

MOV

M

DEF

5

ARM

7

BETA




Melee



Vanguard Pike



A

Essence discharge 


One model in this unit may target an enemy model within 2" and make a melee hit roll. If the target is hit, it suffers the "Stunned" condition. This ability can only be used once per activation.

A

Arcane Reinforcement A / 

This unit gains +2 ARM and suffers -1 DEF. This ability lasts until this unit's next activation.

R

Intercept 


When a friendly model within 2" of a model in this unit is **hit by an enemy arcane or ranged attack**, this model may use this ability. This model is hit instead, disregarding LOS and RNG of the attack.

P

Silver Line Training

P

Claim Ground (2)



“Always treat the soldiers belonging to the phalanx squadrons with respect. Sure, the riflemen can cripple an enemy before they ever reach you, and the blade wardens might cut out a path for you through the enemy lines, but the phalanx are the only ones who might literally receive the order to take a bullet for you.”

Silver Line Commaner of the First Army

Aelius Brightspell

MOV

M

DEF

6

ARM

4

BETA



Melee



Burnished Staff



Arcane



Essence Blast



A Fog Weaver

A /



Place one 32mm 'Essence Fog' manifestation within 8" of one model in this unit. The area 2" around the manifestation counts as a terrain feature with the keywords **OBSCURING** and **SHROUDED**. Additionally, while within 2" of the manifestation, models cannot make ranged attacks. This ability can only be used once per activation.

A Arcane Swiftess

A +



Choose a friendly unit within 4". The chosen unit may immediately make an S MOV. The friendly unit gains the common passive ability 'Parry' for the duration of this move. This ability can only be used once per activation.

P Silver Line Training

Base 32 mm | SILVER LINE
1 model | CHARACTER

R Essence Barrier





When a **friendly model within 4"** of this unit **suffers damage**, this unit may use this ability. Reduce the damage suffered to 1.

P Enhanced Essence Senses

When another friendly non-ESSENCE WEAVER unit within 4" of this unit activates, you can add its essence value to your essence reserve at the beginning of its activation instead of at the end.

P Essence Drain ()

When a model in this unit destroys an enemy model with an attack during its activation, you may add  to your essence reserve. This passive ability can only trigger once per action.



“Where in the Shroud’s name has this mage wandered off to again? Every time we need his spells, he vanishes, and now this damnable mist is rolling in again. We can’t see a blasted thing out here!”

Silver Line Riflemen

Talara Steelheart, The Shield Maiden

MOV

M

DEF

5

ARM

7

BETA



Melee



Radiance Blade







L Protected by the Shroud

When an enemy model is making a damage roll against a friendly model that is base-to-base with another friendly model, you may force your opponent to reroll one die of the damage roll.

F Order: We stand together!

The chosen non-GOBLIN unit gains the following passive ability until the end of the game round. When one or more models in the ordered unit would suffer damage, instead of directly suffering the damage, you may freely distribute the total damage suffered among all remaining models in this unit. A model cannot be assigned more damage than it has remaining HP due to this ability.


A Spear of Light A /

Target a model within 8". The model is automatically hit and suffers an     arcane damage roll.

A Blinding Light

Place one 32mm 'Blinding Light' manifestation within 8" of one model in this unit. While within 2" of this manifestation, enemy models suffer -2 to all hit rolls.

A Healing Hands

Choose a friendly model within 2". The chosen model may remove 1 point of damage. Each time you use this ability, increase its cost by  until the end of this unit's activation.

Base 32 mm | SILVER LINE, ESSENCE WEAVER
1 model | COMMANDER, CHARACTER



Talara Steelheart, The Shield Maiden

MOV

M

DEF

5

ARM

7

BETA

Melee



Dawnblade



R Nullify

When a model within 2" of a model in this unit **uses an essence ability**, is targeted by an essence ability or when a manifestation is placed within 2" of a model in this unit you may use this ability. The respective ability does not take effect or the respective manifestation is removed from the table before taking effect and the essence cost of the essence ability or manifestation remains spent.

R Intercept

When a friendly model within 2" of a model in this unit is **hit by an enemy arcane or ranged attack**, this model may use this ability. This model is hit instead, disregarding LOS and RNG of the attack.

P Dawnblade

Models hit by a melee attack made by this model suffer the "Shocked" condition.

P Shielded by the Shroud

Enemy models may never score a critical hit when attacking a model in this unit. Additionally when a model in this unit would suffer damage from an attack, reduce the damage suffered by 1, to a minimum of 1.

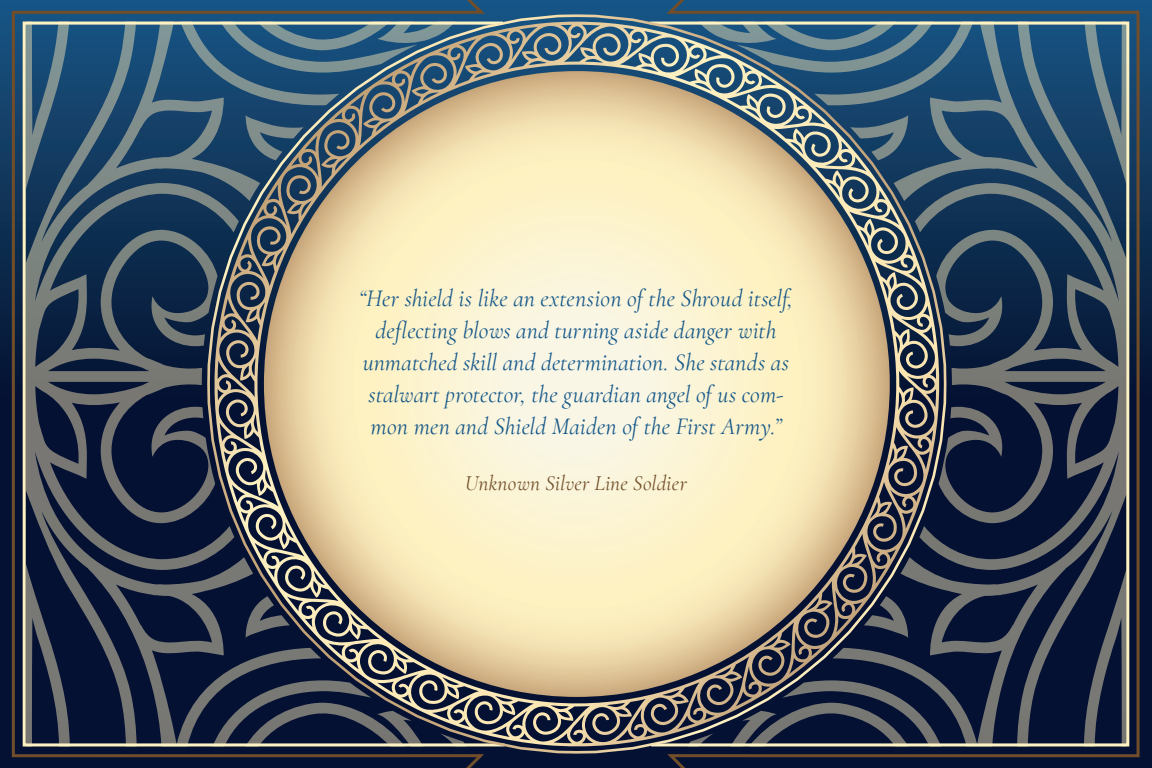
P Silver Line Training

P Rooted

P Immunity (Shattered)

Base 32 mm | SILVER LINE, ESSENCE WEAVER
1 model | COMMANDER, CHARACTER





*“Her shield is like an extension of the Shroud itself,
deflecting blows and turning aside danger with
unmatched skill and determination. She stands as
stalwart protector, the guardian angel of us com-
mon men and Shield Maiden of the First Army.”*

Unknown Silver Line Soldier

Gathered around the flickering flames of the war camp's bonfire, amidst the hushed whispers and weary sighs of battle-worn soldiers, I found myself recounting the tale of my encounter with Talara Steelheart, the Shield Maiden. As the flames danced and shadows played upon the faces of my comrades, I spoke of the moment when hope seemed lost, and we were surrounded by the chaos of war.

"It was in the heat of battle," I began, my voice carrying over the crackling of the fire. "Our unit was outnumbered, our backs against the wall. But just when all seemed lost, she appeared."

With each word, I painted a vivid picture of the scene: the clash of steel, the cries of the wounded, and the unwavering determination in Talara's eyes as she fought her way towards us. "She lifted the fallen with ease, her shield deflecting blows that would have spelled our doom."

As I spoke, I could see the awe reflected in the eyes of my comrades, their spirits lifted by the tale of courage and sacrifice. And as the flames dwindled and the night grew still, I knew that the legend of the Shield Maiden would live on, a symbol of hope and resilience in the face of adversity.

Windrunners

MOV

M

DEF

7

ARM

3

BETA



Melee



Dagger

A

Gang

Until the end of this unit's activation, when a model in this unit makes a melee attack targeting an enemy model that is in melee with another model in this unit, add +2 to all melee hit and damage rolls.

A

Windrush

This unit may immediately make a M MOV. This ability can only be used once per activation.

A

Storm's Embrace

A /

While within 4" of a model in this unit, models cannot make ranged attacks. This effect lasts until this unit's next activation.

F

Attuned

During this activation, this unit may use its active essence ability "Windrush" or its active essence ability "Storm's Embrace" without paying its essence cost.

P

Pathfinder (Forest)

P


Elusive (1)

P

Parry

P

Stealth



*“In the whispering wind, a dance takes flight,
Swift leaps of mastery, a breathtaking sight,
Nature’s breath in awe, as the winds sing,
Craft in harmony, a gentle zephyr’s wing.”*

Poem to the wind