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TASSADAR

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: TACTICIAN

ARMY SLOT: HERO

Ø 40MM

UPGRADE COST: 230

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TASSADAR

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
3	7	5+	5+	6	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

FORCE WALL: ACTIVE **1 PE** Set two **Force Wall** tokens **Wholly Within 8"** in an unoccupied space. Units of **Size 2** or lower cannot move across the **Force Wall**. Models of **Size 3** or more can move over it, and it's then removed.

KHALA'S GIFT: ACTIVE **0 PE** Target another **Friendly Biological** Unit **Within 12"**. Until the **End of the Round**, that Unit resolves its first **Special Ability** with the cost reduced **by 1** (to a minimum of **0**).

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
RESONANCE BEAM	12	All	6	3+	Armoured	D3	1	INSTANT

PSI LIGHTNING : ACTIVE **0 PE** Each Unit **Within 2"** of one or more **Friendly Force Wall** tokens suffers **1 Damage**.

TELEKINETIC PUSH: ACTIVE **1 PE** Set each **Friendly Force Wall** token **Wholly Within 6"** of its current position.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
STRIKE	E	Ground	6	4+	-	-	1	-

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TWILIGHT TEMPLAR (HIGH TEMPLAR)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **SUPPORT**

Ø 40MM

UPGRADE COST: 230

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TWILIGHT TEMPLAR (HIGH TEMPLAR)

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
3	4/7	5+	6+	3	2

MODELS / SUPPLY

1-1	2-2
0	1

UNIQUE

COMBAT TAGS:
BIOLOGICAL, LIGHT, PSIONIC, GROUND

PROTOSS — TEMPLAR CASTE

ANY PHASE

BOUND BY THE KHALA: REACTION 0 PE Use when the **Current Supply Value** of another **Friendly** Unit **Within 8"** of this Unit is reduced. Return one **Non-Unique Exhausted Tactical Card** to the **Ready** state.

MOVEMENT PHASE

PSIONIC GALE: ACTIVE 2 PE Set a **Psionic Storm** token **Within 10"** and **Line of Sight** of this Unit. This token is not removed if this Unit is **Destroyed**. At the **End of each Phase**, set a **Psionic Storm Blast Template** on the centre of this token. For each Unit that has at least one model whose base is partially covered by the template, roll **3** dice, plus **1** additional die for each model in that Unit whose base is partially covered. For each result of **4+**, that Unit suffers an effect depending on the current **Phase**:

- **Movement Phase: NON-LETHAL DAMAGE (1).**
- **Assault Phase: 1 Damage.**

If multiple effects trigger at the **End of the Assault Phase**, resolve them in the order specified in **Part 8.9.4.**

FEEDBACK: ACTIVE 1 PE Target one **Enemy Mechanical** or **Psionic** Unit **Within 8"**. Until the **End of the Round**, after that Unit resolves an **Active** or **Reaction Special Ability** (**excluding** abilities granted by a **Tactical Card** or **Faction Card**), it suffers **NON-LETHAL DAMAGE (3).**

WARP-IN: ACTIVE 1 PE Resolve the **PLACE (6)** effect.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
PSI BLAST	8	All	2	3+	Light	D3	2	**INSTANT**

COMBAT PHASE

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

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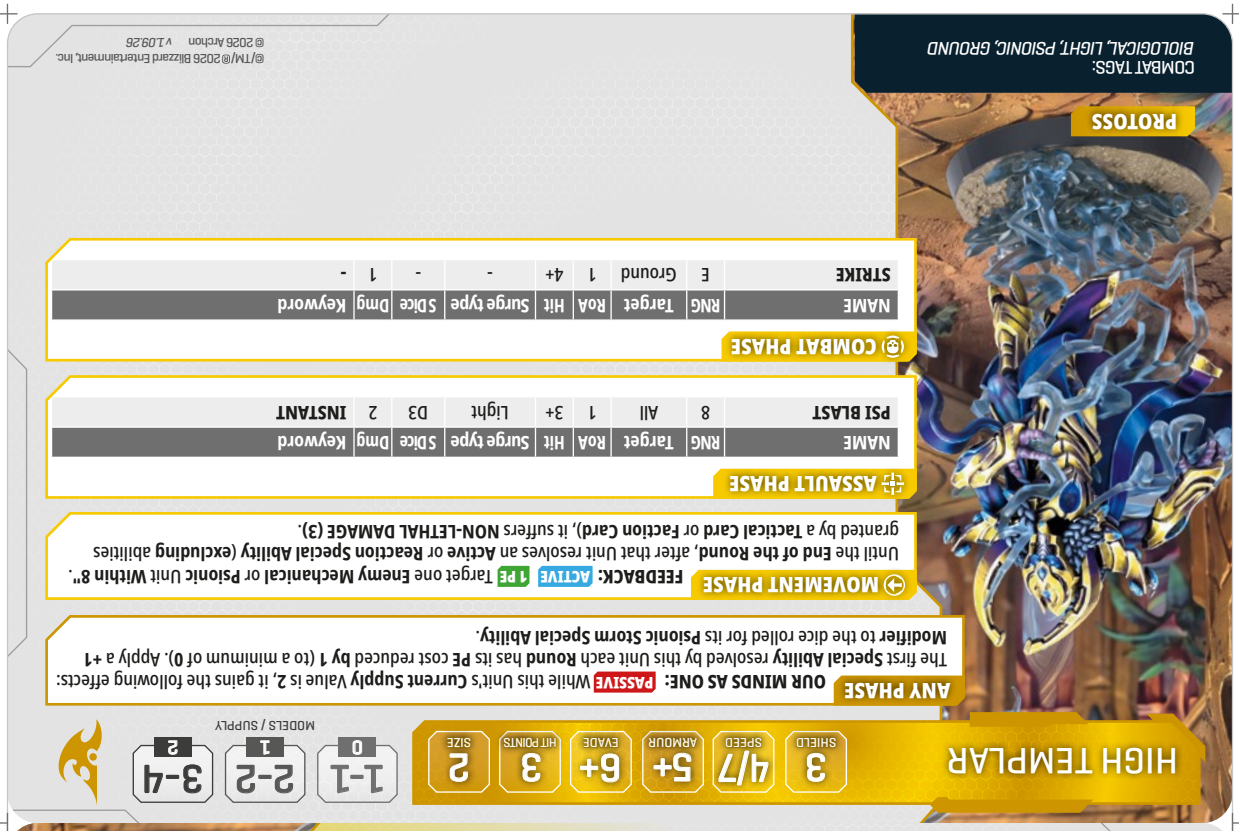

HIGH TEMPLAR

SHIELD	SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
3	4/7	5+	6+	3	2

MODELS / SUPPLY

1-1	2-2	3-4
0	1	2

ANY PHASE

OUR MINDS AS ONE: PASSIVE While this Unit's **Current Supply** Value is **2**, it gains the following effects:
The first **Special Ability** resolved by this Unit each **Round** has its **PE** cost reduced **by 1** (to a minimum of **0**). Apply a **+1 Modifier** to the dice rolled for its **Psionic Storm Special Ability**.

MOVEMENT PHASE

FEEDBACK: ACTIVE 1 PE Target one **Enemy Mechanical** or **Psionic** Unit **Within 8"**.
Until the **End of the Round**, after that Unit resolves an **Active** or **Reaction Special Ability** (**excluding** abilities granted by a **Tactical Card** or **Faction Card**), it suffers **NON-LETHAL DAMAGE (3)**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
PSI BLAST	8	All	1	3+	Light	D3	2	INSTANT

COMBAT PHASE

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

PROTOSS

COMBAT TAGS:
BIOLOGICAL, LIGHT, PSIONIC, GROUND

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HIGH TEMPLAR

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **SUPPORT**



Ø 40MM

MOVEMENT PHASE **UPGRADE**

PSIONIC STORM: ACTIVE 2 PE Set a **Psionic Storm** token **Within 10"** and **Line of Sight** of this Unit. This token is not removed if this Unit is **Destroyed**. At the **End of each Phase**, set a **Psionic Storm Blast Template** on the centre of this token. For each Unit that has at least one model whose base is partially covered by the template, roll **3** dice, plus **1** additional die for each model in that Unit whose base is partially covered. For each result of **5+**, that Unit suffers an effect depending on the current **Phase:**

- **Movement Phase: NON-LETHAL DAMAGE (1).**
- **Assault Phase: 1 Damage.**

If multiple effects trigger at the **End of the Assault Phase**, resolve them in the order specified in **Part 8.9.4.**

FARSIGHT: ACTIVE 1 PE Target one **Friendly** Unit **Within 12"**. Until the **End of the Round**, that Unit is eligible to make an **Evade Roll** against any attacks targeting it.

UPGRADE

COST: 2 models: 130 / 4 models: 200
Psionic Storm +20 / +30 Farsight +20

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TACTICAL CARDS & SCENARIO CARDS - DEPLOYMENT

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TEMPLAR CASTE

FACTION CARD

PROTOSS

TEMPLAR CASTE

UNIQUE

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

PE: 1

ANY PHASE **OUR DUTY IS UNENDING:** ACTIVE **Once per Game.** Select up to two of your **Exhausted Tactical Cards.** Return them to the **Ready** state.

ANY PHASE **KHASSAR DE TEMPLARI:** ACTIVE Instead of performing an action, select one other **Friendly Biological** Unit that has already been **Activated** this **Phase.** That Unit immediately performs one action available in the current **Phase,** then suffers **NON-LETHAL DAMAGE (3).**

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TEMPLAR ARCHIVES

TACTICAL CARD

PROTOSS

UNIQUE

SUPPLY: 2 × *SUPPORT*

PE: 1

ANY PHASE **ANCESTRAL WISDOM:** REACTION **Once per Round,** when a **Friendly Support** Unit activates a **Special Ability** that costs **PE,** resolve that ability with its **PE** cost reduced **by 1** (to a minimum of 0). Do not **Exhaust** this card.

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ONE BRIDGE TOO CLOSE

54×36″

STANDARD ENGAGEMENT

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POWER LINES

36×36″

SKIRMISH LEVEL

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FIRE IN THE SKY

5 SUPPLY | +3 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

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

During battlefield setup, place a D6 next to each **Mission Marker** to track its **Sabotage Level**. Set the starting **Sabotage Level** of each **Mission Marker** to **1**.

SCORING CONDITIONS:

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

FROM THE START OF THE SECOND ROUND: Gain **VP** for each **Controlled Mission Marker** that is **Neutral** or associated with the **Opponent** colour. The **VP** gained is equal to the **Sabotage Level** on the marker.

- **Sabotage Level 3 = 3 VP**
- **Sabotage Level 2 = 2 VP**
- **Sabotage Level 1 = 1 VP**

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Mission Marker**, this unit may perform **Sabotage Action** instead of a standard action.

Sabotage Action: **Decrease** or **Increase** that **Mission Marker's Sabotage Level by 1** (to a **minimum** of **1** or **maximum** of **3**).

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

STANDARD ENGAGEMENT

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FIRE IN THE SKY

3 SUPPLY | +2 PER ROUND

GAME LENGTH: 5

MISSION PARAMETERS:

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

During battlefield setup, place a D6 next to each **Mission Marker** to track its **Sabotage Level**. Set the starting **Sabotage Level** of each **Mission Marker** to **1**.

SCORING CONDITIONS:

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

FROM THE START OF THE SECOND ROUND: Gain **VP** for each **Controlled Mission Marker** that is **Neutral** or associated with the **Opponent** colour. The **VP** gained is equal to the **Sabotage Level** on the marker.

- **Sabotage Level 3 = 3 VP**
- **Sabotage Level 2 = 2 VP**
- **Sabotage Level 1 = 1 VP**

ADDITIONAL CONDITIONS:

ASSAULT PHASE: If an **Unengaged** Unit is **Within 3"** of a Controlled **Mission Marker**, this unit may perform **Sabotage Action** instead of a standard action.

Sabotage Action: **Decrease** or **Increase** that **Mission Marker's Sabotage Level by 1** (to a **minimum** of **1** or **maximum** of **3**).

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

SKIRMISH LEVEL

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