

TERRAN STARTER

TERRAN ARMED FORCES · SKIRMISH · 4 COMMAND POINTS · 17 MODELS · 5 UNITS

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

UNITS — COST	SLOT	SUP.	MODELS	
Marine (9) + Combat Shield, Grenades - Frag, Bayonet	CORE	2	9	280
Marauder 1 (2) + Laser Targeting Systems	CORE	1	2	170
Marauder 2 (2) + Veteran of Tarsonis, Kinetic Foam	CORE	1	2	190
Medic + Stabilizer Medpacks	SUPPORT	1	3	140
Goliath + Scatter Missiles	ELITE	2	1	220

TOTAL	1000/1000
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CARDS — COST	CORE	ELITE	SUPPORT	
Terran Armed Forces	3	1	1	—
Barracks	1	0	0	25
Factory	0	2	0	35
Orbital Command	1	0	0	25

TOTAL	85/100
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GLOSSARY

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.

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).

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

GLOSSARY (CONT.)

is considered Engaged. An Engaged Unit cannot perform a standard Move - it must Disengage (Part 8.5.4) or Hold. Engaged Units are also subject to restrictions on Ranged Attacks (Part 8.7.3).

ENTRY EDGE

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

FIRST PLAYER MARKER

A Physical Token used to track which player has initiative. At the start of the game, the winner of the Roll-Off (Part 3.2) assigns the First Player Marker to either player for Round 1. The holder of the First Player Marker chooses which player activates first at the start of each Phase. The Marker changes hands in two ways: the first player to Pass during Phase 1 or Phase 2 takes the First Player Marker for the following Phase, and at the end of Phase 4 the Marker is awarded to the player with fewer Victory Points (Part 8.9.6). If Victory Points are tied, both players Roll-Off and the winner takes the Marker.

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). For each result of Y or higher, set 1 die into the target's Armour Pool. Proceed immediately to Armour Rolls. These hits do not generate Surge and treat Damage as 1.

INDIRECT FIRE

Ranged Attacks with this weapon may ignore Line of Sight when selecting a target and resolving Damage. The target must still be Within Range. If the target is not within Line of Sight, it may make an Evade Roll against this attack.

LOCKED IN (X)

When making a Ranged Attack with this weapon, add X to its RoA if the target Unit has Stationary Status.

LONG RANGE (X)

The maximum Range of this weapon increases to X". Measure each attacking model's distance to the target individually: • Within normal profile Range: attack resolves normally. • Beyond profile Range but Within X": the model suffers a -1 Modifier to its Hit roll. If a Batch contains models at both Standard and Long Range, generate the total dice but roll the two groups separately to account for different Hit Target Numbers.

NON-LETHAL DAMAGE (X)

The Unit suffers X points of Damage. Add this amount effectively to the Unit's Damage Marker. Do not remove any models, even if Total Damage exceeds a model's HP. If the Unit subsequently suffers standard Damage, the combined Total Damage triggers casualty

removal normally.

PIERCE [TAG] X

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

PINPOINT

Ranged Attacks with this weapon may target Engaged Enemy Units, ignoring the standard Engagement Status restriction (overrides Part 8.7.3, Step 1).

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.

SIDEARM

When this Unit performs a Ranged Attack or Close Combat Attack, models equipped with this weapon may use it, ignoring the normal restriction of one weapon per model (Part 8.7.3). If a model is equipped with multiple SIDEARM weapons, it may use all of them in the same activation. Attacks made with each SIDEARM must be resolved in separate Batches. Because they are separate Batches, SIDEARM attacks may target a different Enemy Unit than the Unit's other weapons, subject to all standard target eligibility requirements.

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. Each named Active Ability may be used once per Round per Unit unless it has the REPEATABLE keyword. • Passive Abilities are always in effect as long as the Unit is on the battlefield. • Reaction Abilities fire in response to a specific trigger. Each player may resolve only one Reaction per Activation, and each named Reaction Ability may be used only once per Round per Unit. All three types are inactive while the Unit is in Reserves unless the ability

explicitly states otherwise. A Unit cannot be affected by multiple instances of the same-named Special Ability simultaneously.

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). Those Status Markers have STAY IN PLAY. • Other Statuses: Use Markers to track other effects affecting the Unit. Positive effects are tracked with Buff Markers (Blue), and negative effects are tracked with Debuff Markers (Red). Those Status Markers have STAY IN PLAY.

UNENGAGED

A Ground Unit is Unengaged when none of its models is Within 1" of any Enemy Ground model, or when terrain restrictions (Part 7.2.1) prevent valid Engagement despite proximity. Flying Units are always Unengaged. An Unengaged Unit may perform a standard Move, Run, Ranged Attack, or Charge without restriction. Only Unengaged Units may be selected to perform a Move action (Part 8.5.2).

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

ANY PHASE

MOVEMENT PHASE

ASSAULT PHASE

COMBAT PHASE



MARINE

+ Combat Shield, Grenades - Frag, Bayonet

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1-3

4-6

7-9

4/7

5+

5+

2

2

STIMPACK **ACTIVE** 1 CP This Unit suffers NON-LETHAL DAMAGE (2). This Unit gains BUFF Speed (3). Additionally, its C-14 Rifle and all Close Combat Weapons gain PRECISION (3).

COMBAT SHIELD **ACTIVE** **+ UPGRADE** 1 CP This Unit is always eligible to make an Evade Roll against any Close Combat Attack targeting it and any Damage from an Enemy Special Ability.

C-14 RIFLE

RNG	TGT	ROA	HIT
12	All	2	3+
SURGE	S DICE	DMG	
Light	D3	1	

GRENADES - FRAG **PASSIVE** **+ UPGRADE** When this Unit makes a Ranged Attack with a C-14 Rifle and the target is Within 8", that weapon's S Dice is replaced by D6.

BAYONET **+ UPGRADE**

RNG	TGT	ROA	HIT
E	Ground	2	5+
SURGE	S DICE	DMG	
-	-	1	



GOLIATH

+ Scatter Missiles

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1-1

7

4+

-

10

3

TARGET LOCK **ACTIVE** 1 CP Select one Enemy Unit Within 12". Whenever a Friendly Goliath Unit targets that enemy with an Autocannon, that weapon gains Surge Type: Light, Armoured, and S Dice: D3+1.

AUTOCANNON

RNG	TGT	ROA	HIT
12	Ground	9	4+
SURGE	S DICE	DMG	
-	-	1	

KEYWORD LONG RANGE (18")

UNDERBELLY MACHINE GUN

RNG	TGT	ROA	HIT
8	Ground	6	3+
SURGE	S DICE	DMG	
Light	D3	1	

KEYWORD PINPOINT, SIDEARM

SCATTER MISSILES **+ UPGRADE**

RNG	TGT	ROA	HIT
18	Ground	6	5+
SURGE	S DICE	DMG	
Light	D3	1	

KEYWORD INDIRECT FIRE, LOCKED IN (6), LONG RANGE (24"), SIDEARM

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.

DEVASTATING CHARGE

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

STOMP

RNG	TGT	ROA	HIT
E	Ground	4	5+
SURGE	S DICE	DMG	
-	-	1	

UNITS (CONT.)

UNITS																	BIO.				MECH.				PSION.				LIGHT				ARM.				GROUND				FLYING				SUP. 0				SUP. 1				SUP. 2				SPD				ARM				EVD				HP				SIZE				ANY PHASE				MOVEMENT PHASE				ASSAULT PHASE				COMBAT PHASE																							
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MEDIC + Stabilizer Medpacks																	•								•				•				1-1				2-3								4/7				5+				5+				2				2				LIFE SUPPORT REACTION 1 CP Use when another Friendly Biological Unit suffers Damage Within 4". Reduce the Total Damage before allocation by 1 for each model in this Unit that is Within 4" of the damaged Unit. RESTORATION REACTION 1 CP Use when a Friendly Unit Within 4" receives a DEBUFF. Remove all DEBUFFS from it. STABILIZER MEDPACKS PASSIVE + UPGRADE When this Unit resolves a Life Support or Medpack ability, treat it as having 1 additional model Within Range for calculating that ability's effects.				MEDPACK ACTIVE 1 CP Select another Friendly Biological Unit Within 4". Resolve the HEAL (X) effect for the targeted Unit, where X is the number of models in this Unit that are Within 4" of the target Unit. OPTICAL FLARE ACTIVE 2 CP Select one Enemy Unit Within 12". Until the End of the Round, apply DEBUFF Range (4) to that Unit's Ranged Weapons. That Unit cannot benefit from LONG RANGE.								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>5+</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	5+	SURGE		S DICE	DMG	-		-	1																
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FACTION & TACTICAL CARDS

CARD	CP	ANY PHASE	MOVEMENT PHASE	ASSAULT PHASE	COMBAT PHASE
TERRAN ARMED FORCES FACTION	1		TACTICAL RETREAT ACTIVE The active Unit ignores the Disengage penalty for the remainder of the Round. TERRAN TENACITY ACTIVE Once per Game. Immediately claim the First Player Marker. No other player may claim the First Player Marker for the remainder of this Phase.		
BARRACKS TACTICAL	1		GO! GO! GO! ACTIVE The active Biological Unit performs a 2" Move action. This does not count towards its action limit.		
FACTORY TACTICAL	1		FIELD REPAIR ACTIVE The active Mechanical Unit resolves the HEAL (2) effect.		
ORBITAL COMMAND TACTICAL	1		COMSAT STATION ACTIVE Select one table edge that is not a player's Entry Edge. Until the End of the Round, Enemy Units cannot Deploy from that edge. SCANNER SWEEP ACTIVE Set a Faction Indicator anywhere on the battlefield. While Enemy Units are Within 6" of this Faction Indicator, they lose HIDDEN Status.		