

[BETA] Talara Steelheart, the Shield Maiden

PC 28

DEF 5

ARM 7

HP 5

L

Protected by the Shroud

MOV M

Base: 32mm, 1 Model

When an enemy model is making a damage roll against a friendly model that is base to base with another friendly model, you may force your opponent to reroll one die of the damage roll.

O

Order - We stand together!


Choose a friendly non-COMMANDER non-GOBLIN unit within 6", that hasn't received an "Order" already this game round. When one or more models in the ordered unit would suffer damage, instead of directly suffering the damage, you may freely distribute the total damage suffered among all remaining models in this unit. A model cannot be assigned more damage than it has remaining HP due to this ability. This ability lasts until the end of the game round.

A

Spear of Light

A/



Target a model within 8". The model is automatically hit and suffers a  arcane damage roll.

Radianceblade



2"

Hit



Damage



A

Blinding Light



Place one 32mm blinding light manifestation within 2" of one model in this unit. While within 2" of this manifestation, enemy models suffer -2 to all hit rolls.

Hit

Damage

Silver Line Training, Rooted, Immunity (Shattered)

SILVER LINE, ESSENCE WEAVER, COMMANDER, CHARACTER

Essence



[BETA] Talara Steelheart, the Shield Maiden

PC 28

11.13.2022

DEF 5

ARM 7

HP 5


A

Healing Hands



MOV M

Base: 32mm, 1 Model

Choose a friendly model within 2". The chosen model may remove 1 point of damage. Each time you use this ability, increase its cost by  until the end of this units activation.

R

Nullify



When a model within 2" of a model in this unit is targeted by an essence ability, you may use this ability. The ability is not taking effect and it's essence cost remains spent.

R

Arcane Attraction



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

P

Dawnblade

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

Radianceblade



2"

Hit



Damage



Silver Line Training, Rooted, Immunity (Shattered)

SILVER LINE, ESSENCE WEAVER, COMMANDER, CHARACTER

Essence



[BETA] Silver Line Bannerman

PC 6

DEF 5

ARM 6

HP 2

A

Rally!




MOV S

Base: 32mm, 1 Model

Remove one point of damage from a model in this unit. This ability can only be used once per activation.

P

Inspiring

Each activation, this unit may infuse one hit or damage roll , without paying the essence cost.

P

Attached

At the beginning of the game, before deploying the first unit, this model has to be attached to another friendly FIRST ARMY unit. This model cannot be attached to another unit with the passive ability "Attached" or to a unit that already contains a model with the passive ability "Attached". This model becomes part of the unit it's attached to and activates together with it.

Argent Crest Banner



2"

Hit



Damage



Hit

Damage

Essence

[BETA] Nekari, Supreme Elementalist v2

PC 28



18.02.2024


| | | | | | |
|-----|----------|---------------------|----------|----|----------|
| DEF | 7 | ARM | 4 | HP | 5 |
| MOV | M | Base: 40mm, 1 Model | | | |



| | | |
|----------|---------------------------|--|
| L | Elemental Overload | |
|----------|---------------------------|--|

If an enemy unit would suffer a condition which it is already suffering, you may choose another enemy unit within 4" of it. The chosen unit suffers the condition instead.

| | | |
|----------|----------------------|---|
| A | Wave of Magma |  |
|----------|----------------------|---|

A model in this unit may immediately make the following arcane attack: B4  Models hit suffer the "Burning" condition. Each time you use this ability, increase it's cost by .

| | | |
|----------|--------------------|---|
| A | Flashfreeze |  |
|----------|--------------------|---|

Target a model within 8" and make an arcane hit roll. Models hit suffer a  arcane damage roll and the "Frostbite" condition. Other models within 1" of the model hit suffer a non-infuseable  arcane damage roll.

| | | |
|----------|-----------------------|---|
| A | Tectonic Shift | A/  |
|----------|-----------------------|---|


Target a model within 8" and make an arcane hit roll. Place the model hit within 2" of itself. Each model can only be placed by this ability once per activation. This ability hits automatically if you target a friendly model.

Thunderstrike Paw


| | | |
|---|---|---|
|  | Hit | Damage |
| 1" |  |  |

Wind Slice

| | | |
|---|---|---|
|  | Hit | Damage |
| 8" |  |  |

| | | |
|----------|-----------------|---|
| R | Headwind |  |
|----------|-----------------|---|

When an enemy model ends a move action within 8" of a model in this unit, you may use this ability. immediately push the enemy model 2" directly away.

| | | |
|---|--|--|
| Elusive (1), Flying, Immunity (Burning, Frostbite, Shocked), Spellblade | | Essence  |
| CHOSEN OF THE SPIRIT TREE, AIYANI, DISCORD, CHARACTER | | |



[BETA] Nekari, Supreme Elementalist v2

PC 28

15.02.2024

| | | | | | |
|-----|----------|---------------------|----------|----|----------|
| DEF | 7 | ARM | 4 | HP | 5 |
| MOV | M | Base: 40mm, 1 Model | | | |



| | | |
|---|----------------------------|--|
| P | Elemental Crescendo | |
|---|----------------------------|--|




At the beginning of this units activation, you may add  to your essence reserve for each unit within 6" that is suffering the "Burning" and/or the "Frostbite" and/or the "Shocked" condition. Additionally, when attacking a model that is suffering one of these conditions, this model's hit and damage rolls are infused .

| | | |
|---|--------------------------|--|
| P | Thunderstrike Paw | |
|---|--------------------------|--|

When this model hits an enemy model with this attack, the model hit suffers the "Shocked" condition.




| | | |
|---|------------------------|--|
| P | Elemental Drain | |
|---|------------------------|--|

At the beginning of a game round, you may remove up to two conditions from enemy units within 8" of a model in this unit. If one condition was removed this way, you may add  to your essence reserve. If two were removed you may add  to your essence reserve.

| | |
|---|---|
| Thunderstrike Paw | |
|  | |
| 1" | |
| Hit | Damage |
|  |  |

| | | |
|---|----------------|--|
| P | Attuned | |
|---|----------------|--|

This unit may use one active essence ability without paying its essence cost once this activation.

| | |
|---|---|
| Wind Slice | |
|  | |
| 8" | |
| Hit | Damage |
|  |  |

Elusive (1), Flying, Immunity (Burning, Frostbite, Shocked), Spellblade
 CHOSEN OF THE SPIRIT TREE, AIYANI, DISCORD, CHARACTER

Essence 

[BETA] Beasthunt Bruiser

PC 16

DEF 4

ARM 4

HP 6

A

Battle Resonance

A/



MOV S

Base: 40mm, 1 Model

While within 4" of a model in this unit, friendly models gain +1 on all melee hit rolls.

R

Arcane Attraction



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

P

Winding up

While this unit has 4 or less HP remaining, it's melee hit and damage rolls are infused . While this unit has 2 or less HP remaining it gains +2 on all melee hit and damage rolls in addition.

Beastsword



2"

Hit



Damage



Beastsword



2"

Hit



Damage



P

Attuned

At the start of this unit's activation, models in this unit may make a S MOV.

Pathfinder (Forest),

CHOSEN OF THE SPIRIT TREE, AILUR, DISCORD, ESSENCE BEAST HUNTER

Essence



[BETA] Beasthunt Vanguard

PC 14

DEF 4 ARM 4 HP 6

MOV S Base: 40mm, 1 Model

A

Chillwind Arrow



One model in this unit may target an enemy model within 8" and make a ranged hit roll. The model hit suffers the "Frostbite" condition. This ability can only be used once per activation.

R

Resonance Volley



When a model in this unit hits an enemy model with a ranged attack, you may use this ability. You may immediately make another ranged attack against an enemy model within 4" of the model hit, with the original model hit as the origin of the attack.

P

One with the forest

While within a FOREST area terrain feature models in this unit gains +2 DEF. In addition models in this unit can ignore FOREST terrain features for the purpose of LOS.

Hunting Knife



1"

Hit



Damage



Bamboo Greatbow



8"

Hit



Damage



P

Attuned

Add +1 to all hit rolls of model in this unit until end of this activation.

Pathfinder (Forest),

CHOSEN OF THE SPIRIT TREE, AILUR, HARMONY, ESSENCE BEAST HUNTER

Essence



[BETA] The Grovesong

PC 16

DEF 4 ARM 4 HP 6

MOV S Base: 50mm, 1 Model

A

Dissonance



Target a model within 8" and make an arcane hit roll. Models hit suffer a arcane damage roll. Models damaged by this attack suffer the "Essence Starved" condition. This ability can only be used once per activation.

A

Song of Harmony

A/



While within 6" of a model in this unit, friendly HARMONY models may reroll each blank in a hit roll once. If this model uses it's essence ability "Song of Discord", the effect of this essence ability immediately ends. This ability lasts until this unit's next activation.

A

Song of Discord

A/



While within 6" of a model in this unit, friendly DISCORD models may reroll each blank in a damage roll once. If this model uses it's essence ability "Song of Harmony", the effect of this essence ability immediately ends. This ability lasts until this unit's next activation.

Pawstrike



1"

Hit



Damage



Harmonic Discord



8"

Hit



Damage



R

Changing Tunes



When a friendly unit within 6" of a model in this unit activates, you may use this ability. If the unit has the DISCORD keyword, you may immediately use the essence ability "Song of Discord" without paying it's cost. If the unit has the HARMONY keyword, you may immediately use the essence ability "Song of Harmony" instead.

Pathfinder (Forest),

CHOSEN OF THE SPIRIT TREE, AILUR, HARMONY, DISCORD, CHARACTER

Essence



[BETA] Clynt from the Eastern Forest

PC 15

18.02.2024

| | | | | | |
|-----|----------|---------------------|----------|----|----------|
| DEF | 7 | ARM | 3 | HP | 4 |
| MOV | M | Base: 32mm, 1 Model | | | |



| | | | |
|--|-------------------|-----------|--|
| A | Swift Shot | A/ | |
| Each time a model in this unit hits an enemy model with a ranged attack, you may place this model within 1" of itself. This ability lasts until the end of this unit's activation. | | | |

| | | |
|--|------------------------|--|
| R | Bouncing bullet | |
| When a model in this unit, hits a model with a ranged attack, you may use this ability. Choose another model within 4" of the targeted model. The chosen model immediately suffers a non-infuseable ranged damage roll. | | |

| | | |
|---|------------------------|--|
| R | Deflecting Shot | |
| When this model is targeted by an enemy ranged attack, you may use this ability. Choose a model within 2" of this model. The chosen model becomes the new target of the attack, disregarding LOS and range of the attack. | | |

| | | |
|---|------------|--|
| P | Ace | |
| This model ignores DEF boni from terrain when making attacks. | | |

| | |
|------------|---------------|
| Ignis | |
| | 8" |
| Hit | Damage |
| | |

| | | |
|--|-------------------|--|
| P | I cast gun | |
| When this unit scores a critical hit with the weapon Ignis, the target suffers the "Burning" condition. When this unit scores a critical hit with the weapon Umbral, the target suffers the "Hexed" condition. | | |

| | |
|------------|---------------|
| Umbral | |
| | 8" |
| Hit | Damage |
| | |

| | | |
|--|----------------|--|
| Pathfinder (Forest) Pistolero, Elusive (1) | Essence | |
| MERCENARY (Chosen of the Spirit Tree, Silver Line, Umbral Veil), AYIANI, CHARACTER | | |

[BETA] Vardan the Awoken, Battlefield Cleric

PC 18

18.02.2024

DEF 5

ARM 5

HP 4

A

Dispel



MOV M

Base: 32mm, 1 Model

Choose a manifestation within 6". The essence cost of this ability is the cost of this ability plus the cost of the manifestation chosen. If the essence cost of this ability is paid in full, you may immediately remove the manifestation from play.

A

Invigorate

A/



Choose a friendly non-CONSTRUCT unit within 6". Each model in the unit may remove 1 point of damage and the unit may remove the "Burning" condition. This ability can only be used once per activation.

R

Shield from harm



If a friendly unit within 6" gains a condition token and this unit is not suffering the same condition already, you may use this ability. This model gains the condition token instead.

P

Hammer of Salvation

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

Hammer of Salvation



1"

Hit



Damage



MERCENARY (Silver Line; Chosen of the Spirit Tree), CHARACTER

Essence

