



© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v.1.06.26

COMBAT TAGS:
ARMoured, MECHANICAL, GROUND

PROTOSS

NAME

COMBAT PHASE

INDOMITABLE: PASSIVE While Engaged, this Unit may target and be targeted by Unengaged Enemy Units. In both cases, the defending Unit gains an Evade IMPACT (4) 3+ effect.

DEVASTATING CHARGE: PASSIVE Immediately after this Unit completes a successful Charge, resolve the

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
LEFT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	2	CONCENTRATED FIRE (1), LONG RANGE (16)
RIGHT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	2	CONCENTRATED FIRE (1), LONG RANGE (16), SIDARM

ASSAULT PHASE

ANY PHASE IMPROVED BARRIER: REACTION 0 PE Use when this Unit is selected as the target of an attack. If this Unit has the Shielded Status, the Damage characteristic of the attacking weapon is treated as a maximum of 1 for this attack.

IMMORTAL

SHIELD 6

SPEED 7

ARMOUR 4+

EVADE -

HIT POINTS 8

SIZE 3

MODELS / SUPPLY
1-1
2

IMMORTAL



COMBAT ROLE:

TANK

ARMY SLOT:

ELITE

ANY PHASE UPGRADE **SHIELD OVERCHARGE: REACTION 1 PE** Use before this Unit makes an Armour Roll. If this Unit has the Shielded Status, It gains TOUGH (2) for this roll.

ASSAULT PHASE UPGRADE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
LEFT PHASE DISRUPTOR ↑ FOR LEFT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	1	PIERCE Armoured (3)
RIGHT PHASE DISRUPTOR ↑ FOR RIGHT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	1	PIERCE Armoured (3), SIDARM

FURY UNYIELDING: PASSIVE While this Unit is Within 3" of a Mission Marker, its Ranged Weapons gain CRITICAL HIT (1) when targeting an Enemy Unit that is also Within 3" of that same Mission Marker.

FOR THE ANCIENTS: PASSIVE When this Unit makes a Ranged Attack, if the target Unit is more than 8" away, the attacking weapons gain PRECISION (1).

Ø 100MM

UPGRADE

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v.1.06.26

fold here

fold here

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v.1.06.26COMBAT TAGS:
BIOLOGICAL, PSIONIC, GROUND

PROTOSS

NAME	RNG	Target	RoA	Hit	Surge type	S Dice	Dmg	Keyword
MASTER WARP BLADE	E	Ground	4	3+	Light, Armoured	D3	2	INSTANT

SHADOW STRIKE: **ACTIVE** 1 PE All Enemy Units Engaged with this Unit suffer HITS 4 (1).

COMBAT PHASE

VOID BLINK: **ACTIVE** 1 PE If Unengaged, resolve the PLACE (6) effect.

DEVASTATING CHARGE: **PASSIVE** Immediately after this Unit completes a successful Charge, resolve the IMPACT (4) 4+ effect.

SENTENCED TO DEATH: **ACTIVE** 1 PE Target Enemy Unit on the battlefield. Whenever Zeratul makes a Close Combat Attack targeting the selected Unit, its weapon gains CRITICAL HIT (2).

VOID PRISON: **ACTIVE** 1 PE Set a Faction Indicator on the battlefield Within 8" of this Unit. While Enemy Units are Within 2" of this Faction Indicator they suffer DEBUFF Speed (2).

ANY PHASE **ONE WITH THE SHADOWS:** **PASSIVE** After this Unit fully resolves an Action, it gains the HIDDEN Status.

PROPHETIC VISION: **REACTION** 1 PE REPEATABLE. Use when this Unit is selected as the target of an attack. This Unit's Evade characteristic is treated as 4+ against this attack and cannot be modified.

UNIQUE

ZERATUL

SHIELD	3
SPEED	7
ARMOUR	5+
EVADE	5+
HIT POINTS	5
SIZE	2

MODELS / SUPPLY
1
1-1

ZERATUL

CLOSE COMBAT	RANGED COMBAT
--------------	---------------

COMBAT ROLE:
DAMAGE DEALERARMY SLOT:
HERO

Ø 40MM

UPGRADE

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v.1.06.26

fold here

fold here



© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v1.06.26

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

NERAZIM PROTOSS



COMBAT PHASE									
NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword	STRIKE
				5+	-	-	1	-	

ASSAULT PHASE									
NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword	GLAIVE CANNON
	8	All	3	3+	Light	D3+1	1	ANTI-EVADE (1), PINPOINT	

MOVEMENT PHASE **PSIONIC TRANSFER:** **ACTIVE** **1 PB** Set a Shade token Wholly Within 12" of any model in this Unit. At the End of the Round, the controlling player may set all models of this Unit in Coherency, treating the Shade token as the Leading Model. The Shade token has **DISPLACEMENT**.

ANY PHASE **PATH OF SHADOWS:** **ACTIVE** **1 PB** This Unit gains **HIDDEN** Status until it performs another action. **NERAZIM FARISIGHT:** **PASSIVE** While Enemy Units are Within 6" of this Unit's Shade token, they lose **HIDDEN** Status.



MODELS / SUPPLY
1-2 3-4

NERAZIM WATCHERS [ADEPT]
SHIELD 2 SPEED 5/8 ARMOUR 5+ EVADE 5+ HIT POINTS 3 SIZE 2

NERAZIM WATCHERS [ADEPT]

CLOSE COMBAT RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER** ARMY SLOT: **CORE**



Ø 40MM

UPGRADE

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v1.06.26



NERAZIM

FACTION CARD



PROTOSS
NERAZIM

UNIQUE

SUPPLY: 2 × CORE, 3 × ELITE, 1 × HERO



NERAZIM

PE: 1

ANY PHASE **MIGHT OF THE NERAZIM:**
REACTION If a Friendly Unit loses the **HIDDEN** Status, it gains Buff Speed (2) and its first Weapon used **CRITICAL HIT** (2).

MOVEMENT PHASE **DARKNESS DESCENDS:** **ACTIVE** The active Biological Unit gains the **HIDDEN** Status until the end of the Round.



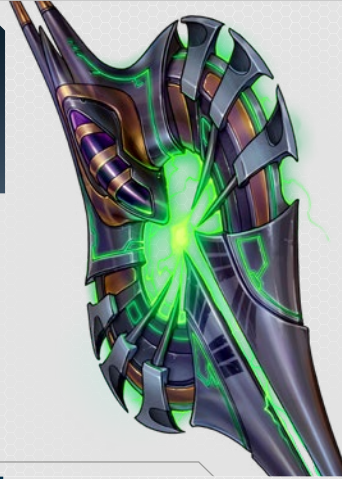
v.1.06.26

© 2026 Blizzard Entertainment, Inc. © 2026 Archon



VOID SEEKER

TACTICAL CARD



PROTOSS
NERAZIM

UNIQUE

SUPPLY: 1 × CORE



VOID SEEKER

PE: 1

MOVEMENT PHASE **PERSONAL TRANSPORT:** **ACTIVE** Instead of performing an action, the active, **Unengaged** Ground Unit is returned to Reserves. Then, it performs a Deploy action.

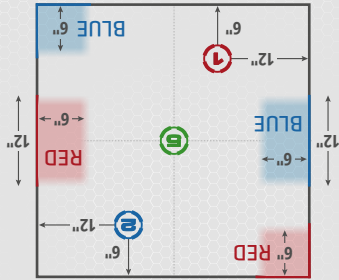
MOVEMENT PHASE **ANAKH SU'N:** **ACTIVE** This Unit gains the **HIDDEN** Status until it performs another action.



v.1.06.26

© 2026 Blizzard Entertainment, Inc. © 2026 Archon

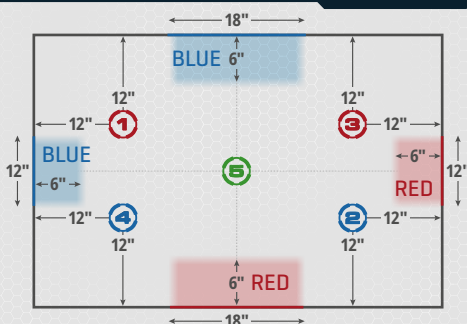
SKIRMISH LEVEL



GREEN VALLEYS

MEETING ENGAGEMENT

54×36"



STANDARD ENGAGEMENT

© 2026 Blizzard Entertainment, Inc. © 2026 Archon

v.1.06.26



ROBOTICS FACILITY

TACTICAL CARD



PROTOSS

SUPPLY: 2 × ELITE



ROBOTICS FACILITY

PE: 1

ANY PHASE **PLASMA SHIELDS:** **REACTION** Use before a Friendly Mechanical Ground Unit makes an Armour Roll. If this Unit has the **Shielded Status**, it gains **TOUGH** (1) and **DODGE** (1) for this roll.



v.1.06.26

© 2026 Blizzard Entertainment, Inc. © 2026 Archon



ARTEFACT HUNT

6
SUPPLY+2
PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All Mission Markers are Activated.

SCORING CONDITIONS:

Score VPs equal to Enemy Supply destroyed this Round.

END OF ROUND 5: Gain 4 VP for each Friendly Unit that CLAIM Mission Marker and it is Wholly Within Friendly Zone of Influence.

Gain 2 VP for each Mission Marker associated with your colour that is not currently CLAIM by an Enemy Unit.

ADDITIONAL CONDITIONS:

SCORING PHASE:

From the Start of the Second Round, if a Unit is Within 3" of a Controlled Mission Marker that is Neutral or associated with the Opponent colour, that Unit may CLAIM it.

CLAIM: Place the Mission Marker on the Unit Card. A Unit carrying a Mission Marker must DROP it if:

- It has its Current Supply Value reduced.
- Before it resolves a PLACE effect.
- It is Engaged with Enemies having a greater combined Current Supply Value.
- It is Destroyed, removed from the battlefield, or returned to Reserves.

When a Unit DROP a Mission Marker, the Opponent places the Mission Marker Within 2" of the Unit or its last model removed.

Unit may CLAIM only one Mission Marker at a time.

STANDARD ENGAGEMENT

© 2026 Blizzard Entertainment, Inc. © 2026 Archon

v1.06.26

ARTEFACT HUNT

3
SUPPLY+1
PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All Mission Markers are Activated.

SCORING CONDITIONS:

Score VPs equal to Enemy Supply destroyed this Round.

END OF ROUND 5: Gain 3 VP for each Friendly Unit that CLAIM Mission Marker and it is Wholly Within Friendly Zone of Influence.

Gain 1 VP for each Mission Marker associated with your colour that is not currently CLAIM by an Enemy Unit.

ADDITIONAL CONDITIONS:

SCORING PHASE:

From the Start of the Second Round, if a Unit is Within 3" of a Controlled Mission Marker that is Neutral or associated with the Opponent colour, that Unit may CLAIM it.

CLAIM: Place the Mission Marker on the Unit Card. A Unit carrying a Mission Marker must DROP it if:

- It has its Current Supply Value reduced.
- Before it resolves a PLACE effect.
- It is Engaged with Enemies having a greater combined Current Supply Value.
- It is Destroyed, removed from the battlefield, or returned to Reserves.

When a Unit DROP a Mission Marker, the Opponent places the Mission Marker Within 2" of the Unit or its last model removed.

Unit may CLAIM only one Mission Marker at a time.

SKIRMISH LEVEL

© 2026 Blizzard Entertainment, Inc. © 2026 Archon

v1.06.26