

PROTOSS STARTER

DAELAAM • SKIRMISH • 4 PSIONIC ENERGY • 11 MODELS • 5 UNITS

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

UNITS — COST	SLOT	SUP.	MODELS	
Zealot + My Life for Aiur, Leg Enhancements, We Stand as One	CORE	2	3	210
Adept + Resonating Glaives, Glaive Strike	CORE	1	4	190
Sentry + Solid-Field Projectors, Hallucination	SUPPORT	1	2	180
Stalker 1 (1) + Path of Shadows, Fury of the Nerazim	ELITE	1	1	210
Stalker 2 (1) + Path of Shadows, Fury of the Nerazim	ELITE	1	1	210

TOTAL 1000/1000

CARDS — COST	CORE	ELITE	SUPPORT	
Daelaam	3	1	1	—
Forge	0	1	0	30
Twilight Council	0	1	1	45
Observer	0	0	1	25

TOTAL 100/100

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).

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.

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.

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).

GLOSSARY (CONT.)

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, 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". 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. [...]

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.

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.

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.>

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). [...]

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. [...]

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. [...]

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. Models using the PLACE effect during the Assault Phase may be set Within the Engagement Range of Enemy models (the Unit becomes Engaged) unless stated otherwise.

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 its Current Supply Value to the player's Total Current Supply on the battlefield. • Retains all equipment, upgrades, and weapon selections assigned [...]

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). [...]

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. 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.

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
ZEALOT + My Life for Aiur, Leg Enhancements, We Stand as One	•			•	•				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.	LEG ENHANCEMENTS ACTIVE + UPGRADE 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 WE STAND AS ONE PASSIVE + UPGRADE When this Unit makes a Close Combat Attack, if the target is Engaged with at least 1 other Friendly Unit, this Unit's Close Combat Weapon gains PRECISION (2).
STALKER 1 + Path of Shadows, Fury of the Nerazim	•			•	•				1-1		4/8	4+	6+	6	3	3	SQUADRON PASSIVE This Unit's Horizontal Coherency is 4". PATH OF SHADOWS ACTIVE + UPGRADE 1 PE This Unit gains HIDDEN Status until it performs another action.	BLINK ACTIVE 1 PE Resolve the PLACE (6) effect. Models set by this effect cannot be set up Within the Engagement Range of any Enemy Unit.	PARTICLE DISRUPTORS RNG TGT ROA HIT 12 All 4 3+ SURGE S DICE DMG Arm. D3 2 FURY OF THE NERAZIM PASSIVE + UPGRADE When this Unit attacks an Enemy Unit that has already been Activated during this Phase, its Particle Disruptors gain INSTANT for that attack.	STOMP RNG TGT ROA HIT E Ground 2 5+ SURGE S DICE DMG - - 1
STALKER 2 + Path of Shadows, Fury of the Nerazim	•			•	•				1-1		4/8	4+	6+	6	3	3	SQUADRON PASSIVE This Unit's Horizontal Coherency is 4". PATH OF SHADOWS ACTIVE + UPGRADE 1 PE This Unit gains HIDDEN Status until it performs another action.	BLINK ACTIVE 1 PE Resolve the PLACE (6) effect. Models set by this effect cannot be set up Within the Engagement Range of any Enemy Unit.	PARTICLE DISRUPTORS RNG TGT ROA HIT 12 All 4 3+ SURGE S DICE DMG Arm. D3 2 FURY OF THE NERAZIM PASSIVE + UPGRADE When this Unit attacks an Enemy Unit that has already been Activated during this Phase, its Particle Disruptors gain INSTANT for that attack.	STOMP RNG TGT ROA HIT E Ground 2 5+ SURGE S DICE DMG - - 1

UNITS (CONT.)

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ADEPT + Resonating Glaives, 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><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>8</td><td>All</td><td>2</td><td>3+</td></tr><tr><td>SURGE</td><td></td><td>S DICE</td><td>DMG</td></tr><tr><td>Light</td><td></td><td>D3+1</td><td>1</td></tr><tr><td>KEYWORD</td><td colspan="3">ANTI-EVADE (1)</td></tr></table> RESONATING GLAIVES ACTIVE + UPGRADE 1 PE This Unit's Glaive Cannon gains BUFF RoA (1).	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><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>1</td><td>4+</td></tr><tr><td>SURGE</td><td></td><td>S DICE</td><td>DMG</td></tr><tr><td>Light</td><td></td><td>D3</td><td>1</td></tr><tr><td>KEYWORD</td><td colspan="3">PIERCE Light (2)</td></tr></table> STRIKE <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>1</td><td>4+</td></tr><tr><td>SURGE</td><td></td><td>S DICE</td><td>DMG</td></tr><tr><td>-</td><td></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 + Solid-Field Projectors, Hallucination	•	•	•		•				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. SOLID-FIELD PROJECTORS ACTIVE + UPGRADE 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.	DISRUPTION BEAM <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>8</td><td>All</td><td>2</td><td>2+</td></tr><tr><td>SURGE</td><td></td><td>S DICE</td><td>DMG</td></tr><tr><td>-</td><td></td><td>-</td><td>1</td></tr><tr><td>KEYWORD</td><td colspan="3">INSTANT</td></tr></table> HALLUCINATION REACTION + UPGRADE 0 PE When an Enemy Unit declares a Ranged Attack against a Friendly Unit Within 4", the targeted Friendly Unit is eligible to make an Evade Roll against that attack.	RNG	TGT	ROA	HIT	8	All	2	2+	SURGE		S DICE	DMG	-		-	1	KEYWORD	INSTANT			BEAM <table><tr><td>RNG</td><td>TGT</td><td>ROA</td><td>HIT</td></tr><tr><td>E</td><td>Ground</td><td>2</td><td>3+</td></tr><tr><td>SURGE</td><td></td><td>S DICE</td><td>DMG</td></tr><tr><td>-</td><td></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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FACTION & TACTICAL CARDS

CARD	PE	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
DAELAAM FACTION	1	DAE'UHL REACTION When a Friendly Unit receives Damage, reduce the Total Damage by 2 (to a minimum of 1).	MASS RECALL ACTIVE Once per Game. Set a Faction Indicator anywhere on the battlefield. All Friendly Protoss Units Within 6" of this Faction Indicator are removed from the battlefield and returned to Reserves.		
FORGE TACTICAL	1	GROUND ARMOR REACTION Use before a Friendly Ground Unit makes an Armour Roll. That Unit gains TOUGH (1) for this roll.		GROUND WEAPONS ACTIVE The active Ground Unit's first Ranged Weapon used gains CRITICAL HIT (1).	

Faction & Tactical Cards (Cont.)

CARD	PE	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
TWILIGHT COUNCIL TACTICAL	1	VEIL OF SHADOWS REACTION Use after a Friendly Unit resolves a PLACE effect. That Unit immediately resolves the HEAL (2) effect.		WEAPONS OF THE FIRSTBORN ACTIVE The active Ground Unit's first Ranged Weapon used gains BUFF Range (4).	
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.	