but its a nice playce with a byootifull veiw of the sity and lotss of rooftops to moov over. it wil make it easyer to get from Poynt A too Poynt B.

i'll make a start in the morning.

...



What follows are a further seven days of exploration, specifically observations (however crude and uninformed) surrounding one of the newer religious organisations within the city: the Order.

There appears to be a tension present in Istanbul - and one assumes, the wider Sultanate - between the Order and the general populace. While they seem to have bent the ear of the Sultan himself, moving through his lands and acting with impunity - corroborating our own observations in the region - the locals show signs of being less enamored with the Order's presence in their home.

While we are still unsure about their exact ties to the inner workings of the Sultanate, and indeed the intricacies of their faith (save for teachings about "The Divine" and "The Antagonist"), they appear to have integrated themselves in both the realm's politics and their military, with recent reports of "Spica training" amongst the Sultanate troops

(see my report on the Divine Corps, dated 05/16).

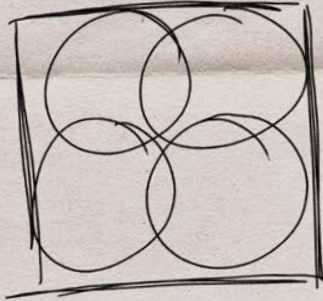
(It is also worth noting that the writer appears to be quite the athlete. In later entries of the full journal (#36-FTV) they speak of navigating the rooftops and "leaping between bildings" [sic] to avoid detection. Perhaps this speaks to some kind of training? Though, given the quality of their writing, I can't imagine it would be in any professional or official capacity.)

...



Day Ayt - July 12th

i fownd wot i wos looking for today. a cloo. i bin seeing this marking all ova the sity. hidin in hard-to-see playces, but a theek always nos where too look. it wos drorn on a wall and looked liyk this.



the Sine of the forty.

looks liyk Mr Arthur wos rite. the Howse of Gold ar in the sity. i remember the storys wot he used to tell us wen we wos yung Dodgers. the things they yooosed to smuggel and steel. how things chaynege. wee rob from peepul becos we need too. not the Howse. they steel liyves now, with monee and with blaydes.

ther wos a hidin messij next too the simbol that i manijed too dee-code. aparently ther's a meeting happning by the ship dock in too days, where ther'll bee a hand over of sumthing important. sumthing seecrit.

sumthing powerful.

this must bee wot Mr Arthur sent me heer for..

...



As the writer correctly notes, the origins of the House purport to be rooted in the Forty Thieves of myth, though whether this is simply appropriation to bolster their shadowy reputation is unclear. However, our understanding is that in modern times, they are the "monster under the bed"; a "bogeyman" throughout the criminal underworld.

And now, it seems they have entered the political stage. Quite what sway they hold over the Sultanate is unclear - that any amongst the Sultan's advisors are even aware of their existence would be unlikely - but this "Sign of the Forty" has been observed on intercepted papers heading to and from the Sultan's palace. Are the government utilising this thieves guild? And if so, to what end?

After several entries detailing the scoping out of the Istanbul Docks, this next excerpt is the final (and longest) entry in the owner's journal.

...



Day Forteen - July 18th

tonite, evrything went rong.

i snule intoo the dox too see the hand over happning, and manigned too hide myself in a secret spot, out of vyo. it was about midnite wen i sor anywun. they was members of the Howse of Gold, and they had sumthing with them. it looked lilce a goldun sfeer with markings orl over it. it looked lilce the world.

but they werent alown. sunwun els was with them.

i dont no how to mayle sens of it. it was wierd, lilce wotching a pebble being dropped in worter, ripperling out. lilce a door operning in the air, and peepul stepping throo it, appeering frum out of nowhere, lilce they were never ther too begin with. a hooded lot with wite robes and glowwing bloo eyes. they gave me the willies an make no mistaile.

i onlee cort snippets off ther conversashun. they sed the Sultan was weele and torcked about an Eclesiled Princess. there was sumthing about "Heckles" and "Watchers." and then they torcked about the sfeer, and how ther was sumthing inside it. sumthing a lott of peepul wouted.

thats wen things started geting ruff.

the hooded lot sed the sfeer was a fayle and arsked where the reel wun was. wen the Howse of Gold didnt tell them, they kiled them orl. at leest, i think they did. it was lilce a bloo bonfyre. ther was nuthing left. the theers from the Howse were gon.

and then they sor me.

i ran as fast as i cood away from the dox and bale intoo the sity. i think i lost them. but i dont no. i dont no.

i'm out of my dept.

i dont think i'm going too get out of this sity alive.

...



No body was recovered by our agents, but there were scorch marks on the book itself, which was discovered near a bazaar in the city's center, though from no kind of flame we have encountered.

While we have scoured Istanbul for this golden sphere the writer mentions and there have been no signs, mere days ago, one of our agents positioned in Venice reported a Sultanate trading vessel coming into port, carrying several crates that bore the Sign of Forty. She has been instructed accordingly, and will be reporting her findings in due course.

As for what this sphere could be, this too remains a mystery. Given the Order's apparent interest, perhaps a religious artefact of some description? But why then would the House of Gold have any interest in this item? And why go to such great lengths to keep it from members of the Order, even under the pretence of friendship? Whatever it is, that they would wish to keep it out of sight of the Sultan speaks to an object of more than monetary worth.

In conclusion, it is clear that both the Order and House of Gold - two of the Sultanate's foundational pillars - are moving in secret through the shadows. Whether in opposition or in tentative alliance is less clear. But it speaks to a simmering beneath the veneer of strength the Sultanate continue to project.

Will this reliance on third parties prove to be their undoing?

Are these threads that we can pull?

Or does it simply mean that our list of enemies continues to grow?



SULTANATE

JANISSARIES

No calling is held in higher esteem by a soldier of the Sultanate than service within the ranks of the Janissaries. While undeniably elite and comparable to the finest infantry of other Great Powers, the Janissaries are unmatched in sheer numbers. It is said that one hundred thousand are always poised for deployment at the Sultan's command, forming the Mustafa the Golden's personal guard.

Once a corps of indentured soldiers, the Janissaries evolved into a conscripted force of men and women renowned for their iron discipline and cohesion. Restructured after the tumultuous events of 1826, the Janissaries proved their unwavering loyalty when four thousand gave their lives in valiant defence of the Sultan's palace.

When arrayed for battle, the Janissaries are striking in their panoply, wearing multi-layered tunics that incorporate fine silks, ballistic-resistant fabrics, and animal pelts. Alongside their powerful Sarsilmaz rifles, each Janissary carries a Yatagan. These slightly curved blades bear ivory hilts and flared pommels, onto which the wielders scrimshaw personal victories and moments of sacrifice over their years of service.

As a modern and professional fighting force, Janissaries are bound by strict codes: forbidden to marry before the age of forty, renunciation of personal possessions, and absolute dedication to the Sultan.

It is said that no Janissary has betrayed their oath in over a century. Every family with noble blood is expected to send their second sons and daughters to the Janissary training college of Enderun. Such is the esteem in which their service is held that the Janissaries are considered one of the ruling classes of the Sultanate, equal to minor court aristocracy.



ARMoured CLASH

CHANGE LOG

This section provides a summary of changes from v1.01 to v1.02. 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.

SULTANATE BATTLEGROUPS

The following changes have been made to the Sultanate Faction Battlegroup:

- Generals can now Bolster an additional unit of **Mergen 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.
- Portal Permanence** has been expanded to allow Generals to keep **Portal Markers** open after deploying through them, as well as after performing a Manoeuvre through them.

SULTANATE UNITS

The following Sultanate units have been updated:

FERIK COMMAND SKIFF

- Gained the *Extended Footprint* special rule.

COR CAROLI LUMINANT

- Points Cost reduced from 135 / 215 / 325 to 130 / 210 / 320.
- Commander Variant Points Cost reduced from 165 / 245 / 355 to 160 / 240 / 350.

PERSIAN IMMORTALS

- Points Cost changed from 60 / 90 / 150 to 55 / 85 / 135.

SPICA ORIONIS

- Points Cost reduced from 65 / 105 / 160 to 60 / 100 / 150.

MACEDONIAN COMPANIONS

- Points Cost reduced from 95 / 150 / 230 to 85 / 145 / 215.

HAYALET TANKS

- Ranged (Light) attack range changed from 10"/30" to 12"/24".
- Ranged (Heavy) attack range changed from 10"/30" to 12"/24".

MUSHIR ESCORT SKIFF

- Gained the *Extended Footprint* special rule.

PILLAR OF LIGHT HOVER TANKS

- Ranged (Light/Heavy) attack dice increased from 4 / 7 / 10 to 4 / 8 / 12.

OTHER CHANGES

FACTION SPECIAL RULE: PORTALS

- Clarified what happens when other units move through or finish their move on top of **Portal Markers**.
 - Now, when a unit finishes their move on top of a Portal Marker they gain the **Disordered** status, and the Portal closes.
- Clarified how units **Traverse** through portals.
- Allowed *Cavalry* to **Traverse** through portals.
- Allowed units to perform **Opportunity Fire** on a unit performing a **Portal Strike**, so long as the **Exit Portal** is Visible.
- Portal Markers** are now removed when a unit **Traverses** through them, or when a unit is deployed through them, regardless of **Size**.
- Portal Strike* no longer allows a unit to make a free advance after the **Charge**.

