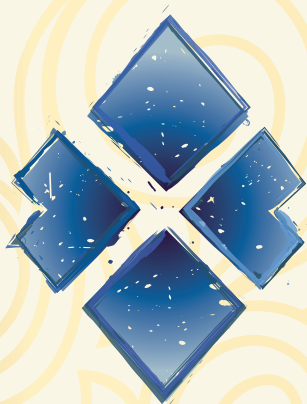


The Silver Line

Faction rules





P Chain of Command

Each friendly COMMANDER unit may use a single **F** 'Order' ability at the beginning of each game round. When choosing a target for a **F** 'Order' ability, you can choose any other friendly non-ESSENCE WEAVER non-MERCENARY unit within 6". Each unit can only be targeted by one **F** 'Order' ability per game round.

P Supreme Command

In addition to any **F** 'Order' abilities on their unit cards, all SILVER LINE units with the keyword COMMANDER have access to the following **F** 'Order' abilities: 'Cautious Advance', 'Concentrated Strikes!', 'Strike and fade!'.

F Order: Cautious advance!

The chosen unit gains +1 DEF against  and  attacks until the end of the game round.

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 **P** 'Reposition (1)' until the end of the game round.

P Silver Line Training

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



SHROUDFALL

Count Wealton Adamant, the Third

MOV

M

DEF

5

ARM

6



Melee



Heirloom Blade



Ranged



Heavy Pistol



L Tactical Advisor

When a friendly unit ends its activation within 1" of one or more scenario elements that are within your opponent's table half, you may add 🍃 to your essence reserve.

F Order: Defend the rations!

The chosen non-GOBLIN unit gains 🍷 'Claim Ground (2)' until the end of the game round.

A Inspiring Presence

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

A Hold the Line!

A /

Choose a friendly unit within 8". The chosen unit gains 🍷 'Rooted' until the end of the 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 an S MOV away from the enemy model. The friendly unit gains 🍷 '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



Heirloom Blade



Ranged



Heavy Pistol



R Look out, Sir!

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

P Born to lead ... from the back

This unit may use two different **F** 'Order' abilities each game round, instead of just one. Additionally, when using a **F** 'Order' ability, increase its range by 2".

P Heirloom Blade

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

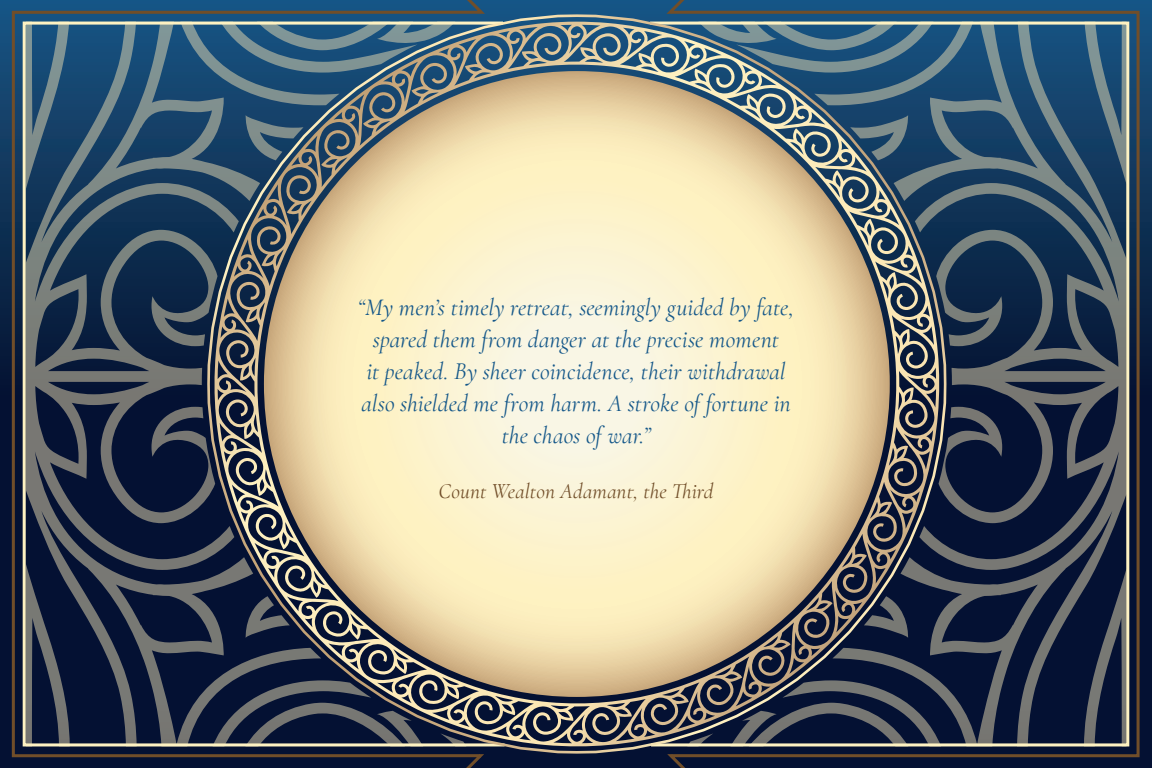
P Supply Lines

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.”*

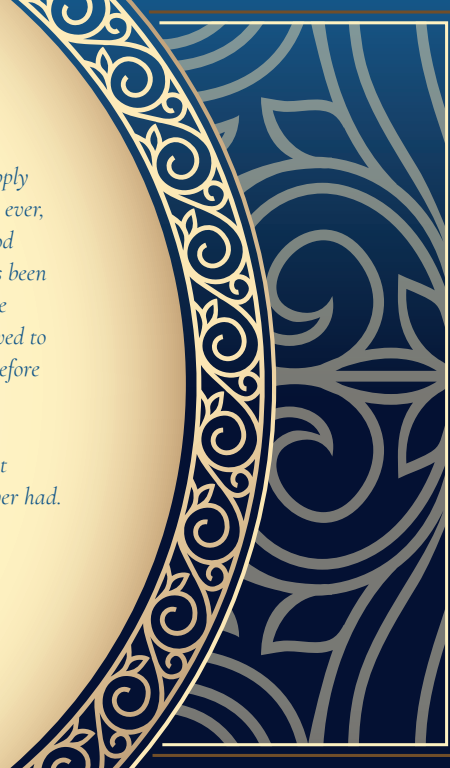
Count Wealton Adamant, the Third

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



Ranged



Flareforged Blade



Trinity Canon



L Velocity Energy Transfer

Friendly models may reroll one blank in each ☞ hit and ☞ damage roll during their activation if they moved, pushed, or placed themselves during their activation.

A Jump A / ☞

Immediately place all model 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.

A Kinetic Discharge ☞

Other models within 1" of a model in this unit suffer a non-infuseable ☞☞☞☞☞☞ damage roll. This ability may only be used once per 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 Guardian Protocols ☞

Choose a friendly GUARDIAN unit within 6" of this unit. Each model in the chosen unit may remove 1 point of damage. Each time you use this ability, increase its cost by ☞ until the end of this unit's activation.

A Triple Barrage A + ☞

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

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



Major Byron Kildare, Master of the Armoury

MOV

5

DEF

4

ARM

8



Melee



Ranged



Flareforged Blade



Trinity Canon



R Assault Overdrive



When **another friendly GUARDIAN unit activates within 4"** of this unit, this unit may use this ability. During the next attack action of the activated unit this activation, its hit and damage rolls are infused .

P Experimental Armour

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

P Flareforged Blade

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

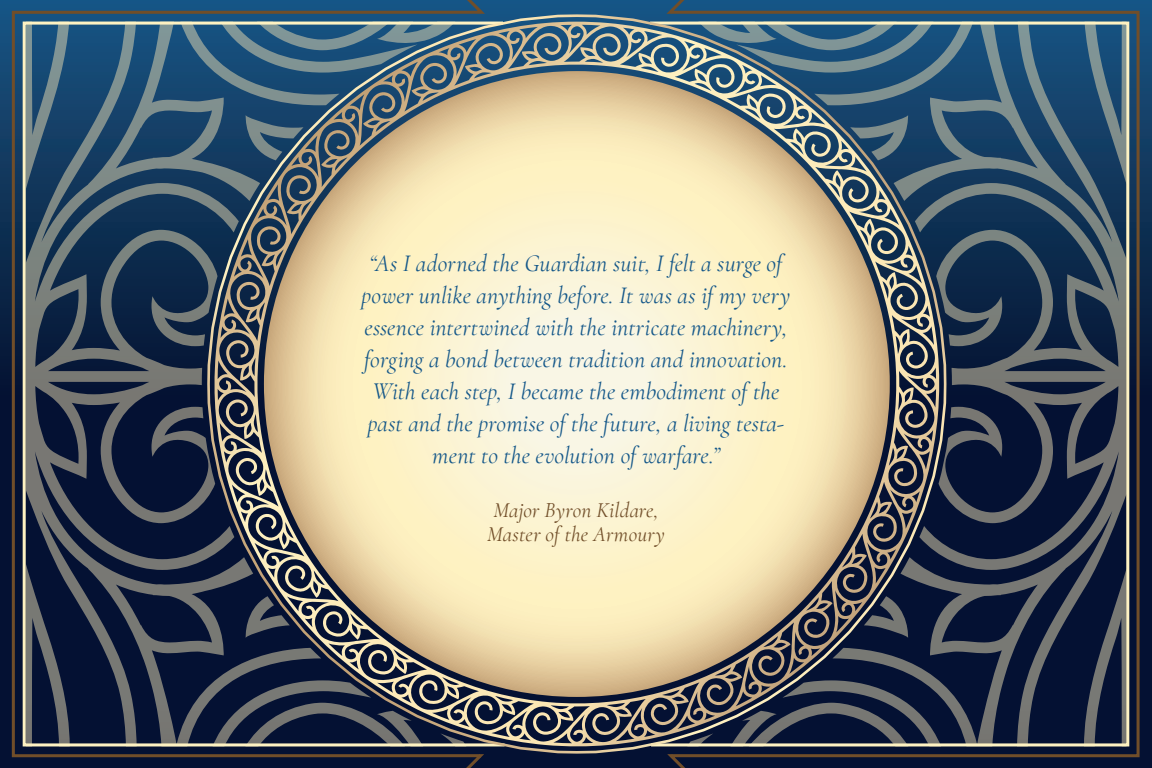
P Gunblade

P Pistolero

P Silver Line Training

Base 50 mm | SILVER LINE, GUARDIAN, ESSENCE WEAVER,
1 model | 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.”

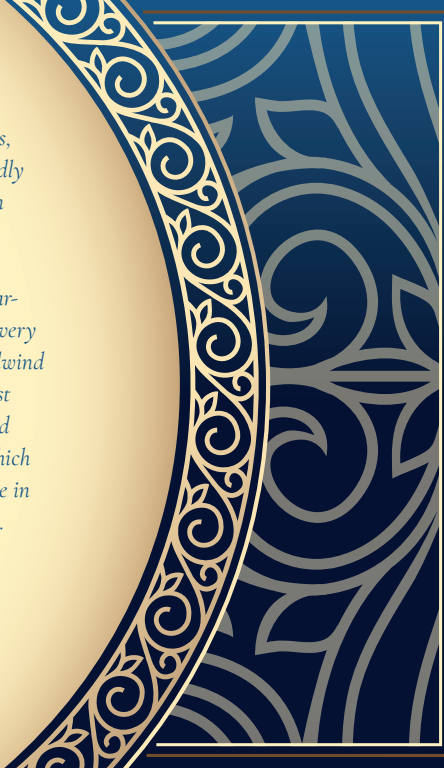
*Major Byron Kildare,
Master of the Armoury*

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.



Blade Wardens

MOV

M

DEF

5

ARM

6

Essence Forged
Greatsword

Melee





A Bladestorm

This unit gains **P** '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**  **range** of a model in this unit, this model may use this ability. This model may immediately make a  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 effect may trigger only once per model in this unit each activation.

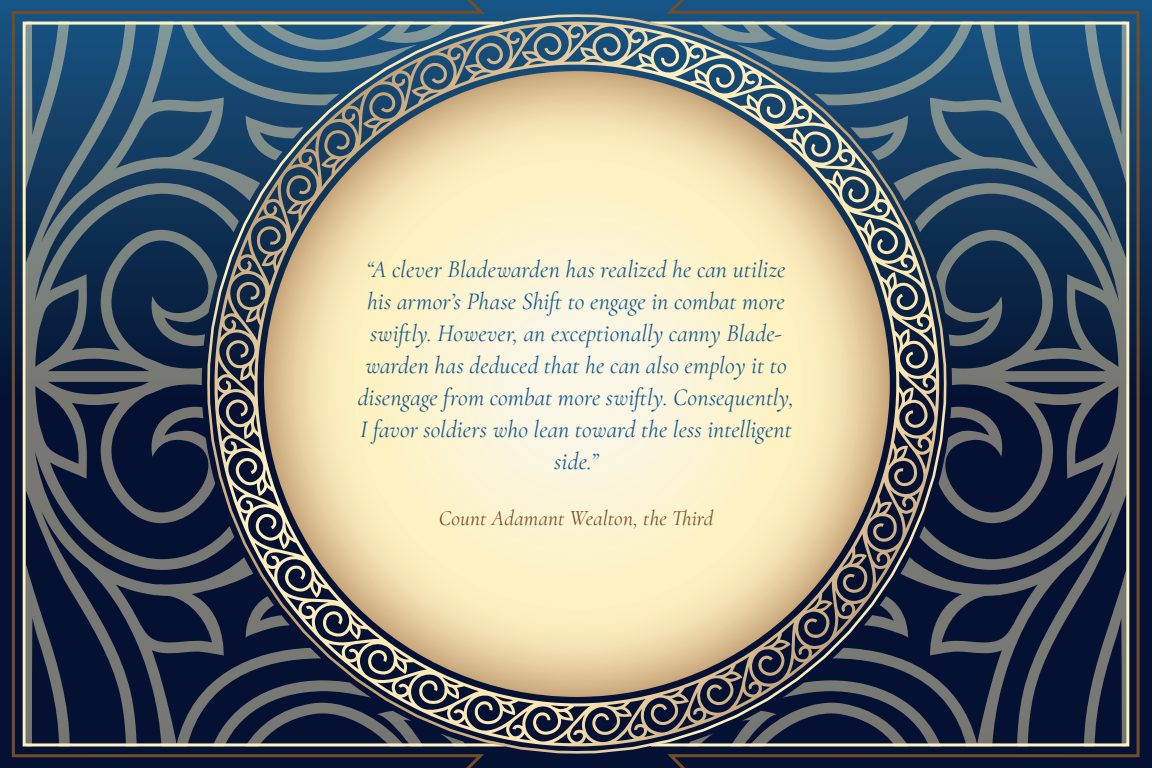
P Critical: Devastating Blow

When a model in this unit scores a critical  hit, 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





27.02.2025

pc 25

A Crippling Shot

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

A Aimed Shot

 hit rolls of models in this unit are infused  until the end of this unit's activation.

A Hit and Run

This unit may immediately take an attack action. After all attacks are concluded, this unit may take a move action. This ability can only be used once per activation.


P Expert Marksmen

Models in this unit may ignore friendly models when determining LOS.

P Silver Line Training

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 Wall of Steel A /

This unit gains +1 ARM against and attacks. Additionally, models from other units treat models in this unit as LINEAR TERRAIN, granting +1 ARM for the purpose of attacks. 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 attack**, this model may use this ability. This model is hit instead, disregarding LOS and RNG of the attack.

P Knockback

When a model in this unit scores a critical hit, the attack gains 'Slam '.

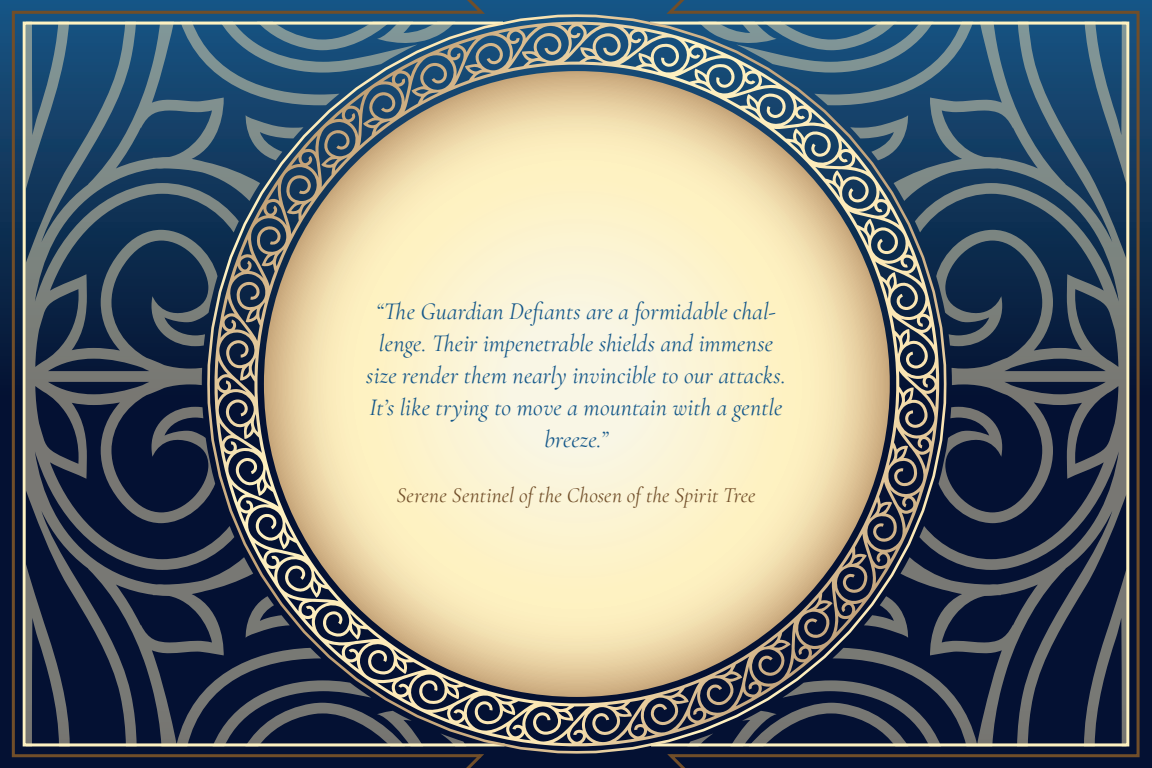
P Enhanced Essence Reactor

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 Claim Ground (2)

P Silver Line Training

P Rooted



“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** **attack**, this model may use this ability. This model may immediately make a attack targeting the attacking enemy model.

P Follow Up

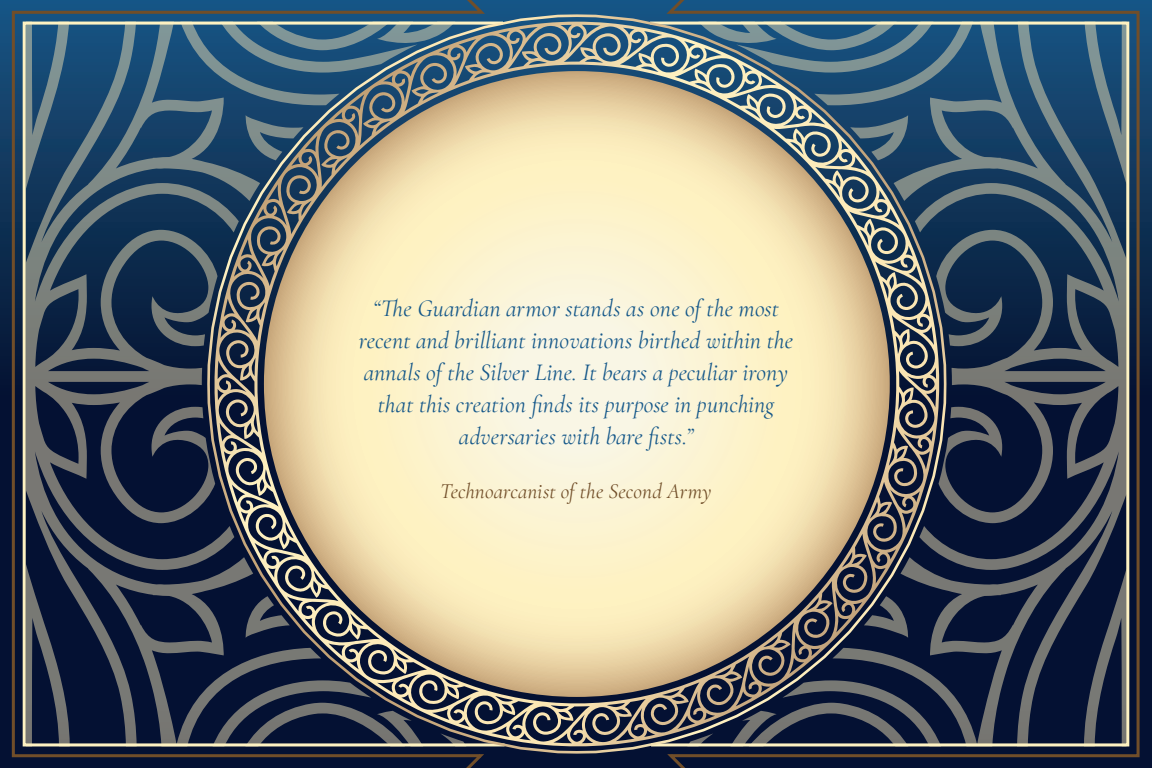
When a model in this unit hits an enemy model with a attack, you may push the enemy model hit 1" directly away. Afterward, this model may be pushed 1" directly toward the enemy model.

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



“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 Take Aim

Until the end of this unit's activation, models in this unit may add +2" to their RNG when making a attack.

R Shrapnel shell

When a model in this unit **hits an enemy model with a attack**, this model may use this ability. Other models within 1" of the model hit suffer a non-infuseable damage roll.

P Critical: Devastating Shot


When a model in this unit scores a critical hit and damages the hit 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



“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

7

ARM

4



Melee

Improvised Weapons



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 completely within 1" of itself.

P Not picky


This unit may use  to pay for .

P Pathfinder (Rocks)

P Scout (4")

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 Demolition Crew

MOV

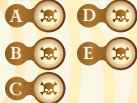
M

DEF

6

ARM

3



Melee

Improvised weapons








Ranged

Scrap Muskets



A Bring out the big one! A +  

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


R Slippery 

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

P Not picky


This unit may use  to pay for .

P It’s so beautiful

If a “Goblin Bomb” manifestation is removed at the end of a game round, while a friendly GOBLIN model is within 4” of it, the unit’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 and player.

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

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  damage rolls until the end of the game round.



A Steel Rush  

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

R Anger Issues 

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

P Critical: Devastating Blow 

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

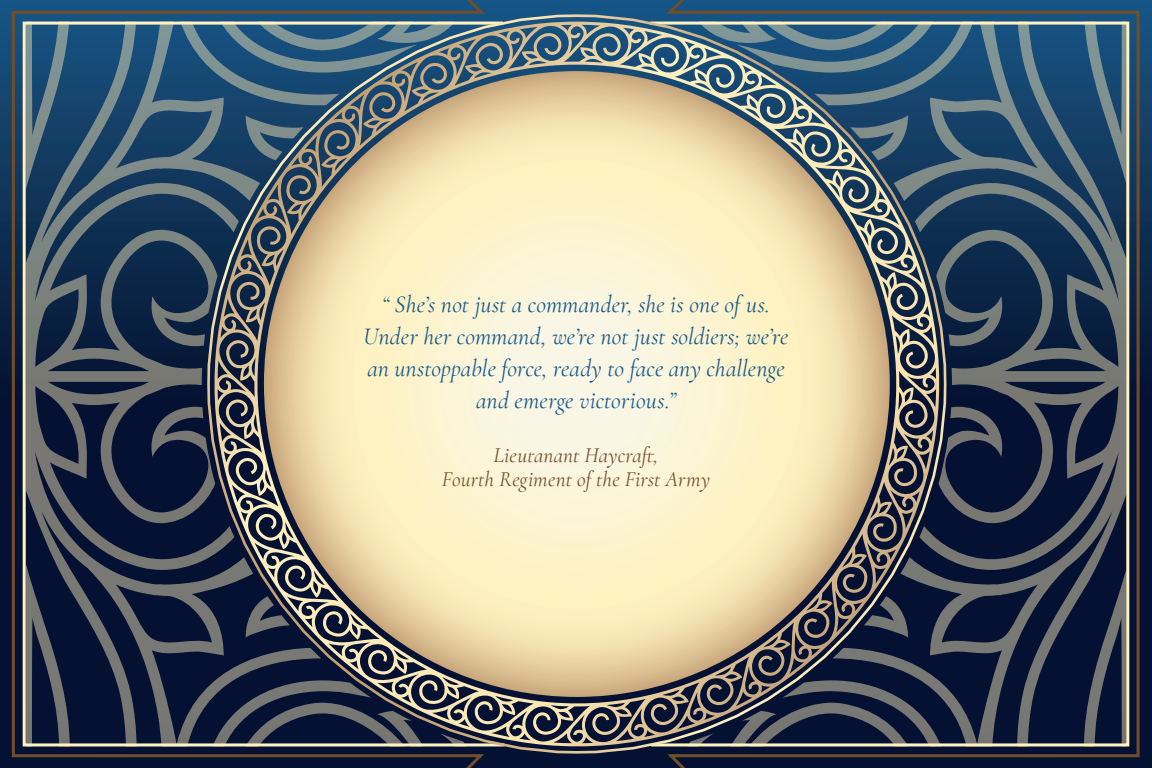
P Beloved Commander

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 Cleaving Strike

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*