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# VEILBOUND SHOGUNATE

## CODEX IMPERIALIS

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*"Perfection through the erasure of self. Order as a gateway to the unknowable."*

We are the Veilbound. An ancient warrior civilization that blends rigid samurai discipline with exposure to incomprehensible cosmic entities from beyond the veil of reality. Our warriors channel otherworldly power through ritualized combat forms. Our priests commune with yokai and kami. Our commanders walk the razor edge between enlightened mastery and existential dissolution. Where lesser factions see madness, we see the truth beyond the veil -- and we have made it our weapon.

*Scroll of the Three Veils -- Dictated by the Masked Lords*

SHARDBORNE UNIVERSE -- TABLETOP WARGAME  
v2.0

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*This codex is classified. Its contents are for the eyes of sworn warriors only.*

## I. OUR HISTORY & CREED

*Eldritch samurai civilization blending rigid discipline with cosmic horror entities*

*"Perfection through the erasure of self. Order as a gateway to the unknowable."*

We are the Veilbound. An ancient warrior civilization that blends rigid samurai discipline with exposure to incomprehensible cosmic entities from beyond the veil of reality. Our warriors channel otherworldly power through ritualized combat forms. Our priests commune with yokai and kami. Our commanders walk the razor edge between enlightened mastery and existential dissolution. Where lesser factions see madness, we see the truth beyond the veil -- and we have made it our weapon.

**Core Philosophy:** The body is a vessel. The mind is a gate. Reality is a suggestion.

## II. POLITICAL STRUCTURE & HIERARCHY

**Government:** The Shrouded Shogunate -- ruled by the masked Shogun whose identity is unknown, even to the Masked Lords

**Hierarchy:** Shrouded Shogun -> Masked Lords -> Elite Commanders -> Ritual Captains -> Ashigaru

**Lore Leader:** The Shrouded Shogun -- no one alive has seen their face. Some whisper that there is no face beneath the mask -- only the

## III. THE DOCTRINE

### 1. Veil of Flesh

The body is a vessel -- train it until it breaks, then train it more. A Veilbound warrior's physical form has been honed through decades of brutal discipline until it moves without conscious thought.

### 2. Veil of Thought

The mind is a gate -- open it to the whispers beyond. Through meditation, ritual, and controlled exposure to the entities beyond the veil, our warriors hear the cosmic currents that guide fate.

### 3. Veil of Reality

Reality is a suggestion -- the disciplined may overwrite it. At the highest levels of mastery, our warriors and commanders can impose their will upon the fabric of existence itself.

## IV. OUR ENGINE: RITUAL FLOW & THE STANCE SYSTEM

Ritual Flow is the accumulation of spiritual energy generated by our warriors' disciplined combat. Each turn, as our units fight, pray, and channel, Flow builds in a shared pool -- unlocking increasingly powerful tier abilities. The Stance System allows each unit to choose its spiritual posture each turn: Honor Stance for unbreakable defense, or Revelation Stance for devastating offense at greater risk. These two systems interlock -- Revelation Stance generates more Flow, accelerating your path to the devastating Ascendant tier.

Level / Action	Effect
Stirring (5 Flow)	Unlock Tier 1 abilities. The veil thins.
Surging (12 Flow)	Unlock Tier 2 + all units +1 MOR. Spirits awaken.
Overflowing (20 Flow)	Unlock Tier 3 + 1 free card per turn. Reality bend
Ascendant (30 Flow)	Unlock Tier 4 + all units +1 ATK die + transformat
Honor Stance	+1 DEF, -1 ATK, cannot be flanked. Iron discipline
Revelation Stance	+1 ATK, -1 DEF, generate +1 Flow. Open the gate.
Fragment Cost	Activation costs Flow (tier x 2). No instability --

## V. FACTION ABILITIES

- +1 morale resistance -- our warriors do not know fear, only discipline.
- Enemy -1 morale when engaged in melee -- our presence is existentially unsettling.
- 10% miss chance on adjacent enemies -- Yokai Presence warps targeting.
- Commanders are immune to fear effects -- they have gazed beyond the veil and returned.

## VI. THE WAR COUNCIL

13 Commanders of the Veilbound Shogunate

The warriors who have pierced the Three Veils. Each commander below has achieved mastery beyond what lesser civilizations consider possible. Their combat forms are prayers. Their presence reshapes reality. Serve them with absolute discipline.

### 1. The Shrouded Shogun

*Keeper of the Final Cut*

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	5	45	9	8	10	29

**Base Stats:** Command: 10 | Knowledge: 10 | Leadership: 10 | Agility: 7 | Health: 450

*The embodiment of the Veilbound philosophy: a figure both human and alien, whose presence commands awe and terror. Rarely seen directly, the Shogun's actions shape the faction's strategy, military campaigns, and spiritual doctrine.*

### 2. Masked Lord Kurohane

*The Shadow Phalanx*

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	5	36	8	5	10	26

**Base Stats:** Command: 9 | Knowledge: 7 | Leadership: 9 | Agility: 6 | Health: 360

*Where Kurohane rides, shadows deepen and formations tighten. His presence turns ordinary infantry into an unbreakable wall of masked steel.*

Knowledge -> Oracle Mask: Increases bond generation and boosts Ritual Flow for all nearby units.

Chaos -> Dread Mask: Unleashes terror aura, enhances fear effects of all units under command.

Hybrid -> Balanced Lord: Moderate buffs to both Flow and fear effects.

### 3. Elite Commander Asagiri

*The Inkstep Duelist*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	12	8	9	22

**Base Stats:** Command: 6 | Knowledge: 8 | Leadership: 7 | Agility: 10 | Health: 270

*Between one heartbeat and the next, Asagiri has already struck twice. Her blade leaves trails of void-ink that linger like afterimages of death.*

Knowledge -> Flow Adept: Enhances Ritual Flow on nearby units, turning duels into Flow-generating events.

Chaos -> Phantom Duelist: Additional teleport attacks and fear on every hit. A nightmare in close combat.

Hybrid -> Balanced Duelist: Moderate teleport enhancement and Flow generation.

## 4. Elite Commander Hoshimaru

*The Starfall Guardian*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	5	33	8	5	10	23

**Base Stats:** Command: 8 | Knowledge: 7 | Leadership: 9 | Agility: 6 | Health: 330

*When Hoshimaru raises his banner, starlight cascades across the battlefield. His allies are shielded; his enemies are blinded.*

Knowledge -> Celestial Protector: Buffs all nearby units and increases chain bonuses. The ultimate protective commander.

Chaos -> Void Star: Gains AoE fear and damage over time aura. Protection through destruction.

Hybrid -> Balanced Guardian: Moderate buffs and AoE effects with stability.

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## 5. Ritual Captain Akikaze

*The Flow Surge*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	3	27	7	8	10	19

**Base Stats:** Command: 6 | Knowledge: 10 | Leadership: 8 | Agility: 5 | Health: 255

*Where Akikaze stands, the veils thin and Ritual Flow surges like a tide. Even the weakest unit becomes extraordinary under her guidance.*

Knowledge -> Enlightened Ritualist: Reduces cooldowns, boosts all Flow generation. The perfect support commander.

Chaos -> Corrupted Ritualist: Damage over time effects applied to all enemies in Flow range.

Hybrid -> Balanced Ritualist: Enhanced Flow with minor offensive capabilities.

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## 6. Ritual Captain Tsukihana

*The Sigil Weaver*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	8	8	9	20

**Base Stats:** Command: 7 | Knowledge: 9 | Leadership: 7 | Agility: 6 | Health: 270

*Her ink is alive. Her sigils write themselves into reality. When Tsukihana paints, the battlefield obeys.*

Knowledge -> Sigil Master: Stronger, more efficient Flow generation through masterful sigil work.

Chaos -> Ink Horror: Summons phantoms to fight alongside units. The ink comes alive.

Hybrid -> Balanced Weaver: Moderate sigil enhancement with minor summoning.

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## 7. Elite Commander Rengoku

*The Flame Crescent*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	33	10	5	10	22

**Base Stats:** Command: 8 | Knowledge: 6 | Leadership: 8 | Agility: 8 | Health: 315

*His blade draws arcs of cosmic fire. Each swing builds momentum until the battlefield erupts in a crescent of devastation.*

Knowledge -> Celestial Ronin: Enhanced speed and bonus to allied chain attacks. A precision fire master.

Chaos -> Infernal Ronin: Massive AoE attacks with persistent fear aura. Unstoppable in melee.

Hybrid -> Balanced Ronin: Moderate fire enhancement and chain bonuses.

## 8. Elite Commander Yukimaru

*The Spirit Fang*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	30	11	5	10	22

**Base Stats:** Command: 7 | Knowledge: 6 | Leadership: 8 | Agility: 9 | Health: 300

*The pack follows Yukimaru not because they must, but because his bond with the spirit wolves is absolute. Where he rides, the hunt begins.*

Knowledge -> Flow Rider: Enhances all Spirit Rider cavalry effectiveness. The ultimate cavalry support commander.

Chaos -> Shadow Beastmaster: Summons shadow beasts alongside units. The pack grows beyond reality.

Hybrid -> Balanced Hunter: Moderate cavalry enhancement with minor summoning.

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## 9. Commander Hisame

*The Celestial Bow*

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	27	10	8	9	20

**Base Stats:** Command: 7 | Knowledge: 8 | Leadership: 7 | Agility: 8 | Health: 255

*Her arrows are drawn from starlight and released into destiny. Each shot finds not where the enemy is, but where they will be.*

Knowledge -> Star Archer: Bonus damage and range for all allied ranged units. Unmatched precision.

Chaos -> Void Archer: Inflicts additional fear and damage over time. Arrows become cursed projectiles.

Hybrid -> Balanced Archer: Moderate range and damage enhancement.

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## 10. Commander Midorikaze

*The Lotus Bloom*

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	4	30	8	8	10	22

**Base Stats:** Command: 7 | Knowledge: 8 | Leadership: 8 | Agility: 6 | Health: 285

*In the garden of war, Midorikaze is both the gardener and the poison. Her enemies wilt before they understand why.*

Knowledge -> Lotus Sage: Improves Ritual Flow and unit efficiency. The garden feeds the army.

Chaos -> Lotus Horror: Summons phantoms and AoE debuffs. The garden becomes a nightmare.

Hybrid -> Balanced Gardener: Moderate debuff enhancement with minor Flow generation.

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## 11. Commander Kagero

*The Shadow Phantom*

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	3	24	12	5	9	19

**Base Stats:** Command: 6 | Knowledge: 7 | Leadership: 7 | Agility: 10 | Health: 240

*Kagero does not fight battles. He ends them -- silently, suddenly, and with the certainty of a closing eye.*

Knowledge -> Flow Phantom: Enhances Flow generation and chain bonuses through phantom strikes.

Chaos -> Shadow Phantom: Additional AoE damage with fear on every phantom strike.

Hybrid -> Balanced Phantom: Moderate stealth enhancement with controlled fear effects.

## 12. Commander Tsuyukusa

*The Ink Current*

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	9	8	9	21

**Base Stats:** Command: 7 | Knowledge: 8 | Leadership: 7 | Agility: 7 | Health: 270

*The ink flows where Tsuyukusa wills it. She reshapes the currents of battle like water reshaping stone -- slowly, inevitably.*

Knowledge -> Ink Master: Enhances Ritual Flow and reduces cooldowns. The current carries all allies forward.

Chaos -> Corrupt Ink: AoE debuff and damage over time. The ink becomes poison.

Hybrid -> Balanced Current: Moderate Flow enhancement with minor debuff effects.

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## 13. Commander Hoshikami

*The Star Weaver*

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	3	27	9	8	9	19

**Base Stats:** Command: 7 | Knowledge: 9 | Leadership: 7 | Agility: 7 | Health: 255

*Hoshikami's illusions are so perfect that even his allies sometimes wonder which version of reality is real. In the end, it doesn't matter -- all versions serve his purpose.*

Knowledge -> Star Sage: Greatly enhances Ritual Flow generation and chain bonuses. The stars align for all allies.

Chaos -> Star Horror: Illusions become semi-real, dealing actual damage. Reality becomes uncertain.

Hybrid -> Balanced Weaver: Moderate illusion and Flow enhancement.

## VII. THE RANKS

Complete Unit Roster -- 60 Units

*From the humble Ashigaru to the transcendent Spirit Monolith, each warrior has pierced at least one Veil. Their discipline is their power.*

### Infantry (16 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Veiled Ashigaru	2	6	3	3	7	1	6	Stance, Cavalry Screen (+1 DEF when
Mask Bearers	2	0	3	6	7	1	8	Stance, Dread Aura (enemies within
Inkblade Initiates	2	6	3	3	8	1	6	Stance, Duelist (reroll 1 die when
Shrine Wardens	3	6	4	6	7	1	7	Stance, Objective Holders (+1 DEF w
Temple Defenders	3	6	5	9	6	1	8	Stance, Shield Wall (friendly units
Moonlit Duelists	3	9	4	6	8	1	8	Stance, Riposte (when attacked in m
Spirit Javelin Skirmis	3	6	3	6	8	12	7	Stance, Skirmish (may move 3" after
Moonlit Wanderers	3	9	3	6	8	1	7	Stance, Flowing Retreat (move 4" af
Starblade Samurai	4	12	4	6	7	1	8	Stance, Revelation Mastery (in Reve
Oni Mask Executioners	4	12	3	6	8	1	8	Stance, Executioner (+2 ATK dice ag
Lotus Ascetics	4	9	4	6	7	1	8	Stance, Adaptive (may switch stance
Spirit Wolf Packs	4	9	3	6	9	1	7	Stance, Pack Tactics (+1 ATK die fo
Void Serpent Harriers	4	9	3	6	9	1	7	Stance, Serpent Strike (melee hits
Kintsugi Blademasters	5	12	4	12	7	1	9	Stance, Kintsugi Rage (+1 ATK die f
Inkblade Masters	5	12	4	9	7	1	8	Stance, Commander Bond (+2 ATK dice
Hollow Lord Phalanx	6	12	5	15	7	1	9	Stance, Transformation Catalyst (if

### Cavalry (10 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Star Serpent Lancers	5	12	4	6	11	1	7	Charge (+1 ATK die when charging 4"
Lunar Kitsune Riders	5	9	4	6	11	1	8	Illusion (enemy ranged attacks agai
Thunder Kirin Cavalry	5	9	4	6	11	1	7	Momentum Strike (+1 ATK die on char
Shrine Lion Riders	5	9	4	9	10	1	8	Momentum Strike (+1 ATK die on char
Spirit Wolf Hunters	5	9	3	9	11	1	7	Pack Tactics (+1 ATK die for each o
Spirit Dragon Cohort	5	9	4	6	11	1	8	Momentum Strike (+1 ATK die on char
Crimson Oni Riders	6	15	4	9	10	1	8	Charge (+2 ATK dice when charging),
Void Crane Riders	6	12	4	9	12	1	7	Spirit Glide (float over terrain; g
Eclipse Manta Riders	6	12	3	6	12	8	7	Spirit Glide (float over terrain; g
Dreambound Riders	7	12	4	12	12	1	8	Dream Walk (ignore engagement and t

### Support (7 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Banner of Silent Praye	2	0	3	6	7	1	8	Inspiring (+1 MOR to friendly units
Lantern Bearers	2	3	3	3	7	1	8	Lantern Light (friendly units withi
Spirit Healer Monks	3	0	4	9	7	1	8	Heal (restore 2 HP to adjacent frie

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Flow Adepts	3	3	3	6	7	1	7	Flow Amplifier (friendly units with
Shrine Artificers	3	3	3	6	7	1	7	Construct Spirit Wall (place Light
Ink Sigil Crafters	3	3	3	6	7	14	7	Sigil of Binding (target enemy unit
Phantom Ward Construct	5	0	5	15	0	1	10	Immovable (placed during deployment

## Scout (4 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Ink Messengers	2	3	2	3	12	1	6	Stance, Swift (may Advance and Dash
Ink Shadow Scouts	3	6	3	3	10	1	7	Spirit Sight Patrol (deploy 6" ahea
Spirit Tracker Pack	3	6	3	6	10	1	7	Stance, Spirit Sight (reveal all St
Ink Dragon Scouts	4	6	3	6	11	10	7	Spirit Sight Patrol (deploy 6" ahea

## Artillery (4 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Dreampiercer Archers	4	9	3	6	7	22	7	Phase Arrows (target does not benef
Void Bolt Crossbowmen	4	12	3	6	6	18	7	Armor Piercing (target's DEF reduce
Celestial Slingers	4	9	3	6	7	16	7	Blast (hits target + all within 1")
Shadow Marksmen	5	9	3	6	7	24	8	Sharpshot (crits on 5+), Sniper (ma

## Specialist (8 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Veilbound Sigil Bearer	3	6	3	6	7	1	7	Sigil of Dread (enemies within 4" s
Silent Ink Assassins	4	9	3	6	9	1	7	Ink Shadow Cloak (invisible while s
Ritual Captains	5	6	4	9	7	1	9	Flow Nexus (friendly units within 4
Hollow Shrine Guardian	5	9	4	9	6	1	9	Terror Aura (enemies within 4" suff
Lotus Phantom Assassin	5	12	3	6	9	1	8	Dream Walk (move through units and
Masked Lord Retinue	5	12	4	9	7	1	9	Commander Bond (+1 ATK when within
Spirit Monolith	6	0	6	18	0	1	10	Immovable (cannot move; placed duri
Shrouded Shogun Vassal	6	15	5	12	7	1	10	Shogun Only (can only be taken if T

## War Machine (11 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Lotus Ascendant Monoli	65	9	5	24	0	1	10	Bloom (spend 5 Ritual Flow: deal 3
Spirit Temple Walker	70	12	5	24	6	1	10	Spirit Summon (once per turn: place
Walking Torii Gate	75	12	5	27	6	1	10	Reality Warp (once per turn: telepo
Hollow Ronin Construct	80	21	4	24	8	1	10	Multi-Strike (may split ATK dice be
Komainu Guardian Colos	85	18	5	30	7	1	10	Yokai Presence (enemies within 3" s
Eclipse Manta Titan	90	18	4	30	12	8	10	Spirit Glide (float over terrain; g
Shrouded Throne Entity	90	15	5	36	0	10	10	Reality Distortion (all enemy units
Celestial Ink Dragon	95	18	4	27	10	18	10	Ink Cloud (after attacking, target
Veilbound Oni Juggerna	95	27	4	36	7	1	10	Devastating Charge (+3 ATK dice whe
Shrine Dragon	100	21	4	30	10	14	10	Dragon Breath (Blast: hits target +

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Celestial Shogun Const	150	27	7	54	7	8	10	Stance, Ancestral Resonance (genera

## VIII. SACRED ARTIFACTS

*Fragment Catalogue -- 15 Fragments*

*Sacred relics from beyond the Veil, purified through ritual and discipline. Their activation costs Flow -- spiritual energy freely given, never stolen.*

**1. Spirit Thread**

**Cost:** 1

**2. Ancestral Echo**

**Cost:** 1

**3. Veil Tear**

**Cost:** 2

**4. Phantom Mask**

**Cost:** 2

**5. Ritual Blade**

**Cost:** 3

**6. Flow Conduit**

**Cost:** 2

**7. Yokai Summon**

**Cost:** 3

**8. Soul Mirror**

**Cost:** 3

**9. Kitsune Charm**

**Cost:** 2

**10. Onryo Wail**

**Cost:** 3

**11. Celestial Ink**

**Cost:** 1

**12. Void Step**

**Cost:** 2

**13. Kami's Blessing**

**Cost:** 1

**14. Dragon Vein Tap**

**Cost:** 4

**15. Shinigami Mark**

**Cost:** 2

## IX. TACTICAL DOCTRINE

### *How We Win*

Warriors of the Veil -- this scroll contains the combat doctrines handed down from the Masked Lords. Read. Memorize. Internalize. Then burn this scroll, for true knowledge lives in the body, not on paper. Our way is precision, not brute force. Patience, not recklessness. Each warrior is worth ten of the enemy. Act accordingly.

#### >> The Flow Ramp

Early turns: all units in Revelation Stance to generate Flow aggressively. Accept the -1 DEF -- use terrain and positioning to compensate. By Turn 3, you should be at Surging (12 Flow). By Turn 4, Overflowing (20 Flow). At Ascendant, you win.

#### >> Stance Dancing

The best Veilbound players switch stances turn by turn. Revelation on Turn 1 (generate Flow), Honor on Turn 2 (absorb the counter-attack), Revelation on Turn 3 (push again). This rhythm keeps the enemy guessing while steadily building Flow.

#### >> The Kintsugi Principle

Kintsugi Blademasters gain +1 ATK per HP lost. At 5/9 HP remaining, they have 16 ATK. Don't heal them. Let them rage. Position Shrine Wardens nearby for morale support, but let the gold-cracked warriors break the enemy with their pain.

#### >> Yokai Pressure

Adjacent enemies have a 10% miss chance from Yokai Presence. Stack this with Honor Stance (+1 DEF) and Shrine Oath bonuses (+1 DEF). The enemy needs 6+ to hit -- and 10% of those still miss. Your Shrine Wardens become functionally invulnerable.

#### >> Assassination Doctrine

Commander Kagero has 18 ATK, 12 MOV, and stealth. He exists to kill enemy commanders. Flow to Surging, activate his Tier 2 ability for guaranteed backstrike, and cut the head off the snake. Without their commander, the enemy army crumbles.

#### >> Counter-Play: Thornweft

Their teleportation is annoying, but our morale warfare counters it. They must appear SOMEWHERE -- when they do, engage with units that impose -1 MOR. Sacred Grounds terrain reduces their Fate-Thread effectiveness. Force them to fight, and our discipline beats their tricks.

## X. APPENDIX

*Quick Reference & Combat Summary*

### Combat Resolution

Roll ATK dice. Each die  $\geq$  target's DEF = 1 Hit (1 damage). Natural 6 = Critical Hit (always hits, deals 2 damage, ignores DEF 7+). Subtract total damage from target's HP. Unit destroyed at 0 HP.

### Combat Modifiers

Modifier	Effect
Flanking	+1 ATK die
Rear Attack	+2 ATK dice
Light Cover	+1 DEF vs ranged
Heavy Cover	+2 DEF vs ranged
Elevated	+1 ATK die (ranged)
Charging (5"+ straight)	+1 ATK die (melee)
Commander Aura (8")	+1 MOR

### Morale Tests

When a unit is at half HP or below at the End Phase, roll 2d6. If the total is  $\leq$  the unit's MOR stat, they pass. If they fail, the unit flees and is removed from play. Commander Aura adds +1 MOR to all units within 8".

### Army Building

Battle Size	Rules
Skirmish	50-100 pts   5-20 units   1 WM max   30x30"
Standard	200-300 pts   15-30 units   3 WM max   48x48"
Epic	500+ pts   30-60 units   6 WM max   60x72"

### Victory Conditions

- Annihilation: Destroy the enemy Commander
- Objective Control: Control majority of 3 objectives after the final turn
- Attrition: Destroy the most enemy points over the full game
- King of the Hill: First to 5 VP from controlling the center objective

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END OF VEILBOUND SHOGUNATE CODEX

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