

Umbral Veil Faction Rules

13.02.2024

P

Essence Dosed

When a friendly MONSTROSITY unit activates while within 2" of a friendly ALCHEMIST unit, it may gain the benefits of it's own "Essence Dosed" ability or one of the following "Essence Dosed" abilities: "Precision Ointment", "Bloodlust Potion", Lifebrew Serum". "Essence Dosed" abilities are passive abilities. Each unit can only benefit from one "Essence Dosed" ability at the same time.

E

Essence Dosed: Precision Ointment

This unit gains +1 on all hit rolls until the beginning of it's next activation.

E

Essence Dosed: Bloodlust Potion

This unit gains +1 on all damage rolls until the beginning of it's next activation.

E

Essence Dosed: Lifebrew Serum

Remove one point of damage from this unit at the beginning of it's activation.

[BETA] Dr. Victoria Benedicte, Disgraced Scientist

PC **28**

13.02.2024











DEF **6** ARM **4** HP **5**

L **Beloved creations**

MOV **M** Base: 32mm, 1 Model

While within 2" of a friendly ALCHEMIST unit, friendly MONSTROSITY models gain +1 DEF.

A **Essence Overload** **A/**  

Target a model within 8" and make a     arcane hit roll. Models hit suffer a     damage roll. If the essence value of the targeted model contains one or more , the damage roll is infused .

A **Revival Synthesis** 

Choose a friendly non-CHARACTER unit within 6". You may return 1 of the chosen unit's previously destroyed models to the battlefield with one HP remaining. The model must be placed within 6" of a model in this unit and in unit coherency.

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.

Dagger


	Hit	Damage
1"	   	   

Alchemical Grenade

	Hit	Damage
6"	   	   

A **Scaly Skin** 

Choose a friendly unit within 6". The chosen unit gains the common passive ability "Tough Hide" until the end of the game round. This ability can only be used once per activation.

Immunity (Poisoned) UMBRAL VEIL, ESSENCE WEAVER, ALCHEMIST, CHARACTER **Essence**   

[BETA] Dr. Victoria Benedicte, Disgraced Scientist

PC **28**

13.02.2024

DEF **6**

ARM **4**

HP **5**

P

Haunting sense of deformity

MOV **M**

Base: 32mm, 1 Model

At the end of this units activation, roll an essence die of the same color for each essence this unit spent during its activation. If the total value of the roll is 8 or higher, immediately place a "The Monster Within" model within 1" of this model. Any currently to this model inflicted damage, effects and conditions carry over to "The Monster Within". Then remove this model from the battlefield.


P

Can't control it any longer

When this model suffers damage from an enemy attack, after the attack is concluded, you may decide to place a "The Monster Within" model within 1" of this model. Any currently to this model inflicted damage, effects and conditions carry over to "The Monster Within". Then remove this model from the battlefield.

W

Alchemical Grenade

A model hit with this models Alchemical Grenade weapon suffers the "Burning" and "Poisoned" condition. Models within 1" of a model hit suffer a non-infuseable  arcane damage roll. This weapon can only be used once each activation.

Dagger



Hit



Damage



1"

P

Beloved Creator

While within 2" of a friendly MONSTROSITY unit, models in this unit gain +1 DEF.

Alchemical Grenade



Hit



Damage



6"

Immunity (Poisoned)

UMBRAL VEIL, ESSENCE WEAVER, ALCHEMIST, CHARACTER



[BETA] Dr. Victoria Benedicte, The Monster Within

PC **X**

14.01.2024

DEF

6

ARM

5

HP

6

L

Beloved creations

MOV

M

Base: 50mm, 1 Model

While within 2" of a friendly ALCHEMIST unit, friendly MONSTROSITY models gain +1 DEF.

A

Backhand Smash

A/



Target a model within 2" and make a melee hit roll. Models hit are pushed 2" directly away. The model hit and models contacted by the pushed model suffer a melee damage roll.

A

Forced Regeneration



This unit may remove one point of damage. Each time you use this ability, increase its cost by until the end of this units activation. You can't use this ability while this model is suffering the "Burning" condition.

Juggernaut fist



2"

Hit



Damage



Juggernaut fist



2"

Hit



Damage



A

Jump

A/



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

Immunity (Poisoned); Tough Hide, Reposition (1), Summoned

UMBRAL VEIL, ESSENCE WEAVER, MONSTROSITY, CHARACTER

Essence



[BETA] Dr. Victoria Benedicte, The Monster Within

PC X

14.01.2024

DEF **6**

ARM **5**

HP **6**

R

Hot headed



MOV **M**

Base: 50mm, 1 Model

When a model in this unit suffers damage from an attack, you may use this ability. The unit may immediately make a S MOV towards the attacking model.

P

Savage Onslaught

When a model in this unit destroys a model with an attack, this model must immediately make another attack.

P

Follow Up

When this model 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.

Juggernaut fist



2"

Hit



Damage



Juggernaut fist



2"

Hit



Damage



P

Transformed

While this unit is on the battlefield "Dr. Victoria Benedicte, Disgraced Scientist" doesn't count as destroyed. If the leadership of "Dr. Victoria Benedicte, Disgraced Scientist" was your active leadership, this models leadership becomes your army's active leadership.

Immunity (Poisoned); Tough Hide, Reposition (1), Summoned

UMBRAL VEIL, ESSENCE WEAVER, MONSTROSITY, CHARACTER

Essence



[BETA] The Hidden Marquis

PC 27

13.02.2024

DEF 7

ARM 4


HP 5

L

Subversive Mirage

MOV M


Base: 32mm, 1 Model

When an enemy unit ends an activation within 1" of a scenario element in your table half, you may immediately add  to your essence reserve.

A

Phantasm





Target an enemy non-ESSENCE WEAVER model within 8" and make a  arcane hit roll. If the attack hits, you may immediately make a S MOV with the model's unit. All models in the unit have to end this move within unit coherency of another model in the same unit. This ability can only be used once per activation.

A

Accidents happen

A/



Target an enemy non-ESSENCE WEAVER model within 8" and make a  arcane hit roll. You may immediately make an attack with one weapon profile of the model hit, as if it were a friendly model under your control. Each time you use this ability, increase its cost by  until the end of this unit's activation.

The Hidden Marquis' Blade



1"

Hit



Damage



Concealed Pistol



8"

Hit



Damage



A

Mirror Image



Immediately place a Mirror Image unit with 3 models on the battlefield, with each model within 2" of a model in this unit. Any effects and conditions on this unit carry over to the Mirror Image unit. Then secretly mark one Mirror Image model with the "Original" token and the two remaining Mirror Image models with the "Illusion" tokens. Then remove this model from the battlefield and immediately end its activation.

Stealth

UMBRAL VEIL, ESSENCE WEAVER, CHARACTER

Essence



[BETA] The Hidden Marquis

PC 27

13.02.2024

DEF 7

ARM 4

HP 5

R

Fortunate demise

MOV M

Base: 32mm, 1 Model

When the last model of a friendly unit is destroyed, while within 8" of a model in this unit, before removing it from the battlefield, you may place a 32mm "False Martyr" manifestation within 1" of it, if no other "False Martyr" manifestation placed by this unit currently is on the battlefield. Then remove the destroyed model from the battlefield. While within 2" of a "False Martyr" manifestation, friendly models gain +1 on hit and damage rolls. This ability can only be used once per activation.

P

Can't trust your senses

Hit rolls against this unit cannot be rerolled.

P

The Hidden Marquis' Blade

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

The Hidden Marquis' Blade



1"

Hit



Damage



Concealed Pistol



8"

Hit



Damage



Stealth

UMBRAL VEIL, ESSENCE WEAVER, CHARACTER

Essence



[BETA] Mirror Images

PC X

13.03.2024

DEF 7

ARM 4

HP 1

R

Fortunate demise

MOV

Base: 32mm, 3 Models

When the last model of a friendly unit is destroyed, while within 8" of a model in this unit, before removing it from the battlefield, you may place a 32mm "False Martyr" manifestation within 1" of it, if no other "False Martyr" manifestation placed by this unit currently is on the battlefield. Then remove the destroyed model from the battlefield. While within 2" of a "False Martyr" manifestation, friendly models gain +1 on hit and damage rolls. This ability can only be used once per activation.

P

Hidden

While any Mirror Image models are on the battlefield, the Hidden Marquis doesn't count as destroyed and his leadership ability remains active.

P

Shattered illusion

When the Mirror Image with the "Original" token is destroyed, before removing it from the battlefield, immediately return The Hidden Marquis model to the battlefield and replace the respective Mirror Image model. Then remove all remaining Mirror Image models and the Hidden Marquis suffers one point of damage.

P

Now you see me ...

At the beginning of this unit's activation, immediately replace any friendly Mirror Image model with the "Hidden Marquis" model. Then remove all remaining friendly Mirror Image models from the battlefield.

P

Can't trust your senses

Hit rolls against this unit cannot be rerolled.

Stealth, Summoned

UMBRAL VEIL, ESSENCE WEAVER, CHARACTER

Essence



--

	Hit	Damage

--

	Hit	Damage

[BETA] Gutter Mob

PC 9

14.01.2024

DEF

5

ARM

3

HP

1

A

Annoying

A/



MOV

M

Base: 32mm, 5 Models

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


P

Endless Mob

At the beginning of this units activation you may return 1 of this unit's previously destroyed models to the battlefield. Place the returned model within 1" of another model in this unit.

P

Pillage

When this unit ends its activation within 1" of an objective within your opponent's table half, you may immediately add  to your essence reserve.

Improvised Weapons



1"

Hit



Damage



UMBRAL VEIL, MOB

Essence



[BETA] Abominable Alchemists

PC 15

24.01.2024

DEF	6	ARM	3	HP	2
MOV	M	Base: 32mm, 3 Models			



A	First Aid	A/	
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You may immediately remove one point of damage from a friendly model within 2" of a model in this unit. Each time you use this ability, increase its cost by until the end of this unit's activation.

R	Wicked Pace	
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When a friendly MONSTROSITY unit within 4" activates, you may use this ability. The activated unit gains the common passive ability "Reposition (1)" until the end of it's activation.

R	Protective Reflex	
----------	--------------------------	--

When a model in this unit is hit by an enemy arcane or ranged attack, you may use this ability. Choose another friendly MOB or MONSTROSITY model within 2". The chosen model becomes the new target of the attack, disregarding LOS and RNG of the attack.

W	Detonating Vial	
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When a model in this unit hits a model with it's "Detonating Vial" weapon, other models within 1" of the model hit immediately suffer a non-infuseable arcane damage roll.

Dagger

	Hit	Damage
1"		

Detonating Vial

	Hit	Damage
6"		

Immunity (Poisoned)

UMBRAL VEIL, ALCHEMIST

Essence

[BETA] Mutagenic Transmuters

PC 22

18.02.2024

DEF 5

ARM 3

HP 3

A

Frenzy Induction



MOV M

Base: 40mm, 3 Models

Choose a friendly MONSTROSITY model within 4" of a model in this unit. The chosen model may immediately make an attack action. After the attack action is concluded, the chosen model's unit gains an "Activated" token. This ability can only be used once per activation.

A

Direct Control

A/



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

R

Acidic Blood



When a model in this unit is destroyed by an enemy attack, you may use this ability. Choose an enemy unit within 1" of the destroyed model. The chosen unit suffers the "Poisoned" condition.

P

Mutual Aggression

When a model in this unit makes an attack against an enemy model that is in melee with a friendly MONSTROSITY model, you may reroll one blank in each hit and damage roll.

W

Volt Staff

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

Volt Staff



2"

Hit



Damage



Immunity (Poisoned), Regeneration

UMBRAL VEIL, ALCHEMIST

Essence



[BETA] Venomcraft Transmuters

PC 23

14.01.2024

DEF	5	ARM	3	HP	3
MOV	M	Base: 40mm, 3 Models			


A	Suspicious Smoke	
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Place a 32mm "Suspicious Smoke" essence manifestation within 8" of a model in this unit. While within 2" of the manifestation, models gain the common passive ability "Stealth". The area of the manifestation blocks LOS. Models entering or completing an action within 2" of the manifestation suffer the "Poisoned" condition. This ability can only be used once per game round.




A	Alchemical Vapour	A/ 
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All units without the common passive ability "Immunity (Poisoned)" within 2" of a model in this unit and enemy models targeting a model in this unit with an arcane or ranged attack suffer -1 to all hit rolls.




R	Primal Surge	
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When a friendly MONSTROSITY unit within 4" of a model of this unit activates, you may use this ability. During the next attack action this activation all melee hit and damage rolls of models in the unit are infused .

Cleaver


	Hit	Damage
1"		

Catalyst Injector

	Hit	Damage
B4"		

W	Catalyst Injector	
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This unit gains +2 on all hit rolls against friendly MONSTROSITY models with this weapon. When a friendly MONSTROSITY model is hit by an attack with this weapon, don't make a damage roll. Instead, you may remove up to 1 point of damage from the model hit.

Immunity (Poisoned), Regeneration, Relentless		Essence 
UMBRAL VEIL, ALCHEMIST		





[BETA] Mindwracked Aberrations

PC 25

14.01.2024

DEF	6	ARM	4	HP	2
MOV	S	Base: 32mm, 3 Models			

A	Mental Meltdown	
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Target an enemy model within 0" and make a     arcane hit roll. If the ability hits, the enemy model suffers the "Stunned" condition. This ability can only be used once per activation.

A	Force Aura	A/  
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Enemy arcane and ranged attacks targeting a friendly model within 2" of this unit, suffer -1 to all arcane and ranged damage rolls.

E	Essence Dosed: Windborne Elixir	
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This unit gains the common passive ability "Flying" until the beginning of their next activation.

P	Linked Minds	
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Increase the range of the "Mind Spike" weapon and the "Mental Meltdown" ability of this unit by 2" for each model in this unit still on the battlefield. Additionally, add +1 to all damage rolls with arcane attacks and abilities for each model in this unit currently destroyed.





Muzzled Maul


	Hit	Damage
1"	   	   

Mind Spike

	Hit	Damage
0"	   	   

W	Mind Spike	
----------	-------------------	--

Models hit by an attack with a "Mind Spike" weapon of a model in this unit are pushed 2" directly away. If the pushed model contacts another model or a linear terrain feature, add +1 to the damage roll of the attack. In addition, the model contacted suffers a non-infuseable     melee damage roll.

UMBRAL VEIL, MONSTROSITY		Essence 
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[BETA] Rampart Brute

PC 15

15.02.2024

DEF 5

ARM 4

HP 6

A

Uncontrollable Rage

A+



MOV M

Base: 50mm, 1 Model

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



R

Well fed



When a model in this unit destroys a non-CONSTRUCT model, you may use this ability. This unit may immediately remove up to 2 points of damage. This ability can only be used once per activation.

P

Critical Rampage

When a model in this unit critically hits an enemy model with a melee attack, after the attack is concluded, you may immediately make another attack with the same melee weapon. This additional attack cannot score a critical hit.

Improvised Club



2"

Hit



Damage



Meaty Fist



1"

Hit



Damage



E

Essence Dosed: Inconsistent Infusion

This unit either suffers -1 to its melee hit roles and adds +2 to its melee damage rolls or suffers -1 to its melee damage rolls and adds +2 to its melee hit rolls until the beginning of its next activation.

Immunity (Poisoned)

UMBRAL VEIL, MONSTROSITY

Essence

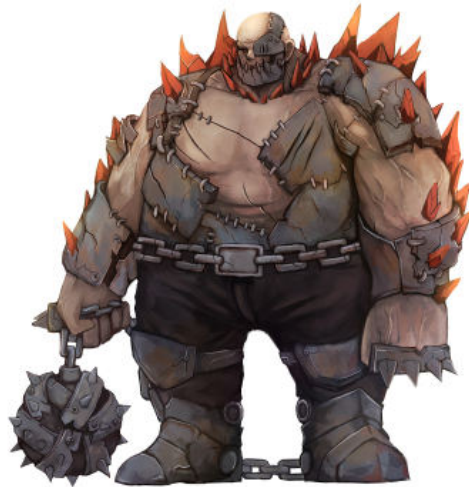


[BETA] Ironbound Brute

PC 14

14.01.2024

DEF	4	ARM	5	HP	6
MOV	S	Base: 50mm, 1 Model			



A **Taunt** 

If an enemy model within 4" of a model in this unit makes an attack and could target a model in this unit, it has to target a model in this unit unless your opponent pays 1 essence crystal. Note that each enemy model can only be affected by one instance of "Taunt". This ability lasts until this unit's next activation.

A **Alchemical Conditioning** **A/**  

This model gains the common passive ability "Tough Hide" until the beginning of it's next activation.

R **Intercept** 

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

P **Ensnared**

An enemy model hit by a ranged attack made by a model in this unit is pushed up to 6" directly towards this model. After the push has been completed, this model may immediately make one melee attack, targeting the pushed model.

E **Essence Dosed: Ironskin Tonic**

Models in this unit gain +1 ARM until the beginning of it's next activation.

Chained Mace

	Hit	Damage
2"		

Chain Pull

	Hit	Damage
6"		

Claim Ground (2), Immunity (Poisoned), Relentless

UMBRAL VEIL, MONSTROSITY **Essence** 

[BETA] Lurking Brute

PC 13

14.01.2024


DEF	7	ARM	3	HP	5
MOV	L	Base: 40mm, 1 Model			



A	Sunder	
----------	---------------	-------------------------------------------------------------------------------------

One model in this unit may target an enemy model within 1" and make a melee hit roll. If the target is hit, it suffers the "Crippled" condition. This ability can only be used once per activation.

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

E	Essence Dosed: Shadowmeld Serum	
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This unit gains the common passive ability "Stealth" until the beginning of it's next activation.

Metallic Talons


	Hit	Damage
1"		

Metallic Talons

	Hit	Damage
1"		

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Immunity (Poisoned), Pathfinder (CITY, ROCKS)	Essence 
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[BETA] Goreclaw Brutes

PC 24

14.01.2024

DEF	4	ARM	5	HP	4
MOV	M	Base: 50mm, 2 Models			



A	Territorial	A/	
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When an enemy model ends a move within 1" of a model in this unit, this model may immediately make a melee attack targeting the enemy model. This ability lasts until this unit's next activation.

R	Hot headed	
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When a model in this unit suffers damage from an attack, you may use this ability. The unit may immediately make a S MOV towards the attacking model.

R	Wild Throw	
----------	-------------------	--

When a model in this unit hits an enemy model with two melee attacks in the same attack action, after concluding the attacks, you may use this ability. Immediately push the enemy model 2" directly away from this model. The model pushed and models contacted by the pushed model suffer a melee damage roll.

P	Critical Shred	
----------	-----------------------	--

When a model in this unit critically hits an enemy model with a melee attack, it gains +2 on this attack's damage roll.

E	Essence Dosed: Fortune Serum	
----------	-------------------------------------	--

This model may reroll a blank in each melee hit and damage roll until the beginning of it's next activation.

Goreclaw

	Hit	Damage
1"		

Goreclaw

	Hit	Damage
1"		

Immunity (Poisoned)	UMBRAL VEIL, MONSTROSITY	Essence
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[BETA] Pied Piper

PC 19

14.01.2024

DEF 7

ARM 4

HP 4

A

Rodent Rhythm

A/



MOV M

Base: 32mm, 1 Model

This unit may immediately make a S MOV. This ability can only be used once per activation.

A

Rat-a-tap



The "Pied Piper" model may immediately make an attack with one of it's weapons. Instead of paying the essence cost of this ability, you may remove one friendly "Giant Rat" model in this unit from the battlefield instead.

P

Ratapella Resonance

When the "Pied Piper" model is hit by an enemy attack, you can select a friendly "Giant Rat" model in this unit within 2" of this model to be hit instead, disregarding LOS and RNG.

P

Rat-tical Overture

At the beginning of this unit's activation, if there are less than 4 "Giant Rat" models in this unit, place a new 32mm "Giant Rat" model within 2" of this unit's "Pied Piper" model.
When a friendly non-RAT model within 6" of this unit's "Pied Piper" model is destroyed and if there are less than 4 "Giant Rat" models in this unit, you may immediately place a new 32mm "Giant Rat" model within 2" of this unit's "Pied Piper" model.
"Giant Rat" models become part of this unit when placed. This unit may never contain more than 4 "Giant Rat" models.

Rapier of the Rat King



1"

Hit



Damage



The Ebonwhisper



6"

Hit



Damage



UMBRAL VEIL, CHARACTER

Essence



[BETA] Giant Rat

PC X

14.01.2024

DEF

6

ARM

2

HP

1

P

Furtide

MOV

M

Base: 32mm, 1 Model

When a model in this unit is targeting an enemy model with a melee attack, it gains +1 on melee hit and damage rolls for each other friendly RAT model in this unit currently within 1" of the targeted enemy model.

Gnarly teeth



1"

Hit



Damage



Summoned

UMBRAL VEIL, RAT

Essence