fold here

NOVA STEALTH MODE

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **HERO**



Ø 40MM

UPGRADE COST: 240

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here

NOVA STEALTH MODE

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

MODELS / SUPPLY: 1-1 (1)

UNIQUE



TERRAN

COMBAT TAGS: BIOLOGICAL, PSIONIC, GROUND

ANY PHASE

BATTLE PREPARATION: PASSIVE During Army Building, your army cannot include both the Nova Assault Mode Unit and the Nova Stealth Mode Unit.

TACTICAL STEALTH SUIT: PASSIVE After this Unit fully resolves an Action, it gains the HIDDEN Status.

GHOST VISOR: PASSIVE While Enemy Units are Within 6" of this Unit, they lose the HIDDEN Status.

MOVEMENT PHASE

SUPER STIMPACK: ACTIVE 1 CP This Unit gains BUFF Speed (2). Additionally, all its Weapons gain PRECISION (2).

HOLO DECOY: ACTIVE 1 CP Resolve the SUMMON (Holo Decoy) effect. Then, Holo Decoy may immediately perform a Move action.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
C-20A CANISTER RIFLE	12	All	4	3+	-	-	2	CRITICAL HIT (2), LONG RANGE (18")

OPERATIONAL EFFICIENCY: PASSIVE After this Unit fully resolves a Ranged Attack with its C-20A Canister Rifle, if the target Enemy Unit was Destroyed or its Current Supply Value was reduced, the active player may return one of their Exhausted non-Unique Tactical Cards to its Ready state.

HEAD SHOT: REACTION 1 CP Once Per Game. While this Unit is Unengaged and has the Stationary Status, when it makes a Ranged Attack with its C-20A Canister Rifle, treat that weapon's Damage characteristic as 3, and it gains CONCENTRATED FIRE (1).

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
COMBAT KNIFE	E	Ground	3	5+	-	-	1	-

©/TM/®2026 Blizzard Entertainment, Inc. © 2026 Archon v.1.09.26

fold here



fold here

NOVA ASSAULT MODE

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

1-1 (1) MODELS / SUPPLY

UNIQUE



TERRAN

COMBAT TAGS:
BIOLOGICAL, PSIONIC, GROUND

ANY PHASE

BATTLE PREPARATION: PASSIVE During **Army Building**, your army cannot include both the **Nova Assault Mode** Unit and the **Nova Stealth Mode** Unit.

GHOST VISOR: PASSIVE While **Enemy** Units are **Within 6"** of this Unit, they lose the **HIDDEN Status**.

MOVEMENT PHASE

SUPER STIMPACK: ACTIVE 1 CP This Unit gains **BUFF Speed (2)**. Additionally, all its **Weapons** gain **PRECISION (2)**.

HOLO DECOY: ACTIVE 1 CP Resolve the **SUMMON (Holo Decoy)** effect. Then, **Holo Decoy** may immediately perform a **Move** action.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
HELLFIRE SHOTGUN	8	Ground	3	4+	Light	D3	2	**ANTI-EVADE (1), BURST FIRE 4" (3)**

PHASE REACTOR SUIT: ACTIVE 1 CP 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
MONOMOLECULAR BLADE	E	Ground	8	3+	Light, Armoured	D6	1	-

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here

HOLO DECOY



CLOSE COMBAT RANGED COMBAT

COMBAT ROLE:
TACTICIAN

UPGRADE

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here

HOLO DECOY

SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
7	6+	6+	1	2

MODELS / SUPPLY
0
1-1

ANY PHASE

TIMED LIFE: PASSIVE Remove this Unit at the **End of the Round**.

DECOY: PASSIVE This Unit is never **Engaged**. It cannot **Engage Enemy** Units, cannot be **Engaged** by **Enemy** Units and cannot perform a **Charge Action**. This Unit cannot be the target of an ability, unless stated otherwise. It can never Control or Contest **Mission Markers**.

SURPRISE: PASSIVE At the **End of the Round**, you can **set a Friendly Nova Stealth Mode** or **Nova Assault Mode** in **Coherency** with this Unit.

LETHAL HOLOGRAM: PASSIVE All **Weapons** of **Friendly** Units targeting an **Enemy** Unit **Within 4"** of this Unit gain **PRECISION (1)**.



COMBAT TAGS:
PSIONIC, GROUND

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here

SABOTAGE DRONE

SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
-	6+	6+	3	1

MODELS / SUPPLY: 1-1 / 0

ANY PHASE — **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.

ASSAULT PHASE — **HAVE A NICE DAY:** PASSIVE At the **End of the Assault Phase**, target each Unit **Within 3"** of this Unit (including Units with the **Structure** ability) suffers **HITS 5 (1)**. If an affected Unit has the **Structure** ability, that Unit suffers an additional **HITS 5 (1)**.



TERRAN | NOVA COVERT OPS

COMBAT TAGS:
ARMOURED, MECHANICAL, GROUND

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v.1.09.26

fold here

SABOTAGE DRONE

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE:
DAMAGE DEALER



Ø 40MM

UPGRADE

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon *v.1.09.26*

fold here

SPEC OPS MARAUDER (MARAUDER)

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: **DAMAGE DEALER**

ARMY SLOT: **CORE**

UPGRADE COST: 230

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here

SPEC OPS MARAUDER (MARAUDER)

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

MODELS / SUPPLY: 1-1 (0) | 2-2 (1)

ANY PHASE

SPEC OPS ARMOUR: ACTIVE 1 CP This Unit gains the **HIDDEN Status** until it performs another action.

MOVEMENT PHASE

COMMANDO STIMPACK: ACTIVE 1 CP This Unit gains **BUFF Speed (3)**. Additionally, its **Quad K12** and all **Close Combat Weapons** gain **PRECISION (2)**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
QUAD K12	12	Ground	3	3+	Armoured	D3	1	**LONG RANGE (16"), PIERCE Armoured (2)**

MAGRAIL MUNITIONS: PASSIVE This Unit's first **Attack** in the game with its **Quad K12** gains **PIERCE Armoured (3)**.

SUPPRESSION SHELLS: REACTION 1 CP When an enemy declares a **Charge** against a **Friendly** Unit **Within 8"**, that **Enemy** gains **DEBUFF Speed (3)**.

COMBAT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	Keyword
STRIKE	E	Ground	3	4+	-	-	1	-

COMBAT TAGS:
ARMOURED, BIOLOGICAL, GROUND

TERRAN | NOVA COVERT OPS

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here

RAVEN

SPEED	ARMOUR	EVADE	HIT POINTS	SIZE
7	5+	6+	8	-

MODELS / SUPPLY: 1 | 1-1

ANY PHASE

DETECTION: PASSIVE While **Enemy** Units are **Within 6"** of this Unit, they lose the **HIDDEN Status**.

MOVEMENT PHASE

DEPLOY AUTO-TURRET: ACTIVE 1 CP Set a **Friendly Auto-Turret** Unit **Within 6"**, and not **Within** the **Engagement Range** of any **Enemy** Unit.

ANTI-ARMOUR MISSILE: ACTIVE 1 CP Select one **Enemy** Unit **Within 12"**. Apply **DEBUFF Armour (1)**.

ASSAULT PHASE

NAME	RNG	Target	RoA	Hit	Surge type	SDice	Dmg	keyword
RAILGUNS	12	Ground	4	3+	-	-	1	-

COMBAT TAGS: LIGHT, MECHANICAL, FLYING

TERRAN

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v.1.09.26

fold here

RAVEN

CLOSE COMBAT — RANGED COMBAT

COMBAT ROLE: TACTICIAN

ARMY SLOT: SUPPORT

ANY PHASE — **UPGRADE**

CORVID REACTOR: PASSIVE This Unit may resolve its first **Special Ability** with the **CP** cost reduced **by 1** if it targets the closest **Enemy** Unit.

MOVEMENT PHASE — **UPGRADE**

INTERNAL TECH MODULE: PASSIVE When this Unit is nominated to deploy from **Reserves**, it may **Deploy** from any table edge that is not a player's **Entry Edge**. This Unit cannot be set **Within 8"** of any **Enemy** model.

SEEKER MISSILE: ACTIVE 1 CP Select one **Enemy** Unit **Within 12"**. At the **End of the Assault Phase**, if that **Enemy** Unit has the **Stationary Status** or it is **Within 8"** of this Unit, it suffers **HITS 4 (2)**. If that Unit is **Engaged**, it is eligible to make an **Evade Roll** against these hits.

ASSAULT PHASE — **UPGRADE**

EXPLOSIVE SHRAPNEL SHELLS: PASSIVE The **Gauss Cannon** of the **Auto-Turret** set by this Unit gains **Surge Type: Light** and **S-Dice: D3+1**.

FLIGHT STAND

UPGRADE

COST: 170

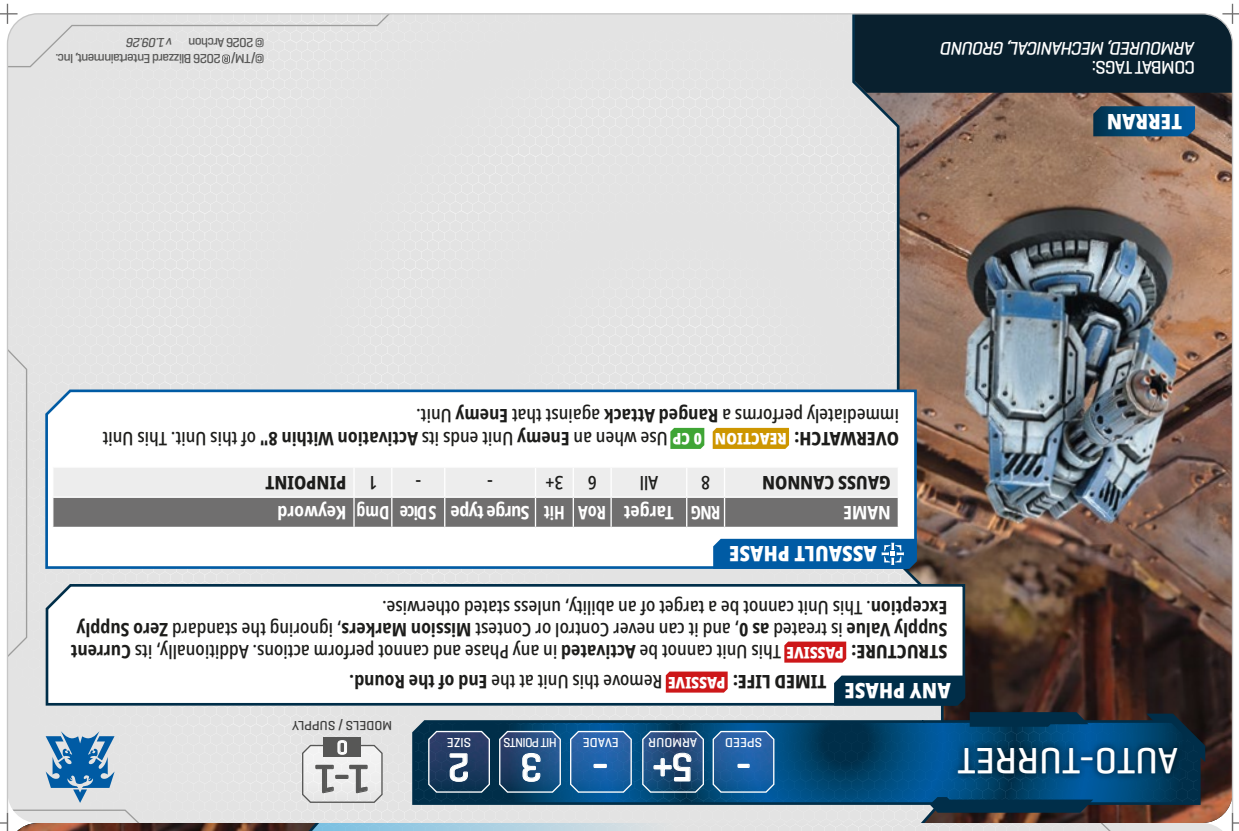
Corvid Reactor +30
Seeker Missile +20
Internal Tech Module +20
Explosive Shrapnel Shells +10

©/TM/®2026 Blizzard Entertainment, Inc.
© 2026 Archon v 1.09.26

fold here



fold here



TACTICAL CARDS & SCENARIO CARDS - DEPLOYMENT

TERRAN FACTION

fold here

NOVA COVERT OPS

FACTION CARD



TERRAN

NOVA COVERT OPS

UNIQUE

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

NOVA COVERT OPS

CP: 1

MOVEMENT PHASE **GRIFFIN SUPPORT:**
ACTIVE Set a **Friendly Sabotage Drone** Unit **Within 12"** of a **Friendly** Unit, more than **1"** away from any **Enemy** model. Remove this Unit at the **End of the Round**.

MOVEMENT PHASE **MARK FOR DEATH:**
ACTIVE Target an **Enemy** Unit on the battlefield. When a **Friendly** Unit makes an Attack targeting that Unit, its first **Melee** or **Ranged Weapon** used gains **CRITICAL HIT (1)** and **PRECISION (1)**.



©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon v.1.09.26

VANADIUM PLATING

TACTICAL CARD



TERRAN

SUPPLY: 1 × *SUPPORT*

VANADIUM PLATING

CP: 1

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



©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon cost: 2 v.1.09.26

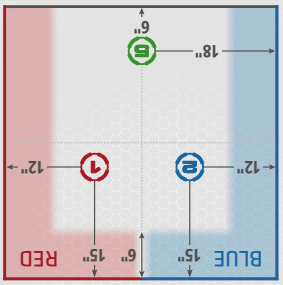
fold here

fold here

SKIRMISH LEVEL

POWER LINES

36×36"

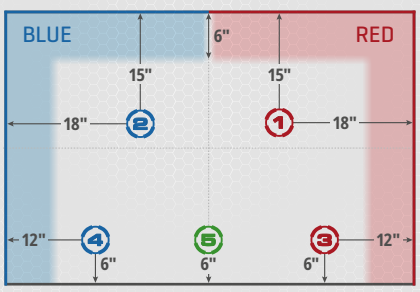


©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon v.1.09.26

fold here

ONE BRIDGE TOO CLOSE

54×36"



STANDARD ENGAGEMENT

©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon v.1.09.26

©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon *September 2026, v.1.0*

fold here

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

©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon v 1.09.26

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

©/TM/® 2026 Blizzard Entertainment, Inc. © 2026 Archon v 1.09.26