

# Umbral Veil

## Faction rules





### F Alchemical Enhancement

When a **friendly MONSTROSITY unit activates within 2"** of a friendly ALCHEMIST unit, it gains +1 to all hit and damage rolls until the end of its activation.

### F Alchemical Restoration

When a **friendly MONSTROSITY unit ends its activation within 2"** of a friendly ALCHEMIST unit, it may remove 1 point of damage.

### A Alchemical Surge

Choose a friendly MONSTROSITY unit within 4" without . The chosen unit may immediately make an S MOV towards this unit, followed by an attack action. It gains the benefits of **F** 'Alchemical Enhancement' until the end of this attack action. Then the chosen unit suffers . This ability can only be used once per activation.

### F Creator of Monstrosities

Friendly ALCHEMIST units have the following **A** in addition to the abilities on their respective unit cards: **A** 'Alchemical Surge'.

### P Beloved Creator

Once per activation, when a model in this unit is hit by an enemy attack, you may select another friendly MONSTROSITY model within 2" of the model hit to be hit instead, disregarding LOS and RNG.



SHROUDFALL

# Dr. Horatio Ashcroft, Architect of Anarchy

MOV

M

DEF

6

ARM

4



Ranged

Force Gauntlet



Arcane



## L Within Expectations

Models in this army may infuse hit and damage rolls after the dice roll, but before using rerolls of any kind.

## A Force Strike

Target a model within 6" and make an ☹️ hit roll. Models hit suffers a 🟡🟡🟡🟡☹️ damage roll with 'Slam (🔴)'. In addition, if the model hit contacts a linear terrain, a scenario element, or a model with the same or larger base size, it suffers 🌀. Each time you use this ability, its cost increases by 🟡 until the end of this unit's activation.

## A Shift

A / 🟡🟡

Target a model within 8" and make an ☹️ hit roll. Place the model hit completely within 2" of its original position. Each model can only be placed once per activation due this ability. This ability automatically hits if you target a friendly model.

## A Mental Overload



Choose a friendly UMBRAL VEIL model within 8" that does not have 🟡. Other models within 1" of the chosen model suffer a non-infuseable ☹️ damage roll using a number of 🟡 equal to the chosen model's base armor value. Then, the chosen model is automatically destroyed.

Base 40 mm | UMBRAL VEIL, ESSENCE WEAVER, ALCHEMIST  
1 model | CHARACTER



# Dr. Horatio Ashcroft, Architect of Anarchy

MOV

M

DEF

6

ARM

4



Ranged



Force Gauntlet




Arcane





## R Psionic Backlash



When an **enemy model ends a move within 8"** of a model in this unit, this unit may use this ability. The enemy model immediately suffers .

## P True Strike Serum

Increase the range of this unit's  'Alchemical Enhancement' by 2". Additionally, MONSTROSITY units activating within 4" of this unit, gain  'Accurate Shot (+1)' until the end of their activation.

## P Accurate Shot (1)

## P Beloved Creator


## P Flying

## P Pistolero

## P Enhanced Essence Senses

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

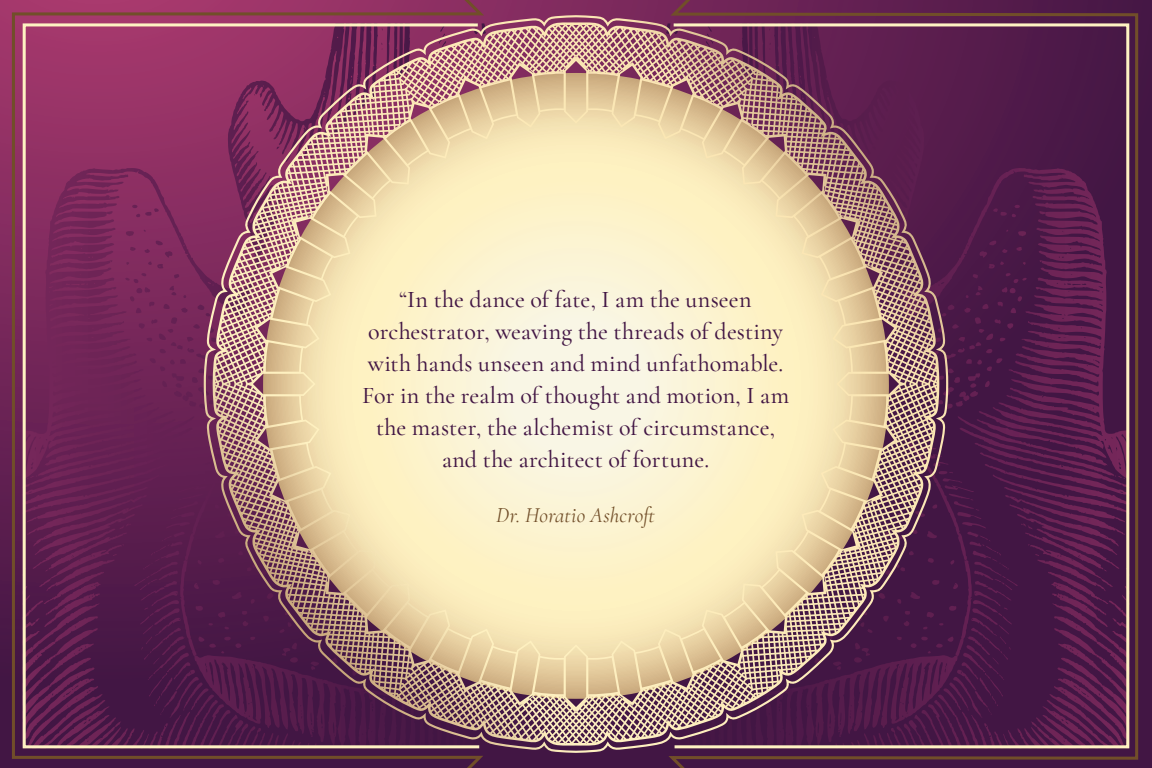
## P Force Gauntlet

When a model in this unit hits an enemy model with an attack made with its 'Force Gauntlet' , you may push the enemy model 2" directly away from or directly towards this model.

Base 40 mm | UMBRAL VEIL, ESSENCE WEAVER, ALCHEMIST,  
1 model | CHARACTER







“In the dance of fate, I am the unseen  
orchestrator, weaving the threads of destiny  
with hands unseen and mind unfathomable.  
For in the realm of thought and motion, I am  
the master, the alchemist of circumstance,  
and the architect of fortune.

*Dr. Horatio Ashcroft*

Dr. Horatio Ashcroft hovered in the dimly lit laboratory, the air thick with the stench of chemicals and decay. Before him stood his latest creation—a towering amalgamation of flesh and steel, its monstrous form a testament to his twisted genius.

With a telepathic command, he brought the creature to life. “Rise,” he ordered, his voice resonating with unnatural authority.

The monstrosity stirred, its eyes flickering open to reveal a void of obedience. It rose to its full height, towering over Ashcroft, a perfect symbol of his dark dominion.

Satisfied, Ashcroft turned towards his fellow alchemists, who exchanged uneasy glances. One, a woman with a steely demeanor, stepped forward. “What is our next move, Dr. Ashcroft?”

Ashcroft’s grotesque head tilted, his eyes gleaming with dark intellect. “We unleash our creations upon the world of course. The time for subtlety is over. Our enemies will fall, and from their ashes, we shall rise.”

The alchemists nodded, some with enthusiasm, others with apprehension. They had seen what Ashcroft was capable of, and the price of dissent was steep.



# Eleanor Ravenswood, the Phantom Baroness

MOV

M

DEF

6

ARM

3



Melee

Mirror Blade



Ranged

Pistol



Arcane



27.02.2025

## L Spy Network

Friendly units gain **P** 'Stealth'.

## A Phantasm

Target an enemy non-ESSENCE WEAVER model within 8" and make an hit roll. If the attack hits, you may immediately make an S MOV with the model's unit. The unit gains **P** 'Parry' for the duration of this move. All models in the unit must end this move within unit coherency of another model in the same unit; otherwise, this unit's activation immediately ends and it suffers . This ability can only be used once per activation.

## A Accidents happen A /

Target an enemy non-ESSENCE WEAVER model within 8" and make an hit roll. If the target is hit, you may immediately make a attack with one weapon profile of the model hit, as if it were a friendly model under your control.

## A Mirror Image

Place a "Mirror Image" model within 6" of this unit. Then, the "Mirror Image" model gains . Each time you use this ability, increase its cost by until the end of this unit's activation. This ability may only be used up to 3 times per game round.

Base 32 mm | UMBRAL VEIL, ESSENCE WEAVER, ALCHEMIST  
1 model | CHARACTER



# Eleanor Ravenswood, the Phantom Baroness

MOV

M

DEF

6

ARM

3



Melee



Mirror Blade



Ranged



Pistol



Arcane



27.02.2025

## R Mirage

When a **friendly unit within 6"** of this unit activates, this unit may use this ability. The activated unit gains **P** 'Reposition (1)' until the end of its activation.


## R Dodge

When a **model in this unit is missed by an enemy attack**, this model may use this ability. This model may immediately place itself completely within 2".

## P Mistveil Tonic

A friendly **MONSTROSITY** unit activating while within 2" of this unit gains **P** 'Parry' until the end of its activation.

## P Displacement

When a model in this unit hits an enemy model with a  attack, you may place the model hit within 1" of its current position. Each model can only be placed once per activation due to this ability.

## P Can't trust your senses

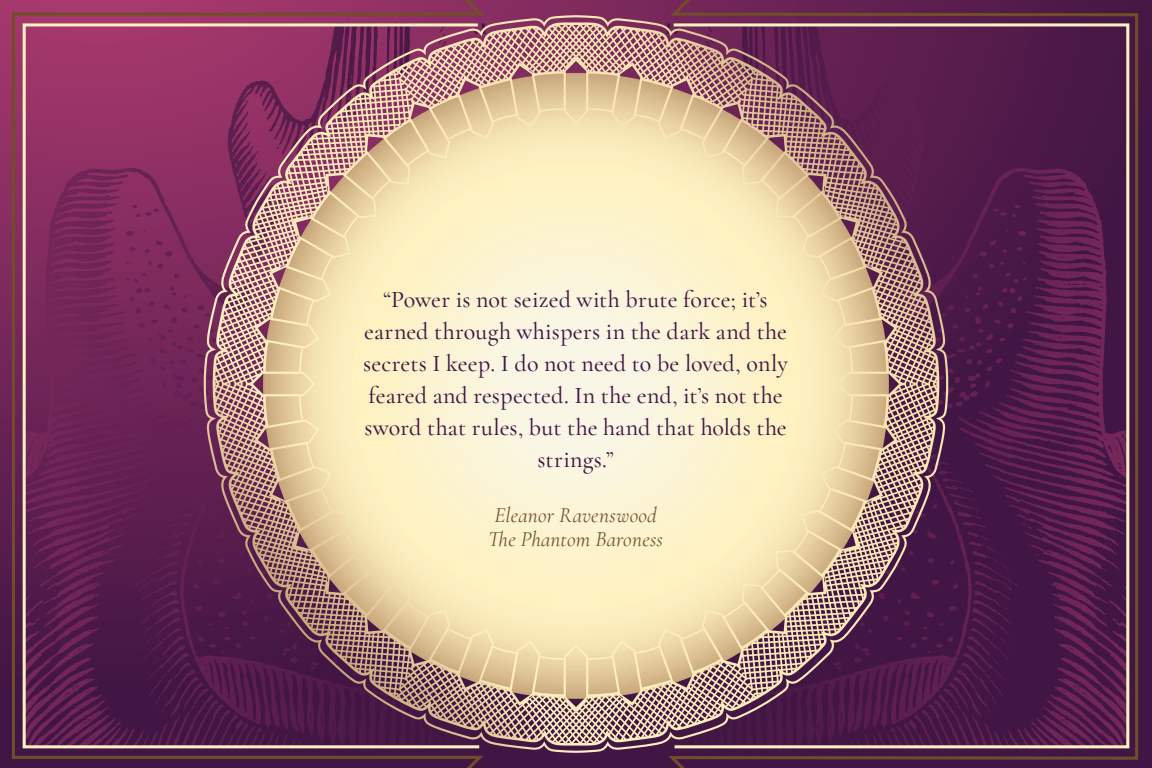
Hit rolls against this unit cannot be rerolled.

## P Beloved Creator

## P Stealth

Base 32 mm | UMBRAL VEIL, ESSENCE WEAVER, ALCHEMIST  
1 model | CHARACTER





“Power is not seized with brute force; it’s earned through whispers in the dark and the secrets I keep. I do not need to be loved, only feared and respected. In the end, it’s not the sword that rules, but the hand that holds the strings.”

*Eleanor Ravenswood  
The Phantom Baroness*

The Golden Elm's grand door crashed open with a resounding bang, and three masked men stormed inside, their leader brandishing a menacing blade. Eleanor turned her head with a measured calmness, her fingers lingering on her champagne glass.

The assassins, taken aback by her unruffled demeanor, quickly regrouped. They surged toward Eleanor, the leader's sword aimed directly at her throat, but it met only empty air. The opulent surroundings of the tavern seemed to waver and shift and Eleanor's figure fragmented into a flurry of phantoms. One assassin lunged with a dagger, his blade passing

through her spectral form like smoke. In an instant, Eleanor appeared behind him. He struck again, his blade slicing through another illusory form.

"Now look what you've done," Eleanor's voice came mockingly, from just behind him. The illusions dissipated, revealing the room's grandeur once more. The final assassin barely had a moment to process the still bodies of his companions before a gunshot rang out from behind.

Eleanor waved to a nearby staff member: "Clean this up, will you, dear? We'll have guests soon."





# Mirror Image

pc 0

MOV

M

DEF

6

ARM

3


A 

B 


C 



## R Deception

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

## P Shattered Illusion

**At the beginning of the friendly 'Eleanor Ravenswood, the Phantom Baroness' unit's activation**, remove all friendly 'Mirror Image' units from the battlefield. For each unit removed due to this ability, you may add  to your essence reserve.


## P Web of Illusions

**While within 6" of this unit**, enemy models suffer -1 to all hit rolls.

## P Can't trust your senses

Hit rolls against this unit cannot be rerolled.

## P Illusion

This unit's  may never be removed in any way.

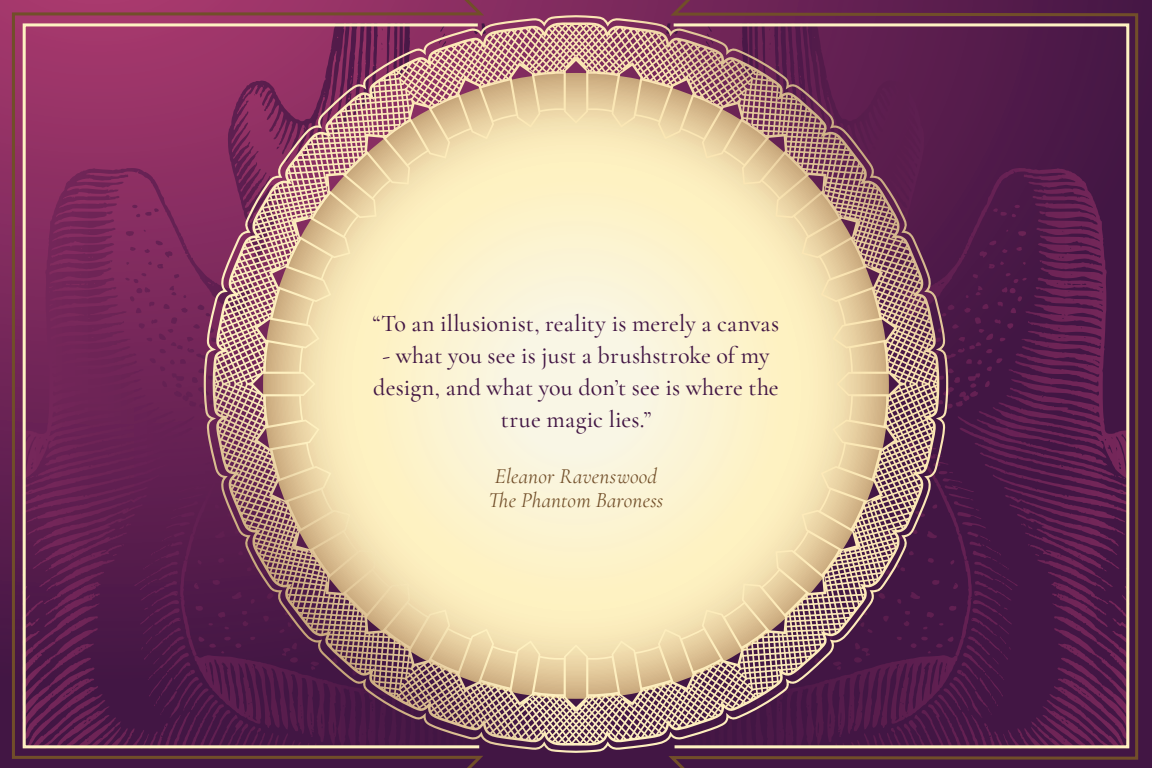
## P Claim Ground (0)

## P Stealth

## P Summoned

Base 32 mm | UMBRAL VEIL, ILLUSION  
1 model |





“To an illusionist, reality is merely a canvas  
- what you see is just a brushstroke of my  
design, and what you don't see is where the  
true magic lies.”

*Eleanor Ravenswood  
The Phantom Baroness*

# Transmuted Fleshcrafters

MOV

M

DEF

6

ARM

3



Melee

Cleave



Ranged

Catalyst Injector



A

Direct Control

A /



While within 4" of this unit, friendly MONSTROSITY models gain +1 to all ⚔ hit rolls. This ability lasts until this unit's next activation.

R

Primal Surge



When a friendly MONSTROSITY unit **activates while within** 4" of this unit, this unit may use this ability. During the next attack action of the activated unit, all ⚔ hit and damage rolls of models in the unit are infused 🟡.

P

Catalyst Injector

When a friendly MONSTROSITY model is hit by an attack with the 'Catalyst Injector' ⚔, do not make a damage roll. Instead, you may remove up to 1 point of damage from the model hit.

P

Accurate Shot (1)

P

Beloved Creator

P

Immunity (Poisoned)

P

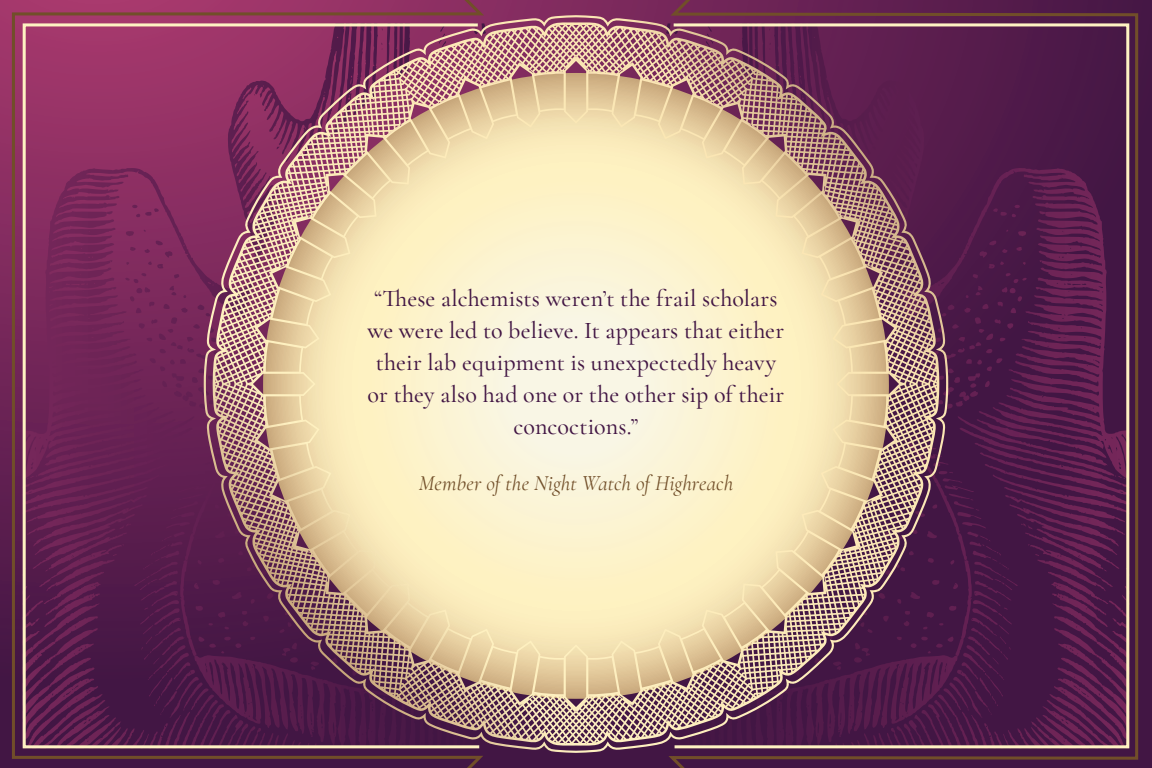
Regeneration

P

Relentless

Base 40 mm | UMBRAL VEIL, ALCHEMIST  
3 models |





“These alchemists weren’t the frail scholars we were led to believe. It appears that either their lab equipment is unexpectedly heavy or they also had one or the other sip of their concoctions.”

*Member of the Night Watch of Highreach*

# Transmuted Poisoncrafters

MOV

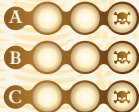
M

DEF

6

ARM

3





Melee


Pestilence Mace



## A Alchemical Fumes A /

The area within 1" of each model in this unit counts as AREA TERRAIN with the keyword OBSCURING, granting +1 DEF against  and  attacks.

## R Acidic Blood



When a model in this unit is **destroyed by an enemy attack**, you may use this ability. Choose an enemy unit within 1" of the destroyed model. The chosen unit suffers .

## P Beloved Creator


## P Regeneration

## P Immunity (Poisoned)



## P Pestilence Mace

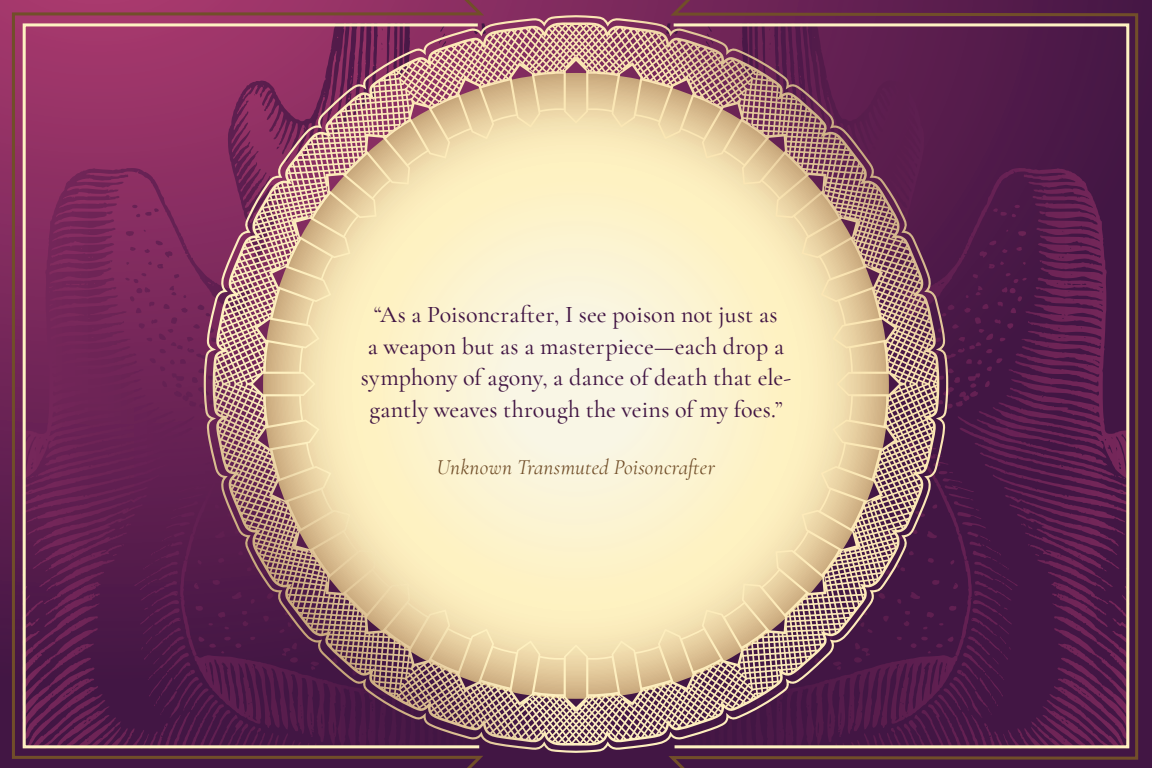
When a model in this unit scores a critical hit with a  attack, the model hit suffers .

## P Suffocating Fumes

While within 2" of a model in this unit, enemy models suffer -1 to all  damage rolls.

## P Mutual Aggression

When a model in this unit attacks an enemy model that is in melee with a friendly MONSTROSITY model, it gains  'Accurate Strike (1)' and  'Brutal Strike (1)' for the duration of the attack.



“As a Poisoncrafter, I see poison not just as a weapon but as a masterpiece—each drop a symphony of agony, a dance of death that elegantly weaves through the veins of my foes.”

*Unknown Transmuted Poisoncrafter*

## Shadowstalker

MOV

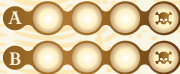
L

DEF

7

ARM



3





Melee

Metallic Talons

A Sunder 

One model in this unit may target an enemy model within 1" and make a  hit roll. If the target is hit, it suffers . This ability can only be used once per activation.



A Jump A / 

Immediately place all models in this unit within 1" of their current positions. Each time you use this ability, increase its cost by  until the end of this unit's activation.

R Dodge 

When a model in this unit is **missed by an enemy attack**, this model may use this ability. The model may immediately place itself completely within 2".

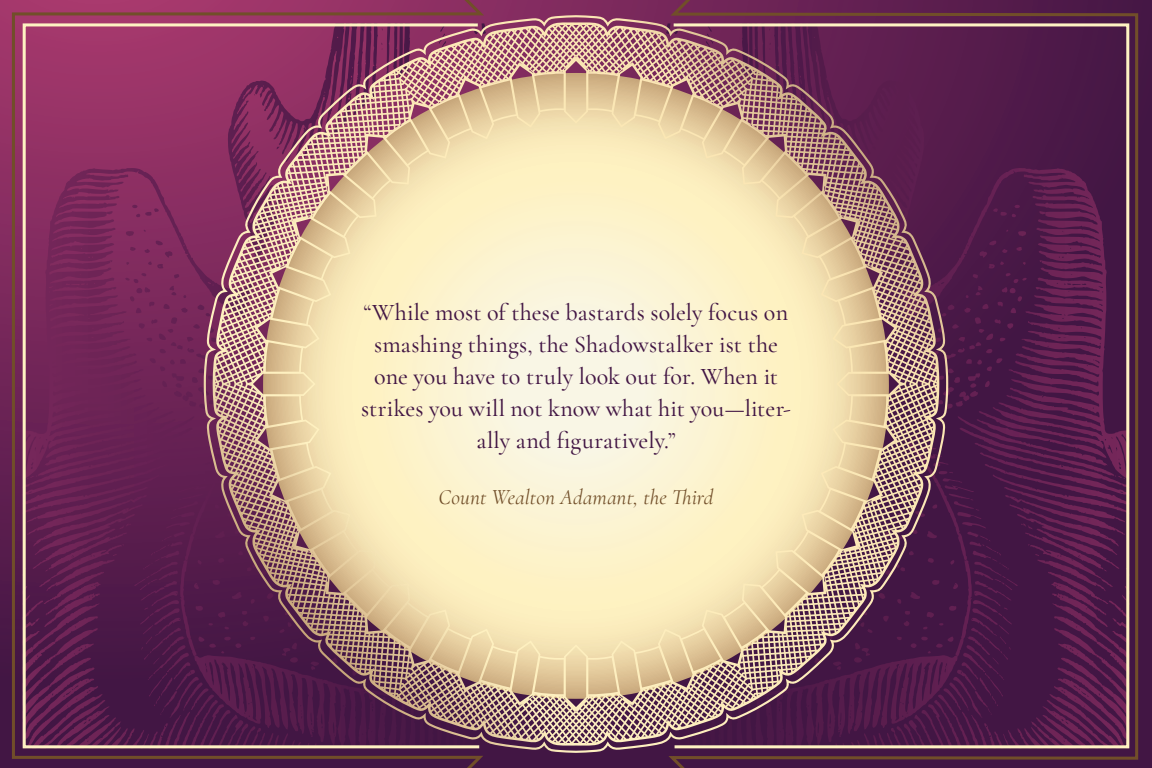
## P Remote Dose

This unit may gain the benefits of  'Alchemical Enhancement' and  'Alchemical Restoration' while within 6" of a friendly ALCHEMIST unit.

## P Pathfinder (City)

## P Duelist





“While most of these bastards solely focus on smashing things, the Shadowstalker is the one you have to truly look out for. When it strikes you will not know what hit you—literally and figuratively.”

*Count Wealton Adamant, the Third*



## Ironbound Brute

MOV

S

DEF

4

ARM

6



Melee

Chain Sweep



**A** Taunt A /

This unit gains **P** 'Rooted'. In addition, if an enemy model within 4" of a model in this unit makes an attack and could target a model in this unit, it must target one of this unit's models unless your opponent pays or or . This ability lasts until this unit's next activation.

**A** Retaliation A /

When a model in this unit is **hit by an enemy** **attack**, if this model is not destroyed due to the attack, after the attack concludes, the attacking model suffers a non-inflatable damage roll. This ability lasts until the beginning of this unit's next activation.

**R** Intercept

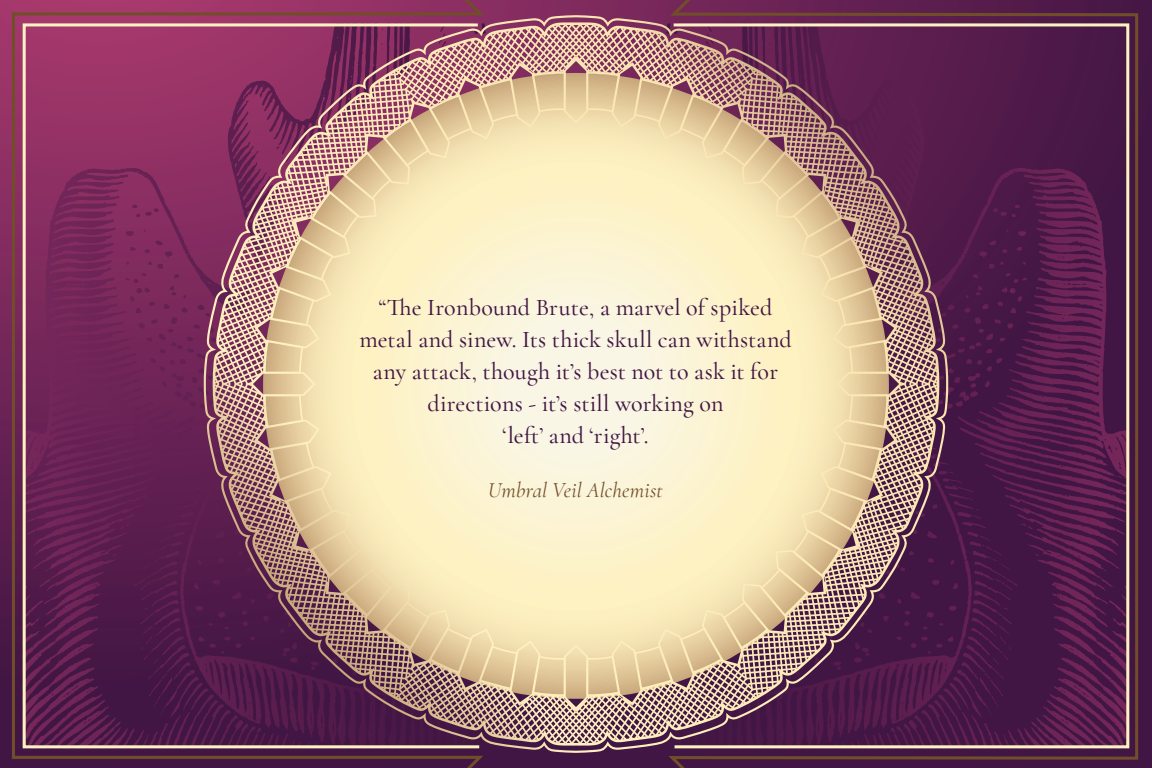
When a friendly model within 2" of a model in this unit is **hit by an enemy** **attack**, this model may use this ability. This model is hit instead, disregarding LOS and RNG of the attack.

**P** Ensnared

An enemy model hit by a attack made by a model in this unit may be pushed any distance directly towards the attacking model.

**P** Claim Ground (2)

**P** Reach 4" (Chain Sweep)



“The Ironbound Brute, a marvel of spiked metal and sinew. Its thick skull can withstand any attack, though it’s best not to ask it for directions - it’s still working on ‘left’ and ‘right’.

*Umbral Veil Alchemist*

## Spinebreaker Brute

MOV

M

DEF

5

ARM

4



Melee

Improvised Club



Meaty Fist


**A** Uncontrollable Rage A+ 

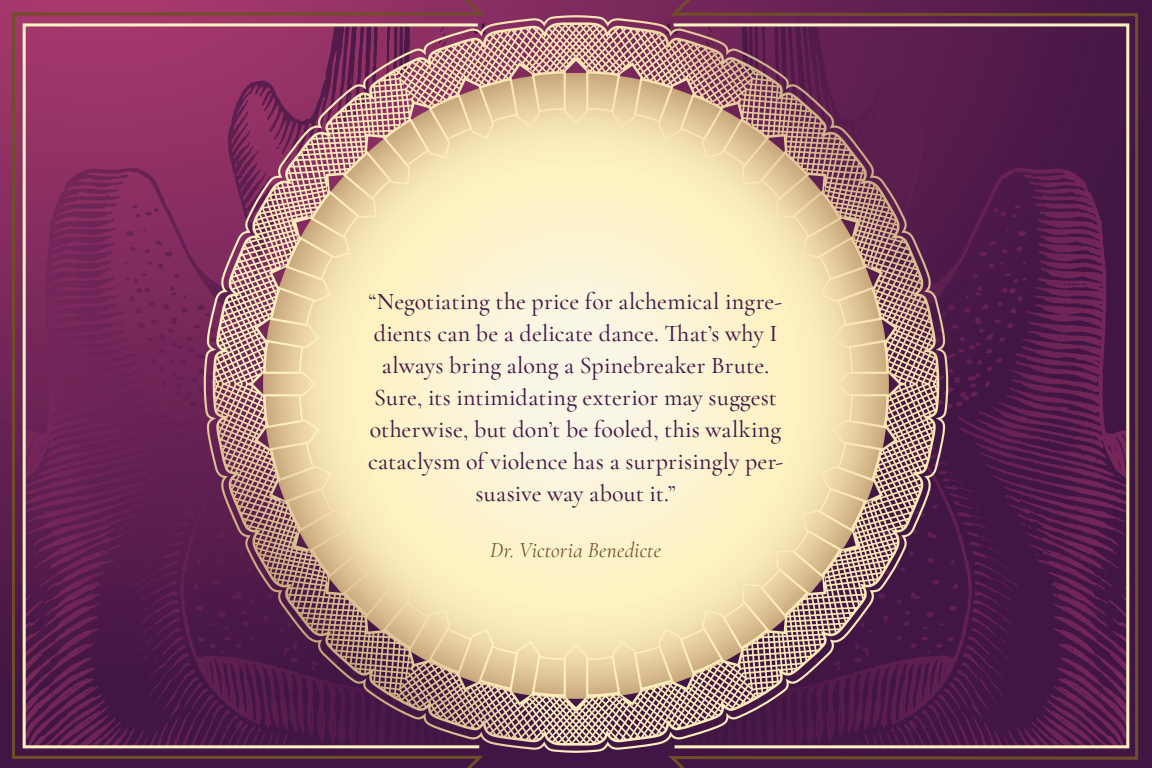
This unit may immediately make a move action, followed by an attack action. This ability can only be used once per activation.

**R** Well fed 

When a model in this unit **destroys a non-CONSTRUCT model** with a attack, this model may use this ability. This model may immediately remove up to 2 points of damage. This ability can only be used once per activation.

**P** Rampage

When a model in this unit hits the same enemy model with all of its weapons during an attack action, it may immediately make another attack with one of its weapons. Attacks generated by **P** 'Rampage' cannot generate further attacks.



“Negotiating the price for alchemical ingredients can be a delicate dance. That’s why I always bring along a Spinebreaker Brute. Sure, its intimidating exterior may suggest otherwise, but don’t be fooled, this walking cataclysm of violence has a surprisingly persuasive way about it.”

*Dr. Victoria Benedicte*

## Goreclaws

MOV

M

DEF

4

ARM

5



Melee

Goreclaw



A

Territorial

A/



When an enemy model ends a move within 1" of a model in this unit, this model may immediately make a ☞ attack targeting the enemy model. This ability lasts until this unit's next activation.

R

Hot headed



When a model in this unit **suffers damage from an enemy attack**, this unit may use this ability. This unit may immediately make an M MOV towards the attacking model.

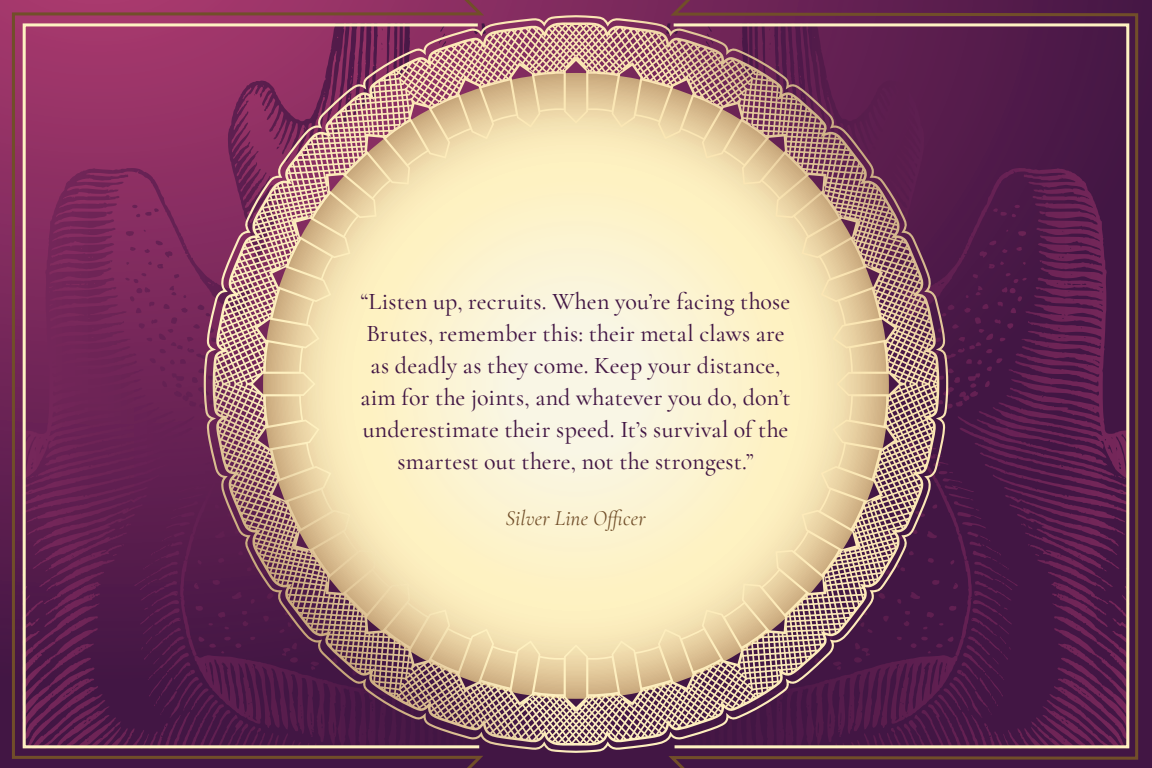
P

Jury rigged reactor

At the end of this units activation you may choose to add ☞ to your essence reserve, instead of this unit's essence value. If you add ☞, this unit suffers a ☞ damage roll.

P

Immunity (Poisoned)



“Listen up, recruits. When you’re facing those Brutes, remember this: their metal claws are as deadly as they come. Keep your distance, aim for the joints, and whatever you do, don’t underestimate their speed. It’s survival of the smartest out there, not the strongest.”

*Silver Line Officer*