StarCraft®

TABLETOP MINIATURES GAME

QUICK START RULES

BLIZZARD ENTERTAINMENT | ARCHON STUDIO

StarCraft
TABLETOP MINIATURES GAME

QUICK START RULES
EVERYTHING YOU NEED FOR YOUR FIRST BATTLE

New to wargames?

HOW TO USE THIS BOOKLET?

This booklet teaches the core of **StarCraft: Tabletop Miniatures Game** in eight pages. You will learn how Units move, shoot, fight and score, and how to set up your first battle.

When a question goes beyond these pages, the Core Rules Book has all the rules in full details; part references are given as (Part X.X).

CORE CONCEPTS

Every miniature is a model. A group of models create a Unit: and they act as a single formation. Your Units are always **Friendly** to each other, while your opponent's Units are treated as an **Enemy**.

Every measurement, every **Line of Sight** check, every question of contact is resolved from one base to another base. The miniature's pose, weapons and scenic elements are ignored. On a flight stand, the bottom part of the stand is the base.

Within X": any part of the base is part of the distance measured. A Unit is **Within** if at least one model's base is Within the distance measured.

Wholly Within X": the entire base fits inside the distance measured. A Unit is **Wholly Within** only if the base of every model in the Unit is Wholly Within the distance measured.

Engagement Range is 1". A Ground Unit **Within 1"** of an **Enemy** Ground Unit is **Engaged**. Flying Units cannot be **Engaged, even if their stand touches other bases**.

Tags at the bottom of each Unit Card matter: **Faction Tags** (Terran, Zerg, Protoss, subfactions) are important during army building; **Combat Tags** (Ground, Flying, Armoured, Biological, Light, Mechanical, Psionic) decide which weapons can target what unit, and when **Surge** is used in an attack.

RULES PRIORITY

Text on a **Unit Card**, **Mission Card**, or **Special Ability** overrides the **Core Rules**. Keywords in **BOLD CAPS** always mean the same thing and never stack. Simply use the highest value.

*You can find full rules **here**:*

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*You can find our official builder **here**:*

1. WELCOME, COMMANDER. HERE'S A QUICK OVERVIEW OF WHAT YOU NEED TO PLAY THE GAME

- Two armies of **Archon Studio StarCraft: Tabletop Miniatures Game** miniatures with their **Unit Cards**, one **Faction Card** each, and suitable **Tactical Cards**. You can build your army in our official builder.
- A **Mission Card** and a **Deployment Card**.
- Six-sided dice (D6), a tape measure that uses inches.
- Activation, Buff/Debuff and Mission Markers, plus the First Player Marker.
- A battlefield: 36"×36" (Skirmish) or 36"×54" (Standard) with terrain.

2. MEASURING

All distances are measured in inches, from the nearest point of a base to the nearest point of another base. Touching bases are 0" apart, and are considered within 1" - this is referred to as a model being **Base-to-Base** with another model.

You may measure anything, at any time, and during any player activation.

All measurements are measured horizontally, from a top-down view. We encourage players to discuss distance and resolve any dispute before making any actions.

3. DICE & TESTS (PART 3)

The game uses six sided dice. We refer to them as D6's. When the game requires you to roll a D3, roll a D6, halve the result, and round it up (3.1).

TERM	MEANING
TESTS (3.7)	Roll a D6 against a Target Number (e.g. Hit 4+, Armour 5+). Equal or higher succeeds.
MODIFIERS (3.4)	Modifiers change the Target Number, never the die itself. +1 makes it easier (5+ becomes 4+), -1 makes it harder. Apply all modifiers before rolling. A Target Number can never go below 2+ or above 6+.
AUTO RESULTS (3.6)	A natural 6 always succeeds, a natural 1 always fails. Nothing overrides this.
NULL (–) (3.4)	Units cannot test this characteristic. No modifier or ability can grant a roll where a null value applies. If a test were to be made against this statistic, it would automatically fail.
RE-ROLLS (3.3)	Roll the die again. The new result stands, even if it is worse than previous roll. A die may only be re-rolled once unless stated otherwise.
ROLL-OFF (3.2)	Both players roll 2D6. Add both values, the higher total wins. Keep re-rolling ties until one side wins.

4. READING A UNIT CARD (PART 5)

Everything a Unit does is on its card (5.1). The core characteristics:

STAT	MEANING
SPEED (5.1.2)	The max distance in inches the Leading Model may travel in a Move action. A split value (4"/7") uses the second number only when a Unit has just one model.
ARMOUR (5.1.3)	The Target Number the defender needs to cancel a hit.
EVADE (5.1.4)	Used only when a rule specifically grants an Evade Roll. Evade is the Target Number the defender needs to cancel a hit.
HIT POINTS (5.1.5)	The amount of damage one model can sustain before it is removed as a casualty.
SHIELD (5.1.6)	If present, add it to the first model's HP. This Unit is Shielded until it receives damage equal to Shield value. Shield cannot be healed back.
SIZE (5.1.7)	Vertical height category, used for Line of Sight and terrain. If a model is equal to or smaller than a piece of terrain, it can potentially hide behind that terrain.
SUPPLY PROFILE (5.1.8)	How much supply a Unit uses when it is deployed. When enough models are removed as casualties, it can grant Victory Points for the enemy.
PHASE BOXES (5.1.9)	Shows which abilities and weapons are usable in which Phase.

WEAPON PROFILES (5.1.10)

Weapons can be used either in the **Assault Phase** or in the **Combat Phase**.

STAT	MEANING
RNG	The maximum range at which a weapon can target an enemy. Melee weapons use "E" (Engagement Range).
Target	What type of enemy unit it can hit: Ground, Flying, or All (both ground and Flying).
RoA	Rate of Attack: How many dice each model will add to the attack.
Hit	The Target Number to score a hit.
Surge Type	Combat Tag that triggers the weapon's Surge.
S Dice	Die rolled for Surge (D3 or D6). Numbers rolled with S dice indicate how many dice will bypass the armour roll and go straight to the damage pool if no evade rolls are made.
DMG	Damage inflicted per die in the Damage Pool.
Keyword (Part 11)	Special rules such as **PIERCE** or **SIDEARM**

The reverse side of a Unit card lists Upgrades (5.2) that can be bought during **Army Building** (9.1). "FOR [weapon]" means the upgrade replaces that weapon. **SPECIALIST** (9.1.7) upgrades go to one nominated model only.

5. THE SUPPLY SYSTEM (PART 6)

Armies do not deploy at full strength. Every Unit starts the game in Reserves and arrives in waves, governed by Supply.

SUPPLY INFLUENCES BATTLES IN MANY ASPECTS: (6.2)

- Deployment: The supply limit determines how many Units worth of supply can arrive from the **Reserves** to the battlefield. At no point can the combined supply value surpass the limit. The limit is increased each round by the **Supply Escalation** Value.
- Objectives: When determining which player controls an objective, add the supply value of each Unit Within range of that objective, and the player with the most supply value controls it.
- Victory Points: For every **Supply** an opponent removes from an enemy, they gain a Victory Point.
- Disengaging: a Unit whose **Supply** exceeds the combined **Supply** of the Enemies it is **Engaged** with can break away during the Movement Phase with no penalty and shoot normally in the next phase. (Part X.X).

Available Supply = **Supply Pool** minus the **Total Current Supply** of your Units already on the battlefield.

You may only deploy a Unit if its **Current Supply Value** fits within your **Available Supply**. The Supply Value of each player is updated after each action.

Final Round: The **Supply Pool** is unlimited. Everything left in **Reserves** may deploy. In the final Round of play. Units that stay in reserve after the game has concluded are considered destroyed and grant Victory Points to the enemy as if they were destroyed on the battlefield.

6. ABILITIES & CARDS IN PLAY

Every **Special Ability** is one of three types (Part 10):

TYPE	MEANING
ACTIVE (10.2)	Can be activated by a player when an Unit is activated before declaring its action or right after it fully resolves an action. Such an ability can be used only once per Round per Unit unless it is **REPEATABLE**.
PASSIVE (10.3)	Always on while the Unit is on the battlefield. Must be applied whenever possible.
REACTION (10.4)	Can be used when a specific trigger occurs (e.g. an incoming attack, a Charge). Must be declared at the exact moment; each player can only resolve one Reaction per Activation, and each named Reaction can be used only once per Round per Unit. If both players react to the same trigger, the Active Player resolves their Reaction first.

Units in **Reserves** cannot use any **Special Abilities** (Part 10) unless stated otherwise.

Tactical Cards (5.3) and your **Faction Card** (5.4) are placed near the battlefield. Each card can be **Exhausted** (flipped face down) either to use its ability or to generate its faction resource: **CP** for Terran, **BM** for Zerg, PE for Protoss (10.5.1) to trigger special abilities. Exhausted cards are flipped back during Cleanup at the end of every Round (10.5.2) and can be used again in future rounds.

7. THE GAME ROUND SEQUENCE (PART 8)

A game lasts up to 5 Rounds (determined by the **Mission Card**). Each **Round** has four **Phases** that are played in order (8.1):

Name of the Phase	Key Actions
1. Movement	Deploy, Move, Disengage, Hold
2. Assault	Ranged Attack, Charge, Run, Hold
3. Combat	Close Ranks, Close Combat Attack
4. Scoring & Cleanup	Control Markers, score VP, cleanup

THE ACTIVATION SYSTEM (8.2)

In Phases 1-3 players alternate, activating one Unit at a time. The holder of the **First Player Marker** (7.3.2) chooses who activates first each **Phase**. An activated Unit performs exactly one action, then receives an **Activation Marker** (7.3.2).

PASSING (8.2.1)

On your turn during the Movement and Assault phases you may **Pass** instead of activating (you must do this if you have no eligible Units to activate). Once you **Pass**, you are done for that **Phase**; your opponent does the rest of their activations. The first player to **Pass** takes the **First Player Marker** (7.3.2) for the next **Phase**. When players pass, put an activation marker near the unit during the Movement Phase and flip it during the Assault Phase.

8. PHASE 1: MOVEMENT (8.4)

At the start of the **Phase**, resolve any **"Start of the Round"** effects and check the **Available Supply for each player, and add supply equal to the Escalation value as well.** Then take turns activating Units. Each Unit can choose one action below or the player can choose to pass instead:

DEPLOY (8.5.5)

New units can arrive into the battlefield to join the fray!

Check the Unit's **Current Supply Value** and if deploying it would cause you to surpass your currently available **Supply** for this round.

Each mission provides a line along the edge of the battlefield in one of the player colours. This is your **Entry Edge**.

Treat your **Entry Edge** as the **Leading Model's** (4.3) base and move it up to the Unit's **Speed** onto the table, then set the rest of the Unit **In Coherency** (4.4).

The Unit cannot end inside the enemy's **Zone of Influence** (6" from their **Entry Edge**) and can never **Deploy Out of Coherency** (8.3.3).

MOVE (8.5.3)

An **Unengaged** Unit can move through the battlefield to complete objectives or take a perfect position to launch an assault. To move you must:

- Pick one model. It becomes the **Leading Model** and you may move it a number of inches up to the Unit's Speed, measuring the physical path it would take to get there. It cannot pass through **Enemy** models, **Friendly** models of other Units, or terrain of Size 2+; it cannot end **Within 1"** of an **Enemy Ground** Unit, overlapping anything, or off the table. It can change elevation only through **Access Points**.
- Take other Models from that Unit and set them **In Coherency** around the **Leading Model**.

COHERENCY (4.4)

After any action that changed the position of any Unit, every model in that Unit must be **Wholly Within 3"** of the **Leading Model** and must be able to trace a **Coherency Link** to it: a model-to-model chain that cannot pass through other Units' models or terrain. A Unit **Out of Coherency** cannot control or contest **Mission Markers**. A model with no legal position (cannot trace a **Coherency Link**) is removed as a casualty.

DISENGAGE (8.5.4)

Sometimes the best decision is to live and fight another day. Units can decide to disengage. To do so, you need to:

- Pick an **Engaged** Unit and move it using the standard **Move** rules. Every model must end outside the **Engagement Range** of all **Enemies**; those that cannot are **Destroyed**. If the **Leading Model** cannot get outside of Engagement Range of an enemy, the **Disengage** fails and the **Leading Model** is removed from play.

The Unit cannot make a **Ranged Attack** or **Charge** in this Round's **Assault Phase**, unless its **Supply value** exceeds the combined **Supply value** of the Enemies it was **Engaged** with.

HOLD

Do nothing. Set an **Activation Marker** near that Unit.

FLYING UNITS (8.5.3)

Flying Units ignore terrain and models while moving (point to point), are never **Engaged**, may end in contact with Ground models, and must end at least 1" from **Enemy Flying Units**. They cannot **Charge**, be **Charged**, or contest **Markers**.

9. PHASE 2: ASSAULT (8.6)

Check if all units have **Activation Markers** with the Movement side face up. Then take turns activating a Unit. Each Unit may only take one action: **Ranged Attack**, **Charge**, **Run** (a normal **Move**) **Hold** or player can **Pass**. Units in **Reserves** cannot act. First to **Pass** takes the **First Player Marker** for **Phase 3**.

RANGED ATTACK: ELIGIBILITY (8.7.3)

Objectives are important, but shooting can help to win as well. To shoot, you need to choose a valid target. A valid target needs to meet the requirements below:

- At least one **Visible** model of the target Unit is **Within** the active Unit weapon's Range.
- The target's **Combat Tag** matches the weapon's **Target (Ground / Flying / All)**.
- An **Unengaged** attacker cannot shoot an **Engaged** Unit; an Engaged attacker may only shoot the Unit(s) it is **Engaged** with. If a unit is eligible to be targeted despite being **Engaged**, it is eligible for an **Evade** roll.

All models firing the same **Weapon Profile** must shoot the same **Target**. A Unit with **SIDEARM** weapon profiles may split fire and shoot with the other weapons at other targets. Declare a weapon, the same weapons create a **Batch**. Fully resolve one **Batch** before declaring the next one.

LINE OF SIGHT (7.1)

LoS is checked from a Bird's Eye View. This means that you need to trace a straight line **base-to-base**. Terrain can block **LoS** through **Full Cover** (if terrain size is the same size or bigger than both attacker and defender) or **Direct Cover** (model is 1" from terrain that is the same size or bigger and the traced line crosses that terrain). **Close Quarters:** When **Within 1"** of the same terrain piece and **Within 3"** of each other, standard **LoS** applies. By default, gaps and openings within terrain footprint block **LoS** unless agreed otherwise at setup.

RANGED ATTACK RESOLUTION (8.7.4)

When dice are rolled they go through the **Attack Pool**, then the **Armour Pool**, then finally the **Damage Pool**. Dice that end up in Damage Pool inflict damage equal to its damage characteristic.

1. Build the **Attack Pool**. Add dice equal to each eligible model's **RoA**. If the weapon has an **S Dice**, add one **Surge Die** of a different colour.
2. Roll to Hit. Each die equal to or above the weapon's **Hit value** moves to the **Armour Pool**. Discard the rest.
3. Resolve **Surge**. If the target's **Combat Tag** matches the weapon's **Surge Type**, move dice equal to the **Surge Die** result from the **Armour Pool** straight to the **Damage Pool** (or to Evade **Pool** if the defender is eligible to **Evade**), skipping **Armour**. Surge can never move more dice than are currently in the **Armour Pool**. If the Surge Type is different, ignore the Surge dice and discard it.
4. Armour Rolls. The defender rolls for the **Armour Pool**. Each die at or above the **Armour Value** is discarded; failed saves move to the **Damage Pool**.
5. **Evade Rolls** (only if a rule grants them, or if the target is **Engaged** and hit by a **Ranged Attack**). Dice at or above the **Evade Value** are removed. A Unit whose models are all on **HIGH GROUND** and the attacker is on a lower elevation, are engaged, or have a special ability that grants Evade in its effects gain an **Evade Roll** against **Ranged Attacks**.
6. Damage & Casualties. Multiply any remaining dice by the weapon's **DMG**, and add it to any **Damage** already on that Unit: This is the **Total Damage**. If it's equal to or exceeds a visible model's **HP**, remove that model and subtract from the **Total Damage** equal to its **HP**. Leftover **Damage** that cannot kill the next **Visible** model is recorded with a **Damage Marker**. You can never remove more models than are **Visible**. If no more defending models are visible and there is still damage left - discard that damage. (8.7.5).
7. **Template weapons (BT / FT)**: the template covers the target; every model touched at the same elevation is affected, provided the model is an eligible target type and the line to it is not blocked by Size 2+ terrain. The Main target's Surge equals the number of its affected models; other Units hit are resolved as separate **Spillover Batches** with no **Surge** (8.7.6).

CHARGE (8.7.7)

Sooner or later every StarCraft conflict ends in bloody close quarters. To get into the action as soon as possible, follow these steps:

1. Only Ground units can charge. (**Flying** Units can never **Charge** or be **Charged**). No **Line of Sight** is required for a **Charge**. Declare all targets before making a Charge Roll.
2. Roll Distance. Roll **1D6** and add it to the charging Unit's **Speed**: this is the **Charge Roll Distance**, measured along the actual path.
3. Check Success. The Charge succeeds only if the **Leading Model** can legally end **Wholly Within** the Charge Roll Distance of its starting point and **1"** from every declared target, without ending **within 1"** (Engagement Range) of any **Enemy** Unit you did not declare as a Target. If you cannot meet these conditions the Unit does not move and its activation ends.
4. Move. Set the **Leading Model** in base contact if possible, then the rest **In Coherency**: base contact first if possible, then within Engagement Range, then as close as possible.

10. PHASE 3: COMBAT (8.8)

This phase is mandatory for each **Engaged** Unit. Players alternate activating one **Engaged** Unit at a time. **Unengaged** Units cannot act, and you Pass only when you have no **Engaged** Units left. After resolving an activation in this phase, remove the activation token from the Unit.

THE CLOSE COMBAT ATTACK (8.8.1)

Claws, bayonets and Psionic blades - all are used to win the fight. To perform a Close combat attack follow those steps:

1. Close Ranks (optional). Move the **Leading Model** up to **3"**. It must end closer to the Unit(s) it is **Engaged** with and cannot drag the Unit into new **Engagements**. Reposition the rest for maximum base contact; models already in base to base contact are pinned and cannot move.
2. Declare Attackers for the activated Unit. All models in the **Fighting Rank**: within **1"** of an Enemy model and all models in the Supporting Rank: in base contact with a **Friendly** model of the same Unit in the **Fighting Rank** attacks. **LoS is not** needed.
3. Roll Attacks. Use the same three-pool sequence used for a **Ranged Attack**, using **Combat Phase** weapons only. If a model has several, pick one. **Evade** applies only if an ability grants it in close combat.
4. Remove Casualties using the **Engaged** priority order (8.7.5). First remove models which aren't in a Fighting or Supporting rank, then models in the Supporting rank and at the end models in the Fighting rank. The last models removed are those that would break engagement with any Enemy Unit even if that model would normally be removed sooner.
5. Post-Combat. If there are no remaining models Within 1" of an Enemy, the Unit is instantly Unengaged; if it has not yet activated this Phase, it cannot be activated anymore.

11. PHASE 4: SCORING & CLEANUP (8.9)

Players go step by step, with the person with the first player token going first:

1. Marker Control. A Unit contests a **Marker** if it is on the battlefield, **In Coherency**, and has a model **Within 3"** with **LoS** to the **Marker** while being on the same elevation. For each **Marker**, each player sums up the **Current Supply** of their contesting Units, with the player who has the higher total controlling the **Marker**. In the case of a tie, neither player controls the Marker (8.9.1).
2. Score **VP** per the **Mission Card's** conditions - both players simultaneously score these points (8.9.2).
3. End of Game Check. The game immediately ends if a special victory condition is met, or if a player has nothing on the table and nothing in **Reserves** left (survivor gets +10 VP), or the final **Round** is complete (8.9.3).
4. End of the Round Effects. The **First player** resolves their effect first (8.9.4).
5. Cleanup & Refresh. Remove Tokens and Markers except Damage Markers, Mission Markers, Faction Indicators, and those which have Stay in Play. Flip Exhausted cards face up (8.9.5).
6. Initiative. The player with fewer VP takes the First Player Marker (Roll-Off on ties). Begin the next Round (8.9.6).

FINAL SCORE (8.10)

Highest total VP wins. At the start of the final Scoring Phase, Units still in Reserves count as Destroyed for the purposes of scoring. Ties use the Mission Card's tiebreaker. If it's still a tie, or a tiebreaker is not provided, the game ends in a draw.

12. A ROUND AT A GLANCE

PHASE 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

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.

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).

Term	Value
Engagement Range	1"
Coherency (to Leading Model)	Wholly Within 3"
Close Ranks move	up to 3"
Charge distance	Speed + 1D6
Marker contest range	Within 3" + LoS
Zone of Influence	6" from Entry Edge
Game length	5 Rounds (Mission Card)
Natural 6 / Natural 1	always hits / always fails

This is a learning aid, not a substitute for the Core Rules Book.

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