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ADEPT

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
2	5/8	5+	5+	3	2

MODELS / SUPPLY

1-2	3-4
0	1

ANY PHASE

PSIONIC PRESENCE: PASSIVE All Weapons of Friendly Units targeting an Enemy Unit Within 4" of this Unit's Shade token gain PRECISION (1).

MOVEMENT PHASE

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.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
GLAIVE CANNON	8	All	2	3+	Light	D3+1	1	ANTI-EVADE (1)

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
STRIKE	E	Ground	1	4+	-	-	1	-

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

PROTOSS

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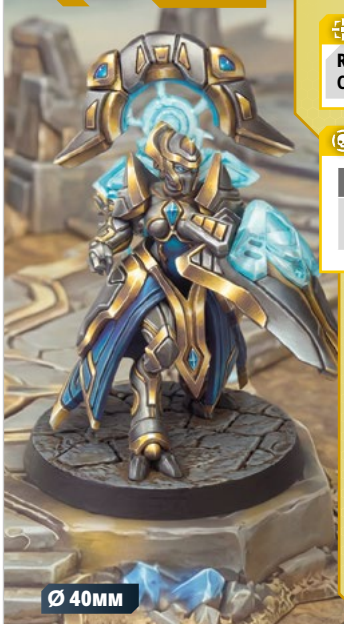
ADEPT

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**



Ø 40MM

ASSAULT PHASE — UPGRADE

RESONATING GLAIVES: ACTIVE 1 PE This Unit's **Glaive Cannon** gains **BUFF RoA (1)**.

GUIDANCE: PASSIVE This Unit's **Glaive Cannon** Ranged weapon gains **ANTI-EVADE (2)**.

COMBAT PHASE — UPGRADE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
GLAIVE STRIKE ⬆ *FOR* **STRIKE**	E	Ground	1	4+	Light	D3	1	**PIERCE Light (2)**

UPGRADE

COST: 160
Resonating Glaives +20
Glaive Strike +20

Guidance +10

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ARTANIS

CLOSE COMBAT / RANGED COMBAT

COMBAT ROLE: TANK

ARMY SLOT: HERO

UPGRADE COST: 270

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ARTANIS

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
4	7	4+	5+	8	2

MODELS / SUPPLY: 1-1 (1)

UNIQUE

PROTOSS

COMBAT TAGS:
BIOLOGICAL, PSIONIC, GROUND

ANY PHASE

COMMANDER: PASSIVE Treat this Unit's **Supply** characteristic as increased **by 1** for Controlling and Contesting **Mission Markers**, completing objectives, and resolving **Disengage** checks.

MOVEMENT PHASE

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.

ASSAULT PHASE

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.

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**.

DEVASTATING CHARGE: PASSIVE Immediately after this Unit completes a successful **Charge**, resolve the **IMPACT (6)** **4+** effect.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	keyword
TWILIGHT BLADES STRIKE	E	Ground	2	2+	Armoured	D3	3	-
TWILIGHT BLADES SWEEP	E	Ground	6	2+	Light	D3+1	1	-

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PRAETOR GUARD (ZEALOT)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **ELITE**

Ø 40MM

UPGRADE COST: 260

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SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
3	4/7	5+	5+	4	2

MODELS / SUPPLY

1-1	2-3
1	2

ANY PHASE — **SHIELD OVERCHARGE:** PASSIVE This Unit gains **TOUGH (2)** on the first **Armour Roll** each Round.

MOVEMENT PHASE — **LEG ENHANCEMENTS:** ACTIVE 1 PE This Unit performs a **2"** **Move** action. This does not count towards its action limit.

ASSAULT PHASE — **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.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
PSI BLADES	E	Ground	4	3+	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.

UNIQUE

PROTOSS KHALAI

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

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PYLON

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
2	-	5+	-	8	3

MODELS / SUPPLY: 1-1 / 0

ANY PHASE

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**.

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.

MOVEMENT PHASE

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.

COMBAT TAGS:
ARMORED, GROUND

PROTOSS KHALAI

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PYLON

CLOSE COMBAT RANGED COMBAT

COMBAT ROLE:
TACTICIAN

Ø 80MM

UPGRADE

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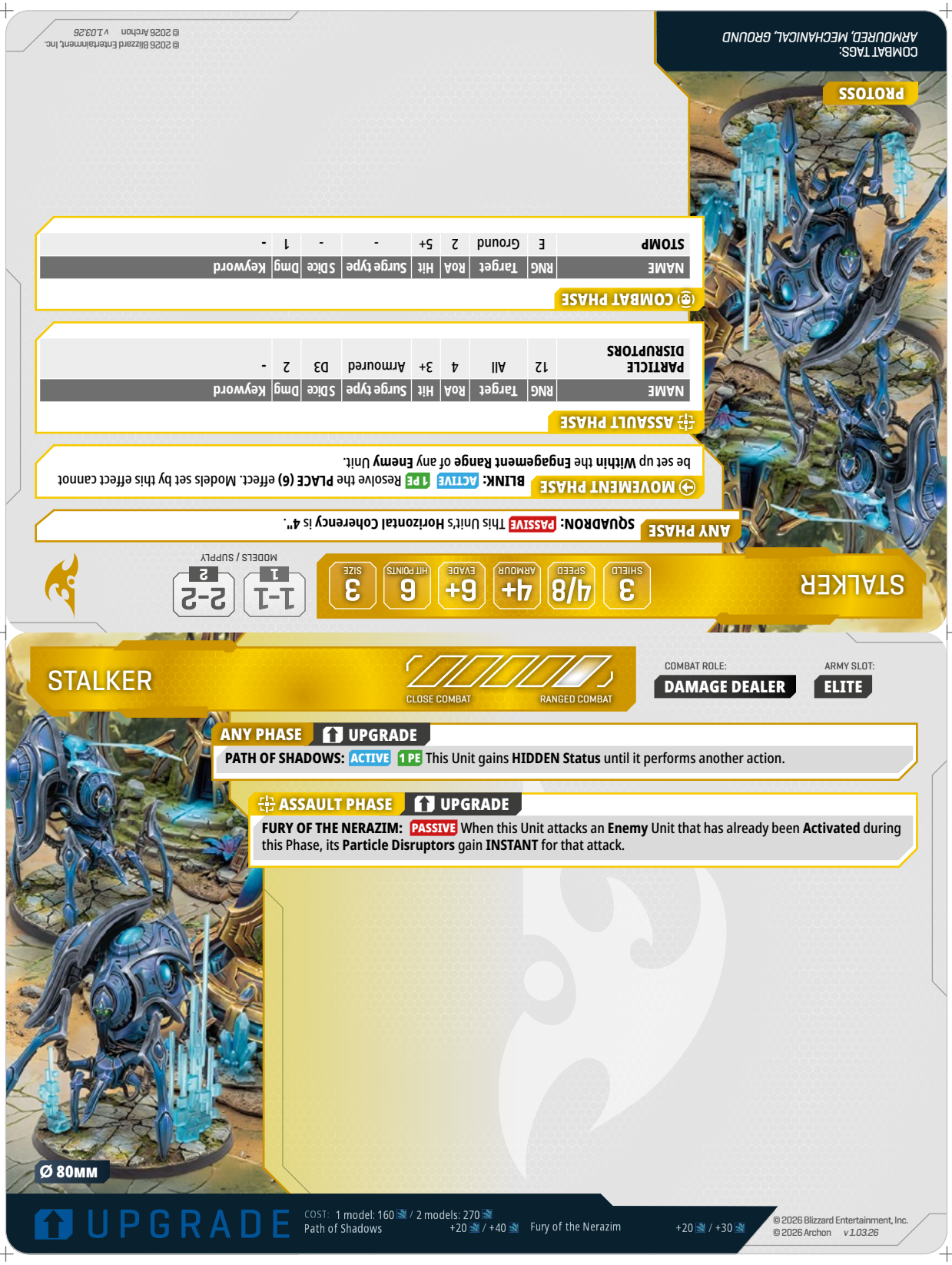

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STALKER

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **ELITE**

ANY PHASE — **UPGRADE**

PATH OF SHADOWS: ACTIVE 1 PE This Unit gains **HIDDEN Status** until it performs another action.

ASSAULT PHASE — **UPGRADE**

FURY OF THE NERAZIM: PASSIVE When this Unit attacks an **Enemy** Unit that has already been **Activated** during this Phase, its **Particle Disruptors** gain **INSTANT** for that attack.

UPGRADE

COST: 1 model: 160 / 2 models: 270

Path of Shadows +20 / +40

Fury of the Nerazim +20 / +30

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ZEALOT

CLOSE COMBAT | RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**



ANY PHASE — **UPGRADE**

MY LIFE FOR AIUR: PASSIVE When this Unit resolves **IMPACT**, each eligible model generates **1** additional **IMPACT** die.

MOVEMENT PHASE — **UPGRADE**

LEG ENHANCEMENTS: ACTIVE 1 PE This Unit performs **a 2" Move** action. This does not count towards its action limit.

ASSAULT PHASE — **UPGRADE**

ZEALOUS ROUND: REACTION 0 PE When this Unit is not **Activated** and receives **Damage**, the controlling player may count this Unit as **Activated** in this Phase (flip its **Activation Marker**) to reduce the **Total Damage by 2**.

COMBAT PHASE — **UPGRADE**

WE STAND AS ONE: PASSIVE 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)**.

UPGRADE

COST: 170
My Life for Aiur
Zealous Round

+10 Leg Enhancements
+10 We Stand as One

+20
+20

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ZEALOT

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
3	4/7	5+	5+	4	2

MODELS / SUPPLY

1-1	2-3
1	2

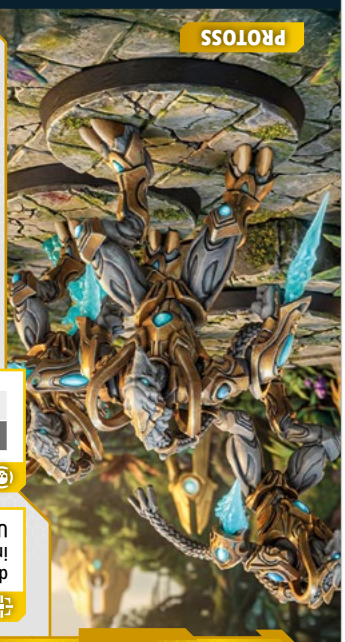
ASSAULT PHASE

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.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	Slice	Dmg	Keyword
PSI BLADES	E	Ground	4	3+	Light	D3	1	-



COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

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TACTICAL CARDS

KHALAI

PE: 1

MOVEMENT PHASE **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**).

MOVEMENT PHASE **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.

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KHALAI

FACTION CARD



UNIQUE

PROTOSS
KHALAI

SUPPLY: 3 × *CORE*, 2 × *ELITE*, 1 × *HERO*

GATE CHRONOBOOSTED

PE: 1

MOVEMENT PHASE **ZEALOUS CHARGE:**
ACTIVE The active Unit gains **BUFF Speed (2)**.

COMBAT PHASE **QUICK STRIKES:**
ACTIVE The active Unit's first **Close Combat Weapon** used gains **PRECISION (2)**.



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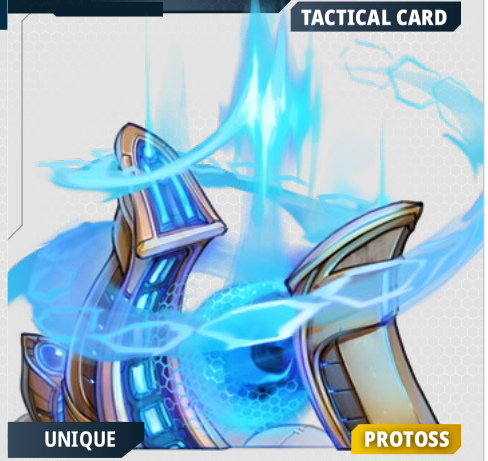
GATE CHRONOBOOSTED

TACTICAL CARD



UNIQUE

PROTOSS

SUPPLY: 1 × *CORE*, 1 × *ELITE*

WARP PRISM

PE: 1

MOVEMENT PHASE **PHASE:** ACTIVE The active Unit resolves the **PLACE (3)** effect.

MOVEMENT PHASE **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, you may **Deploy** one **Ground** unit from **Reserves** in **base-to-base Contact** with this **Faction Indicator**.



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WARP PRISM

TACTICAL CARD



UNIQUE

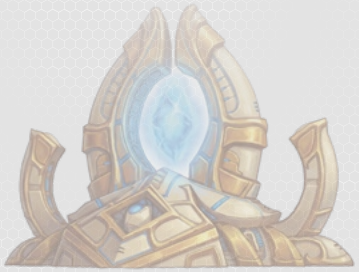
PROTOSS

SUPPLY: 2 × *CORE*

GATEWAY

PE: 1

COMBAT PHASE **QUICK STRIKES:** ACTIVE
The active Unit's first **Close Combat Weapon** used gains **PRECISION (2)**.



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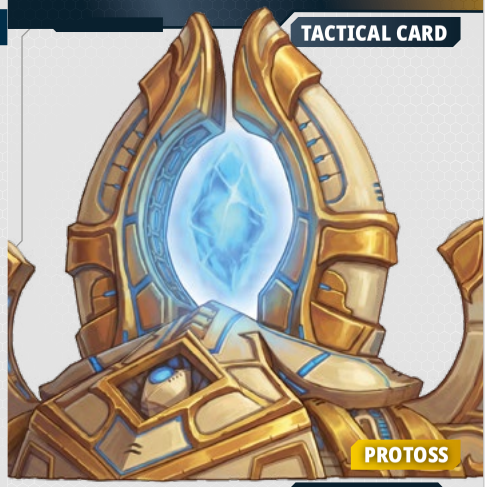
GATEWAY

TACTICAL CARD



PROTOSS

SUPPLY: 1 × *CORE*

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PROTOSS FACTION

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TACTICAL CARDS

WARP GATE

PE: 1

MOVEMENT PHASE **WARP IN:** ACTIVE
The active **GROUND** Unit **Deploys** from any table edge that is not a player's **Entry Edge**. This deployment must end more than **10"** away from any **Enemy** model. The controlling player cannot use this ability if another **Friendly Ground** Unit has already **Deployed** this Round.

COMBAT PHASE **QUICK STRIKES:**
ACTIVE The active Unit's first **Close Combat Weapon** used gains **PRECISION (2)**.



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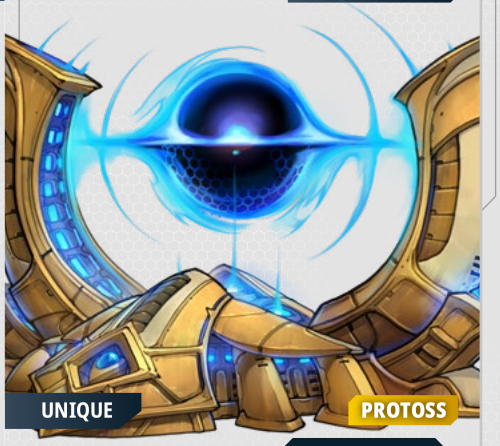
WARP GATE

TACTICAL CARD



UNIQUE PROTOSS

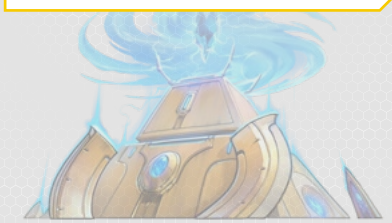
SUPPLY: 2 × *CORE*

OVERCHARGED NEXUS

PE: 1

ANY PHASE **PHOTON OVERCHARGE:**
REACTION Use when an **Enemy** Unit enters the battlefield from **Reserves** via a location other than its own **Entry Edge**. That Unit immediately suffers **HITS 3 (1)**.

MOVEMENT PHASE **STRATEGIC RECALL:**
ACTIVE The active, **Unengaged Ground** Unit is returned to **Reserves** instead of performing an action.



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OVERCHARGED NEXUS

TACTICAL CARD



UNIQUE PROTOSS

SUPPLY: 1 × *CORE*, 1 × *ELITE*

DAELAAM

PE: 1

ANY PHASE **DAE'UHL:** REACTION When a **Friendly** Unit receives **Damage**, reduce the **Total Damage by 2** (to a minimum of 1).

MOVEMENT PHASE **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.**



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DAELAAM

FACTION CARD



UNIQUE PROTOSS

SUPPLY: 3 × *CORE*, 1 × *ELITE*, 1 × *SUPPORT*, 1 × *AIR*,

TWILIGHT COUNCIL

PE: 1

ANY PHASE **VEIL OF SHADOWS:** REACTION
Use after a **Friendly** Unit resolves a **PLACE** effect. That Unit immediately resolves the **HEAL (2)** effect.

ASSAULT PHASE **WEAPONS OF THE FIRSTBORN:** ACTIVE The active **Ground** Unit's first **Ranged Weapon** used gains **BUFF Range (4)**.



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TWILIGHT COUNCIL

TACTICAL CARD



UNIQUE PROTOSS

SUPPLY: 1 × *SUPPORT*, 1 × *ELITE*

PROTOSS FACTION

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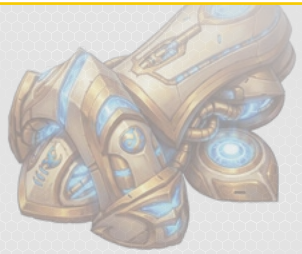
FORGE

PE: 1

ANY PHASE **GROUND ARMOR:** REACTION
Use before a **Friendly Ground** Unit makes an **Armour Roll**. That Unit gains **TOUGH (1)** for this roll.

ASSAULT PHASE **GROUND WEAPONS:**
ACTIVE The active **Ground** Unit's first **Ranged Weapon** used gains **CRITICAL HIT (1)**.



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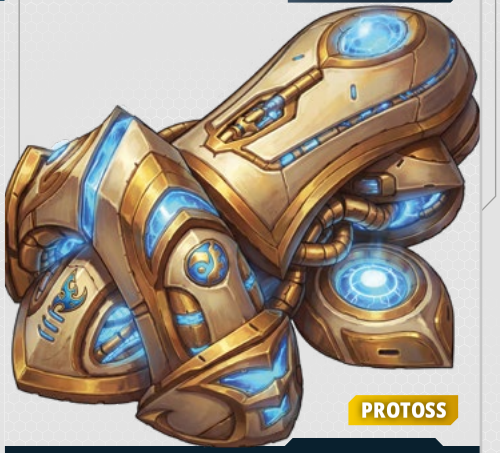
FORGE

TACTICAL CARD



PROTOSS

SUPPLY: 1 × *ELITE*

NEXUS

PE: 1

ANY PHASE **ANCIENT PRIDE:** ACTIVE The active Unit's first **Weapon** used gains **INSTANT**.

MOVEMENT PHASE **STRATEGIC RECALL:**
ACTIVE The active, **Unengaged Ground** Unit is returned to **Reserves** instead of performing an action.



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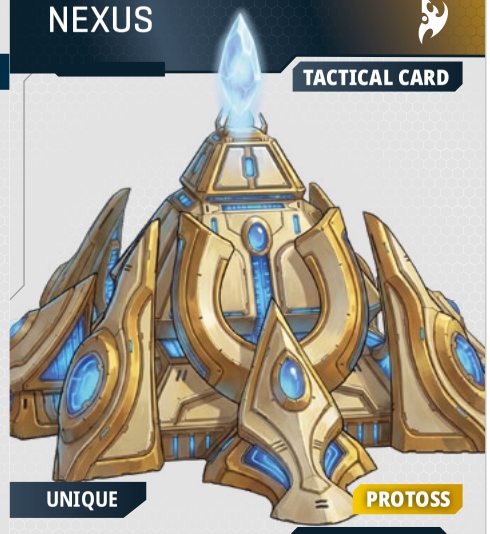
NEXUS

TACTICAL CARD



UNIQUE

PROTOSS

SUPPLY: 2 × *CORE*

POWER FIELD

PE: 1

ANY PHASE **GUARDIAN SHELL:** REACTION
Use before a **Friendly Ground** Unit makes an **Armour Roll**. That Unit gains **DODGE (2)** for this roll.



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POWER FIELD

TACTICAL CARD



UNIQUE

PROTOSS

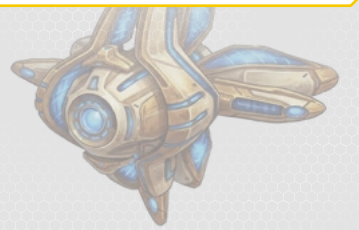
SUPPLY: 1 × *CORE*, 1 × *ELITE*, 1 × *HERO*

OBSERVER

PE: 1

MOVEMENT PHASE **SURVEILLANCE :**
ACTIVE Set a **Faction Indicator** anywhere on the battlefield. While **Enemy** Units are **Within 6"** of this **Faction Indicator**, they lose **HIDDEN Status**.

ASSAULT PHASE **GRAVITIC BOOSTERS:**
REACTION Use after a **Friendly** Unit rolls a **D6** for **Charge Distance**. Add **1** to the **Charge Distance** for this Unit.



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OBSERVER

TACTICAL CARD



UNIQUE

PROTOSS

SUPPLY: 1 × *SUPPORT*

TACTICAL CARDS

PROTOSS FACTION

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SUPPLY DROP

6 SUPPLY +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Deactivated**.

START OF THE ROUND (1-4): Randomly determine one **Deactivated Mission Marker (1-4)** and flip it to its **Activated** side.

START OF THE ROUND 5: Mission Marker 5 is automatically **Activated**.

SCORING CONDITIONS: Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE FIRST ROUND: For each activated Controlled **Mission Marker**, gain **VPs** equal to the Game Round number in which that **Mission Marker** was **Activated** and remove it.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 12+ VPs**.

STANDARD ENGAGEMENT

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SUPPLY DROP

4 SUPPLY +1 PER ROUND

GAME LENGTH: 4

MISSION PARAMETERS:

All **Mission Markers** are **Deactivated.**

START OF THE ROUND (2-4): Randomly determine one **Deactivated Mission Marker (1,2,5)** and flip it to its **Activated** side.

SCORING CONDITIONS: Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND: For each activated Controlled **Mission Marker**, gain **VPs** equal to the Game Round number in which that **Mission Marker** was **Activated** and remove it.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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HOLD POSITION

6 SUPPLY +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker** that is **Neutral** or associated with your colour.

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

STANDARD ENGAGEMENT

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HOLD POSITION

3 SUPPLY +1 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker** that is **Neutral** or associated with your colour.

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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FRONTLINES

6 SUPPLY +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker**.

Gain an additional **2 VPs** for a Marker if you gained Control of it from the **Opponent** this Round.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

STANDARD ENGAGEMENT

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FRONTLINES

3 SUPPLY +1 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **1 VP** for each Controlled **Mission Marker**.

Gain an additional **2 VPs** for a Marker if you gained Control of it from the **Opponent** this Round.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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GATHER THE RESOURCES

6 SUPPLY +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Neutral Mission Marker** or associated with the **Opponent**, this unit may perform the **Gather Action** instead of a standard action.

GATHER ACTION: Gain **1 VP**.

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

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GATHER THE RESOURCES

3 SUPPLY +1 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE SECOND ROUND:

Gain **2 VPs** for each Controlled **Mission Marker** associated with the **Opponent** colour.

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Neutral Mission Marker** or associated with the **Opponent**, this unit may perform the **Gather Action** instead of a standard action.

GATHER ACTION: Gain **1 VP**.

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

SKIRMISH LEVEL

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SCENARIO CARDS - MISSION & DEPLOYMENT

PROTOSS FACTION

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DIVIDE AND CONQUER

8 SUPPLY | +2 PER ROUND

GAME LENGTH: 4

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

Split the Battlefield in four quarters as shown on the **Deployment Card**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE FIRST ROUND:

Calculate **Total Current Supply** in each battlefield quarter.

Gain **1 VP** for each quarter where your **Total Current Supply** is higher than the **Opponent's**.

Only Units **Wholly Within** a quarter contribute their **Supply** to this check.

If a Unit controls a **Mission Marker**, that Unit is worth **1** extra **Supply** for controlling quarters.

Gain **2 VP** for Controlling **Mission Marker 5**.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 10+ VPs**.

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DIVIDE AND CONQUER

4 SUPPLY | +1 PER ROUND

GAME LENGTH: 4

MISSION PARAMETERS:

All **Mission Markers** are **Activated**.

Split the Battlefield in four quarters as shown on the **Deployment Card**.

SCORING CONDITIONS:

Score **VPs** equal to **Enemy Supply** destroyed this Round.

FROM THE START OF THE FIRST ROUND:

Calculate **Total Current Supply** in each battlefield quarter.

Gain **1 VP** for each quarter where your **Total Current Supply** is higher than the **Opponent's**.

Only Units **Wholly Within** a quarter contribute their **Supply** to this check.

If a Unit controls a **Mission Marker**, that Unit is worth **1** extra **Supply** for controlling quarters.

Gain **2 VP** for Controlling **Mission Marker 5**.

ADDITIONAL CONDITIONS:

SPECIAL WINNING CONDITIONS: The game ends immediately if a **Player** leads **by 8+ VPs**.

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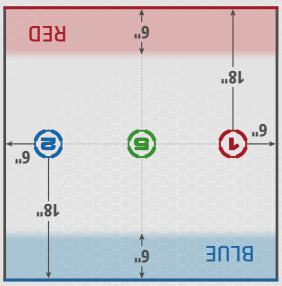
ABANDONED CAMP

36×36″



SKIRMISH LEVEL

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AGRIA VALLEY

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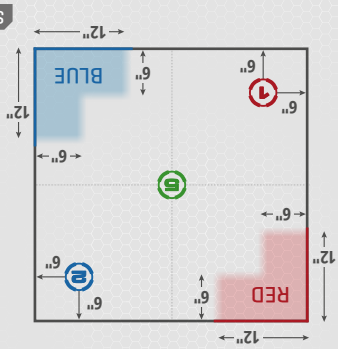

SKIRMISH LEVEL

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GAUNTLET

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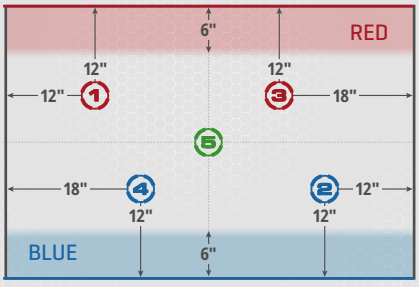

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TYPHOON

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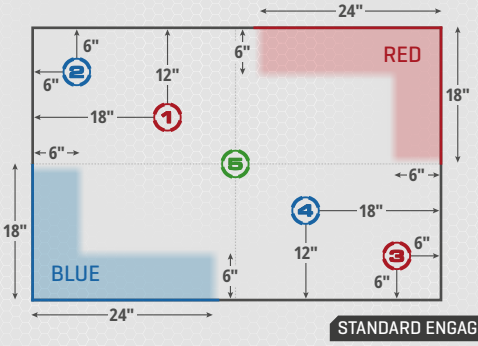

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SCENARIO CARDS - MISSION & DEPLOYMENT

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ACROPOLIS

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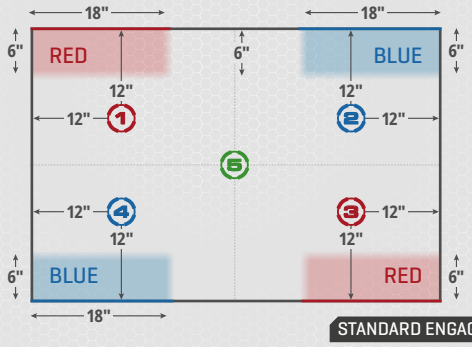

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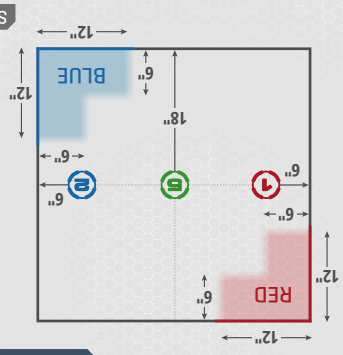

DIRT SIDE

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PROVING GROUNDS

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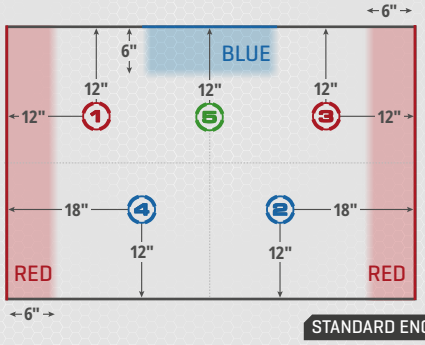

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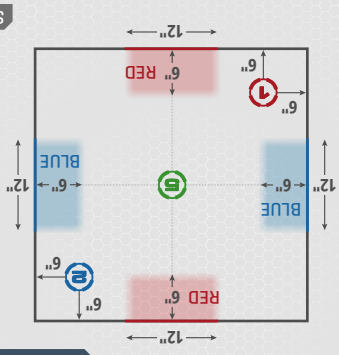

FRONTIER

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BREACH

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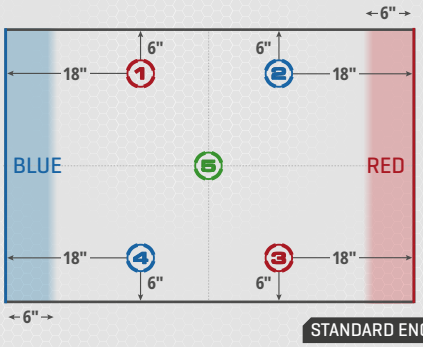

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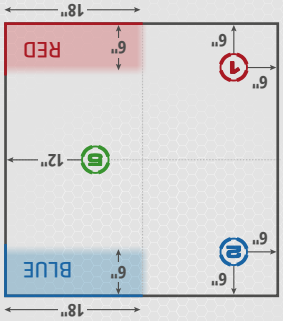

CHAR PLAINS

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