SHROUDFALL

BETA RULEBOOK

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GAMEBREAKERS

SHROUDFALL

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THE WORLD OF SHROUDFALL

The sacrifice

Thousands of years ago Aethramor sacrificed his very essence, becoming the eternal Shroud, an arcane shield, protecting all of Astira, the last remaining human kingdom, until this very day. Thanks to this very sacrifice humankind was able to thrive under the protection of their newfound protector, finding a new god in the Shroud itself.

The eternal Shroud

Never faltering, never showing the slightest weakness, the Shroud has stood as an unwavering protector and shield against the horrors of the Beyond for untold time. And the people of Astira are grateful to their protector, revering it as a physical manifestation of their guardian deity and bringer of life with its warm light.

"PRAISED BE THE SHROUD, FOR IT IS THE PROTECTOR OF OUR SOULS. SHIELD US FROM THE HORRORS OF THE BEYOND, FOR WE ARE YOUR FAITHFUL SERVANTS."
PRIEST OF THE HOLY CONCLAVE

The day of the rupture

Until one day the heavenly voice of the Shroud vanished from the minds of its priests. For untold times its wisdom had guided the people of Astira and the sudden silence left the people frightened. Then the very fabric of the Shroud quivered. It was as if a tremor of ancient power surged through the mystical barrier that encased their world.

The once-steady barrier, a symbol of unwavering protection, now pulsated erratically. It was as if waves of energy, like those in a stormy sea, crashed together at a single point high up in the sky. A hush fell over the bus-

tling capital of Astira and all eyes turned upward, gazing at the majestic dome above. Fear mingled with curiosity, hearts pounding with uncertainty. The waves of shudders intensified, vibrating through the very air itself. The sky seemed to swirl, an ethereal dance of colors painted across the dome's surface. Dark hues of red and black cascaded like liquid light, mingling with the familiar teal and purple colors of the Shroud. And then, in a mesmerizing display of power and vulnerability, a tear appeared. A jagged rift etched itself upon the Shroud's surface, its edges shimmering with an otherworldly glow. It was as if a crack in reality itself had formed, a portal to the unknown. For the first time in millennia, the barrier thought eternal, had failed.

"ORDER MUST BE MAINTAINED. THE SILVER LINE WILL NOT WAVER, WILL NOT FALTER AND WILL NOT STOP UNTIL ASTIRA IS PEACEFUL ONCE AGAIN."
COUNT WEALTON ADAMANT, THE THIRD

The Shroud must prevail

Although the first tear sealed itself in only mere moments, the races of Astira remained lastingly changed. The once-distant horrors of the Beyond, only known from the holy scriptures, suddenly felt far more real and threatening. Fear, uncertainty, and vulnerability washed through the lands. The people stood frozen, unable to fully comprehend the implications of this desaster.

The Shroud had been an unyielding shield for as long as anyone could remember, and the races of Astira had grown complacent in their reliance on its protection. They were blissfully unaware of the true horrors lurking just beyond its confines.

While the preachers of the Holy Conclave managed to avoid uprisings with their preachings, the life in Astira had lastinlgy changed. The Shroud continues to falter and the only thing seemingly able to support its waining defenses are a steady supply of essence crystals. The people, once united by the protection of the Shroud, are now divided by the increasingly escalating demand for this precious resource, for the Shroud's appetite for energy seems insatiable. Once available in abundance, essence crystals now increasingly become scarce and their prices keep escalating.

The lifeblood of Astira

Essence is a mystical and potent form of energy that flows throughout the world of Astira. The origin of essence is shrouded in mystery, and its true source remains unknown to most inhabitants of Astira. Some believe it to be a gift from the divine, a manifestation of the world's soul or the energies of creation. Others theorize that it is a natural force that has always existed, an inherent aspect of the universe.

While only a handful humans among thousands are gifted with the natural talent to draw in ambient essence, this energy also can be stored in essence crystals of varying quality. The crystals themselves are formed through the crystallisation of raw essence over long periods of time or by essence monsters, that draw in the ambient energy and form crystals in and on their bodies to store the energy.

A new order

While the wealthy and powerful revel in their opulence, the less fortunate struggled in the shadow of their grandeur. With the waning supply of essence crystals, technology and with it the daily lives of Astira are faltering. The once-gleaming essence-powered machines that had brought prosperity to Astira now sputtered and stalled. The once bustling factories increasingly lie idle, replaced by a cacophony of people begging for food. While the wealthy hoard their essence reserves, the destitute struggled to survive.

In this tumultuous age of uncertainty, the **Silver Line**, once a representatory guard and symbol of the Shroud's protection, finds itself facing unprecedented challenges. Tasked with not only maintaining peace within the human kingdom of Astira but also with gathering more essence crystals to sustain the weakening Shroud, the Silver Line shoulders a heavy burden. They must adapt to the changing circumstances and confront new threats that have arisen since the first rupture of the Shroud.

As the Shroud's protection falters, the people of Astira find themselves exposed to the horrors of the Beyond, and fear grips the hearts of the once-secure populace. The sudden silence of the Shroud's heavenly voice leaves them vulnerable and uncertain. The Silver Line, once accustomed to being a symbol of unwavering protection, now faces the challenge of maintaining order in a world where fear and uncertainty reign.

In their pursuit of essence crystals to support the Shroud's defenses, the Silver Line must navigate a society divided by the escalating demand for this precious resource.

The Umbral Veil rises

In the years after the first rupture and in the absence of their only known god, a religious group known as the **Umbral Veil** rose quickly in popularity. Believing that the weakening of the Shroud is a sign from the divine, a consequence of the world's imbalance caused by the excesses and corruption of the wealthy elite. The Umbral Veil followers see themselves as advocates for the marginalized and oppressed, preaching that only through humility, balance, and collective cooperation can the world be saved.

The Umbral Veil is led by charismatic and enigmatic leaders who claim to have received visions and prophecies about the impending doom and the path to salvation. For the true believers will be delivered in a glorious afterlife, free of the struggles of the mortal world.

As the divide between the rich and poor widens, more and more people turn to the Umbral Veil for guidance and hope. The movement gains followers among the struggling masses, who see in it a chance to challenge the oppressive system that has favored the wealthy few.

The Umbral Veil's rise brings with it a clash of ideologies and a struggle for power. The established order, represented by the affluent and influential, views the Umbral Veil as a threat to their way of life and seeks to suppress the movement's influence. Most of the leader of the Umbral Veil are therefore in hiding, planning their machinations from the underground and following forbidden arcane paths.

"THE AGE OF THE FALL IS UPON US. THE FAITHFUL WILL BE REWARDED IN THE GREAT BEYOND"
LAST WORDS OF AN UNKNOWN UMBRAL VEIL PREACHER, EXECUTED ON THE 23RD ANNIVERSARY OF THE RUPTURE

The Chosen of the Spirit Tree

On the day of the rupture, the Spirit Tree awoke and spoke to all his divine chosen with one voice. The natural flow of essence had been disturbed, be it through the rupture or another mysterious cause and the Ailur, a race of strong and stoic giant pandas, and the Aiyani, nimble and fiery red pandas, were tasked to correct this disturbance. Since then the divine visions grow increasingly sparse, as the Spirit Tree is slumbering for longer and longer periods.

Guided by this divine vision from the Spirit Tree and the increasing worry for its wellbeing the Ailur Aiyani embraced their role to restore balance with a favour uncommon for their natural disposition. Their once peaceful society now had a common new purpose—to restore the equilibrium of nature and the Spirit Tree itself.

On their path to heal the land, they quickly realised that the humans had no grasp of nature and maintaining balance. As the human society increasingly became divided in the years after the rupture and increased

their scavenging for essence crystals, no matter the cost to nature, the Ailur Aiyani realized that this misuse and exploitation of resources were part of the disruption. Since then both races have clashed on numerous times and the relationship between them is deteriorating further with every day. The imbalance of the natural essence flow in the world has to be corrected and the Ailur Ayiani will not let anyone stop them from executing their divine mission.

The Bloodthorne Lodge

No more than a few years after the Rupture, whispers began to circulate about peculiar occurrences in remote and untouched regions of Astira. Unexplained growth spurts of vegetation, bizarre mutations in flora, and the sudden awakening of sentient plants were reported by bewildered travelers and curious explorers. As these incidents escalated, it became apparent that a new force had entered the realm, one that seemed to defy the laws of nature.

The first encounters with these mysterious enemy were met with disbelief and skepticism. Witnesses struggled to comprehend the sudden sentience and aggressive behavior exhibited by plants that had once been considered harmless. Villages on the outskirts of forests reported strange happenings—crops mysteriously withering, groves expanding unnaturally, and whispers of rustling leaves carrying on the wind.

Rumors are abound among the people of Astira, with tales of entire landscapes transforming overnight and once-familiar paths becoming treacherous mazes of seemingly sentient vines and thorns. Some speculate that this enigma is a manifestation of the land itself, as a response to the imbalance in nature since the Rupture. Nowadays the people of Astira call this mysterious force the Bloodthorne Lodge.

INTRODUCTION

The game of Shroudfall

Shroudfall is a tabletop game that is focused on providing an exciting skirmish level battle experience for two players. Hunting parties, expeditions and sometimes even detachments of larger armies fight to achieve their respective objectives, try to deal crippling blows to their enemies or assassinate enemy Essence Weavers, individuals with an exceptional connection to the arcane resource Essence.

Before the game players recruite armies from their respective factions, that will be used in their encounters with their opponents armies. These armies usually head out with certain objectives in mind and therefore the scenarios you will play in game of Shroudfall are also part of your army list. Furthermore, your troops try to engage enemy armies on terrain favourable to them, therefore also terrain is part of your army list. Directly before the game players then together create the specific scenario combinaton for their game as well as the terrain on the entire battlefield.

On the tabletop, gameplay is all about adaptability. With the essence mechanic, which ties in closely with the core concept of both players activating units alternatingly, players will need to carefully balance their strategy with their opponents actions on the table. Essence is the primary source of magic within Shroudfall and throughout the game you will have to manage this precious resource. Collecting and managing essence will enable your army to use powerful abilities that can turn the tide of the battle in your favour. Every decision on the tabletop has consequences in Shroudfall.

Break the game, not your opponent

Shroudfall is intended as a competitive game and in such a game, fair play is key. At the end of a day the game is about having fun, no matter whether you are winning or losing. Align the intent of your actions with your opponent before performing movements or rolling dice, so that no situation can occur where you and your opponent have a different interpretation of the state of the game. There is no need to inform your opponent actively about your strategy, but answer your opponent's questions honestly when asked about the rules of your army and units.

Resolving situations where a clear ruling is not possible

Shroudfall is a complex game and despite our best efforts of creating a clear ruleset, situations can occur where a clear ruling is hard to make. Such situations could be accurate movement of models or deciding on the line of sight of models. In situations where the ruling is not possible accurately enough either get a neutral person to decide for both players, decide together with your opponent on a solution, or roll off with your opponent, using a yellow essence die 🎲. The winner of the roll then decides how to proceed.

Break the game

Unforeseen rules interactions between models can still occur and technical rules errors can appear. If you encounter such a situation: Congratulations, you just broke the game! Please get in touch with us to report the technical rules error. We will both love you and hate you for it – and we'll do our best to update the rules accordingly to improve the game experience for everybody.

Image with an overview of all game materials to be added

What you need to play the game

In addition to this rulebook you will need:

- A selection of Shroudfall miniatures that together form you army.
- Unit cards for the models in your army.
- A set of "Essence dice" in the three essence colours: 🔲🔲🔴.
- A set of Shroudfall measuring tools, consisting of movement and range tools.
- Tokens for your army to mark effects and conditions during the game.
- A gaming area or board to play on, as well as Shroudfall terrain to create an interesting tabletop battlefield.

Miniatures & Unit Cards

In Shroudfall, each army is represented by tabletop miniatures on the battlefield. A single tabletop miniature is referred to as a model. Models are grouped in units, which most often share the same rules defined by a unit card (see chapter "Unit Cards" on page 10). The term unit refers to all the models specified by a unit card – usually this is a group of models that are acting together but can also refer to a single model.

Essence Dice

In order to fight battles in Shroudfall, you will need six-sided "Essence dice" which come in three different colours – grey, yellow, red – representing various aspects of essence:

🔲 with the sides: 0 / 0 / 1 / 1 / 2 / 2
🟨 with the sides: 0 / 1 / 2 / 2 / 3 / 3
🔴 with the sides: 2 / 2 / 3 / 3 / 4 / 4

Measuring tools

Distance in Shroudfall is measured via two sets of tools:
- Movement tools
- Range tools

In Shroudfall, each player is free to measure any distance at any time. You can use measuring tools and proxy bases. Precise movement matters, and it is always a good idea to inform the other player about your intention before physically moving models.

Movement tools

Movement in Shroudfall is measured with three movement tools of different length. This represents models moving at different paces over the battlefield. Distances which are intended to be measured with one of the

movement tools are marked with the abbreviation "MOV".

- Short move - also called a MOV: S
- Medium move - also called a MOV: M
- Long move - also called a MOV: L

You find all details on how to move models in the chapter "Moving Models and Units" (see page 15) of this rulebook.

Range tools

All ranges of attacks and abilities in Shroudfall are measured in inches. Distances that are intended to be measured with one of the range tools are marked with the abbreviation "RNG".

- Range tool 2" - width can be used to measure 1"
- Range tool 4" - width can be used to measure 1"
- Range tool 6" - width can be used to measure 1"
- Range tool 8" - width can be used to measure 1"
- Range tool 10" - width can be used to measure 0.5"

Tokens

In Shroudfall various abilities can place longer lasting effects on units or on the battlefield. You can track these effects with a set of tokens and condition markers.

Gaming Area

A standard game of Shroudfall is played on a 36x36 inch flat area, commonly called the battlefield in this rulebook.

Terrain

Shroudfall uses a variety of different terrain types that are placed on the table. Each terrain can offer players advantages and disadvantages when engaging their opponent's army (see chapter "Terrain" on page 31). Note that in Shroudfall, terrain is an element of your army list, so you can influence how the battlefield is set up!

BASIC RULES

Rolling dice

If a rule requires you to roll a number of dice, it will do so by specifying the dice colours via the essence dice icons.

If for example you want to make a hit roll with the following profile: ⬛⬛⬜⬜ you roll two yellow essence dice as well as two grey essence dice in one roll. You then add up the result of the dice rolled, this is the total value of the dice roll. Blanks count as 0.

In the example the player rolled 3, 2, 0, 0, which adds up to a combined dice roll of 5.

Measuring range

Shroudfall measures distances in inches. Players can use Shroudfall range tools to determine distances in Shroudfall. Besides the length of each tool, the width additionally enables you to measure a range of 0,5" or 1". By using two range tools together, you can measure odd distances and distances above 10". Distances in Shroudfall that are intended to be measured with range tools are marked with the abbreviation "RNG". You can measure any distance on the tabletop whenever you wish.

To determine the distance between two models, measure the distance between the closest point of the bases of the model you are measuring from and of the model you are measuring to. To do so, place the measuring tool with the flat side in base contact with the model you want to measure from and orientate it towards the model or place you want to measure to.

Completely within and within

If you are required to measure a range described as "within", only part of the base of the model you're measuring to needs to be in range. If you are required to measure a range described as "completely within", the whole base of the model you're measuring to needs to be in range.
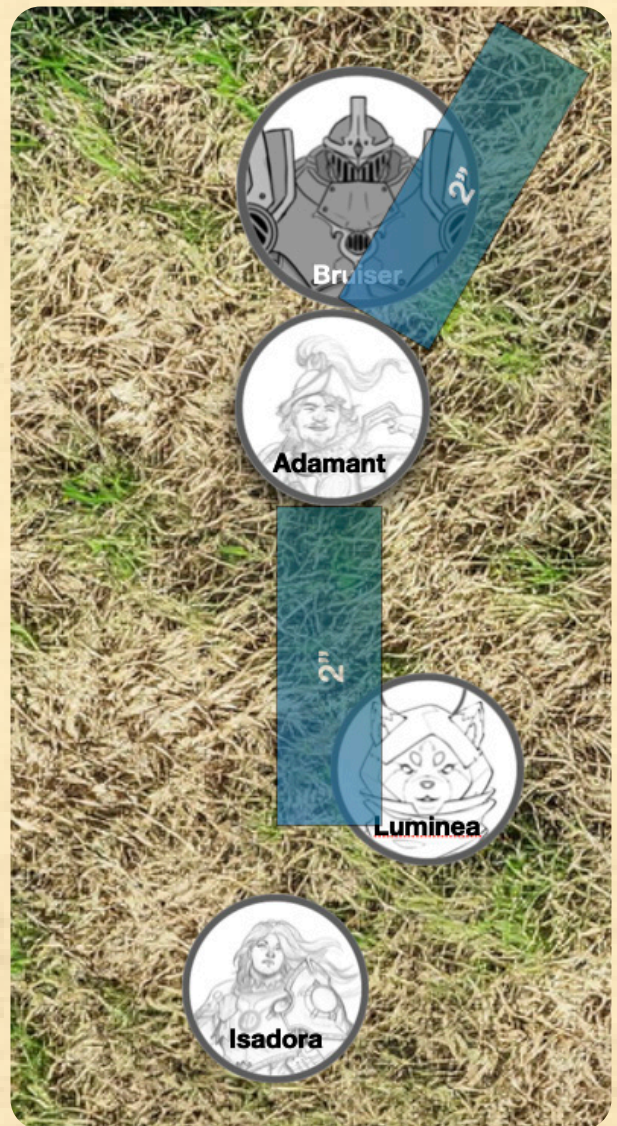
In this example Adamant is checking which models are 'completely within', 'within' or 'outside of 2"' of himself. The Bruiser is completely within 2" of Adamant, while Luminea is only within 2" of Adamant. Isadora is outside of 2", so neither completely within nor within 2" of Adamant.

Situations where you cannot place the measurement tools

It may occur that you are unable to place a measurement tool flat on the battlefield, for example due to terrain or intervening models, although a legal measurement or movement would be possible. In these cases, either shift the measurement tool parallel to both the origin of the measurement and the target or hold the measurement tool above the battlefield to perform the measurement or movement as exactly as possible. In both cases make sure to agree with your opponent on the measurement, before moving any models, using abilities or making attacks.

Rules Interaction

Rules priority

The core rules in this rulebook lay out the framework for everything you need to play a game of Shroudfall. Additionally, all units in Shroudfall have rules for their abilities on their respective unit cards, which add to and expand the core rules.

- In the case of a core rule conflicting with a rule on a unit card, the rule on the unit card takes priority.
- In case rules on unit cards conflict with each other, the effect that cancels out another effect takes priority.
- In case two abilities or effects would trigger at the same time, the currently active player decides which ability or effect applies first.

The same or similiar effects

Units generally cannot benefit more than once from multiple effects with the same name at the same time. If a unit is affected by two abilities with the same name or abilities that grant the same effect, its controlling player has to decide which one the unit is benefiting from. The only exceptions are some rules and abilities that grant levels of effects and are marked with (+X), where "X"

indicates the strength of the effect. In this case, even if these effects have the same name and grant the same effect, the granted effects can stack.

For example, if a model has the common passive ability "Elusive (1)" and benefits from another effect that grants it "Elusive (+1)", the effects add up to "Elusive (2)". If it instead would benefit from two effects that each grant it "Elusive (1)", the controlling player would have to choose which of the two effects the model should benefit from.

Timings

Shroudfall is a complex game and it can occur that multiple rules or effects trigger at the same time. You can find timing charts in the Appendix of this rulebook (see chapter "Appendix" on page 40). If the timing is still unclear or two effects simply happen at the same time, the currently active player decides the order in which these effects are resolved.

Active and Controlling Player

In Shroudfall players take turns activating their units on the battlefield. As such, if a rule is referring to the "active player" it means the player who is controlling the unit which is currently being activated. If a rule is referring to the "inactive player" it means the player who is not controlling the currently activated unit. If the inactive player uses a reactive essence ability, he is considered as the active player, until the reactive essence ability is resolved. (See chapter "Essence" on page 23)

If a rule is referring to the "controlling player", it refers to the player whose affected unit is part of their army list.

MODELS & UNITS

Unit Cards

In Shroudfall, the term model always refers to a single miniature. The term unit refers to all the models specified by a unit card – usually this is a group of models that are acting together but it can also be a single model. Units can consist of singular or multiple models. All models within a unit share the same profile and abilities as specified on their unit card. Unit cards show all information you need to field a unit in a game of Shroudfall. A unit card contains the following information:

1. Movement Value (MOV)

The movement value represents how fast a unit can move over the battlefield. It specifies which movement tools a unit can use during a move action. Note that some abilities, effects as well as some terrain types can alter the movement value of affected units. You can find all details on moving models and units in the chapter "Moving Models and Units" (page 15).

2. Defense value (DEF)

The defense value represents how skilled a fighter is at avoiding getting hit by attacks, be it through dodging or arcane defenses. The higher the defense value of a model is, the lower the chance that an attack or ability will hit it. Note that the defense value can never be reduced to less than 1.

3. Armour Value (ARM)

The armour value represents the level of resilience a model has in case it gets hit by an attack, be it through heavy armour, tough scales or arcane protections. The higher the armour value of a model is, the lower the chance that a hit from an attack or ability will damage it. Note that the armour value can never be reduced to less than 1.

4. Hitpoints (HP)

Hitpoints represent how many points of damage a model can suffer. The higher the amount of hitpoints, the more damage a model can suffer before it is destroyed.

Captain Katheryn Stormridge

MOV
M 1

DEF
6 2

ARM
6 3

A ○○○○ ☠ 4

Melee 7

Gale's Edge 8 ⚔ 2"

9 F Order: Aim for the weak spot!

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

10 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.

6 pc 15

11 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.

12 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
13
5   **14**

Note that in a unit with multiple models, each model in the unit has their own pool of hitpoints and can be damaged separately.

Hit points are displayed in circle on the unit card, with each circle representing one hit point. In this example Captain Katheryn Stormridge has 4 hit points.

When the summed up damage a model suffered equals its hitpoint value, it is destroyed and has to be removed from the battlefield.

5. Base size and number of Models

Models in Shroudfall use various base sizes, as indicated on their unit card. Base size is an important aspect of the game, as it influences a unit's engagement range, speed, and how it blocks other models' movement. Always use the correct base size for your models.

The number of models specifies the number of models that are set up on the table when a unit is deployed at the beginning of the game. Typically, all models in a unit share the same stats and abilities.

6. Point Costs

The point costs of a unit represent its requisition and upkeep costs. In the game they are used to create your army list, by adding up the point costs of all units in your army. Depending on the defined points limit for your game of Shroudfall, the added up points cost of all units in your army list may not exceed the set total points limit.

7. Hit values

The hit value defines how accurately a model is able to hit with its abilities and attacks. There are 3 types of hit values in Shroudfall, although a model may have only 1 present on its card:

- Melee hit value: Used for attacks with melee weapon profiles and abilities that use the melee hit value.
- Ranged: Used for attacks with ranged weapon profiles and abilities that use the ranged hit value.

- Arcane: Used for attacks with arcane weapon profiles and abilities that use the arcane hit value.

8. Weapon profiles

Models in Shroudfall wield various types of weapons and can also have multiple weapon profiles at the same time. The weapon type, range, and damage dice are shown on the unit card for each weapon profile. Melee weapons typically have a shorter range, while ranged and arcane weapons usually have a longer range. On the left side of the weapon profile you see the type of the weapon profile (Melee, Ranged, Arcane), the range (RNG) of the weapon profile, followed by the damage value. You can find all rules for attacking in the chapter "Making Attacks" (see page 21). Note that the RNG of any weapon profile may never be reduced reduced to less than 1".

 Melee weapon profile

 Ranged weapon profile

 Arcane weapon profile

9. Faction abilities

Some factions in Shroudfall have special faction rules, that enable a unique mechanic or set of abilities. Faction rules are explained on the respective faction rules unit card. These rules are marked with an "F" in an orange box.

10. Active Essence Abilities

Active essence abilities represent the units in Shroudfall using their connection to essence to cast spells, launch devastating attacks or conjure arcane defences. You can find all the rules on how to use active essence abilities

in chapter "Spending Essence" (on page 25). Active Essence Abilities are marked with an "A" in a blue square and can only be used during a unit's activation.

11. Reactive Essence Abilities

Reactive essence abilities are essence abilities that can be used during or outside of a unit's activation, but only if its respective activation requirement (trigger) is met. Reactive essence abilities are marked with an "R" in a red triangle.

12. Passive Abilities

Passive abilities represent certain skills of units that don't need to be activated by paying essence and are permanently active. They are split into:

- Common Passive Abilities
- Uncommon Passive Abilities

"Common Passive Abilities" are explained in this rulebook and are only listed with their names on the respective unit card. "Uncommon Passive Abilities" are explained in detail on the respective unit card. Passive abilities are marked with a "P" in a teal circle (see chapter "Passive Abilities" on page 11).

Common Passive Abilities

Units can have innate skills that are rather common among the warriors in Shroudfall. Therefore these common passive abilities are not further explained on the respective unit cards.

An example for a common passive ability is "Pathfinder (Forest)", which allows a unit ignore the terrain rule "ROUGH" from the terrain type forest. You can find a list of all common passive abilities in the chapter "Appendix".

Uncommon Passive Abilities

Uncommon passive abilities are rather rare or sometimes even unique abilities. They require further explanation and are therefore explained on the respective unit cards.

13. Keywords

Keywords indicate which faction a unit belongs to. Furthermore keywords are used in Shroudfall to specify certain effects and abilities that only affect a certain type of unit or a group of units. Some abilities may specify that only units with a certain keyword are a legal target or can be affected by a respective ability. Keywords are always written in CAPITAL letters.

14. Essence Value

The essence value represents how attuned a unit is to Shroudfall's mystical essence resource. A unit will usually generate essence in the amount of its essence value at the end of it's activation. Essence is the key resource for using abilities and infusing dice rolls , during a battle (see chapter "Essence" on page 25).

There are three essence colors - grey, yellow and red.

Leadership Abilities

Essence weavers are key models in each battle. Besides their fighting skill and abilities, each essence weaver brings a unique leadership ability to the board. Leadship abilities are marked with a "L" in a purple star on a unit card.

At the beginning of each game, before deploying the first unit, players have to declare which leadership ability is active for their army for the duration of this game, starting with the player with the starting-player token.

The chosen leadership abilitiy applies to all units of the respective army, if not otherwise stated by the leadership ability, and are only active for as long as the essence weaver with the active leadership ability hasn't been destroyed. Note that you still can only choose one active leadership ability, even if you field multiple essence weaver models. You also cannot choose a new leadership ability if the essence weaver with the active leadership ability has been destroyed.

Count Wealton Adamant, the Third

MOV — M
DEF — 5
ARM — 6

A ⚪⚪⚪⚪⚪ ☠

Melee 🟡🟡🟡⚪
Heirloom Blade ✦ 1" 🟡🟡⚪⚪⚪

Ranged 🔴⚪⚪⚪
Heavy Pistol ✦ 8" 🟡🟡⚪⚪⚪

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

13

GAME MECHANICS

Game rounds

A game of Shroudfall is played out across five game rounds. During a game round both players alternatingly activate their units, until all units on the table have been activated. Therefore a game round consists of multiple unit activations. The game round concludes, when all units on the table have an "Activated" token.

Activating units

If it is your turn to activate a unit, you can choose any of your units without an "Activated" or "Exhausted" token to activate. Each unit that activates may perform two actions during its activation. Additionally, units can use the essence abilities on their unit cards, if their respective essence cost is paid.

Actions available to units

During its activation a unit may take two actions. A unit can choose to perform different actions, or perform the same action twice. Note that each model in the unit has to take the same action and you have to completely resolve an action, before taking another action or using essence abilites. The generic actions available to all units are:

- **Move action**: When taking a move action, models in the unit taking the move action may make a move with the movement value listed on its unit card. If a unit takes a second move action during it's activation, it's activation immediately ends after completing the action. Note that if an ability generates a move action as second move action of a unit during it's activation, the entire ability may be resolved, before the activation of the unit ends. You can find the rules for moving in the chapter "Moving Models and Units" (page 15).

- **Attack action**: For each attack action, each model in the unit taking the attack action may make an attack with all of its weapon profiles of one type (melee / ranged / arcane) listed on its unit card. This means one model in a unit could use its melee weapon profile, while another for example uses its ranged weapon profile. You can find the rules for making attacks in chapter "Making Attacks" (page 21).

- **Disengage action**: Units taking this action, gain the common passive ability "Parry" until the end of the unit's activation. Units with this common passive ability may leave the melee range of enemy models during their activation (see chapter "Appendix" on page 39).

- **Shake action:** For each shake action you can remove a single condition from the unit taking the shake action. You can find the effects of all conditions in chapter "Conditions" (see chapter "Appendix" on page 42).

Forfeiting or sacrificing actions

Units can decide to forfeit one or both of their available actions at any point during their activation. Furthermore some abilities or scenarios require you to spend an action. This is referred to as "sacrificing an action" within this rulebook.

Ending the activation of a unit

When the currently active unit has taken both of its actions or has forfeited or sacrificed its remaining actions and you do not want to or cannot use an essence ability anymore, the activation of the unit ends. When the activation of a unit ends, you place an "Activated" token besides it. Units with an "Activated" token cannot be activated.

Activated Token

Exhausted Token

The last unit of the player without the starting player token to activate during a game round receives an exhausted token, in addition to an activated token, when their activation ends. Units with an exhausted token cannot be activated as the first unit by each player in the consecutive game round, unless the units with the Exhausted Tokens are the only remaining units to activate. Remove all exhausted tokens on friendly units, once any friendly unit has concluded its activation.

Exhausted Token

Passing

A player can decide not to activate a unit when it is their turn to activate a unit, but only if they have less units without an activated token than their opponent. In this case, their opponent immediatly gets to activate another unit. This is called passing.

Moving Models and Units

Units move across the battlefield at various speeds. To represent this, movement in Shroudfall is measured using three movement tools of different length. Note that a unit may always use a movement tool with a lower MOV value (e.g. a model with a MOV: M can always choose to use a MOV: S instead)

The following movement tools are used in Shroudfall:
- Short move - also called a MOV: S
- Medium move - also called a MOV: M
- Long move - also called a MOV: L

All movement tools have a width of 1" representing the path a model takes on the battlefield while performing a movement. To perform a move action, use the designated movement tool as described on the unit card. Place the movement tool with the broad side flat on

the battlefield, so that it touches your model's base. The movement tool may not overlap your models or another model's base or terrain with the "IMPASSABLE" keyword (see chapter "Terrain keywords" on page 43). You may freely adjust the joint of the movement tool. After adjusting the movement tool, place the model anywhere in contact with the movement tool, not overlapping another model or terrain with the "IMPASSABLE" keyword. After you moved the model from its original position, you cannot adjust the position of the move-
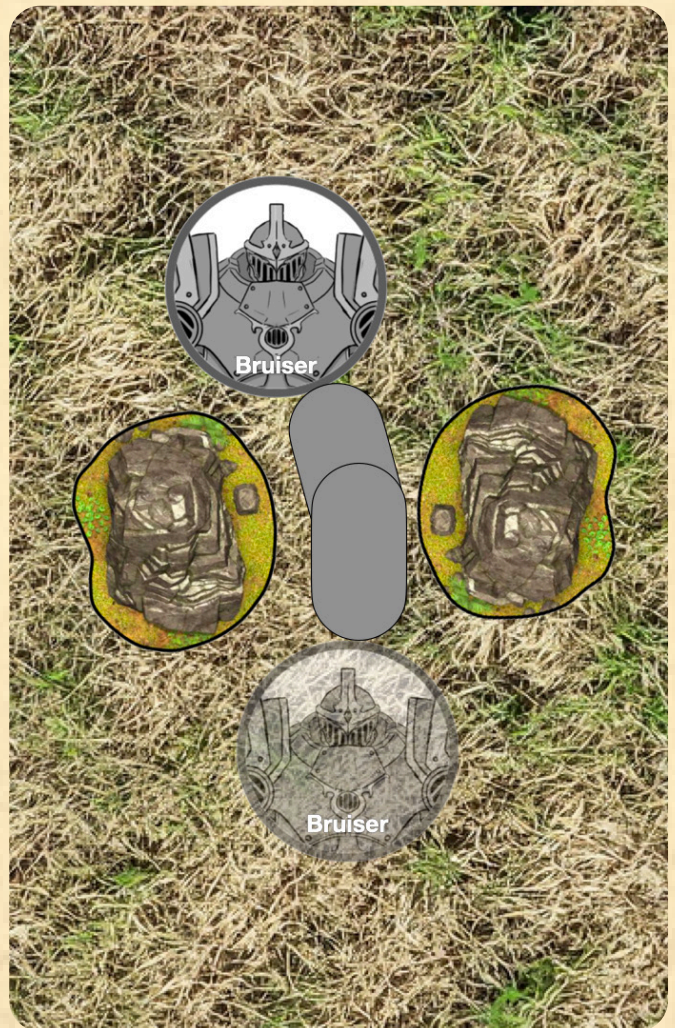

In this example the Bruiser takes a move action. Although its base is bigger than the gap between the two boulders with the keyword "IMPASSABLE", the movement tool can be placed with the broad side flat on the battlefield between both terrain features. This means the move is legal and the Bruiser can be placed anywhere in base to base with the movement tool, as long as he is not overlapping another model or terrain feature with the "IMPASSABLE" or "LINEAR TERRAIN" keyword.
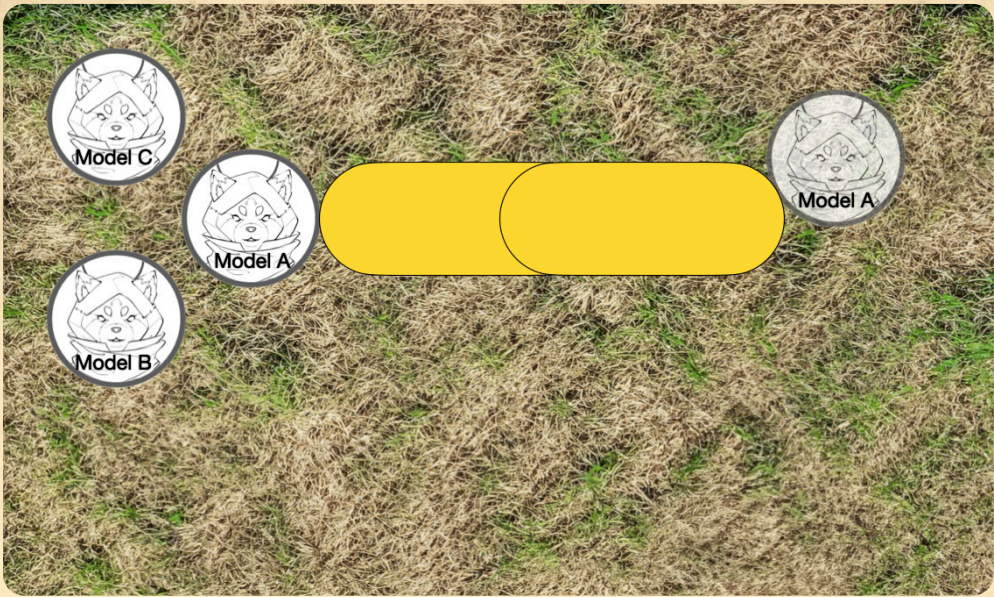
Player A decides to take a move action with his unit of Windrunners. They decide to move Model A first and places the MOV: M tool in base to base with Model A. After adjusting the joint they place Model A anywhere in base to base with the MOV tool.

Next they decide to move Model B. They place the MOV: M tool in base to base with Model B. After adjusting the joint they place Model B anywhere in base to base with the MOV tool.
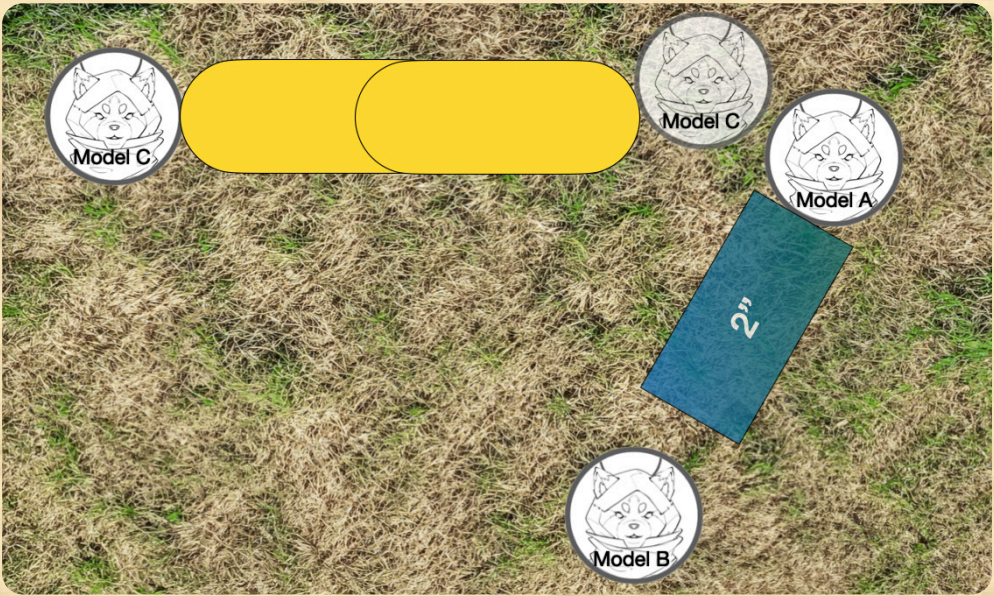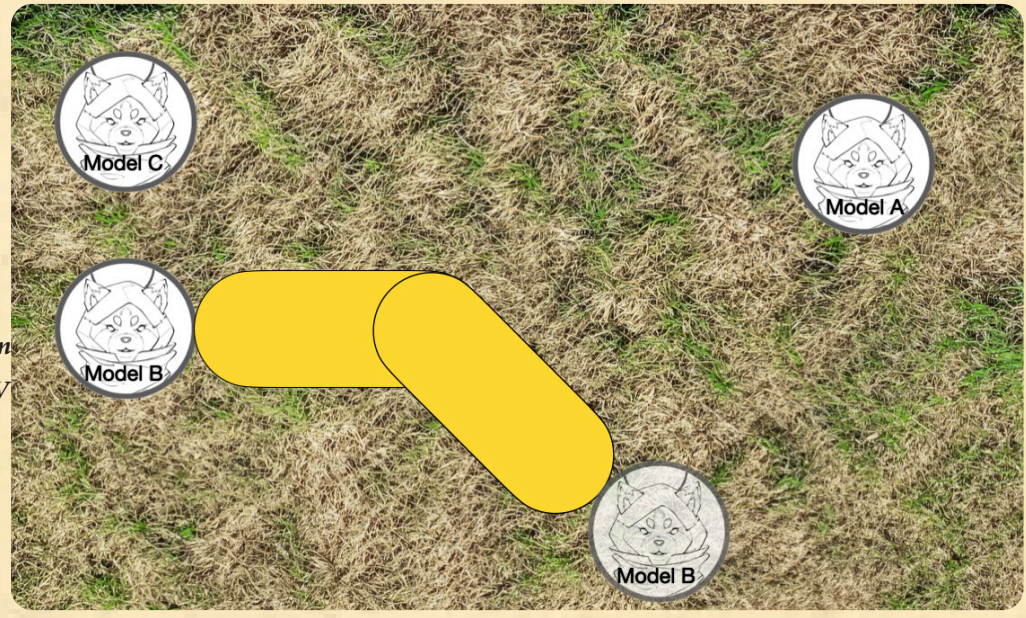
Last they move model C following the rules for moving models. At the end of the move action unit coherency is checked. Model B has no other model of its unit within CMD. Therefor the activation of the unit immediately ends after concluding the move action.

ment tool anymore. Follow the same process for all other models in the unit.

Some special rules or terrain may influence how a model can move over the battlefield. (See chapter "Terrain Keywords" on page 43; see chapter "Passive Abilities" on page 12; see chapter "Conditions" on page 42)

Note that the borders of the battlefield are impassable and units can never move off the table nor be moved, pushed or placed off the table.

Unit coherency

During the game models in a unit have to stay within a certain range of each other. This is called unit coherency. Units with more than one model remaining in the unit must end each move action in unit coherency, meaning that models in a unit must finish any move action with at least one other model in its unit within coherency range and in one cohesive formation. If at the end of a move action, any models are not in unit coherency, the activation of the unit immediately ends.

Unit coherency for units with a starting strength of 1 to 4 models is 2", while unit coherency for units with a starting strength of 5 or more models is 1".
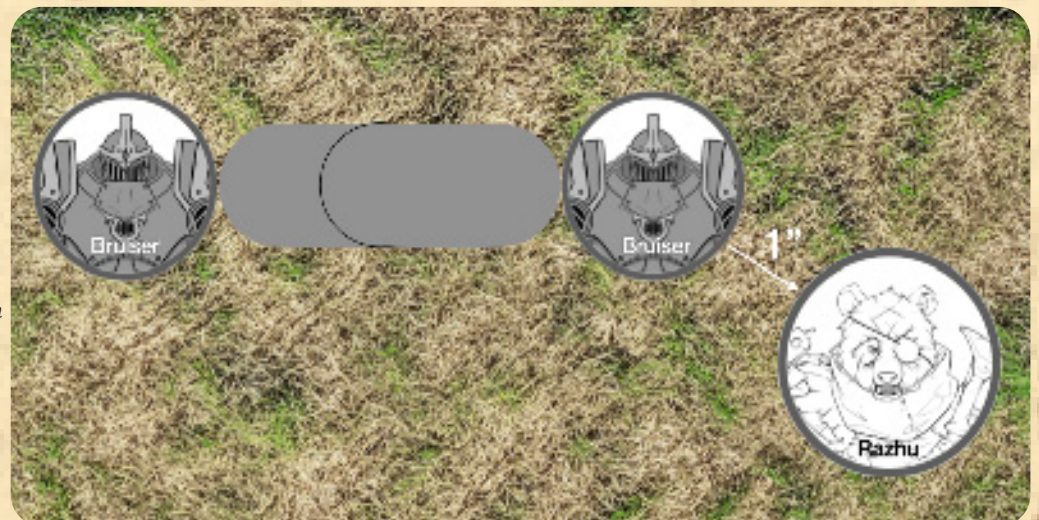
Moving through terrain

When moving through or over terrain without the "IMPASSABLE" keyword, the situation might occur that you are unable to place the movement tool flat on the battlefield. In these cases you have to hover the move-

In the left example Isadora is placed within 2". During this place she may ignore intervening models, like the Dragon scenario element, or terrain. In the right example Isadora is placed completely within 2". In both examples she cannot be placed on another model or a terrain feature with the "IMPASSABLE" or "LINEAR TERRAIN" keyword.

A Bruiser takes a move action and moves within 1" of Razhu. The bruiser now counts as "in melee" with Razhu and Razhu counts as "in melee" with the Bruiser.

ment tool as accurately as possible over the battlefield and move the model in alignment with your opponent.

Moving through models

Models cannot move through the base of another model. As such, the movement tool usually cannot be placed on another models base. Only if there is enough space to place the movement tool with the broad side flat on the battlefield, the model may perform the movement.

Note that this can mean that a model could move through a gap between models or terrain features that is smaller than its base, as long as the movement tool can be placed.

Furthermore some special rules allow models to move through other models. They do so by ignoring the restriction of having to place the movement tool on the battlefield and are allowed to hover the measuring tool above other models.

Moving away and directly away

Some abilities and effects require you to move away or directly away from a model.

- **Move directly away / towards:** Draw a line through the centre of the base of the model which the model has to move directly away from or directly towards to and the base of the model that is moving. The moving model has to move along this line directly away or directly towards the model respectively.

- **Move away/towards:** The moving model and the movement tool cannot be closer to, or respectively further away, from the model it has to move away from or towards, at any point during the move.
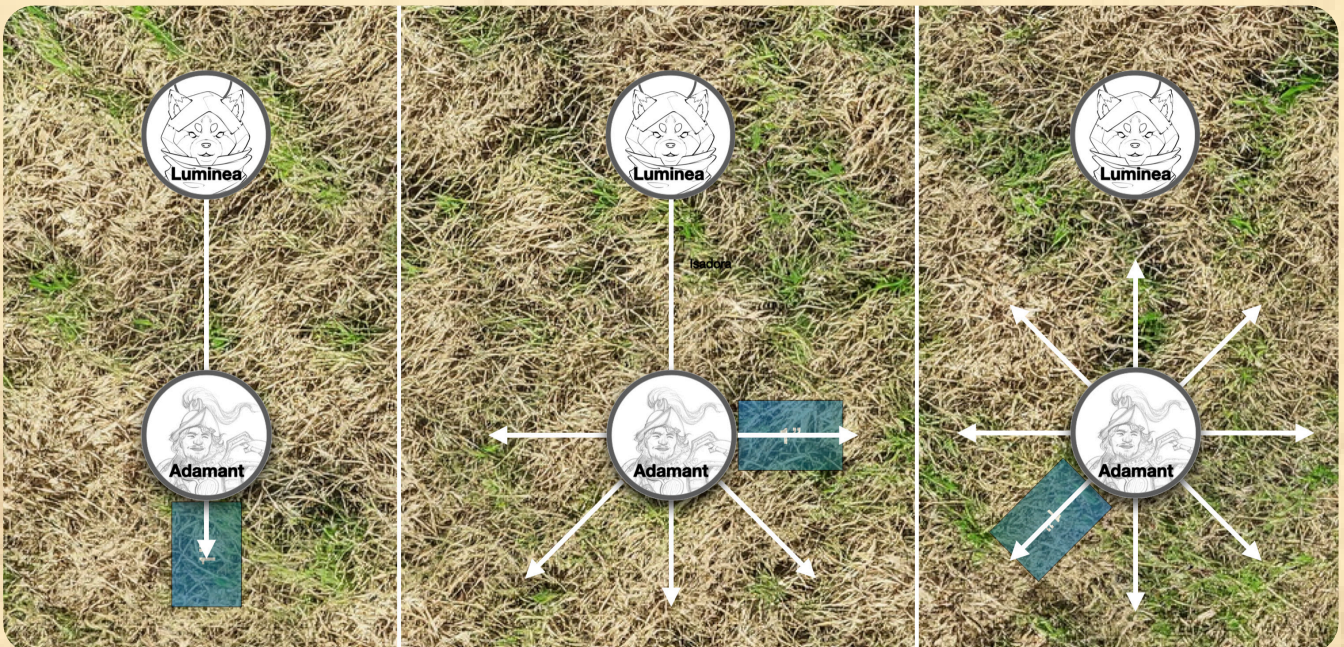
In the left example Luminea is the point of origin for a push directly away. Adamant is therefore pushed away from Luminea in a straight line. In the middle example Luminea is the point of origin for a push away. Adamant can therefore be pushed in any way, that does not push him closer to Luminea at any point during the push and she decides to push him to the right. In the right example Luminea is the origin of a push without any direction restriction. Adamant can therefore be pushed in any direction and she decides to push him to the left and away from her.

Moving into and out of melee

A model count as "in melee" with an enemy model if it:

- is in range (RNG) of one or more melee weapon profiles of the enemy model and that enemy model can draw Line of Sight (LOS) to it.

- or if the enemy model is in RNG of one or more of it's melee weapon profiles and it can draw Line of Sight (LOS) to the enemy model.

Models without the ability "Parry" (see page 40) cannot leave the melee range of an enemy model during a move action, but can still move, as long as they stay in melee with the same enemy model. Note that any unit can gain the "Parry" common passive ability by taking a disengage action prior to the move action.

Placing and being placed

Some abilities and effects allow you to place a model within a certain range, specified by the respective ability or effect. Place effects can allow you to place the model within or completely within itself:

- **Within:** At the end of the place only a part of the base has to overlap or be in contact with the range tool.
- **Completely within:** At the end of the place, no part of the base may be outside of the respective place distance.

Note that intervening models or terrain elements do not interfere in a place and it can occur that a range tool would have to be placed on another model. In this case align with your opponent on the best possible positioning. Still models cannot be placed on other models nor on terrain with the "IMPASSABLE" or "LINEAR TERRAIN" keyword. Place effects don't count as a move for the purpose of reactive essence abilities. If a model cannot be placed, the place doesn't happen. If a model has to be placed and the place is not possible, it is destroyed.

Pushing and being pushed

Some abilities and effects allow you to push a model a certain distance, specified by the respective ability or effect. To push a model, first determine the direction of the push, as described in the rules of the ability or attack. Then move the model the indicated distance in a straight line in the direction of the push. Note that intervening models or terrain interfere in a push. A model stops being pushed, when it contacts another model or terrain with the keyword "IMPASSABLE" or "LINEAR TERRAIN". Pushes do not count as a move for the purpose of essence abilities.

There are three types of pushes:

- **Push directly away / towards:** Draw a line through the centre of the base of the model which is the origin of the push and the base of the model that is the target of the push. The pushed model has to be pushed along this line directly away or directly towards the pushing model respectively.

- **Push away / towards:** The pushed model has to be pushed away or towards the pushing model in a straight line. This means that the pushed model cannot be closer to, or respectively further away from the pushing model at any point during the push.

- **Push:** Push the model in a straight line, without any direction restriction.

Pushing multiple models

If one effect or ability pushes multiple models at the same time, the models are pushed one after another, in the order chosen by the player whose effect is the origin of the push. In case neither player's units are the origin, the active player decides the order in which models are pushed.
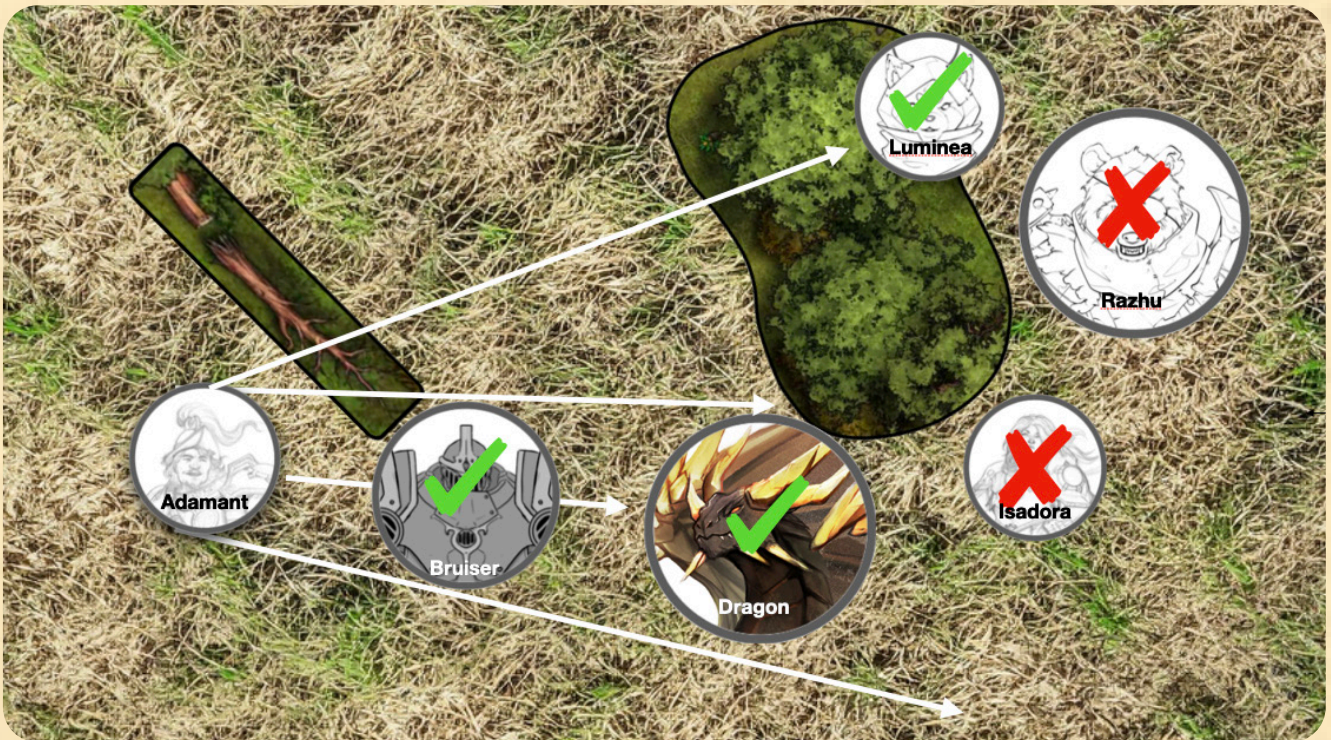
Line of sight

Attacks and some actions as well as abilities in Shroud-fall require you to target another model. Targeting always requires you to be able to draw line of sight (LOS) to the targeted model. To determine if a model has LOS to another model, follow the steps below:

- Draw a straight line from any part of the base of the model which wants to target another model, to any part of the base of the targeted model.
- The straight line cannot pass through a model with a base size equal to or larger than the targeted model's base size.

- The straight line cannot pass completely through terrain features or effects with the "OBSCURING" keyword (see chapter "Appendix" on page 39). Note that if a model is within a terrain feature with the "OBSCURING" keyword it can draw LOS through it to other models and LOS can be drawn to it.

If all of the above points apply, a model has LOS to its target.

Adamant <u>can draw</u> line of sight (LOS) to ...

- *... the Bruiser, as he can draw a straight uninterrupted line from his base to its base.*
- *... the Dragon, as the Bruiser has a smaller base than the Dragon and as such does not interrupt the LOS.*
- *... Luminea, as the fallen trunk does not have the terrain keyword "OBSCURING" and the line does not go completely through an area terrain with the terrain keyword "OBSCURING", as she is within the terrain.*

Adamant <u>cannot draw</u> line of sight (LOS) to ...

- *... Razhu as he is comletely behind an area terrain feature with the "OBSCURING" keyword.*
- *... to Isadora, as he can draw no uninterrupted straight line to her base that is not interrupted by a model with a bigger base size than hers or a terrain feature with the "OBSCURING" keyword.*

Making Attacks

The main way for models to attack other models is by taking an "attack action" with one or more of the weapon profiles on their unit card, against a model in RNG of the respective weapon profile.

There are three types of weapon profiles:

Melee weapon profile:

- Melee weapon profiles are typically shorter ranged.
- No additional restrictions apply to melee weapon profiles.

Ranged weapon profile:

- Models that are in melee cannot use ranged weapon profiles.
- When a ranged weapon profiles is targeting a model thatis "in melee", the attacking model suffers -2 to it's hit roll.

Arcane weapon profile:

- When an arcane weapon profile is targeting a model that is "in melee" and the attacking model is not "in melee" with the targeted model, the attacking model suffers -2 to it's hit roll.

In the rules making attacks with a respective weapon profile is often referred to as making a melee, ranged or arcane attack for short.

When a unit takes an attack action, you follow the process below:

1. Choose a model in the unit to attack with. Alternatively you may forfeit the remaining attacks of models in the unit and go directly to step 8.
2. Choose a weapon profile the model has on its unit card, that it has not attacked with this attack action.
3. Declare a target to attack with the chosen weapon profile. The targeted model needs to be a legal target, meaning it needs to be in RNG of the chosen weapon and LOS of the attacking model.
4. Make the attack roll.

Player A activates their Lawbingers unit and takes an attack action. Lawbringer A decides to attack Razhu with their ranged weapon profile. Razhu has a DEF of 4 and is in melee with Lawbringer B, which inflicts a -2 modifier to the hit roll. The Lawbringer rolls a 6, which excactly hits, followed by a 10 for their damage roll. As Razhu has an ARM of 5 the Lawbringer inflicts 2 points of damage. Lawbringer B is in melee with Razhu and as such cannot use its ranged weapon profile. Lawbringer B uses its melee weapon profile and rolls a 5, hitting and then rolls a 9 for damage. Even though Razhu only has ARM 5, a roll of 9 is not double the ARM value of Razhu and therefor only inflicts 1 point of damage. The player controlling Razhu places 3 wound tokens besides Razhu to mark the damage taken.

5. If the attack hits, make the damage roll.

6. Calculate the inflicted damage.

7. If the model has further weapon profiles of the same type it used in this attack action, you may go back to step 2 and repeat the process or go to step 8.

8. If the unit contains multiple models, you may pick another model in the unit that has not attacked during this attack action to attack with. In this case go back to step 1 and repeat the process or go to step 9.

9. If all models in the unit have already attacked during this attack action or the remaining attacks with weapon profiles have been forfeited, the attack action of the unit ends.

You can find a detailed sequence overview for attack actions with all separate steps and trigger points for reactive essence abilities in the chapter "Appendix" (page 39). Note that a model in a unit has to have concluded or forfeited all of its remaining attacks with its weapon profiles, for the next model in the same unit to make its attacks.

Hit Roll

To determine whether an attack hits or misses, you roll the hit dice listed on the model's unit card. Most attacks roll four hit dice. Some abilities or effects, like infusing, may modify, add to or even substract dice from a hit roll. If the sum of the hit roll is equal or higher than the defense value of the targeted model, the attack hits and you proceed to roll for damage.

Critical hits

If the sum of the hit roll is at least double the defense value of the targeted model, after all positive or negativemodifiers, the attack scores as a critical hit. Critical hits can trigger additional effects for some models, which are explained on the respective unit card.

Automatic hits

Some attacks and abilities do not need to roll to hit and automatically hit. For the purpose of reactive essence abilities these attacks and abilities still count as scoring a hit, but can never score a critical hit.

Damage Roll

To determine whether an attack inflicts damage, you roll the damage dice for the respective weapon profile listed on the model's unit card. Most attacks roll four damage dice. Still it is possible to roll less or more than four dice for a damage roll. Some abilities or effects, like infusing, may modify, add dice to or even subtract dice from a damage roll.

When making the damage roll, you add up the result of the roll and divide the result by the armour value of the target. The result rounded down, represents the amount of damage inflicted. If for example you rolled a 10 and you are attacking a model with ARM 3, you inflict 3 points of damage.

When the summed up damage, a model suffered, equals its hitpoint value, it is destroyed and has to be removed from the battlefield.Note, that some abilities or effects may increase or decrease damage taken.

Suffering damage without a hit roll and suffering automatic damage

Some abilities and effects directly inflict a damage roll on affected models, without rolling to hit. For rules purposes these abilities and effects skip the attack roll, do not trigger reactive essence abilities that require a model to be hit and directly roll for damage.

Some attacks and abilities directly inflict a set number of damage and therefore skip the attack roll and damage roll. These attacks and abilities do not trigger reactive essence abilities that require a model to be hit. Furthermore effects and abilities that affect the damage roll do

not affect abilities and effects that inflict a set number of damage, without rolling for damage.

Special Types of Weapon profiles

Beam Weapon Profiles

Instead of targeting only one model, beam weapon profiles (beam attacks) use the range tool with 1" width with the respective length described in the beam attack and target all models overlapped by the range tool. Beam attacks can be melee, ranged or arcane attacks and are marked with a "B" in front of the range characteristic of the weapon profile. In addition to using the range tool to determine the targes of an attack with a beam weapon profile the following rules apply to beam weapons:

- Beam attacks never suffer the -2 to hit penalty for targeting a model that has an enemy model in its melee range
- Models never gain DEF or ARM benefits from terrain.
- The range of beam attacks can never be altered by abilities or effects.
- Beam attacks may target models that are not in RNG of the Beam weapon profile

Attacking with a beam weapon profile

To attack with a beam weapon profile you may choose any model in LOS of the attacking model. To determine which models are targeted by the beam weapon hover the respective range tool so that it touches the attacking

The dragon makes a B4" attack (beam attack with 4"). He chooses Windrunner B, places the 4" range tool with the short side flat to its base and orientates it directly towards Windrunner B. He clipps Windrunner A and Windrunner C. But Windrunner C is obscured by a forest terrain, which has the "OBSCURING" keyword. Therefore only Windrunner A and Windrunner B are targeted by the beam attack.

Isadora makes an A2" attack (area attack with 2"). The Windrunner is outside of 2", so he is not affected by the attack. The Dragon, the Bruiser and Razhu are within RNG, but Razhu is completely obscured by a terrain feature with the "OBSCURING" keyword. Isadora therefore makes attack rolls against the Dragon and the Bruiser.

model's base and orient it directly towards the center of the chosen model. Note that you can hover the range tool over models during this measurement. Then models currently underneath the measuring tool, that are not completely obscured by a terrain feature with the "OBSCURING" keyword, are targeted by the attack with the beam weapon profile.

To determine if the beam attack hits its targets, the player controlling the attacking model follows the normal procedure for making hit rolls against each targeted model, followed by making damage rolls against each model successfully hit. Note that you have to complete all hit rolls first, before proceeding to roll for damage for each model hit. All attacks of a single beam weapon are considered to be simultaneous.

Area Attack Profiles

Instead of only targeting one model, area attacks target all models that are not completely obscured by a terrain feature with the "OBSCURING" keyword in a certain range around the model performing the area attack. Area attacks are marked with an "A" in front of the range characteristic of the attack.

Note that area attack never suffer the -2 to hit penalty for targeting a model that has an enemy model in its melee range

To determine if the area attack hits its targets, the player controlling the attacking model follows the normal procedure for making hit rolls against each targeted model, followed by making damage rolls against each model successfully hit. Note that you have to complete all hit rolls first, before proceeding to roll for damage for each model hit and all attacks are considered to be simultaneous.

Rerolls

Some abilities and effects in Shroudfall enable you or your opponent to reroll one or multiple dice. If you and your opponent both could reroll dice of the same roll, the active player has to use all rerolls first, followed by all rerolls of the inactive player. Note that each die of a single dice roll can only be rerolled once by each player. The only exception to this rule are essence rerolls, that are explained in the chapter "Essence Rerolls" (page 27).

Conditions

Some attacks and abilities in Shroudfall apply conditions to units. Conditions are always applied to a unit, and not to a specific model within a unit, even if an effect inflicting a condition only targets a singular model.

When a condition is causing a damage roll or directly inflicts damage, if there is an already damaged model within the unit, first inflict this damage on the damaged model with the lowest amount of health within a unit. In case of a tie, the controlling player decides which model receives the damage.

Conditions are never considered to be a friendly or enemy effect.

ESSENCE

In Shroudfall the most precious resource is essence. It is an energy that is part of everything and everyone in this world. On the tabletop essence is used to fuel powerful abilities and effects.

Essence Reserve

All essence generated by your army is directed and controlled by your essence weaver into a common reserve, called the essence reserve. To represent this on the tabletop, all essence generated by your army is added to your essence reserve, to which all units of your army have access. The essence reserve is the source of all essence you spend during the game, be it on infusing, rerolling or using essence abilities.

You can only have ten essence tokens in your essence reserve at any point of time. If your essence reserve has reached its maximum, all further essence generated by your army will be lost and cannot be added to your essence reserve. Note that you can always discard essence from your essence reserve during your units activations.

At the end of a game round, all essence in your essence reserve has to be removed.

Generating Essence

There are three main ways to generate essence:
- Essence value of units
- Abilities (see chapter "Abilities" on page 12)
- Scenario and terrain effects (see chapter "Scenarios" on page 34)

Essence value of units

Most units have an essence value listed on their unit card. After a unit has ended its activation, you can add its essence value to your essence reserve.

Losing units and their essence value

As the game progresses, units will eventually be destroyed, limiting the amount of essence a player can generate during a game round. Still, the essence of your fallen warriors lingers on and supports your remaining forces for the rest of the game. After a unit is destroyed, you can add its essence value to your essence reserve at the beginning of each consecutive game round.

Generating Essence via abilities

Some units in Shroudfall have a special connection to the essence around them, enabling them to generate additional essence through certain attacks or abilities.

Generating Essence via Scenario and Terrain Effects

Some scenario and terrain effects enable you to generate additional essence. The respective rules are described on the respective scenario or terrain card.

Spending Essence

Essence can be spent in various ways to improve your unit's performance, launch powerful attacks and it is in some cases necessary to interact with scenario elements. Essence can be spent on the following options:

- Essence abilities
- Essence infusions
- Essence re-rolls
- Interacting with some scenario elements

Essence Abilities

Essence abilities represent the units in Shroudfall using their connection to the essence reserve of their army to cast spells, launch devastating attacks or conjure arcane defences. To pay the cost of an essence ability, you have

to remove the respective amount of essence from your essence reserve. The cost of essence abilities is displayed on the unit card besides the respective essence ability. In Shroudfall the term "pay" is commonly used in regards to essence abilities. If you do not have the required essence, you cannot use the respective ability.

Essence abilities that generate an attack, usually count as arcane attacks. Only if a melee or ranged attack is specifically generated due to an essence ability, the attack itself counts as a melee or ranged attack respectively.

There are two types of essence abilities:

• Active essence abilities
• Reactive essence abilities

Active Essence Abilities

Active essence abilities can only be used during a unit's activation. You can use an active essence ability at any point during a unit's activation, besides during taking an action, attacking or while models of the unit are being moved, placed or pushed.

To use an active essence ability you follow the sequence below:

1. Declare which active essence ability the currently active unit wants to use.
2. Pay the essence cost of the essence ability by removing the required essence tokens from your essence reserve.
3. Follow the essence abilities' rule text to resolve its effect.
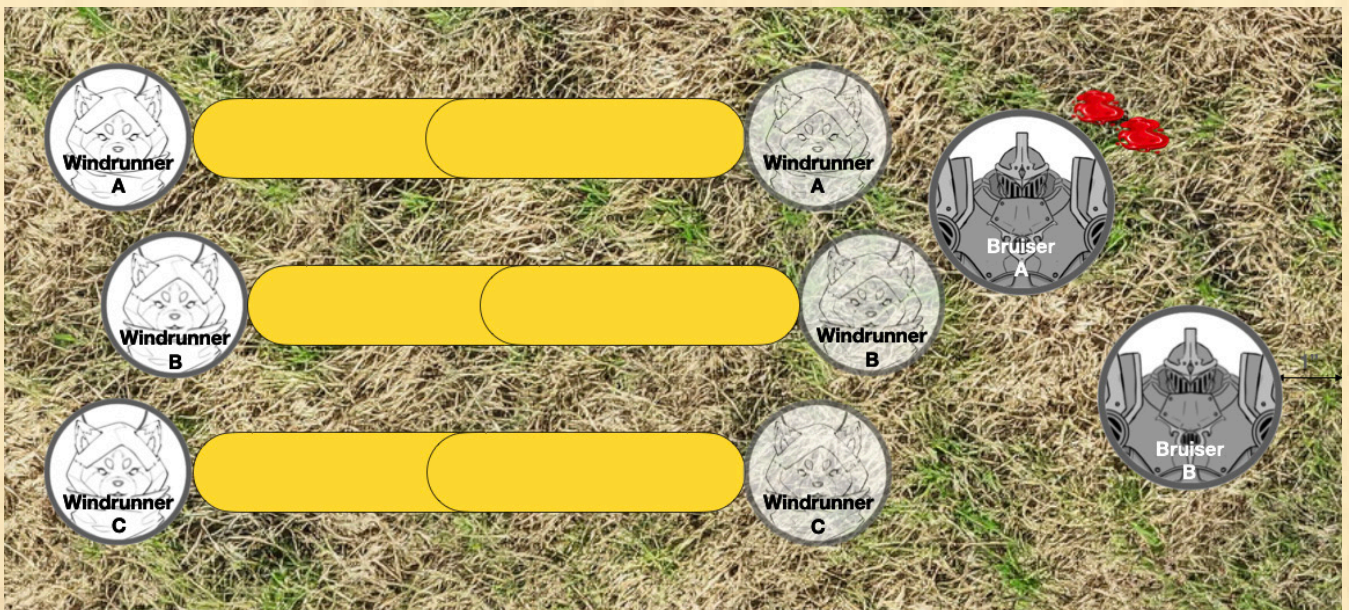
Player 1 decides to activate the Windrunner unit they are controlling. First Player 1 decides to take a move action towards the Lawbringer unit controlled by their opponent. Player 1 only manages to get two of the Windrunners into melee with Lawbringer A. Player 1 then use the active essence ability "Gang up" by paying 🔴 🟡 from their essence reserve.

> *Gang up: When a model in this units makes a melee attack targeting an enemy model that is in melee with another model in this unit, add +2 to all melee hit and damage rolls.*

Player 1 then takes an attack action as the unit's second action and inflicts 2 points of damage on Lawbringer A, unfortunately not enough to destroy it. Before Player 1 ends the unit's activation they decide to also use the active essence ability "Storms Embrace" by paying 🟡 🟡 from their essence reserve, interfering with the ranged attacks of models within 4".

Some active essence abilities require you to sacrifice an action of the currently active unit in addition to the essence cost. This is marked in the rules text of the ability on the respective unit's card with an "A+".

On the other hand some abilities can be activated by just sacrificing an action, instead of paying the essence cost of the respective active essence ability. This is marked in the rules text of the ability on the respective unit's card with an "A/".

Target or Choose

When an essence abilitiy requires you to target a model, the targeted model needs to be a legal target, meaning it needs to be in RNG of the respective ability and LOS of the model or unit using the ability. Additionally the essence ability needs to successfully hit before its effect occurs. If the attack roll misses, the ability does not take effect.

When an essence ability requires you to choose a model, you can pick any model within RNG of the ability disregarding line of sight (LOS) and no hit roll is required - the essence ability automatically hits.

Special types of Active Essence Abilities

Essence Attack
All essence weavers share the common ability to increase their fighting capabilities beyond their normal limits by spending essence. Even though this ability is not additionally showcased on their unit cards, each unit with the keyword "ESSENCE WEAVER" always has the following active essence ability:
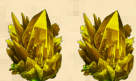
Essence Attack: One model in this unit may immediately make an attack with one of it's weapon profiles.

Manifestations

Some essence abilities create ongoing effects on the battlefield, that are represented by manifestation models. Manifestations only count as models for the purpose of

movement and measuring ranges from them. The manifestation model is ignored for the purpose of drawing LOS and cannot be attacked, unless otherwise stated by the ability. Manifestations usually last until the end of a game round and are removed at the end of a game round. Note that manifestations are never considered to be a friendly or enemy effect.

Reactive Essence Abilities

Reactive essence abilities can only be used if their respective trigger is met. Reactive essence abilities can trigger during a unit's activation or outside of a unit's activation. Each reactive essence ability of a unit can only trigger once per trigger. The same event can trigger multiple different reactive essence abilities. The trigger for each reactive essence ability is specified in the abilities explanation on the respective unit card. Note that reactive essence abilities can interrupt a friendly or enemy unit's activation or even action.

Essence Infusion

Units can draw from their armies essence reserve to infuse their attacks. Before rolling for an attack or damage roll, you can choose to pay an essence token from your essence reserve. You may then add a dice of the same essence colour to your attack or damage roll, before rolling the dice for the attack. Each roll can only be infused once, but you can choose to infuse an already infused roll, with a stronger die by substituting the infused die. When an attack or ability generates multiple simultaneous attacks, you may infuse any of these attacks, but have to declare which of the separate attack rolls you want to infuse, before rolling any dice. The same applies consecutively for models hit, when rolling for damage.

Essence Rerolls

Before using any other reroll abilities or effects, you can decide to reroll your entire roll, by paying one essence token of any colour from your essence reserve. Note that each roll can only be rerolled once via an essence reroll, but other rerolls granted from abilities and effects

can still be used after an essence reroll for the same dice roll.

Interacting with Scenario elements

In some situations units have to spend essence to interact with scenario elements. The rules for interacting with scenario elements are explained in the chapter Gameplay of this rulebook (see page 36).
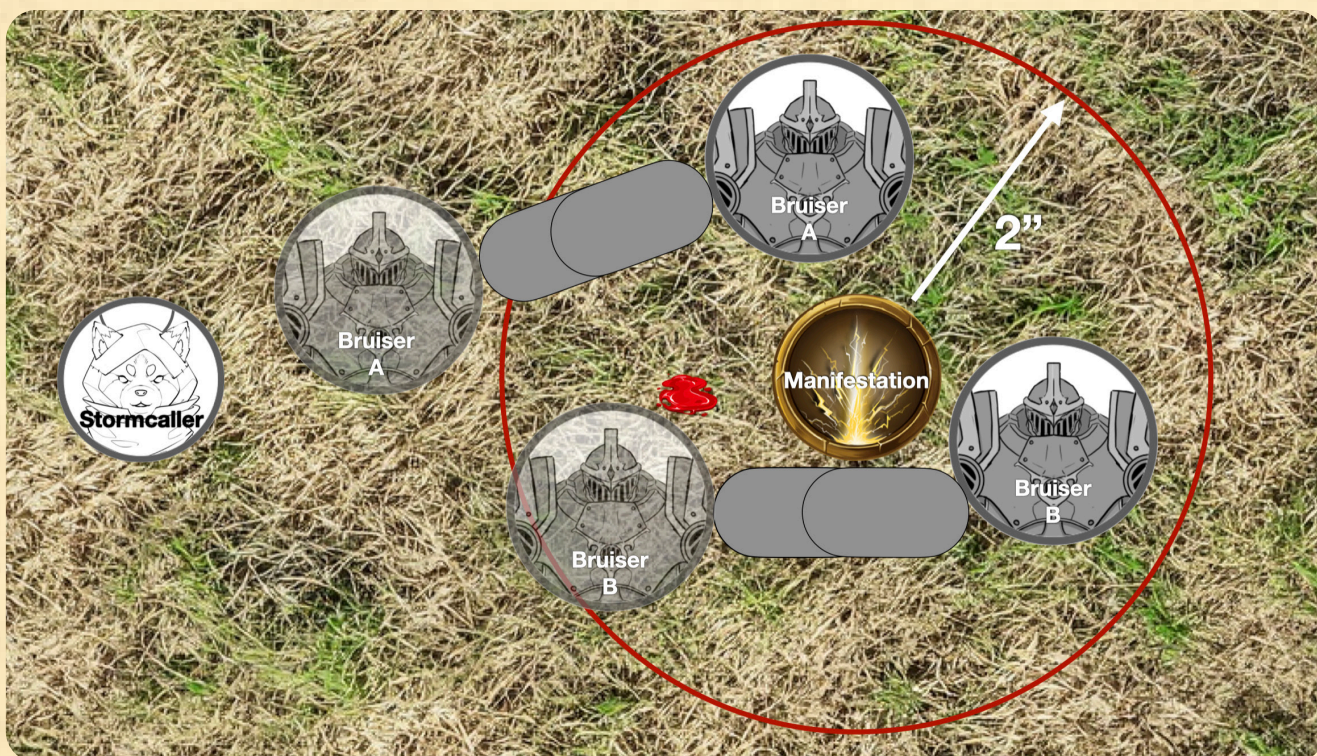
During the activation of their Stormcaller unit Player A used the active essence ability Thunderstorm, placing a 32mm Thunderstorm manifestation with the rules below on the battlefield and ended the Stormcallers activation.

> *Place a 32mm thunderstorm manifestation within 8" of one model in this unit. Models entering or completing an action within 2" of the manifestation suffer ⬜⬜⬜⬜ and the "Shocked" condition. This ability can only be used once per activation.*

Player B now activates their Bruiser Unit and decides to take a move action. Bruiser A moves out of the RNG of the manifestations effect and suffers no damage as he did not enter nor complete an action within RNG of the effect. Bruiser B moves and ends its movement still within RNG of the manifestations effect and he therefore completes an action within 2" of the manifestation. He immediately suffers a ⬜⬜⬜⬜ damage roll, and suffers 1 point of damage from the roll. In addition the unit suffers the "Shocked" condition (see chapter "Appendix" on page 39).
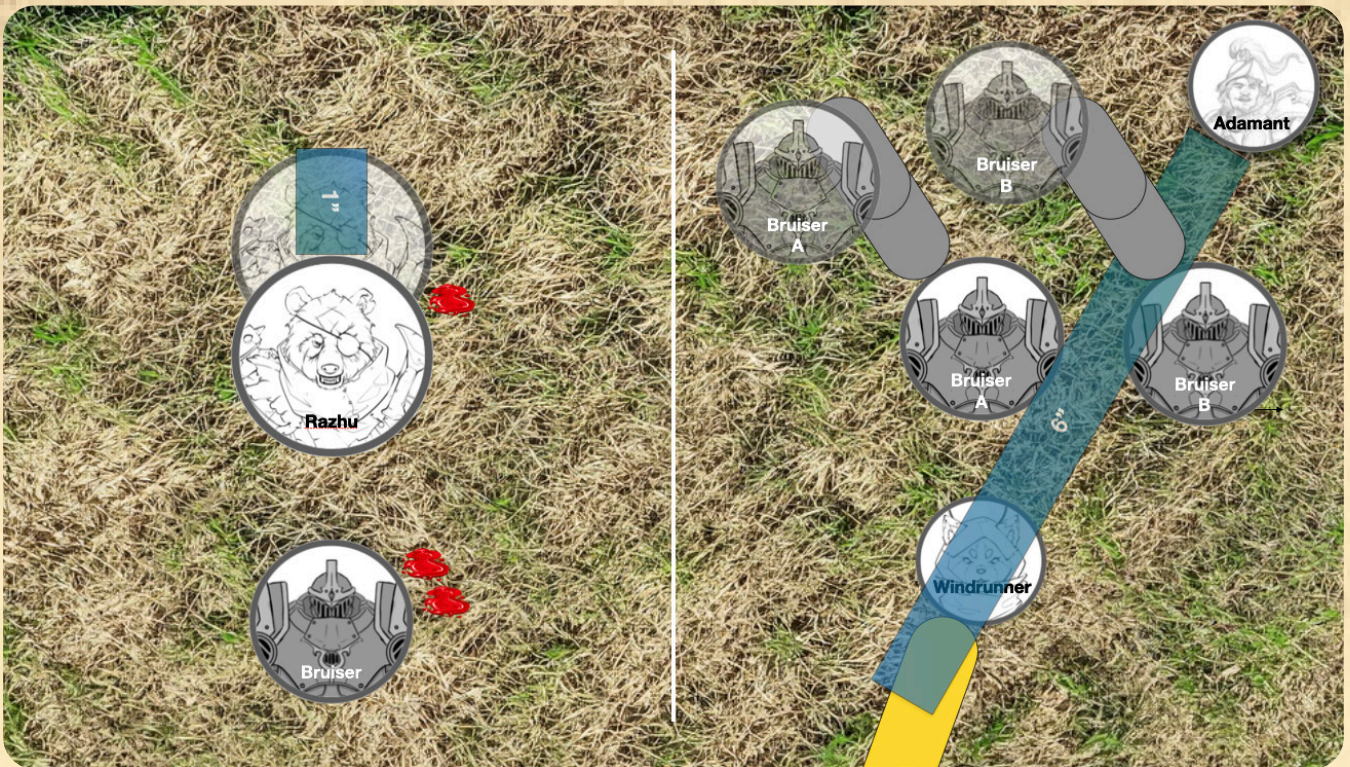
Razhu makes a melee attack against the Bruiser, inflicting 2 points of damage. As the Bruiser took damage it may use its reactive essence ability "Anger Issues":

> 🦴 Anger Issues: When a model in this unit is damaged by an enemy attack, you can use Anger Issues. The damaged model may immediatly make a melee attack targeting the attacking enemy model.

The controlling player of the Bruiser declares they will use the reactive essence ability and pays the required essence from their essence reserve. The ability then immediately takes effect and the Bruiser makes a melee attack against Razhu, inflicting one point of damage and then, due to its passive ability "Follow up", pushes Razhu 1" directly away.

> 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.

Player A moves a Windrunner model into melee range of a Bruiser model of Player B. As soon as he ends his movement, Player B uses Adamant's reactive ability "Fall Back!":

> 🥖 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.

The controlling player of Adamant declares they will use the reactive essence ability and pays the required essence from their essence reserve. The ability then immediatly takes effect, allowing the Bruiser unit to make a MOV: S away from the Windrunner model.

TERRAIN

Terrain features are a key aspect of Shroudfall, providing cover for warriors on the battlefield, completely blocking line of sight to models and in rare cases can even grant additional arcane abilities. Still terrain features also often have downsides or even represent an additional threat to models on the battlefield.

Terrain Features

All terrain features consist of a main terrain piece as well as side terrain pieces. These are together displayed on one terrain card.

Benefitting from Terrain

Besides influencing line of sight (LOS), terrain features have further effects on units. When a unit is benefiting from a terrain feature all terrain keywords and the effects of the respective terrain apply to the model benefitting from it - both positive or negative effects. Depending on the type of terrain units can benefit from terrain features in two ways:

Type: Area Terrain

Area terrain is a terrain feature that units can move into or through and has the keyword "AREA TERRAIN". Examples of such terrain features are forests or fogs. While a model is within a terrain feature with the keyword area terrain, it is benefiting from the terrain feature. Note that DEF and ARM boni granted by area terrain, only apply for the purpose of arcane and ranged attacks and abilities originating from outside the same area terrain.

Type: Linear Terrain

Linear Terrain is a terrain feature where units can never end any type of movement, place or push on or within the terrain feature has the keyword "LINEAR TERRAIN". Examples of such terrain features are houses, walls or rock formations.

While a model is within 1" of such a terrain feature and an attacking model can draw any line from its base to any part of the target's base that passes through the same linear terrain feature, that model is benefiting from this terrain feature.

Benefiting from multiple terrain features

When a unit is benefiting from multiple terrain features at the same time, all terrain benefits and associated effects apply at the same time.

Terrain Cards

On a terrain card you find all rules needed to play with the respective terrain pieces in a game of Shroudfall. A terrain card contains the following information:

1. Terrain Name

This part indicated the name of the respective terrain feature. Note that there can be varous versions of similiar terrain features, some that can even cost points and therefore have to be added up to your army points when constructing your army list.

2. Point Costs

Most standard terrain features cost 0 points, while some other terrain features with bigger footprints or even unique special rules may cost points.

3. Indication for Main or Side Terrain Piece

When deploying terrain one player deploys the "main terrain piece(s)" while the other player deploys the "side terrain piece(s)". You can find all detail on how to deploy terrain in the chapter "Gampleay" (see page 33)

Rocky Outcrop (small) — SHROUDFALL — PC 0

Rubble	Boulder	Boulder
Main Terrain Piece	Side Terrain Piece	Side Terrain Piece
AREA — DEF - ARM 1	LINEAR — DEF - ARM 1	LINEAR — DEF - ARM 1
S	B	B
Rough Terrain (Rocks)	Obscuring / Impassable	Obscuring / Impassable
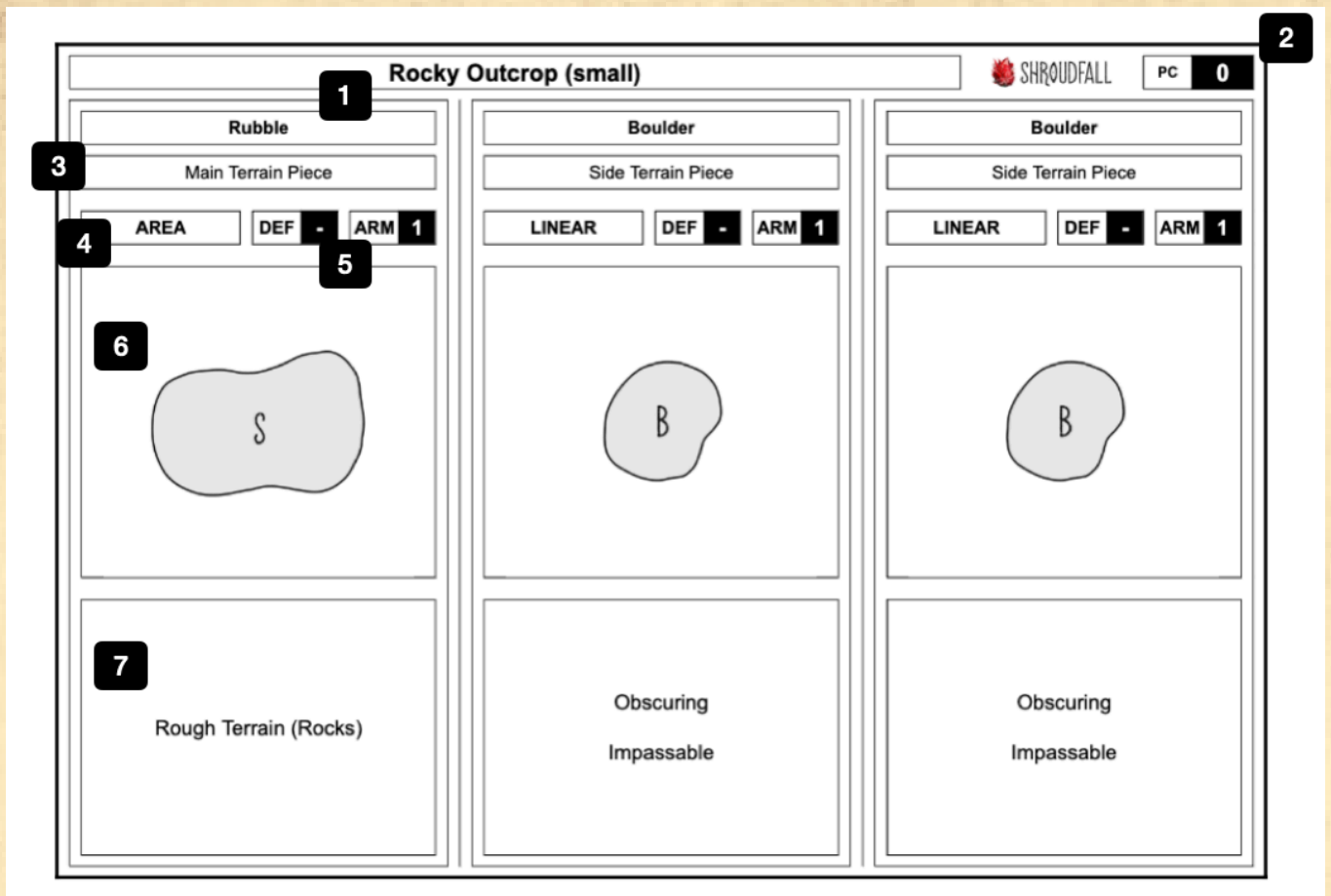
4. Terrain Type (Area or Linear)

Models benefit in different ways from Area or Linear terrain.

5. DEF and ARM benefits

Models benefiting from this terrain feature, gain the respective DEF and ARM benefits. Note that Area Terrain provides its DEF and ARM benefits only against arcane and ranged attacks and abilities originating from outside the same area terrain.

6. Terrain footprint

Always use the correct footprints for your chosen terrain features.

7. Terrain Rules

Terrain features usually have additional special rules, showcased on their terrain card. All common terrain rules are explained in the Appendix of these rulebook. Still some terrain features have additional and unique special rules, that are explained directly on the terrain card itself.

The Lawbringer takes an attack action and makes a ranged attack against Adamant. Adamant is benefiting from the forest as it has the "Area Terrain" keyword and he is within the forest. He therefore gains +1 DEF against the attack.

Although the Lawbringer can draw any line from its base to any part of Adamants base that passes through the wall linear terrain feature in front of him, Adamant does not benefit from it, as he is not within 1" of it.

The Lawbringer takes an attack action and makes a ranged attack against Adamant. Adamant is benefiting from the cloud as it has the "Area Terrain" keyword, he is within the cloud and his base is 40mm or smaller. He therefore gains the common passive ability "Stealth" against the attack. Additionally he is benefiting from the wall, which has the "Linear Terrain" keyword. Adamant is within 1" of it and the Lawbringer can draw any line from its base to any part of Adamant's base that passes through the same linear terrain features. The wall grants Adamant +1 DEF AND +1 ARM.

Although the Lawbringer can draw any line from its base to any part of Adamants base that passes through the forest, Adamant is not benefiting from the forest terrain feature, as he is not within the terrain feature.

GAMEPLAY

In Shroudfall two armies compete with each other over 5 game rounds, to achieve their respective scenario goals or assassinate the enemy leader, dealing a crippling blow to the enemy's faction.

In this chapter you will learn how to construct your army list as well as how to play and win a game of Shroudfall.

Constructing your army list

In Shroudfall your army list defines more than just the units you can field on the battlefield. Your army list consists of:
- A list of all units within the defined points limit.
- Three different scenarios, one of which will then be used in the game.
- Three terrain cards, used for constructing the battlefield before a game.

Adding units to your army list

To add units to your army list, first define the points limit together with your opponent. Shroudfall is optimised for 200 point games, which is therefor the suggested game size for a balanced gaming experience.

After defining the points limit, you then create your army, by adding units to your army list, whose combined points total does not exceed the overall defined points limit. You can find each unit's points costs on its respective unit card.

While creating your army list the following restrictions apply:
- The army list cannot exceed the agreed upon points limit.
- An army can only include models with the respective faction keyword.
- The army has to include at least one unit with the keyword "ESSENCE WEAVER".

- Each unit may only be included up to 4 times in your army list.
- Each unit with the keyword "CHARACTER" on their unit card may only be inlcuded once in your army list.

Adding Terrain to your army list

Armies try to outmanoeuvre their enemies and try to engage on battlefields advantageous to them. Therefore the terrain on the tabletop is defined by both players' army list.

During army list creation you pick three terrain cards to add to your army list, which will then be used to create the battlefield. Each terrain card lists a main terrain piece (e.g. a forest) as well as smaller side terrain pieces (e.g. a shrubbery). You will find details on how to set up main and side terrain pieces in chapter "Setting up the terrain" (page 34).

Generally each standard terrain card can only be included once in your army list and you may only include two terrain cards with a main terrain which has the keyword "OBSCURING" in your army list.

Besides standard terrain, there are special terrain pieces that have a points cost. These have to be added to the total points when creating your army list. Both unit cards and terrain cards added together cannot exceed the agreed upon points limit.

Adding scenarios to your army list

In Shroudfall the scenarios you play on the table are defined by the scenario both players included in their army lists. Armies most often set out with clear missions, but sometimes chance strikes and they find themselves in situations that require adaptability on the battlefield. Therefore the scenario is created using the

scenario sets of both players. This means that in each game using scenarios, two scenarios are played at the same time. During army list creation you pick three different scenario cards from the current scenario package to add to your army list. You will find details on how to pick and set up the scenario in chapter "Determining and setting up the scenario" (page 33).

Playing Shroudfall

Before the game starts, both players introduce their army to their opponent, including the terrain pieces and the three scenarios that are part of their respective army lists.

Then both players roll ⬡⬡⬡⬡. The player with the higher added up result can choose between the following two options:

- Assigning the starting player token to one of the two players, or. ...
- ... start deploying the first piece of terrain.

Afterwards the other player automatically gets to decide for the remaining option.

Players then proceed in the following order:
1. Determining and setting up the scenario
2. Setting up the terrain
3. Players alternatingly deploy a unit each of their army, starting with the player with the starting player token, until all units have been deployed.
4. After both players have deployed all units in their army, the player with the starting player token starts the first game round.

Determining and setting up the two scenarios

Even though each player adds three scenario cards to their army list, only at the beginning of each game it is determined which scenarios will be played.

The process to determine which scenarios are played, goes as follows:
1. Both players dicard one of their opponents scenario cards.
2. Both players then draw a random scenario card face down, from their remaining two scenarios.
3. The two drawn scenario cards determine which two scenarios are played in this game.

Note, if the same scenario is drawn for both players, the player with the starting player token discards their first draw and their remaining scenario is automatically chosen. Both players then set up the scenario elements as described on the respective scenario cards on the battlefield. Note that when setting up scenario elements, you always measure to the centre of the base of the scenario element.

Setting up terrain

After the scenario has been determined and placed on the table, both players create the battlefield with the terrain cards in their army list.

The process of deploying terrain:
1. The player who gets to deploy the first terrain piece (Player A) first picks one of their main terrain pieces and deploys it completely within their table half.
2. Then the other player (Player B) deploys the respective side terrain pieces.
3. Player B then picks one of their main terrain pieces and deploys it completely within their table half.
4. Player A deploys the respective side terrain pieces.
5. Player A then picks one of their two remaining main terrain pieces and deploys it anywhere on the table.
6. Then Player B deploys the respective side terrain pieces.
7. Players then continue placing terrain, by repeating Step 3 to 6, until 5 main terrain pieces and their side terrain pieces have been deployed.

Note that this means, that one player will deploy all 3 of their terrain pieces, while the other player will only deploy 2 of their terrain pieces.

The general rules for deploying terrain are:
- Main terrain pieces have to be placed at least 4" away from your or your opponents deployment edge.
- Main terrain pieces have to be placed at least 2" away from all other table edges.
- Side terrain pieces have to be placed within 4" of their respective main terrain piece.
- Terrain pieces have to be placed at least 2" away from all other terrain pieces
- Terrain pieces have to be placed at least 2" away from all scenario elements
- If at any point there is no legal position for a terrain piece, it cannot be placed and will not be used in the game.

Setting up the armies

Starting with the player who has the starting player token, players alternatingly deploy one unit each on the tabletop, until all units in both army lists have been deployed.

To deploy units from your army list follow the rules below:
- Units have to be deployed within 6" of their table edge, unless they have an ability on their unit card saying otherwise.
- Units have to be deployed in unit coherency.
- All units of an army have to be deployed, unless they have an ability on their unit card saying otherwise.
- When a unit is deployed, you must always set up all models of the respective unit.
- Units may not be deployed overlapping other models bases or terrain features with the keyword "LINEAR TERRAIN" or "IMPASSABLE".
- Units already deployed may not be moved anymore

during the process of setting up armies.
- If a player has no further units to deploy, the other player then deploys their remaining units.

Starting the Game

Once the scenario and terrain have been set up and both players have completely deployed their armies, the player with the starting player token starts the first game round and activates the first unit of their army. Players then proceed through a game round by alternatingly activating units, until all units have received an activated token. If one player has no units left to activate, the other player gets to activate their remaining units one after the other, until all units on the table have an activated token. Once all units have an activated token, one game round is concluded.

Ending a Game Round

At the end of a game round, you follow to steps below to conclude the game round:
1. Resolve abilities and effects of units with the trigger event "at the end of a game round ...", starting with the player with the starting payer token.
2. Score victory points from the scenario.
3. Resolve scenario effects that trigger "at the end of a game round", starting with the player with the starting player token.
4. Remove all essence from the essence reserve.
5. Clean up all abilities and effects that expire at the end of a game round.
6. Clean up all activated tokens.
7. Move the game round tracker forward one round.
8. The player with the starting player token passes it to the other player.

Starting a new Game Round

At the start of a new game round, you follow the steps below:
1. Add essence tokens to your essence reserve from abilities and friendly units' essence value that have already been completeley destroyed this game.

2. Resolve abilities and effects with the trigger event "at the beginning of a game round …", starting with the player with the starting player token.

3. The player with the starting player token activates a unit without an "Exhausted" token.

4. After a player has concluded the first activation of a friendly unit, they remove all "Exhausted" tokens from friendly units in their army.

5. Players then alternatingly activate their units.

6. When a unit concludes its activation, an activated token is placed besides it.

7. When every unit on the table has an activated token you follow the steps to end a game round.

How to win the game

Besides beating your opponent in a battle for attrition, you can win the game by cunningly playing the scenario game.

There are 3 ways to win a game of Shroudfall:
- Winning by scenario
- Winning by the end of the fifth game round
- Winning by destroying every enemy model

Winning by scenario

To win by scenario a player needs to be ahead a certain amount of victory points (VPs) at the end of any game round. To determine the overall number of victory points you need to win the game, you add up the VP values of both scenarios played.

General rules for Scenario elements

The following generic rules apply to all scenario elements:
- Are treated as neither friendly nor enemy models. (besides scenario elements with the keyword PREY)
- Never benefit from, nor suffer effects of terrain.
- Immune to all conditions.
- Cannot be attacked (besides scenario elements with the keyword PREY).
- Never count as in melee.

In addition, some scenarios have special rules, marked with keywords on the respective scenario card:
- INDESTRUCTIBLE: this scenario element can never be destroyed.
- UNMOVEABLE: this scenario element can only ever be moved due to it's own scenario effects.

Scoring victory points

There are four ways to score victory points from scenario elements in Shroudfall. Which way of scoring is used, is showcased via keywords assigned to the respective scenario elements:

Scoring scenario elements with the keyword CONTROL

At the end of a game round, the player with more friendly models than enemy models within 1" of a CONTROL objective is said to control the respective CONTROL objective and may score VP from it, according to the respective scenario's rules.

Scoring scenario elements with the keyword ACTION INTERACT or ESSENCE INTERACT

INTERACT scenario elements are scored via sacrificing either an action (ACTION INTERACT) or by paying essence crystals (ESSENCE INTERACT) while the respective unit is within 1" of the respective scenario element.

In case of ESSENCE INTERACT scenario elements you have to pay 🔶 if there are no enemy units within 1" of it, to interact with the scenario element. If there are enemy units within 1" of the ESSENCE INTERACT scenario element, that you want to interact with, you have to additionally pay one essence crystal of each contesting unit's essence value (opponents choice), to complete the interact action. Note that for paying the cost of interacting you may substitite 🔴 for 🔶 or 🔷 , or you may substitute 🔶 for 🔷 .

Note that interacting can have various effects. The most common ones are:

- Putting a control token of your army on the respective scenario element. A scenario element with your control token is said to be controlled by you, until your opponent places their control token on the same scenario.
- Triggering a scenario effect, described in the respective scenario's rules.

Scoring scenario elements with the keyword PREY

Prey scenario elements are usually scored by inflicting damage to them or destroying them. Therefor scenario elements with the keyword PREY have a DEF, ARM and HP value listed in their respective scenario's rules.

If a PREY scenario element also has the INDE-STRUCTIBLE keyword, although it can never be destroyed, it can still suffer damage. In this case no HP value is listed for the PREY scenario element in the scenario rules.

PREY scenarios are always treated as enemy models.

Scoring Victory points from destroying Essence Weavers

When an enemy essence weaver is destroyed, you immediately score 3 VP.

Winning by the end of the fith game round

If both players have models ramining on the battlefield and no player has won on scenario by the end of game round 5, the player who is leading in victory points, wins the game.

Winning by destroying every enemy model

When every enemy model is destroyed, the game immediately ends and the player with models remaining on the battlefield immediately wins the game, disregarding victory points.

Tie breaker in case of equal victory points

If at the end of the 5th game round, no player has won by destroying the opponents army or by scenario and both players have an equal amount of victory points apply the following tie breakers successively:

1. The player with less destroyed essence weavers wins.
2. The player with less destroyed army points remaining on the battlefield wins. Note, that units only count as destroyed if all models of the respective unit have been destroyed.
3. The player with more red essence crystals in their essence reserve.
4. The player with more yellow essence crystals in their essence reserve.
5. The player with more grey essence crystals in their essence reserve.
6. You broke the game. Roll off with a grey essence die.

Introductory Scenario

The scenarios showcased below is an example of a Shroudfall scenario, that is easy to start with. Especially when playing the first few games of Shroudfall it is advisable, to start with only one scenario on the table, instead of following the usual process of determining a scenario from each player respectively. All information regarding the current tournament scenarios can be found in the latest Shroudfall Scenario Document.

Scenario 1: Captivating Crystal Creations

Shrouded in mystery and teeming with untold treasures, the colossal mountain range Eldorin Peaks holds the key to unimaginable riches and unimaginable danger. Fearless adventurers embark to conquer the treacherous peaks, delve into the labyrinthine mines, and uncover the secrets that lie within.

● 50mm Crystal Mine
Control scenario element

Type: Control Scenario

VP: 3

Scenario Setup:

Scenario 1: Captivating Crystal Creations

Scenario Rules:

The first time during a turn, when a friendly units ends an activation within 1" of a Crystal Mine, its controlling player may add an essence crystal to their essence reserve. The type of essence crystal is defined by the location of the mine. This effect can only occur once per game round for each Crystal Mine scenario element.

- Essence crystal mine in the active players table half:
- Essence crystal mine on the middle line of the table:
- Essence crystal mine in the opponents players table half:

Scoring:

A player who controls an essence crystal mine at the end of a game round scores 1 VP.

APPENDIX

Common Passive Abilities

Below you find a list of all common passive abilities. In case a common passive abilities' name contains (X), the (X) is meant to be subsituted by a number.

E.g.: Claim Ground (2): Models in a unit with this common passive ability count as 2 models when controlling objectives.

In case a common passive abilities' name contains (Typer), the (Type) is meant to be subsituted by a word, describing what the rule is affecting.

E.g.: Immunity (Burning): Units with this common passive ability can never suffer the Burning condition.

List of Common Passive Abilities:

Accurate Strike (X): Each model in this unit may reroll (X) blank(s) in each melee hit roll.

Accurate Shot (X): Each model in this unit may reroll (X) blank(s) in each arcane or ranged hit roll.

Anchored: Units with this common passive ability cannot be placed by enemy effects.

Backswing: When a model in a unit with this common passive ability damages an enemy model with a melee attack, this model may immediately make another melee attack with one of its weapons. Attacks generated by this common passive ability cannot generate further attacks.

Claim ground (X): Models in a unit with this common passive ability count as X models when controlling objectives.

Combined Shot: When a unit with 2 or more models remaining with this common passive ability is taking an attack action, instead of making separate ranged attacks for each model, you can decide to only attack with one model of the unit. The attack of this model receives +1 on its hit and damage roll for each remaining model in the unit, currently not in melee, with LOS to the targeted model and whose weapon is in RNG to the targeted model.

Combined Strike: When a unit with 2 or more models remaining with this common passive ability is taking an attack action, instead of making separate melee attacks for each model, you can decide to only attack with one model of the unit. The attack of this model receives +1 on its hit and damage roll for each remaining model in the unit, that has LOS and whose weapon is in RNG to the targeted model.

Duellist: Units with this common passive ability receive +2 DEF against enemy melee attacks.

Elusive (X): When an enemy model makes an attack roll against a unit with this common passive ability, the attacker has to re-roll X dice in each attack roll, chosen by the controller of the attacked unit.

Ethereal (X): When a model in a unit with this common passive ability is taking a move action, instead of using a movement tool, all models in this unit may instead be placed within X" of themselves. All models being placed after the first model must be placed within unit coherency of the first model placed, otherwise the unit's activation ends immediately. Note that a unit's activation still ends after completing a second move action during an activation.

Flying: Units with this common passive ability never suffer damage or conditions from terrain effects and ignore the effects of the terrain keyword "ROUGH" (see chapter "Terrain keywords" on page 38) from all terrain types. Additionally they may move through other

models. They do so by ignoring the restriction of having to place the movement tool on the battlefield and are allowed to hover the measuring tool above other models. Note, that such measurement can be less accurate than normal movements. Therefore always make sure to agree with your opponent on your intended actions, before moving any models.

Giant slayer: Units with this common passive ability gain +2 on their damage rolls against models with a base size of 50mm or above.

Gunblade: Units with this common passive ability can use both their melee and ranged weapons during an attack action.

Hard to Hit: When a model makes an attack roll against a unit with this common passive ability, after all re-rolls have been resolved, it has to drop the highest essence dice rolled in the attack roll.

Immunity (Type): Units with this common passive ability can never gain the (Type) condition.

Infiltrator: Units with this common passive ability do not have to sacrifice an action and never have to pay any essence cost for interacting with scenario elements.

Nimble: Units with this common passive ability may move through other models. They do so by ignoring the restriction of having to place the movement tool on the battlefield and are allowed to hover the measuring tool above other models. Note, that such measurement can be less accurate than normal movements. Therefore always make sure to agree with your opponent on your intended actions, before moving any models.

Parry: Units with this common passive ability can leave the melee range of enemy models during move actions.

Pathfinder: Units with this common passive ability ignore the terrain rule "ROUGH" from all terrain types.

Pathfinder (Type): Units with this common passive ability ignore the terrain rule "ROUGH" from the (Type) terrain (see chapter "Terrain keywords" on page 43).

Pistolero: Units with this common passive ability can make ranged attacks while in melee, but can only target models that are in melee with them. Additionally they ignore the "target in melee" modifier for ranged attacks, when targeting models they are in melee with. When participating in a Combined Shot (see Common passive abilities on page 39) targeting a model they are in melee with, they may participate even while in melee.

Regeneration: After a model in this unit suffers damage from a damage roll, if the model isn't destroyed, it may remove 1 point of damage. You can't use this ability while this model is suffering the "Burning" condition.

Relentless: Units with this common passive ability can make ranged attacks while in melee. Additionally they ignore the "target in melee" modifier for ranged attacks when targeting models they are in melee with. When participating in a Combined Shot (see Common passive abilities on page 39), they may participate even when in melee.

Reposition (X): At the end of this unit's activation, you may place each model in this unit within X" of itself.

Rooted: Units with this common passive ability cannot be pushed by enemy effects.

Scout (X"): Units with this common passive ability may be deployed X" beyond your normal deployment line.

Simple Minded: Units with this common passive ability cannot interact with scenario elements.

Spellblade: Units with this common passive ability can use both their arcane weapons as well as either their ranged or melee weapons during an attack action.

Stealth: Units with this common passive ability cannot be targeted by attacks or abilities from models more than 6" away. Additionally models trying to determine LOS can ignore models with this common passive ability, as long as they are more than 6" away.

Summoned: This unit cannot be included in your army list and cannot be deployed at the beginning of the game. It may be placed on the battlefield during the game through a unit's ability.

Tough Hide: When a unit with this common passive ability would suffer damage, reduce the amount of damage they receive by 1, to a minimum of 1.

Unbreakable Hide: When a unit with with this common passive ability would suffer damage reduce the amount of damage they receive by 1, to a minimum of 0.

List of Conditions

Burning: Units with this condition, suffer a ⬛⬛⬛⬛ arcane damage roll at the end of their activation.

Crippled: When a unit with this condition is attacked, the attacking unit gains +2 on all hit rolls.

Essence Starved: Units with this condition have to pay an additional 🌿 or 🔥 (controling player's choice) when using an active or reactive essence ability.

Frostbite: Units with this condition reduce their MOV to S. Units with this condition cannot be placed during their activation and cannot be moved, placed or pushed by abilities or effects of friendly models.

Hexed: When a unit with this condition is attacked, the attacking unit can reroll one of their dice in each attack and damage roll.

Poisoned: When a unit with this condition is attacked, the attacking unit gains +1 on all hit and damage rolls.

Shattered: When a unit with this condition is attacked, the attacking unit gains +2 on all damage rolls.

Shocked: When a unit with this condition makes an attack or damage roll, the controlling player of the targeted unit can force the attacking unit to re-roll one dice.

Stunned: When a unit with this condition activates, it always has to take a shake action to remove this condition, as its first action.

Void: A unit with this condition does not generate essence for its controller at the end of its activation.

Terrain Keywords

Below you find a list of all terrain keywords. In case a keyword contains (X), the (X) is meant to be subsituted by a number.

List of Terrain Keywords

Blazing: Models moving into, being placed into, taking an action within or ending their activation within a terrain piece with this keyword suffer the "Burning" condition.

Dangerous Terrain: Models moving into, being placed into, taking a non-movement action within or ending their activation within a terrain piece with this keyword, immediately suffer 1 point of damage.

Electrified: Models moving into, being placed into, taking an action within or ending their activation within a terrain piece with this keyword, suffer the condition "Shocked".

Fast: Units starting a move within a terrain feature with this keyword may use the next higher movement tool.
> MOV: S becomes MOV: M
> MOV: M becomes MOV: L

Fortified Position (X): If a model benefiting from a terrain piece with this keyword is attacked, the defender may force the attacker to reroll up to (X) dice of the damage roll.

Hard to see: When a model is benefiting from a terrain with this keyword it gains the common passive ability "Elusive (1)".

Impassable: Models cannot move into or through a terrain piece with the "IMPASSABLE" keyword.

Obscuring: Models cannot draw LOS completely though a terrain piece with the "OBSCURING" key-word. Note that you can draw LOS to a model within a terrain piece with the "OBSCURING" keyword and that a model within a terrain piece with the "OBSCURING" keyword can draw LOS to models outside the same terrain feature.

Rough (Type): Rough terrain slows down movement. Whenever a model would perform a move so that either the chosen movement tool or the model's base at the start or end of the move would overlap a terrain piece with this keyword, the model has to use the next smaller movement tool for this movement:
> MOV: L becomes MOV: M
> MOV: M becomes MOV: S

Note that this means that models that already have MOV: S are not negatively affected by the keyword ROUGH.

Shrouded: When a model with base sizes of 40mm or lower is benefiting from a terrain with this keyword it gains the common passive ability "Stealth".

Slow: Units starting a move within or units moving into a terrain with the "Slow" keyword have to use a MOV: S tool.

Toxic: Models moving into, being placed into, taking an action within or ending their activation within a terrain piece with this keyword suffer the "Poisoned" condition.

Vulnerable Position (X): If a model is attacked while benefiting from a terrain piece with the keyword "Vulnerable Position (X)", the attacker may reroll up to (X) dice of the damage roll.

Timings & Sequences

This part of the rulebook gives a detailed overview of timings and specific interactions between rules. Especially in situations where multiple rules and effects would happen at the same time, the overview of the timings and sequences below provide an overview of how to resolve these effects in the proper order.

Preparing the Game

1. Both players present their army lists to each other.
2. Both players roll off with 🎲🎲🎲🎲.
3. The player who won the roll off chooses to either assign the starting player token to either player or to deploy the first piece of terrain.
4. The players exchange the scenario cards in their list.
5. Both players secretly veto and then reveal the vetoed scenario of their opponent.
6. Both players randomize one scenario to be played from both remaining sets.
7. If the same scenario is drawn for both players, the player with the starting player token discards their first draw and their remaining scenario is automatically chosen.
8. Both players set up the chosen scenarios.
9. Players alternatingly deploy terrain pieces, until 5 main terrain pieces and their respective side terrain pieces have been deployed.
10. Players alternatingly deploy units from their armies, starting with the player who has the starting player token, until all units in both armies have been deployed.
11. The player with the starting player token starts the first game round.

Starting a new Game Round:

1. Add essence tokens to your essence reserve from friendly units are completeley destroyed.
2. Resolve abilities and effects with the trigger event "at the beginning of a game round ...", starting with the player with the starting player token.
3. The player with the starting player token activates the first unit without an "Exhausted" token.
4. Players then alternatingly activate their units.
5. When a unit concludes its activation, an activated token is placed besides it.
6. After a player has concluded the first activation of a friendly unit, they remove the "Exhausted" token from the unit with the "Exhausted" token in their army.
7. When every unit on the table has received an activated token you follow the steps to end a game round.

Ending a Game Round

1. Resolve abilities and effects with the trigger event "at the end of a game round ...", starting with the player with the starting payer token.
2. Score victory points from the scenario.
3. Resolve scenario effects that trigger "at the end of a game round", starting with the player with the starting player token.
4. Remove all essence from the essence reserve.
5. Clean up all abilities and effects that expire at the end of a game round.
6. Clean up all activated tokens.
7. Move the game round tracker forward one round.
8. The player with the starting player token passes it to the other player.

Activating Units

1. Choose a unit without an activated token or an exhausted token to activate.
2. Resolve effects and conditions with the trigger event "at the beginning of a units' activation …"
3. The unit may use any number of essence abilities, as long as the essence costs are payed and the respective abilities' requirements are met.
4. Forfeit all remaining actions of the unit or choose an action the unit should take, as long as it has not already taken all of its availbale actions during this activation.

5. If the unit has not forfeited its remaining actions or has not taken two actions this activation, go back to step 3. Otherwise go to step 6.

6. The unit may use any number of essence abilities, as long as the essence costs are payed and the respective abilities' requirements are met.

7. The activation of the unit ends.

8. Resolve effects and conditions with the trigger event "at the end of a units' activation…"

9. Add the unit's essence value to your essence reserve.

10. Place an activated token next to the unit.

11. If the unit was the last friendly unit to activate this game round and it's controlling player is not the starting player, place an "Exhausted" token besides it.

Move Action

1. Choose a model in a unit that did not move yet due to the same move action and make a movement according to the movement rules.

2. Resolve effects with the trigger event "when a model ends a move …"

3. Go back to step 1, until all models in the unit have moved due to the move action. If all models in a unit have moved, the move action ends.

4. Resolve effects with the trigger event "when a unit ends a move/move action …"

5. If a model in the unit has ended the move action outside of CMD of another model in its unit, the unit's activation immediately ends.

6. If this is the second move action during this unit's activation, the activation of the unit immediately ends.

Attack action

1. A unit chooses to take an attack action.

2. The attacking player chooses a model, that has not attacked so far during this attack action, to attack with. If there are no models left to choose, the attack action ends.

3. The attacking player chooses a weapon profile on the unit card to attack with, that the chosen model has not already attacked with this attack action.

4. The attacking player declares which model is the target of the attack. The model has to be within RNG of the weapon profile and LOS of the attacking model. Passive abilities have also to be checked for (e.g. stealth). If the attack is not in RNG, LOS or not legal anymore due to a passive ability and the attacking model has further weapon profiles it could attack with, go back to step 3. If the model has no further weapon profiles it can attack with or forfeited its remaining attacks go to step 2.

5. The defending Player declares if reactive essence abilities with the trigger "when a model/unit is targeted …" are used and resolves their effects.

6. The attacking Player declares if reactive essence abilities with the trigger "when a model/unit is targeted ..." are used and resolves their effects.

7. Resolve effects of passive abilities with the trigger "when a model/unit is targeted …", starting with the defending player.

8. The attacking Player declares if the attack will be infused and with which type of essence the attack will be infused.

9. The attacking player rolls the hit roll. If the attack hits, go to step 13. If the attack misses go to step 10.

10. The attacking player may choose to use any abilities or leadership effects with the trigger "when a model/unit misses an attack ..." or use any abilities that grant rerolls. If the attack still misses, go to step 11 otherwise go to step 13.

11. The defending player may choose to use any abilities or leadership effects with the trigger "when a model/unit misses an attack ...".

12. If the attacking model has further weapon profiles it could attack with, go back to step 3 or if the model has no further weapon profiles it could attack with or forfeited its remaining attacks go to step 2.

13. The defending Player declares if reactive essence abilities with the trigger "when a model/unit is hit…" are used and resolves their effects.

14. The attacking Player declares if reactive essence abilities with the trigger "when a model/unit is hit ..." are used and resolves their effects.

15. Resolve effects of passive abilities with the trigger "when a model/unit is hit …", starting with the defending player.

16. The attacking player rolls the damage roll. If the attack inflicts no damage, go to step 16. If the attack inflicts damage go to step 18.

17. The attacking player may choose to use any abilities or leadership effects with the trigger "when a model/unit is hit but does not suffer damaged from an attack …" or use any abilities that grant rerolls. If the attack then inflicts no damage, go to step 17 otherwise go to step 18.

18. The defending player may choose to use any abilities or leadership effects with the trigger "when a model/unit is hit but does not suffer damaged from an attack …" or use any abilities that grant rerolls. If the attack then inflicts damage, go to step 18. If the attack still does not inflict damage and the attacking model has further weapons it could attack with, go back to step 3 or if the model has no further weapons it could attack with or forfeited its remaining attacks go to step 2.

19. The defending Player declares if reactive essence abilities with the trigger "when a model/unit is damaged" are used and resolves their effects.

20. The attacking Player declares if reactive essence abilities with the trigger "when a model/unit is damaged …" are used and resolves their effects.

21. Resolve effects of passive abilities with the trigger "when a model/unit is damaged …", starting with the defending player.

22. Mark the damage on models and remove models that suffered an amount of damage points equal to their hitpoint value from the battlefield.

23. Go back to step 2

Rerolls

1. After rolling dice for attack (step 9 of the attack sequence) or damage (step 15 of the attack sequence) the active player can decide to use an essence reroll.

2. The active player may use all other sources of rerolls.

3. The defending player may use all sources of rerolls.

4. Continue to resolve the attack sequence with the apropriate step.

Essence Abilities

1. Declare which active essence ability the currently active unit wants to use.

2. Pay the essence cost of the essence ability by removing the required essence tokens from your essence reserve.

3. Follow the essence abilities' rule text to resolve its effect.

Reactive Essence Abilities

1. A trigger event for a reactive essence abilty occurs (e.g. "when a model is hit by an attack …")

2. The player that wants to use a reactive essence ability declares that a reactive essence ability will be used and which reactive essence ability will be used.

3. The activation of the currently active unit is immediately interrupted.

4. The interrupting player pays the essence cost of the reactive essence ability by removing the required essence from their essence reserve and goes to step 6. If they cannot pay the essence cost of the chosen reactive essence ability go to step 5.

5. If the cost of the reactive essence ability is not payed, it does not take effect and the activation of the currently active unit continues.

6. If the essence cost of the reactive essence ability has been paid, the interrupting player follows the reactive essence abilities' rules text to resolve its effects.

7. If the interrupting player decides to use another reactive essence ability with the same trigger event, go to step 2 of this sequence and repeat the process with the newly declared reactive essence ability. Otherwise go to step 8.

8. After resolving all effects of used reactived essence abilities, the activation of the currently active unit continues, if it has not been destroyed by the effects of a reactive essence ability.