STARCRAFT
TABLETOP MINIATURES GAME
CORE RULES BOOK
BLIZZARD ENTERTAINMENT
ARCHON STUDIO

For Gabriel, whose star will always shine in our hearts.
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StarCraft®

TABLETOP MINIATURES GAME

[CORE RULES BOOK]

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THE NATURE OF THE GAME

***NOTE**: Some words appear in **bold** in the rules. These are key phrases and terms used consistently throughout the rules.*

Each player is the general of an army. Before the game begins, you build that army by spending resources to recruit Units of Archon Studio miniatures, then wage war against your opponent.

These rules are designed to capture the feel of StarCraft – the reaction-based gameplay, the distinct asymmetry between **Terran**, **Zerg**, and **Protoss**, and the tension of holding a line or breaking through one. Whether you're playing a casual game with friends or competing at a tournament, everything here serves that goal.

PART 1: LEARN TO PLAY

WORKED EXAMPLE: STARTING ROUNDS

The battles in **StarCraft: Tabletop Miniature Game** are fast-paced, similar to those played on-screen for many years. To help each player understand the game's flow, we've prepared a battle report that will serve as a great introduction for new players.

Below are the first two rounds of the game between the **TERRANS**, played by Katherine, and the **ZERGS**, played by James.

They both agree to choose a **Mission** and **Deployment Card** together to create a classic clash on no man's land. The objective of the **Frontlines** mission is to take control of up to 3 **Mission Markers** to gain **Victory Points (VPs)**, gaining even more if any of them succeed in retaking objectives controlled by the Enemy. **Abandoned Camp** is a relatively standard deployment – each player claims one whole border of the playmat to be their respective **Entry Edge**.

After that, they prepare the battlefield together, placing terrain in a way that allows them to learn the game and make the most of their actions, special abilities, and tactic cards.

Once the battlefield is set up, the dice are prepared, and both players are ready to play, they roll for initiative in the first Round!

TERRAN

Units:
- 6 Marines – With two upgrades: 1x AGG-12, which replaces one C-14 rifle and 1x Rocket Launcher, with the SIDEARM keyword, which is added onto a model equipped with a C-14 rifle,
- 6 Marines,
- 2 Marauders,
- 3 Medics.

Tactical Card:
- Barracks.

Faction Card:
- Terran Armed Forces.

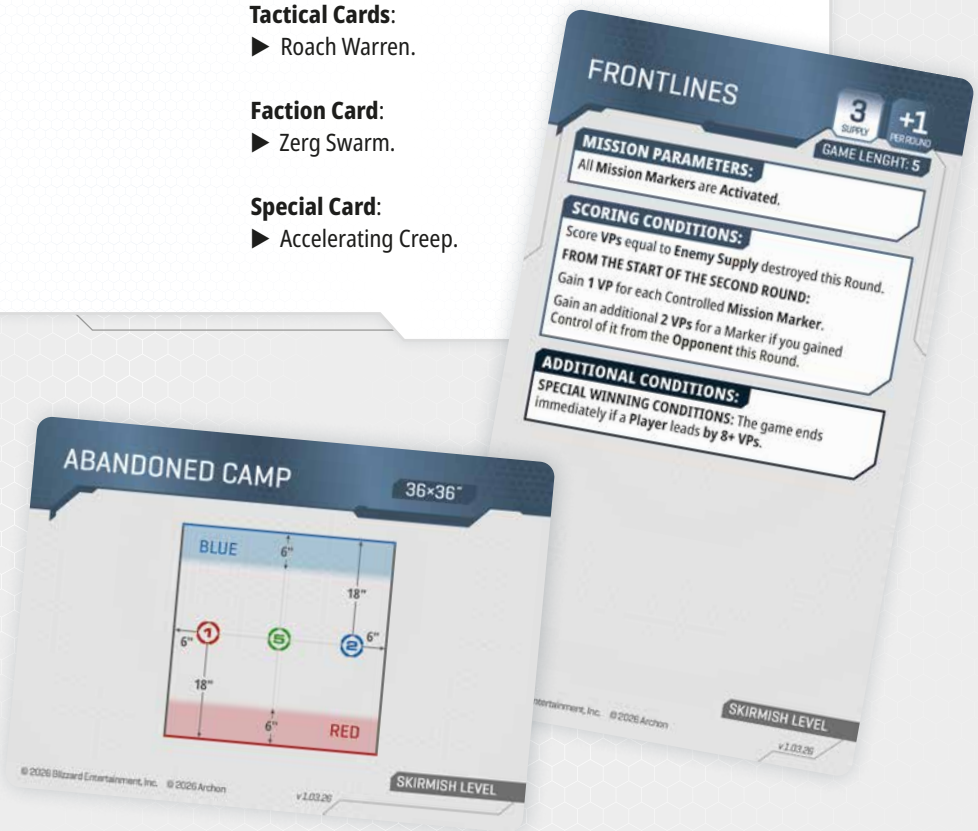
ZERG

Units:
- 12 Zerglings – With the Shredding Claws upgrade, which replaces their regular Claws – it's equipped on all models in the Unit,
- 12 Zerglings,
- 3 Roaches – With the Burrow Ambush upgrade,
- 1 Queen.

Tactical Cards:
- Roach Warren.

Faction Card:
- Zerg Swarm.

Special Card:
- Accelerating Creep.



ROUND 1: MOVEMENT PHASE

They both roll 2d6: James rolls 7, and Katherine rolls 5. James wins and decides that the Terrans under Katherine's command will start the first round.

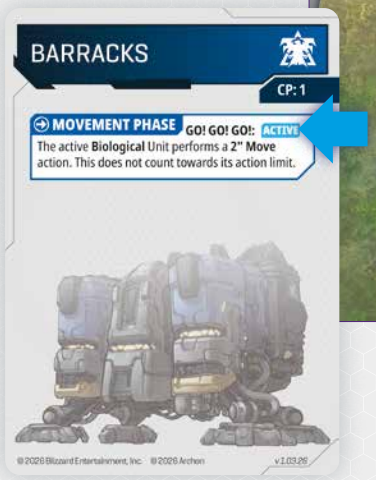
As their first action, Katherine brings a Unit of Marines from **Reserves**, equipped with special weapons. She moves this unit towards the middle to cover the area with all of her weapons.

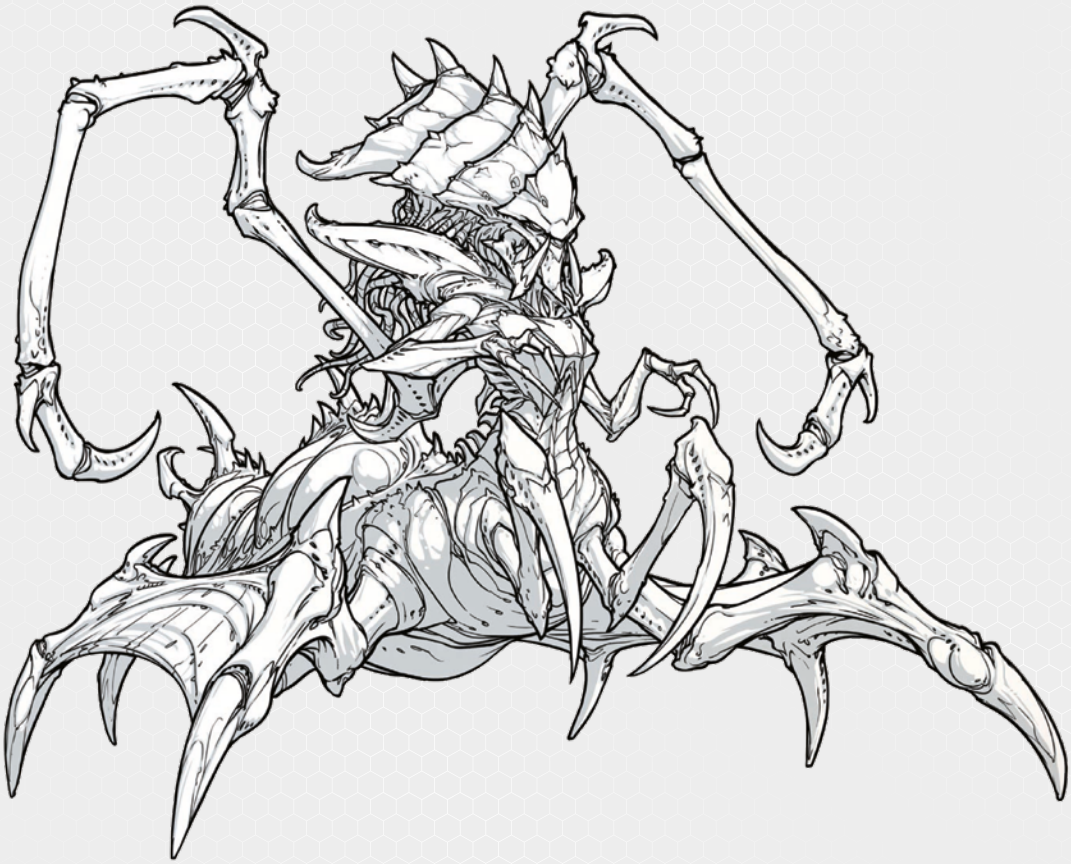
James responds with his basic Unit of Zerglings that have a passive **Special Ability** which allows him to put the models in this unit **In Coherency 4"**, and he tries to hide from the Marines. He hopes that as many models as possible survive before he's in range for close combat.

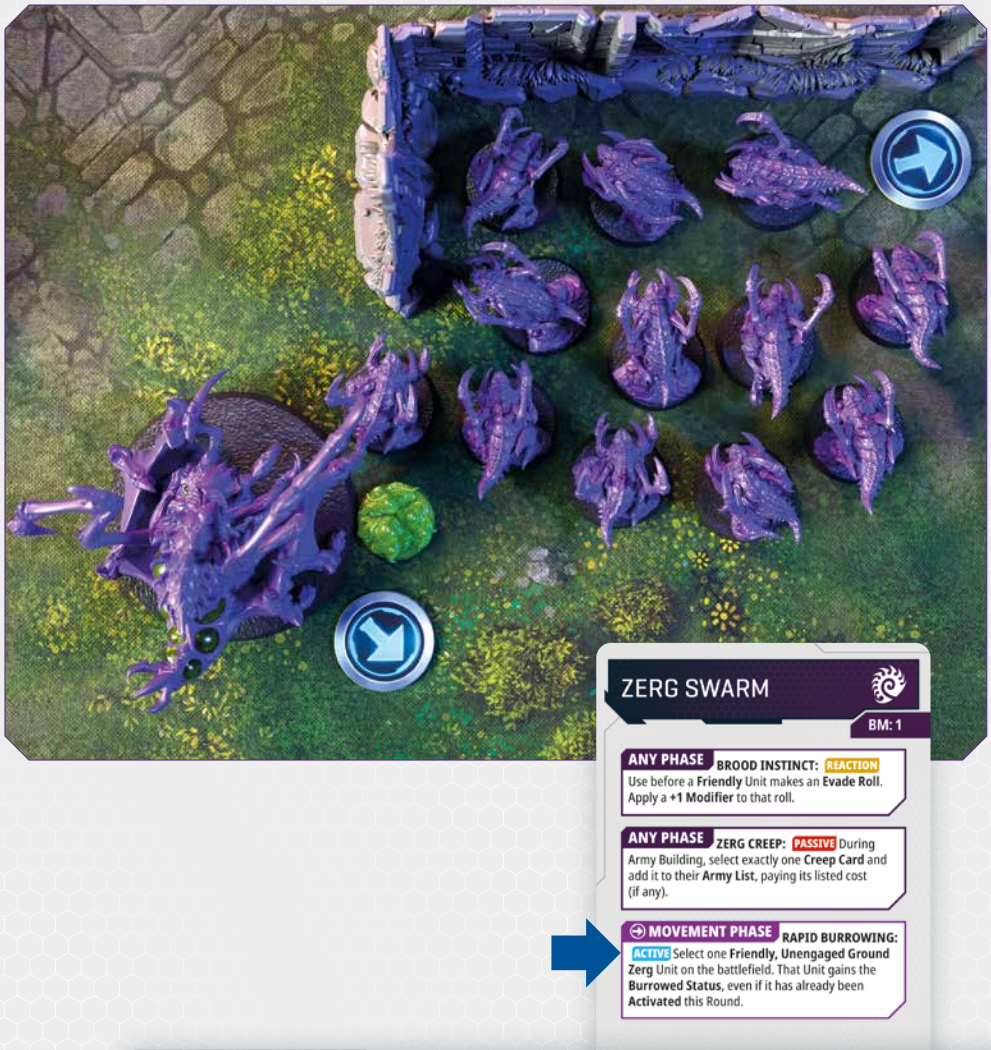
Katherine deploys a Unit of Medics that can provide healing. This Unit is very vulnerable, so she puts all models behind the Marines.

James uses the Burrow Ambush special ability, which allows the Unit to be set up **within 18"** of his **Entry Edge**, and puts the Roaches 2" from the **Mission Marker**.

To counter these Roaches, Katherine deploys her heavy guns onto the field – Marauders. This unit has an anti-armour ranged weapon that can do considerable damage to Roaches. After deploying this Unit, she uses the "Go! Go! Go!" special ability from the Barracks tactical card.



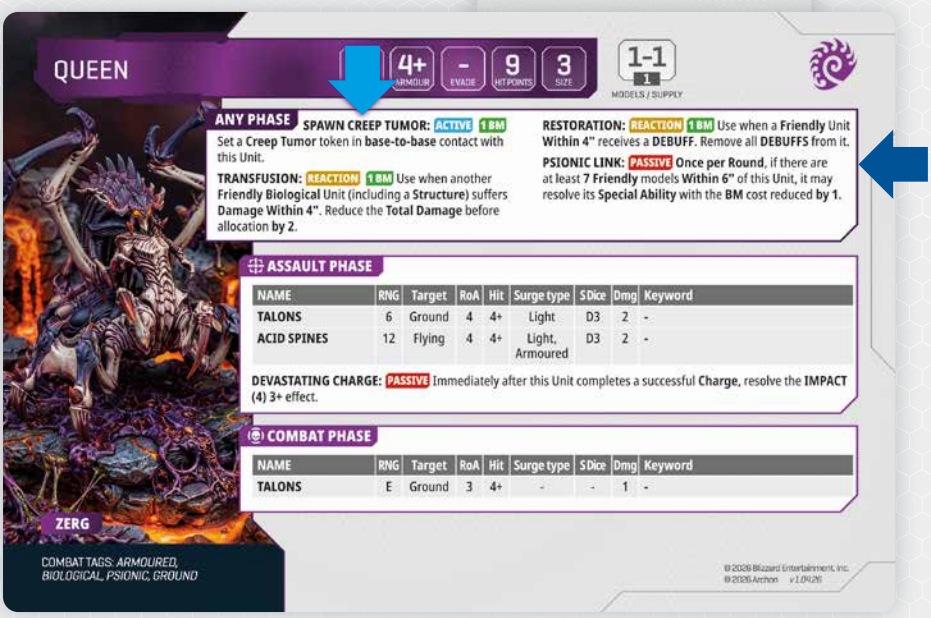




James wants to add some survivability to his Army, so he deploys a Queen.

After moving onto Battlefield, James uses Queen's **Active Ability** "Spawn Creep Tumor" and puts a **Creep Tumor** token in base contact. He needs to pay **1 Biomass** for this ability, but he can reduce that cost by 1 with "Psionic Link" **Passive Ability**, because there are 7 **Friendly** models **Within 6"** of the Queen.

Additionally, to save the life of James' favourite Roaches, he uses the "Rapid Burrowing" special ability from the Zerg Swarm **Faction Card**. Now, the Roaches are **BURROWED** and **HIDDEN**. Katherine can't target them with her Marauders.



Katherine has deployed all units up to the limit of 3 Supply this Round, so she must Pass and claim the **First Player Marker** for the next Phase. James also reached that limit and must Pass as well.

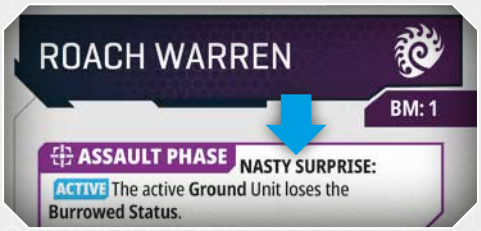
ROUND 1: ASSAULT PHASE

Katherine decides that the **Zerg** will activate first. She could go first, but the only juicy target – the Roaches – is **HIDDEN** and **BURROWED**. She wants to wait and force the Zergs to move.

James activates Queen and moves 5" towards the middle of the battlefield.

Katherine responds by moving Medics towards the middle. In a future activation, they will be able to heal the Marine unit.

James activates Zerglings, which move towards the middle, and Katherine responds with Marines, which also move towards the middle. In future turns, it will be very important who goes first.



James activates Roaches, uses the "Nasty Surprise" special ability from the Roach Warren **Tactical Card** to remove the **BURROWED Status**, and declares a **Charge** action against the Marauders. After checking the range, Roaches need to move at least 7" to reach their target. As a reaction to the charge, Katherine uses the "Concussive Shells" **Special Ability** of the Marauders to reduce the charge distance of the Roaches by 2". She uses the Terran Armed Forces **Tactical Card** to pay the cost. Unfortunately, James rolls a 6 for charge distance, so it is enough to engage the Marauders in close combat.

After finishing the charge, James uses the IMPACT **Special Ability** of the Roaches. He rolls 6 dice and hits 3 of them. Marauders have an **Armour** characteristic of 4+ and need to roll 3 dice. Luckily, they succeeded in blocking two hits, receiving only 1 **Damage**.

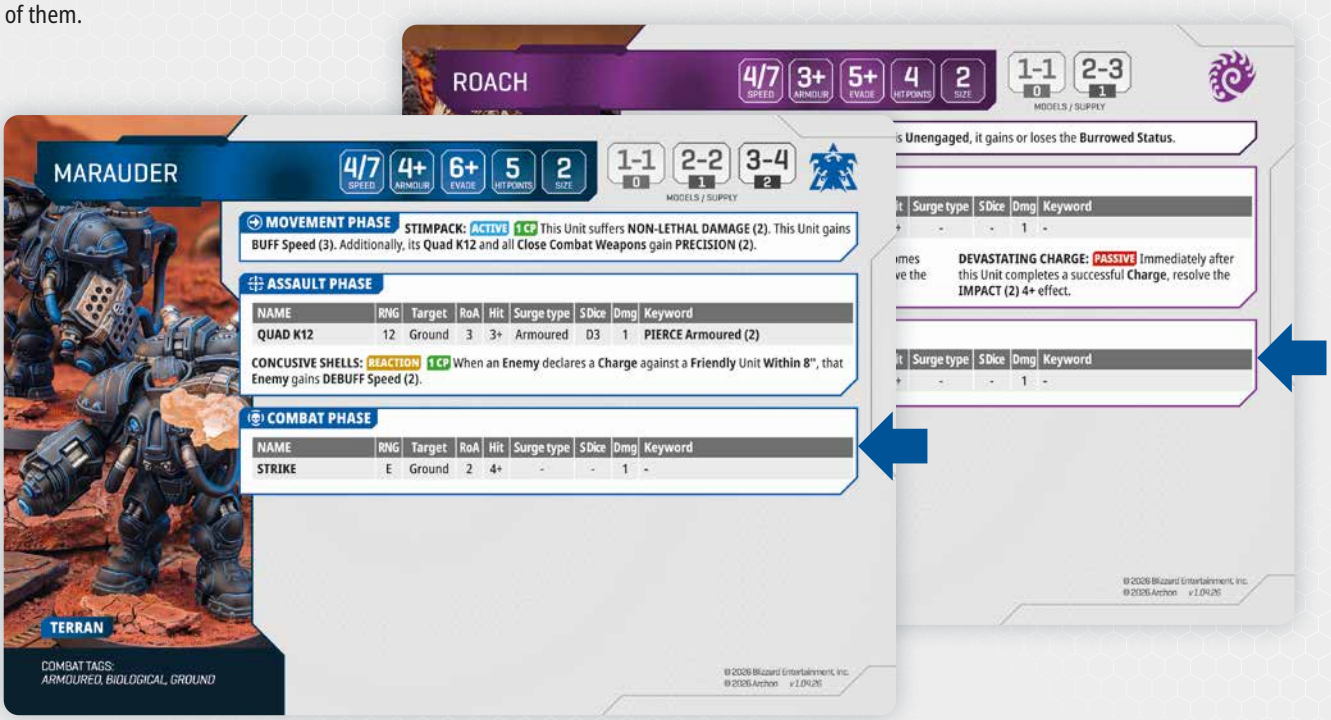
In response, the Marauders declare a **Ranged Attack**. These anti-armour weapons hit hard, but when a Unit is **Engaged**, **Enemies** are more likely to avoid taking **Damage**. The Roaches will be eligible for an **Evade Roll** in addition to an **Armour Roll**. Even if Katherine wanted to, she could not shoot at other enemy units, because an **Engaged** Unit can only target units which it is **Engaged** with.

Dice are rolled, many shots are fired – the Marauders hit 5 times, and the Surge Dice apply 2 surges. First, James needs to resolve an **Armour Roll**. He puts 2 dice directly into the **Damage Pool** because of Surge, and then he rolls 3 dice.

He succeeds twice, so only 1 die goes to the **Damage Pool**. In the **Damage Pool**, we now have 3 dice, and after this, James rolls for Evade – he succeeds in evading one of them.

Because 2 hits go through, it's now time to apply **Damage**. The damage of the Marauder's Quad K12 weapon is 1, but as the weapon has **PIERCE Armoured (2)**, each die deals 2 **Damage** to the Roaches. Roaches have a **Hit Points (HP)** characteristic of 4. One Roach is dead and removed from the battlefield.

The first player to pass is James. He receives the **First Player Marker** and his Zergs will attack first in the Combat Phase!



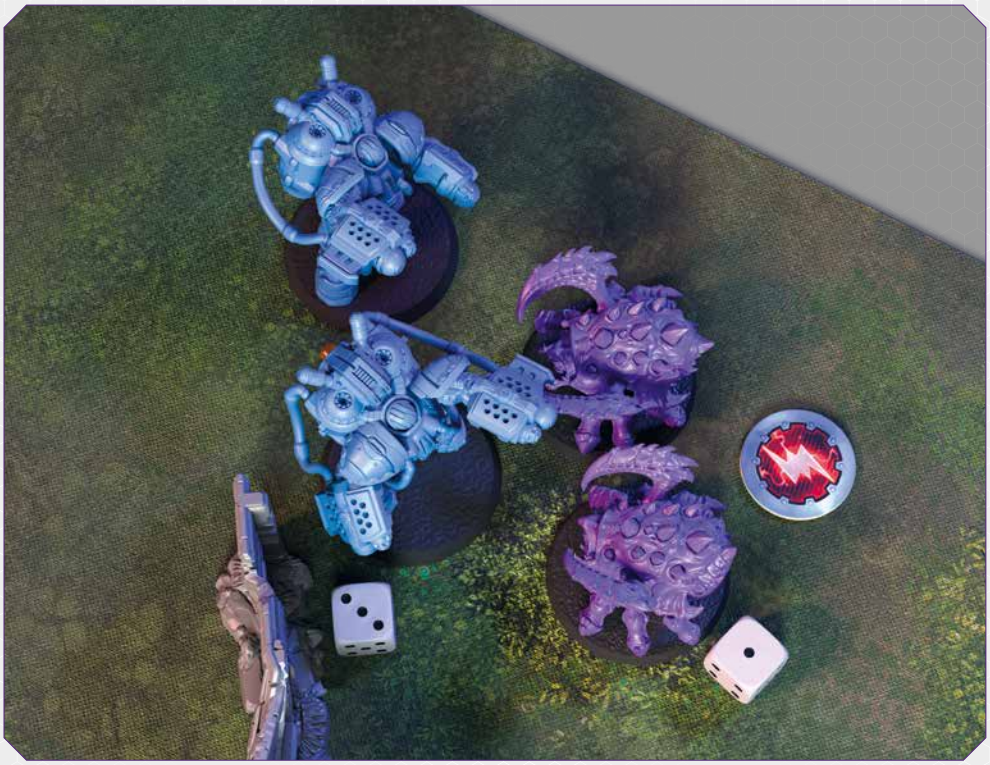
ROUND 1: COMBAT PHASE

In the Combat Phase, both players can activate only **Engaged** Units; they must activate those units. Everyone is fighting to survive!

James, with Zerg, has the **First Player Marker**. He activates Roaches. Each Roach has a **Rate of Attacks** of 2, and hits on a 3+. Roaches successfully hit the Marauders with all 4 attacks, and the Marauders' armour value of 4+ blocks two hits. Katherine adds 2 more **Damage** to Marauders for a total of 3. It's still not enough to destroy one of them. At the end of that strike, James removes the Activation Marker to mark that this Roach Unit has already fought this turn.

In the first combat phase, we've only got two Units in combat, so Katherine responds with the Marauders hitting Roaches two times. Roaches are very tanky, with an Armour value of 3+. They block 1 hit, and James puts one **Damage Marker** next to the Unit. Katherine removes the Activation Marker from the Marauders as well to mark that this Unit has already fought.

This is the last fight of the first round.



ROUND 1: SCORING PHASE

No Unit had its supply value dropped in the first round, and controlling **Mission Markers** doesn't grant points in the first Round. Because the Roaches charged off of the objective marker they were on, all objectives are still unclaimed.

ROUND 2: MOVEMENT PHASE

Because neither side scored points in the last Round, both players roll off to see who will decide initiative for this Round. James rolls a 3, and Katherine rolls a 1. James decides that this time his Zergs will go first!

He activates the Queen and moves the Queen closer to the middle of the table, near the Zerglings. Next, he uses **Active Ability** "Spawn Creep Tumor" to put a new **Creep Tumor** token, using the **Passive Ability** "Psionic Link" to reduce the cost of "Spawn Creep Tumor" to 0.

Katherine responds with a bold move of her own, closing in on the middle of the table with Marines. Just after activating Marines, she uses the **Active Ability** "Stim-Pack" – an iconic ability that boosts the movement and firepower of the unit at the cost of receiving some **Non-Lethal Damage**. She puts 2 **Damage Markers** next to the Marines, but it does not trigger the Remove Casualties step, despite having damage equal to the Marines' **Hit Points (HP)** characteristic of 2. She also needs to pay 1CP for this ability, so she chooses to use her "Barracks" **Tactic Card** for this.

It's time for James to activate his Unit. He wants to see where the Terran player will go, so he activates Roaches and uses the **Hold Action**. This action allows him to activate the Unit, do nothing and end the activation. He did not plan to move because the Roaches were engaged and did not want to disengage. Their supply value was the same as the Marauders. If they disengaged, they wouldn't be able to shoot or charge in the next phase.

Katherine sees that she can dominate the middle of the table, so she brings some fire support from the reserves. **StarCraft: Tabletop Miniature Game** features escalation. Every player can bring something new to the table with each round. Katherine uses 1 **Available Supply** to bring a new unit of Marines to the party. They head towards the middle to shoot Zerglings or the Queen, and support the other Unit of Marines.

James sees that his Zerglings are going to have a hard time in the middle of the board, so he decides to use some cover and help his Roaches win his right flank! He moves his Zergling and uses his "squadron" passive ability to its full extent, hiding them behind terrain pieces with a **Size** of 1 (statue head) and terrain with a **Size** of 2 – grass. This unit of Zerglings is completely hidden from the unit of Marines that just arrived, and the unit of Marines in the middle can now see only 4 Zergling models.

Katherine activates a unit of Medics, moves them closer to the injured Marines, and uses the active ability "MedPack" on them to heal the **Damage** caused by the stimpack. 3 Medics are in range of the Marines, so she can remove up to 3 **Damage** from them. The Marines only have 2 **Damage** on them, so the rest of the "heal" effect is lost.

The Zerg player decides to bring a Unit from the **Reserves**. He also has 1 **Available Supply** and adds 12 Zerglings to the left flank. Maybe they are late to the party, but they have the potential to secure the left objective marker in the future Rounds.

Katherine decides to perform a disengage action with the Marauders and tries to hide them behind the wall. She moves the **Leading Model** as far as possible. In the end, she can only hide one Marauder from the **Line of Sight** of the Roaches. She will not be able to shoot or charge in the next Phase, because the Marauder's supply value was the same as Roaches when disengaging.

James has activated all of his Units. He decides to pass and claim the **First Player Marker**. Katherine also passes, and we can move to the next phase.

ROUND 2: ASSAULT PHASE

The Zerg player has the **First Player Marker**. He decides to go first. He sees an opportunity to kill the Marauders with Roaches and activates them first. He knows that his Unit only sees one model, but he is fine with that. If he succeeds, the Marauders will drop in Supply to 0.

He shoots with the Roaches, using their acid-saliva ranged weapon. Each model has a **Rate of Attack** of 3 and hits on 3+, with each unsaved **Armour Roll** dealing 1 **Damage**. The Roaches hits 4 times. Katherine rolls for Armour, blocking the **Damage** on 4+, but manages to defend only 1 die! The Marauders receive 3 **Damage**, and adding the **Damage** they received earlier, this brings the total to 6 **Damage** – enough to kill one Marauder, which has 5 **HP**. There is 1 **Damage** leftover, but the Roaches cannot see the last Marauder, so this **Damage** is not applied. The Marauders lose 1 **Supply Value**, and James receives 1 Victory Point during the Scoring Phase.

Now it's Katherine's time for payback! She activates Marines in the middle of the battlefield. This Marine Unit is equipped with five C-14 Rifles and two **SPECIALIST** weapons: an AGG-12 that replaces one standard rifle, and 1 Rocket Launcher with the **SIDEARM** keyword, which is shoulder-mounted on a Marine. It can be used alongside a standard rifle.

Each weapon type can target different enemies, and all attacks from a weapon type must first be fully resolved before going to the next. Katherine used the Stimpack in the previous phase, so her C-14 Rifle will have **PRECISION (3)**.

Katherine decides to shoot the Queen with AGG-12 first. This weapon has a **Rate of Attack** of 2 and is specialised in hunting armoured targets because of its Surge Type – **Armoured**. She hits twice and rolls a 2 on a D3 for Surge Value. Both hits are successful, and they

go directly to the **Damage Pool** because of Surge. The Queen won't be able to make **Armour Rolls**. She receives 2 **Damage**.

The next weapon that Katherine will use is the Rocket Launcher. She targets the Unit of Zerglings that arrived this round, standing near the Queen. The Rocket Launcher has a **Rate of Attack** of 4 and hits on 3+. All 4 shots find the target. The Zerglings roll for Armour on 6+ and find one success. There are 3 dice in the **Damage Pool**, totalling to 3 **Damage**, but as a reaction, James uses the Queen's **Special Ability** "Transfusion" to reduce the **Total Damage** by 2. Only 1 Zergling dies. James pays the cost of that skill with the **Tactical Card** "Roach Warren".

Finally, the Marines shoot with their trusty C-14 Rifles. 5 models are equipped with them, and Katherine targets the Zerglings Unit at the 2nd **Mission Marker**. James and Katherine discuss how many Zerglings are visible and agree that 4 are in **Line of Sight**. They also check the range to enemy models, and only 4 of the 5 Marines equipped with the C-14 Rifle are in Range. 4 Marines have 8 shots because of the C-14's **Rate of Attack** of 2. Katherine's Marines hit on 3+, and out of 8 shots, they hit with 5 and scored 1 success on the Surge Dice. Luckily, Katherine used the Stimpack on those Marines, converting 3 misses into additional hits.

One die is automatically added to the **Damage Pool**, and James makes an Armour Roll of 6+ for the remaining 7 dice. He managed to save 2 of them, so 6 **Damage** is assigned to the Zerglings. They have an **HP** characteristic of 1. However, before shooting, James and Katherine agreed that her Marine unit only sees 4 Zergling models. Only that many die, and the rest of the damage is discarded.

Now it's James' turn to activate a Unit. He goes with the Queen, declaring a charge against the Marines in the middle. The Queen's speed characteristic is 4, but she is on creep, getting 1 more. Now the charge is successful on 2+ instead of 3+. She rolls a 2 and engages the Marines in combat. The Queen, as well as many other Zerg units, have a "Devastating Charge" ability, so she rolls 4 dice on 3+ to hit. She succeeds twice and Marines with an **Armour Roll** of 5+ block one hit, so Katherine puts 1 **Damage Marker** near the Unit.

Katherine moves the Marauders. Normally, a Unit of Marauders has a **Speed Value** of 4, but when there is only one model in the Unit, Katherine can use the second value of 7 and Move the last Marauder closer to the Medics.

James declares a charge with Zerglings to support the Queen with a fresh Unit of Zerglings. He needs to roll a 5+ to engage. Sadly for him, he only rolls a 4.

Katherine moves the Medics closer to Mission Marker 5, towards the Queen, but not within the Unit's Engagement Range.

James declares a multi-charge with a Unit of Zerglings. These were upgraded with Shredding Claws to chew through armoured Units as easily as through light Units. He declares a Charge against the Marauder and the fresh Unit of Marines. He needs to be able to engage both Units with the **Leading Model** to succeed with this Charge. He rolls a 6 and succeeds. Zerglings move over the grass, removing it.

Now he needs to roll for **IMPACT** hits. Models engaged with only one Unit must resolve impact hits against that Unit, but when engaging with multiple Units, you get to decide how to split their impact hits. James decides that 3 **IMPACT**s will hit the Marauder and 5 will hit the Marines.

Impact hits on Zerglings hit on 5+. He scores 1 success against the Marauder, and the Marauder fails the **Armour Roll**, taking 1 **Damage**. Next, James rolls 5 dice for Impact hits against the Marines, and he hits 4 of them. Katherine does an **Armour Roll** for the Marines at 5+ but fails 2 of them. She has to remove one Marine that is not engaged with the Zerglings.

Next, Katherine activates the Marines, engaged in close combat with a Unit of Zerglings. They can only target the Zergling Unit they are engaged with. This Unit of Marines has no upgrades; all 5 remaining Marines will fire their C-14 Rifles. She hits 7 times. The Zerglings are engaged, so they perform an **Armour Roll** of 6+ and manage to succeed once. Next, the Zerglings have 6 dice in the damage pool. James now makes an **Evade Roll**. Zerglings are fast, especially in close combat, so they have an Evade characteristic of 4+, and he manages to succeed 3 times. At the end, he needs to deal 3 **Damage** to his Zergling Unit, killing 3 models that are not in base-to-base contact with the Marines. The **Supply Value** of these Zerglings now drops because there are only 5 left. In the Scoring Phase, Katherine will receive 1 **Victory Point**.

James has activated all of his Units. He passes and claims **First Player Marker**. Katherine has already activated everything as well and passes second.

ROUND 2: COMBAT PHASE

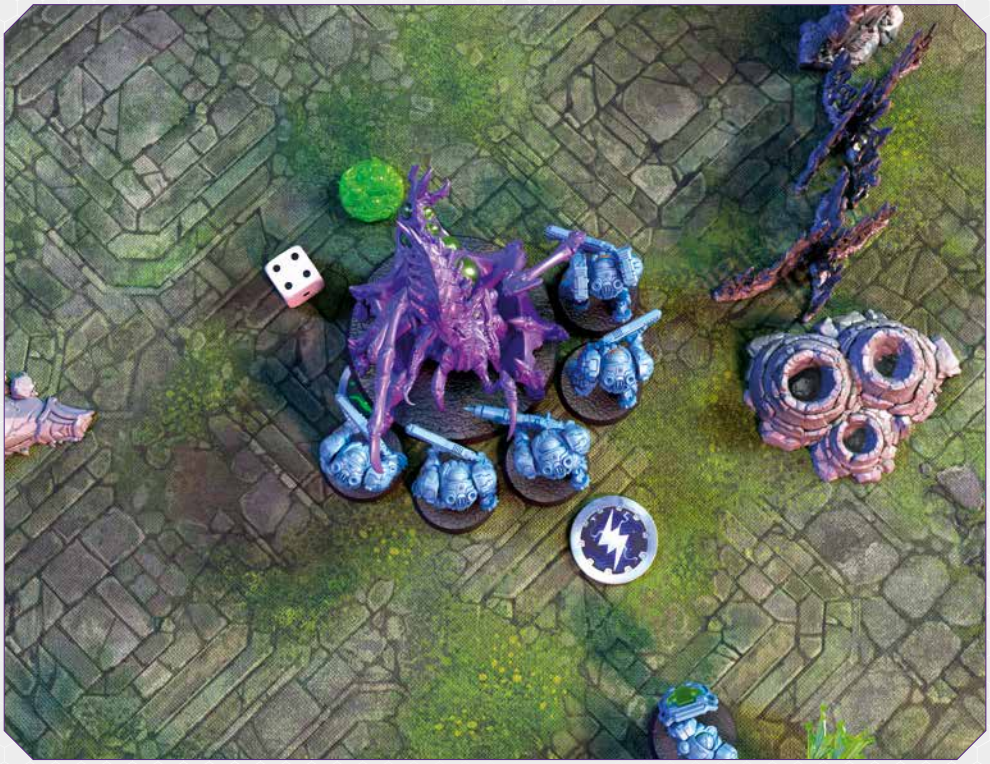
James activates the Zergling Unit **Engaged** with the Marauder and the Marines. All models are in base-to-base contact. James can't perform the **Close Ranks**. Two models are **Engaged** with the Marauders, two models are **Engaged** with the Marines and one model is **Engaged** with both – this individual model will target the Marauders. His surge die works against light and armoured targets, so he decides that the surge die will be used against the Marauder.

Zerglings' weapons have a RoA of 2, so 6 attacks go toward the Marauders and 4 toward the Marines. Marauders are hit 4 times, 3 of those dice go directly into the damage pool thanks to the Surge Die. The Marauder's **Armour Roll** is successful. They receive 3 **Damage** and stay on the table with 1 wound remaining!

Now for the Marines – 3 of the attacks hit, but as James has already used his Surge in this combat, he doesn't have it against the Marines. Katherine makes 3 **Armour Rolls** on 5+ value and fails to block all of them. 1 Marine is dead, and 1 **Damage Marker** is put near the Unit.

Katherine activates Marines **Engaged** with the Queen. She can perform the **Close Ranks** on each model to move it closer to the target.

Each Marine attacks with a Strike (**RoA** 1, hits on 5+). They hit the Queen 4 times, but she manages to save 2 of them with an **Armour Roll** of 4+.

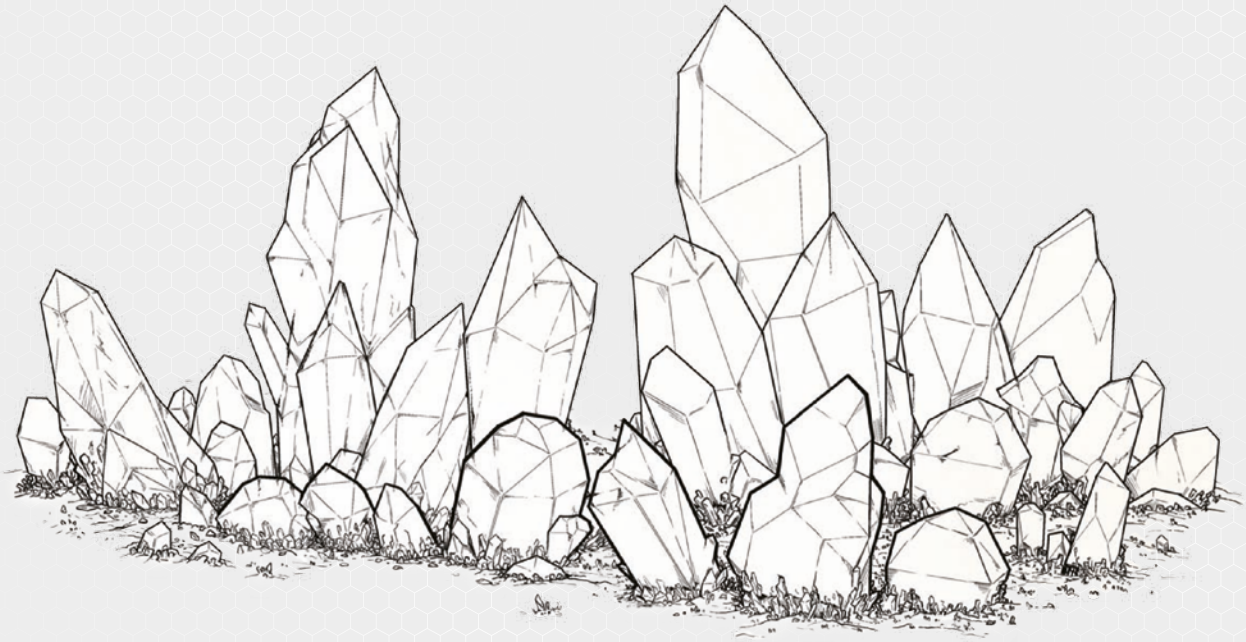


James activates the Queen with 3 attacks on a 4+ and manages to hit once. Unfortunately, the Marines fail their **Armour Roll** and receive 1 **Damage**. The Marines already had 1 **Damage** in the pool, so one of them dies.

Katherine activates the Marines engaged with Zerglings to attack them. She hits 3 times, but James succeeds with two **Armour Rolls** of 6+. Only one Zergling dies.

James has no more unactivated Units engaged with the Terran army. He passes. Katherine still has a Marauder to activate – she hits the Zerglings once, and James failed to save that hit. One Zergling dies.

This was the last attack of the second Round, and now it is time to calculate some points!



ROUND 2: SCORING PHASE

In the second Round, objectives will now give **Victory Points** in addition to the points that players receive for eliminating Supply. **Mission Markers** 1 and 2 are currently not under any player's control, but Marker 5 in the middle is a different story. James has a Queen there with a **Supply Value** of 1, but Katherine has 2 Units there: Marines with a **Supply Value** of 1 and Medics with a **Supply Value** of 1. She takes control of this point and is awarded 1 **Victory Point**.

During the Round, both sides manage to drop the **Supply Value** of enemy Units. Marauders lost 1 Supply, and the Zerglings lost 1 Supply as well, so both Katherine and James receive 1 **Victory Point** for this.

At the end of the second Round, the Terrans under the command of Katherine are winning 2 to 1 against James' Zerg. In the next Round, it will be James who decides who goes first.

That concludes two full Rounds of this epic battle. You can learn from it, or recreate this map and play the next two Rounds to see which side would come out on top.

PART 2: CORE CONCEPTS

Before the first shot is fired, every commander must understand the language of the battlefield. This Part covers the basic building blocks of the game: models, Units, measurements, and the terminology used throughout the rest of the rulebook.

2.1 MODELS

Every Archon Studio miniature in a player's army is a model – a single entity (Marine, Zergling, Ultralisk) mounted on its own independent base. All rules apply to the model through its base. The physical miniature above the base is purely for aesthetic purposes.

2.2 UNITS

An army is made up of Units. A Unit is one or more models acting together as a single formation.

- **Composition**: Each **Unit Card** specifies the number of models it contains. An infantry squad may have many soldiers; a vehicle may operate alone.

- **Cohesion**: Models within a Unit fight and move as a single entity. They are bound by the rules of **Coherency** (Part 4.4), representing the discipline and communication required to operate on a battlefield.
- **Friendly & Enemy**: A player's own Units are **Friendly**. The opponent's Units are **Enemies**.

2.3 BASES

Every model stands on a base, and that base is the single most important physical object in the game. It does not matter how a miniature is posed, whether a Zealot is mid-leap or a Hydralisk is rearing back to strike; the rules see only the base. Every measurement, every **Line of Sight** check, and every question about whether two models are touching or overlapping is resolved by looking at their bases, nothing else.

Every model must be mounted on the correct base size as specified on its **Unit Card**. Using the wrong base size changes a model's physical footprint and directly affects gameplay, so consistency matters.

- **No Overlap**: Bases may never overlap. If a model cannot be set without its base overlapping another base or impassable terrain, it simply cannot go there.
- **Scenic Freedom**: Players are free to add scenic basing, custom conversions, player dramatic poses, and flight stands. The game encourages creativity – just know that, for rules purposes, the base and the **Size** Characteristic on the **Unit Card** are the only things that count. A Marine standing on a pile of rubble is no taller than one standing on a bare base. A Mutalisk on a towering flight stand has the same **Size** as one on a short peg.

- **Flight Stands**: If a model uses a flight stand, the bottom of the stand counts as the model's base for all measurements and positioning.
- **Wobbly Model Syndrome**: When a model cannot sit flat on the terrain, both players should agree on where the model would stand if the surface allowed it. Set the model as close to that spot as possible, or use a marker to indicate its actual position. The model is treated as occupying the agreed position for all purposes.

2.4 TAGS

Tags are keywords printed at the bottom of each **Unit Card**. They allow rules to target specific types of Units without repeating lengthy definitions.

2.4.1 FACTION TAGS

Faction Tags identify a Unit's allegiance.

- **Race Tags: Terran, Zerg, Protoss.**
- **Sub-Faction Tags:** Specific broods or organisations, e.g., **Kerrigan's Swarm**, **Raynor's Raiders**.
- **Function**: During Army Building, a player may include only Units and **Tactical Cards** that share **Faction Tags** with the chosen **Faction Card**.

2.4.2 COMBAT TAGS

Combat Tags identify a Unit's physical nature and tactical class.

Type Tags: Armoured, Biological, Light, Mechanical, Psionic, Flying, and Ground.

- **Targeting**: Some weapons can fire only at specific tags (e.g., "Target: **Flying**").
- **Surge**: A weapon's Surge efficiency triggers only when the target has the **Combat Tag** listed in the weapon's **Surge Type** (Part 8.7.4).
- **Bonuses**: Abilities such as **ANTI-EVADE (X)** or **PIERCE (X)** often apply only against specific tags.

2.5 PLAYER ROLES

At any given moment, each player occupies one or more of the following roles. These terms appear throughout the rules and determine who makes decisions, who rolls dice, and who is affected by an ability.

- **Active Player**: The player whose turn it is to act. Some rules, particularly **Reactions**, refer to this to determine priority when both sides respond to the same event.
- **Controlling Player**: The player who commands a specific Unit, model, or Token. They make all decisions and roll all dice. Certain abilities (e.g., Neural Parasite) can transfer control; the new controller then acts in every respect as though the Unit were their own.
- **Friendly and Enemy**: Anything belonging to the controlling player or their teammates is **Friendly**. Anything belonging to an opponent is an enemy. In team games, all teammates are **Friendly** to one another.

2.6 KEYWORDS AND RULE PRIORITY

2.6.1 KEYWORDS

Keywords are written in **BOLD CAPS** (e.g. **SIDEARM**, **PIERCE**, **HIDDEN**). A keyword always means the same thing, regardless of the Unit in which it appears. Full definitions are in Part 11: Keyword Glossary and Definitions.

Keywords do not stack. Gaining the same keyword twice provides no extra benefit. If a keyword has a numeric value (e.g., **PRECISION (1)** and **PRECISION (2)**), use only the highest value.

2.6.2 THE PRIORITY

Specific Rules take precedence over General Rules. If text on a **Unit Card**, **Mission Card**, or **Special Ability** contradicts the Core Rules, the card or ability takes precedence.

2.7 ABILITY TYPES

Every **Special Ability** falls into one of three categories. Understanding the difference is essential, as it determines when the ability can be used, whether it requires a conscious decision, and what happens if both players want to act at the same time. Part 10 covers these in full detail; what follows is a working summary.

2.7.1 ACTIVE ABILITIES

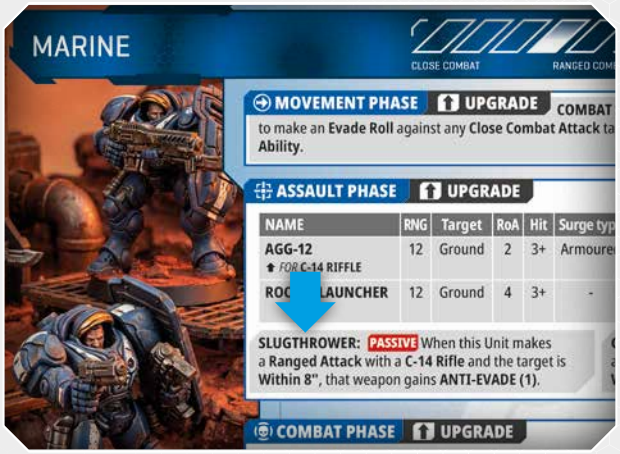
Active Abilities are deliberate choices, a stim injection, a mode switch, a called shot. They require the Unit to be **Activated**, and must be triggered immediately before declaring an action or immediately after one fully resolves. A player cannot interrupt an action mid-flow to use one.

A Unit in **Reserves** cannot use **Active Abilities** unless the ability explicitly states otherwise. Each named **Active Ability** may be used only once per Round by a specific Unit, unless it has the **REPEATABLE** keyword. Effects granted by **Active Abilities** expire at the End of the Current Round unless otherwise stated.

***NOTE**: The **Ground Combat Tag** and the **GROUND LEVEL** elevation (Part 8.5.3) are distinct concepts. A **Flying** Unit standing on the playmat is at **GROUND LEVEL** but does not have the **Ground Combat Tag**. Throughout these rules, **Ground** in bold always refers to the **Combat Tag**. **GROUND LEVEL** always refers to elevation.*

2.7.2 PASSIVE ABILITIES

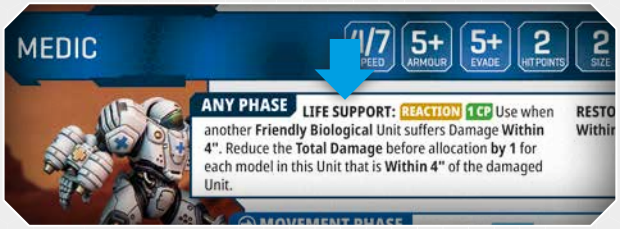
Passive Abilities are always active. They represent innate traits, permanent equipment, or biological adaptations that require no decision to activate; they simply function as long as the Unit is on the battlefield.



Like **Active Abilities**, **Passive Abilities** are inactive while the Unit is in **Reserves**, unless otherwise stated.

2.7.3 REACTION ABILITIES

Reaction Abilities are the battlefield's reflexes. They fire in response to a specific trigger, such as an incoming attack, an **Enemy** Charge, or a model being Destroyed, and allow a player to act outside the normal activation sequence. The catch is timing: a Reaction must be declared at the **exact moment** its trigger occurs. If the moment passes, the opportunity is gone.



Each player may resolve only **one Reaction per Activation**.

Each named **Reaction Ability** may be used only **once per Round** by a specific Unit. This limit applies across the entire Round (all Phases and all Activations). A single Unit cannot use the same-named Reaction more than once per Round, even on different triggers.

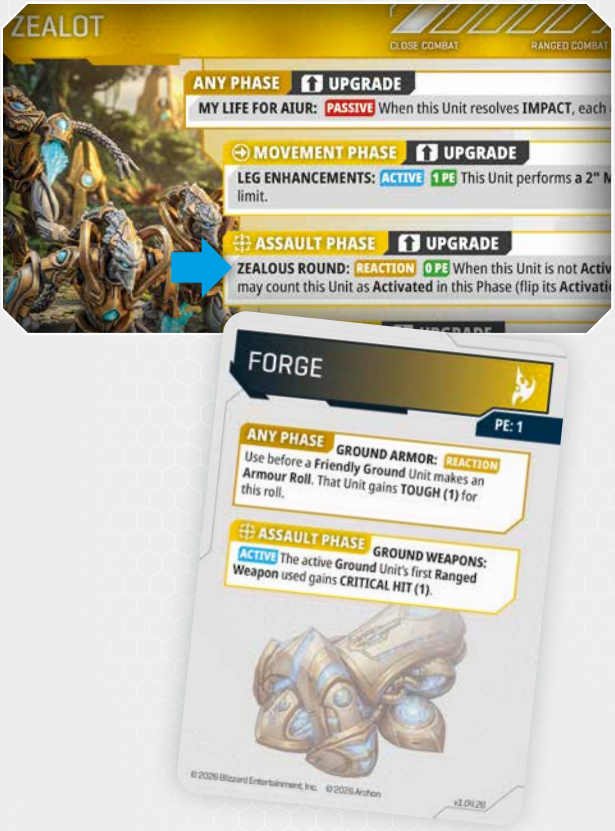
Different Units may each use the same named Reaction once per Round.

If both players want to react to the same trigger, the **Active Player** resolves their **Reaction** first.

Like Active and Passive Abilities, Reaction Abilities cannot be used while the Unit is in Reserves unless stated otherwise.

EXAMPLE: If a Zealot Unit is attacked, it may use ***Zealous Round*** OR ***Ground Armour***, not both in the same **Enemy Activation**.

If a Marine Unit is attacked, and it uses ***Infantry Armor*** for its Armour Roll, the Medic Unit behind will not be able to use its ***Life Support*** in the same **Enemy Activation**.



PART 3: DICE AND ROLLING

Chance plays a vital role on the battlefield, as a well-aimed volley can harmlessly ricochet off reinforced armour, or a desperate last stand can turn the tide of an entire battle. In this Part, we'll discuss how dice are used to resolve uncertain outcomes, from basic rolls and modifiers to the Roll-Off, which settles disputes and decides initiative.

3.1 DICE

The game uses standard six-sided dice (**D6**).

- **D6**: Roll one die. The result is the number shown.
- **D3**: Roll one D6 and halve the result, rounding up:
  - 1–2 = **1**,
  - 3–4 = **2**,
  - 5–6 = **3**.
- **Multiple Dice (2D6, 3D6)**: Roll the stated number of dice and add the results together.

3.2 ROLL-OFFS

When a rule calls for a Roll-Off, both players roll 2D6. The higher total wins. Ties are re-rolled until a winner is determined.

3.3 RE-ROLLS

Some abilities grant the chance to re-roll, allowing a second attempt when the first result is unfavourable. Pick up the die and roll it again. The new result replaces the original, even if it is worse. Unless stated otherwise, a re-roll applies to a single die. If an ability specifies re-rolling multiple dice, follow its instructions.

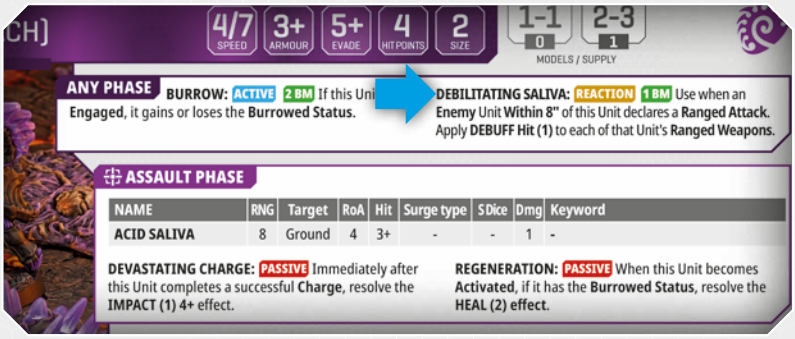
3.4 MODIFIERS

Modifiers adjust the Target Number of a roll. Apply all modifiers before rolling.

- **+X Modifier**: Makes the roll easier, reducing the Target Number by X.
- **-X Modifier**: Makes the roll harder, increasing the Target Number by X.
- Modifiers from different named sources are cumulative unless otherwise stated.

EXAMPLE: A Marine needs **5+** to hit.

- A **+1 Modifier** reduces the Target Number by 1. He now hits on **4+**.
- A **-1 Modifier** increases the Target Number by 1. He now hits on **6+**.



Ability text: "+1 to Armour" means the **Armour Roll** improves (Target Number decreases). "-1 to Hit" means hitting becomes harder (Target Number increases).

A Target Number can never be modified below 2+ or above 6+.

A Null Value (-) indicates that the capability does not exist. No modifier can grant a roll where a Null Value applies.

3.5 FIXED ADDITIONS

If a rule says "D3+1", roll the die and add 1 to the result. This is not a modifier to a Target Number – it generates a value (e.g. 4 **Damage** instead of 3).

3.6 AUTOMATIC RESULTS

No amount of preparation guarantees a perfect outcome, and no situation is ever truly hopeless. The dice always leave room for the unexpected.

Regardless of the final Target Number, a natural roll of 6 always succeeds, and a natural roll of 1 always fails. No modifier or ability can override these boundaries.

3.7 TESTS

Whenever the rules ask a player to roll against a number, an **Armour Roll**, a **Hit Roll**, or an **Evade Check**, that roll is a Test. Every Test follows the same logic: there is a Target Number, the player rolls, and the result either meets the threshold or it does not.

***DESIGNER'S NOTE**: Modifiers adjust the Target Number, not the dice roll itself. This keeps arithmetic simple, as a player always knows exactly what the Target Number is before rolling the dice. It also ensures that automatic successes on a roll of 6 and automatic failures on a roll of 1 are clear, no matter how many modifiers are applied to a single roll.*

Tests come in two flavours:

- **Characteristic Tests** use a value from the Unit's own profile, its Armour, its Evade, and its native resilience. When a squad of Marines takes fire and rolls their **Armour Rolls**, that is a Characteristic Test.
- **Attribute Tests** use a value from a Weapon Profile or Special Rule, such as a weapon's Hit characteristic. When those same Marines fire their C-14 Rifles and roll to hit, that is an Attribute Test.

Not everything involving dice is a Test. **Value Generation –** a **Charge Roll**, a D3 **Damage** result, simply produces a number. The player adds the die result to the base value as instructed. There is no Target Number to beat.

To resolve any Test: identify the base Target Number, apply all Modifiers to determine the final Target Number, and roll the die. If the result is equal to or exceeds the Target Number, the Test succeeds. If it falls short, the Test fails.

3.8 COCKED DICE

If a die does not land flat on the playing surface, lodged against terrain, tilted on a base, or off the table entirely, the roll is invalid. Pick it up and roll it again. Players should agree before the game on what constitutes a cocked die. The simplest test: if the result isn't obvious at a glance, re-roll it.

PART 4: MEASURING AND MOVEMENT

Positioning is everything. A few inches can be the difference between a deadly flanking charge and an exposed Unit caught out in the open. This Part covers how distances are measured, how models move across the battlefield, and the rules of Coherency that bind a Unit together.

4.1 MEASURING DISTANCES

All distances are measured in inches (**"**) using a tape measure or ruler.

Players may measure any distance at any time, including before declaring an action, during an opponent's activation, and between Phases. There are no restrictions on pre-measuring. Players are encouraged to measure thoroughly and agree on distances before committing to an action.

Between Models: Measure from the nearest point of one model's base to the nearest point of the other model's base. For models on flight stands, the bottom of the stand is treated as the model's base for all measurements (Part 2.3).

- **Ignore Overhang**: Weapons, wings, limbs, and scenic elements extending beyond the base rim are ignored.
- **Base-to-Base Contact**: If two bases are physically touching, the distance between them is **0"**.
- **Tokens and Markers**: Measure to the nearest physical edge.
- **Elevation**: When calculating distances between models at different elevations, always measure horizontally from a top-down perspective. The vertical height difference should not be included in your measurements. This applies to Range, **Engagement Range**, and the ranges of abilities. Movement distances are measured as specified by the action being performed (see Part 8.5.3).

DISTANCE BETWEEN MODELS

In this example, *the distance between models is measured from the closest point of one model's base to the closest point of the other model's base.*

DISTANCE BETWEEN MODELS THROUGH TERRAIN

In this example, *the distance between a model and a terrain piece is measured from the closest point of the model's base to the closest edge of the terrain piece.*

DISTANCE BETWEEN ELEVATIONS

In this example, *the distance measurement from Marine on* ***HIGH GROUND*** *to a Marine at* ***GROUND LEVEL*** *is measured horizontally from a direct overhead view, ignoring the vertical height of the terrain.*

***DESIGNER'S NOTE**: Some Units have special rules that allow their models to occupy different elevations. When this occurs, all distances between models within the Unit are still measured horizontally.*

4.2 WITHIN VS. WHOLLY WITHIN

WITHIN

A model is **Within** a distance if any part of its base touches or crosses into that range. A Unit is **Within** a distance if at least one model's base touches or crosses into that range.

WHOLLY WITHIN

A model is **Wholly Within** a distance only if its entire base sits inside that range – no part of the base may extend beyond the edge. A Unit is **Wholly Within** only if every model's base in the Unit satisfies this condition.

***In this example**, a Marine measures **3"** from its base. Zergling A is **Wholly Within** this **3"** range – its entire base sits inside it. Zergling B is **Within 3"** of the Marine – part of its base touches the range, but not all of it. Zergling C is outside the **3"** range entirely. The Zergling Unit is considered to be **Within 3"** of the Marine because at least one model (Zergling A) is in range. However, the Zergling Unit is not **Wholly Within 3"** since models B and C are not **Wholly Within** this range.*

ZERGLING A – WHOLLY WITHIN

***In this example**, a Unit of Raptors with all of its models **Wholly Within 3"** of its **Leading Model** that is on **HIGH GROUND**. The distance is measured horizontally as viewed from directly above – the vertical height of the terrain is ignored.*

ENTIRE UNIT OF RAPTORS - WHOLLY WITHIN

4.3 THE LEADING MODEL

The **Leading Model** is a temporary reference point used to execute a Unit's movement. Whenever a Unit resolves a **Move**, **Deploy**, **Run**, **Charge**, **Disengage**, or **Close Ranks** action, or any other action or ability that instructs the Unit to nominate a **Leading Model**.

Move the **Leading Model** first, measuring its exact path. Then set the remaining models in valid Coherency around the **Leading Model's** new position. The **Leading Model** nomination ends once the action resolves.

4.4 UNIT COHERENCY

Coherency is checked at the end of any action that repositions models, including **Move**, **Deploy**, **Charge**, **Disengage**, **Close Ranks**, **Run**, **PLACE**, and **SUMMON**.

At the end of such an action, all models in the Unit must be **Wholly Within 3"** of the **Leading Model** and able to trace a valid **Coherency Link** to it. If this condition is met, the Unit is **In Coherency**.

The battlefield is rarely so accommodating. Terrain and crowded positions may prevent a model from reaching a legal position **Wholly Within 3"** of the **Leading Model**. When this occurs, set the affected model as close as possible to the **Leading Model**. The model **must** still maintain a valid **Coherency Link**. A Unit with one or more models set beyond 3" is **Out of Coherency**.

If a model cannot be set in any legal position while maintaining a valid **Coherency Link**, it is removed as a casualty immediately.

A Unit that is **In Coherency** remains so until its next repositioning action. Casualties from any source never trigger a **Coherency** check and never cause a Unit to become **Out of Coherency**.

A Unit is **Out of Coherency** only if this condition was not met at the end of its last repositioning action.

While In **Coherency**, the Unit may control and contest **Mission Markers** normally (see 8.9.1).

COHERENCY LINK

When placing models after a move, set the **Leading Model** first. Then set each remaining model one at a time, **Wholly Within 3"** of the Leading Model, and able to trace a **Coherency Link** to it.

A **Coherency Link** is a chain of imaginary lines drawn model-to-model through models of the same Unit. Links **cannot** pass through models from other Units, terrain, or gaps that the **Leading Model** itself could not move through. A link **may** pass through **Enemy** models that the Unit is currently **Engaged** with and **ACCESS POINTS**.

Any model that **cannot** find a legal position maintaining the **Coherency Link** is immediately **removed as a casualty**.

FLYING UNITS AND COHERENCY LINKS:

When drawing **Coherency Links** for a **Flying** Unit, ignore terrain. Links may pass freely through terrain pieces of any **Size**, and may also pass through models from other Units.

OUT OF COHERENCY

If at the end of an action that repositions models, any model is not **Wholly Within 3"** of the Leading Model, the Unit is **Out of Coherency**. **Out of Coherency** Units **cannot control or contest Mission Markers** (Part 8.9.1).

***In this example**, a Unit of **Marines In Coherency**. All of its models are **Wholly Within 3"** of the **Leading Model** (marked in blue) with Coherency Links (marked in red) drawn from its other models to the **Leading Model**. The Marine model on the left links to the **Leading Model** through another model from its Unit to bypass the blocking terrain.*

***In this example**, a Unit of Marines with **illegal placement**. All models in the Unit are **Wholly Within 3"** of its **Leading Model**, but the model behind the wall (marked in red) **cannot draw** a **Coherency Link** to another model from its Unit without passing through the terrain shown. Since the model cannot draw a link through another model without passing through restricted terrain, the player cannot set the model here.*

4.5 DIRECTLY TOWARDS & DIRECTLY AWAY

Some abilities force a Unit to move **DIRECTLY TOWARDS** or **DIRECTLY AWAY** from another Unit. Draw an imaginary straight line from the centre of the acting model's base through the centre of the target model's base. The affected model follows this line.

If terrain or another model blocks the path, the affected model bypasses it via the **shortest possible route**, then continues in the original direction. If two routes are equally short, the controlling player chooses.

After completing the move:

- A model moving **DIRECTLY TOWARDS cannot** end further from the target than it started.
- A model moving **DIRECTLY AWAY cannot** end closer to the target than it started.

Multi-model Units moving DIRECTLY TOWARDS: The **Leading Model must** be the one with the shortest route to the target. Move it first. Set the remaining models as close to the target as possible while maintaining **Coherency**.

Multi-model Units moving DIRECTLY AWAY: The **Leading Model must** be the one with the shortest route to the target. Move it first. Set the remaining models as far from the target as possible while maintaining **Coherency**.

When multiple models exist in the target Unit, draw an imaginary line to the model that is physically closest (when moving towards) or furthest (when moving away) from the acting model.

If a model is forced to move off the battlefield edge by any involuntary movement effect, it stops at the edge of the battlefield in contact with the table edge. The model cannot be moved beyond the battlefield boundary.

4.6 GAP CLEARANCE AND MODEL SIZE

Not every gap in the terrain is wide enough to squeeze through, and a Siege Tank does not thread the same needle as a Zergling.

A gap is any physical space between terrain pieces or models, through which a model's path of movement passes.

The **Leading Model** can pass through gaps depending on the Unit's **Size**:

- **Size 2 or lower**: May pass through gaps at least **1"** wide. Infantry and smaller creatures exploit narrow corridors that larger Units cannot.
- **Size 3 or larger**: Requires a gap at least **3"** wide.

Regardless of clearance, a model **cannot** be set where its base doesn't physically fit. Clearance governs movement through a space, not stopping inside one.

Openings in terrain pieces – such as archways, doorways, and breaches – are treated as gaps for the purpose of Gap Clearance, even if the surrounding terrain piece is **Size 2** or larger. The gap must be wide enough for the model's **Size** category. Players should agree on which terrain openings are passable during Battlefield Setup.

This applies to all movement types: **Move**, **Run**, **Charge**, **Disengage**, and **Close Ranks**.

Flying Units ignore Gap Clearance during movement. Their **Leading Model** moves point-to-point, bypassing all terrain in transit. However, the **Leading Model** must still end in a legal position where its base or stand physically fits without overlapping another model's base or stand, or terrain.

PART 5: CARDS AND CHARACTERISTICS

Each Unit, weapon, and ability in the game has a set of characteristics represented on cards. This Part explains the anatomy of **Unit Cards** and **Weapon Profiles**, what each statistic means, and how to read the data that drives every action on the battlefield.

5.1 UNIT CARDS

Every Unit has a **Unit Card** that provides all the information needed to use it in a game.

1. UNIT NAME

2. SPEED: The maximum distance in inches the **Leading Model** may traverse in a standard **Move**.

- ▶ **Split Values** (e.g. **4"/7"**): Use the second value only when the Unit is reduced to a single remaining model, or when the Unit started with a single model.
- ▶ **Null Value** (**-**): The Unit **cannot** move or be repositioned by any means, including **PLACE** and involuntary movement effects.

3. ARMOUR: The Target Number the defender **must** meet or exceed on a D6 to cancel a hit.

4. EVADE: A secondary defensive characteristic representing agility. Used only when a rule or condition specifically grants an **Evade Roll**.

- ▶ **A Null Value** (**-**): The Unit cannot make **Evade Rolls**. An ability that explicitly grants an **Evade Roll** does not override this.

5. HIT POINTS (HP): **Damage** a single model must sustain before it is removed.

6. SHIELD (OPTIONAL): If this value is present on a **Unit Card**, add it to the **Hit Points (HP)** of the first model. The Unit is **Shielded**. The Unit loses its **Shielded Status** when the Total **Damage** assigned to it exceeds its **Shield** value or when the first model in the Unit is removed.

- ▶ The **Shielded Status** is referenced by other abilities. Losing **Shielded Status** does not remove any remaining **Hit Points**, it only ends effects that require the Unit to be **Shielded**. **Shielded Status** cannot be restored by **HEAL**.

***Unit Card** obverse*

7. SIZE: The model's vertical height category, used for **Line of Sight** and terrain interaction.

8. SUPPLY PROFILE: Links the number of remaining models in the Unit to its **Current Supply Value**. Update immediately when casualties reduce the model count to a lower bracket. Supply is used for Deployment, **Mission Marker** Control, and **Disengage** checks.

9. PHASE BOXES: **Special Abilities** and weapon profiles available during specific Phases.

10. WEAPON PROFILES: Each weapon is assigned to either the Assault Phase or the Combat Phase and may be used only during that phase. Each weapon profile lists:

- **[RNG] Range**: Maximum effective distance. Melee weapons list **E (Engagement Range)**. Some template weapons list **FT**.
- **Target**: What the weapon can hit. **Ground** (Ground Units only), **Flying** (Flying Units only), or **All** (both Ground and Flying Units).
- **[RoA] Rate of Attack**: Dice rolled per firing model.
- **Hit**: Target Number required on a D6 to score a hit.
- **Surge Type**: The **Combat Tag** that triggers the weapon's Surge efficiency.
- **S Dice**: Die type rolled to determine Surge results (D3 or D6).
- **[DMG] Damage**: **Damage** inflicted per die in the **Damage Pool**.
- **Keyword**: Special rules on the weapon (e.g., **PIERCE**, **SIDEARM**).

11. COMBAT TAGS: The Unit's **Combat Tags**.

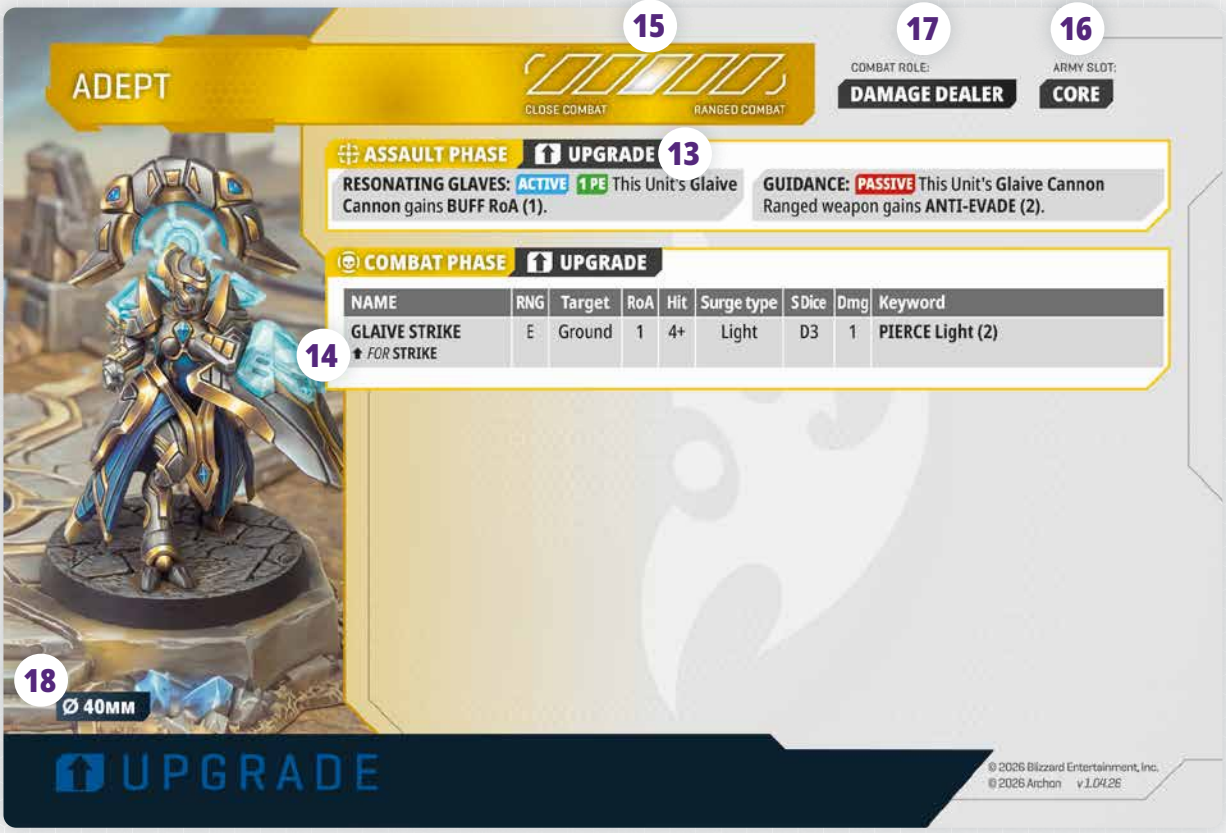
12. FACTION TAG: The Faction the Unit belongs to.

5.2 SPECIAL RULES AND UPGRADES

The reverse of each **Unit Card** lists optional Upgrades available during Army Building.

13. UPGRADE: New abilities or weapons added to the profile.

14. REPLACEMENTS (⬆**FOR**): An entry showing "⬆**FOR [Weapon Name]**" means the new weapon replaces the original entirely.



***Unit Card** reverse*

15. COMBAT RANGE: The preferred distance this Unit seeks to maintain from enemy Units.

16. ARMY SLOT: The slot type (Core, Elite, Support, Air, or Hero) required to field this Unit. Each Unit occupies a number of slots of this type equal to its starting **Supply Value** (Part 9.1.6).

17. Flavour text describing the Unit's role.

18. Base diameter on which the model **must** be mounted on.

5.3 TACTICAL CARDS

No commander goes into combat alone with guns. A creep tumor in a good position, a sensor sweep in reserve, or a psionic storm held back can change a lost battle into a rout. The **Tactical Cards** are the strategic resources, orders, and doctrines a military leader has available to them, bought before the battle and deployed when they are most needed.

Tactical Cards are purchased with **Vespene Gas** during **Army Building** (Part 9.1.4).

1. NAME: The name of the **Tactical Card**.

2. UNIQUE MARKING: If present, only one copy of this card may be included in an army.

3. FACTION TAGS: The **Race Tag** and any **Sub-Faction Tags** that determine which armies may include this card (Part 9.1.2).

4. ARMY SLOTS: The organisation slots unlocked when this card is included in the army (e.g., 2× Core, 1× Support). These slots are in addition to those provided by the **Faction Card**.

5. RESOURCE TYPE AND VALUE: The faction's resource (**CP** for **Terran**, **BM** for **Zerg**, **PE** for **Protoss**) and the amount generated when this card is **Exhausted** instead of using its **Special Ability**.

6. SPECIAL ABILITIES: One or more **Active**, **Passive**, or **Reaction Abilities** resolved using the standard rules (Parts 10.1–10.4).

5.4 FACTION CARDS

The **Faction Card** is the foundation of every army. It defines who you are, what doctrine you follow, and what forces you are permitted to bring to the battlefield.

Every army must include exactly **one Faction Card**, selected during Army Building.

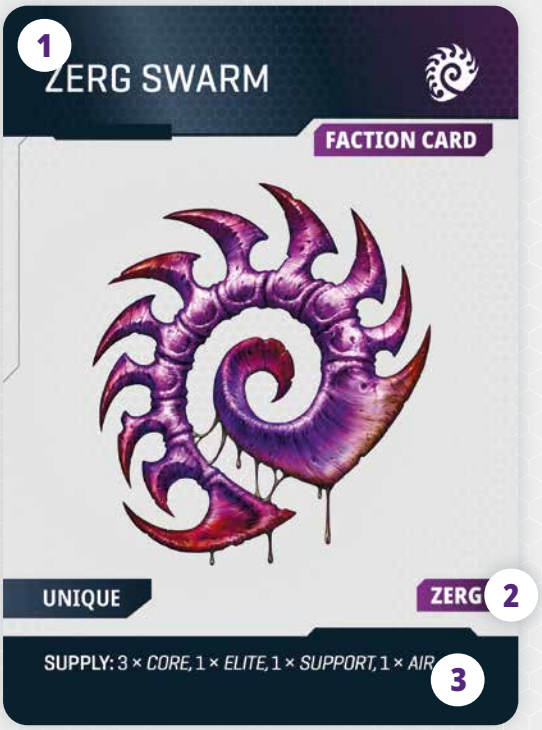
1. FACTION NAME: The name of the Faction. This may also function as a keyword referenced by other rules and abilities.

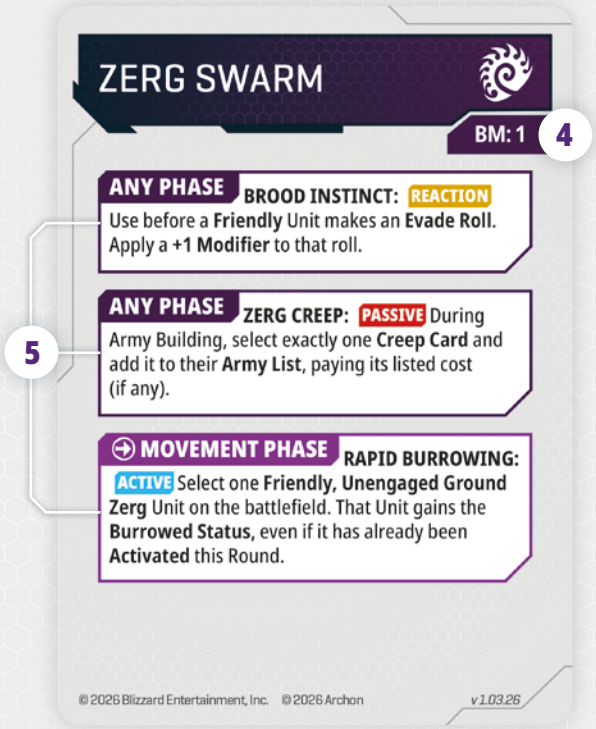
2. FACTION TAGS: The **Race Tag** and any **Sub-Faction Tags** that specify which Units and **Tactical Cards** can be included in the army (Part 9.1.2).

3. STARTING ARMY SLOTS: The organisation slots provided by the **Faction Card** itself (e.g. 3× Core, 1× Hero, 2× Support). Additional slots are unlocked by purchasing **Tactical Cards**.

4. RESOURCE TYPE AND VALUE: The faction's resource (**CP** for **Terran**, **BM** for **Zerg**, **PE** for **Protoss**) and the amount generated when this card is **Exhausted** instead of using its **Special Ability**.

5. SPECIAL ABILITIES: One or more **Active**, **Passive**, or **Reaction Abilities** resolved using the standard rules (Parts 10.1–10.4).





5.5 MISSION CARDS

Every conflict has a purpose. A contested line of minerals, a crashed shuttle with vital information, or a Xel'Naga relic glowing with power buried deep beneath the surface. **Mission Cards** decide what the conflict is about, how long the battle will last, and what must be achieved to win. The mission determines the fight, not the other way round.

Mission Cards are chosen during the Draft (Part 9.2).

1. NAME: The name of the Mission.

2. ENGAGEMENT SCALE: The game scale this mission is designed for (Skirmish, Standard, or Grand Offensive).

3. STARTING SUPPLY: The **Supply Pool** available to each player in Round 1.

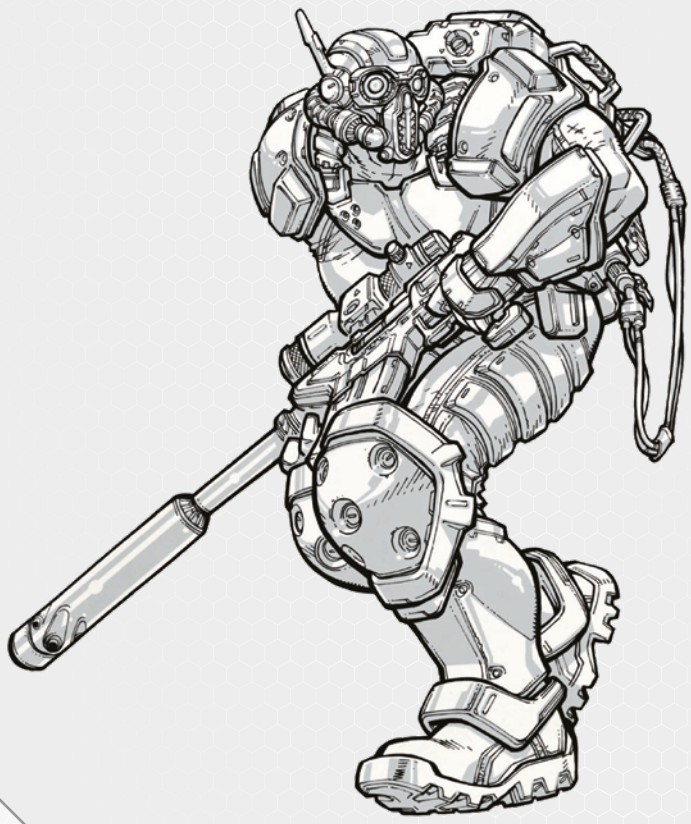
4. SUPPLY ESCALATION: The amount by which the **Supply Pool** increases at the start of each subsequent Round.

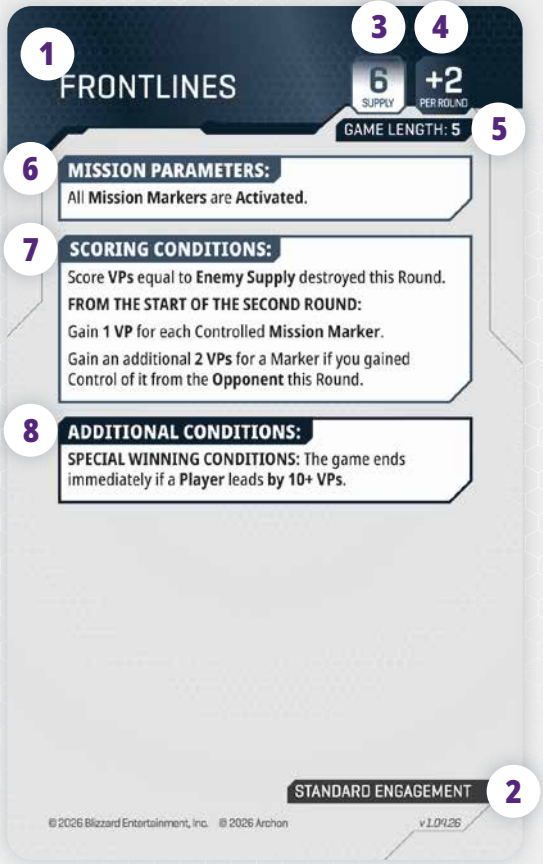
5. GAME LENGTH: The number of Rounds played before the game ends (usually 5).

6. MISSION PARAMETERS: Setup instructions, **Mission Marker** states, and any special conditions that apply from the start of the game.

7. SCORING CONDITIONS: How players earn **Victory Points** at the end of each Round.

8. ADDITIONAL CONDITIONS: Special rules or winning conditions unique to this mission, including any instant victory triggers.





5.6 DEPLOYMENT CARDS

The location from which you engage in the battle is as important as what you bring into it. A narrow canyon channels the entire attack into a kill zone. Parallel zones of deployment across open ground give the victory to whoever shoots first. The **Deployment Cards** determine the war's geometry, entry points, restricted zones, and the ground that must be taken.

Deployment Cards are selected during the Draft.

1. NAME: The name of the Deployment layout.

2. ENGAGEMENT SCALE: The game scale this deployment is designed for (Skirmish, Standard, or Grand Offensive).

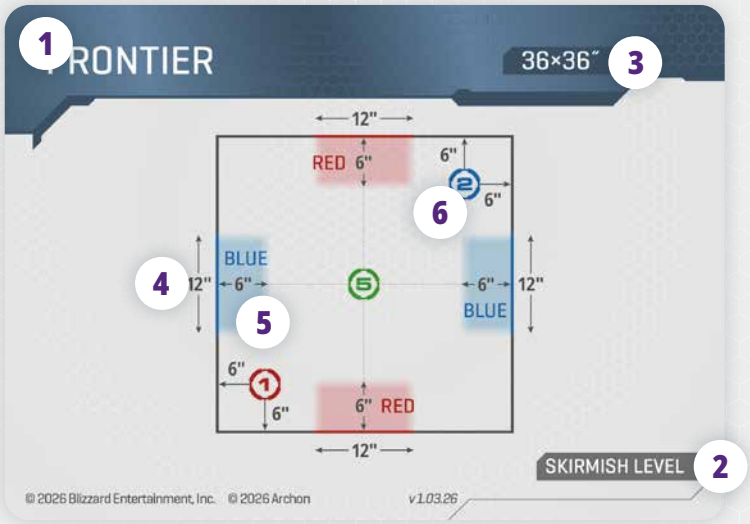
3. BATTLEFIELD DIMENSIONS: The required table size for this deployment.

4. ENTRY EDGES: The table edges assigned to each player. Units enter the battlefield from their assigned **Entry Edge** when deploying from **Reserves**.

5. ZONE OF INFLUENCE: A restricted area extending **6"** inward from each player's **Entry Edge**. **Enemy** Units arriving from **Reserves** cannot end their deployment within this area. The **Zone of Influence** does not affect Units already on the battlefield.

6. MARKER COORDINATES: The precise measurements for positioning each numbered **Mission Marker** on the battlefield.

Using the Deployment Card during Setup: Once the **Deployment Card** is selected, follow its instructions in this order: confirm the table dimensions, assign **Entry Edges** to each player, set **Zone of Influence Markers** at the corners of each player's **Entry Edge**, where applicable, then set **Mission Markers** at the listed coordinates. See Part 9.3 for the full setup sequence.



PART 6: THE SUPPLY SYSTEM

***DESIGNER'S NOTE**: Supply is the heart of the game's Strategic layer. The direct link between a Unit's combat presence and the number of models it has left means every model lost carries a consequence beyond mere **Damage**. A Unit with fewer models consumes less Supply (enabling the deployment of a new Unit from **Reserves**), contests objectives less effectively, and possesses less Tactical Mass to safely **Disengage**. This is a tactical decision: do you keep a Unit for its firepower, or sacrifice it to free Supply for a new Unit from **Reserves**?*

The armies in StarCraft: Tabletop Miniature Game do not deploy at full strength. Reinforcements arrive in waves, and as Units take casualties, their ability to deploy effectively shrinks. The Supply system governs when and how many Units a player can field, creating a constant tension between committing forces now and holding them in reserve.

Supply represents a Unit's battlefield presence, its manpower, momentum, and command resources necessary to keep it fighting. Unlike fixed characteristics, Supply is dynamic: as a Unit takes casualties, its Supply declines.

6.1 THE SUPPLY PROFILE

Every **Unit Card** includes a Supply Profile in the top-right corner, linking the number of remaining models to a **Current Supply Value**. As casualties reduce the model count into a lower bracket, update the **Current Supply Value** immediately.

EXAMPLE: A squad of 9 Marines has a Supply of 2. A squad of 6 Marines has a Supply of 1. When reduced to 3 models, their Supply drops to 0.

6.2 HOW SUPPLY IS USED

DEPLOYMENT

Each mission establishes a **Supply Pool**, which is the maximum amount of Supply that can be on the battlefield at any one time. The **Supply Pool** starts at the value listed on the **Mission Card** and increases by the **Supply Escalation** value each **Round**.

A player can only set a Unit in play from **Reserves** if the Unit's **Current Supply Value** is less than or equal to the **Available Supply**, which is the current **Supply Pool** value minus the total Supply of all **Friendly** Units already in play on the battlefield.

At no point can the **Total Current Supply** of a player's Units on the battlefield exceed the **Supply Pool**.

In the final Round of play (as determined by the **Mission Card**), the **Supply Pool** is unlimited. All Units remaining in **Reserves** may be set into play without Supply restrictions, following the normal alternating activation sequence.

MISSION MARKER CONTROL

Supply determines who controls the ground. To determine control of a **Mission Marker**, each player calculates the **Current Supply Value** of all their eligible Units contesting that Marker (see Part 8.9.1 for full eligibility requirements), not the number of models, but their total **Supply**. The player with the highest total controls the Marker.

A Unit with Supply 0 can control a Marker if no **Enemy** Units are contesting it. However, a Unit that is **Out of Coherency** can never control or contest a **Mission Marker**.

Flying Units cannot Contest or Control **Mission Markers**, as they are airborne and do not hold ground.

TACTICAL MASS

Breaking away from a melee is a desperate act. A Unit that **Disengages** suffers a severe penalty: it cannot perform **Ranged Attack** or **Charge** actions in the following Assault Phase. The squad is too busy pulling back to mount an effective attack.

However, if at the moment the **Disengage** is declared, the Disengaging Unit's **Current Supply Value** exceeds the Combined Supply of all **Enemy** Units it is **Engaged** with, this penalty is **ignored**.

A superior force has the mass to pull away cleanly. A lone screening squad should slow the enemy, not shut them down entirely.

UNIT STARTING SUPPLY

Some **Mission Cards** award **Victory Points** equal to the **Enemy** Supply destroyed in a Round. In such cases, the Supply Value destroyed in that Round is added to the score during the Scoring Phase.

PART 7: THE BATTLEFIELD

The terrain where a battle takes place is as crucial as the armies involved. Walls block **Line of Sight**, height offers a commanding fire position, and narrow passages can funnel an entire assault into a killing zone. This part explains how **Line of Sight** functions, how terrain impacts models of various **Sizes**, and how cover and elevation influence the flow of combat.

7.1 LINE OF SIGHT

Every shot, every ability, and every order that requires a clear view of the target follows the same process. **Line of Sight** determines what a model can see and, by extension, what it can shoot at.

StarCraft: Tabletop Miniature Game uses a **2D Line of Sight (LoS)** system. All **Line of Sight** checks are resolved from a top-down perspective, looking directly down at the battlefield from above.

To determine whether an acting model can see a target, trace an imaginary straight line from **any part** of the acting model's base to **any part** of the target model's base.

If the line does not pass through any **Blocking Terrain** (any terrain piece with an **Effective Size** of 1 or greater – see Part 11), the target is Visible. No further checks are required.

If the line passes through **Blocking Terrain**, the target is not automatically hidden. Check the **Cover** rules (Part 7.1.1) to determine whether the terrain actually blocks **Line of Sight**. Terrain that intersects the trace but does not meet the requirements for Full Cover or Direct Cover does not block **Line of Sight**. The target remains Visible.

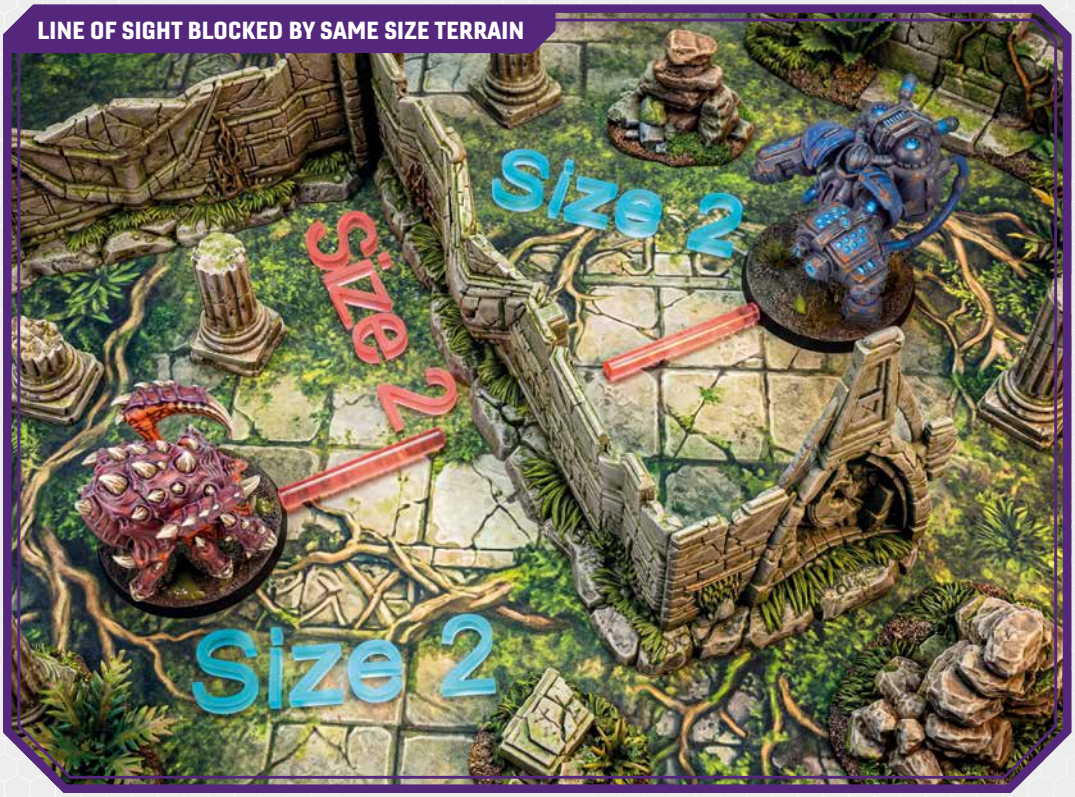
For **Line of Sight** purposes, a terrain piece's footprint is defined by its physical base or, if it has no base, the outermost edges of its solid structure viewed from above. Unless players agree otherwise during Battlefield Setup, gaps, windows, doorways, and open interiors within the footprint **do block** the **Line of Sight**.

A terrain opening may be passable for movement without counting as open for **Line of Sight** (see Part 4.6 for Gap Clearance rules).

Players must agree during Battlefield Setup on the footprint of each terrain piece and on which openings, if any, count as passable gaps for movement.

***DESIGNER'S NOTE**: Our game uses a top-down **Line of Sight** method rather than a precise measurement from the model's eye. This prevents disputes over exact posture, slouching torsos, and weapon placement. It also ensures terrain interacts correctly regardless of model posture or base design. The downside is a slight loss of cinematic feel, but it is well worth it for speed and balance.*

LINE OF SIGHT BLOCKED BY SAME SIZE TERRAIN



***In this example**, a player checks **Line of Sight** from a Marauder (**Size 2**) to a Roach (**Size 2**) through a ruined wall (**Size 2**). The wall is large enough to completely block the **Line of Sight**. Neither model is **Visible** to the other.*

***In this example**, a player checks **Line of Sight** from a Goliath (**Size 3**) to a Marauder (**Size 2**) through a ruined wall (**Size 2**). The wall is too short to hide the Goliath. The **Line of Sight** is not blocked, and both models are **Visible** to each other.*

VIABLE LINE OF SIGHT DUE TO UNIT SIZE BEING GREATER THAN TERRAIN

7.1.1 COVER

Terrain pieces may block the **Line of Sight** between models. A terrain piece provides Cover in one of two ways:

- **Full Cover**: A terrain piece blocks **Line of Sight** if its **Effective Size** (Part 7.1.2) is **equal** to or **greater** than the **Effective Size** of **both** the attacker and the Target. Neither model can see over the terrain – **Line of Sight** is blocked.
- **Direct Cover**: If the **Line of Sight** trace passes through a terrain piece, and either the attacker or the target is **Within 1"** of that terrain, the Line of Sight between them is blocked, provided the terrain piece's **Effective Size** is equal to or greater than the **Effective Size** of the model that is **Within 1"**.

Each terrain piece is assessed for Cover independently. Terrain pieces do not combine their **Effective Size** or proximity. If no single terrain piece meets the requirements for Full Cover or Direct Cover, **Line of Sight** is not blocked, regardless of how many terrain pieces the trace passes through.

ELEVATION DEAD ZONE

If a model on **HIGH GROUND (Size 3+)** draws **Line of Sight** to a model at **GROUND LEVEL** that is **Within 1"** of the base of the same terrain piece, **Line of Sight** is blocked. This applies in both directions – neither model can see the other.

CLOSE QUARTERS

If both models are **Within 1"** of the same terrain piece and **Within 3"** of each other, Direct Cover, Elevation and Dead Zone do not apply. Resolve **Line of Sight** normally using the standard trace (Part 7.1).

DIRECT COVER

***In this example**, a player checks **Line of Sight** from a Goliath to a Unit of Marines through a ruined wall. The wall is too short to block the Goliath's view entirely. However, two Marines are **Within 1"** of the wall. Because the wall's **Effective Size** equals the Marines' Size, they benefit from the **Direct Cover** rule. The **Line of Sight** to and from those two Marines is blocked.*

LINE OF SIGHT BLOCKED BY HIGH GROUND

***In this example**: a Marine on **HIGH GROUND** checks **Line of Sight** to a Zergling at **GROUND LEVEL**. The Zergling is **Within 1"** of the base of the same terrain piece the Marine is standing on, but the two models are more than 3" apart. The Zergling is too close to the foot of the cliff to be seen from above – **Line of Sight** is blocked. This works in both directions – the Zergling cannot see the Marine above it either. If the two models were **Within 3"** of each other, Close Quarters would apply, and standard **Line of Sight** rules would be used instead.*

CLOSE QUARTERS LINE OF SIGHT

***In this example**, a player checks **Line of Sight** from a Goliath to a Roach through a ruined wall. The roach would normally benefit from the **Direct Cover** rule, but because the Goliath is also **Within 1"** of the same wall and the models are **Within 3"** of each other, the **Close Quarters** rule applies. **Direct Cover** is bypassed, and standard **Line of Sight** rules are used instead.*

Abathur's TIP

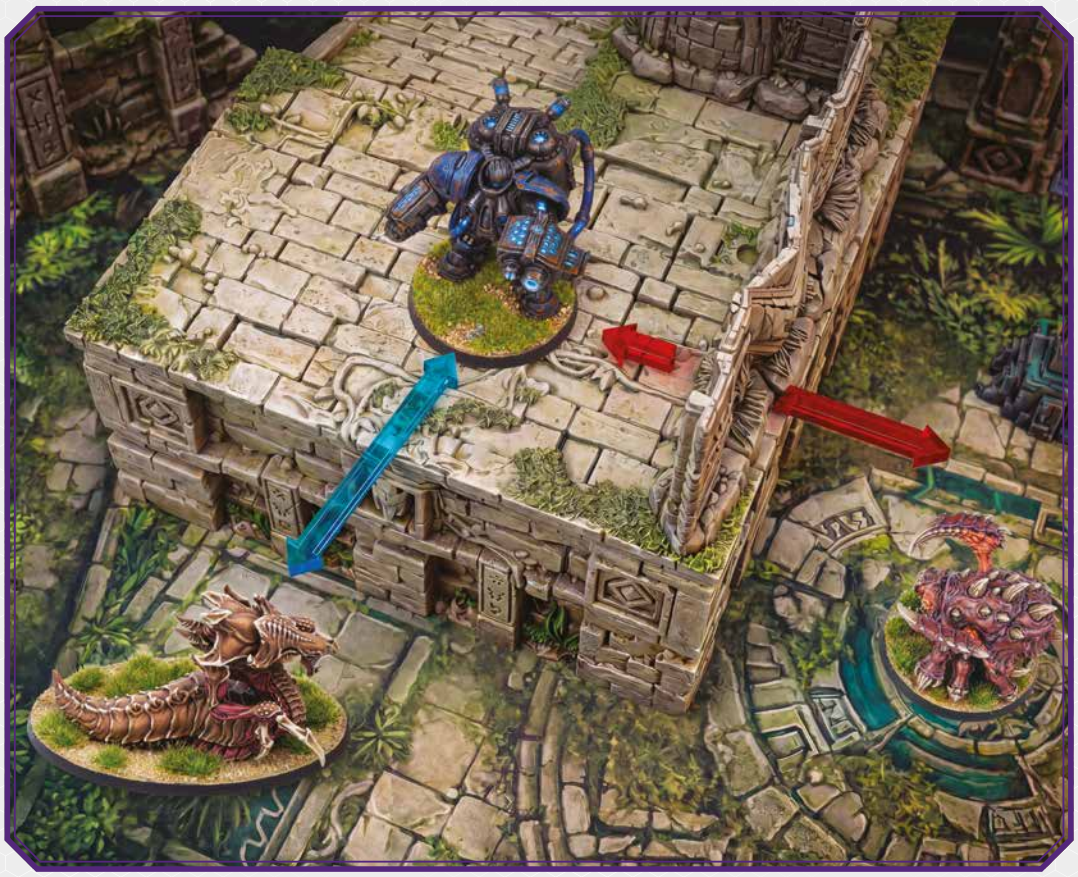
***HIGH GROUND** is powerhouse on the battlefield. When a Unit is on terrain with a **Size** of 3 or 4, the **Effective Size** of that Unit goes through the roof, letting it peer over barriers that would block the **Line of Sight** of Units on lower ground. The best position for ranged support is to utilise **HIGH GROUND**, as you can rain down fire from above. The downside, of course, is that Units on **HIGH GROUND** are exposed to just about everything, so only put Units there if they can handle whatever is coming their way. Ranged specialists with good Armour or Evade stats are the ones that really shine from **HIGH GROUND**, but Units with lower stats should remain on the ground if they want to stay hidden.*

7.1.2 VERTICALITY AND EFFECTIVE SIZE

When a model stands on top of a terrain piece (such as **HIGH GROUND**):
Effective Size is equal to the model **Size** plus the terrain **Size**.

EXAMPLE: A Marine (**Size 2**) on **HIGH GROUND** (**Size 4**) has an **Effective Size** of 6. He can see over **Size 5** walls that would blind him at **GROUND LEVEL**.

- **Top-Down Perspective**: Only terrain pieces that rise vertically between the two models' positions (as viewed from above) can block the shot. The horizontal surface a model stands on does not obstruct the top-down trace.
- **Stacking Terrain**: When a terrain piece is set on **HIGH GROUND** or **MID GROUND**, its **Effective Size** increases in the same way as a model's – it gains the **Size** of the terrain it stands on.



***In this example**, a Marauder (**Size 2**) is on **HIGH GROUND** (**Size 3**), giving it an **Effective Size** of 5. A ruined wall (**Size 2**) is also on **HIGH GROUND** (**Size 3**), giving it an **Effective Size** of 5. Because they have the same **Effective Size**, the Marauder cannot see over the ruined wall. The Roach (**Size 2**) at **GROUND LEVEL** cannot make a **Line of Sight** with the Marauder because the ruined wall (**Effective Size 5**) blocks it. However, the Hydralisk at **GROUND LEVEL** can make a **Line of Sight** with the Marauder because there is no obstacle in the way.*

***DESIGNER'S NOTE*: *HIGH GROUND* is already a strong position on the battlefield, thanks to the bonus from *Effective Size* and *Line of Sight*. However, a Unit occupying *HIGH GROUND* is also more Visible to almost everything on the table, creating a weakness. The Evade Roll provided to Units occupying *HIGH GROUND* reflects the defensive benefit of being in a raised position. It is more difficult to fire uphill. This provides players with a strong reason to occupy a raised position, aside from the *Line of Sight* bonus.**

7.1.3 HIGH GROUND COVER

If all models of a Unit are standing on **HIGH GROUND** (**Size 3** or larger terrain) with any part of their bases, the Unit becomes eligible to make an **Evade Roll** against all **Ranged Attacks** originating from a lower elevation. The attack originates from the lower elevation if at least one model of the attacking Unit isn't standing on the **HIGH GROUND** with any part of their base.

Exception: **Flying** Units never benefit from **HIGH GROUND** Cover, regardless of their physical position on the battlefield. **Ranged Attacks** made by **Flying** Units never originate from the lower elevation, regardless of their position on the battlefield.

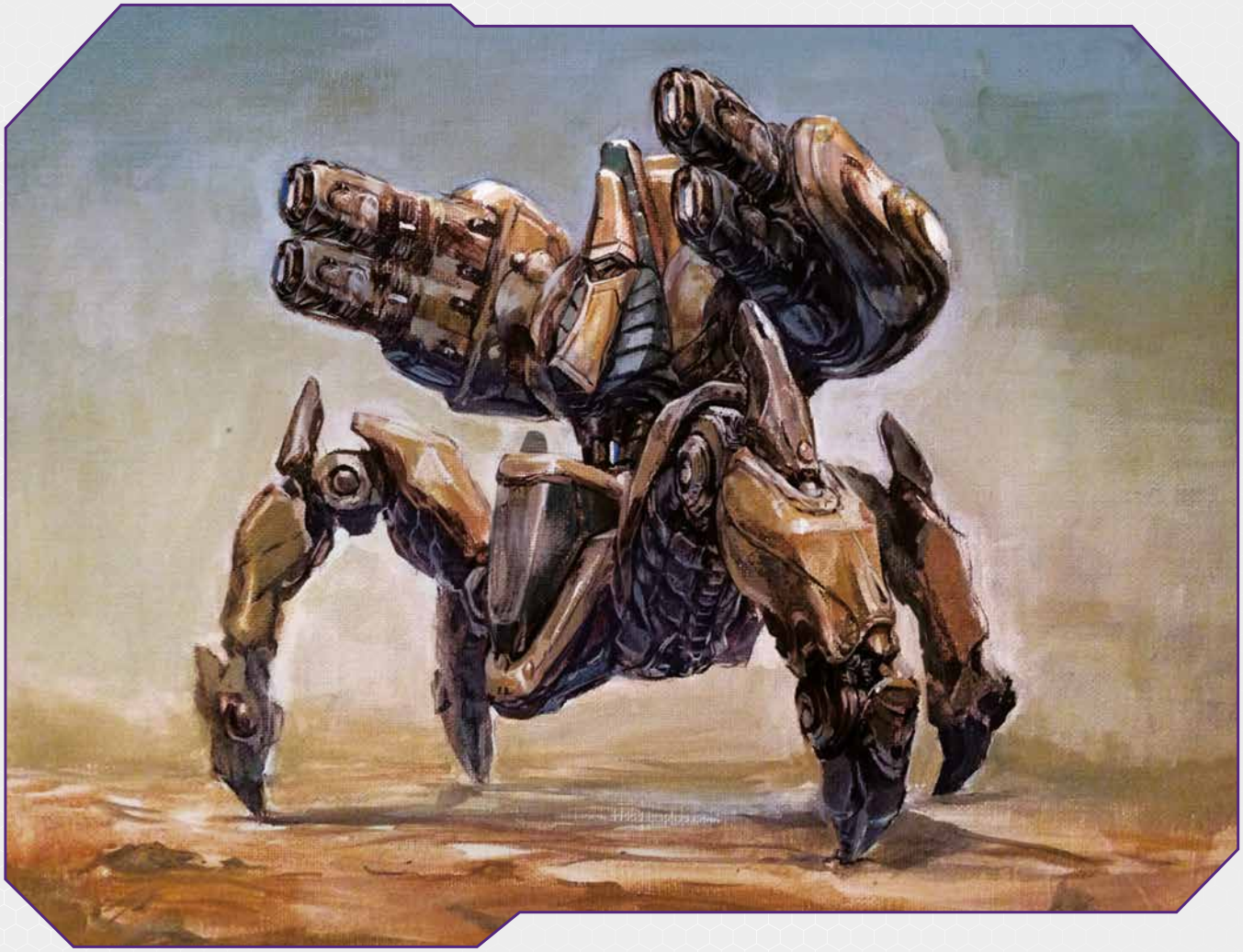
7.1.4 FLYING UNITS AND COVER

When checking **Line of Sight** to or from a **Flying** model, ignore the Full Cover rule.

Direct Cover and the Elevation Dead Zone rules still apply.

For Cover purposes, treat a **Flying** model's **Effective Size** as higher than the **Effective Size** of any terrain piece on the table.

Because of this, terrain can never provide Full Cover against a **Flying** model and can never provide Direct Cover to a **Flying** model as the model that is **Within 1"** of terrain. However, a Flying model still obeys any Direct Cover or Elevation Dead Zone rule that applies to the other model in the attack.



LoS AND COVER SUMMARY TABLE:

LINE OF SIGHT - CORE RULES

RULE / CASE	RESULT	DETAIL
BASE SYSTEM (§7.1)		
LoS method	● 2D TOP-DOWN	Trace a straight line from any part of the attacker's base to any part of the target's base, viewed from directly above.
Measurement	● HORIZONTAL ONLY	Vertical height never factors into Range or **LoS** checks.
Trace does **not** pass through Blocking Terrain	✔ VISIBLE	No further checks required.
Trace passes through Blocking Terrain	◆ CHECK COVER	Apply Full Cover or Direct Cover rules (§7.1.1). Target may still be Visible.
Terrain footprint definition	● OUTER EDGE	Gaps, windows, and doorways inside a terrain piece do block **LoS**.
EFFECTIVE SIZE & ELEVATION (§7.1.2)		
Model on **HIGH GROUND**	● MODEL+TERRAIN SIZE	E.g. Marine (**Size 2**) on **HIGH GROUND** (**Size 4**) = **Effective Size 6**.
Terrain piece on **HIGH GROUND**	● TERRAIN+TERRAIN SIZE	The same stacking rule applies to terrain set on elevated surfaces.
Model at **GROUND LEVEL**	▬ NO BONUS	**Effective Size** = model's own **Size** characteristic only.
ELEVATION DEAD ZONE (§7.1.1)		
HIGH GROUND model traces LoS to the **GROUND LEVEL** model **Within 1"** of the terrain base	✖ LoS BLOCKED	Applies in both directions. Neither model can see the other.
Close Quarters override (both **Within 1"** of the same terrain AND Within 3" of each other)	✔ LoS RESTORED	Standard **LoS** rules apply. Dead Zone is ignored. Works in both directions.

COVER - FULL DECISION TABLE

COVER TYPE	CONDITION	LoS RESULT	REFERENCE
FULL COVER			
Full Cover	Terrain **Effective Size** ≥ **Effective Size** of BOTH attacker AND target	✖ **LoS BLOCKED**	§7.1.1
DIRECT COVER			
Direct Cover (attacker behind terrain)	LoS trace passes through terrain, AND attacker is **Within 1"** of that terrain AND terrain **Effective Size** ≥ attacker **Effective Size** ⚠ Close Quarters exception: if both models are **Within 1"** of the same terrain piece AND **Within 3"** of each other, this rule is bypassed – use standard **LoS** instead.	✖ **LoS BLOCKED** (unless Close Quarters)	§7.1.1
Direct Cover (target behind terrain)	LoS trace passes through terrain, AND target is **Within 1"** of that terrain AND terrain **Effective Size** ≥ target **Effective Size** ⚠ Close Quarters exception: if both models are **Within 1"** of the same terrain piece AND **Within 3"** of each other, this rule is bypassed – use standard **LoS** instead.	✖ **LoS BLOCKED** (unless Close Quarters)	§7.1.1
NO COVER / VISIBLE DESPITE TERRAIN			
Terrain too small	Full Cover fails, AND neither model is **Within 1"** of terrain (Direct Cover fails)	✔ **VISIBLE**	§7.1.1
Multiple small terrain pieces	Trace passes through several pieces, but no single piece satisfies Full or Direct Cover	✔ **VISIBLE**	§7.1.1
Model not **Within 1"** of terrain	Trace passes through terrain; Direct Cover proximity condition not met for that model	✔ **VISIBLE**	§7.1.1
HIGH GROUND COVER - EVADE BONUS			
HIGH GROUND Cover	ALL models of defending Unit are **Wholly Within HIGH GROUND** (**Size 3+**), AND at least one attacking model is NOT **Wholly Within HIGH GROUND**	◆ **EVADE ROLL GRANTED**	§7.1.3
Attacker is also on **HIGH GROUND**	All attacking models are **Wholly Within HIGH GROUND**	✖ **NO EVADE BONUS**	§7.1.3

COVER TYPE	CONDITION	LoS RESULT	REFERENCE
FLYING UNITS			
Full Cover	When checking **Line of Sight** to or from a **Flying** model, ignore the Full Cover rule.	✔ VISIBLE – NO COVER	§7.1.1
Direct Cover target	**Flying** Units' **Effective Size** is always higher than the **Effective Size** of any terrain piece on the table.	✔ VISIBLE – NO COVER	§7.1.1
Direct Cover attacker	LoS trace passes through terrain, AND target is **Within 1"** of that terrain AND terrain **Effective Size** ≥ target **Effective Size**	✖ LoS BLOCKED (unless Close Quarters)	§7.1.1
HIGH GROUND Cover	**Flying** Units never benefit from **HIGH GROUND** Cover, regardless of their physical position on the battlefield.	✖ NO EVADE BONUS	§7.1.3

IMPORTANT: Each terrain piece is evaluated independently for Cover. Pieces do not combine **Effective Size** or proximity – one piece must satisfy the full condition on its own. GRASS, unlike other **Size 2** terrain, does not block movement but does block Line of Sight.

BLOCKING TERRAIN & ELEVATION - QUICK REFERENCE

SIZE	BLOCKING?	PASSABLE?
Size 0	✖ NOT BLOCKING	✔ PASS FREELY
Size 1	✔ BLOCKING	✔ PASS FREELY
Size 2	✔ BLOCKING	✖ CANNOT PASS
Size 2 - GRASS	✔ BLOCKING	◆ PASS (destroyed)
Size 3+	✔ BLOCKING	✖ CANNOT PASS

ELEVATION	HOW TO REACH / RULE
GROUND LEVEL	Standing on the battlefield
MID GROUND	Horizontal terrain **Size 1–2**
HIGH GROUND	Horizontal terrain **Size 3+**
Change elevation	Must use an **ACCESS POINT**
Flying Units	Ignore terrain; move point-to-point

7.2 ENGAGEMENT AND ENGAGEMENT RANGE

The **Engagement Range** extends 1" horizontally from any model's base. When two **Enemy** models are **Within 1"** of each other, they are **Engaged** – locked in close combat.

Unless stated otherwise, a Unit cannot end any movement or be **PLACE** within the **Engagement Range** of any enemy model.

When any model in a Unit is **Engaged** with any model in an **Enemy** Unit, both Units are considered **Engaged**.

7.2.1 ENGAGEMENT RESTRICTIONS

Models are **Engaged** only when all of the following conditions are met:

- **Combat Tags match**: **Ground** models Engage only **Ground** models. **Flying** models **cannot** be **Engaged** by any model.
- **Terrain does not block:**
  - **Size 0–1** terrain: Engagement is possible across it.
  - **Size 2+** terrain: Models **cannot** Engage through it. Even **Within 1"**, a **Size 2+** wall between them means they are not **Engaged**.
  - Models on **HIGH GROUND cannot** Engage models on **GROUND LEVEL**, and vice versa.
  - Models on **MID GROUND** can Engage models on **HIGH GROUND** or **GROUND LEVEL** only if both models are adjacent to the same **ACCESS POINT** connecting their respective elevations.

7.3 MARKERS AND TOKENS

7.3.1 TOKENS

Tokens represent tangible battlefield assets – Creep Tumors, Corrosive Bile, and Shades. Treat them as **Terrain (Size 0)** with their own base. Models may move through Tokens, but **cannot** end movement overlapping them unless specified. Tokens are removed at the end of the Game Round unless stated otherwise. Always measure to the closest base edge of a Token.

7.3.2 MARKERS

Markers are used to keep track of status or game states. Unlike Tokens, they have no physical presence. They do not block **Line of Sight** or Movement.

- **Mission Markers** are numbered Markers used on the battlefield during Setup at coordinates shown on the **Deployment Card**. Each Marker is 32mm in diameter and has two sides: **Activated** or **Deactivated**. Each one is colour-coded by number: Markers 1 & 3 are Red, Markers 2 & 4 are Blue, and Marker 5 is Neutral.

- **Activation Markers** are set beside the Unit that has completed its turn in a Phase. They are double-sided with the arrow facing upwards, showing that the Unit has finished its turn in Phase 1 (Movement). The reverse side indicates that the Unit has completed its turn in Phase 2 (Assault).

- **Faction Indicators** are used on **Mission Markers** to show which player controls that Mission Marker at any moment. Some **Special Abilities** utilise Faction Indicators to mark an area of the battlefield.

- **Modes Markers** are used to track operational shifts (e.g. **SIEGE MODE**, **BURROWED**). Those **Status Markers** have **STAY IN PLAY**.

- **Zone of Influence Markers** are used to define the **Zone of Influence** when the **Entry Edge** doesn't extend along the entire table edge. These are L-shaped corner markers that must be set exactly as shown on the **Deployment Card**.

- **First Player Marker** is used to track which player has initiative. The holder chooses which player activates first at the beginning of each Phase. The Marker passes between players throughout the game, usually when a player Passes early in a Phase or when Victory Points are tallied at the end of the Round.

- **Buff/Debuff Markers** are used to track effects and some statuses affecting the Unit. Positive effects are tracked with **Buff Markers** (Blue), and negative effects are tracked with **Debuff Markers** (Red).

7.4 DESTROYED UNITS

When the last model falls, the Unit is Destroyed.

Every effect, ability, and condition currently on the Destroyed Unit immediately ends. Tokens created by the destroyed Unit are removed (unless they are **STAY IN PLAY**). Effects that the Destroyed Unit applied to other Units remain on those Units unless the effect explicitly states otherwise.

A Destroyed Unit cannot return to play unless a specific rule states otherwise.

PART 8: THE GAME SEQUENCE

With the basics covered and the troops assembled, the time to fight has arrived. Each Round of the battle follows a straightforward progression: moving Units, shooting, savage close combat, and scoring objectives. This section will cover each step of the fight cycle, beginning with the initial **Move** action and concluding with the final Victory Point tally.

8.1 ROUNDS AND PHASES

A game lasts up to **5 Rounds**. Each Round has four Phases resolved in strict order:

PHASE	NAME	KEY ACTIONS
1	The Movement Phase	Deploy, Move, Disengage, Hold
2	The Assault Phase	Ranged Attack, Charge, Run, Hold
3	The Combat Phase	Close Ranks, Close Combat Attack
4	The Scoring & Cleanup Phase	Control Markers, Score VP, Cleanup

8.2 THE ACTIVATION SYSTEM

During Phases 1, 2 and 3, players use **Alternating Activation**. The holder of the **First Player Marker** decides which player activates first each Phase. Players then alternate, each activating one Unit per turn. Each **Activated** Unit performs exactly **one** action from the list available in that Phase.

Abathur's TIP

When you begin, resources will be limited, and the board will still be taking shape. If you deploy a high-value Unit too early, it will be vulnerable to heavy fire before you have enough board presence to support it. On the other hand, holding Units in Reserve for too long will waste their potential. A good strategy is to start by deploying cheap Units to contest Markers and gather information, then deploy your high-value Units in Rounds 2 and 3.

***DESIGNER'S NOTE**: The Roll-Off winner can give the **First Player Marker** to their opponent – and this can sometimes be the right call. Going second in the Movement Phase means your opponent commits their Units first, allowing you to react. Going first in the Assault Phase rewards you for **Passing** early in Movement. Deciding who starts Round 1 with that Marker is itself a strategic decision, not just a formality.*

8.2.1 PASSING AND INITIATIVE

At any point during a turn, the **Active Player** may **Pass** instead of activating a Unit. A player must **Pass** if they have no eligible Units left.

The first player to **Pass** in a Phase takes the **First Player Marker** for the next Phase. Once a player **Passes**, they cannot activate any further Units this Phase. The opponent then completes their remaining activations.

8.2.2 DETERMINING THE FIRST PLAYER

Players Roll-Off (Part 3.2). The winner assigns the **First Player Marker** to either player for Round 1.

8.3 DEPLOYMENT AND RESERVES

No Units begin on the battlefield. All Units included in the **Army List** start in **Reserves**. Bring them onto the battlefield during the Movement Phase as Supply allows.

***DESIGNER'S NOTE**: Starting each Unit in Reserve is a deliberate departure from traditional miniature wargaming. Instead of deploying the whole army on the table at the start and committing to those positions before rolling a single die, players develop their battlefield presence gradually through each Round. This approach is similar to how a traditional real-time strategy game develops its economic presence – early Rounds require decisions on which Units to commit with limited Supply, while later Rounds punish those who didn't manage these early decisions effectively. It also helps to eliminate the common problem of alpha-striking on Turn 1.*

8.3.1 THE SUPPLY POOL

Reinforcements do not arrive all at once; Warp conduits take time to stabilise, Overlords require flight corridors, and Dropships queue on orbital approach vectors.

The **Supply Pool** is the total available capacity that any commander may have at any instant, and this increases as logistics close the gap on the frontline.

- **Round 1**: **Supply Pool** equals the **Mission Card**'s starting Supply.
- **Later Rounds**: **Supply Pool** increases by the **Supply Escalation** value each Round.
- **Final Round**: In the last Round of every game (as defined by the **Mission Card**), the **Supply Pool** becomes unlimited. All remaining Units in **Reserves** may be deployed without Supply restrictions, following the normal alternating activation sequence.
- **Hard Cap**: **Total Current Supply** of on-table Units may **never** exceed the **Supply Pool**.

8.3.2 AVAILABLE SUPPLY

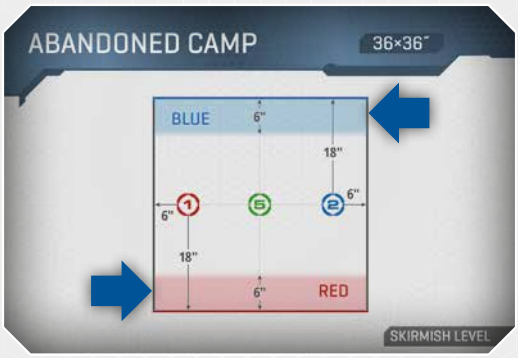
A commander's resources are only so plentiful. Every squad draws from the same pool of ammunition, bandwidth, and command focus. The resources you've committed so far will determine what remains available. Managing the gap between what's been committed and what's still accessible is what distinguishes a measured escalation from an army peaking too early.

Available Supply equals the Current Supply Pool minus the Total Supply of Friendly Units on the Battlefield.

A Unit can only be fielded if its **Current Supply Value** is less than or equal to the **Available Supply**. Units Destroyed in battle (or reduced by casualties) free up **Available Supply** for new arrivals.

8.3.3 DEPLOYMENT RESTRICTIONS

When a Unit arrives from **Reserves**, that Unit cannot end its arrival during that Activation inside the opponent's **Zone of Influence**. This restriction applies to all forms of arrival, whether the Unit enters from an edge, arrives via a Warp Prism, or is summoned. Additionally, a Unit can never end a **Deploy** action **Out of Coherency**. If all models cannot be placed legally while maintaining **Coherency**, the Unit cannot be deployed in that location.



Information about the Influence Zone can be found on the deployment card.

8.4 PHASE 1: THE MOVEMENT PHASE

The ground is constantly shifting even before the first shot is fired. Teams dig in, reinforcements pour in from above, and exhausted Units fall back to regroup. During the Movement Phase, the battlefield terrain changes as a command decides where the battles will be fought.

At the start of the Movement Phase:

- Resolve all "**Start of the Round**" abilities. The first player resolves their first if both players have effects. If a player has multiple "**Start of the Round**" effects to resolve, that player chooses the order in which their effects resolve. Each effect is fully resolved before the next begins.
- Verify **Available Supply** for all players.

8.4.1 ACTIVATIONS

Orders are issued one at a time. A squad moves, a position is taken, and the **Enemy** reacts. Every activation is a commitment.

On the **Active Player**'s turn, choose one:

- **Activate a Unit on the battlefield without an Activation Marker** – perform a **Move**, **Hold** or **Disengage** action.
- **Activate a Unit in Reserves without an Activation Marker** – perform a **Deploy** action to enter the battlefield.

After the action, set an **Activation Marker (Movement side)** next to the Unit.

8.4.2 PASSING

The first player to **Pass** takes the **First Player Marker** for Phase 2. Set **Activation Markers** (Movement side) next to any **Friendly** on-table Units that did not activate.

8.5 MOVEMENT PHASE ACTIONS

8.5.1 HOLD

The Unit performs no action. Set an Activation Marker beside it.

The Unit counts as Activated for the current Phase.

8.5.2 MOVE

An **Unengaged** Unit changes its position on the battlefield.

8.5.3 RESOLVING A MOVE

When a rule instructs a Unit to **Move**, **Run**, or otherwise reposition using standard movement, resolve it as follows:

STEP 1 - THE LEADING MODEL

- Choose a **Leading Model** and move it up to the Unit's **Speed** (see Part 5.1 for split **Speed** values). Measure the actual path travelled.
- The **Leading Model** may pass through **Friendly** models in its own Unit.
- The **Leading Model** may **not** pass through **Enemy** models or **Friendly** models from other Units. **Ground** models may pass through a **Flying** model's base as if it were not there, and vice versa.
- The **Leading Model cannot** move through terrain of **Size 2** or larger.
- Follow **Gap Clearance** rules (Part 4.6).
- The **Leading Model cannot** change elevation unless it passes through an **ACCESS POINT**.
- The **Leading Model** may **not** end overlapping terrain or another model's base.
- The **Leading Model's** entire base must end on the battlefield.
- The **Leading Model cannot** end **Within 1"** (**Engagement Range**) of an **Enemy Ground** Unit.
- No part of a base of the **Leading Model** can move more than its unit **Speed** value.

Abathur's TIP

*Making a **Pass** early in the Movement Phase is a game-changing move. The first player to make a **Pass** gains the **First Player Marker** for the Assault Phase and gets to shoot first. If you have already set up your key Units or have nothing left to deploy, make a **Pass** immediately. This allows you to gain perfect information as your opponent uses their activations, while you observe. However, moving too early means missing opportunities to manoeuvre, so it's a constant balancing act between the benefits of information and maintaining flexibility.*

***In this example**, the Terran player chooses a **Leading Model** and moves it up to the Unit's **Speed** characteristic which is **4"**. Then, the remaining models in the Unit are placed In **Coherency**. This means they must be set up **Wholly Within 3"** of the Leading Model and be able to trace a valid **Coherency Link** to it.*

STEP 2 - OTHER MODELS

- Pick up all remaining models and set them **In Coherency** (Part 4.4) around the **Leading Model**.
- These models are set, not moved – they may ignore intervening obstacles. However, they **must** end in a legal position: no overlapping bases, entire bases on the battlefield, and not **Within 1"** of an **Enemy** Unit.

TERRAIN INTERACTIONS

- **Size 0 & Size 1**: Pass through freely. **Cannot** end movement overlapping the terrain's footprint.
- **Grass (Size 2 - special case)**: Refer to the **GRASS** keyword (Part 11) for the full rules. Grass does not block movement but does block **Line of Sight**, following the standard Cover rules (Part 7.1.1). If the **Leading Model**'s path of travel passes through or any model of a Unit ends on a Grass terrain piece, that Grass piece is immediately removed from the game for the remainder of the battle.
- **Flying Units**: A **Flying** Unit moving over Grass does not destroy the Grass terrain piece. **Flying** models pass above the terrain, not through it. If any model of a Flying Unit ends on a Grass terrain piece, it is removed as normal.
- **Size 2 and larger**: **Cannot** move through.

ELEVATION

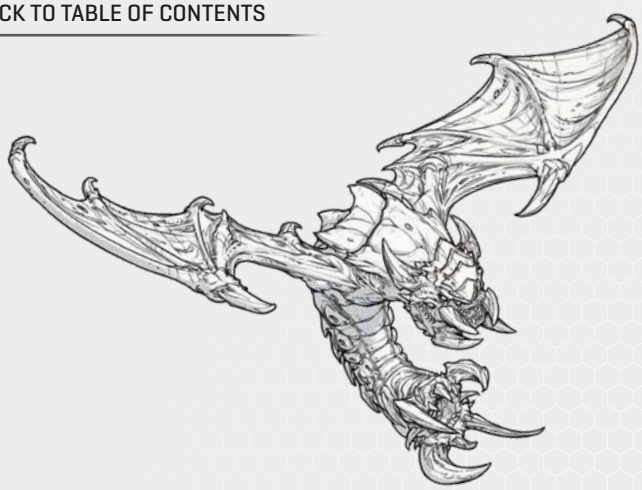
Models can stand on one of three elevations:

- **GROUND LEVEL**: Standing directly on the playmat.
- **MID GROUND**: Standing on horizontal terrain of **Size 1 or 2**.
- **HIGH GROUND**: Standing on horizontal terrain of **Size 3** or larger.

The model stands on Elevation if its base is at that elevation. If the model's base is on multiple elevation levels, assume it is standing on the highest of those elevations.

ACCESS POINTS connect different elevation levels. Models change elevation only by moving through an **ACCESS POINT** (examples: ladders, portals, doors). Coherency links **may** pass through **ACCESS POINTS**.

RAMPS are **Size 1 MID GROUND** terrain. A model on a ramp at any point along its surface is at **MID GROUND** elevation. Models cannot pass through a ramp freely – they may only enter and exit through the ramp's two **ACCESS POINTS** (one at the base, one at the top) and may end their movement on the ramp.



FLYING MOVE

Units with the **Flying Combat Tag** ignore all normal movement restrictions. The **Leading Model** moves point-to-point, ignoring all terrain and models between the start and end. Other models may pass through a **Flying** model's base as if it were not there.

Flying Units and Engagement Range:

- A **Flying** Unit may end its movement in **Base-to-Base** contact with **Ground** Units and vice versa – **Flying** models are **never Engaged**, and this proximity has no effect on either Unit's ability to act.
- **Flying** models are never **Engaged** (Part 7.2.1). A **Flying** Unit **must** end its movement at least **1"** away from all **Enemy Flying** Units.

8.5.4 DISENGAGE

The most challenging manoeuvre a squad will ever make is to pull back under heavy fire. Losing the initiative on a pinned position demands calm discipline, swift action, and enough firepower to keep the pursuers at bay.

An **Engaged** Unit withdraws from melee.

- Move it following the standard **Move** rules (Part 8.5.3).
- Any individual model that cannot end its movement strictly outside the **Engagement Range** of all **Enemy** Units is immediately removed and considered Destroyed. Other models in the Unit that successfully clear the **Engagement Range** remain unaffected – the Unit continues with its remaining models.
- If the **Leading Model** itself cannot end its movement outside the **Engagement Range** of all **Enemy Units**, the **Disengage** fails. The Unit does not move, the **Leading Model** is removed, and the Unit's activation ends.
- A Unit that **Disengages cannot** perform **Ranged Attack** or **Charge** in the following Assault Phase – unless its **Current Supply Value** is greater than the Combined Supply of all enemies it was **Engaged** with.

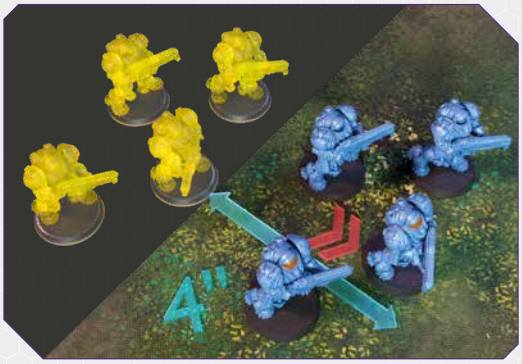
***DESIGNER'S NOTE**: The Tactical Mass exception to the **Disengage** penalty prevents small screening Units from holding up a much larger and more valuable force indefinitely. It should not be possible for a small group of Zerglings to hold up a Siege Tank locked in melee indefinitely. When the disengaging Unit has significantly more mass than its opponent, it has the mass to **Disengage** and still operate at full effectiveness. This creates a paradox: Units that slow down the **Enemy** have limited ability to stop them completely.*

8.5.5 DEPLOY

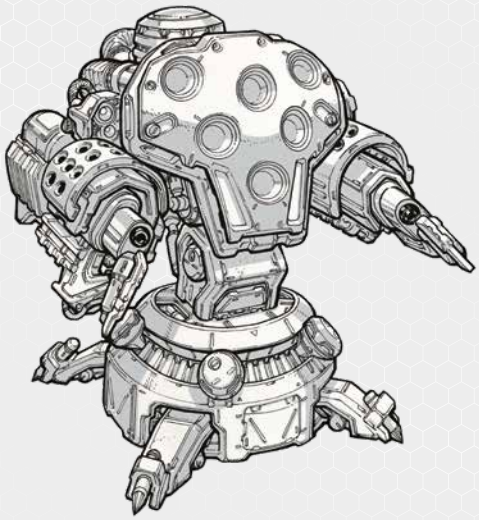
The moment boots hit the ground, there is no going back. Timing a deployment correctly can swing an entire flank. Timing it wrong feeds reinforcements into a meat grinder.

A Unit from **Reserves** enters the battlefield.

- Confirm the Unit's **Current Supply Value** fits within the **Available Supply**.
- Set the **Leading Model** in contact with the player's **Entry Edge** outside of the battlefield, then move it up to the Unit's **Speed** following standard **Move** rules (Part 8.5.3).



- Treat the **Entry Edge** as a base of a **Leading Model**, then move it up to the Unit's speed following standard **Move** rules (Part 8.5.3).
- The **Leading Model** enters first. Set the rest of the Unit **In Coherency**.
- The Unit **cannot** finish its activation within the enemy's **Zone of Influence**.
- Unit can never end a **Deploy** action **Out of Coherency**. If all models cannot be placed legally while maintaining **Coherency**, the Unit cannot be deployed in that location.



UNITS RETURNED TO RESERVES

Some rules will remove the Unit from the battlefield and return it to the **Reserves**. The Unit is not Destroyed; it has left the battlefield. When the Unit is returned to the **Reserves**, the **Current Supply** used by the Unit is released, and the **Available Supply** is recalculated from that moment onwards.

The Unit keeps all the equipment it had when it left the battlefield. The **Damage** recorded by the **Damage Marker** that the Unit suffered before it was removed remains with the Unit. When the Unit is redeployed, it will carry the same **Damage**.

Any buffs, debuffs, or mission effects with a set duration "until the **End of the Round**" and similar effects stay on the Unit. However, the clock does not pause just because the Unit has left. If an effect were to expire during Cleanup & Refresh (Part 8.9.5), it still would, whether the Unit is on the table or not.

While in **Reserves**, the Unit keeps all its **Active**, **Passive**, and **Reaction Abilities**, but none of them function. They cannot be triggered, they produce no effects, and they cannot be used to pay costs or respond to events. They are on the card, not on the battlefield. When the Unit redeploys, all its abilities resume immediately unless an ability explicitly states otherwise.

However, the Tokens and Markers that the Unit left behind on the battlefield will be removed, unless they have the **STAY IN PLAY** keyword.

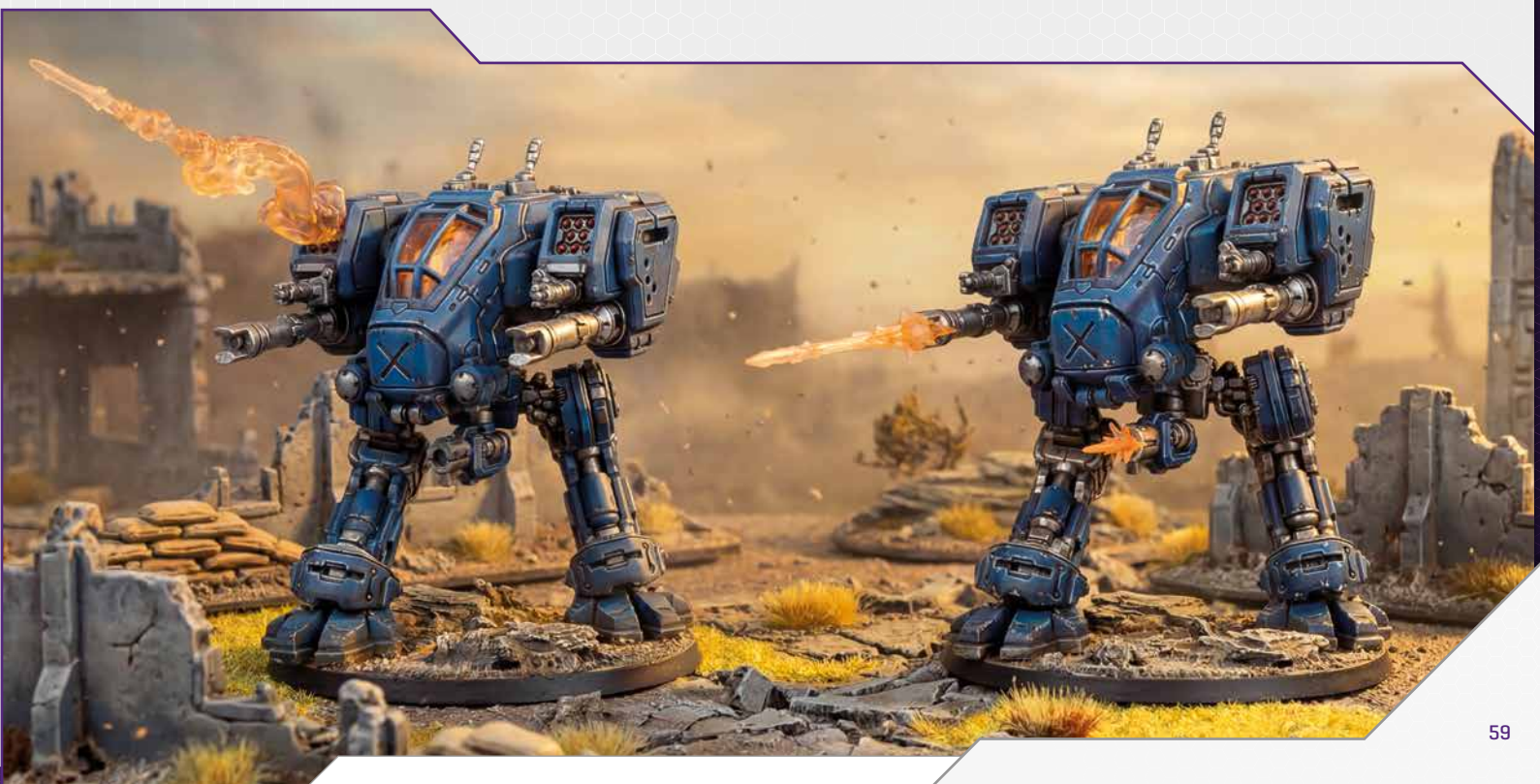
If the Unit was **Activated** during the current Phase, once it is returned to the **Reserves**, it will remain **Activated** and will not be able to take further action within the current Phase.

8.6 PHASE 2: THE ASSAULT PHASE

It is here that the line finally breaks. Gauss Rifle fire cracks along the fire lanes, siege shells soar over the barricades, and Zealots charge the last metres in a last-ditch push. The Assault Phase is when the **Damage** is done, **Ranged Attacks** tear through exposed Units, and **Charges** strike defenders who chose a poor position.

8.6.1 ACTIVATIONS

On the **Active Player's** turn, activate a Unit with an **Activation Marker** (Movement side) and select one action: **Run**, **Hold**, **Charge**, or **Ranged Attack**. After completing the action, set an **Activation Marker** (Assault side) next to it. Units still in **Reserves** cannot act during this Phase.



Abathur's TIP

*Running in the Assault Phase is one of the most underused tools available to a new player. If your Unit cannot reach a worthwhile target with a **Ranged Attack** or **Charge**, do not waste the activation on a Hold. Use the Run to close the distance for the next Round, reposition onto a **Mission Marker**, or pull back behind Cover before the **Enemy** can respond. Two Moves across two Phases (a Move in Phase 1 followed by a Run in Phase 2) will cover twice the ground of a single Move, and that extra distance can be the difference between contesting an objective and watching your opponent score it unopposed.*

8.6.2 PASSING

The first player to **Pass** takes the **First Player Marker** for Phase 3. Set **Activation Markers** (Assault side) next to any Units that did not activate.

8.7 ASSAULT PHASE ACTIONS

8.7.1 RUN

Sometimes the best use of a Unit's activation is not to fight at all. A squad repositioning to claim a Marker next Round, a flanking force closing the gap before a decisive Charge, or a screening Unit pulling back from an exposed position are all valid reasons to give up an entire Assault Phase activation without firing a shot.

An **Unengaged** Unit moves across the battlefield following the standard **Move** rules (Part 8.5.3). The procedure is identical to a Movement Phase **Move**:

Nominate a **Leading Model**, move it up to the Unit's **Speed**, and set remaining models **In Coherency**. All standard restrictions apply, including Gap Clearance (Part 4.6) and the prohibition on ending **Within** the **Engagement Range** of **Enemy** Units.

8.7.2 HOLD

The Unit does not take any action. Set an **Activation Marker** (Assault side).

8.7.3 RANGED ATTACK

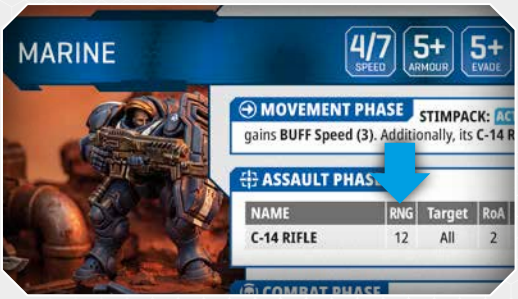
Fire is the language of the Assault Phase. A volley of Gauss Rifle rounds tears through a Unit caught crossing open ground. A Hydralisk spine salvo pins down an advancing squad behind a wall. A single Siege Tank shell lands among a cluster of infantry and scatters them. Every ranged weapon on the battlefield has the potential to reshape the fight before the enemy can close the distance, but only if the shot is aimed at the right target, at the right time, with the right weapon.

A Ranged Attack is resolved in two stages. First, the attacking player selects a valid target and assigns weapons to it. Second, the attack is resolved through the three-pool system: dice move from the **Attack Pool** through the **Armour Pool** to the **Damage Pool**, with each stage giving both sides a chance to influence the outcome. Units with multiple weapon profiles may split their fire across different targets, resolving each weapon as a separate Batch.

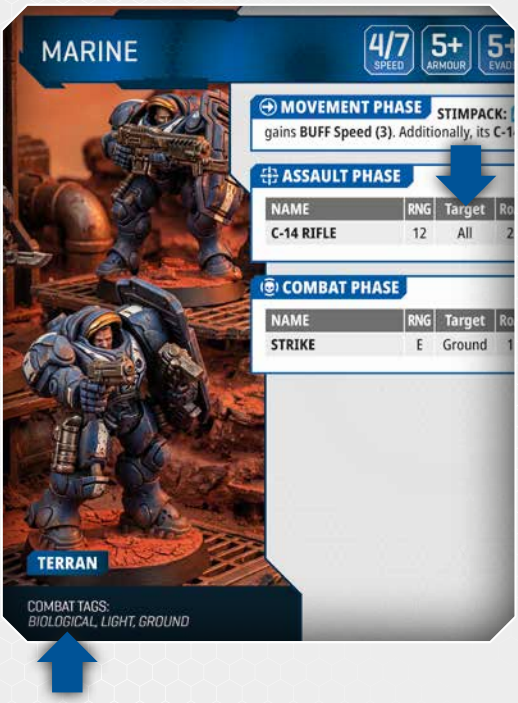
1. TARGET ELIGIBILITY

A valid target **must** meet all of the following criteria:

- At least one **Visible** model from the target Unit is **Within** the weapon's maximum **Range**. Measure from the attacking model's base to the target model's base.



- Only models **Within** Range to at least one Visible model from the target Unit contribute dice to the Attack Roll.
- The target's **Combat Tag** matches the weapon's target characteristic (**Ground**, **Flying** or **All**).

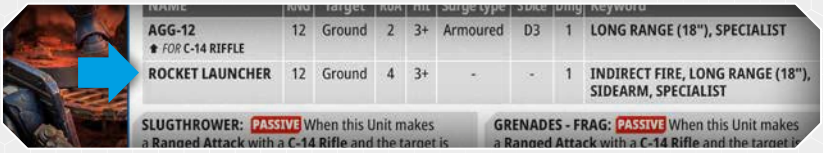


- **Engagement Status**: An **Unengaged** attacking Unit cannot select an **Engaged** Unit as a target (except Spillover from Template Weapons – see Part 8.7.6). An **Engaged** attacking Unit may only target the Unit(s) it is currently **Engaged** with.

***DESIGNER'S NOTE**: If a Batch Destroys the Enemy Unit your Friendly Unit was Engaged with, that Friendly Unit immediately becomes Unengaged (unless still Engaged with another enemy). Remaining Batches may target freely.*

2. WEAPON SELECTION AND BATCHING

Each model fires one of its available Assault Phase weapons. All models using the same **Weapon Profile** must fire at the same target – the player cannot split a single profile's fire. A Batch consists of all models firing the same weapon at the same target. This same-profile, same-target rule applies to **SIDEARM** weapons as well – all models firing the same **SIDEARM** profile must target the same Unit, although that Unit may differ from the target of the Unit's other weapons.



NAME	RNG	Target	RoA	Hit	Surge Type	Dice	Dmg	Keyword
AGG-12 ↑ FOR C-14 RIFLE	12	Ground	2	3+	Armoured	D3	1	LONG RANGE (18"), SPECIALIST
ROCKET LAUNCHER	12	Ground	4	3+	-	-	1	INDIRECT FIRE, LONG RANGE (18"), SIDEARM, SPECIALIST

SLUGTHROWER: PASSIVE When this Unit makes a Ranged Attack with a C-14 Rifle and the target is

GRENADES - FRAG: PASSIVE When this Unit makes a Ranged Attack with a C-14 Rifle and the target i

If a Unit has multiple Weapon Profiles, it may fire at different targets – resolved in separate Batches.

REMOVING DICE: When a **Special Ability** reduces the number of dice within a Batch, the player controlling the Unit resolving that ability chooses which dice are removed.

BATCH SEQUENCE: Declare the target of one Batch, resolve it fully, and then declare the next Batch. The player does not declare all targets simultaneously.

Abathur's TIP

*Batch sequencing provides a slight advantage. By declaring and resolving each Batch individually, you can use the first Batch to weaken or eliminate your target, then modify the second Batch depending on the result. If your Unit has two weapon profiles, use the one more likely to eliminate your **Damaged Enemy** first. If that works out, your second profile can be used to engage a new enemy. Remember that if your models have the same weapon, they must fire at the same target. When building your army, Units with single powerful weapon profiles are more **Damage**-focused but less flexible, while Units with multiple profile **Damage** are more flexible with multiple targets.*

8.7.4 RANGED ATTACK RESOLUTION

Every attack is resolved by moving dice through three pools. Dice begin in the **Attack Pool**, pass through the **Armour Pool**, and end in the **Damage Pool**. Dice that survive the entire sequence inflict casualties.

ATTACK POOL. Generate a number of dice equal to each attacking model's **Rate of Attack (RoA)**. Roll all dice in this pool against the weapon's **Hit** characteristic. Each die that meets or exceeds the **Hit** value is a success. Move it to the **Armour Pool**. Discard all failures.

ARMOUR POOL. The defender rolls all dice in this pool against the target Unit's **Armour** characteristic. Each die that meets or exceeds the **Armour** value is a success. Discard it. Move all failures to the **Damage Pool**. Some effects bypass this roll entirely: dice moved out of the **Armour Pool** by Surge or **CRITICAL HIT** are set directly into the **Damage Pool** without an **Armour Roll**.

DAMAGE POOL. Each die remaining in this pool inflicts **Damage** equal to the weapon's **Damage** characteristic. If the target Unit is eligible for an **Evade Roll**, the defender rolls all dice in this pool against the Unit's **Evade** characteristic before **Damage** is applied. Each die that meets or exceeds the **Evade** value is a success and is discarded. Remaining dice inflict **Damage** as normal.

***DESIGNER'S NOTE**: If dice in the same Batch have different modifiers, roll them separately. It still counts as the same Batch.*

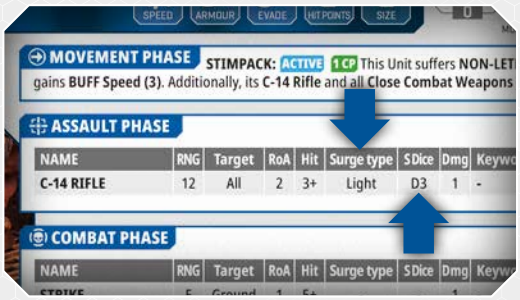
Resolve each Batch in sequence:

1. ROLL TO HIT

- For each attacking model with an eligible target, add dice equal to the weapon's **RoA** to the **Attack Pool**.
- If the weapon has an **S Dice** characteristic, add one **Surge Die** (use a different colour). If there is no **S Dice**, the Surge Result is 0.
- Roll all Attack Dice. Results equal to or higher than the weapon's **Hit** value are successes. Move successful dice to the **Armour Pool**.

2. RESOLVE SURGE

- Check if the target Unit's **Combat Tag** matches the weapon's **Surge Type**. If not, the **Surge Die** result is ignored entirely – discard it. No dice move from the **Armour Pool** at this step.
- If it matches, move a number of dice equal to the **Surge Die result** from the **Armour Pool** directly to the **Damage Pool**. These bypass **Armour** entirely. Surge can **never** move more dice than are currently in the **Armour Pool**.



3. ARMOUR ROLLS

- The defender rolls all dice in the **Armour Pool**.
- Results equal to or higher than the Unit's **Armour** characteristic: **success** – discard the die.
- Results lower than Armour: **failure** – move the die to the **Damage Pool**.

4. EVADE ROLLS

Perform this step only if the target Unit qualifies:

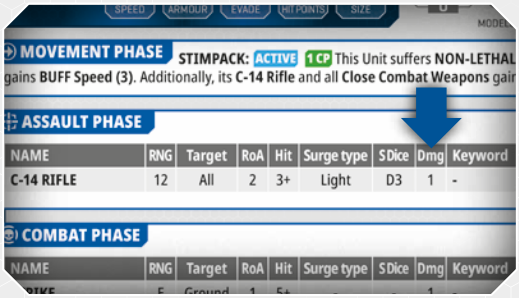
- A **Special Ability** or keyword grants an **Evade Roll**.
- The target is **Engaged** and is suffering **Damage** from a **Ranged Attack**.

If eligible, the defender rolls all dice in the **Damage Pool**. Results equal to or higher than the Unit's **Evade** characteristic: **success** – remove those dice. Remaining dice are confirmed **Damage**.

5. RESOLVE DAMAGE AND CASUALTIES

If there are no dice left in the **Damage Pool**, ignore this phase.

- Multiply the remaining dice in the **Damage Pool** by the weapon's **Damage** characteristic.



- Add any previously accumulated **Damage** (from earlier attacks in this or previous Rounds), indicated by a **Damage Marker**. This total is the **Total Damage**.
- Apply any Special Skills that reduce the Total **Damage**.
- Remove casualties model by model. The defending player removes models from the target Unit, following these rules:
  - The attack **cannot** remove more models than the number of **Visible** models in the target Unit.
  - While Total **Damage** equals or exceeds a model's HP, remove one Visible model and reduce Total **Damage** by that model's HP. Repeat.
  - If all Visible models are Destroyed, discard remaining Total **Damage** – it does not carry over to non-Visible models.
  - If Total **Damage** remains but **cannot** Destroy the next Visible model, record it with a **Damage Marker** (e.g. a D6 set next to the Unit).

Abathur's TIP

*Surge stands out as one of the most efficient sources of Damage because **Surge Dice** bypasses the entire Armour rolling process. Before firing off any Rounds, always check that the **Surge Type** of your chosen weapon aligns with the target's Combat Tag. Using Anti-**Ground** Surge on a **Ground** target can double or triple your **Damage** output compared to firing at a **Flying** target with the same weapon. When building your army, be sure to select weapons with **Surge Types** that match the Combat Tags you are most likely to encounter.*

***In this example**, only Marines A can be removed as a casualty. Marine B is **Within 1"** of the terrain piece, satisfying the conditions for **Direct Cover**. Because **Line of Sight** is blocked, Marine B is not **Visible** to the attacking Unit.*

8.7.5 REMOVING MODELS FROM ENGAGED UNITS

When the target Unit is **Engaged**, ignore standard Visibility rules.

Whenever an **Engaged** Unit suffers casualties from any source, ignore standard Visibility rules and apply the following priority order instead.

The defending player **must** remove casualties in this strict priority order:

Priority 1: Models not **Within** the **Engagement Range** of any **Enemy** Unit.

Priority 2: Models **Within** the **Engagement Range** but not in **Base-to-Base** contact.

Priority 3: Models in **Base-to-Base** contact with an **Enemy** model.

When selecting a model to remove at Priority 2 or 3, the defending player **cannot** choose a model if removing it would cause the Unit to stop being **Engaged** with a specific **Enemy** Unit – provided there is another valid casualty in any priority tier.

***DESIGNER'S NOTE**: The **Engaged** casualty priority system prevents the defending player from picking off models to escape Engagements they would rather not be in. Otherwise, an opponent could absorb **Damage** from shooting by taking the single model that is holding them in a difficult melee combat, effectively giving their **Enemy** a free **Disengage** action. The priority makes shooting at a melee force eat away at the outer models first, protecting the core of the melee until the **Engaged** models are removed.*

***In this example**, Miniature B **cannot** be removed first (Priority 2) because doing so would break the Zealot Unit's Engagement with the Hydralisk. Once only one valid casualty remains, the controlling player may choose either the last A or B.*

Abathur's TIP

*Template weapons need careful placement. A well-timed Blast Template can hit two or three Units at once, causing spillover Batches in addition to the main **Damage**. Pay attention to turns when the **Enemy** has a "bunch" of Units around the same terrain piece or **Mission Marker**. Flamer Templates have a shorter range but almost always hit everything **Within** the cone, making them very effective against tightly packed melee Units. When facing armies that heavily rely on Templates, keep your Units at maximum **Coherency** and avoid having too many Units on a single objective.*

8.7.6 TEMPLATE WEAPONS

BLAST TEMPLATE (BT) / FLAMER TEMPLATE (FT)

1. ALIGNMENT

- **BT:** The template **must** cover as much of the target model's base as possible. The centre of the target model's base is the **Target Point**.
- **FT**: The narrow end must be flush with the attacking model's base edge and aimed at the target. The centre of the target model's base is the **Target Point**.
- Templates affect only models at the **same elevation level** as the **Target Point**.
- **Flying** models are not on any elevation level for template purposes. A template set at **GROUND LEVEL** does not affect **Flying** models, and a template cannot be set on a **Flying** model's elevation level, unless the template weapon has Target: ALL or Target: **Flying**.

2. DECLARING TARGETS

Follow standard Target Eligibility (Part 8.7.3) with this exception: select one **Enemy** Unit as the Primary target – all models in that Unit covered by the template are the Main target. Every other model (**Friendly** or **Enemy**) covered by the template is resolved under **Spillover**, provided they share the same elevation and Combat Tag as the Primary target.

3. DETERMINING HITS

A model is affected if all of the following are true:

- Its base is partially or fully covered by the template.
- It is on the same elevation as the declared **Target Point**.
- A line traced from the **target model's base** (BT) or **Attacking Model's base** (FT) to the model's base is not blocked by a terrain (**Size 2+**).
- It is an eligible target type (e.g., a **Ground**-only template does not affect **Flying** models, even if it is covered).

4. ATTACK POOL GENERATION

- **Main Target**: Generate a number of Attack Dice equal to the number of Affected models in the target Unit, plus any weapon Rate of Attack modifiers.
- **Spillover (separate Batches per Unit)**: Generate a number of Attack Dice equal to the number of Affected models in that Unit only. Do not apply Rate of Attack modifiers. Do not apply Surge.

5. RESOLUTION

- Roll to Hit as normal. Roll the generated Attack Dice for the Batch. Any result equal to or higher than the weapon's Hit characteristic is a success and is moved to the **Armour Pool**.
- Do not roll a **Surge Die**. For the Main target, the Surge Result equals the number of Affected models in that Unit. Spillover attacks do not generate Surge.
- Apply Surge efficiency normally for the Main target if the **Combat Tag** matches. Do not apply Surge to **Spillover**.

USING A BLAST TEMPLATE

***In this example**, a Siege Tank performs a **Ranged Attack** against a **Unit** of Zerglings using a **Blast Template (BT)**. The template must sit over the target model's base to cover as much of it as possible. The template also partially covers the base of another Zergling model from the same **Unit**, meaning it is affected as part of the **Main Target**. Additionally, the template partially covers a Roach model from a different **Unit**. It will also be affected by the attack and resolved as a **Spillover**."*

USING A FLAMER TEMPLATE

***In this example**, a Firebat performs a **Ranged Attack** against a Unit of Zerglings using a **Flamer Template (FT)**. The narrow end of the template must be flush with the attacking model's base edge and aimed at the target. The template partially covers the bases of two Zergling models from the same Unit. They are both affected as part of the Main target.*

8.7.7 CHARGE

The last few metres are the longest. A charging squad crosses open ground with nothing between them and the **Enemy** but speed, aggression, and the hope that the dice fall right.

An **Unengaged Ground** Unit moves into the Engagement Range of **Enemy** Units.

1. DECLARE TARGETS

- All targets must possess the **Ground Combat Tag**. Flying Units **cannot Charge** or be **Charged**.
- A **Charge** does not require **Line of Sight**.
- Declare **all** intended targets before rolling.

2. DETERMINE CHARGE DISTANCE

- Choose the **Leading Model** and nominate one model per target Unit as the **Charge** target.
- Roll **1D6** and add it to the Unit's **Speed**. This is the **Charge Roll Distance**.
- Measure along the actual path of travel – bypass impassable obstacles. Follow **Gap Clearance** rules (Part 4.6).

***DESIGNER'S NOTE**: **Charges** do not require a **Line of Sight**. This is because melee combatants are assumed to be able to detect threats through sound, vibration, and general battlefield awareness. **Charges** would require a **Line of Sight** if they didn't, and attacking an opponent behind a wall or barricade would be impossible. This would make melee Units impossible to play in a map-heavy game.*

Abathur's TIP

*A failed **Charge** means you've wasted your whole activation, so be sure to measure carefully before committing to a **Charge**. The **Charge Roll** is your **Speed** plus **1D6**, so be aware of your minimum, average, and maximum ranges. If the target is right at the edge of your maximum range, you may want to consider whether a **Move** or **Run** this Round to close the distance will put you into position for a guaranteed **Charge** into them next Round. When you declare multiple **Charge** targets, remember that the **Leading Model** has to be **Within 1"** of all the targets you've declared to **Charge** at. Multi-**charges** are powerful but can be very risky - if the targets don't line up just right, you'll have wasted your whole **Charge** and won't hit any of the targets.*

3. SUCCESSFUL AND FAILED CHARGES

The **Charge succeeds** only if the **Leading Model** can be legally set in a position that is:

Wholly Within the **Charge Roll Distance** of its starting point.

- **Within** the **Engagement Range** (1") of every declared **Charge** target.
- Not overlapping other bases or impassable terrain.
- Not **Within** the **Engagement Range** of any **Enemy** Unit that was **not** declared as a target.

If the **Charge** fails, the Unit does not move. Its activation ends immediately.

4. EXECUTE THE MOVE

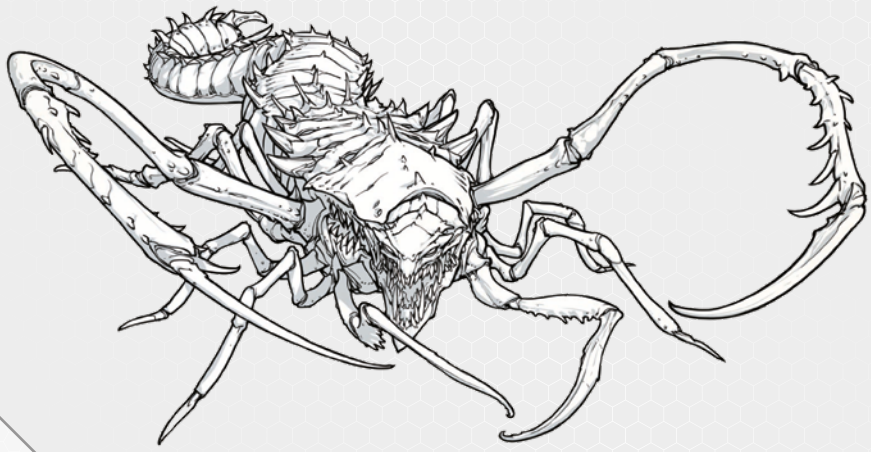
Move the **Leading Model** into the valid position. Set it in **Base-to-Base** contact with the **Charge** target(s) if possible – otherwise as close as possible **Within** the **Engagement Range**.

Set remaining models In **Coherency**. **Coherency Links** may pass through **Enemy** models the Unit is **Engaged** with (Part 4.4). None may end **Within** the **Engagement Range** of a Unit not declared as a target. Placement priority:

- **Priority A**: **Base-to-Base** contact with declared target models (whenever physically possible).
- **Priority B**: **Within** the **Engagement Range** of targets (if **Base-to-Base** is impossible).
- **Priority C**: As close as possible to the **Leading Model** to maintain **Coherency**.

CHARGING MULTIPLE TARGETS

***In this example**, a Zergling **Unit** declares a **Charge** against two **Enemy Units** at once. For the **Charge** to succeed, the **Leading Model** must end its movement **Within** the **Engagement Range** (1") of every declared **Charge** target.*



***DESIGNER'S NOTE**: By making the activation of the **Close Combat Attack** obligatory for all **Engaged** Units, there is no longer an opportunity to exploit the game by avoiding an unfavourable melee combat. After the Units are in close combat with each other, the combat ensues. This promotes cautious decision-making during the Movement and Assault Phases and prevents any tendency to delay combat in the Combat Phase.*

Abathur's TIP

***Close Ranks** is a useful 3" move that many new players overlook. Use it freely: advance your **Leading Model**, pulling more of your team into Fighting Rank and Supporting Rank. The more models you have touching the enemy, the more dice you get to roll. Just remember that **Close Ranks** won't get you into Engagement range from **Unengaged Enemy** Units, so plan ahead when beginning your **Charges**. And if you're the target of a **Charge**, don't forget that your **Close Ranks** turn can reposition your models to get as many as possible into the fight.*

8.8 PHASE 3: THE COMBAT PHASE

There is no room for tactics at arm's length. Psi blades clash with claws, bayonets scrape against carapace, and the only thing that matters is who is still standing when the dust settles. During the Combat Phase, **Engaged** Units close the distance to their foes and trade blows in brutal melee combat. Unlike the previous Phases, where activation is voluntary, every Unit currently in the **Engagement Range** of an **Enemy** must act in this Phase. A player cannot choose to skip a fight.

Flying Units are never **Engaged** and therefore never participate in the Combat Phase. They cannot be **Activated**, cannot **Close Ranks**, and cannot be the target of **Close Combat Attacks**.

ACTIVATIONS

Players take turns activating one **Engaged** Unit at a time. The holder of the **First Player Marker** chooses who activates first. Players then alternate, each activating one **Engaged** Unit per turn. When an eligible Unit is **Activated**, it follows the **Close Combat Attack** (Part 8.8.1).

UNIT ELIGIBILITY

Only **Engaged** Units may be **Activated** during this Phase. **Unengaged** Units cannot act. Once a Unit's **Close Combat Attack** is fully resolved, remove its **Activation Marker**.

PASSING

A player Passes only when they have no remaining **Engaged** Units to activate. When both players Pass, the Phase ends.

8.8.1 THE CLOSE COMBAT ATTACK

An **Engaged Ground** Unit attacks **Enemy** Units it is **Engaged** with.

1. CLOSE RANKS (OPTIONAL)

Before rolling the dice, the Unit may press into the fight:

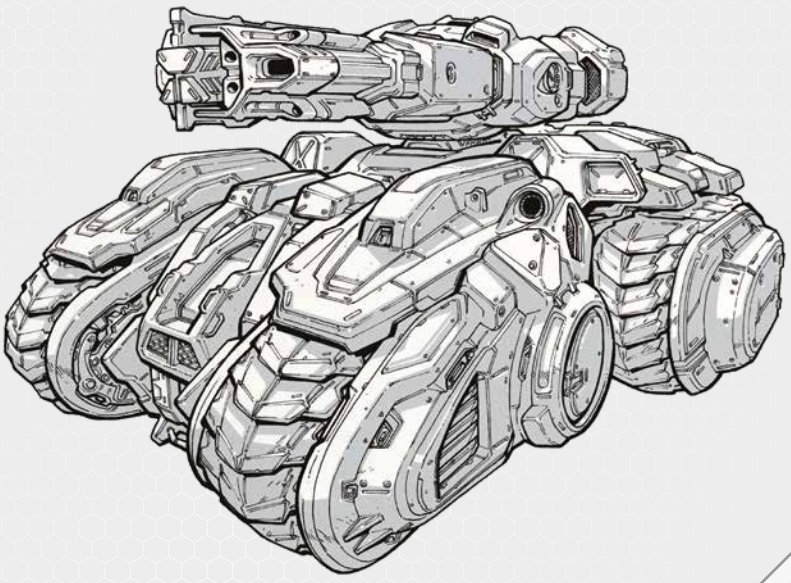
- ▶ Choose a **Leading Model** and move it up to **3"** – following standard **Move** rules (Part 8.5.3) with two restrictions:
  - The **Leading Model must** end **closer** to the Unit(s) it is Engaged with than it started.
  - This move **cannot** bring the Unit into Engagement with **new Enemy** Units not already **Engaged** at the start of this Phase.
- ▶ Reposition the rest of the Unit into **Coherency-Coherency Links** may pass through **Enemy** models the Unit is **Engaged** with (Part 4.4).
- ▶ Set models in **Base-to-Base** contact with **Enemy** models wherever possible.
- ▶ If **Base-to-Base** contact is not possible, set models in **Base-to-Base** contact with **Friendly** models from the same Unit that are **Within** the **Engagement** Range.
- ▶ Models already in **Base-to-Base** contact at the start of this step are not moved – they are physically pinned.
- ▶ Models **cannot** use this move to **Disengage** from other **Enemy** Units.

2. DECLARE ATTACKERS

Determine which models may strike:

- ▶ **Fighting Rank**: **Within** the **Engagement Range** (1") of an **Enemy** model.
- ▶ **Supporting Rank**: In **Base-to-Base** contact with a **Friendly** model from the same Unit that is in the Fighting Rank.

Line of Sight is not required. Eligible models strike the **Enemy** Unit as a whole.



FIGHTING AND SUPPORTING RANKS

***In this example**, a Unit of Zerglings performs a **Close Combat Attack** against a Unit of Marines. Zergling A is in the **Fighting Rank** (**Within** the **Engagement Range** (1") of an **Enemy** model), and Zergling B is in the **Supporting Rank** (in **Base-to-Base** contact with a **Friendly** model from the same Unit that is in the **Fighting Rank**). Both of them are eligible to strike the **Enemy Unit**. Zergling C is in neither the **Fighting Rank** nor the **Supporting Rank** and does not participate in the attack.*

3. ROLL ATTACKS

Resolve attacks using the same sequence as **Ranged Attacks** (Part 8.7.4) with this restriction:

- Use only Combat Phase **weapons** listed on the **Unit Card**.
- If a model has more than one eligible Combat Phase weapon, the controlling player chooses one.

Note: **Evade Rolls** are only available in the Combat Phase if the Unit has a **Special Ability** or keyword that explicitly grants an Evade Roll against Close Combat attacks.

4. FIGHTING MULTIPLE UNITS

If **Engaged** with more than one **Enemy** Unit simultaneously:

- A model is eligible to attack an Enemy Unit only if it is in Fighting Rank with a model from that Enemy Unit, or if it is in the **Supporting Rank** (in Base-to-Base contact with a friendly model that is in **Fighting Rank** contact with that Enemy Unit).
- Declare which target receives the **Surge Die before rolling**. The **Surge Die cannot** be split.

5. CASUALTY REMOVAL

Follow the **Engaged** Unit rules (Part 8.7.5).

6. POST-COMBAT STATUS

After casualties are removed:

- If none of the Unit's remaining models is **Within 1"** of an enemy, the Unit is immediately **Unengaged**.
- A Unit freed from combat that has not yet **Activated** this Phase is no longer bound by mandatory Combat activation. It effectively Passes, but acts normally from the next Round.
- In rare cases, a **Reaction Ability** or specific trigger may allow a freed Unit to act in the current Phase.

Abathur's TIP

*A **Mission Marker** is controlled by the total Supply, not by the number of models vying for the Marker. A lone Elite Unit with high Supply will outvote an entire horde of cheap infantry. Hence, placing a high-Supply Unit on the objective can sometimes be a better strategy than scattering weakened Units across it. On the other hand, if your foe is holding a Marker with a single strong Unit, you must have the combined Supply to win the battle, not simply the numbers. It is also worth noting that a Unit at Supply 0 will still hold the Marker if no one contests it, so a weakened Unit is not necessarily useless.*

8.9 PHASE 4: THE SCORING & CLEANUP PHASE

Score, cleanup, set initiative.

The first player initiates each step in order:

1. Determine **Mission Marker** Control
2. Score Victory Points
3. End of Game Check
4. Resolve **End of the Round** Effects
5. Cleanup & Refresh
6. Determine Initiative

8.9.1 DETERMINE MISSION MARKER CONTROL

IDENTIFY CONTESTING UNITS

A Unit may Contest a **Mission Marker** only if all three conditions are met:

- ▶ It is on the battlefield (not in **Reserves**).
- ▶ At least one model is **Within 3"**, has **LoS** to the Marker, and is on the same elevation as the marker. For the purpose of tracing **LoS**, assume that the Marker has **Size 0**.
- ▶ The Unit is **In Coherency**.

A Flying Unit cannot Contest or Control **Mission Markers**, regardless of its position or **Coherency** state.

CALCULATE CONTROL

For each Marker:

- ▶ Each player sums the **Current Supply Value** of all their contesting Units.
- ▶ The player with the **higher** total **Controls** the Marker.
- ▶ A **tie** means the Marker is **Contested** – control does not change.
- ▶ A Unit at Supply 0 may still Control a Marker if no **Enemy** Units contest it.

STICKY CONTROL

Set a **Faction Indicator** on each controlled Marker. Once a Marker is controlled, it remains under that player's control – even if they move Units away – until the opponent actively reclaims it by ending a Scoring Phase with a higher contesting Supply total. A **Contested** result (tied Supply) **never** transfers control: the Marker stays with whoever currently holds it, or remains neutral if it has never been controlled. A Marker **cannot** become neutral again once a player has taken control of it.

***DESIGNER'S NOTE**: Sticky Control means that a location becomes yours until the opponent re-takes it from you. This prevents the irritating problem in some wargames where you grab a location, push forward to grab another, and the first location reverts to no one in particular. It encourages bold play, taking what you want and holding it, and moving forward to take more. It creates a real strategic challenge, too, because taking a Marker forces the opponent to use real resources to take the objective rather than just waiting for you to leave.*

***This example** shows a Unit of Marines with a **Current Supply Value** of **0** and a Unit of Ravagers with a **Current Supply Value** of **1**. Both Units are eligible to contest and have at least one model **Within 3"** of a **Mission Marker** .To determine control, players sum the **Current Supply Value** of all their contesting Units. The **Zerg** player wins the contest (1 to 0) and takes control of the **Mission Marker**.*

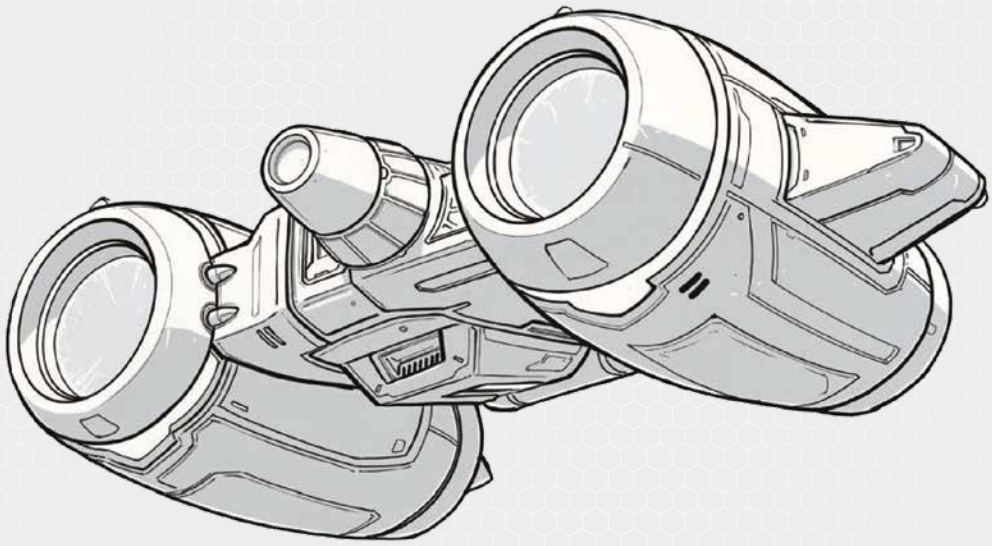
MISSION MARKER - CALCULATING CONTROL

SCENARIO	OUTCOME	NOTES
HOW CONTROL IS DECIDED (§8.9.1)		
Player A Supply > Player B Supply	✔ PLAYER A CONTROLS	Sum **Current Supply Value** of all eligible contesting Units - not model count.
Player A Supply = Player B Supply	◆ CONTESTED	No change of control. Stays with current owner (or neutral if never held).
Only one player contests	✔ THAT PLAYER CONTROLS	Includes the case where the only contesting Unit is at Supply 0.
No player contests	● NO CHANGE	Sticky Control - Marker stays with the current owner until actively reclaimed.
STICKY CONTROL (§8.9.1)		
Controlled Marker - owner moves away	✔ STAYS CONTROLLED	Control is only lost if the opponent ends a Scoring Phase with a higher Supply total.
Contested result (tied Supply)	◆ NO TRANSFER	Tied Supply never transfers control. Current owner keeps it.
Once controlled - can it revert to neutral?	✖ NEVER NEUTRAL AGAIN	Once a player has taken control, the Marker cannot become neutral again.
MARKER AFFINITY (§9.2.1)		
Markers 1 & 3	● RED PLAYER	Affinity is set after the draft is complete.
Markers 2 & 4	● BLUE PLAYER	Affinity is set after the draft is complete.
Marker 5	▬ NEUTRAL	No player affinity.

KEY RULE: Control is determined by **Current Supply Value**, not the number of models. A single high-Supply Elite Unit outvotes many low-Supply models on the same Marker.

MISSION MARKER - CONTESTING ELIGIBILITY

CONDITION	REQUIRED?	DETAIL
ELIGIBILITY TO CONTEST - ALL THREE MUST BE MET (§8.9.1)		
Unit on the battlefield	✔ REQUIRED	Units in **Reserves** cannot contest.
At least one model **Within 3"** of the Marker has **LoS**, on the same elevation	✔ REQUIRED	Measured from base edge. **LoS** and elevation checks are both required.
Unit is In Coherency	✔ REQUIRED	**Out of Coherency** Units cannot contest or control any Marker.
SPECIAL STATES		
Supply 0 Unit	◆ CONDITIONAL	Can control a Marker if no **Enemy** Units contest it. Cannot win a contest.
BURROWED Unit	✖ CANNOT CONTEST	Overrides standard contesting rules regardless of position. (**BURROWED**)
Out of Coherency Unit	✖ CANNOT CONTEST	Ineligible even if models are **Within 3"**.
Flying Unit	✖ CANNOT CONTEST	Airborne Units do not hold ground. Overrides standard contesting rules regardless of position. (**Flying**)



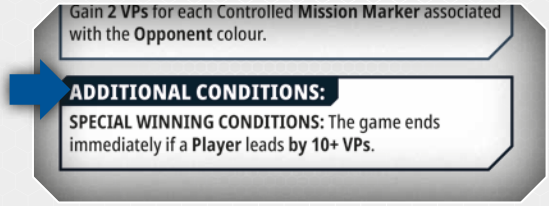
8.9.2 SCORE VICTORY POINTS

Both players simultaneously tally **VPs** based on the **Mission Card's** scoring conditions.

8.9.3 END OF GAME CHECK

The game ends immediately if:

- A **Special Winning Condition** is fulfilled. The player who meets it wins outright.
- A player has no models on the battlefield and no Units in **Reserves**. The surviving player gains **+10 VP**.
- The final Phase of the final Round (usually Round 5) is complete - proceed to Part 8.10.



8.9.4 RESOLVE END OF THE ROUND EFFECTS

Resolve all "**End of the Round**" abilities. The holder of the **First Player Marker** resolves their first.

If a player has multiple "**End of the Round**" effects to resolve, that player chooses the order in which their effects resolve. Each effect is fully resolved before the next begins.

8.9.5 CLEANUP & REFRESH

- Remove all Tokens and Markers **except**:
  - Tokens and Markers with **STAY IN PLAY**.
  - **Damage Markers**.
  - **Mission Markers**.
  - **Faction Indicators** that represent **Control** over **Mission Markers**.
- Flip all **Exhausted** Tactical and **Faction Cards** back to their active (face-up) side.

8.9.6 DETERMINE INITIATIVE

- Award the **First Player Marker** to the player with **fewer** Victory Points.
- If tied, conduct a Roll-Off. The winner takes the **First Player Marker**.
- Begin Phase 1 of the next Round.

8.10 THE FINAL SCORE

When the last round is fired, and silence falls, the final victory hinges on territory gained and lives lost. Every objective taken, every **Enemy** line crossed, every soldier kept in reserve – all details contribute to deciding the day's victor. The battlefield tells a story, but the scoreboard tells who wrote it.

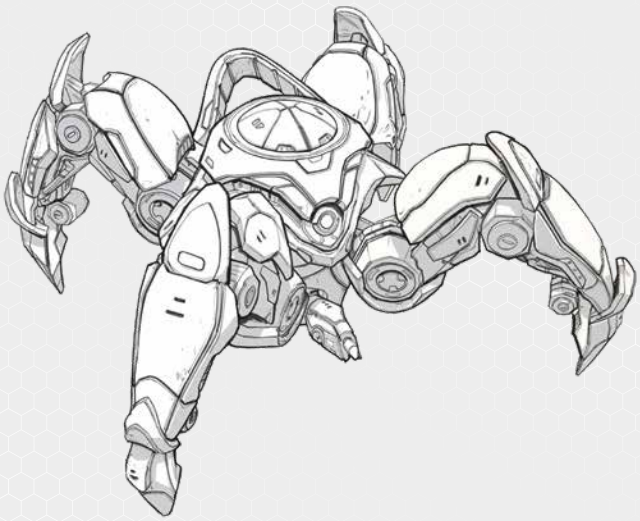
If the game ends by the Round Limit:

- **Mission Score**: Total all VP earned from objectives.
- **Final Round - All Units Destroyed**: At the start of the final Scoring Phase, all Units remaining in **Reserves** are considered Destroyed. Each player is awarded Victory Points for these Units as normal, following the **Mission Card's** scoring conditions for Destroyed **Enemy** Units.

Determine Winner: The player with the highest final **VP** total wins.

Tiebreaker: If both forces have scored the same number of total **VPs**, apply the **Mission Card's** tiebreaker. If none is defined, the game is a **Draw**.

***DESIGNER'S NOTE**: The choice of initiative going to the player with fewer Victory Points is a "catch-up" mechanic. The player behind goes first in the next Round, giving them a chance to reposition and compete for objectives before the leading player can secure their position. This prevents a runaway lead where the player who starts ahead always remains ahead by an ever-widening gap. When the Passing mechanic is included (where the first player to **Pass** gets the **First Player Marker** for the next Phase), initiative is no longer a static advantage but a fluid resource.*



PART 9: PREPARING FOR BATTLE

Before any game begins, each player must prepare their forces, choose the mission and deployment type, and set up the board. This section covers the entire pre-game procedure: building your army with Minerals and Vespene Gas, drafting the Mission and Deployment, and setting up the battlefield.

9.1 ARMY BUILDING

Every battle begins long before the first shot is fired. Players will build an army using two resources: Minerals, which are used for Units and Upgrades, and Vespene Gas, which is used for **Tactical Cards**.

9.1.1 ENGAGEMENT SCALE

To ensure that forces are equal, players agree on the Engagement Scale before building an army:

SCALE	MINERAL LIMIT	VESPENE LIMIT	BATTLEFIELD
Skirmish	Up to 1 000	10% of Minerals	36″ × 36″
Standard	Up to 2 000	10% of Minerals	36″ × 54″
Grand Offensive	2 001+	10% of Minerals	36″ × 72″

9.1.2 SELECTING RACE AND FACTION

The player chooses one of the three races – **Terran**, **Zerg**, or **Protoss**, and then selects a single **Faction Card**. This card forms the basis of the army, providing the initial organisation slots (e.g., **Kerrigan's Swarm** 3× Core, 1× Hero, 2× Support) and determining which Units and **Tactical Cards** may be included.

FACTION TAG ELIGIBILITY

Every card in the game features **Faction Tags**, which indicate the faction it belongs to. A **Faction Card** always displays a Race Tag (e.g., **Zerg**) and usually includes a **Sub-Faction Tag** as well (e.g., **KERRIGAN'S SWARM**). **Unit Cards** and **Tactical Cards** also carry their own Faction Tags in the same manner.

When building an army, the player checks whether a **Unit** or **Tactical Card** is allowed by comparing its tags to the **Faction Card**. The rule is simple: every tag on the Unit or **Tactical Card** must also appear on the **Faction Card**. If even one tag does not match, that card cannot be included in the army. It does not matter how many other tags match; a single incorrect tag is enough to disqualify it.

Cards with fewer tags than the **Faction Card** are perfectly fine. A Unit only requires its own tags to be present; it does not need to match every tag the **Faction Card** has.

EXAMPLE: A player selects the **Zerg Swarm Faction Card**, which has one **Faction Tag**: **Zerg**.

Zerglings (**Faction Tags**: **Zerg**) – Eligible. The only tag on the card is **Zerg**, and **Zerg** appears on the **Faction Card**.

Kerrigan Swarm Raptor (**Faction Tags**: **Zerg**, **Kerrigan's Swarm**) – Not eligible. Kerrigan's Swarm does not appear on the **Faction Card**. Even in **Zerg** matches, a single missing or incorrect tag disqualifies the card.

9.1.3 MINERALS

Spend Minerals to recruit Units and purchase Upgrades. The total Mineral cost must not exceed the Engagement Scale limit. Unspent Minerals are lost.

9.1.4 VESPENE GAS

Spend Vespene Gas exclusively on **Tactical Cards**. It **cannot** be converted into Minerals. Unspent Vespene Gas is lost.

EXAMPLE: At Standard scale (2,000 Minerals), players have 200 Vespene Gas (10%) to spend on **Tactical Cards**.

9.1.5 TACTICAL CARDS AND ARMY SLOTS

Tactical Cards unlock additional **Army Slots** (Core, Elite, Support, Air, Hero) beyond those provided by the **Faction Card**. **Tactical Cards** may be purchased with Vespene Gas to increase the number of available slots. All **Tactical Cards** and the **Faction Card** are set face-up on the table before the game begins.

Consult the Army Reference section (Part 12.11) for each **Tactical Card's** Vespene Gas Costs.

If a **Tactical Card** is marked as **Unique**, only one copy may be included in the army.

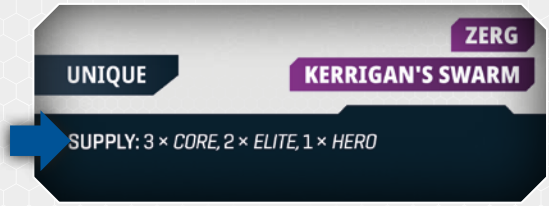
EXAMPLE: A **Barracks** card opens additional Core slots for Marine Units. An **Academy** card opens Support slots for Medics.

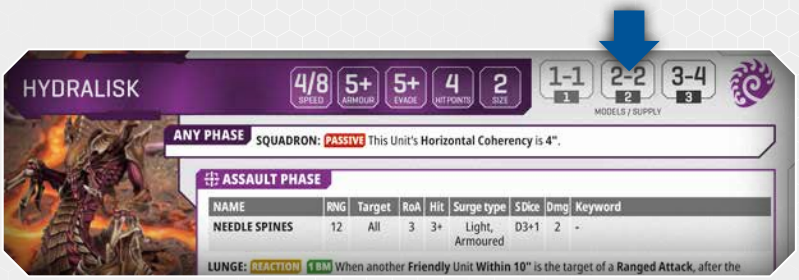
9.1.6 MUSTERING UNITS

Fill available **Army Slots** with eligible Units. Consult the Army Reference section (Part 12.12) for each Unit's available **Composition Options**. Each Composition Option lists a model count and its corresponding **Mineral Cost**. The player must select one Composition Option per Unit, which determines the number of models in the Unit and its starting **Supply Value**, as shown on the **Unit Card's Supply Profile**. A player cannot field a Unit at a model count that does not appear as a Composition Option. Each Unit occupies a number of **Army Slots** equal to its starting **Supply Value**. Pay the Mineral Cost for every Unit recruited. Unused **Army Slots** are lost.

Consult the Army Reference section (Part 12.10) for each Unit's available Composition Options and Mineral Costs.

EXAMPLE: A **Zerg** player chooses **Kerrigan's Swarm** as their **Faction Card**, which provides them with 2 Elite **Army Slots**. The player can recruit one small Hydralisk Unit, as its **Supply Value** indicates that it occupies exactly 2 Elite **Army Slots**. If the player wishes to include a full-strength Hydralisk Unit instead, it will occupy 3 Elite **Army Slots**. Therefore, the player must add any **Tactical Card** to their army that provides an additional Elite **Army Slot** as needed.





9.1.7 PURCHASING UPGRADES

Each **Unit Card** displays available upgrades on its reverse side. During Army Building, a player may purchase any number of upgrades listed for that Unit, paying the listed cost for each. There is no limit to how many upgrades a Unit may have, provided each is a different entry on the card.

A purchased upgrade applies to **every** model in the Unit unless it has the **SPECIALIST** keyword. If the upgrade adds a new weapon or ability, all models gain it. If the entry shows ⬆**FOR [Weapon Name]**, it is a replacement; every model carrying the named weapon loses it entirely and gains the upgrade weapon instead.

SPECIALIST upgrades work differently. Only **one** model in the Unit may carry each **SPECIALIST** upgrade. The player nominates which model receives it during Army Building; all other models keep their original equipment. A Unit may not purchase the same **SPECIALIST** upgrade more than once, but it can buy two or more **different SPECIALIST** upgrades, each assigned to a **different** nominated model.

Since a nominated model now carries a different weapon from the rest of the Unit, it resolves its attacks as a separate Batch during the Attack Sequence (Part 8.7.3).

EXAMPLE: A player purchases a Rocket Launcher (**SPECIALIST**) and an AGG-12 (**SPECIALIST**, ⬆ FOR C-14 Rifle) for a Unit of 6 Marines. One Marine is nominated to carry the Rocket Launcher alongside the C-14 Rifle. A second Marine is nominated to carry the AGG-12, losing their C-14 Rifle. The remaining 4 Marines keep their C-14 Rifles.

ASSAULT PHASE | UPGRADE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
AGG-12 ⬆ *FOR C-14 RIFLE*	12	Ground	2	3+	Armoured	D3	1	LONG RANGE (18"), SPECIALIST
ROCKET LAUNCHER	12	Ground	4	3+	-	-	1	INDIRECT FIRE, LONG RANGE (18"), SIDEARM, SPECIALIST

GTHROWER: PASSIVE When this Unit makes | GRENADES - FRAG: PASSIVE When this Unit mak

ARMY BUILDING EXAMPLE

Standard Engagement Scale:
up to 2000 Minerals; up to 200 Vespene Gas.
Terran player builds a Raynor's Raiders army.

STEP 1 - SELECT FACTION CARD

STARTING ARMY SLOTS:

- 3 CORE SLOTS
- 1 HERO SLOT
- 1 SUPPORT SLOT
- 1 AIR SLOT
- 0 ELITE SLOTS

STEP 2 - PURCHASE TACTICAL CARDS, UP TO 200 VESPENE GAS

TOTAL ARMY SLOTS (FACTION + TACTICAL CARDS COMBINED)

- 8 CORE SLOTS
- 1 HERO SLOT
- 3 SUPPORT SLOTS
- 1 AIR SLOT
- 2 ELITE SLOTS

25 [Barracks] + 40 [Barracks (Proxy)] + 35 [Factory] + 25 [Orbital Command] + 35 [Academy] + 25 [Engineering Bay] = 185 Vespene Gas spent

15 Vespene Gas remaining (unspent, lost)

STEP 3 - MUSTER UNITS, UP TO 2000 MINERALS

UNIT	COMPOSITION	SUPPLY	SLOT	MINERALS	SLOTS USED
Marine	9 Models	2	CORE	210	2 of 8
Marine	9 Models	2	CORE	210	2 of 8
Marine	6 Models	1	CORE	160	1 of 8
Marauder	4 Models	2	CORE	280	2 of 8
Marauder	2 Models	1	CORE	150	1 of 8
Jim Raynor	1 Model	1	HERO	250	1 of 1
Medic	3 Models	1	SUPPORT	110	1 of 3
Medic	3 Models	1	SUPPORT	110	1 of 3
Goliath	1 Model	2	ELITE	190	2 of 2

1670 Total Minerals used on Units. 330 Minerals remain for upgrades or additional units.

SLOTS USED:

- 8/8 CORE SLOTS
- 1/1 HERO SLOT
- 2/3 SUPPORT SLOTS
- 0/1 AIR SLOT
- 2/2 ELITE SLOTS

9.1.8 TEAM GAMES

In multiplayer games (2v2, 3v3, Free-For-All), agree on a Total Mineral Value per team. Teams divide the budget among players as they wish, provided the team's total remains within the allowed limits. Each player builds their own army independently, selecting their own Faction Card and Tactical Cards. Teammates may choose the same or different Races.

9.1.9 SUMMONED UNITS

Some Units, such as the Roachling, Point Defence Drone, and Pylon, have no Mineral Cost. These are **Summoned** Units:

- They are not included in the **Army List** during army building and do not occupy any **Army Slots**.
- They are not in **Reserves** at the start of the game.
- **Summoned** Units cannot be deployed using the regular deployment rules. They are deployed only when a **Special Ability**, such as **SUMMON**, specifically puts them on the battlefield.
- Once on the battlefield, treat them as **Friendly** Units for all rule purposes unless stated otherwise.
- Summoned Units are not used for The Final Score.
- Once on the battlefield, a Summoned Unit's **Current Supply Value** counts towards the player's **Total Current Supply** on the battlefield.

9.1.10 ARMY ROSTER VISIBILITY

Tournament Override: Organised tournaments may use their own roster visibility rules, which override the default rules below. Always check the Tournament Organiser's rules pack before attending.

Default: Open Lists

By default, both players share their entire army rosters – including all Unit selections, upgrades, and weapon swaps with each other before the game starts. Since **Tactical Cards** and the **Faction Card** are already set face-up on the table, Open Lists go one step further by revealing exactly which Units and upgrades the opponent has selected. This enables both players to plan their strategy with full information and is the recommended way to play.

Optional: Closed Lists

Before the game begins, both players may agree to play with Closed Lists instead. If either player does not agree, default to Open Lists.

Under Closed Lists, army rosters are hidden. Neither player is required to reveal their **Army List** or Unit upgrades before the game starts. The specific Units in a player's roster are discovered during play as they are deployed. However, all **Tactical Cards** and the **Faction Card** must still be set face-up on the table before the game begins. Both players may inspect each other's **Tactical Cards** and **Faction Cards** at any time.

Once a Unit is set on the battlefield, the controlling player must immediately inform the opponent of any upgrades or weapon swaps that the Unit carries. This includes replacement weapons purchased through the Upgrade system (Part 9.1.7) or any other modifications that affect how the Unit behaves. The opponent is entitled to inspect the **Unit Card** and any associated **Tactical Cards** at any time while that Unit is on the table.

9.1.11 REPRESENTATION AND DISCLOSURE

All models should, where possible, accurately depict the weapons and equipment listed on their **Unit Card**. A Marine equipped with an AGG-12 should carry that weapon on the model, not a standard C-14 Rifle. Accurate modelling allows both players to identify each model's loadout at a glance.

Where a model does not accurately represent its equipment – such as a model awaiting conversion, or a Unit carrying weapon swaps that are not visually distinct – the controlling player is obliged to declare all non-represented upgrades and equipment the moment that Unit is deployed to the battlefield. Furthermore, the controlling player must remind their opponent of any such differences before any action where this information could be relevant – including, but not limited to, declaring **Charge** targets, selecting Shooting targets, or committing to a critical activation.

Both players have the right to full and accurate knowledge of all equipment on the battlefield at all times. Failing to disclose non-represented upgrades or equipment is considered unsportsmanlike conduct.

Abathur's TIP

*While Open Lists are the default, we strongly recommend trying Closed Lists for the best StarCraft experience. The way Units are introduced to the battlefield one at a time mirrors the fog of war that defines StarCraft: you scout, you react, you adapt. Not knowing exactly what your opponent is fielding until it hits the table creates genuine tension and rewards sharp play. Before the first Unit ever hits the table, take a look at your opponent's **Tactical Cards** and **Faction Card**. Each **Tactical Card** has its own set of **Army Slots**: Core, Elite, Support, Air, and Hero. These slots determine which Units can occupy them. By studying what's on the table, an experienced player can make an educated guess about which Units are still viable in their opponent's roster. The Barracks **Tactical Card** suggests Marines and Marauders. The Spawning Pool **Tactical Card** suggests Zerglings. The Robotics Facility **Tactical Card** suggests Colossi and Immortals. Reading your opponent's **Tactical Cards** is your first act of scouting – just like in the video game.*

9.2 MISSION SELECTION AND THE DRAFT

Before the game starts, players use a short draft to determine the Mission and Deployment for the battle. The draft ensures neither player enters with a pre-arranged advantage – both sides have equal say in what is played and where.

WHAT YOU NEED

Each player brings 2 **Mission Cards** and 2 **Deployment Cards** to the table. A player may not bring duplicate cards in their own set, although both players may independently bring the same cards as each other.
Arrange all cards face-up in two rows:

- **Row 1: Mission Cards**
- **Row 2: Deployment Cards**

STEP 1 - ROLL-OFF

Both players Roll-Off (Part 3.2). The winner makes two choices, in order:

- **Choice 1 - Colour**: Declare yourself the Red Player or the Blue Player. This determines your **Entry Edge**, **Zone of Influence**, and **Mission Marker** affinity for the entire game.
- **Choice 2 - Draft Control**: Choose to control either the **Mission Draft** or the **Deployment Draft**. Your opponent automatically controls the other.

STEP 2 - RESOLVE THE MISSION DRAFT

- The player without **Mission Draft** control removes any 2 **Mission Cards** from the table.
- The player with **Mission Draft** control selects 1 of the 2 remaining cards. This becomes the Mission for the game. Discard the last card.

STEP 3 - RESOLVE THE DEPLOYMENT DRAFT

Repeat the same process for the **Deployment Cards**:

- The player without **Deployment Draft** control removes any 2 **Deployment Cards** from the table.
- The player with **Deployment Draft** control selects 1 of the 2 remaining cards. This becomes the Deployment for the game. Discard the last card.

STEP 4 - MARKER AFFINITY

Once both cards are chosen, assign **Mission Markers'** affinity according to the Marker number.

Marker Affinity:

- Markers 1 and 3 are associated with the Red Player.
- Markers 2 and 4 are associated with the Blue Player.
- Marker 5 begins Neutral.

Marker affinity indicates which player's colour is printed on each Marker. It does not grant starting control.

9.2.1 MISSION AND DEPLOYMENT CARD DETAILS

Mission Cards define the game's victory conditions and pacing. Each **Mission Card** details timing windows for triggered rules, the **Starting Supply** and **Escalation** values that control the rate at which armies grow, the Game Length (usually 5 rounds), and any Additional Conditions such as instant win scenarios.

Deployment Cards define the battlefield's physical layout. Each **Deployment Card** details the battlefield dimensions, the coordinates for **Mission Markers** 1 through 5, the **Entry Edge** definitions for each player, and the **Zone of Influence**, which extends 6" inward from each player's **Entry Edge**.

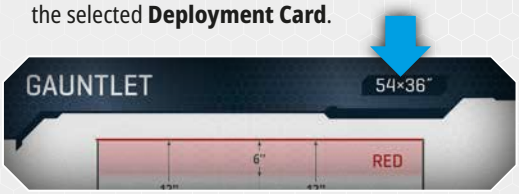
Abathur's TIP

*Controlling the **Mission Draft** secures the victory conditions that suit your army. Controlling the **Deployment Draft** shapes the geometry of the battlefield – tight deployment zones favour melee armies; spread-out zones favour ranged ones.*

9.3 BATTLEFIELD SETUP

Once the draft is complete and both cards have been chosen, the battlefield is set up in the following order.

- First, confirm the table dimensions as specified on the selected **Deployment Card**.

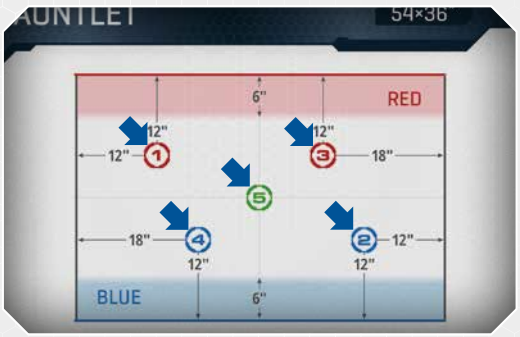


- Second, assign **Entry Edges** to each player as indicated on the **Deployment Card**.

- Third, set **Zone of Influence Markers** at the corners of each player's **Entry Edge** where the **Entry Edge** does not run the full length of a table edge, exactly as instructed by the **Deployment Card**.

- Fourth, set terrain by either selecting or rolling for one of the pre-made maps on the last pages of the rulebook (Roll D6 for Standard Engagement or D3 for Skirmish Engagement), or starting with the Red Player, players alternate placing one terrain piece at a time based on the terrain density guide below.

- Finally, place **Mission Markers** at the coordinates listed on the selected **Deployment Card**. Mission Markers can be set up on **MID GROUND** and **HIGH GROUND** elevation. However, Mission Markers cannot be placed on impassable terrain. If a Mission Marker's coordinates would overlap with impassable terrain, move that terrain piece as close as possible to the Mission Marker without overlapping it.



TERRAIN DENSITY GUIDELINES

A balanced battlefield requires enough terrain for tactical choices without restricting movement or blocking sight lines. The following guidelines apply to a **Standard (36" x 54")** table and should be scaled proportionally for other sizes.

Recommended Terrain Count: 8 to 12 pieces total, distributed as follows:

- **0 to 2 pieces of Size 0** (scatter terrain).
- **2 to 4 pieces of Size 1** (barricades, low walls, scatter crates). These provide Cover for infantry but do not block **Line of Sight** for anything larger than **Size 1** models.
- **6 to 8 pieces of Size 2** (ruins, bunkers, wrecked vehicles). These form the backbone of the table, blocking **LoS** for most standard Units and creating the fire lanes and chokepoints that define the game.
- **(If available) 1 to 2 pieces of Size 3+**. These create **HIGH GROUND** positions and block **LoS** for almost everything. Too many of these make ranged combat nearly impossible; too few leave the table feeling flat.
- **4 to 6 pieces of Grass (Size 2 special)**. These do not block movement but provide a natural **LoS** cover for Units advancing across open ground.

Distribution: Divide the table visually into four quarters. Each quarter should contain at least 2 significant pieces (**Size 2** or larger). No quarter should be completely empty, and none should be so dense that Units cannot manoeuvre through it.

The Centre: The area **Within 6"** of the table centre should contain at least one significant terrain piece. An empty centre creates a kill zone that punishes whoever moves first and can stall the game. Conversely, a completely blocked centre forces all engagements to the flanks.

Fire Lanes: Ensure that at least 2 clear fire lanes of 6" or wider exist, running roughly from one **Entry Edge** towards the other. Without fire lanes, ranged Units have no role, and melee armies dominate unchecked.

Access Points: Every piece of **Size 3+** terrain that models can stand on should have at least one **ACCESS POINT** reachable from **GROUND LEVEL** without passing through another **Size 2+** terrain piece. Elevated positions that are unreachable waste table space.

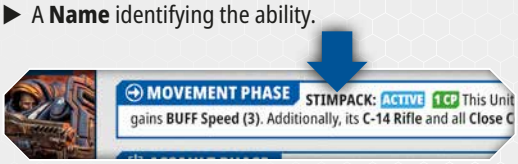
PART 10: ADVANCED RULES

The basic systems outline the essentials of movement, firing, and hand-to-hand combat, but the true depth of StarCraft: Tabletop Miniature Game lies in the complex systems built upon these fundamental ones. This section will introduce **Special Abilities** (Active, Passive, and Reaction), the **Tactical** and **Faction Card** systems, which give every army a unique personality, and the resources needed to unleash powerful abilities in crucial moments.

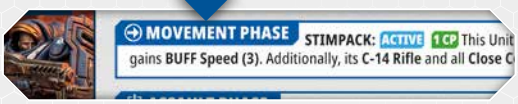
10.1 SPECIAL ABILITIES

All **Special Abilities** follow the same structure and universal rules. Each ability on a **Unit Card** or **Tactical Card** is presented using a consistent format:

- A **Name** identifying the ability.

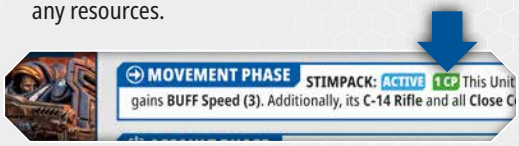


- A **Phase Limitation** restricting when it can be used (if applicable).



- A **Type** declaring whether it is Passive, Active, or Reaction.

- A **Cost** specifying the resource payment required in CP, BM, or PE, and the **Instruction** text describing exactly what occurs when the ability resolves. **Special Abilities** with 0 cost are free. They don't use any resources.



An ability may be used only when **all** its requirements are met.

- The timing or trigger condition **must** be correct, and any Phase restrictions **must** be satisfied.
- The target **must** be **Within** Range and **Line of Sight** (unless the ability explicitly states otherwise).
- If a **Special Ability** does not specify a target, the **Line of Sight** requirement does not apply, unless stated otherwise. Setting a **Token** or **Marker** on the battlefield is not a target, and so does not require Line of Sight or a target Unit.
- All Costs **must** be paid in full before the ability resolves, and the Unit using the ability **must** be on the battlefield.
- If a Unit is affected by multiple instances of a **Special Ability** with the same name simultaneously, their effects do not stack. The Unit applies the effects of only one instance of that ability at any given time.

Unless stated otherwise, all effects granted by Active or Reaction Abilities that expire "at the **End of the Round**" remain active until all **End of the Round** effects (Part 8.9.4) are resolved. They are removed during Cleanup & Refresh (Part 8.9.5).

10.2 ACTIVE ABILITIES (FULL RULES)

Active Abilities represent deliberate manoeuvres, technologies or enhancements that require a command to execute. A Unit may only use an **Active Ability** when it is currently **Activated**.

- The ability **must** be triggered either immediately before declaring an action or immediately after fully resolving one.
- It **cannot** be used during an action.
- **Active Abilities cannot** be used while the Unit is in **Reserves** unless the ability explicitly states otherwise.
- Unless stated otherwise, modifiers and effects granted by an **Active Ability** expire at the End of the Current Round.

Once Per Round: A specific Unit may use a named **Active Ability** only once per Game Round, unless the ability has the **REPEATABLE** keyword. This limit applies to each Unit individually. Two different squads of the same Unit type can both use the same-named ability in the same Round, but a single squad **may not** use it twice. If a Unit gains access to an **Active Ability** via a **Tactical Card**, the Once Per Round limit still applies, regardless of how many copies of that card the player controls.

Abathur's TIP

*The placement of terrain is the very first strategic move of the game, made before any miniature is set on the board. If you have a force that excels at ranged combat, position your tall blocking terrain pieces towards the centre to block fire lanes along the edges and direct melee armies into confined spaces. If your force is better at close-range combat, manipulate the terrain to create opportunities for sneaky movements unseen by ranged fire. Always consider the **Mission Markers**; placing terrain near a Marker makes it easier to hold with Cover, while leaving a Marker exposed likely benefits those with the most aggressive ranged fire.*

Effects granted by **Active Abilities** that expire at the **End of the Round** remain active through the resolution of all **End of the Round** effects (Part 8.9.4). They are removed during Cleanup & Refresh (Part 8.9.5).

10.3 PASSIVE ABILITIES (FULL RULES)

Passive Abilities represent innate traits, permanent equipment or constant biological adaptations.

- They are **always active** as long as the Unit is on the battlefield and do not require the Unit to be **Activated** to function.
- Like **Active Abilities**, **Passive Abilities** on a Unit are not in effect while that Unit is in **Reserves**, unless the ability explicitly states otherwise.

Priority: If multiple **Passive Abilities** trigger simultaneously, the controlling player chooses the order in which they resolve. If both players have **Passive Abilities** triggering at the same time, the Active Player resolves theirs first.

10.4 REACTION ABILITIES (FULL RULES)

Reaction Abilities allow a player to act outside the usual activation sequence, responding to specific events as they occur. A Reaction is used in direct response to a defined trigger (for example, "When this Unit is targeted by an attack").

- It **must** be declared at the exact moment the trigger occurs.
- If the window is missed, the ability **cannot** be used retroactively.
- Like **Active Abilities**, **Reaction Abilities cannot** be used while the Unit is in **Reserves** unless stated otherwise.
- Unless stated otherwise, modifiers and effects granted by a **Reaction Ability** expire at the End of the Current Round.

Frequency Limit: A specific Unit may use a named **Reaction Ability** only once per Game Round. This follows the same rules as the **Active Ability** frequency limit described in Part 10.2.

Reaction Limit: Each player may resolve only one Reaction per each Activation. If both players wish to use a Reaction in response to the same trigger, the **Active Player** resolves their Reaction first, and the opponent resolves theirs second.

EXAMPLE: If a Zealot Unit is attacked, it may use Zealous Round OR Ground Armour, not both in the same **Enemy Activation**. If a Marine Unit is attacked, and it uses Infantry Armor for its Armour Roll, the Medic Unit behind will not be able to use its Life Support in the same **Enemy Activation**.

SUMMARY TABLE

	ACTIVE ABILITY	PASSIVE ABILITY	REACTION ABILITY
When to Use	Immediately before declaring an action or immediately after one fully resolves	Always on – no trigger needed	At the exact moment the specified trigger occurs
Requires Activation?	**Yes** – the Unit must be currently **Activated**	**No**	**No**
Player Decision?	**Yes** – a deliberate choice	**No** – automatic	**Yes** – must be declared at the trigger
Frequency	Once per Round per Unit per named ability, unless **REPEATABLE**	Always active – no limit	Once per Round per Unit per named ability, unless **REPEATABLE**
Reactions per Activation	-	-	**One** Reaction per player per Activation

	ACTIVE ABILITY	PASSIVE ABILITY	REACTION ABILITY
Can interrupt an action?	**No** – only before or after	Resolves as conditions are met	**Yes** – fires at the trigger point mid-sequence
In Reserves?	**No**, unless the ability states otherwise	**No**, unless the ability states otherwise	**No**, unless the ability states otherwise
Effect Duration	Expires at the **End of the Round** unless stated otherwise	Permanent while the Unit remains on the battlefield	Expires at the **End of the Round** unless stated otherwise
Simultaneous Triggers	-	The controlling player chooses order. The **Active Player** resolves first if both players trigger	The **Active Player** resolves first
Cost	Pay in full before resolving	None	Pay in full before resolving

10.5 TACTICAL CARDS & FACTION CARDS

An army isn't just men and guns; it's doctrine, infrastructure, and command structure that keep everything in line. The **Faction Cards** outline what you are, what philosophy you adhere to, and what command structure your men follow. The **Tactical Cards** represent the facilities, technology, and strategic planning done before the first bullet is ever fired. Together, they define not just what you can bring to the battlefield, but how you can deploy it.

Each card is presented with a standard layout. It displays a **Card Name**. The card specifies its **Type** (either **Faction Card** or **Tactical Card**), lists the resources it provides in CP, BM, or PE when **Exhausted**, and includes any **Special Abilities** that are resolved using the standard rules described in Parts 10.1 through 10.4.

If a card is marked as **Unique**, only a single copy is allowed (Part 9.1.5).

10.5.1 RESOURCES AND COSTS

Each faction has a separate resource type to spend on the faction's abilities: **Terran** uses **CP**, **Zerg** uses **BM**, and **Protoss** uses **PE**. These resources are provided by **Exhausting** cards.

Exhausting a Card: To pay for an ability's cost, such as "Cost: 1 CP," the player must **Exhaust** a Ready card that matches the resource type of the cost, such as a CP card. Exhausting a card means flipping it face down, after which it is regarded as **Exhausted**.

If the player cannot **Exhaust** enough cards to pay the entire cost, they cannot activate the ability. If a card generates more resources than are needed to pay for a cost, any excess resources are lost. Resources generated to activate one ability can not be saved or spent on another ability.

10.5.2 MANAGING CARD STATES

Every **Tactical Card** and **Faction Card** is in one of two states: **Ready** (face-up) or **Exhausted** (face-down). A Ready card may be **Exhausted** in two ways: the player **Exhausts** it to use an Active or Reaction **Special Ability** printed directly on the card, or the player **Exhausts** it to generate its Resource in order to pay for an ability located elsewhere (for example, on a **Unit Card**).

Once a card is **Exhausted**, it provides no resources for the rest of the round, and its abilities **can not** be used until it is **Refreshed** (flipped face-up) during Phase 4 Cleanup.

PART 11: KEYWORD GLOSSARY AND DEFINITIONS

Keywords are the shorthand of the battlefield. The word on a **Unit Card** or weapon profile may change its function in an instant – from giving it armour bypass to allowing it to burrow underground or make itself invisible. This section collates all the keywords used in the game, explains exactly what each does, and sets out the rules on how they combine with each other.

Keywords are written in **BOLD CAPS**. Unless stated otherwise, keywords do not stack – gaining the same keyword twice provides no extra benefit, and numeric keywords use only the highest value.

ACCESS POINT

Part of a **Terrain** that connects different elevation levels. Models moving through an **ACCESS POINT** can change their elevation.

ACTIVE PLAYER

The player whose turn it is to act.

ANTI-EVADE (X)

When resolving an attack with this weapon against **Enemy** Units, the target Unit suffers a **-X Modifier** to its **Evade Roll** for this attack (Part 8.7.4, Step 4).

ARMY SLOT

Army Slots determine how many and what types of Units may be included in an army. Each **Army Slot** has a specific type: Core, Elite, Support, Air, or Hero. Every Unit occupies a number of **Army Slots** of its designated type equal to its starting **Supply Value**.

The **Faction Card** provides the initial pool of **Army Slots**. Additional **Army Slots** are unlocked by purchasing **Tactical Cards** with Vespene Gas during Army Building (Part 9.1.5). Unused **Army Slots** are lost – they cannot be converted, exchanged, or carried forward.

AVAILABLE SUPPLY

Available Supply is the remaining Supply capacity available for new deployments. It equals the current **Supply Pool** minus the **Total Current Supply Value** of all **Friendly** Units on the battlefield (Part 8.3.2).

A Unit may only be deployed from **Reserves** if its **Current Supply Value** is less than or equal to the **Available Supply**. At no point may the **Total Current Supply** of a player's on-table Units exceed the **Supply Pool**. Units Destroyed or reduced by casualties free up **Available Supply** for new arrivals. In the final Round of the game, the **Supply Pool** becomes unlimited, and the **Available Supply** restrictions are lifted.

BLOCKING TERRAIN

Any terrain piece with an **Effective Size** of 1 or greater. **Blocking Terrain** obstructs **Line of Sight** according to the Cover rules (Part 7.1.1).

Whether a model may move through that terrain is determined separately by the movement rules, terrain **Size**, **ACCESS POINTS**, Gap Clearance, and any relevant terrain keywords.

BUFF [CHARACTERISTIC] (X)

The Unit gains a bonus **of X** to the specified characteristic until the End of the Round.

- Target Number characteristic (e.g. **Armour**, **Hit**): reduce the value **by X** (easier to roll).
- Value characteristic (e.g. **Speed**, **RoA**): increase the value **by X**.

BULKY

This weapon **cannot** be used to make a **Ranged Attack** while the Unit is currently **Engaged** (Part 8.7.3).

BURROWED

- **BURROWED** is classified as a **Status**.
- When a Unit gains **BURROWED Status** it also gains the **HIDDEN STATUS**.
- At the **Start of the Round BURROWED** Units gain **HIDDEN Status**.
- When **BURROWED Status** is removed, a Unit also loses **HIDDEN Status**.
- Its **Size** is treated as 0 for all purposes.
- Its **Current Supply Value** is treated as 0 for **Disengage** checks.
- A **BURROWED** Unit **cannot** Control or Contest **Mission Markers** (overrides Parts 6.2 and 8.9.1).

- While **BURROWED**, the Unit may only perform **Deploy**, **Move**, **Disengage**, **Run**, **Hold** and **Close Ranks** actions. Performing any of these (except Hold) immediately removes the **BURROWED** status.
- **BURROWED** Units may use **Special Abilities** unless stated otherwise.
- **BURROWED** Units may make an **Evade Roll** against every attack targeting them.
- Other models may move through a **BURROWED** Unit's models, provided they do not end **Within** the **Engagement Range** of the **BURROWED** Unit (overrides Part 8.5.3).
- If a **BURROWED** Unit is **Engaged** at the start of the Combat Phase, it must be **Activated** but cannot perform a **Close Combat Attack** in its **BURROWED** state. The Unit may perform **Close Ranks** as its first step, which immediately removes the **BURROWED** status. Once the status is removed, the Unit completes the remaining steps of the **Close Combat Attack** normally. If the Unit does not or cannot perform **Close Ranks**, it does not attack. **Enemy** Units **Engaged** with a **BURROWED** Unit may attack it as normal regardless of its status.

BURST FIRE Y" (X)

When making a **Ranged Attack** against a target **Within Y"** of the attacking model, increase this weapon's **RoA by X** for that attack.

COMBAT TAGS

Combat Tags are keywords printed on a **Unit Card** that identify a Unit's physical nature and tactical class.

Type Tags: Armoured, Biological, Light, Mechanical, Psionic, Flying, and Ground.

- **Targeting:** Some weapons can fire only at specific **Combat Tags** (e.g., "Target: **Flying**").
- **Surge:** A weapon's Surge efficiency triggers only when the target has the **Combat Tag** listed in the weapon's **Surge Type** (Part 8.7.4).
- **Bonuses:** Abilities such as **ANTI-EVADE (X)** or **PIERCE (X)** often apply only against specific **Combat Tags**.

Note: The **Ground Combat Tag** and the **GROUND LEVEL** elevation (Part 8.5.3) are distinct concepts. A **Flying** Unit standing on the playmat is at **GROUND LEVEL** but does not have the **Ground Combat Tag**. Throughout these rules, **Ground** in bold always refers to the **Combat Tag**. **GROUND LEVEL** always refers to elevation.

CONCENTRATED FIRE (X)

Attacks with this weapon may remove no more than **X** models as casualties. Once X models have been removed, discard any remaining **Total Damage**. It is not recorded as a Damage Marker and does not carry over.

CONTROLLING PLAYER

The player who commands a specific Unit, model, or Token. They make all decisions and roll all dice. Certain abilities (e.g., Neural Parasite) can transfer control; the new controller then acts in every respect as though the Unit were their own.

CRITICAL HIT (X)

Move **X** dice from the **Armour Pool** directly to the **Damage Pool**, bypassing **Armour**. **CRITICAL HIT** can **never** move more dice than are in the **Armour Pool**.

CURRENT SUPPLY VALUE

The **Current Supply Value** of a Unit is its **Supply Value** at this moment, based on the number of models remaining in the Unit as shown on the Supply Profile (Part 6.1). Update the **Current Supply Value** immediately whenever a casualty reduces the model count into a lower bracket.

The **Current Supply Value** is referenced when checking whether a Unit may be deployed from **Reserves** (Part 8.3.2), when determining **Mission Marker** Control (Part 8.9.1), when evaluating **Tactical Mass** for **Disengage** (Part 8.5.4), and when calculating **Victory Points** for Supply-based scoring conditions.

DEBUFF [CHARACTERISTIC] (X)

The Unit suffers a penalty **of X** to the specified characteristic until the **End of the Round**.

- Target Number characteristic: increase the value **by X** (harder to roll).
- Value characteristic: decrease the value **by X** (minimum 0).

DISPLACEMENT

The **Leading Model** may end a move overlapping this Token or Unit (overrides Part 7.3.1).

If the **Leading Model** ends any **Move**, **Deploy**, **Run**, **Charge**, **Disengage**, **Close Ranks** or **Special Ability** move **Overlapping** this Token or model, the controlling

player of the Leading Model immediately sets it in **Base-to-Base** contact with the **Leading Model**. If **Base-to-Base** is not possible, sets it as close as possible.

DODGE (X)

When this Unit is targeted by an attack, reduce the number of dice moved from the **Armour Pool** to the **Damage Pool** by **Surge** or **CRITICAL HIT by X** (minimum 0). Apply during the **Resolve Surge** step.

EFFECTIVE SIZE

A model's **Effective Size** is equal to its **Size** characteristic plus the **Size** of any terrain it is standing on (Part 7.1.2).

A model at **GROUND LEVEL** has an **Effective Size** equal to its own **Size** characteristic only. A model on **HIGH GROUND** (**Size 3+**) or **MID GROUND** (**Size 1–2**) adds the terrain's **Size** to its own. Terrain pieces set on elevated surfaces stack in the same way – a terrain piece's **Effective Size** equals its own **Size** plus the **Size** of the terrain it stands on.

Effective Size determines which terrain blocks **Line of Sight** through Full Cover and Direct Cover (Part 7.1.1). **Flying** models are treated as having an **Effective Size** higher than any terrain piece on the table for Cover purposes (Part 7.1.4).

ELEVATION LEVEL

Models can stand one of three elevations:

- **GROUND LEVEL**: Standing directly on the playmat.
- **MID GROUND**: Standing on horizontal terrain of **Size 1 or 2**.
- **HIGH GROUND**: Standing on horizontal terrain of **Size 3** or larger.

The model stands on elevation if its base is at that elevation. If the model's base is on multiple elevation levels, assume it is standing on the highest of those elevations.

ENEMY

All Units, Tokens, and cards belonging to the opponent are **Enemies**. In team games, all opposing players' Units, Tokens, and cards are **Enemies**. A Unit may never target a **Friendly** Unit with an attack unless a rule explicitly states otherwise. **Enemy** is the opposite of **Friendly** and is referenced throughout the rules to determine valid targets, **Engagement**, and **Mission Marker** contests.

ENGAGED

A **Ground** Unit is **Engaged** when any of its models is **Within 1"** (**Engagement Range**) of any model in an **Enemy Ground** Unit, provided the following conditions are met (Part 7.2.1):

- **Combat Tags match: Ground** models Engage only **Ground** models. **Flying** models cannot be **Engaged** by any model.
- **Terrain does not block: Size 2+** terrain between the models prevents **Engagement**, even if they are **Within 1"**. Models on **HIGH GROUND** cannot **Engage** models at **GROUND LEVEL**, and vice versa.

When any model in a Unit is **Engaged**, the entire Unit is considered **Engaged**. An **Engaged** Unit cannot perform a standard **Move** – it must **Disengage** (Part 8.5.4) or **Hold**. **Engaged** Units are also subject to restrictions on **Ranged Attacks** (Part 8.7.3).

ENGAGEMENT RANGE

The **Engagement Range** extends **1"** horizontally from any model's base. When two **Enemy Ground** models are **Within** each other's **Engagement Range**, they are **Engaged** (Part 7.2).

Engagement Range is measured horizontally from a top-down perspective, ignoring vertical height (Part 4.1). It is referenced when resolving **Move** restrictions (Part 8.5.3), **Disengage** (Part 8.5.4), **Charge** (Part 8.6.2), the Fighting Rank (Part 8.8.1), and **PLACE** effects. Melee weapons list E as their Range, indicating they may only strike targets **Within** the **Engagement Range**.

ENTRY EDGE

The table edge assigned to a player by the **Deployment Card**. Units enter the battlefield from this edge when deploying from **Reserves**.

FACTION TAGS

Faction Tags are keywords printed on **Unit Cards**, **Tactical Cards**, and **Faction Cards** that identify allegiance.

- **Race Tags: Terran, Zerg, Protoss.**
- **Sub-Faction Tags:** Specific broods or organisations, e.g., **Kerrigan's Swarm**, **Raynor's Raiders**.
- **Function:** During Army Building, a player may include only Units and **Tactical Cards** whose **Faction Tags** all appear on the chosen **Faction Card**. If even one tag on the Unit or **Tactical Card**

does not appear on the **Faction Card**, that card cannot be included. A Unit with fewer tags than the **Faction Card** is permitted – it only requires its own tags to be present (Part 9.1.2).

FIGHTING RANK

A model is in the Fighting Rank if it is **Within** the **Engagement Range** (1") of an **Enemy** model. Models in the Fighting Rank may strike with their Combat Phase **weapons**. See Part 8.8.1, Step 2.

FIRST PLAYER MARKER

A physical Token used to track which player has initiative. At the start of the game, the winner of the Roll-Off (Part 3.2) assigns the **First Player Marker** to either player for Round 1. The holder of the **First Player Marker** chooses which player activates first at the start of each Phase. The Marker changes hands in two ways: the first player to **Pass** during Phase 1 or Phase 2 takes the **First Player Marker** for the following Phase, and at the end of Phase 4 the Marker is awarded to the player with fewer Victory Points (Part 8.9.6). If **Victory Points** are tied, both players Roll-Off and the winner takes the Marker.

FLYING

Flying Units trade board control (no **Mission Markers**, no melee) for mobility and immunity to terrain.

- A **Flying** Unit ignores all terrain for movement purposes. The **Leading Model** moves point-to-point, measuring horizontally. Other models may pass through a **Flying** model's base as if it were not there, and vice versa.
- A **Flying** Unit is never **Engaged**. **Ground** models cannot **Engage Flying** models, and **Flying** models cannot **Engage** other **Flying** models. A **Flying** Unit must end its movement at least 1" away from all **Enemy Flying** Units.
- **Flying** model ignore the Full Cover rule. Direct Cover and the Elevation Dead Zone rules still apply. Assume that **Flying** Units' **Effective Size** is higher than the **Effective Size** of any terrain piece on the table.
- A **Flying** Unit does not benefit from HIGH GROUND Cover (Part 7.1.3).
- A **Flying** Unit cannot Control or Contest **Mission Markers** (overrides Parts 6.2 and 8.9.1).
- A **Flying** Unit cannot **Charge** or be **Charged**.
- A **Flying** Unit cannot participate in the Combat Phase (Part 8.8).
- A **Flying** Unit ignores elevation. It does not use **Access Points**. For Cover and **Line of Sight** purposes, treat a **Flying** Unit's **Effective Size** as higher than the **Effective Size** of any terrain piece on the table (Part 7.1.4). Terrain does not contribute to a **Flying** model's **Effective Size**.
- A **Flying** Unit moving over Grass does not destroy the Grass terrain piece. If a **Flying** Unit ends on a Grass terrain piece, it is removed as normal.

FRIENDLY

All Units, Tokens, and cards belonging to the Controlling Player are **Friendly** to one another. In team games, all teammates' Units, Tokens, and cards are also **Friendly**. A Unit's own models are always **Friendly** to it. **Friendly** is the opposite of Enemy and is used throughout the rules to determine targeting restrictions, movement interactions, and ability eligibility.

GRASS

A terrain piece with a **Size** of 2 that follows special rules. Unlike other **Size 2** terrain, Grass **does not block movement** but does block **Line of Sight**, following the standard Cover rules (Part 7.1.1).

Grass is destroyed by the passage of war. If a **Leading Model's** path of travel passes through or any model of a Unit ends on a Grass terrain piece during any movement action (**Move**, **Deploy**, **Run**, **Charge**, **Disengage** or **Close Ranks**), that Grass terrain piece is immediately removed from the game. It does not return during Cleanup & Refresh and cannot be replaced by any means.

A Flying Unit moving over Grass does not destroy the Grass terrain piece. Flying models pass above the terrain, not through it. If any model of a Flying Unit ends on a Grass terrain piece, it is removed as normal.

GROUND LEVEL

One of the elevation levels. Model is on the **GROUND LEVEL** when it is standing directly on the playmat.

Models on **GROUND LEVEL cannot** Engage models on **HIGH GROUND**, and vice versa.

Models on **GROUND LEVEL** can Engage models on **MID GROUND** only if both models are adjacent to the same **ACCESS POINT** connecting their respective elevations.

A model at **GROUND LEVEL** has an **Effective Size** equal to its own **Size** characteristic only.

HEAL (X)

Remove X points of accumulated **Damage** from the Unit (reduce its **Damage Marker** accordingly). **HEAL cannot** return Destroyed models – it only reduces existing **Damage**. See also: **RESPAWN**.

HIDDEN

This Unit **cannot** be selected as the target of a **Ranged Attack** or any LoS-requiring **Special Ability** unless the acting model is **Within 4"** of it. A **HIDDEN** Unit is immune to the **IMPACT** keyword. A **HIDDEN** Unit may make an **Evade Roll** against every attack targeting it.

HIDDEN is classified as a Status.

HIGH GROUND

One of the elevation levels. Model is on the **HIGH GROUND** when standing on horizontal terrain of **Size 3** or larger.

Models on **HIGH GROUND cannot** Engage models on **GROUND LEVEL**, and vice versa.

Models on **HIGH GROUND** can Engage models on **MID GROUND** only if both models are adjacent to the same **ACCESS POINT** connecting their respective elevations.

A model on **HIGH GROUND** has an **Effective Size** equal to its own **Size** plus the terrain's **Size**.

HITS X (Y)

The affected Unit suffers **X** automatic hits. Set **X** dice directly into the **Armour Pool** and proceed immediately to **Armour Rolls** (Part 8.7.4, Steps 3–4). Treat the **Damage** characteristic **as Y**. These hits do not generate Surge.

IMPACT (X) Y

Immediately after this Unit completes a successful **Charge**, check every model in the Fighting Rank or Supporting Rank. For each eligible model, generate **X** Impact Dice:

- If the model is in the Fighting Rank or Supporting Rank against only one **Enemy** Unit, all **X** dice go to that Unit.
- If the model is in the Fighting Rank or Supporting Rank against multiple **Enemy** Units, the controlling player may split the dice between those Units.

Roll the allocated dice for each target Unit separately (this is the Impact **Hit Roll**). For each result **of Y** or higher, set **1** die into the target's **Armour Pool**. Proceed immediately to **Armour Rolls**. These hits do not generate Surge and treat **Damage as 1**.

IMPASSABLE TERRAIN

A terrain piece is Impassable if it has no **Access Point** connecting it to an adjacent elevation level. Models **cannot** move through, onto, or across **IMPASSABLE TERRAIN**, and no model may end its movement overlapping it. Models can move through Terrain of **Sizes** 0 and 1.

INDIRECT FIRE

Ranged Attacks with this weapon may ignore **Line of Sight** when selecting a target and resolving **Damage**. The target **must** still be **Within** Range. If the target is not within **Line of Sight**, it may make an **Evade Roll** against this attack.

INSTANT

Enemy Units **cannot** declare or resolve **Reaction abilities** in response to attacks made with this weapon.

LEADING MODEL

The **Leading Model** is a temporary reference point used to execute a Unit's movement. Whenever a Unit performs a **Move**, **Deploy**, **Run**, **Charge**, **Disengage**, **Close Ranks**, or any action that instructs the Unit to nominate a **Leading Model**, the Controlling Player selects one model in the Unit.

Move the **Leading Model** first, measuring its exact path. Then set the remaining models in valid **Coherency** around the **Leading Model's** new position (Part 4.4). The **Leading Model** nomination ends once the action resolves. The **Leading Model** determines the Unit's **Gap Clearance** category and interacts with terrain restrictions (Part 4.6).

LINE OF SIGHT (LoS)

Line of Sight determines what a model can see and, by extension, what it can target with attacks and abilities.

All **Line of Sight** checks are resolved from a **2D top-down perspective**, looking directly down at the battlefield from above. To determine if a model can see a target, trace an imaginary straight line from **any**

part of the acting model's base to any part of the target model's base. Vertical height is never factored into the trace.

If the trace does not pass through any **Blocking Terrain** (any terrain piece with an **Effective Size** of 1 or greater), the target is **Visible**. No further checks are required.

If the trace passes through **Blocking Terrain**, the target is not automatically hidden. Apply the Cover rules (Part 7.1.1) to determine whether that terrain actually blocks the **Line of Sight**:

- **Full Cover:** The terrain's **Effective Size** is equal to or greater than the **Effective Size** of both the attacker and the target. **Line of Sight** is blocked.
- **Direct Cover:** The trace passes through a terrain piece, and either the attacker or the target is **Within 1"** of that terrain, provided the terrain's Effective Size is equal to or greater than the **Effective Size** of the model that is **Within 1"**. **Line of Sight** is blocked. **Exception:** If both the attacker and the target are **Within 1"** of the same terrain piece and **Within 3"** of each other, resolve **Line of Sight** normally.
- **Elevation Dead Zone:** A model on **HIGH GROUND** (**Size 3+**) cannot see a model at **GROUND LEVEL** that is **Within 1"** of the base of the same terrain piece, and vice versa. The same Close Quarters exception applies.

Each terrain piece is assessed independently. Terrain pieces do not combine their **Effective Size** or proximity. If no single terrain piece meets the requirements for Full Cover or Direct Cover, **Line of Sight** is not blocked, regardless of how many terrain pieces the trace passes through.

A terrain piece's footprint is defined by its physical base or outermost edges viewed from above. Gaps, windows, doorways, and open interiors within the footprint **do block** the **Line of Sight** unless players agree otherwise during Battlefield Setup (Part 7.1).

Flying models ignore the Full Cover rule. Direct Cover and the Elevation Dead Zone still apply. Treat a **Flying** model's **Effective Size** as higher than the **Effective Size** of any terrain piece on the table (Part 7.1.4).

Line of Sight is mutual: if Model A can see Model B, Model B can see Model A through the same trace.

LOCKED IN (X)

When making a **Ranged Attack** with this weapon, add **X** to its **RoA** if the target Unit has **Stationary Status**.

LONG RANGE (X)

The maximum **Range** of this weapon increases to **X"**.

Measure each attacking model's distance to the target individually:

- **Within** normal profile **Range**: attack resolves normally.
- Beyond profile **Range** but **Within X"**: the model suffers a **-1 Modifier** to its **Hit roll**.

If a Batch contains models at both **Standard** and **Long Range**, generate the total dice but roll the two groups separately to account for different **Hit Target Numbers**.

MID GROUND

One of the elevation levels. Model is on the **MID GROUND** when standing on horizontal terrain of **Size 1 or 2**.

Models on **MID GROUND** can Engage models on **HIGH GROUND** or **GROUND LEVEL** only if both models are adjacent to the same **ACCESS POINT** connecting their respective elevations.

A model on **MID GROUND** has an **Effective Size** equal to its own **Size** plus the terrain's **Size**.

MISSION MARKERS

Numbered Markers are set on the battlefield during Setup at the coordinates shown on the **Deployment Card**. Each Marker is 32mm in diameter and has two sides: **Activated** or **Deactivated**. Markers 1 & 3 are Red, Markers 2 & 4 are Blue, and Marker 5 is Neutral.

Mission Markers are the primary scoring mechanism. At the end of each Round, players determine Control of each Marker by comparing the **Total Current Supply Value** of their eligible contesting Units (Part 8.9.1). A Unit may Contest a **Mission Marker** only if it is on the battlefield, **In Coherency**, and has at least one model **Within 3"** with **Line of Sight** to the Marker on the same elevation. **Flying** Units and **BURROWED** Units cannot Contest or Control **Mission Markers**.

Control is **Sticky** – once a player Controls a Marker, it remains under their control until the opponent reclaims

it with a higher contesting Supply total. A tied result never transfers control.

MODIFIER

A **Modifier** adjusts the Target Number of a roll. Apply all Modifiers before rolling (Part 3.4).

- **+X Modifier:** Makes the roll easier by reducing the Target Number by X.
- **-X Modifier:** Makes the roll harder by increasing the Target Number by X.

Modifiers from different named sources are cumulative unless otherwise stated. A Target Number can never be modified below **2+** or above **6+**. Modifiers adjust the Target Number, not the dice result. A natural roll of **6** always succeeds, and a natural roll of **1** always fails, regardless of Modifiers (Part 3.6).

A **Modifier** is distinct from a Fixed Addition (Part 3.5), which generates a value rather than adjusting a Target Number.

MORPH (UNIT NAME) X

To perform this ability, the controlling player must have sufficient **Available Supply**. Set one **(Name)** model in **Base-to-Base** contact with a model from the active Unit, then remove **X** models from that Unit from the battlefield. The **(Name)** model forms a new Unit and cannot be set **Within 1"** of any Enemy Unit. Place an Activation Marker next to the new Unit; it cannot be Activated for the remainder of the Round.

NON-LETHAL DAMAGE (X)

The Unit suffers **X** points of **Damage**. Add this amount effectively to the Unit's **Damage Marker**. Do not remove any models, even if **Total Damage** exceeds a model's **HP**. If the Unit subsequently suffers standard **Damage**, the combined **Total Damage** triggers casualty removal normally.

ON CREEP

A **Friendly** or **Enemy Ground Zerg** Unit is considered to be **ON CREEP** while it is **Within 6"** of any **Creep Tumor** Token or any model designated as a **Source of Creep**. While satisfying this condition, the Unit gains the **ON CREEP** keyword. This allows the Unit to trigger specific **Special Abilities** or **Upgrades** that require this state.

PIERCE [TAG] X

When attacking a Unit with the specified **Combat Tag**, treat this weapon's **Damage** characteristic **as X**.

PINPOINT

Ranged Attacks with this weapon may target **Engaged Enemy** Units, ignoring the standard **Engagement Status** restriction (overrides Part 8.7.3, Step 1).

PLACE (X)

Choose a **Leading Model**. Remove it and set it **Wholly Within X"** of its starting position. Then remove and replace all other models in the Unit, maintaining **Coherency** (Part 4.4). **PLACE** ignores Gap Clearance, and elevation requirements. The **Leading Model** is removed and set directly, not moved along a path. However, they **must** end in a legal position and not **Within** the **Engagement Range** of any enemy model. Models using the **PLACE** effect during the **Assault** Phase may be set **Within** the **Engagement Range** of **Enemy** models (the Unit becomes **Engaged**).

PRECISION (X)

After rolling to **Hit**, move up to **X** failed **Attack Dice** directly into the **Armour Pool**. Treat them as successful Hits for all purposes, including Surge.

READY

The default state of a **Tactical Card** or **Faction Card**. A Ready card is face-up, its abilities are available, and it may be **Exhausted** to pay resource costs or activate its **Special Abilities**. All **Tactical Cards** and **Faction Cards** begin each Round in the Ready state. Cards that have been **Exhausted** are returned to Ready during Cleanup & Refresh (Part 8.9.5).

REPEATABLE

This ability is exempt from the **Once Per Round** limit (Part 2.7.1). It may be used multiple times per **Round** and per **Activation**, provided all **Costs** and trigger conditions are met each time.

RESERVES

A holding area off the battlefield where Units remain until they are deployed. All Units begin the game in **Reserves**.

While in **Reserves**, a Unit:

- Cannot be targeted by attacks or abilities unless an ability explicitly states it affects Units in **Reserves**.
- Cannot use **Active Abilities**, **Passive Abilities**, or **Reaction Abilities** unless the ability explicitly states otherwise.
- Cannot Control or Contest **Mission Markers**.
- Does not contribute its **Current Supply Value** to the player's **Total Current Supply** on the battlefield.
- Retains all equipment, upgrades, and weapon selections assigned during Army Building.
- A Unit leaves **Reserves** when it is deployed to the battlefield via a **Deploy** action (Part 8.5.5). Some rules may return a Unit to **Reserves** during play – see Part 8.5.5 for how **Damage**, effects, and Supply are handled. In the final Round of the game, all Units still in **Reserves** that are not deployed are treated as **Destroyed** for scoring purposes (Part 8.10).

RESPAWN (X)

Return up to **X** Destroyed models to this Unit.

- The return **cannot** increase the Unit's **Current Supply Value**. Do not return a model if doing so would push the Unit into a higher Supply bracket.
- Set each returned model in **Base-to-Base** contact with an existing model in the Unit. Returned models **cannot** be set **Within** the **Engagement Range** of any **Enemy** Unit.
- If a model **cannot** be set legally, it cannot be returned.

SHIELDED

If a **Shield** value is present on a Unit Card, add it to the **Hit Points (HP)** of the first model. The Unit is **Shielded**. The Unit loses its **Shielded Status** when the **Total Damage** assigned to it exceeds its **Shield** value or when the first model in the Unit is removed.

The **Shielded Status** is referenced by other abilities. Losing **Shielded Status** does not remove any remaining **Hit Points**, it only ends effects that require the Unit to be **Shielded**. **Shielded Status** cannot be restored by **HEAL**.

SIDEARM

When this Unit performs a **Ranged Attack** or **Close Combat Attack**, models equipped with this weapon may use it, ignoring the normal restriction of one weapon per model (Part 8.7.3). If a model is equipped with multiple **SIDEARM** weapons, it may use all of them in the same activation.

Attacks made with each **SIDEARM** must be resolved in separate Batches. Because they are separate Batches, **SIDEARM** attacks may target a different **Enemy** Unit than the Unit's other weapons, subject to all standard target eligibility requirements.

SIEGE MODE

While a Unit has the **SIEGE MODE Status**, apply the following rules:

- This Unit cannot perform the **Move**, **Disengage**, **Run, Charge** or **Close Ranks** actions.
- Weapons profile with **Siege Mode Status** can only be used while this unit has **SIEGE MODE Status**.
- While this unit has **Siege Mode Status** any other weapons can't be used.
- When this Unit is returned to **Reserves**, it loses the **SIEGE MODE Status**.

SPECIAL ABILITY

A **Special Ability** is any named ability printed on a **Unit Card**, **Tactical Card**, or **Faction Card**. Every **Special Ability** falls into one of three categories: **Active Ability**, **Passive Ability**, or **Reaction Ability** (Part 2.7).

- **Active Abilities** require the Unit to be Activated and are triggered immediately before or after an action. Each named **Active Ability** may be used once per Round per Unit unless it has the **REPEATABLE** keyword.
- **Passive Abilities** are always in effect as long as the Unit is on the battlefield.
- **Reaction Abilities** fire in response to a specific trigger. Each player may resolve only one Reaction per Activation, and each named **Reaction Ability** may be used only once per Round per Unit.

All three types are inactive while the Unit is in **Reserves** unless the ability explicitly states otherwise. A Unit cannot be affected by multiple instances of the same-named Special Ability simultaneously.

SPECIALIST

A Unit may include only one model equipped with this weapon. Multiple upgrades configuring more than one instance of this weapon are not permitted (Part 9.1.7).

SPILLOVER

Additional hits generated by a **Template Weapon** that strike models outside the Primary target Unit. When

a **Blast Template (BT)** or **Flamer Template (FT)** covers models belonging to Units other than the Primary target, those models are resolved as Spillover. Each affected Unit is resolved as a separate **Batch**. Spillover Batches do not apply **Rate of Attack** modifiers and do not generate Surge. Spillover may affect both **Friendly** and **Enemy** Units. See Part 8.7.6 for the full Template Weapon procedure.

STATIONARY

At the **Start of the Round**, all Units gain this Status. A Unit immediately loses this Status if any model in this Unit moves, is moved, or is **PLACED** for any reason.

STATUS

A category of keyword representing a temporary or persistent operational mode, condition, or statistic modifier affecting a Unit (e.g. **BURROWED**, **SIEGE MODE**). Unless stated otherwise, Statuses aren't removed during the Scoring and Cleanup Phase. They stay on the Unit until they are removed by other means

A Unit's active Status is visually tracked using **Status Markers** set next to the Unit:

- **Modes:** Use Plastic Markers to track operational shifts (e.g. **SIEGE MODE**, **BURROWED**). Those **Status Markers** have **STAY IN PLAY**.
- **Other Statuses**: Use Markers to track other effects affecting the Unit. Positive effects are tracked with **Buff Markers** (Blue), and negative effects are tracked with **Debuff Markers** (Red). Those **Status Markers** have **STAY IN PLAY**.

STAY IN PLAY

This Token, Marker or **Ability Effect** persists through Cleanup & Refresh (overrides Part 8.9.5). It remains until a specific condition removes it (e.g. destroyed or duration expires).

SUMMON (UNIT NAME)

Set the **Leading Model** of the named Unit in **Base-to-Base** contact with the **Parent** Unit. Set remaining models **In Coherency**. Models cannot be set **Within** the **Engagement Range** of any **Enemy** Unit.

Set an **Activation Marker** next to the summoned Unit – it cannot be **Activated** during the Phase in which it was summoned. In subsequent Phases, this Unit must be Activated immediately after its **Parent** Unit's activation ends, before the opponent's next activation.

The Summoned Unit cannot be set **Within** the opponent's **Zone of Influence**.

The player **must** have sufficient **Available Supply**. If the Unit's **Current Supply Value** would cause **Total Current Supply** to exceed the Supply Pool, it cannot be Summoned.

If the **Parent** is not present on the battlefield, this Unit can be **Activated** normally.

SUPPLY VALUE

The **Supply Value** of a Unit is the value shown on the **Unit Card's** Supply Profile corresponding to the Unit's current model count. A Unit's starting **Supply Value** is determined during Army Building by the Composition Option selected (Part 9.1.6) and defines how many **Army Slots** the Unit occupies.

Supply Value is a dynamic characteristic – as casualties reduce the model count into a lower bracket on the Supply Profile, the **Supply Value** decreases. Update immediately when a casualty moves the Unit into a lower bracket. Supply is used for Deployment, **Mission Marker** Control, **Tactical Mass**, and scoring.

SUPPORTING RANK

A model is in the Supporting Rank if it is in **Base-to-Base** contact with a **Friendly** model from the same Unit that is in the Fighting Rank, but is not itself **Within** the **Engagement Range** of an **Enemy** model. Models in the Supporting Rank may strike with their Combat Phase **weapons** as though they were in the fight. See Part 8.8.1, Step 2.

TACTICAL MASS

A Unit has Tactical Mass when its **Current Supply Value** exceeds the Combined **Current Supply Value** of all **Enemy** Units it is **Engaged** with. A Unit with Tactical Mass ignores the **Disengage** penalty (Part 8.5.4): it may **Ranged Attack** and **Charge** normally in the following Assault Phase after Disengaging.

TOUGH (X)

When this Unit resolves an **Armour Roll**, change up **to X** failed results into successes. Treat them as meeting

or exceeding the **Armour** characteristic – discard them without moving to the **Damage Pool**.

UNENGAGED

A **Ground** Unit is **Unengaged** when none of its models is **Within 1"** of any **Enemy Ground** model, or when terrain restrictions (Part 7.2.1) prevent valid **Engagement** despite proximity. **Flying** Units are always **Unengaged**.

An **Unengaged** Unit may perform a standard **Move**, **Run**, **Ranged Attack**, or **Charge** without restriction. Only **Unengaged** Units may be selected to perform a **Move** action (Part 8.5.2).

VISIBLE

A model is **Visible** to another model if a valid **Line of Sight** trace can be drawn between them (Part 7.1). If the trace does not pass through any **Blocking Terrain**, the target is **Visible** without further checks. If the trace passes through **Blocking Terrain**, apply the Cover rules (Part 7.1.1) – the target remains **Visible** unless Full Cover or Direct Cover blocks the **Line of Sight**.

A model with the **HIDDEN** keyword is not **Visible** to any model more than **4"** away, regardless of **Line of Sight**.

WHOLLY WITHIN

A model is **Wholly Within** a distance only if its entire base sits inside that range - no part of the base may extend beyond the edge. A Unit is **Wholly Within** a distance only if every model in the Unit satisfies this condition.

Wholly Within is a stricter requirement than **Within** and is used for Coherency checks (Part 4.4), certain ability areas of effect, and **Mission Marker** eligibility. When a rule specifies **Wholly Within**, partial overlap is not sufficient.

WITHIN

A model is **Within** a distance if any part of its base touches or crosses into that range. A Unit is **Within** a distance if at least one model in the Unit meets this condition.

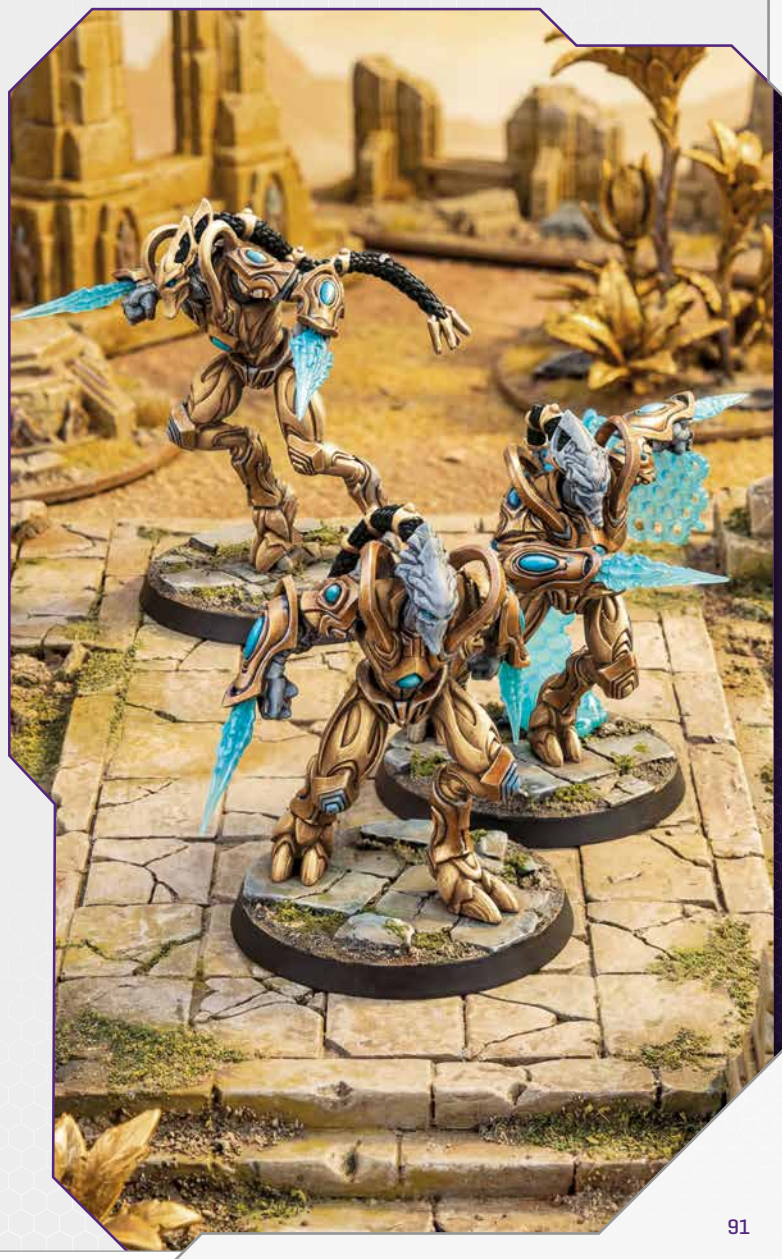
Within is a less restrictive requirement than **Wholly Within**. When a rule specifies **Within** without the word "Wholly," partial overlap is sufficient.

ZONE OF INFLUENCE

A restricted area of the battlefield extending **6"** inward from a player's **Entry Edge**, as defined by the **Deployment Card**. Where the **Entry Edge** does not run the full length of a table edge, the **Zone of Influence** is marked using **Zone of Influence Markers** set at the corners of the **Entry Edge**.

Units arriving from **Reserves** cannot end their deployment **Within** the opponent's **Zone of Influence**. This restriction applies to all forms of arrival - whether by standard deployment, transport, or **SUMMON** (Part 8.3.3).

The **Zone of Influence** does not affect Units already on the battlefield. It does not restrict movement, block **Line of Sight**, or interact with any other rule once a Unit has completed its arrival.



PART 12: QUICK REFERENCE

This Part compiles the most frequently referenced rules, sequences and tables into a single location for quick reference during play. It is not a substitute for the full rules, but it should answer most questions that arise mid-game without the need to search through earlier Parts.

12.1 PRE-GAME PROTOCOL

- Select a **Mission Card** and a **Deployment Card**.
- Set **Mission Markers** at the coordinates on the **Deployment Card**.
- Set Terrain pieces (balanced across four quarters, at least 3" between major structures).
- Roll-Off - winner assigns the **First Player Marker** for Round 1.

12.2 ROUND SEQUENCE

START OF THE ROUND EFFECTS

⬇

PHASE 1: MOVEMENT
Deploy / Move / Disengage / Hold

⬇

PHASE 2: ASSAULT
Ranged Attack / Charge / Run / Hold

⬇

PHASE 3: COMBAT
Close Combat Attack

⬇

PHASE 4: SCORING & CLEANUP
Control Markers ➡ Score VP ➡ End of Game Check ➡ End of the Round Effects ➡ Cleanup ➡ Initiative

12.3 PHASE 1: MOVEMENT

Actions (choose one per Unit):

- **Move:** Move across the Battlefield.
- **Deploy:** Move from **Reserves** via **Entry Edge** (**must** have **Available Supply**; **cannot** end in **Enemy Zone of Influence**) to the Battlefield.
- **Disengage:** If **Engaged** - move out of combat. **Cannot** perform **Ranged Attack** or **Charge** next Phase unless own Supply > **Enemy** Combined Supply.
- **Hold:** Do nothing.

First to Pass takes **First Player Marker** for Phase 2.

Moving a Unit: Leading Model moves up to Speed. Set the rest of the unit **In Coherency**.

Available Supply = Supply Pool – Total Supply of **Friendly** Units on the Battlefield.

12.4 PHASE 2: ASSAULT

Actions (choose one per Unit):

- **Ranged Attack:** Use ranged weapons to attack **Enemies**.
- **Charge:** Move to **Engage Enemies**.
- **Run:** Move across the battlefield.
- **Hold:** Do nothing.

First to Pass takes **First Player Marker** for Phase 3.

Ranged Attack:

1. **Declare a target:** Select an **Enemy** not **Engaged** with any other Unit. Check the weapon's Range, **LoS** and if the target's tag matches.
2. **Build Attack Pool:** Sum **RoA** of eligible models + modifiers + **Surge Die** (if weapon has **S Dice**).
3. **Roll to Hit:** Each die result equal to or higher than the Hit characteristic is a success and moves to the **Armour Pool**.
4. **Resolve Surge:** If the target's Combat Tag matches the weapon's **Surge Type**, a number of dice equal to the **Surge Die** are not included in the **Armour Roll**.
5. **Armour Roll:** Each die result equal to or higher than the **Armour** characteristic is saved and discarded.
6. **Evade Roll:** If eligible, each die result equal to or higher than the **Evade** characteristic is saved and discarded.
7. **Damage & Casualties:** Multiply all remaining dice by the weapon's **Damage** characteristic. Remove models accordingly.

Charge:

1. **Declare Targets:** Select **Enemy Ground** Units (no **LoS** needed).
2. **Determine Charge Distance:** Roll a D6; the **Leading Model** moves up to **Speed** + the result.
3. **Success:** If the leading model is able to end a movement **Within** the **Engagement Range** (1") of all targets, move it. Set the rest of the unit **In Coherency**, following the priority:
   - Base-to-Base,
   - Engagement Range,
   - Coherency.
4. **Fail:** Unit stays, activation ends.

12.5 PHASE 3: COMBAT

All **Engaged** Units **must** activate. Players alternate.

Actions:

- **Close Combat Attack:** Use a Close Combat weapon to attack **Enemies**.

Pass only when no **Engaged** Units remain.

Close Combat Attack:

1. **Close Ranks (Optional):** Move **Leading Model** up to 3" - **must** end closer to the enemy. Reposition the rest of the Unit for maximum **Base-to-Base**.
2. **Declare Ranks:** Fighting Rank (**Within 1"**) + Supporting Rank (**Base-to-Base** with Fighting Rank model). Models in those ranks are eligible for attacking in step 3.
3. **Roll Attacks:** Follow the **Ranged Attack** sequence, but as a target, choose an **Enemy Engaged** with this Unit.
4. Remove Casualties: Use **Engaged** Unit priority (Priority 1 ➡ 2 ➡ 3).

12.6 PHASE 4: SCORING & CLEANUP

1. **Control:** Sum Supply **Within 3"** of each Marker. Higher total controls. Ties = Contested.
2. **Score VP:** Per **Mission Card** conditions.
3. **End of Game:** Check winning conditions.
4. **End of the Round Effects:** Resolve triggered abilities.
5. **Cleanup:** Remove Tokens/Markers (keep **STAY IN PLAY**, **Damage Markers**, **Mission Markers**, **Faction Indicators**). Refresh all **Exhausted** cards.
6. **Initiative:** Fewer **VP** = **First Player Marker**. Tie = Roll-Off.

12.7 CASUALTY REMOVAL

Unengaged target:

- **Cannot** remove more models than are Visible to the attacker.
- Excess **Damage** beyond Visible kills is discarded.

Engaged target (strict order):

1. Models not **Within** the **Engagement Range** of any Enemy Unit.
2. Models **Within** the **Engagement Range** but not in **Base-to-Base** contact.
3. Models in **Base-to-Base** contact with an **Enemy** model.

Cannot remove a model if doing so breaks Engagement with an enemy, provided another valid casualty exists.

12.8 TEMPLATE WEAPONS

	BLAST (BT)	FLAMER (FT)
Alignment	As much of a template over the target model's base	Narrow end flush with the attacker base
LoS check	From the target model's base to each model	From the attacker base through the template to each model
Hit Roll	Roll to Hit as normal	Roll to Hit as normal
Surge Die	No **Surge Die** is rolled	No **Surge Die** is rolled
Surge Result	Equals affected models in the Main target Unit only	Equals affected models in the Main target Unit only
Spillover	Resolve each affected Unit as a separate Batch. Do not apply Rate of Attack modifiers or Surge to Spillover attacks	Resolve each affected Unit as a separate Batch. Do not apply Rate of Attack modifiers or Surge to Spillover attacks

12.9 DISPUTE RESOLUTION

If a rules dispute **cannot** be resolved swiftly:

- Both players Roll-Off (2D6). Higher total wins.
- The winner decides how the rule applies in this specific instance.
- Continue playing. Verify the ruling after the match.

This rule exists to keep the game moving, not to provide a tactical loophole.

12.10 UNITS AND UPGRADE POINTS

This section lists the Mineral Cost and available Composition Options for each Unit in the game. When mustering a Unit during Army Building (Part 9.1.6), select one Composition Option from the Unit's entry below. The chosen option determines the number of models in the Unit, the Mineral Cost paid, and the Unit's initial Supply Value as shown on its **Unit Card's Supply Profile**.

Upgrade costs are listed separately beneath each Unit's Composition Options. A purchased upgrade applies to every model in the Unit unless it has the **SPECIALIST** keyword (Part 9.1.7).

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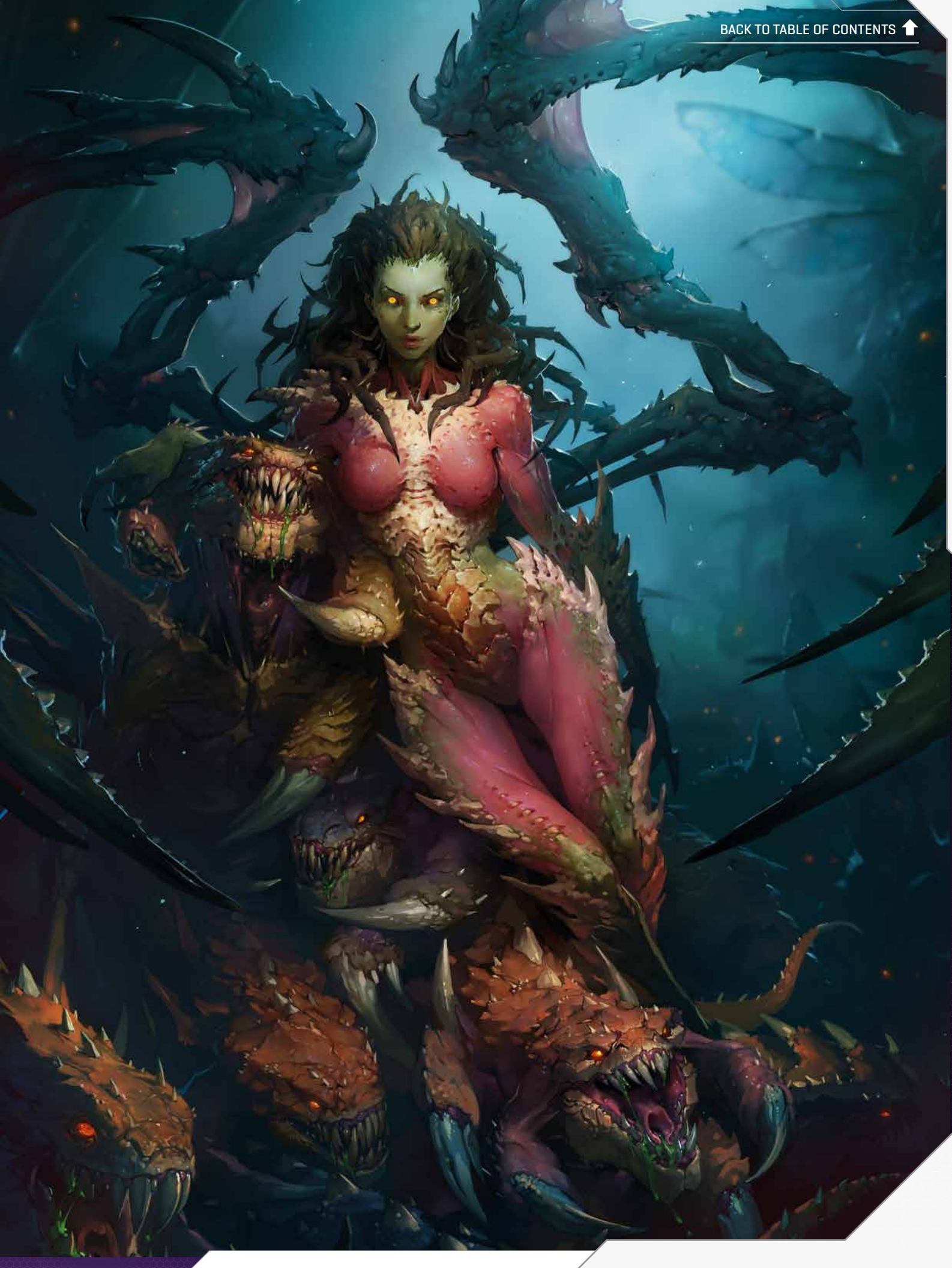


TERRAN

MARINE

MODELS	MINERAL COST	SUPPLY VALUE
6	160	1
9	210	2

UPGRADES

UPGRADE	TYPE	MINERAL COST (6 MODELS)	MINERAL COST (9 MODELS)
AGG-12	SPECIALIST, FOR C-14 Rifle	10	10
Bayonet	FOR Strike	20	30
Combat Shield	-	20	30
Grenades - Frag	-	10	10
Rocket Launcher	SPECIALIST	40	40
Slugthrower	-	10	20

RAYNOR'S RAIDERS (MARINE)

MODELS	MINERAL COST	SUPPLY VALUE
6	230	1

MARAUDER

MODELS	MINERAL COST	SUPPLY VALUE
2	150	1
4	280	2

UPGRADES

UPGRADE	TYPE	MINERAL COST (2 MODELS)	MINERAL COST (4 MODELS)
Kinetic Foam	-	20	40
Laser Targeting Systems	-	20	40
Veteran of Tarsonis	-	20	30

MEDIC

MODELS	MINERAL COST	SUPPLY VALUE
3	110	1

UPGRADES

UPGRADE	TYPE	MINERAL COST (3 MODELS)	MINERAL COST
A-13 Flash Grenade Launcher	-	20	-
Advanced Medic Facilities	-	60	-
Stabilizer Medpacks	-	30	-

GOLIATH

MODELS	MINERAL COST	SUPPLY VALUE
1	190	2

UPGRADES			
UPGRADE	**TYPE**	**MINERAL COST (1 MODEL)**	**MINERAL COST**
Ares-Class Targeting System	-	20	-
Haywire Missiles	FOR Hellfire Missiles	40	-
Scatter Missiles	FOR Hellfire Missiles	30	-

JIM RAYNOR

MODELS	MINERAL COST	SUPPLY VALUE
1	250	1

UPGRADES			
UPGRADE	**TYPE**	**MINERAL COST (1 MODEL)**	**MINERAL COST**
C-14 Rifle	FOR Commando Rifle	0	-

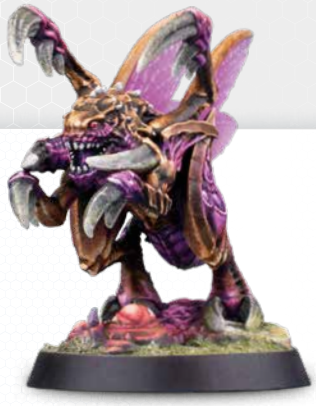
ZERG

ZERGLING

MODELS	MINERAL COST	SUPPLY VALUE
12	180	1
18	220	2

UPGRADES

UPGRADE	TYPE	MINERAL COST (12 MODELS)	MINERAL COST (18 MODELS)
Adrenal Glands	-	20	20
Burrow Ambush	-	20	30
Shredding Claws	FOR Claws	10	10



RAPTOR (ZERGLING)

MODELS	MINERAL COST	SUPPLY VALUE
12	240	1
18	300	2

UPGRADES

UPGRADE	TYPE	MINERAL COST (12 MODELS)	MINERAL COST (18 MODELS)
Adrenal Glands	-	20	20
Burrow Ambush	-	20	30
Shredding Claws	FOR Claws	10	10

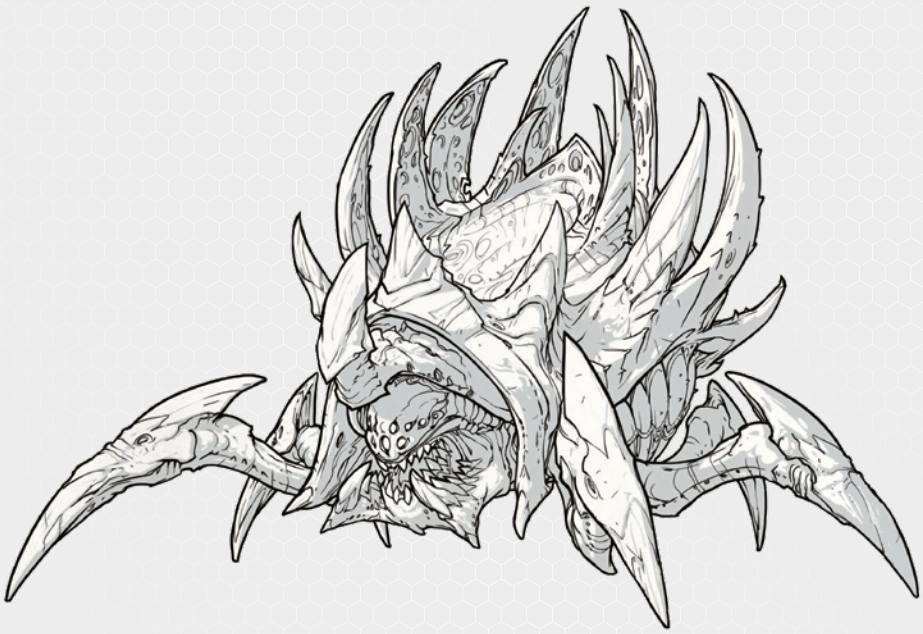
KERRIGAN SWARM RAPTOR (ZERGLING)

MODELS	MINERAL COST	SUPPLY VALUE
6	250	1

SWARMLING (ZERGLING)

MODELS	MINERAL COST	SUPPLY VALUE
18	260	1

UPGRADES			
UPGRADE	TYPE	MINERAL COST (18 MODELS)	MINERAL COST
Burrow Ambush	-	20	-



ROACH

MODELS	MINERAL COST	SUPPLY VALUE
3	170	1

UPGRADES

UPGRADE	TYPE	MINERAL COST (3 MODELS)	MINERAL COST
Burrow Ambush	-	20	-
Glial Reconstitution	-	20	-
Hydriodic Bile	-	10	-
Tunneling Claws	-	10	-

VILE (ROACH)

MODELS	MINERAL COST	SUPPLY VALUE
3	200	1

UPGRADES

UPGRADE	TYPE	MINERAL COST (3 MODELS)	MINERAL COST
Burrow Ambush	-	20	-
Glial Reconstitution	-	20	-
Hydriodic Bile	-	10	-
Tunneling Claws	-	10	-

CORPSER (ROACH)

MODELS	MINERAL COST	SUPPLY VALUE
3	240	1

UPGRADES

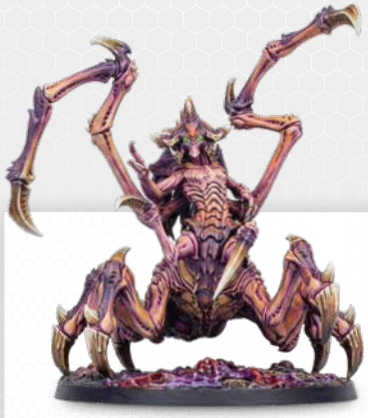
UPGRADE	TYPE	MINERAL COST (3 MODELS)	MINERAL COST
Burrow Ambush	-	20	-
Glial Reconstitution	-	20	-
Hydriodic Bile	-	10	-
Tunneling Claws	-	10	-

HYDRALISK

MODELS	MINERAL COST	SUPPLY VALUE
2	140	2
4	260	3

UPGRADES

UPGRADE	TYPE	MINERAL COST (2 MODELS)	MINERAL COST (4 MODELS)
Ancillary Carapace	-	20	40
Burrow Ambush	-	20	40
Grooved Spines	-	20	40
Lurking	-	10	20

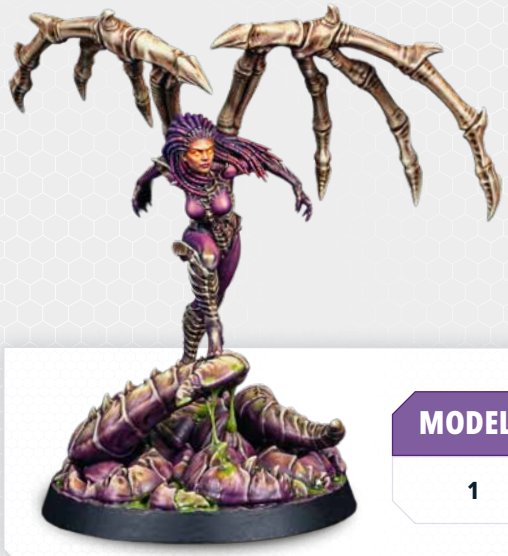


QUEEN

MODELS	MINERAL COST	SUPPLY VALUE
1	150	1

UPGRADES

UPGRADE	TYPE	MINERAL COST (1 MODEL)	MINERAL COST
Creep Speed	-	10	-
Domineering Presence	-	10	-



KERRIGAN

MODELS	MINERAL COST	SUPPLY VALUE
1	250	1

PROTOSS

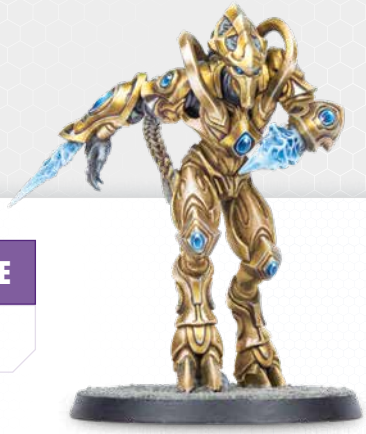
ZEALOT

MODELS	MINERAL COST	SUPPLY VALUE
3	160	2

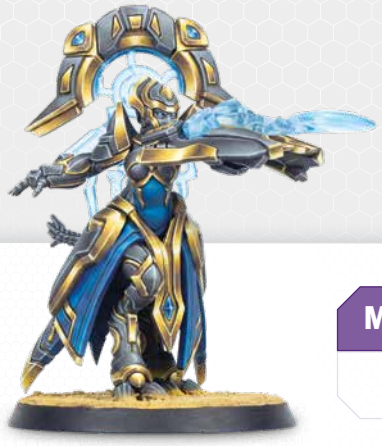
UPGRADES

UPGRADE	TYPE	MINERAL COST (3 MODELS)	MINERAL COST
Leg Enhancements	-	20	-
My Life for Aiur	-	10	-
We Stand as One	-	20	-
Zealous Round	-	10	-

PRAETOR GUARD (ZEALOT)



MODELS	MINERAL COST	SUPPLY VALUE
3	280	2



ADEPT

MODELS	MINERAL COST	SUPPLY VALUE
4	150	1

UPGRADES

UPGRADE	TYPE	MINERAL COST (4 MODELS)	MINERAL COST
Glaive Strike	FOR Strike	20	-
Guidance	-	10	-
Resonating Glaives	-	20	-

SENTRY

MODELS	MINERAL COST	SUPPLY VALUE
2	130	1

UPGRADES

UPGRADE	TYPE	MINERAL COST (2 MODELS)	MINERAL COST
Hallucination	-	30	-
Solid-Field Projectors	-	20	-

STALKER

MODELS	MINERAL COST	SUPPLY VALUE
1	170	1
2	270	2

UPGRADES			
UPGRADE	TYPE	MINERAL COST (1 MODEL)	MINERAL COST (2 MODELS)
Fury of the Nerazim	-	20	30
Path of Shadows	-	20	40

ARTANIS

MODELS	MINERAL COST	SUPPLY VALUE
1	250	1

12.11 TACTICAL CARD POINTS

TERRAN

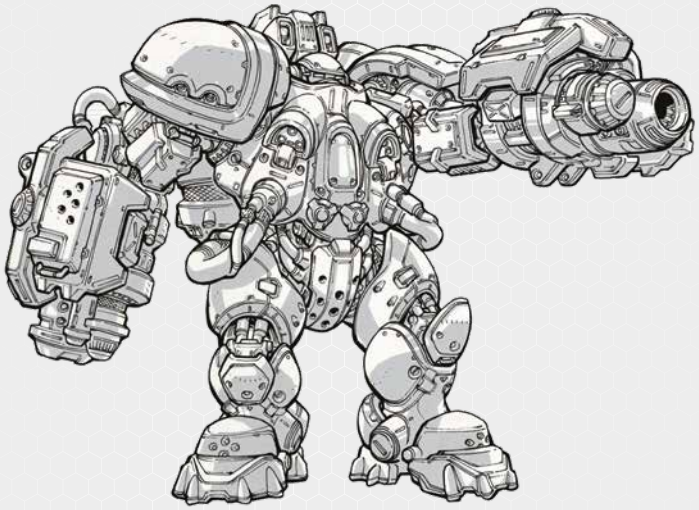
NAME	VESPENE GAS COST
Barracks	25
Barracks (Proxy)	40
Barracks (Tech Lab)	45
Supply Depot	40
Factory	35
Engineering Bay	25
Armory	30
Academy	35
Orbital Command	25
Dropship	40

ZERG

NAME	VESPENE GAS COST
Spawning Pool	25
Spawning Pool (Six Pool)	40
Roach Warren	25
Hydralisk Den	35
Evolution Chamber	30
Hatchery	30
Lair	35
Overseer	25
Overlord	35
CREEP CARDS	**VESPENE GAS COST**
Accelerating Creep	0
Malignant Creep	10

PROTOSS

NAME	VESPENE GAS COST
Gateway	25
Warp Gate	40
Gate Chronoboosted	35
Observer	25
Nexus	35
Overcharged Nexus	35
Power Field	40
Forge	30
Warp Prism	35
Twilight Council	45



12.12 EXAMPLE ARMIES

TERRAN STARTER

UNITS

NAME	MODELS	UPGRADES	SUPPLY VALUE	COST
Marine	9	Combat Shield, Grenades - Frag, Bayonet	2	280
Marauder	2	Laser Targeting Systems	1	170
Marauder	2	Veteran of Tarsonis, Kinetic Foam	1	190
Medic	3	Stabilizer Medpacks	1	140
Goliath	1	Scatter Missiles	2	220

CARDS

NAME	TYPE	COST
Terran Armed Forces	Faction Card	-
Barracks	Tactical Card	25
Factory	Tactical Card	35
Orbital Command	Tactical Card	25
Supply Drop	Mission Card	-
Gather the Resources	Mission Card	-
Abandoned Camp	Deployment Card	-
Agria Valley	Deployment Card	-

TERRAN FOUNDERS EDITION STARTER

UNITS

NAME	MODELS	UPGRADES	SUPPLY VALUE	COST
Marine	6	AGG-12, Rocket Launcher	1	210
Raynor's Raiders (Marine)	6	-	1	230
Marauder	2	Kinetic Foam	1	170
Medic	3	Stabilizer Medpacks	1	140
Jim Raynor	1	-	1	250

CARDS

NAME	TYPE	COST
Raynor's Raiders	Faction Card	-
Barracks	Tactical Card	25
Academy	Tactical Card	35
Orbital Command	Tactical Card	25
Supply Drop	Mission Card	-
Divide and Conquer	Mission Card	-
Agria Valley	Deployment Card	-
Dirt Side	Deployment Card	-

ZERG STARTER

UNITS

NAME	MODELS	UPGRADES	SUPPLY VALUE	COST
Swarmling (Zergling)	18	-	1	260
Corpser (Roach)	3	Burrow Ambush, Tunneling Claws, Hydriodic Bile	1	280
Hydralisk	4	Ancillary Carapace	3	300
Queen	1	Creep Speed	1	160

CARDS

NAME	TYPE	COST
Zerg Swarm	Faction Card	-
Accelerating Creep	Creep Card	0
Evolution Chamber	Tactical Card	30
Overseer	Tactical Card	25
Hydralisk Den	Tactical Card	35
Supply Drop	Mission Card	-
Gather the Resources	Mission Card	-
Abandoned Camp	Deployment Card	-
Dirt Side	Deployment Card	-

ZERG FOUNDERS EDITION STARTER

UNITS

NAME	MODELS	UPGRADES	SUPPLY VALUE	COST
Zergling	12	-	1	180
Kerrigan Swarm Raptor (Zergling)	6	-	1	250
Roach	3	-	1	170
Queen	1	-	1	150
Kerrigan	1	-	1	250

CARDS

NAME	TYPE	COST
Kerrigan's Swarm	Faction Card	-
Malignant Creep	Creep Card	10
Evolution Chamber	Tactical Card	30
Overseer	Tactical Card	25
Spawning Pool	Tactical Card	25
Frontlines	Mission Card	-
Hold Position	Mission Card	-
Frontier	Deployment Card	-
Char Plains	Deployment Card	-

PROTOSS STARTER

UNITS

NAME	MODELS	UPGRADES	SUPPLY VALUE	COST
Zealot	3	My Life for Aiur, Leg Enhancements, We Stand as One	2	210
Adept	4	Resonating Glaives, Glaive Strike	1	190
Sentry	2	Solid-Field Projectors, Hallucination	1	180
Stalker	1	Path of Shadows, Fury of the Nerazim	1	210
Stalker	1	Path of Shadows, Fury of the Nerazim	1	210

CARDS

NAME	TYPE	COST
Daelaam	Faction Card	-
Forge	Tactical Card	30
Twilight Council	Tactical Card	45
Observer	Tactical Card	25
Hold Position	Mission Card	-
Gather the Resources	Mission Card	-
Abandoned Camp	Deployment Card	-
Frontier	Deployment Card	-

PROTOSS FOUNDERS EDITION STARTER

UNITS

NAME	MODELS	UPGRADES	SUPPLY VALUE	COST
Zealot	3	My Life for Aiur	2	170
Praetor Guard (Zealot)	3	-	2	280
Adept	4	Glaive Strike	1	170
Sentry	2	-	1	130
Artanis	1	-	1	250

CARDS

NAME	TYPE	COST
Khalai	Faction Card	-
Gateway	Tactical Card	25
Warp Prism	Tactical Card	35
Observer	Tactical Card	25
Frontlines	Mission Card	-
Divide and Conquer	Mission Card	-
Frontier	Deployment Card	-
Char Plains	Deployment Card	-

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MAP LAYOUTS

TERRAIN KEY

Head Statue

Statue Shard

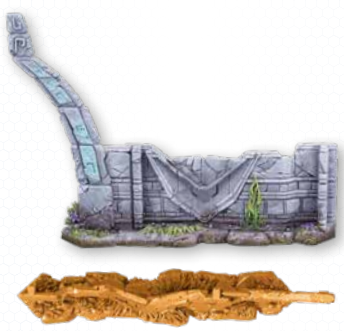
Vespene Geyser

Shrubs A

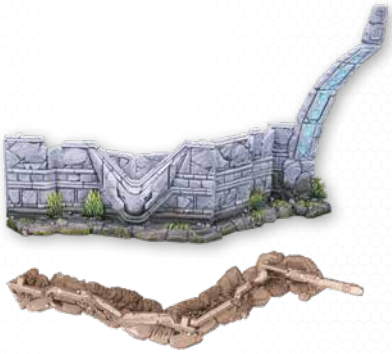
Shrubs B

Protoss Banner

Temple Obelisk



Wall Set 1



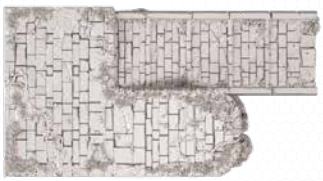
Wall Set 2

Wall Set 3

Wall Set 4

Wall Set 5

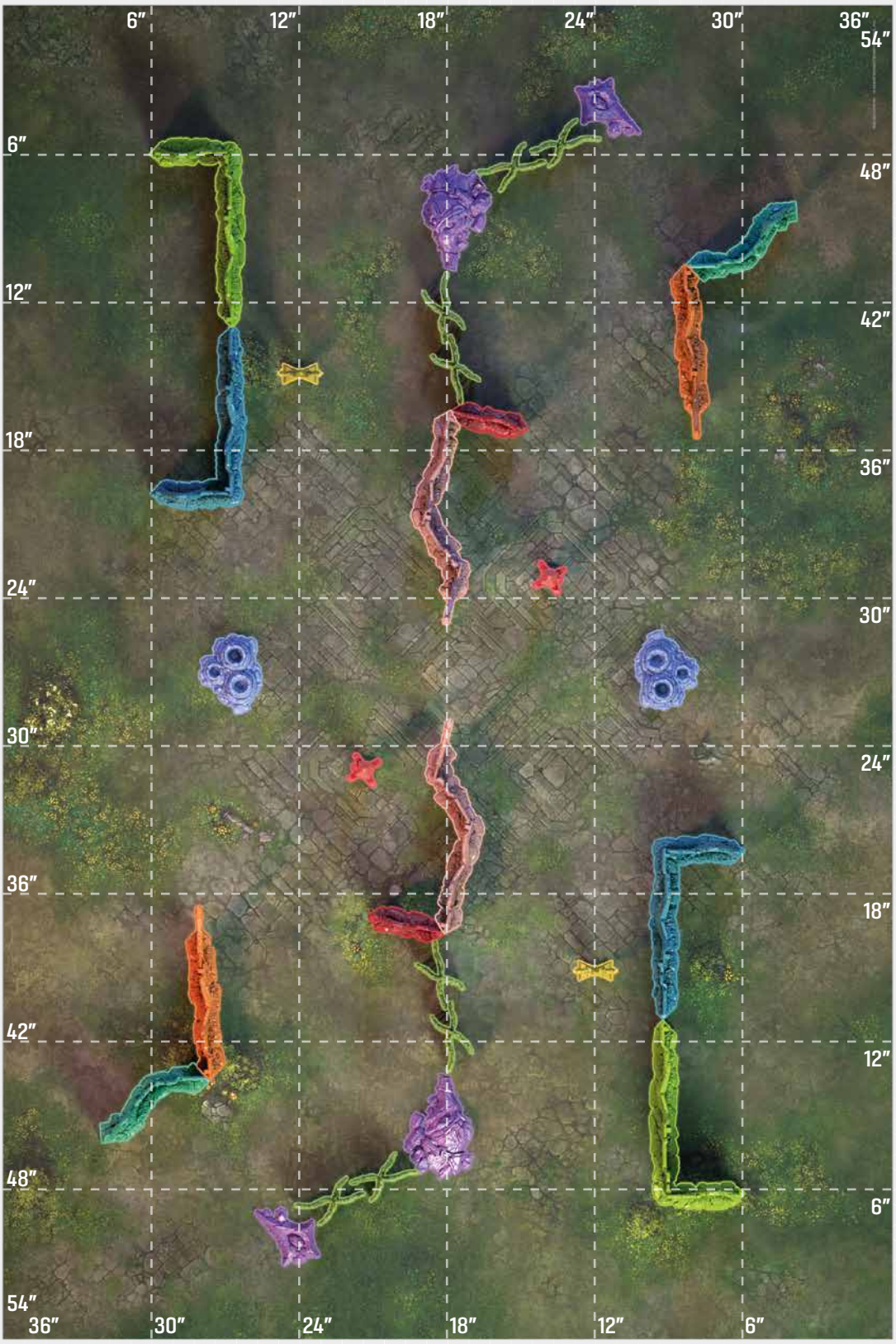
Wall Set 6



Lost Temple Ramp

ASSEMBLY REQUIRES:

- 2 × Head Statue
- 2 × Statue Shard
- 2 × Vespene Geyser
- 4 × Shrubs A
- 4 × Shrubs B
- 2 × Protoss Banner
- 2 × Temple Obelisk
- 2 × Wall Set 1
- 2 × Wall Set 2
- 2 × Wall Set 3
- 2 × Wall Set 4
- 2 × Wall Set 5
- 2 × Wall Set 6



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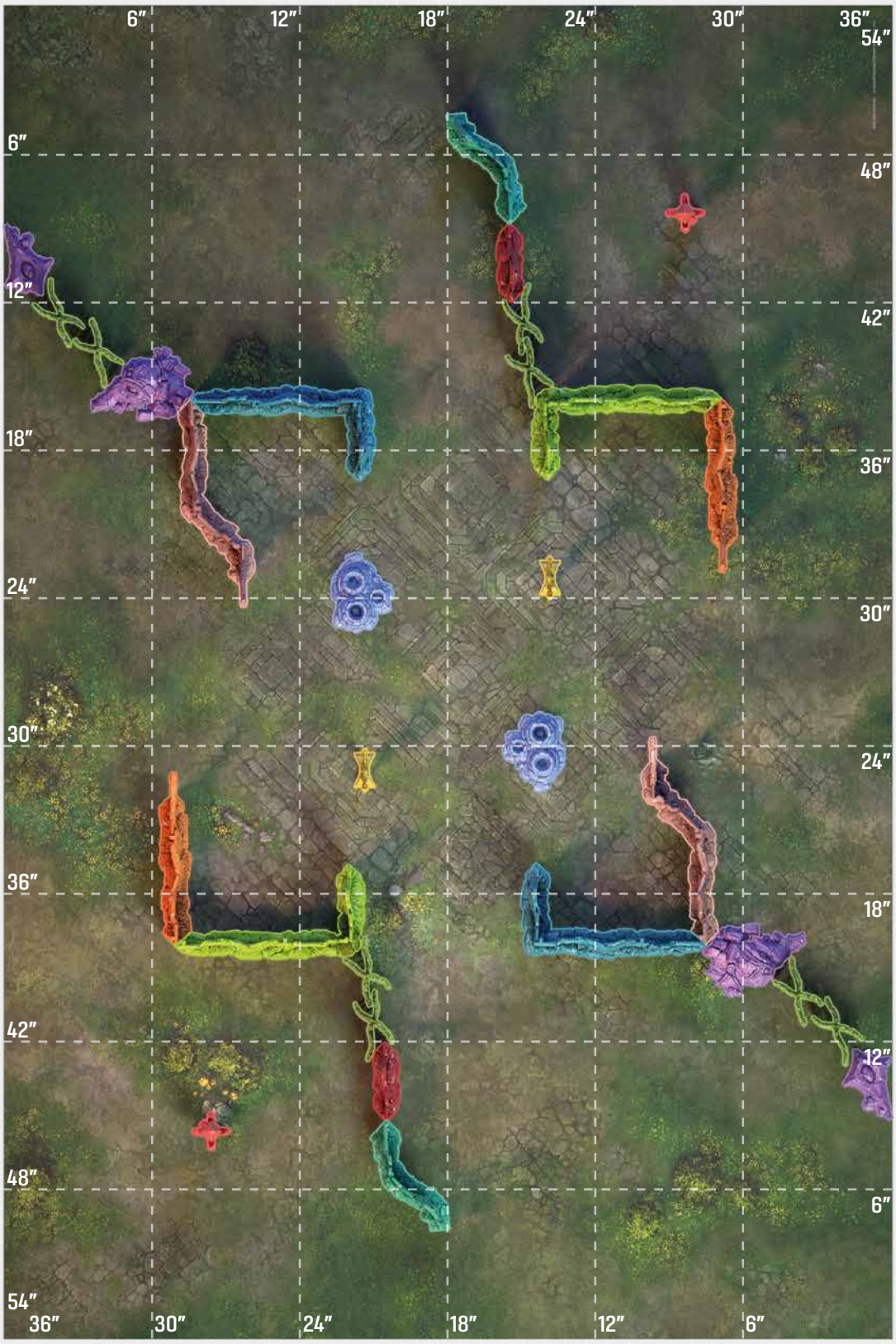
- 2 × Wall Set 6



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- 2 × Wall Set 3
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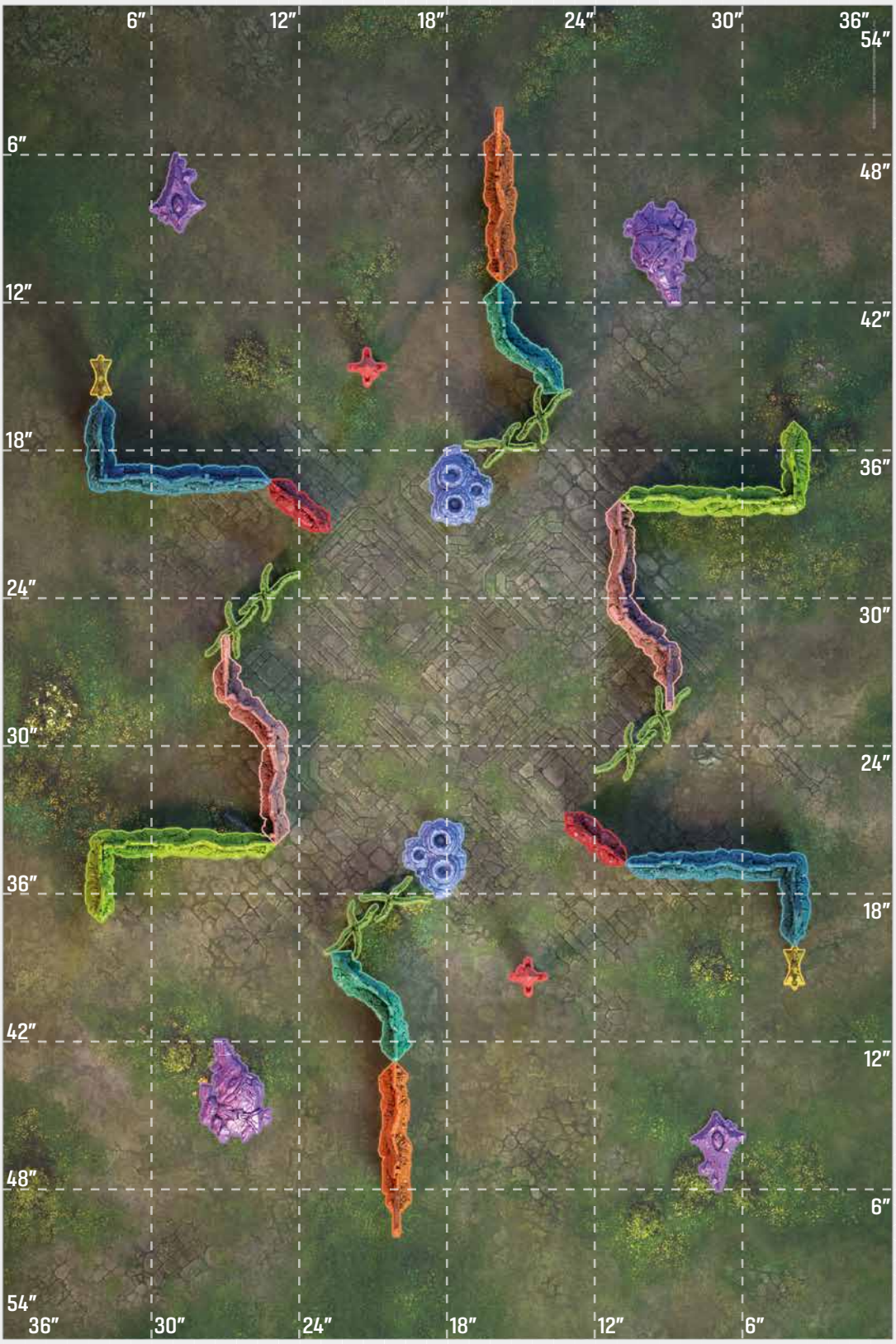
- 2 × Wall Set 6



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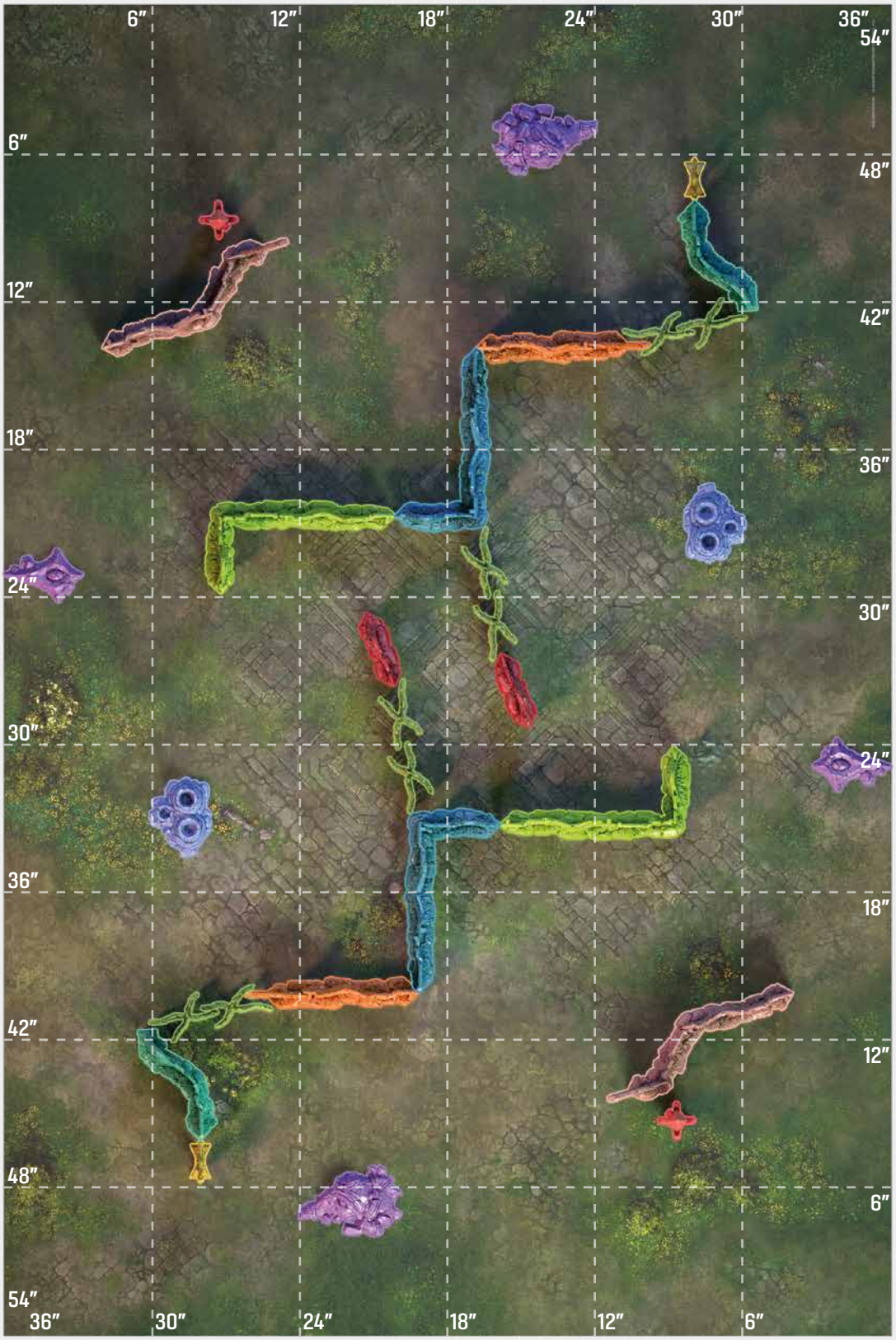
- 2 × Wall Set 5
- 2 × Wall Set 6



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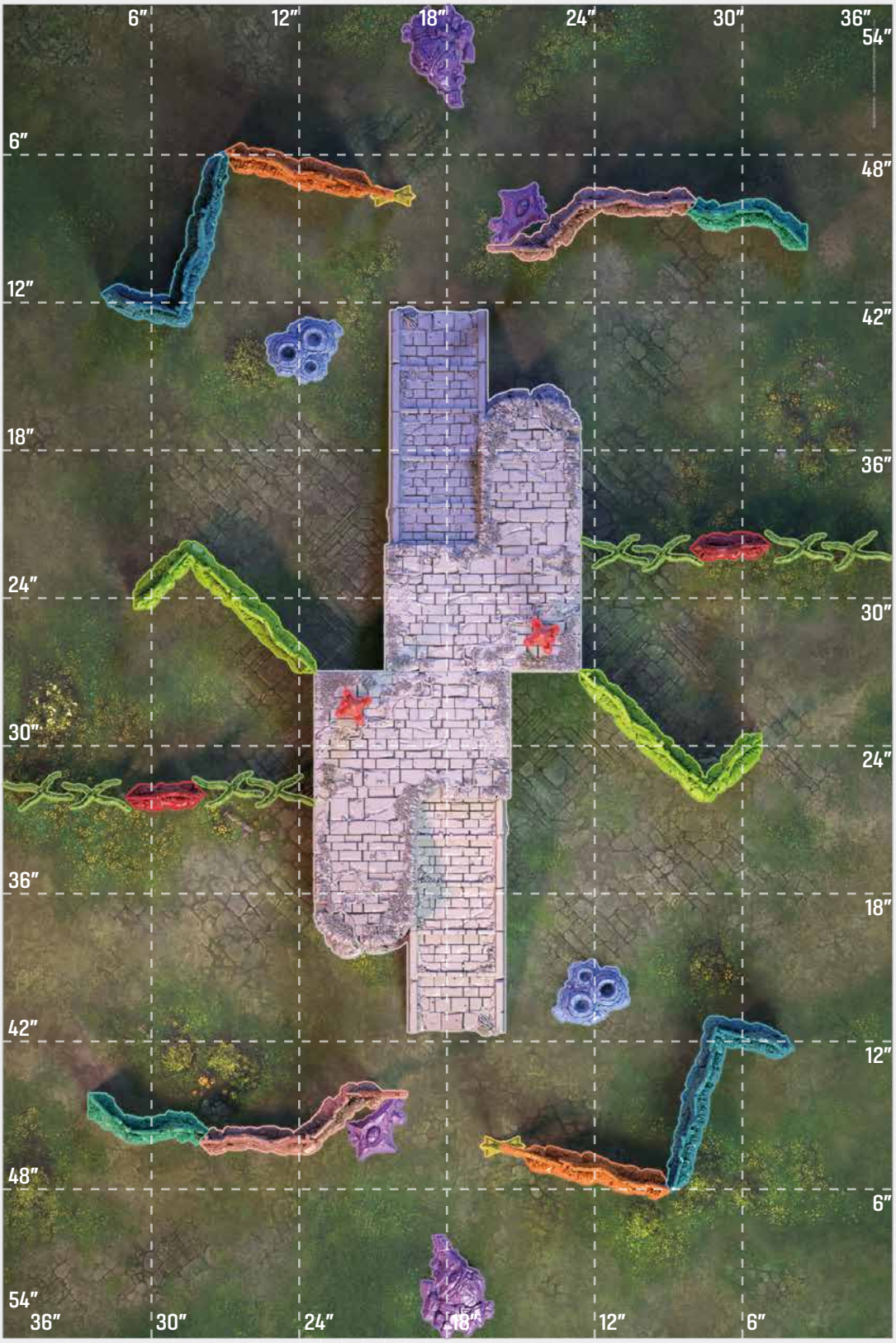
- 2 × Wall Set 3
- 2 × Wall Set 4
- 2 × Wall Set 5
- 2 × Wall Set 6
- 2 × Lost Temple Ramp



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- 2 × Temple Obelisk
- 2 × Wall Set 1
- 2 × Wall Set 2
- 2 × Wall Set 3
- 2 × Wall Set 4
- 2 × Wall Set 5
- 2 × Wall Set 6
- 2 × Lost Temple Ramp

ASSEMBLY REQUIRES:

- 1 × Head Statue
- 1 × Statue Shard
- 1 × Vespene Geyser
- 2 × Shrubs A
- 2 × Shrubs B
- 1 × Protoss Banner
- 1 × Temple Obelisk
- 1 × Wall Set 1
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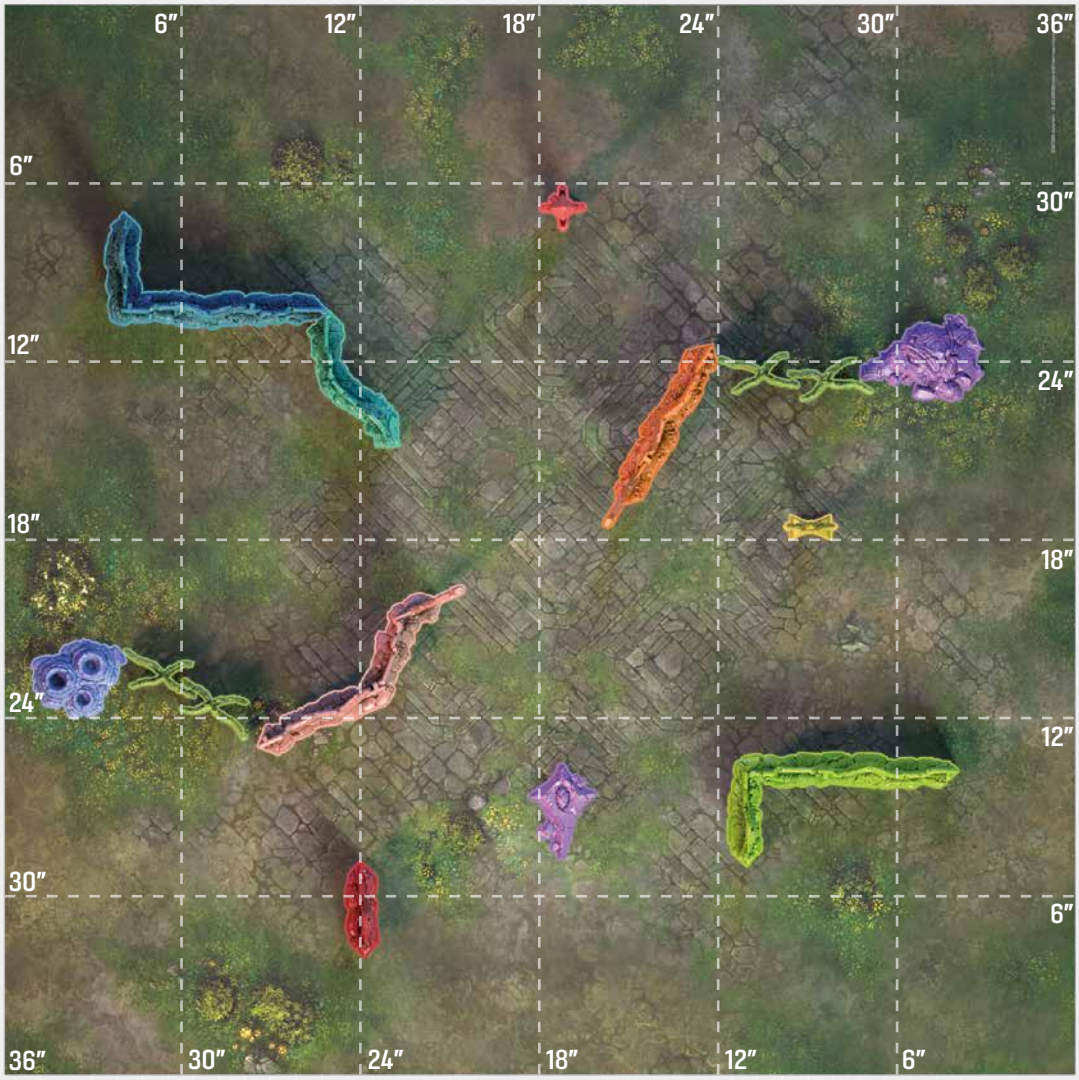
- 1 × Wall Set 3
- 1 × Wall Set 4
- 1 × Wall Set 5
- 1 × Wall Set 6



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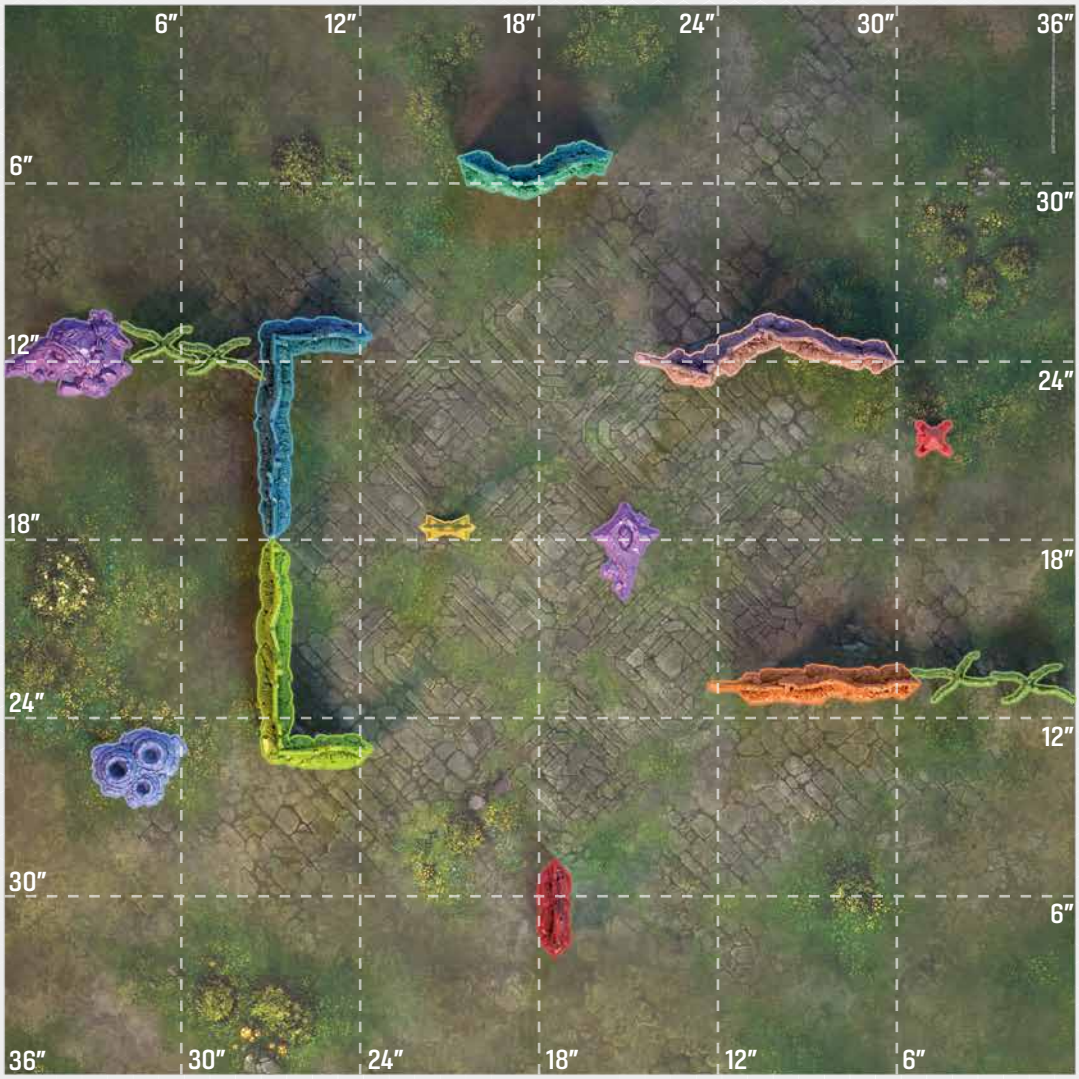

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- 1 × Wall Set 4
- 1 × Wall Set 5
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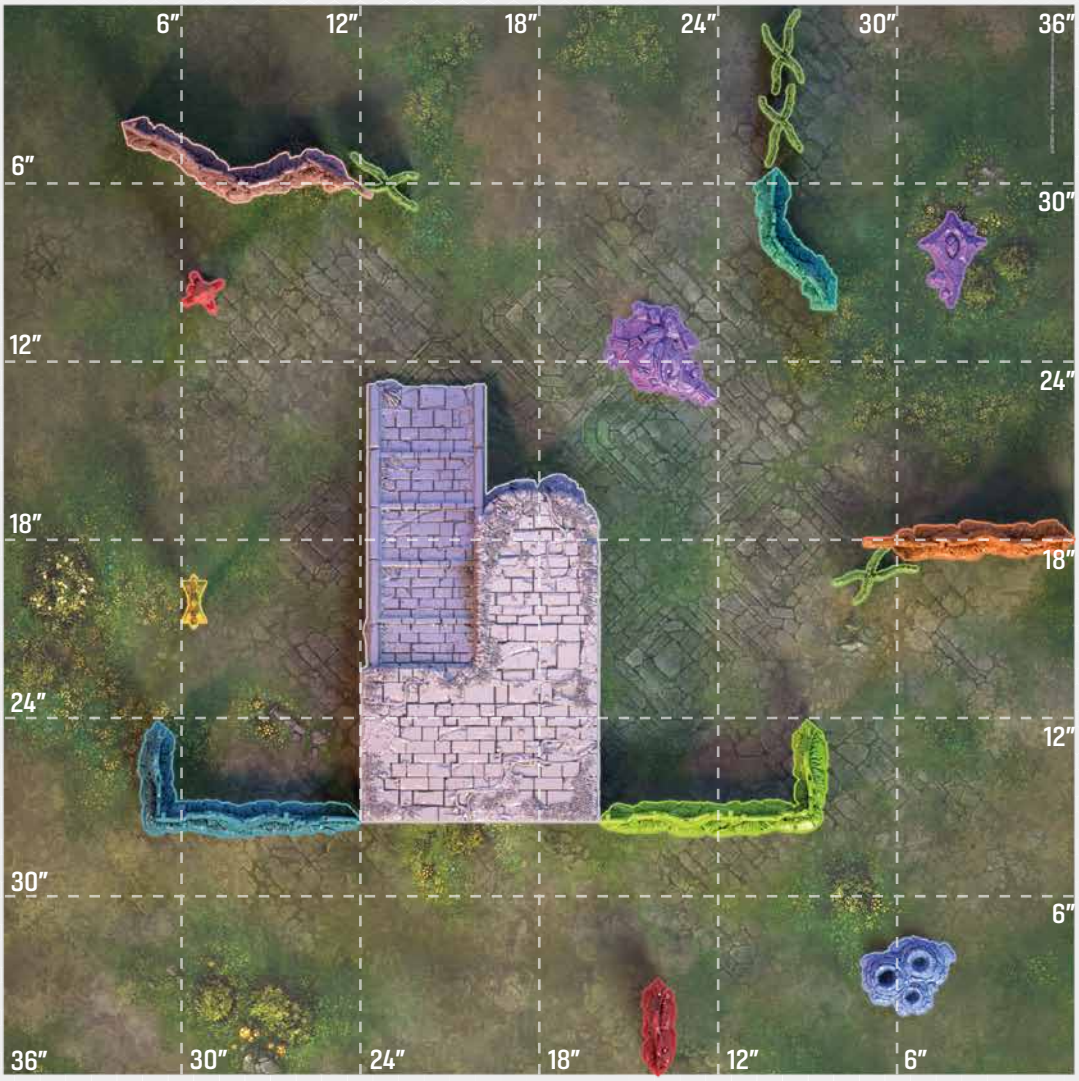
- 1 × Lost Temple Ramp



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