

PROTOSS FOUNDERS EDITION STARTER

KHALAI • SKIRMISH • 4 PSIONIC ENERGY • 13 MODELS • 6 UNITS

The canonical 1,000-point Protoss Founders Edition army from section 12.12 of the manual.

UNITS — COST	SLOT	SUP.	MODELS	
Zealot <i>+ My Life for Aiur</i>	CORE	2	3	170
Praetor Guard (Zealot)	ELITE	2	3	280
Adept <i>+ Glaive Strike</i>	CORE	1	4	170
Sentry	SUPPORT	1	2	130
Artanis	HERO	1	1	250

TOTAL				1000/1000
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CARDS — COST	CORE	ELITE	SUPPORT	HERO	
Khalai	3	2	0	1	—
Gateway	1	0	0	0	25
Warp Prism	2	0	0	0	35
Observer	0	0	1	0	25

TOTAL					85/100
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GLOSSARY

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).

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.

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 [...])

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

GLOSSARY (CONT.)

Base-to-Base is not possible, set it as close as possible.

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". [...]

ENTRY EDGE

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

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.

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 LEVEL, 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.

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.>

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 [...]

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). [...]

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. [...]

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. [...]

PIERCE [TAG] X

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

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. [...]

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.

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 [...]

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. [...]

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. [...]

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 [...]

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.

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. [...]

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.

UNITS

UNITS	Bio.	Mech.	Psion.	Light	Arm.	Ground	Flying	SUP. 0	SUP. 1	SUP. 2	SPD	ARM	EVD	HP	SIZE	SHLD	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE																																																								
ADEPT + Glaive Strike	•			•		•		1-2	3-4		5/8	5+	5+	3	2	2	PSIONIC PRESENCE PASSIVE All Weapons of Friendly Units targeting an Enemy Unit Within 4" of this Unit's Shade token gain PRECISION (1).	PSIONIC TRANSFER ACTIVE 1 PE 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.	GLAIVE CANNON <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>8</td><td>All</td><td>2</td><td>3+</td></tr><tr><th colspan="2">SURGE</th><th>S DICE</th><th>DMG</th></tr><tr><td colspan="2">Light</td><td>D3+1</td><td>1</td></tr><tr><td colspan="4">KEYWORD ANTI-EVADE (1)</td></tr></table>	RNG	TGT	ROA	HIT	8	All	2	3+	SURGE		S DICE	DMG	Light		D3+1	1	KEYWORD ANTI-EVADE (1)				GLAIVE STRIKE + UPGRADE <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>E</td><td>Ground</td><td>1</td><td>4+</td></tr><tr><th colspan="2">SURGE</th><th>S DICE</th><th>DMG</th></tr><tr><td colspan="2">Light</td><td>D3</td><td>1</td></tr><tr><td colspan="4">KEYWORD PIERCE Light (2)</td></tr></table> STRIKE <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>E</td><td>Ground</td><td>1</td><td>4+</td></tr><tr><th colspan="2">SURGE</th><th>S DICE</th><th>DMG</th></tr><tr><td colspan="2">-</td><td>-</td><td>1</td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	1	4+	SURGE		S DICE	DMG	Light		D3	1	KEYWORD PIERCE Light (2)				RNG	TGT	ROA	HIT	E	Ground	1	4+	SURGE		S DICE	DMG	-		-	1
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SENTRY	•	•	•		•			1-1	2-2		4/7	5+	6+	4	1	2	RESTORATION REACTION 1 PE Use when a Friendly Unit Within 4" receives a DEBUFF. Remove all DEBUFFS from it.	FORCE FIELD ACTIVE 1 PE Set a Force Field token Within 8" in an unoccupied space. Units of Size 2 or lower cannot move across Force Fields. Models of Size 3 or more can move over it, and it's then removed. GUARDIAN SHIELD ACTIVE 1 PE All Ranged Attacks targeting a Friendly Unit Within 4" (Line of Sight is not required) are made with 1 fewer die in the Attack Pool.	DISRUPTION BEAM <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>8</td><td>All</td><td>2</td><td>2+</td></tr><tr><th colspan="2">SURGE</th><th>S DICE</th><th>DMG</th></tr><tr><td colspan="2">-</td><td>-</td><td>1</td></tr><tr><td colspan="4">KEYWORD INSTANT</td></tr></table>	RNG	TGT	ROA	HIT	8	All	2	2+	SURGE		S DICE	DMG	-		-	1	KEYWORD INSTANT				BEAM <table><tr><th>RNG</th><th>TGT</th><th>ROA</th><th>HIT</th></tr><tr><td>E</td><td>Ground</td><td>2</td><td>3+</td></tr><tr><th colspan="2">SURGE</th><th>S DICE</th><th>DMG</th></tr><tr><td colspan="2">-</td><td>-</td><td>1</td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	2	3+	SURGE		S DICE	DMG	-		-	1																				
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PYLON [SUMMONED]				•	•			1-1			-	5+	-	8	3	2	STRUCTURE PASSIVE This Unit cannot be Activated in any Phase and cannot perform actions. Additionally, its Current Supply Value is treated as 0, and it can never Control or Contest Mission Markers, ignoring the standard Zero Supply Exception. This Unit cannot be a target of an ability, unless stated otherwise. KHALAI INGENUITY PASSIVE Once per Round, when a Friendly Unit Within 4" of this Pylon uses a Special Ability that costs Psionic Energy, that ability's PE cost is reduced by 1.	WARP CONDUIT PASSIVE Once per Round, the controlling player may deploy a Ground Unit from Reserves using this Pylon base as the Entry Edge. This Unit's Activation ends.																																																										

UNITS (CONT.)

UNITS		Bio.	Mech.	Psion.	Light	Arm.	Ground	Flying	SUP. 0	SUP. 1	SUP. 2	SPD	ARM	EVD	HP	SIZE	SHLD	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
	PRAETOR GUARD (ZEALOT)	•			•		•			1-1	2-3	4/7	5+	5+	4	2	3	SHIELD OVERCHARGE PASSIVE This Unit gains TOUGH (2) on the first Armour Roll each Round.	LEG ENHANCEMENTS ACTIVE 1 PE This Unit performs a 2" Move action. This does not count towards its action limit.	CHARGE ACTIVE 1 PE When determining Charge Distance for this Unit, roll 2D6 instead of D6 and use the higher result to add to the Unit's Speed characteristic. DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (3) 4+ effect.	PSI BLADES RNG TGT ROA HIT E Ground 4 3+ SURGE S DICE DMG Light D3 1 TITAN KILLERS PASSIVE When this Unit makes a Close Combat Attack, and the target is Size 3 or larger, the weapon's Damage characteristic is treated as 2. PRECOGNITION PASSIVE This Unit is eligible to make an Evade roll against all attacks targeting it.
	ARTANIS	•		•			•			1-1		7	4+	5+	8	2	4	COMMANDER PASSIVE Treat this Unit's Supply characteristic as increased by 1 for Controlling and Contesting Mission Markers, completing objectives, and resolving Disengage checks.	PHASE PRISM PASSIVE When Artanis is nominated to deploy from Reserves, it may resolve the PLACE (0) effect from another Friendly Unit. That Friendly Unit is removed from the battlefield and returned to Reserves. Artanis' Activation ends.	HIERARCH'S STAND REACTION 1 PE When another Friendly Unit Within 8" is declared as the target of a Ranged Attack and this Unit is a valid target, redirect the attack to this Unit. This Unit is eligible to make an Evade Roll against the redirected attack. This Special Ability remains active until the End of the current Activation. LIGHTNING DASH REACTION 1 PE After this Unit resolves a successful Charge action, it may declare a second Charge action against a different Enemy Unit, ignoring the restriction on Charging while Engaged. The Devastating Charge ability does not trigger a second time. DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (6) 4+ effect.	TWILIGHT BLADES STRIKE RNG TGT ROA HIT E Ground 2 2+ SURGE S DICE DMG Arm. D3 3 TWILIGHT BLADES SWEEP RNG TGT ROA HIT E Ground 6 2+ SURGE S DICE DMG Light D3+1 1

UNITS (CONT.)																																					
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ZEALOT + My Life for Aiur		•			•		•			1-1	2-3	4/7	5+	5+	4	2	3	MY LIFE FOR AIUR PASSIVE + UPGRADE When this Unit resolves IMPACT, each eligible model generates 1 additional IMPACT die.		CHARGE ACTIVE 1 PE When determining Charge Distance for this Unit, roll 2D6 instead of D6 and use the higher result to add to the Unit's Speed characteristic. DEVASTATING CHARGE PASSIVE Immediately after this Unit completes a successful Charge, resolve the IMPACT (3) 4+ effect.	PSI BLADES <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>4</td><td>3+</td></tr><tr><td>SURGE</td><td>S DICE</td><td>DMG</td><td></td></tr><tr><td>Light</td><td>D3</td><td>1</td><td></td></tr></table>	RNG	TGT	ROA	HIT	E	Ground	4	3+	SURGE	S DICE	DMG		Light	D3	1	
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FACTION & TACTICAL CARDS					
CARD	PE	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
KHALAI TACTICAL	1		PYLON WARP-IN ACTIVE If there is no Friendly Pylon on the battlefield, set a Friendly Pylon Unit anywhere on the GROUND LEVEL of the battlefield more than 10" away from any Enemy model. This Round, the Pylon is not eligible to use its Special Abilities (excluding Structure). BOUND BY THE KHALA ACTIVE At the end of the active Unit's Activation, select one other Friendly Unit eligible to Activate in the current Phase. Immediately Activate that Unit.		
GATEWAY TACTICAL	1				QUICK STRIKES ACTIVE The active Unit's first Close Combat Weapon used gains PRECISION (2).
WARP PRISM TACTICAL	1		PHASE ACTIVE The active Unit resolves the PLACE (3) effect. WARP CONDUIT ACTIVE Set a Faction Indicator anywhere on the battlefield more than 10" away from any Enemy model. At the End of the Round, the controlling player may Deploy one Ground Unit from Reserves in base-to-base contact with this Faction Indicator.		
OBSERVER TACTICAL	1		SURVEILLANCE ACTIVE Set a Faction Indicator anywhere on the battlefield. While Enemy Units are Within 6" of this Faction Indicator, they lose HIDDEN Status.	GRAVITIC BOOSTERS REACTION Use after a Friendly Unit rolls a D6 for Charge Distance. Add 1 to the Charge Distance for this Unit.	