Woven by the Loom Council -- Sealed with Gossamer Thread

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THORNWEFT MATRIARCHY

CODEX IMPERIALIS

"Fate is not written -- it is woven."

The Thornweft do not march to war -- we weave it. From the living Web that spans our underground empire, the Matriarchy sends armies that arrive from impossible angles, fight on terrain that didn't exist moments ago, and vanish into silk-spun shadows when the battle turns. Our spiders are not pets -- they are partners, bonded at the soul, and together we reshape reality one thread at a time. Where others see a battlefield, we see raw material waiting to be rewoven.

Woven by the Loom Council -- Sealed with Gossamer Thread

SHARDBORNE UNIVERSE -- TABLETOP WARGAME
v2.0

TABLE OF CONTENTS

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

I. OUR HISTORY & CREED

Spider-worshipping fate-weavers who spin silk roads that rewrite geography

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Core Philosophy: The battlefield is raw material -- reshape it.

II. POLITICAL STRUCTURE & HIERARCHY

Government: Loom Council -- 5 Loom-Mothers who each oversee a Domain of the Web
Hierarchy: Arachessa the Weave-Queen -> Loom Council -> Thread-Seers -> Silk-Marshals -> Web-Spinners -> Shuttle-Consorts
Lore Leader: Arachessa the Weave-Queen -- fused with the Web's central nexus for 200 years, seeing all threads simultaneously

III. THE DOCTRINE

1. **The Loom**

    The battlefield is raw material -- reshape it. Every rock, every river, every shadow is a thread waiting to be rewoven into something that serves US. Terrain is not an obstacle -- it is a weapon we haven't deployed yet.

2. **The Silk**

    Every strand connects; isolation is death. The Web is all. A warrior outside the Web-Anchor network is a thread cut loose -- weak, vulnerable, purposeless. Stay connected. Stay woven. Stay strong.

3. **The Fang**

    Even spiders bite -- patience ends in violence. We are not pacifists. We are not passive. We are PATIENT. And when patience runs out, the Fang strikes -- swift, venomous, absolute.

IV. OUR ENGINE: WEB-ANCHOR NETWORK & FATE-THREADS

The Web-Anchor Network is our greatest instrument. Anchors placed across the battlefield create a silk-spun infrastructure of teleportation corridors, defensive buffs, and strategic flexibility that no other faction can match. Fate-Threads are our rarest resource -- finite strands of destiny-altering energy that let us force enemy rerolls, negate their cards, or guarantee our own critical strikes.

Level / Action	Effect
Web-Anchor Placement	1 per turn, within 8" of any friendly unit
Max Anchors	4 (Skirmish) / 6 (Standard) / 10 (Epic)
Teleport	Up to 3 units/turn: within 4" of Anchor -> within 4
Severed (0 Anchors within 6")	-1 ATK, -1 MOR. Cut off from the Web.
Threaded (1 Anchor within 6")	No bonus. Minimum acceptable connection.
Woven (2 Anchors within 6")	+1 DEF. The Web strengthens.
Enthroned (3+ Anchors within 6")	+1 DEF AND +1 ATK. Full resonance.
Fate-Thread Pool	Equal to Commander's Command stat (finite per game
1 Thread	Force enemy reroll OR grant ally reroll
2 Threads	Force enemy Morale re-check
3 Threads	Negate an enemy card effect completely

V. FACTION ABILITIES

- Web-Network Teleport: our units phase through silk-space between Anchors.
- Fate-Threads: finite but devastating -- force rerolls, negate cards, rewrite outcomes.
- Gossamer Trap: create 4" zones that are impassable for enemies, open for us.
- Silk Shroud: +1 DEF near web terrain -- the silk itself protects its weavers.

VI. THE WAR COUNCIL

13 Commanders of the Thornweft Matriarchy

The weavers of fate, the spiders at the center of the web. Each of these commanders has been chosen by the Loom Council for their unique ability to reshape battlefields. Study their threads -- and learn to weave your own.

1. Loom-Mother Vethiss

The War-Weaver

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	5	30	8	10	9	24

Base Stats: Command: 10 | Knowledge: 9 | Leadership: 8 | Agility: 5 | Health: 255

Bonded to Skithari, a Queen-Spawn Spider of terrifying intelligence. Vethiss has woven more war-webs than any living commander, and none of them have ever been breached.

Knowledge -> Perfect Architect: Vethiss builds flawless web-networks that cover the entire battlefield. Teleportation is instant and

Chaos -> Reality Weaver: Vethiss weaves so aggressively that reality buckles -- the battlefield itself becomes a weapon.

Hybrid -> Tactical Web-Commander: Balanced network control with selective reality manipulation

2. Thread-Seer Kythara

The Fate-Ripper

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	3	24	9	14	8	22

Base Stats: Command: 8 | Knowledge: 10 | Leadership: 6 | Agility: 7 | Health: 225

Kythara doesn't read fate -- she tears it apart and reassembles it to her liking. Other Thread-Seers consider her brilliant, reckless, and terrifying in equal measure.

Knowledge -> Fate Architect: Kythara controls probability with surgical precision. Every dice roll bends to her will.

Chaos -> Causality Storm: Kythara tears fate apart so violently that probability ceases to function normally for everyone.

Hybrid -> Tactical Fate-Weaver: Selective probability control with aggressive thread-pulling

3. Silk-Marshal Draven

The Venom King

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	4	27	9	10	8	20

Base Stats: Command: 7 | Knowledge: 9 | Leadership: 7 | Agility: 8 | Health: 240

The highest-ranking male in the Matriarchy's military history. Draven earned his title by developing seventeen new combat venoms, each more exquisitely painful than the last.

Knowledge -> Master Toxicologist: Draven's venoms are perfectly calibrated -- each dose does exactly what's needed.

Chaos -> Plague Weaver: Draven's venoms mutate and spread uncontrollably, infecting entire armies.

Hybrid -> Tactical Poisoner: Controlled venom deployment with selective contagion

4. Thread-Cutter Nyx

She Who Severs

ATK	DEF	HP	MOV	RNG	MOR	PTS
21	2	18	11	6	9	19

Base Stats: Command: 6 | Knowledge: 8 | Leadership: 5 | Agility: 10 | Health: 195

No one knows what Nyx looks like. Her spider-bond is with an invisible Loom-Spider that wraps her in light-bending silk. She kills by severing fate-threads -- her victims simply cease to have ever existed.

    Knowledge -> Perfect Assassin: Nyx strikes with absolute precision -- one cut, one kill, no trace.

    Chaos -> Existential Annihilator: Nyx cuts so many threads that reality frays around her -- people forget their own names in her presen

    Hybrid -> Tactical Shadow: Selective assassination with controlled stealth

5. Brood-Warden Thessari

Mother of Ten Thousand

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	5	30	7	6	9	21

Base Stats: Command: 7 | Knowledge: 8 | Leadership: 9 | Agility: 5 | Health: 270

Thessari is bonded to a brood-mother spider that lays eggs in the heat of battle. Her armies grow while the enemy watches in horror as spiderlings boil from cocoons mid-combat.

    Knowledge -> Mother Superior: Thessari breeds spiders with perfect efficiency -- reliable, numerous, and well-coordinated.

    Chaos -> Mutation Mother: Thessari's brood mutates unpredictably -- some are useless, some are monstrous nightmares.

    Hybrid -> Tactical Breeder: Controlled spawning with selective specialization

6. Silk-Warden Morthis

The Living Trap

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	6	33	6	8	9	20

Base Stats: Command: 8 | Knowledge: 9 | Leadership: 7 | Agility: 4 | Health: 285

Morthis doesn't fight -- he builds the battlefield into a killing floor. Enemies walk into his webs and never walk out. His patience is legendary; he once waited nine hours for a single enemy commander to step on the right square.

    Knowledge -> Perfect Fortress: Morthis builds web-fortresses that are literally impregnable.

    Chaos -> Reality Prison: Morthis's traps don't just catch bodies -- they trap minds, time, and space.

    Hybrid -> Tactical Warden: Controlled trap deployment with selective effects

7. Loom-Mother Silivex

The Whispering Weave

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	3	24	9	14	9	22

Base Stats: Command: 9 | Knowledge: 10 | Leadership: 8 | Agility: 7 | Health: 210

Silivex oversees the Domain of Shadow within the Loom Council. Her spiders are invisible, her warriors are silent, and her web is woven from stolen secrets.

    Knowledge -> Shadow Architect: Silivex knows everything -- every enemy plan, every hidden unit, every secret.

    Chaos -> Terror Incarnate: Silivex weaponizes fear so completely that enemies forget why they're fighting.

    Hybrid -> Tactical Whisperer: Balanced intelligence gathering with selective fear deployment

8. Spindle-Knight Varek

The Silk Bulwark

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	7	42	7	1	10	23

Base Stats: Command: 7 | Knowledge: 5 | Leadership: 9 | Agility: 4 | Health: 360

Varek defied tradition by becoming the first male Thornweft to bond with a Matriarch-stage spider. His chitin-plate armor and silk-woven tower shield make him the Matriarchy's most durable frontline commander.

Knowledge -> Perfect Guardian: Varek becomes an immovable fortress that protects everything around him.

Chaos -> Living Fortress: Varek's armor grows wild, becoming a walking fortress of chitin and silk that crushes anything nearb

Hybrid -> Tactical Bulwark: Balanced defense with selective protection

9. Web-Walker Ithris

The Between-Step

ATK	DEF	HP	MOV	RNG	MOR	PTS
15	2	21	18	8	8	20

Base Stats: Command: 7 | Knowledge: 8 | Leadership: 6 | Agility: 10 | Health: 210

Ithris exists in two places simultaneously -- physically present and web-phased. She walks between the strands of reality, appearing and disappearing mid-stride. Her enemies can never be sure which version of her is real.

Knowledge -> Perfect Phase: Ithris teleports with absolute precision -- anywhere on the board, anytime, with no error or risk.

Chaos -> Reality Fracture: Ithris phases so violently that space itself cracks around her.

Hybrid -> Tactical Walker: Controlled phasing with selective spatial effects

10. Cocoon-Keeper Rathis

The Harvester

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	4	27	8	8	8	18

Base Stats: Command: 7 | Knowledge: 8 | Leadership: 7 | Agility: 6 | Health: 255

Rathis sees the battlefield as a pantry. Every enemy is future resources -- she wraps them in silk, processes them, and feeds the Web. Her efficiency is admired. Her enthusiasm is concerning.

Knowledge -> Perfect Processor: Rathis turns every dead enemy into maximum value -- reinforcements, repairs, and buffs.

Chaos -> Ravenous Recycler: Rathis's harvesting becomes frenzied -- she cocoons living enemies mid-battle.

Hybrid -> Tactical Harvester: Controlled resource extraction with selective processing

11. Silk-Mender Yalith

The Living Suture

ATK	DEF	HP	MOV	RNG	MOR	PTS
9	5	24	7	6	9	18

Base Stats: Command: 6 | Knowledge: 10 | Leadership: 8 | Agility: 6 | Health: 210

Yalith's hands never stop moving -- silk threads pour from her fingertips, stitching torn flesh, binding shattered chitin, weaving protective cocoons around the wounded. She walks the battlefield like a surgeon walks an operating theater: calm, deliberate, already planning the next save.

Knowledge -> Grand Silk-Mender: Yalith's healing silk is perfected -- every thread mends exactly what's needed, leaving units strong

Chaos -> Blood-Silk Revenant: Yalith has learned to steal life from enemies to fuel her healing -- and to animate the dead with pup

Hybrid -> Battlefield Surgeon: Controlled life-transfer with selective revivification -- Yalith saves who matters most.

12. Fang-Rider Kaelyx

The Silk Tempest

ATK	DEF	HP	MOV	RNG	MOR	PTS
18	4	27	12	4	8	22

Base Stats: Command: 8 | Knowledge: 6 | Leadership: 7 | Agility: 10 | Health: 225

Kaelyx rides a Matriarch-stage spider named Skein -- a creature so massive its legs leave furrows in stone. Together they lead the Thornweft's mounted host in charges that sound like a thunderstorm made of chitin and screaming silk.

Knowledge -> Master Rider: Kaelyx and Skein move as one organism. Every charge is timed perfectly, every flank executed with su

Chaos -> Stampede Incarnate: Kaelyx has become pure momentum -- she cannot stop, will not stop, and anything in her path is trampl

Hybrid -> Silk Tempest: Controlled aggression -- Kaelyx charges devastatingly but can rein in when needed.

13. Loom-Shaper Quileth

The Living Loom

ATK	DEF	HP	MOV	RNG	MOR	PTS
12	4	24	7	10	9	20

Base Stats: Command: 7 | Knowledge: 10 | Leadership: 8 | Agility: 5 | Health: 210

Quileth doesn't fight battles -- she reshapes them. Walls of hardened silk erupt from nothing. Bridges of gossamer span chasms. The ground itself becomes web, and the web becomes whatever Quileth needs it to be. By the end of a battle, the terrain belongs to her.

Knowledge -> Grand Architect: Quileth's terrain manipulation is absolute -- she builds perfect fortifications, optimal chokepoints,

Chaos -> Living Loom: Quileth's web has become alive -- it grows, hunts, and devours. The battlefield itself turns predator

Hybrid -> Tactical Shaper: Controlled terrain manipulation with selective weaponization -- Quileth builds what's needed and arms

VII. THE RANKS

Complete Unit Roster -- 50 Units

Every warrior, spider, and construct in the Matriarchy's web. Each thread has its place. Each operative serves the grand pattern.

Infantry (15 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Thread-Warden Infantry	2	6	3	3	7	1	6	Venom Strike (1 token on hit), Web-
Silk-Warden Regulars	2	9	3	3	7	1	7	Venom Strike, Silk Barricade (+1 DE
Web-Spinner Sappers	2	6	3	3	7	1	7	Lay Web Terrain (create 3" web zone
Shuttle-Consort Militi	2	6	2	3	7	1	5	Expendable, Screen (block charge la
Gossamer Guard	3	12	5	6	7	1	8	Silk-Anchored (reroll failed MOR ch
Venom Dancers	3	12	2	3	9	1	7	Venom Strike (2 tokens on hit), Dod
Silk-Shot Skirmishers	3	9	2	3	8	10	6	Venom Darts (apply 1 venom token at
Cocoon Wardens	3	9	4	6	6	1	7	Cocoon Harvest (generate 1 resource
Anchor Guard	3	9	5	6	6	1	9	+2 DEF when within 3" of Web-Anchor
Phase-Silk Infiltrator	4	15	2	3	9	1	8	Silk Camouflage (invisible in web t
Thread-Seer Acolytes	4	6	3	6	7	10	8	Fate-Read (1 free reroll per turn f
Silk-Blade Duelists	4	15	3	6	8	1	8	Thread-Dancer (reroll 1 ATK die in
Fear-Weavers	4	9	3	6	7	1	9	Terror Aura (-1 MOR to enemies with
Fang Guard Elite	5	15	5	9	7	1	9	Venom Strike (2 tokens), Silk Barri
Fate-Blessed Veterans	5	15	5	9	7	1	9	Veteran, Venom Strike, Reroll 1s

Cavalry (5 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Spiderling Scouts	4	9	2	6	12	6	6	Web-Sense Patrol (deploy 6" ahead;
Silk-Rider Lancers	5	15	4	9	10	4	8	Wall-Climber, Spider-Pounce (+2 ATK
Phase-Silk Cavalry	6	12	3	9	14	6	8	Silk-Step (teleport 8" through web
Matriarch Riders	8	18	5	12	10	6	9	Wall-Climber, Web-Caster (8" immobi
Queen-Spawn War-mount	10	21	6	15	9	8	10	Wall-Climber, Mobile Web-Anchor, Si

Support (8 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Web-Anchor Engineers	3	6	3	6	7	1	7	Deploy Web-Anchor (takes 1 activati
Silk Surgeons	3	6	3	6	7	6	7	Heal (restore 1d3 HP with silk bind
Gossamer Trap Layers	3	6	3	6	7	1	6	Lay Gossamer Trap (3" zone: enemies
Vibration Drummers	3	6	3	6	7	1	8	Inspiring Vibration (+1 MOR to near
Spider Handlers	3	6	3	6	7	1	7	Command Spiders, Calm Beast (preven
Venom Alchemists	4	6	2	6	7	10	7	Coat Weapons (+1 venom token to nea
Cocoon Processors	4	6	4	6	6	1	7	Process Cocoon (convert 1 cocooned
Fate-Thread Weavers	5	6	2	6	7	14	8	Fate Manipulation (force 1 enemy re

Scout (3 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Tremor Sentinels	2	6	2	3	7	1	7	Detect Hidden Units (12" tremor-sen
Silk-Shadow Scouts	3	9	2	6	12	8	7	Silk Camouflage (invisible in web t
Thread-Reader Outrider	4	9	3	6	11	10	8	Fate-Read (reveal enemy unit stats

Artillery (3 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Silk Catapult	6	12	3	9	5	26	7	Indirect Fire, Web-Bomb (6" blast c
Venom Mortar	7	15	3	9	5	26	7	Indirect Fire, Venom Blast (4" blas
Fate-Loom Siege Engine	8	9	3	12	5	32	8	Fate Disruption (target unit loses

Specialist (5 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Spiderling Swarm	3	9	1	3	10	1	5	Swarm (3 models count as 1 unit), W
Cocoon Bombers	4	9	3	6	8	10	7	Cocoon Grenade (4" blast, immobiliz
Thread-Cutter Assassin	5	18	2	6	10	1	9	Silk Camouflage (invisible in web t
Silk Wraiths	5	15	1	6	10	1	8	Silk-Step (50% miss chance; exists
Reality Weavers	6	9	3	6	7	10	8	Terrain Weaving (move or create ter

War Machine (11 units)

Name	PTS	ATK	DEF	HP	MOV	RNG	MOR	Specials
Cocoon Harvester	60	15	5	21	7	6	10	Mass Cocoon (wrap 1d3 adjacent enem
Trap-Layer Construct	60	9	4	15	8	1	10	Auto-Trap (lay 1 Gossamer Trap per
Crawler Siege Engine	65	18	5	21	8	10	10	Wall-Climber, Web-Bomb Launcher, Si
Venom Engine	70	18	5	24	7	14	10	Venom Spray (12" cone, 2 venom toke
Phase-Silk Wraith Spid	70	18	3	18	12	6	10	Silk-Step (50% miss chance; partial
Web-Fortress	80	12	8	30	0	14	10	Immovable, Enhanced Web-Anchor (dou
Fate-Loom Engine	85	12	5	27	5	32	10	Fate Weaving (force 3 enemy rerolls
Brood-Mother Spider	90	21	6	30	8	6	10	Spawn Spiderlings (1d3 per turn, ma
Silk Colossus	100	24	7	36	7	8	10	Massive, Silk Storm (18" cone AoE +
Gossamer Titan	110	27	6	39	6	10	10	Reality Weaving (reshape terrain wi
Skithari (Unique Queen	180	36	8	60	10	12	10	Wall-Climber, Reality Weaving, Silk

VIII. SACRED ARTIFACTS

Fragment Catalogue -- 15 Fragments

Each fragment has been pre-woven into the Web's destiny matrix. Their activation costs 1 Fate-Thread -- a price the Loom Council considers acceptable for the power they yield.

1. Thread-Spool

Cost: 1

2. Fate Crystal

Cost: 2

3. Gossamer Bomb

Cost: 1

4. Venom Heart

Cost: 2

5. Phase Silk Shard

Cost: 1

6. Web-Anchor Seed

Cost: 1

7. Chitin Ward

Cost: 2

8. Tremor Shard

Cost: 1

9. Brood Crystal

Cost: 2

10. Silk Storm Gem

Cost: 3

11. Thread-Cutter Wire

Cost: 3

12. Reality Loom Shard

Cost: 2

13. Fear Silk

Cost: 1

14. Cocoon Charm

Cost: 1

15. Web-Queen's Blessing

Cost: 4

IX. TACTICAL DOCTRINE

How We Win

Children of the Web, attend: what follows is the weaving pattern for victory. Unlike the crude bludgeoning of the Warpack or the grinding machinery of the Dominion, OUR art is patience, position, and precision. Every thread you place, every Anchor you deploy, every Fate-Thread you spend -- these are stitches in the grand design. Weave well, and the enemy will find themselves tangled in a web they never saw coming.

>> The Opening Weave

Turn 1: place your first Web-Anchor aggressively -- 8" forward, near a central objective. Turn 2: place one on each flank. By Turn 3, you have a teleportation triangle that controls the center of the board. Your opponent must now guess where your army will appear.

>> Teleport Ambush

Position 3 cheap units (Thread-Warden Infantry) near a forward Anchor. At the start of Movement Phase, teleport your heavy hitters -- Fang Guard Elite, Matriarch Riders -- to the forward Anchor. Charge from unexpected angles. Teleport back next turn if threatened.

>> Fate-Thread Conservation

You have a FINITE pool. Do NOT spend Fate-Threads frivolously. Save them for: (1) forcing enemy commander to reroll a critical hit, (2) negating a game-changing enemy card, (3) guaranteeing your own assassination strike lands.

>> Gossamer Trap Denial

Silk-Warden Morthis can blanket the board with impassable Gossamer Traps. Place them across enemy reinforcement lanes, forcing them to take long detours while your teleporting army bypasses them entirely.

>> The Assassin Thread

Thread-Cutter Nyx has 21 ATK, 2 DEF, 18 HP. She is the ultimate glass cannon. Teleport her to a rear Anchor, walk her into the enemy commander, and execute. If she dies after the kill, you've traded 19 points for their 25+ point commander. This is always worth it.

>> Counter-Play: Nightfang

Their Corruption requires melee contact. Deny it. Use Silk-Shot Skirmishers at range. Teleport away when they close. Their Thrall hordes will stumble into Gossamer Traps while your Venom Dancers poison the elite Tiger units from a distance.

X. APPENDIX

Quick Reference & Combat Summary

Combat Resolution

Roll ATK dice. Each die >= 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 <= 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 THORNWEFT MATRIARCHY CODEX

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Shardborne Universe v2.0