fold here

IMMORTAL

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
6	7	4+	-	8	3

MODELS / SUPPLY 1-1 (2)

ANY PHASE — **IMPROVED BARRIER:** REACTION 0 PE Use when this Unit is selected as the target of an attack. If this Unit has the **Shielded Status**, the **Damage** characteristic of the attacking weapon is treated as a maximum of 1 for this attack.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	keyword
LEFT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	2	CONCENTRATED FIRE (1), LONG RANGE (16)
RIGHT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	2	CONCENTRATED FIRE (1), LONG RANGE (16), 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.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	keyword
STOMP	E	Ground	3	3+	-	-	1	-

PROTOSS

COMBAT TAGS: ARMOURED, MECHANICAL, GROUND

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.06.26

IMMORTAL

CLOSE COMBAT / RANGED COMBAT

COMBAT ROLE: TANK

ARMY SLOT: ELITE

ANY PHASE **UPGRADE** — **SHIELD OVERCHARGE:** REACTION 1 PE Use before this Unit makes an **Armour Roll**. If this Unit has the **Shielded Status**, It gains **TOUGH (2)** for this roll.

ASSAULT PHASE **UPGRADE**

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
LEFT PHASE DISRUPTOR ⬆ *FOR* LEFT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	1	**PIERCE Armoured (3)**
RIGHT PHASE DISRUPTOR ⬆ *FOR* RIGHT PHOTON DISRUPTOR	12	Ground	4	3+	Armoured	D3	1	**PIERCE Armoured (3), SIDEARM**

FURY UNYIELDING: PASSIVE While this Unit is **Within 3"** of a **Mission Marker**, its **Ranged Weapons** gain **CRITICAL HIT (1)** when targeting an **Enemy** Unit that is also **Within 3"** of that same **Mission Marker**.

FOR THE ANCIENTS: PASSIVE When this Unit makes a **Ranged Attack**, if the target Unit is **more than 8"** away, the attacking weapons gain **PRECISION (1)**.

Ø 100MM

UPGRADE

COST: 280
Shield Overcharge +20
Right Phase Disruptor +20
For the Ancients +20
Left Phase Disruptor +20
Fury Unyielding +20

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.06.26

fold here

fold here

ZERATUL

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

MODELS / SUPPLY 1-1 (1)

UNIQUE

ANY PHASE — **ONE WITH THE SHADOWS:** PASSIVE
After this Unit fully resolves an **Action**, it gains the **HIDDEN Status**.

PROPHETIC VISION: REACTION 1 PE **REPEATABLE**. Use when this Unit is selected as the target of an attack. This Unit's **Evade** characteristic is treated as 4+ against this attack and cannot be modified.

MOVEMENT PHASE — **SENTENCED TO DEATH:** ACTIVE 1 PE Target **Enemy** Unit on the battlefield. Whenever **Zeratul** makes a **Close Combat Attack** targeting the selected Unit, its weapon gains **CRITICAL HIT (2)**.

VOID PRISON: ACTIVE 1 PE Set a **Faction Indicator** on the battlefield **Within 8"** of this Unit. While Enemy Units are **Within 2"** of this **Faction Indicator** they suffer **DEBUFF Speed (2)**.

ASSAULT PHASE — **VOID BLINK:** ACTIVE 1 PE
If **Unengaged**, resolve the **PLACE (6)** effect.

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

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	keyword
MASTER WARP BLADE	E	Ground	4	3+	Light, Armoured	D3	2	**INSTANT**

SHADOW STRIKE: ACTIVE 1 PE All **Enemy** Units **Engaged** with this Unit suffer **HITS 4 (1)**.

PROTOSS

COMBAT TAGS:
BIOLOGICAL, PSIONIC, GROUND

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.06.26

ZERATUL

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: DAMAGE DEALER

ARMY SLOT: HERO

Ø 40MM

UPGRADE COST: 230

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.06.26

fold here

fold here

NERAZIM WATCHERS (ADEPT)

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

MODELS / SUPPLY		
1-2	0	1
3-4		1

ANY PHASE

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

NERAZIM FARSIGHT: PASSIVE While **Enemy Units** are **Within 6"** of this Unit's Shade token, they lose **HIDDEN Status**.

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	3	3+	Light	D3+1	1	ANTI-EVADE (1), PINPOINT

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
STRIKE	E	Ground	1	5+	-	-	1	-

PROTOSS NERAZIM

COMBAT TAGS:
BIOLOGICAL, LIGHT, GROUND

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.06.26

NERAZIM WATCHERS (ADEPT)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**

Ø 40MM

UPGRADE COST: 210

© 2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.06.26

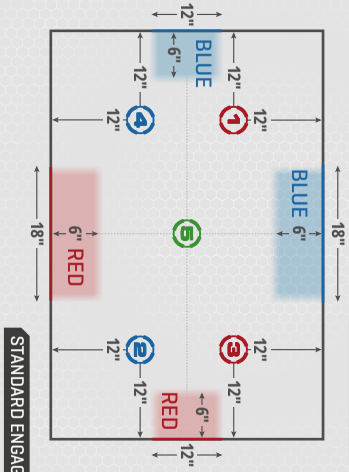
fold here

fold here

MEETING ENGAGEMENT

54×36″

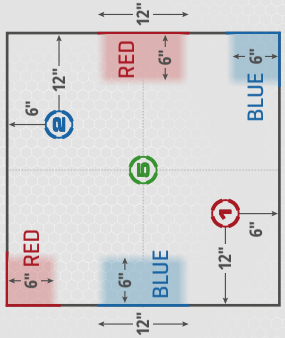
STANDARD ENGAGEMENT



GREEN VALLEYS

36×36″

SKIRMISH LEVEL



© 2026 Blizzard Entertainment, Inc. © 2026 Archon
v 1.06.26

NERAZIM

PE: 1

ANY PHASE **MIGHT OF THE NERAZIM:**
REACTION If a **Friendly** Unit loses the **HIDDEN Status**, it gains **Buff Speed (2)** and its first **Weapon** used **CRITICAL HIT (2)**.

MOVEMENT PHASE **DARKNESS DESCENDS:** ACTIVE The active **Biological** Unit gains the **HIDDEN Status** until the **End of the Round**.



© 2026 Blizzard Entertainment, Inc. © 2026 Archon
v 1.06.26

NERAZIM

FACTION CARD



UNIQUE

PROTOSS
NERAZIM

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

ROBOTICS FACILITY

PE: 1

ANY PHASE **PLASMA SHIELDS:** REACTION
Use before a **Friendly Mechanical Ground** Unit makes an **Armour Roll**. If this Unit has the **Shielded Status**, it gains **TOUGH (1)** and **DODGE (1)** for this roll.



© 2026 Blizzard Entertainment, Inc. © 2026 Archon COST: 35 v 1.06.26

ROBOTICS FACILITY

TACTICAL CARD



PROTOSS

SUPPLY: 2 × *ELITE*

VOID SEEKER

PE: 1

MOVEMENT PHASE **PERSONAL TRANSPORT:** ACTIVE Instead of performing an action, the active, **Unengaged Ground** Unit is returned to **Reserves**. Then, it performs a **Deploy** action.

MOVEMENT PHASE **ANAKH SU'N:**
ACTIVE This Unit gains the **HIDDEN Status** until it performs another action.



© 2026 Blizzard Entertainment, Inc. © 2026 Archon COST: 40 v 1.06.26

VOID SEEKER

TACTICAL CARD



UNIQUE

PROTOSS
NERAZIM

SUPPLY: 1 × *CORE*

©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon September 2026, v1.0

PROTOSS FACTION

fold here

fold here

Version 1.07

fold here

ARTEFACT HUNT

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.

END OF ROUND 5: Gain **4 VP** for each **Friendly** Unit that **CLAIM Mission Marker** and it is **Wholly Within Friendly Zone of Influence**.

Gain **2 VP** for each **Mission Marker** associated with your colour that is not currently **CLAIM** by an **Enemy** Unit.

ADDITIONAL CONDITIONS: **SCORING PHASE:**

From the Start of the Second Round, if a Unit is **Within 3"** of a Controlled **Mission Marker** that is **Neutral** or associated with the **Opponent** colour, that Unit may **CLAIM** it.

CLAIM: Place the **Mission Marker** on the Unit Card. A Unit carrying a **Mission Marker** must **DROP** it if:

- It has its **Current Supply Value** reduced.
- Before it resolves a **PLACE** effect.
- It is **Engaged** with **Enemies** having a greater combined **Current Supply Value**.
- It is **Destroyed**, removed from the battlefield, or returned to **Reserves**.

When a Unit **DROP** a **Mission Marker**, the **Opponent** places the **Mission Marker Within 2"** of the Unit or its last model removed.

Unit may **CLAIM** only one **Mission Marker** at a time.

STANDARD ENGAGEMENT

© 2026 Blizzard Entertainment, Inc. © 2026 Archon v 1.06.26

ARTEFACT HUNT

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.

END OF ROUND 5: Gain **3 VP** for each **Friendly** Unit that **CLAIM Mission Marker** and it is **Wholly Within Friendly Zone of Influence**.

Gain **1 VP** for each **Mission Marker** associated with your colour that is not currently **CLAIM** by an **Enemy** Unit.

ADDITIONAL CONDITIONS: **SCORING PHASE:**

From the Start of the Second Round, if a Unit is **Within 3"** of a Controlled **Mission Marker** that is **Neutral** or associated with the **Opponent colour**, that Unit may **CLAIM** it.

CLAIM: Place the **Mission Marker** on the Unit Card. A Unit carrying a **Mission Marker** must **DROP** it if:

- It has its **Current Supply Value** reduced.
- Before it resolves a **PLACE** effect.
- It is **Engaged** with **Enemies** having a greater combined **Current Supply Value**.
- It is **Destroyed**, removed from the battlefield, or returned to **Reserves**.

When a Unit **DROP** a **Mission Marker**, the **Opponent** places the **Mission Marker Within 2"** of the Unit or its last model removed.

Unit may **CLAIM** only one **Mission Marker** at a time.

SKIRMISH LEVEL

© 2026 Blizzard Entertainment, Inc. © 2026 Archon v 1.06.26