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v 1.06.26COMBAT TAGS:
ARMORED, MECHANICAL, GROUND

TERRAN

ROLLING OVER

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
ROLLING OVER	E	Ground	2	2+	-	-	1	-

COMBAT PHASE

Engaged with.

POINT BLANK: **PASSIVE** While this Unit has the SIEGE MODE Status, it cannot target Enemy Units it is Engaged with.

DEVASTATING CHARGE: **PASSIVE** Immediately after this Unit completes a successful Charge, resolve the IMPACT (4) 3+ effect.

INDOMITABLE: **PASSIVE** While Engaged, this Unit may target and be targeted by Unengaged Enemy Units. In both cases, the defending Unit gains an Evade Roll against those attacks.

AFTERSHOCK ROUNDS: **PASSIVE** When this Unit has the SIEGE MODE Status, its Damage characteristic is treated as equal to the Size characteristic of the current target Unit (to a minimum of 1).

TWIN CANNON

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
TWIN CANNON	12	Ground	8	3+	Armoured	D6	1	PIERCE Armoured (2)
SHOCK CANNON	18	Ground	BT+4	4+	Armoured	BT	1	SIEGE MODE Status

ASSAULT PHASE

ANY PHASE

LARGE: **PASSIVE** When this Unit's Leading Model moves, it cannot pass through physical gaps smaller than 3" wide, regardless of its size. If the Leading Model's path of travel passes through, or any model in this Unit ends its movement on a Size 0 or Size 1 Impossible Terrain

piece (excluding Tokens) during any movement action, that terrain piece is immediately removed from the game.

HEAVY PLATING: **PASSIVE** When this Unit resolves an Armour Roll, it gains TOUGH (1), provided it does not currently have the SIEGE MODE Status.

SIEGE TANK

7

S+

-

14

2

1-1
2

MODELS / SUPPLY



SIEGE TANK



COMBAT ROLE:

DAMAGE DEALER

ARMY SLOT:

ELITE

MOVEMENT PHASE

UPGRADE

MODE TRANSFORMATION: **ACTIVE** 1 CP The active Unit gains or loses the SIEGE MODE Status. While this Unit has the SIEGE MODE Status, its Size characteristic is treated as if it was 3.

COORDINATED STRIKE: **ACTIVE** 0 CP Target a Friendly Non-Engaged Unit on the battlefield (Line of Sight is not required). When this Unit resolves a Ranged Attack using the Shock Cannon weapon profile this Round, it may choose to ignore the weapon's standard Range characteristic. If it does, it may target an Enemy Unit that is Within 8" of, and Visible to, a model of the selected Friendly Unit, treating that model as the acting model.

ASSAULT PHASE

UPGRADE

SHAPED BLAST: **REACTION** 0 CP Once per Game. When this Unit declares a Ranged Attack action. If this Unit has SIEGE MODE Status, its weapon gains PINPOINT and LOCKED IN (4).

SMART SHELLS: **REACTION** 0 CP Once per Game. When this Unit declares a Ranged Attack action. If this Unit has SIEGE MODE Status, its weapon gains INDIRECT FIRE and LONG RANGE (24).

Ø 150MM

UPGRADE

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FACTORY [TECH LAB]



CP: 1

MOVEMENT PHASE

FIELD REPAIR:

ACTIVE The active Mechanical Unit resolves the HEAL (2) effect.

ASSAULT PHASE

POUND 'EM FLAT:

ACTIVE If the active Mechanical Unit has the Stationary Status, its first Ranged Weapon used gains PRECISION (2).



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FACTORY [TECH LAB]



TACTICAL CARD



TERRAN

UNIQUE

SUPPLY: 2 × ELITE