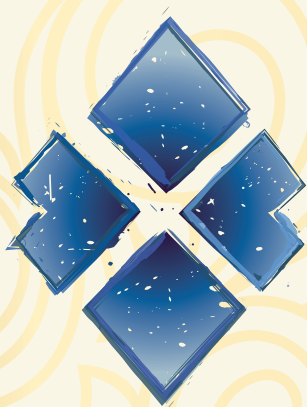


# The Silver Line

## Faction rules



### P Silver Line Training

Once during this unit's activation, this unit may use an essence reroll without having to pay the essence cost.

### P Chain of Command

A friendly COMMANDER unit may use a single "Order" ability at the beginning of each game round. When choosing a target for an "Order" ability, you can choose any friendly non-COMMANDER, FIRST ARMY or SECOND ARMY unit within 6". Each unit can only be targeted with one "Order" 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" abilities on their unit cards, all SILVER LINE units with the keywords COMMANDER and ESSENCE WEAVER have access to the following "Order" 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



Heirloom Blade




Heavy Pistol

Ranged




## L Tactical Advisor

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

## F Order: Defend the rations!

The chosen 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 model and in melee with another friendly model, you may use this ability. The friendly model's unit may immediately make a S MOV away from the enemy model. This ability can only trigger 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 targeted by an enemy ranged or arcane 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" abilities each activation. Additionally when using an "Order" 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 battle round, add  to your Essence reserve.

**P** Silver Line Training

Base 32 mm | SILVER LINE, FIRST ARMY, 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



## L Velocity Energy Transfer

Friendly units can reroll one blank in each 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 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 model is placed, you may use this ability. All other models within 1" of this model suffer a non-infuseable melee 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 while within 6" of a model in this unit, you may use this ability. During the next attack action of the activated unit, it's melee hit and damage rolls are infused  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 "Jump" essence ability, without paying its cost. This effect may only occur once each activation.

## P Gunblade

## P Pistolero

## P Silver Line Training

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



# Phalanx

MOV

M

DEF

5

ARM

7



Melee



Vanguard Pike



A

Essence discharge



Target a model within 2" and make a melee hit roll. Models hit suffer 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 of this unit is hit by a melee or ranged attack, a model in this unit may use this ability. This model is hit instead, disregarding LOS and RNG of the attack.

P

Silver Line Training

P

Claim Ground (2)



## 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 this unit’s 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 of this unit, this model 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 it’s activation, you may add 🟡 to your essence reserve. This passive ability can only trigger once per action.

P

Critical: Devastating Blow (🟡)

When this model 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



## 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 last until the end of this unit's activation.

A Hit and Run
A + 

You can only use this ability if this unit is not in melee. This unit may immediately take an attack action. After all attacks are concluded, this unit may take move action.

P Expert Marksmen

Models in this unit may ignore friendly models for the purpose of determining LOS.

P Silver Line Training

P Combined Shot

Base 32 mm | SILVER LINE, FIRST ARMY  
3 models



# Guardian Defiants

MOV

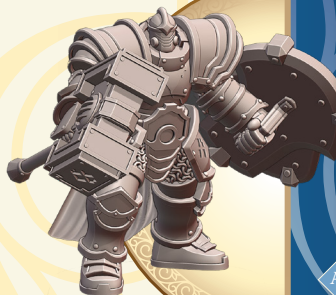
S

DEF

4

ARM

8



Melee



Defiant Hammer



## A Taunt

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 Locked in


A /

While in melee with a model in this unit, enemy models lose and cannot gain the common passive ability "Parry". This ability lasts until this unit's next activation.

## R Throwback

When a model in this unit is hit, but not damaged by an enemy melee attack, you 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

# 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, you may use this ability. The damaged model 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. After the push, you may push this model 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

# Guardian Lawbringers

MOV

S

DEF

4

ARM

7



Melee

Gun Butt



Ranged

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 last 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 units essence value.

**P** Silver Line Training

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

## Goblin Scouts

MOV

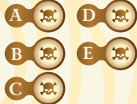
M

DEF

6

ARM

4



Melee

Improvised weapons



**A** Annoying A / 

While within 1" of a model in this unit, enemy models suffer -1 on 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 the model within 1" of itself.

**P** Easy to miss

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

**P** Scout (4")

**P** Pathfinder (Rocks)

Base 32 mm | SILVER LINE  
5 models | GOBLIN



# Goblin Bomb Squad

MOV

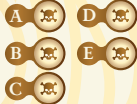
M

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, 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 it's cost.

**P** Easy to miss

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



# Aelius Brightspell

MOV

M

DEF

6

ARM

4



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 Swiftsw A +

Choose a friendly unit within 4". The chosen unit may immediately make a S MOV. This ability can only be used once per activation.

## P Silver Line Training

## P Immunity (Essence Starved)


## Essence Barrier

When a friendly model within 4" of this unit suffers damage, you 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.

Base 32 mm | SILVER LINE  
1 model | CHARACTER

# 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!

Choose a friendly non-COMMANDER non-GOBLIN unit within 6", that hasn't received an "Order" already this 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. This ability lasts until the end of the game round.


## A Spear of Light A /

Target a model within 8". The model is automatically hit and suffers a     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 units activation.

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



# Talara Steelheart, The Shield Maiden

MOV

M

DEF

5

ARM

7

A

Melee

Dawnblade

2"

## 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 Arcane Attraction

When a friendly model within 2" of a model of this unit is targeted by a melee or ranged attack, a model in this unit may use this ability. This model becomes the new target of the attack, disregarding LOS and range of the attack.

## P Dawnblade

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

## P Silver Line Training

## P Rooted

## P Immunity (Shattered)

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



# 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 on their 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, you may use this ability. Immediately place this model within 1" of itself.

**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 this model to be hit by the attack instead, disregarding LOS and RNG.

**P** Accurate Strike (1)

**P** Silver Line Training

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



SHROUDFALL



SHROUDFALL