

Umbral Veil

Faction rules



F Fueled by Alchemy

When a friendly MONSTROSITY unit **activates while within 2"** of a friendly ALCHEMIST unit, it may gain the benefits of its own 'Elixir' ability or one of the following 'Elixir' abilities: 'Emberflux', 'Bloodrage', or 'Lifebrew'. 'Elixir' abilities are passive abilities. Each unit can only benefit from one 'Elixir' ability at the same time.

F Elixir: Emberflux

This unit gains +1 to all hit rolls until the beginning of its next activation.

F Elixir: Bloodrage Tonic

This unit gains +1 to all damage rolls until the beginning of its next activation.

F Elixir: Lifebrew

You may immediately remove one point of damage from each model in this unit.

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 arcane hit roll. Models hit are pushed directly away a number of inches equal to the result of one . The model hit also suffers an arcane damage roll. If the model hit contacts a linear terrain, a scenario element, or a model with the same or larger base size, it suffers the "Stunned" condition in addition. Other models contacted by the model while being pushed suffer a non-infusable melee damage roll. 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 arcane hit roll. Place the model hit within 2" of its original position. Each model can only be placed by this ability once per activation. 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 a broken formation token. Other models within 1" of the chosen model suffer a non-infusable 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 Look out, Sir!

When a model in this unit is **targeted by an enemy arcane or ranged attack**, this model may use this ability. You can select another friendly model within 2" of this model to become the target of the attack, disregarding LOS and RNG.

R Psionic Backlash

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

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 Force Gauntlet

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

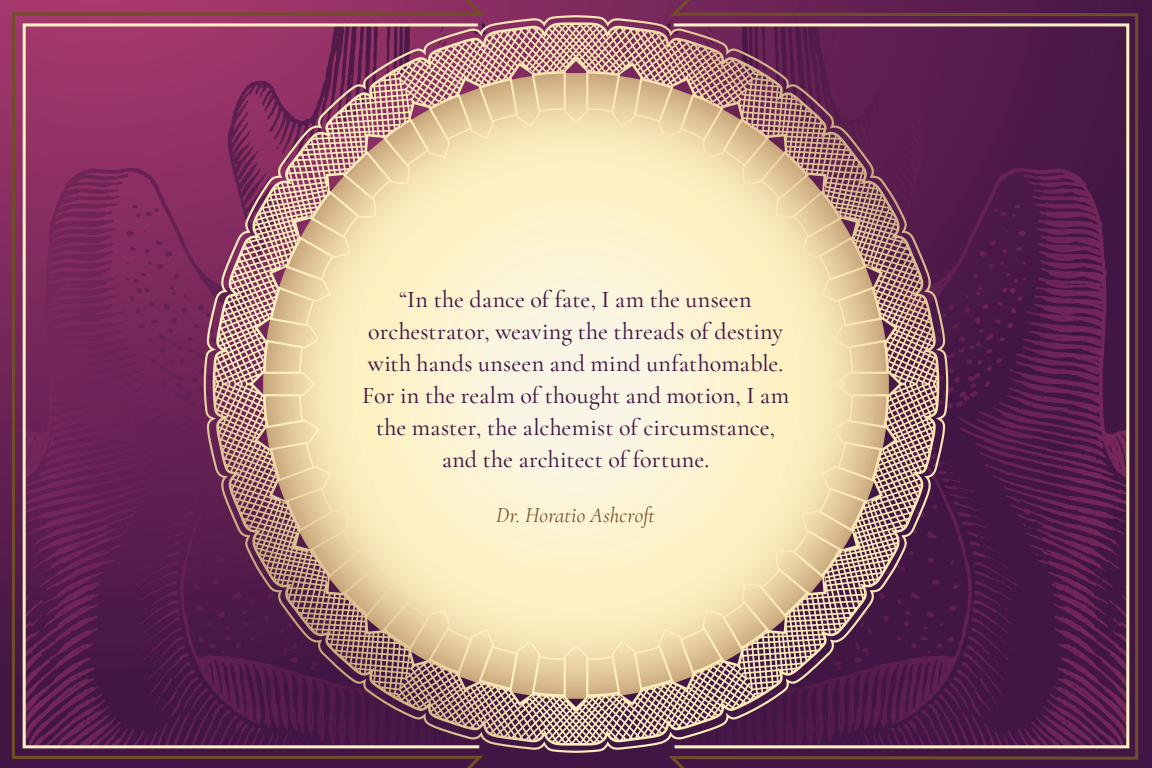
P Flying

P Immunity (Essence Starved)

P Pistolero

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.

Transmuted Fleshcrafters

MOV

M

DEF

6

ARM

3



Melee

Cleaver



Ranged

Catalyst Injector




A Concentrated Pressure

Increase the range of this unit's ranged weapons by 2" until the end of this unit's activation.

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, you may use this ability. During the next attack action of the activated unit, all melee hit and damage rolls of models in the unit are infused .

P Catalyst Injector

This unit gains +2 on all ranged hit rolls against friendly MONSTROSITY models. When a friendly MONSTROSITY model is hit by an attack with the "Catalyst Injector" weapon, do not make a damage roll. Instead, you may remove up to 1 point of damage from the model hit.

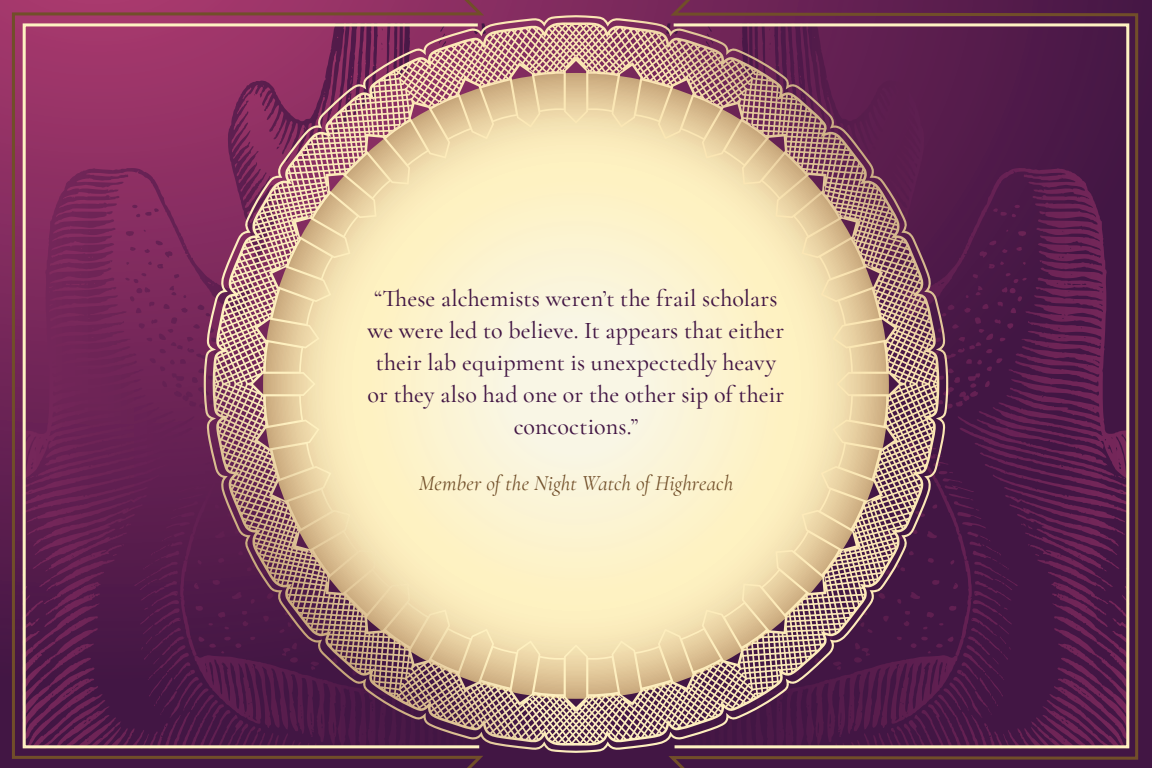
P Immunity (Poisoned)

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

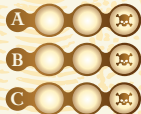
M

DEF

6

ARM

3



Melee



Pestilence Mace

A Alchemical Fumes A /

The area within 1" of each model in this unit counts as OBSCURING area terrain. Additionally models without 'Immunity (Poisoned)' targeting a model in this unit or another model within 1" of this unit with an attack suffer -1 to all hit rolls. This ability lasts until the beginning of this unit's next activation.

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 the "Poisoned" condition.

P Regeneration

A Accelerated Healing A /

This unit may immediately remove up to 2 points of damage, divided freely between all remaining models in this unit. This ability can only be used once per activation.

P Pestilence Mace

When a model in this unit scores a critical hit with a melee attack, the model hit suffers the "Poisoned" condition.

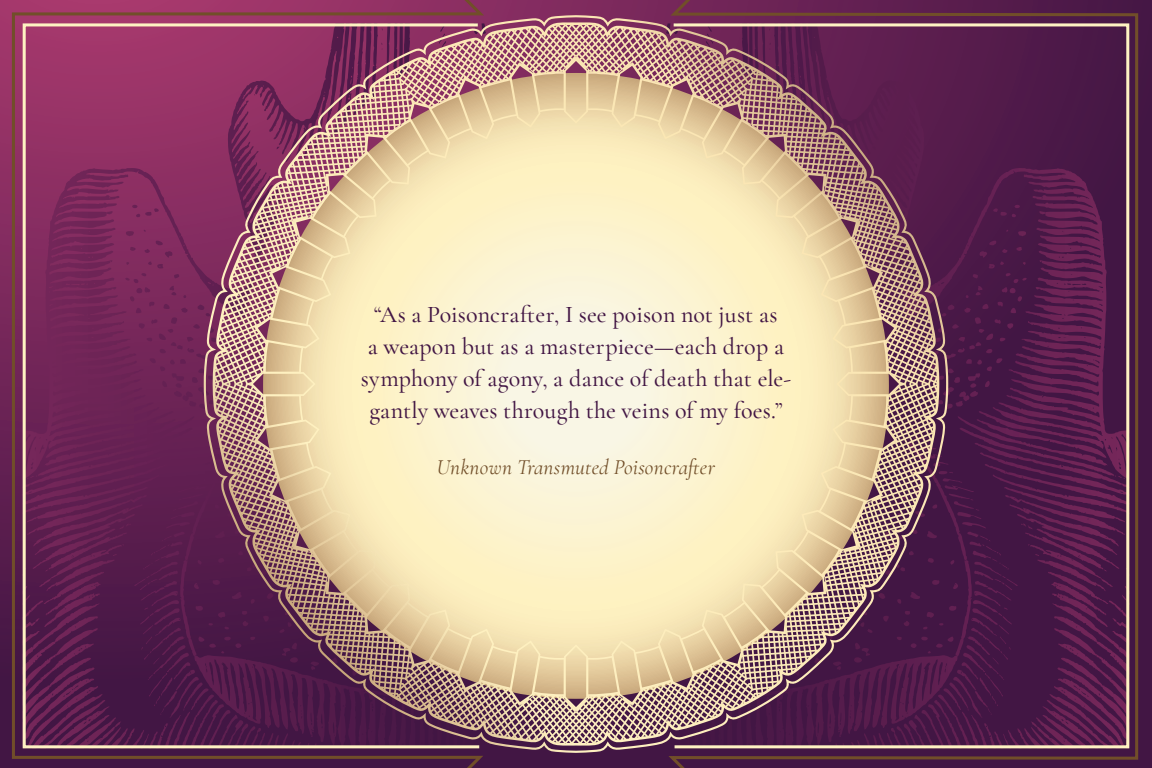
P Mutual Aggression

Models in this unit may reroll one blank in each melee hit and damage roll, when attacking an enemy model that is in melee with a friendly MONSTROSITY model.

P Immunity (Poisoned)

Base 40 mm | UMBRAL VEIL, ALCHEMIST
3 models |





“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

Lurking Brute



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 melee hit roll. If the target is hit, it suffers the "Crippled" condition. 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 Reversal 

When a model in this unit is **missed by an enemy melee attack**, you may use this ability. The model may immediately make a melee attack, targeting the attacking enemy model.

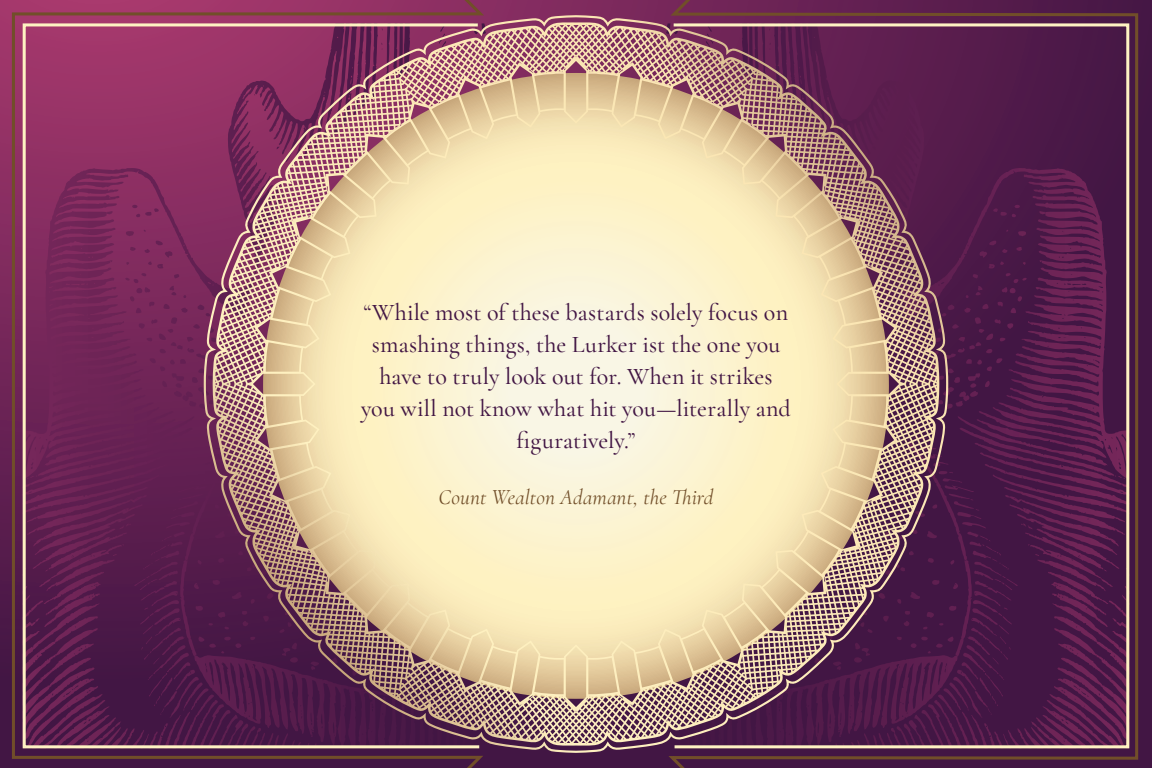
P Remote Dose

This unit may gain the benefits of its "Elixir" passive ability when it activates within 6" of a friendly ALCHEMIST unit.

F Elixir: Shadowmeld Tonic

Models in this unit gain +1 DEF until the beginning of their next activation.

P Pathfinder (City)



“While most of these bastards solely focus on smashing things, the Lurker ist 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

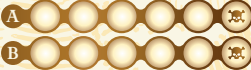
S

DEF

4

ARM

5



Melee

Chain Sweep



Ranged

Spiked Bola



A

Taunt

A /



If an enemy model within 4" of a model in this unit makes an attack and could target a model in this unit, it has to target a model in this unit unless your opponent pays 1 essence crystal. Note that each enemy model can only be affected by one instance of "Taunt". This ability lasts until this unit's next activation.

A

Retaliation

A /



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

P

Claim Ground (2)

R

Intercept

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

P

Ensnared

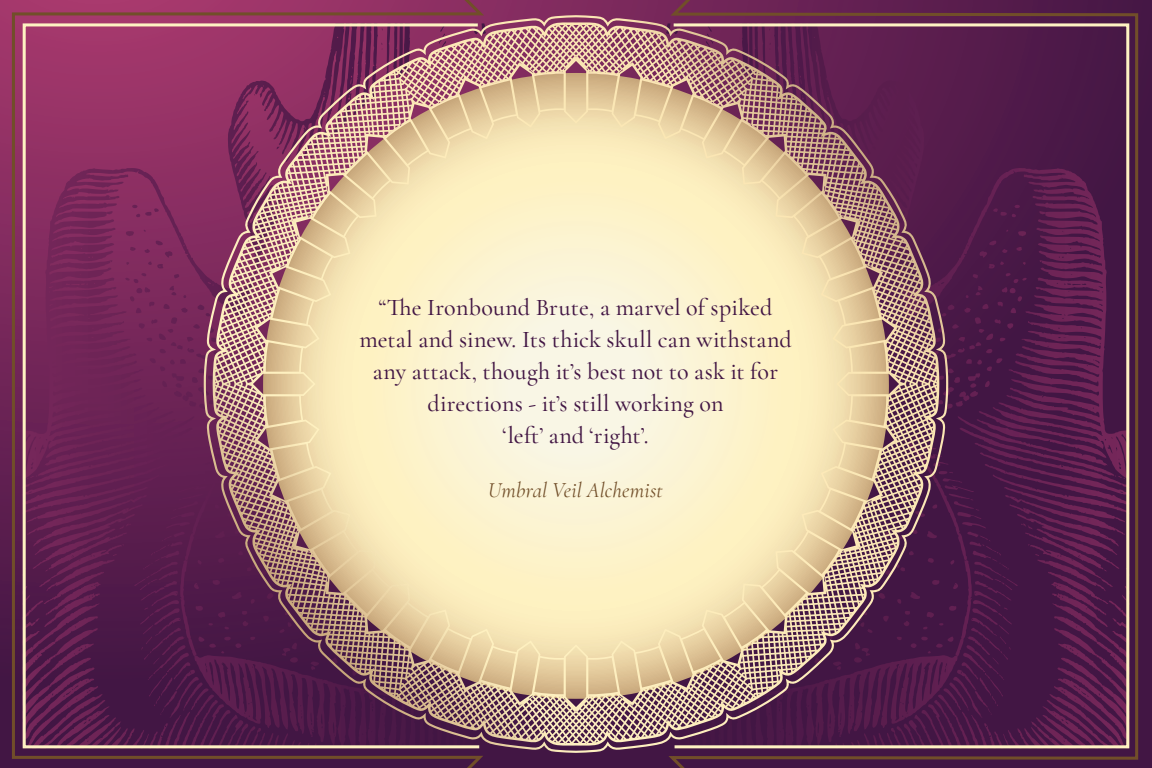
An enemy model hit by a ranged attack made by a model in this unit is pushed up to 4" directly towards this model. After the push has been completed, this model may immediately make one melee attack, targeting the pushed model.

F

Elixir: Ironskin Potion

This unit gains +1 ARM until the beginning of its next activation.

Base 50 mm | UMBRAL VEIL, MONSTROSITY
1 model



“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 

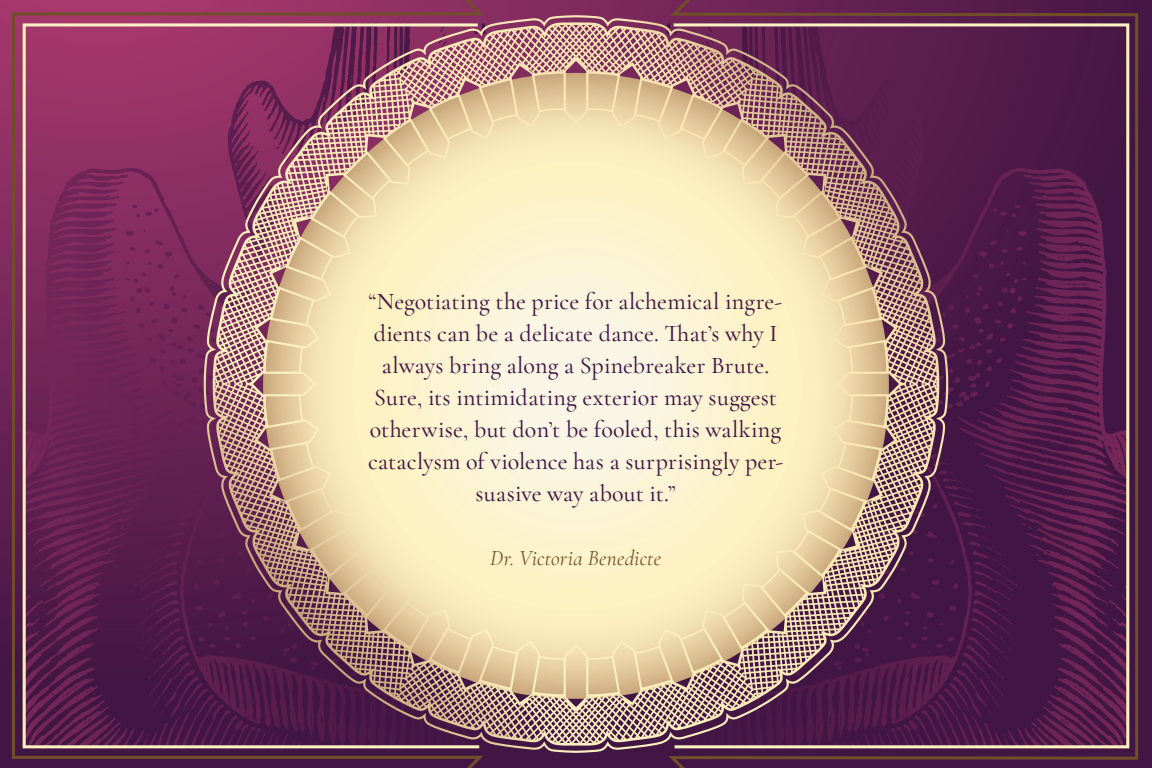
When a model in this unit **destroys a non-CONSTRUCT model** with a melee attack, you may use this ability. This unit may immediately remove up to 2 points of damage. This ability can only be used once per activation.

P Flurry

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

F Elixir: Strifetonic

This unit either suffers -1 to its melee hit rolls and adds +2 to its melee damage rolls, or suffers -1 to its melee damage rolls and adds +2 to its melee hit rolls until the beginning of its next activation.



“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

Goreclaw Brutes

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 melee 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**, you may use this ability. The unit may immediately make an S MOV towards the attacking model.


P

Critical: Shred

When a model in this unit critically hits an enemy model with a melee attack, it gains +2 on this attack's damage roll.

P

Wild Throw

When a model in this unit hits an enemy model with all melee attacks in the same attack action, after concluding the attacks, you may push the enemy model 2" directly away from this model. The pushed model, as well as models contacted by the pushed model, suffer a  melee damage roll.

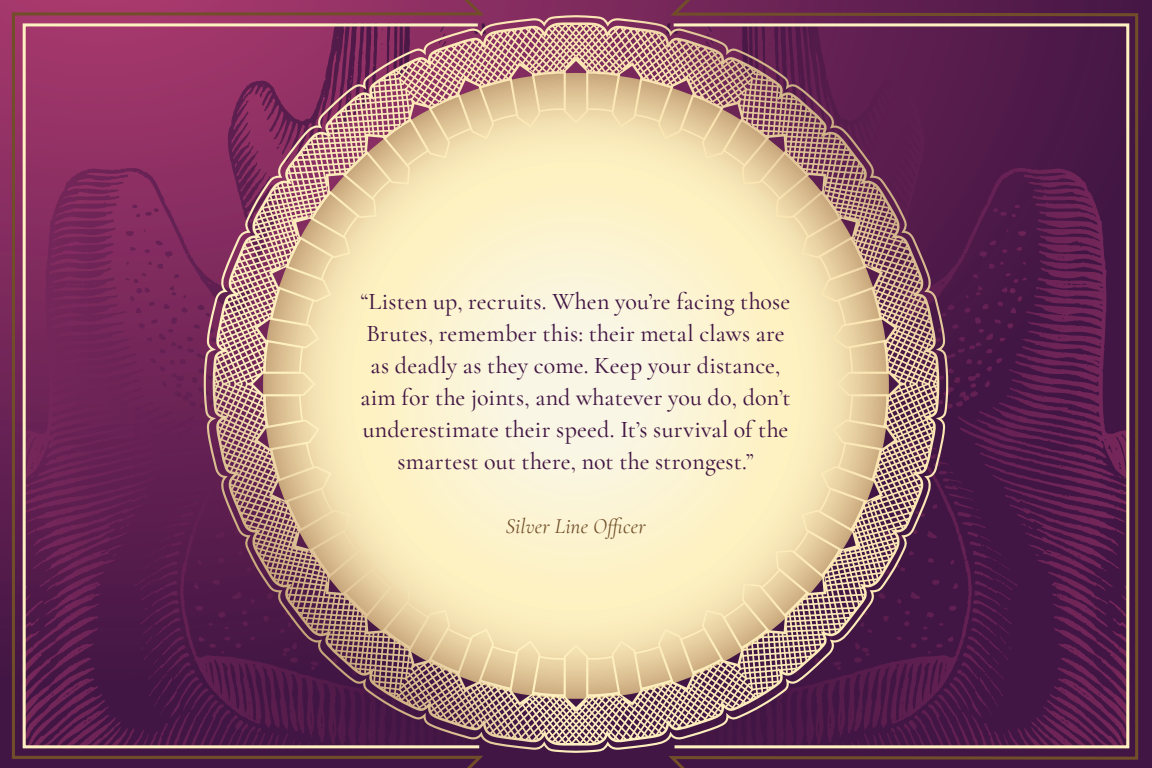
F

Elixir: Strikeflux

This unit gains the common passive abilities 'Accurate Strike (1)' and 'Brutal Strike (1)' until the beginning of its next activation.

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