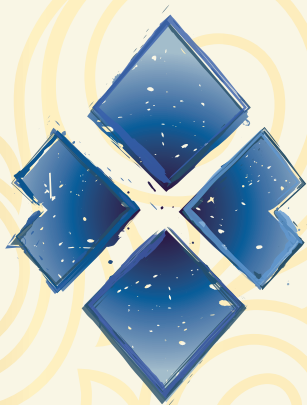


The Silver Line

Faction rules



P Silver Line Training

This unit may use an essence reroll without having to pay the essence cost once during its activation.

P Chain of Command

A friendly COMMANDER unit may use a single “Order” faction ability **at the beginning of each game round**. When choosing a target for an “Order” faction ability, you can choose any friendly non-COMMANDER non-MERCENARY unit within 6”. Each unit can only be targeted with one “Order” faction ability per game round.

F Order: Secure the perimeter!

The chosen unit gains the common passive ability “Pathfinder (All Terrain)” until the end of the game round.

P Supreme Command

In addition to any “Order” faction abilities on their unit cards, all SILVER LINE units with the keywords COMMANDER have access to the following “Order” faction abilities listed below: “Secure the perimeter!”, “Concentrated Strikes!”, “Strike and fade!”

F Order: Concentrated Strikes!

The chosen unit gains +1 to all hit rolls until the end of the game round.

F Order: Strike and fade!

The chosen unit gains the common passive ability “Reposition (1)” until the end of the game round.

Count Wealton Adamant, the Third

MOV

M

DEF

5

ARM

6



Melee



Ranged




Heirloom Blade



Heavy Pistol




L Tactical Advisor

When a friendly unit ends its activation within 1" of a scenario element that is within your opponents table half, you may add  to your essence reserve.

F Order: Defend the rations!

The chosen non-GOBLIN unit gains the common passive ability "Claim Ground (2)" until the end of the game round.

A Inspiring Presence

While within 8" of this unit, melee hit rolls of friendly models are infused . This ability lasts until this unit's next activation.

A Hold the Line!

A /

Choose a unit within 8". The chosen unit cannot be pushed by enemy effects until the end of the current game round.

R Fall back!

When an enemy model **ends a move within 8"** of this unit and in melee with another friendly model, this unit may use this ability. The friendly model's unit may immediately make a S MOV away from the enemy model. The friendly unit gains the common passive ability 'Parry' for the duration of this move. This ability can only be used once per activation.

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



Count Wealton Adamant, the Third

MOV

M

DEF

5

ARM

6



Melee



Ranged



Heirloom Blade



Heavy Pistol



R Look out, Sir!

When a model in this unit is **hit 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.


P Born to lead ... from the back

This model may use two different "Order" faction abilities each game round. Additionally when using an "Order" faction ability, increase its range by 2".

P Heirloom Blade

When a model in this unit hits an enemy model with a melee attack, the model hit suffers the "Shattered" condition.

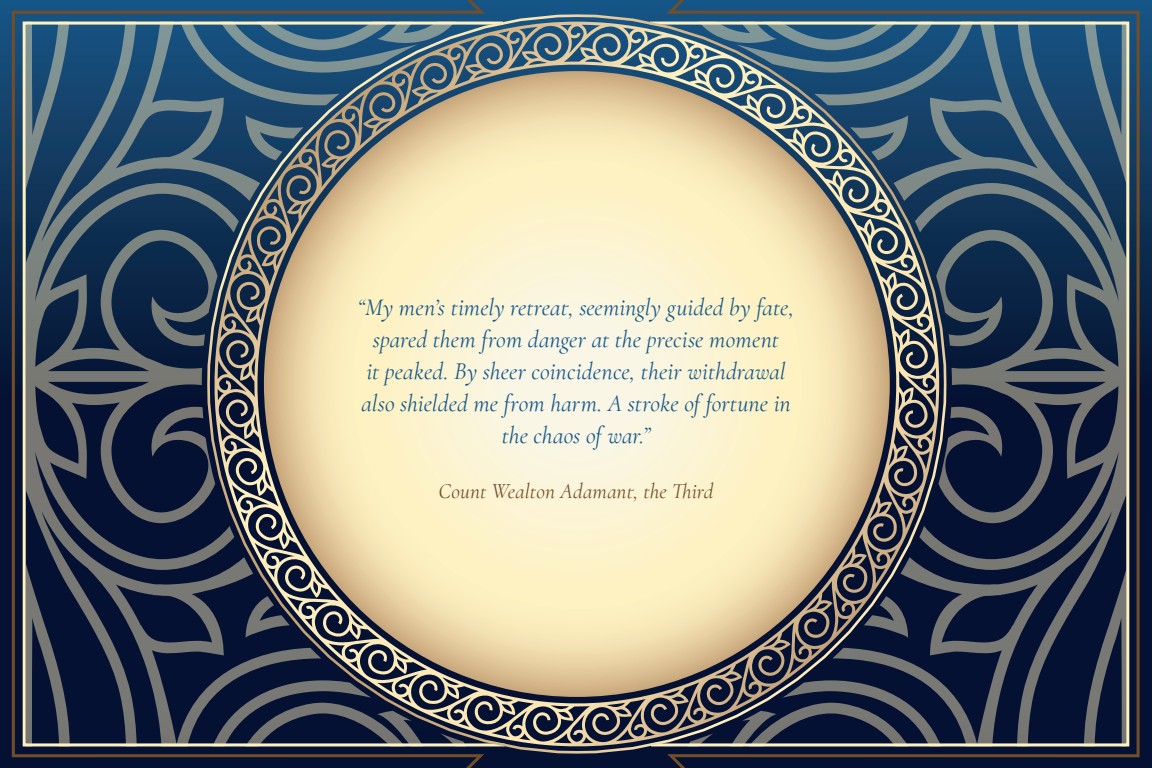
P Supply Lines

At the beginning of each game round, you may add  to your essence reserve.

P Silver Line Training

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





*“My men’s timely retreat, seemingly guided by fate,
spared them from danger at the precise moment
it peaked. By sheer coincidence, their withdrawal
also shielded me from harm. A stroke of fortune in
the chaos of war.”*

Count Wealton Adamant, the Third

Allow me to share my thoughts on the new Count ...

Since assuming command, the toll on our valiant soldiers has sharply risen, with many comrades falling due to his penchant for appointing his drinking buddies to commanding roles. His own absence from the forefront remains conspicuous and his strategies, most often revolving around a more or less organized retreat, only exacerbate the challenges we face.

Yet, on the other hand, the supply lines are better organized than ever, leading to an abundance of food and beer. The morning bell has been pushed back to noon, thank the Shroud! And we are now allowed to enjoy up to 5 tankards of ale before each battle.

Thus, I would say he is the best Commander the Silver Line ever had.

Major Byron Kildare, Master of the Armoury

MOV

S

DEF

4

ARM

8



Melee



Flareforged Blade



Ranged



Trinity Canon



L Velocity Energy Transfer

Friendly units can reroll one blank in each melee hit and damage roll during their activation if they moved, pushed or placed themselves during their activation.

F Order: March with Haste!

The chosen unit may increase its MOV value to the next higher value during its next move action this game round.


A Triple Barrage A +

Each model in this unit may immediately make 3 attacks with their ranged weapon profile. This ability can only be used once per activation.




A Guardian Protocols

When a friendly GUARDIAN unit **ends its activation within 6"** of a model in this unit, the friendly GUARDIAN unit may remove 1 point of damage.

A Jump A /

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

R Vent Steam

After this unit has used its active essence ability 'Jump', this unit may use this ability. All other models within 1" of a model in this unit suffer a non-infuseable    ranged damage roll.

Base 50 mm | SILVER LINE, GUARDIAN, CONSTRUCT, ESSENCE
1 model | WEAVER, COMMANDER, CHARACTER



Major Byron Kildare, Master of the Armoury

MOV

S

DEF

4

ARM

8



Melee



Ranged



Flareforged Blade








Trinity Canon



R Assault Overdrive



When another friendly GUARDIAN unit **activates within 6"** of a model in this unit, you may use this ability. During the next attack action of the activated unit, its melee hit and damage rolls are infused  for this activation. At the end of the unit's activation, the unit suffers a     melee damage roll.

P Flareforged Blade

When a model in this unit hits an enemy model with a melee attack, the model hit suffers the "Burning" condition.

P Experimental Armour

When a model in this unit **destroys an enemy model with a melee attack**, you may immediately use this unit's active essence ability "Jump", without paying its essence cost.

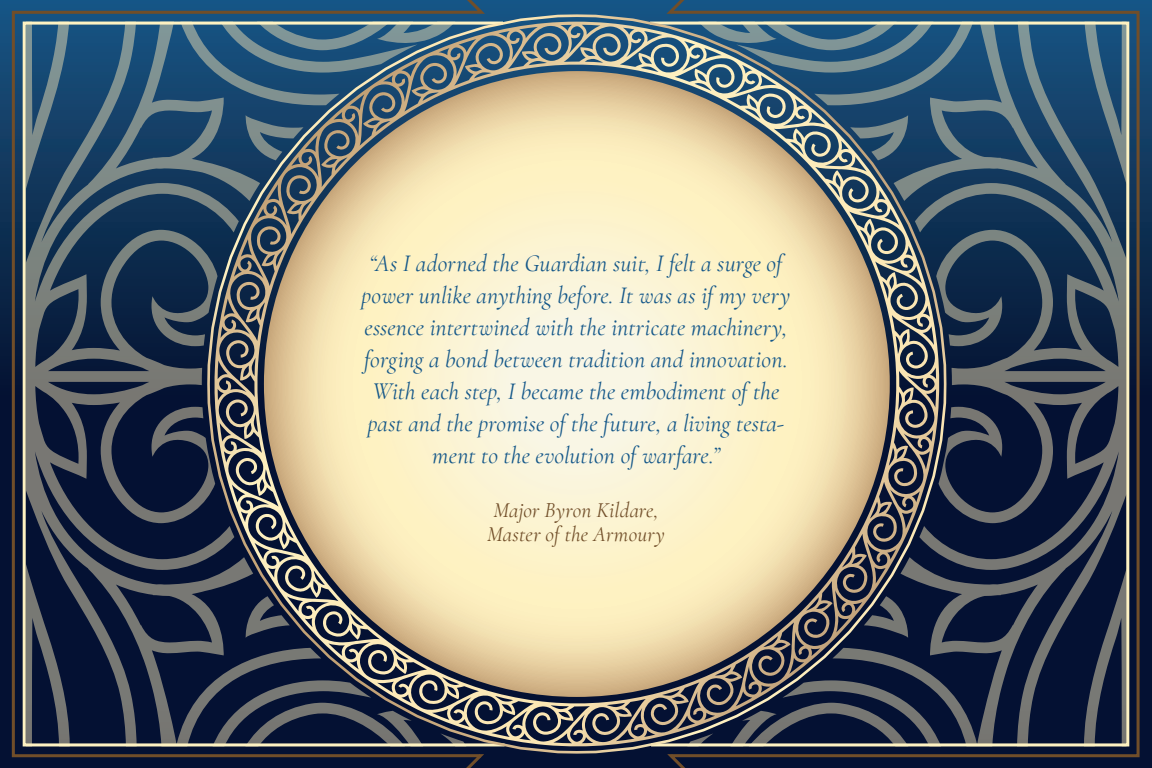
P Gunblade

P Pistolero

P Silver Line Training

Base 50 mm | SILVER LINE, GUARDIAN, CONSTRUCT, ESSENCE
1 model | WEAVER, COMMANDER, CHARACTER





“As I adorned the Guardian suit, I felt a surge of power unlike anything before. It was as if my very essence intertwined with the intricate machinery, forging a bond between tradition and innovation. With each step, I became the embodiment of the past and the promise of the future, a living testament to the evolution of warfare.”

*Major Byron Kildare,
Master of the Armoury*

With a defiant roar, Byron activated the suit's propulsion system, and like a meteor streaking across the heavens, he descended upon the battlefield. His presence ignited a spark of hope in the hearts of his comrades, who rallied behind him, their determination renewed.

As Byron landed amidst the enemy ranks, his movements were a blur of steel and lightning. With the Trinity Cannon in one hand and the Flareforged Blade in the other, he cut a swath through the enemy lines, his weapons blazing with the fury of a thousand suns. Each shot from the

cannon tore through ranks of foes, while the blade danced with deadly precision, leaving a trail of fallen adversaries in its wake.

The Guardian suit, a marvel of arcane engineering, amplified his every motion, turning him into a whirlwind of destruction. But it was not just his prowess in battle that inspired awe—it was the ferocity with which he fought, the unwavering resolve in his eyes, that made him a legend.



Phalanx

MOV

M

DEF

5

ARM

7



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)

Base 32 mm | SILVER LINE, FIRST ARMY
3 models



“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

Blade Wardens

MOV

M

DEF

5

ARM

6

Essence Forged
Greatsword

Melee




 A Bladestorm 

This unit gains the common passive ability 'Backswing' until the end of its activation.



 A Flicker 



You may immediately place each model in this unit within 2" of itself. This ability can only be used once per activation.



 R Defensive Strike 


When an enemy model **ends a move within melee range** of a model in this unit, you may use this ability. This model may immediately make a melee attack targeting the enemy model.


 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.

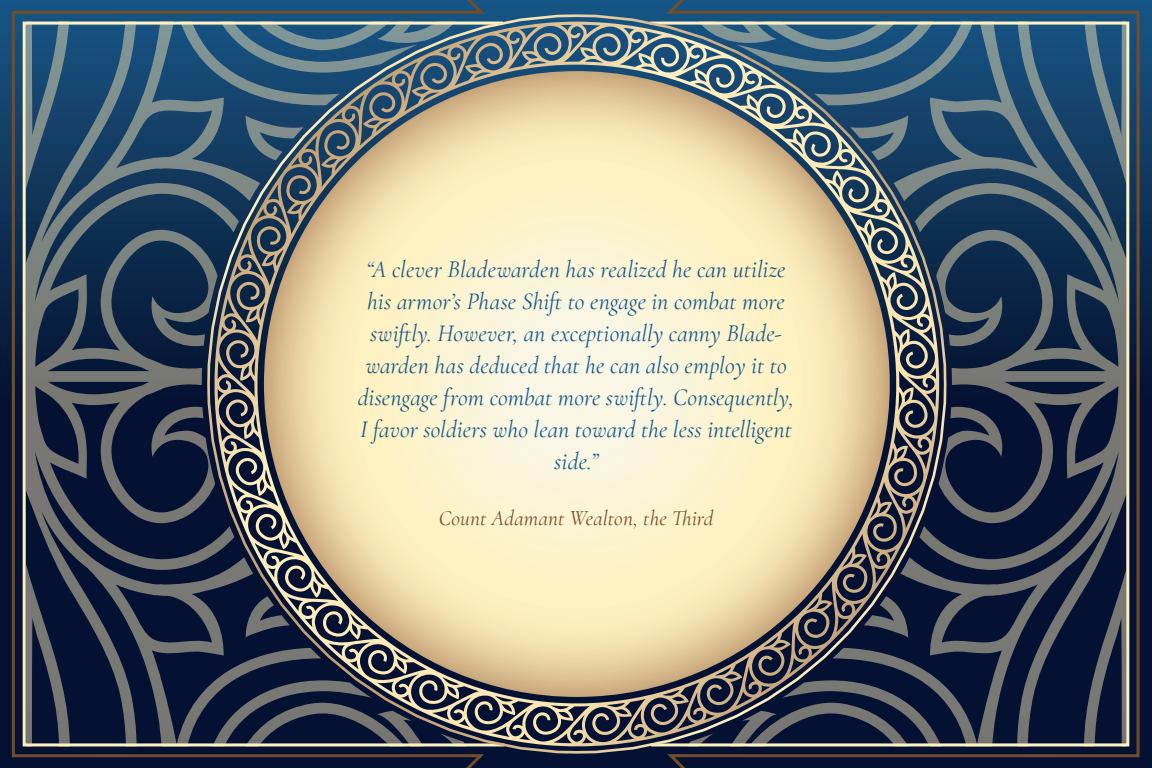

 P Critical: Devastating Blow 

When a model in this unit scores a critical hit with a melee attack, the attack's damage roll is infused .


 P Silver Line Training

Base 32 mm | SILVER LINE, FIRST ARMY
3 models





“A clever Bladewarden has realized he can utilize his armor’s Phase Shift to engage in combat more swiftly. However, an exceptionally canny Bladewarden has deduced that he can also employ it to disengage from combat more swiftly. Consequently, I favor soldiers who lean toward the less intelligent side.”

Count Adamant Wealton, the Third

Riflemen

MOV

M

DEF

5

ARM

6



Melee



Ranged



Sabre




Essence Forged Musket


A Crippling Shot 

One model in this unit may target an enemy model within 10" and make a ranged hit roll. If the target is hit, it suffers the "Crippled" condition. This ability can only be used once per activation.

A Aimed Shot
A / 

During attack actions all ranged hit rolls of models in this unit are infused . This ability lasts until the end of this unit's activation.

A Hit and Run
A + 

This unit may immediately take an attack action with its ranged weapons, following the normal rules for attacking. After all attacks are concluded, this unit may take a move action.


P Expert Marksmen

Models in this unit may ignore other friendly models when determining line of sight (LOS).

P Silver Line Training

P Combined Shot

Base 32 mm | SILVER LINE, FIRST ARMY
3 models



“One claims that a Silver Line Rifleman can shoot off the helmet from a goblin scout’s head from 100 feet away. Most of them indeed succeed in doing so, often hitting only four to five goblins in the process.”

Count Wealton Adamant, the Third

Guardian Defiants

MOV

S

DEF

4

ARM

8



Melee



Defiant Hammer



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 must 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.

R Intervene




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

R Throwback



When a model in this unit is hit, but not damaged, by an enemy melee attack, this model may use this ability. Immediately push the enemy model 2" directly away.

P Enhanced Essence Reactor

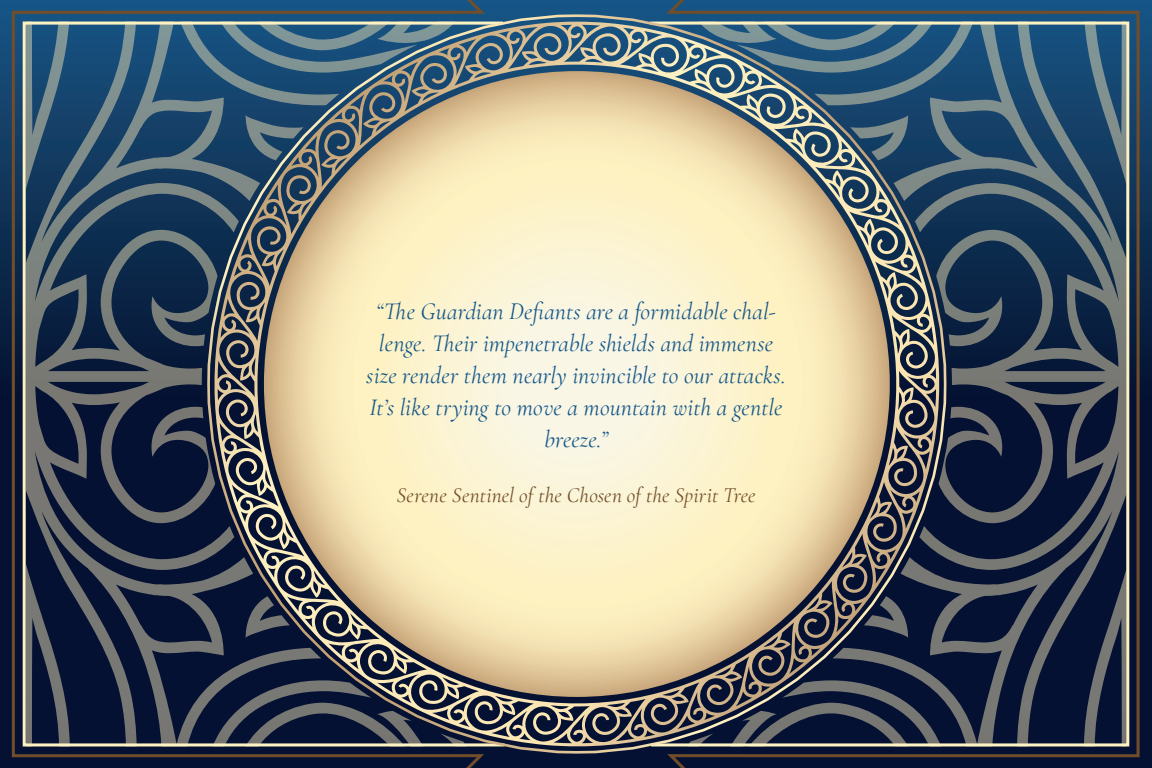
At the end of this unit's activation, you may choose to add  to your essence reserve, instead of this unit's essence value.

P Silver Line Training

P Claim Ground (2)

P Rooted

Base 40 mm | SILVER LINE, SECOND ARMY
2 models | GUARDIAN, CONSTRUCT



“The Guardian Defiants are a formidable challenge. Their impenetrable shields and immense size render them nearly invincible to our attacks. It’s like trying to move a mountain with a gentle breeze.”

Serene Sentinel of the Chosen of the Spirit Tree

Guardian Brawlers

MOV

S

DEF

4

ARM

7



Melee



Guardian Gauntlet



A Charge A +

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

R Anger Issues

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

P Follow Up

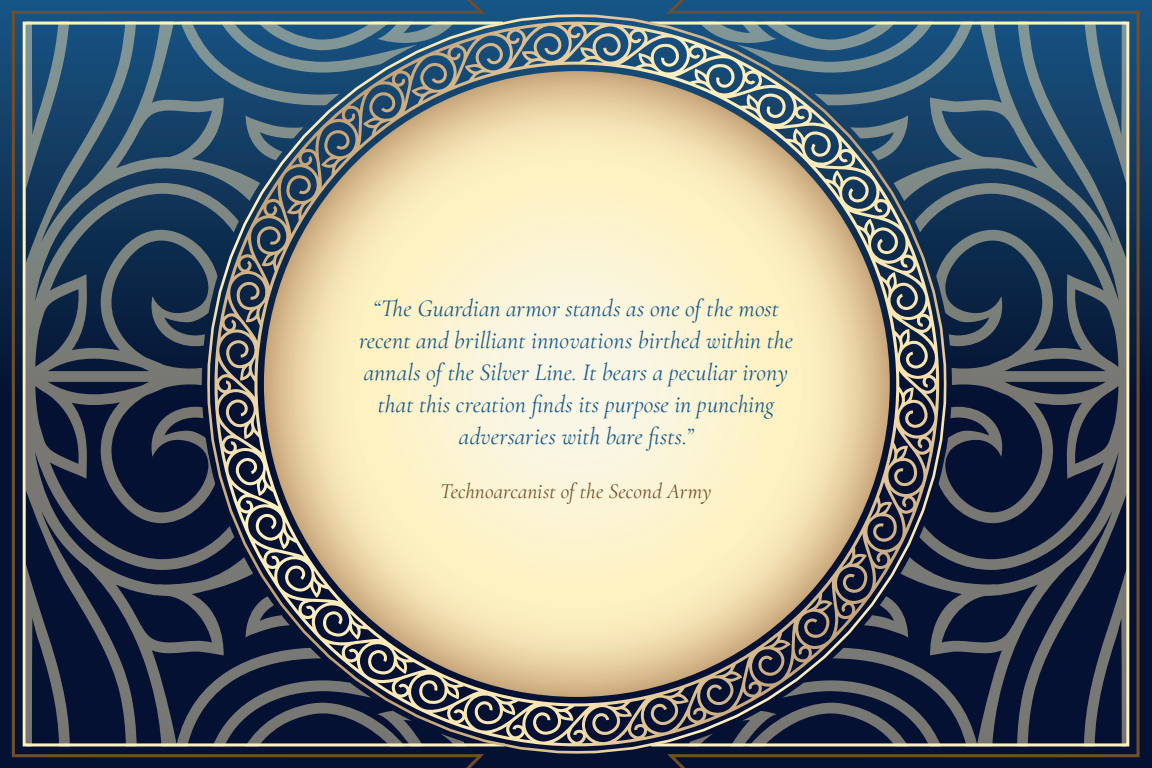
When a model in this unit hits an enemy model with a melee attack, you may push the enemy model hit 1" directly away. Afterward, this model may be pushed 1" directly towards the enemy model.

P Enhanced Essence Reactor

At the end of this unit's activation, you may choose to add to your essence reserve, instead of this unit's essence value.

P Silver Line Training

Base 40 mm | SILVER LINE, SECOND ARMY
2 models | GUARDIAN, CONSTRUCT



“The Guardian armor stands as one of the most recent and brilliant innovations birthed within the annals of the Silver Line. It bears a peculiar irony that this creation finds its purpose in punching adversaries with bare fists.”

Technoarcnist of the Second Army

Guardian Lawbringers

MOV

S

DEF

4

ARM

7



Melee



Ranged



Gun Butt



Lawbringer Cannon



A Dragonfire Mortar A+

Target an enemy model within 8". The targeted model is hit automatically. If this unit still contains 2 or more models, the model hit and other models within 2" of the model hit suffer a non-infuseable

ranged damage roll.

Otherwise the model hit and other models within 1" of the model hit suffer a non-infuseable ranged damage roll.

A Take Aim A/

Ranged weapons in this unit gain +2 RNG. This ability lasts until the end of this unit's activation.

P Critical: Devastating Shot


When a model in this unit scores a critical hit and damages the targeted model, the attack's damage is increased by 1.

P Enhanced Essence Reactor

At the end of this unit's activation, you may choose to add to your essence reserve, instead of this unit's essence value.

P Silver Line Training

Base 40 mm | SILVER LINE, SECOND ARMY
2 models | GUARDIAN, CONSTRUCT



“The Lawbringers have made traditional siege tactics obsolete. With their overwhelming firepower, they’ve rendered our expertise relics of the past. If we’re to stay in the game, we’ll need to devise a device even more destructive than these walking siege engines.”

Engineer of the First Army

Goblin Scouts

MOV

M

DEF

6

ARM

4

A  D B  E C 

Melee

Improvised weapons

 1"    

A Annoying

A /



While within 1" of a model in this unit, enemy models suffer -1 to all hit rolls. This ability lasts until the beginning of this unit's next activation.

R Slippery



When a model in this unit is **missed by an attack**, you may use this ability. Immediately place this model within 1" of itself.

P Easy to miss


Models in this unit gain +1 DEF against arcane and ranged attacks.

P Scout (4")

P Pathfinder (Rocks)

Base 32 mm | SILVER LINE
5 models | GOBLIN





*“Oi, listen up, mates! Today, we ain’t just goblins,
we’re the mighty scouts of the Silver Line! With
our trusty capes and armor, we’ll charge into
the unknown like heroes of old! Who needs big
swords when you’ve got the stealth of a fox and the
cunning of... well, a goblin! Let’s show ‘em what
we’re made of!”*

*Goblin Commander to his
scout team before their first mission*

Goblin Bomb Squad

MOV

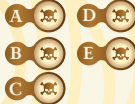
M

DEF

6

ARM

3



Melee

Improvised weapons



Ranged

Scrap Muskets



A Bring out the big one! A +

Place one 32mm ‘Goblin Bomb’ manifestation within 2” of one model in this unit. At the end of the game round, before removing this manifestation, models within 2” of this manifestation suffer a arcane damage roll. After resolving all damage rolls, remove this manifestation.

R Going out with a boom

When the **last model of this unit is destroyed by an enemy attack**, you may use this ability before removing the model from the table. You may immediately use the ‘Bring out the big one!’ essence ability without paying its cost.

P Easy to miss


Models in this unit gain +1 DEF against arcane and ranged attacks.

P It’s so beautiful

If a “Goblin Bomb” manifestation is removed at the end of a game round, while any GOBLIN model is within 4” of it, it’s controller may add to their essence reserve at the beginning of the next game round. This effect can only occur once per game round.

Base 32 mm | SILVER LINE
5 models | GOBLIN





“After extensive endeavors, we have succeeded in imparting knowledge to a select few very smart goblins, instructing them in the strategic placement and ignition of mines in advantageous positions. Alas, no effort whatsoever has been invested in teaching these goblins the art of running away after igniting the fuse.”

Count Wealton Adamant, the Third

Aelius Brightspell

MOV

M

DEF

6

ARM

4



Melee



Arcane



Burnished Staff



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



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

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.

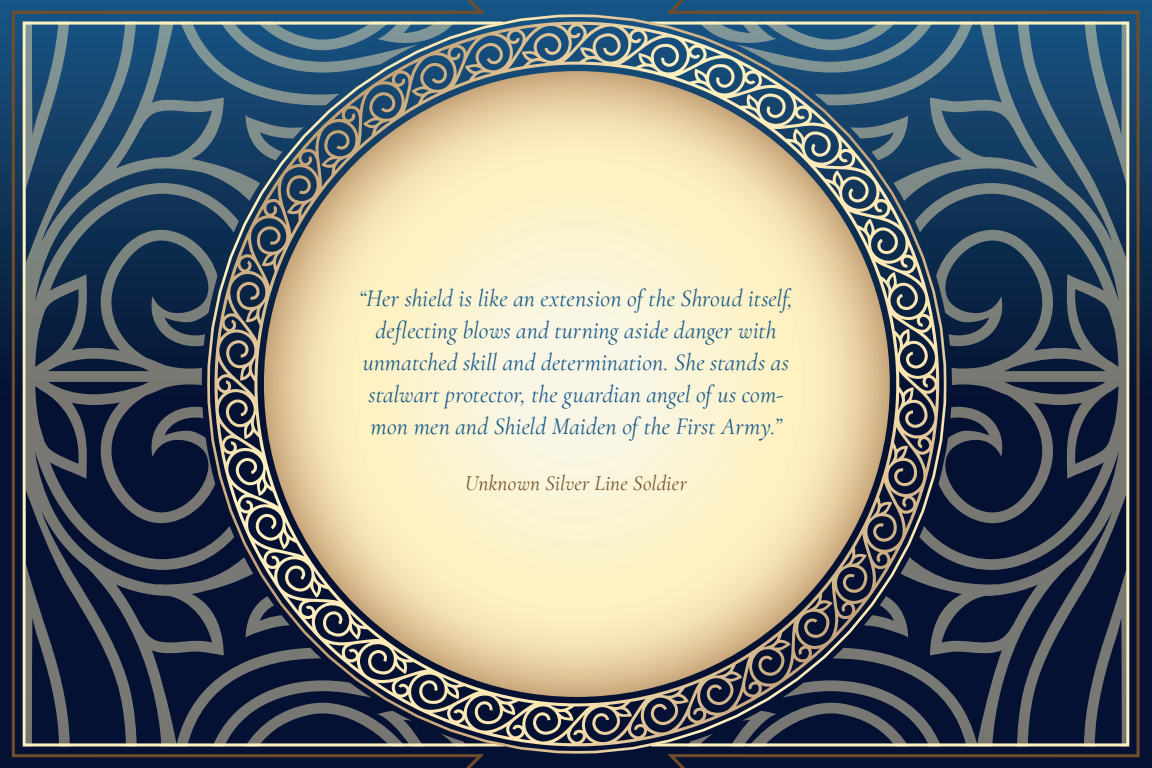
P Silver Line Training

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.

Captain Katheryn Stormridge

MOV

M

DEF

6

ARM

6



Melee



Gale's Edge




F Order: Aim for the weak spot!

The chosen unit gains +1 to its melee damage rolls until the end of the game round.

A Whirlwind Dance 

During the next attack action of this unit this activation, when a model in this unit damages an enemy model with a melee attack, after the attack is resolved, it may immediately make another melee attack targeting a model that hasn't been targeted with a melee attack during the same attack action.

R No one is forgotten 

When a friendly model within 4" of a model in this unit is destroyed, this model may use this ability to immediately place itself within 1" of its current position.

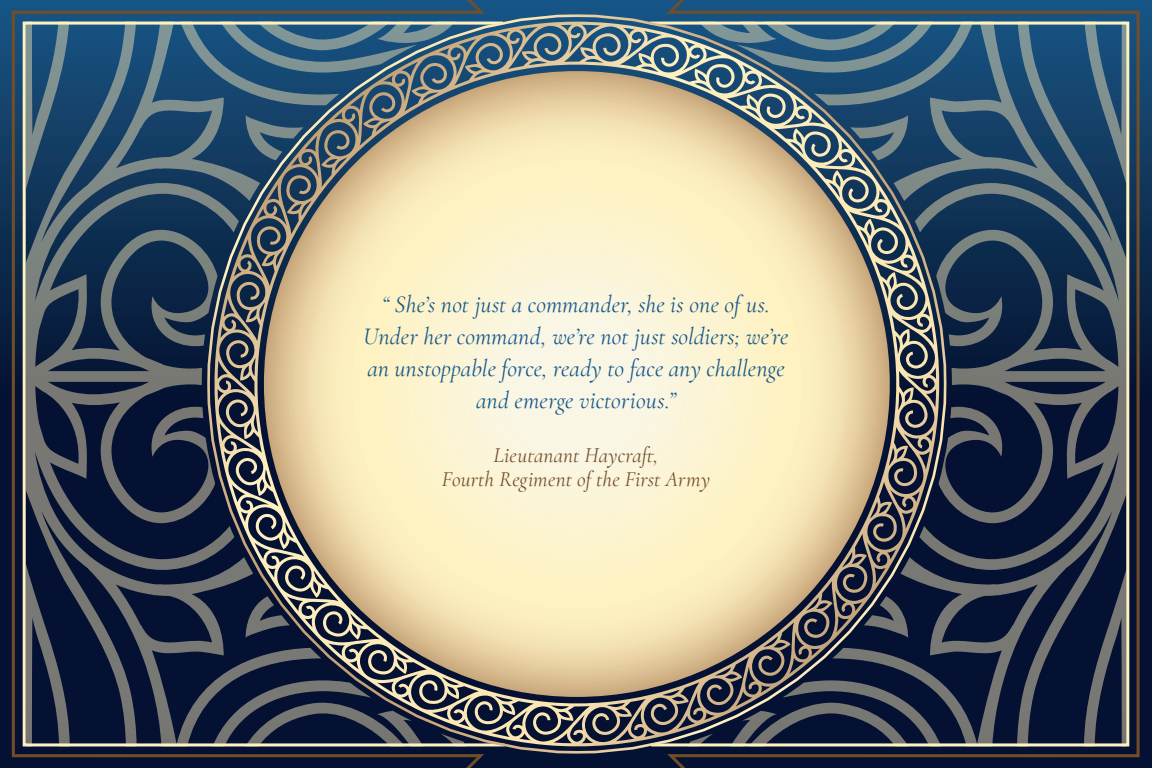
P Beloved Commander

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

P Accurate Strike (1)

P Silver Line Training

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



*“She’s not just a commander, she is one of us.
Under her command, we’re not just soldiers; we’re
an unstoppable force, ready to face any challenge
and emerge victorious.”*

*Lieutenant Haycraft,
Fourth Regiment of the First Army*



SHROUDFALL