

STARCRAFT: PROTOSS UNIT, COMBAT & TECH REFERENCE



ZEALOT



5	6
6	7
7	5
6	6
5	7

w/ Dark Templar
w/ Dark Templar, Corsair
w/ Dragoon
w/ Dragoon

LEG ENHANCEMENTS



Destroy one ground unit (see card)

Design by **STEVE EVANS** (bonesaw.us)
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DRAGOON



6	6
5	7
7	7
8	7

w/ Zealot +1 Att vs fly
w/ Zealot
w/ Scout +1 Att vs fly
w/ Scout

SINGULARITY CHARGE



+1 Att (x2)



DARK TEMPLAR



6	7
7	5
7	6

w/ Zealot, +1 Att
w/ Zealot, Corsair, +1 Att & +2 Health
w/ Corsair

SUMMON ARCHON AND DARK ARCHON



w/ High Templar, 1 Dark Templars > Dark Archon

HIGH TEMPLAR



SUMMON ARCHON AND DARK ARCHON



w/ Dark Templar, 2 High Templars on planet > Archon

HALLUCINATION



Cancel opponent combat card, he must play another (x2)

PSIONIC STORM



+2 Att, Detector, Ground/Fly Splash (x2)



ROBOTICS FACILITY



CORSAIR



7	5
7	8
7	6

w/ Dark Templar, Zealot, +2 Health
w/ Scout, +1 Att vs Fly
w/ Dark Templar, +1 Att vs Fly

DISRUPTIVE WEB



Disrupt air attack - see card (x2)



REAYER



7	7
7	8
8	8
8	8

Ground Splash
w/ Carrier
w/ Carrier
w/ Archon, Ground Splash

INCREASED REAYER CAPACITY



GS, Collateral Damage
GS, Collateral Damage
GS, Collateral Damage
Return to tech deck after use



STARGATE



SCOUT



7	8
7	8
8	7
7	7

w/ Corsair, +1 Att vs Fly
w/ Dragoon
w/ Dragoon, +1 Att vs Fly

CLOAKING FIELD



All non-Arbiter units w/ Arbiter gain cloaking

RECALL



After moving: move 1 unit to planet w/ Arbiter

STASIS FIELD



Both you & opponent have attack value of 0 (x2)



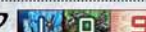
ARBITER



7	8
8	8
8	9
9	8

w/ Reaver
w/ Reaver
w/ Archon
w/ Archon

INCREASED CARRIER CAPACITY



9	8
9	9
10	9

Return to tech deck after use



CARRIER



ARCHON



8	8
8	9
9	8
9	8

w/ Reaver, Ground Splash
w/ Carrier, Ground/Fly Splash
Ground/Fly Splash
w/ Carrier, Ground/Fly Splash

DARK ARCHON



0	0
---	---

MAELSTROM



Prevent a mobilze order against Dark Archon. Return to deck

MIND CONTROL



Mind Control

FEEDBACK



Destroy 1 assist unit (see card, x2)



+1 Health (x3)

OBSERVERS



Pay 1 gas for Detector

SHIELD BATTERY



+2 Health on base (x2)

12HAYDARIN CORE



Hand limit +1, Recharge 1 Reinforcement Technology card

ANY

MARINE



5	4
5	5
5	5
6	4
6	6

+1 Att vs fly
+1 Att vs fly

BUNKER



+3 Health
at base
(x2)

STIM PACIS



7 3
7 4

FIREBAT



5	5
6	4
6	6
6	5
6	6

GS as below

BUNKER



+3 Health
at base
(x2)

STIM PACIS



7 3
7 4

GS as below

GS vs Marine, Zealot, or Zerg

MEDIC



5	4
5	5
6	4
5	6

RESTORATION

Draw one additional
Combat card

OPTIC FLARE



Reduce Att of op-
ponent to 0

HEAL



+2 Health for non-
vehicle (x2)

GHOST



5	4
5	5
6	4
5	6

+1 Att vs fly
vs fly

BUNKER



+ 3 Health
at base
(x2)

LOCKDOWN



card (x2)

CLOAKING FIELD



(x2)

VULTURE



6	5
6	6
5	6
7	7

GS vs Marine, Zealot, or Zerg

SPIDER MINES



7 7
8 7

GS vs Non-Detector

GOLIATH



6	7
6	7
6	7
7	8

+2 Att vs fly

+1 Att vs fly

+2 Att vs fly

CHARON BOOSTERS

Opponent must destroy 1 flyer

SIEGE TANK



7	7
7	8
7	8
8	8

+1 Health

+1 Att

SIEGE MODE



GS, Collateral



GS, Collateral

VRAITH



6	7
6	7
7	8
7	7

+1 Att vs fly

CLOAKING FIELD



(x2)

SCIENCE VESSEL



6	7
7	7
9	6

DEFENSE MATRIX

+1 Health when
supporting

IRRADIATE



+1 Att Ground/Fly
Splash (see card x2)

EMP SHOCKWAVE



Cancel rein-
forcement, +3 vs Archon, +1 vs Protoss

VALKYRIE



6	7
7	7
9	6

+2 Att vs fly, Fly Splash

Fly Splash Damage

BATTLECRUISER



7	8
8	8
7	8
7	7

+1 Att

+1 Att

+1 Att +1 Health

+1 Health

YAMATO GUN



9 9
10 9

ANY



+1 Health, move 1 worker for vehicles

SCANNER SWEEP Ditch for Detector

IMPROVED REACTORS Hand limit +1, Recharge 1 card

ZERGLING



4	5
5	4
5	5
5	6
6	3

METABOLIC BOOST

+2 Health if Zergling
attacks & kills

BURROW



0 5
0 6

Cloaking

HYDRALISK



5	5
5	6
6	6
7	6

+1 Att
vs fly

LURKER ASPECT

Hydralisk > Lurker

BURROW



0 5
0 6

Cloaking

ULTRALISK



7	8
8	7
8	8

+1 Health

+1 Health

CHITINOUS PLATING



9 9
8 10

QUEEN



ENSNARE



Detector, +1 Health,
opposing support is 0

SPAWN BROODING



Opponent destroy 1 unit
see card (x2)

PARASITE

Detector, play card face up

INFEST COM-

Terran base > Infested

MAND CENTER

Com Center

PLAGUE



Detector, GS/FS (x2)

CONSUME

Destroy 1 unit => 3 cards

DARK SWARM



Lose ground attack (x2)

BURROW



0 5
0 6

Cloaking

DEFILER



SCOURGE



7	5
8	6
9	6

Kamikaze vs fly if not
destroyed first

MUTALISK



7	6
7	7
7	8
8	7

GS vs Marine,
Zealot, Zer-
gling

GUARDIAN AND DEVOURER ASPECT

Mutalisk >
Guardian or
Devourer

GUARDIAN



7	8
8	7
8	8

IMPROVED FLYER ATTACK



9 8
9 8

CD

+1 Att,
CD

DEVOURER



7	8
8	7
7	7

+1 Att

+1 Health

+2 Health

IMPROVED FLYER ATTACK



9 8
9 8

FSD

+1 Health,
FSD

LURKER



6	6
8	7
7	7

GS

GS

GS

INFESTED TETRAH



7	5
8	6
9	6

Kamikaze vs ground if
not destroyed first



+1 Att if => 1 support unit (x2)

SUNKEN COLONY



+2 Att on base vs ground (x2)

IMPROVED CARAPACE



+1 Health (x2)

GAMETE MEIOSIS

Hand limit +1, Recharge 1

PNEUMATIZED CARAPACE

Exceed attack limit by 3

ANY

STARCRAFT: TERRAN UNIT, COMBAT & TECH REFERENCE

BARRACKS

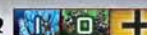
MARINE



5	4
5	5
5	5
6	4
6	6

w/ Ghost, +1 Att vs fly
w/ Firebat
w/ Ghost, +1 Att vs fly
w/ Firebat, Ghost
w/ Firebat

BUNKER



w/ Firebat, Ghost, +3 Health at base (x2)

STIM PACKS

1	1	7	3
7	4		

w/ Firebat

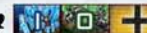
FIREBAT



5	5
6	4
6	6
6	5
6	6

w/ Marine, GS as below
w/ Marine, Ghost
w/ Vulture
w/ Vulture, GS as below
w/ Marine, GS vs Marine, Zealot, or Zergling

BUNKER



w/ Marine, Ghost, +3 Health at base (x2)

STIM PACKS

1	1	7	3
7	4		

w/ Marine

MEDIC



RESTORATION



Draw one additional Combat card

OPTIC FLARE



Reduce Att of opponent to 0 w/o support

HEAL



+2 Health for Marine, Firebat, Ghost (x2)

GHOST



5	4
5	5
6	4
5	6

w/ Marine, +1 Att vs fly
w/ Marine, +1 Att vs fly
w/ Marine, Firebat
w/ Vulture

BUNKER



w/ Firebat, Marine, +3 Health at base (x2)

LOCKDOWN



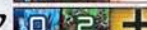
See card (x2)

NUKE



See Card

CLOAKING FIELD



w/ Wraith, Cloaking (x2)

FACTORY

VULTURE



6	5
6	6
5	6
7	7

w/ Firebat, Ground Splash vs Marine, Zealot, or Zergling
w/ Firebat
w/ Ghost
w/ Valkyrie, Siege Tank

SPIDER MINES

0	1	7	7
8	7		

Ground Splash vs Non-Detector

GOLIATH



6	7
6	7
6	7
7	8

w/ Valkyrie, +2 Att vs fly
w/ Wraith, +1 Att vs fly
w/ Wraith, +2 Att vs fly
w/ Siege Tank

CHARON BOOSTERS



Opponent must destroy 1 flying unit

SEIGE TANK



7	7
7	8
7	8
8	8

w/ Valkyrie, Vulture, +1 Health
w/ Goliath, +1 Att
w/ Battlecruiser
w/ Battlecruiser

SIEGE MODE

1	1	8	8
9	8		

GS, Collateral
GS, Collateral

WRAITH



6	7
6	7
7	8
7	7

w/ Goliath, +1 Att vs fly
w/ Goliath
w/ Battle Cruiser
w/ Battle Cruiser

CLOAKING FIELD



w/ Ghost, Cloaking (x2)

STARPORT

SCIENCE VESSEL



0	2
---	---

DEFENSE MATRIX



+1 Health where Science Vessel supports

IRRADIATE



+1 Att Ground/Fly Splash - see card (x2)

EMP SHOCKWAVE



Cancel reinforcement, +3 vs Archon or +1 vs Protoss (x2)

VALKYRIE



6	7
7	7
9	6

w/ Goliath, +2 Att vs fly, Fly Splash
w/ Vulture, Siege Tank
Fly Splash Damage

BATTLECRUISER



7	8
8	8
7	8
7	7

w/ Siege Tank, +1 Att
w/ Siege Tank, +1 Att
w/ Wraith, +1 Att +1 Health
w/ Wraith, +1 Health

YAMATO GUN

1	9	9
10	9	

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ANY



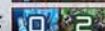
+1 Health, move 1 worker for vehicles (not Marine, Firebat, Ghost, Science Vessel, Medic x2)

SCANNER SWEEP



Return card to tech deck for Detector

IMPROVED REACTORS



Hand limit +1, Recharge 1 Reinforcement Technology

ZEALOT



5	6
6	7
7	5
6	6
5	7

LEG ENHANCEMENTS

Destroy one ground unit
(see card)

DRAGOON



6	6
5	7
7	7

+1 Att vs fly

+1 Att vs fly

SINGULARITY CHARGE +1 Att (x2)

DARK
TEMPLAR

6	7
7	5
7	6

+1 Att

+1 Att & +2 Health

SUMMON ARCHON 1 Dark Templars
> Dark ArchonHIGH
TEMPLAR

SUMMON ARCHON 2 HT > Archon

HALLUCINATION Cancel card,
play another(x2)PSIONIC STORM +2 Att, Detec-
tor, GS, FS(x2)

CORSAIR



7	5
7	8
7	6

+2 Health

+1 Att vs Fly

+1 Att vs Fly

DISRUPTIVE WEB Disrupt air
attack (x2)

REAPER



7	7
7	8
8	8
8	8

GS

INCREASED
REAPER
CAPACITY

9	7
9	8
10	9

GS, CD

GS, CD

GS, CD

SCOUT



7	8
7	8
8	7
7	7

+1 Att vs Fly

+1 Att vs Fly

ARBITER



7	8
7	8
8	7
7	7

CLOAKING Non-Arbiter gain cloaking

RECALL After moving: move 1
unit to planet w/ Arbi-

STASIS FIELD Attack = 0 (x2)

CARRIER



7	8
8	8
8	9
9	8

INCREASED
CARRIER
CAPACITY

9	8
9	9
10	9

ARCHON



8	8
8	9
9	8
9	8

GS

Ground/Fly Splash

Ground/Fly Splash

Ground/Fly Splash

DARK
ARCHON

MAELSTROM Prevent a mobilize

MIND CONTROL Mind Control

FEEDBACK Destroy 1 assist
unit (x2)

+1 Health (x3)

OBSERVERS Pay 1 gas for Detector

SHIELD BATTERY +2 Health on base (x2)

KHAYDARIN CORE Hand limit +1, Recharge 1

ANY

ZERGLING



4	5
5	4
5	5
5	6
6	3

METABOLIC BOOST

+2 Health if Zergling
attacks & killsBURROW 0 5
Cloaking 0 6

HYDRALISK



5	5
5	6
6	6
7	6

+1 Att
vs fly

LURKER ASPECT

Hydralisk > Lurker

BURROW 0 5
Cloaking 0 6

ULTRALISK



7	8
8	7
8	8

+1 Health

+1 Health

CHITINOUS PLATING

9	9
8	10

QUEEN

ENSNARE Detector, +1 Health,
opposing support is 0SPAWN BROODING Opponent destroy 1 unit
see card (x2)PARASITE INFEST COM-
MAND CENTER Detector, play card face up
Terran base > Infested
Com Center

DEFILER



PLAGUE Detector, GS/FS (x2)

CONSUME Destroy 1 unit => 3 cards

DARK SWARM Lose ground attack (x2)

BURROW 0 5
Cloaking 0 6

SCOURGE



7	5
8	6
9	6

Kamikaze vs fly if not
destroyed first

MUTALISK



7	6
7	7
7	8
8	7

GS vs Marine,
Zealot, Zer-
glingGUARDIAN AND
DEVOURER ASPECTMutalisk >
Guardian or
Devourer

GUARDIAN



7	8
8	7
8	8

IMPROVED
FLYER
ATTACK

9	8
9	8

CD

+1 Att,
CD

DEVOURER



7	8
8	7
7	7

+1 Att

+1 Health

+2 Health

IMPROVED FLYER
ATTACK

9	8
9	8

FSD

+1 Health,
FSD

LURKER



6	6
8	7
7	7

GS

GS

GS

INFESTED
TERRAN

7	5
8	6
9	6

Kamikaze vs ground if
not destroyed first

+1 Att if => 1 support unit (x2)

SUNKEN COLONY +2 Att on base vs ground (x2)

IMPROVED CARAPACE +1 Health (x2)

GAMETE MEIOSIS Hand limit +1, Recharge 1

PNEUMATIZED CARAPACE Exceed attack limit by 3

ANY

STARCRAFT: ZERG UNIT, COMBAT & TECH REFERENCE

SPAWN POOL

ZERGLING



4	5
5	4
5	5
5	6
6	3

w/ Hydralisk
w/ Hydralisk

METABOLIC BOOST

0	2
---	---

+2 Health if Zergling attacks & kills

BURROW

0	1
---	---

0	5
0	6

w/ Hydralisk, Defiler Cloaking

HYDRALISK



5	5
5	6
6	6
7	6

w/ Zergling
w/ Zergling
w/ Lurker, +1 Att vs fly
w/ Mutalisk

LURKER AS-

0	1
---	---

Hydralisk > Lurker

BURROW

0	1
---	---

0	5
0	6

w/ Zergling, Defiler Cloaking

ULTRALISK



7	8
8	7
8	8

w/ Guardian
w/ Guardian, +1 Health
w/ Guardian, +1 Health

CHITINOUS PLATING

1	1
---	---

9	9
8	10

QUEEN'S NEST

QUEEN



0	1	+
0	2	+
0	2	
0	2	

ENSNARE Detector, +1 Health, opposing support is 0 (x2)
SPAWN BROODING Opponent must destroy one unit - see card (x2)
PARASITE Detector, as defender opponent must play combat card face up
INFEST COMMAND CENTER Destroy 1 Terran base & replace with Infested Com Center

DEFILER



1	2	+
0	1	
0	2	+
0	1	

PLAGUE Detector, Ground/Fly Splash (x2)
CONSUME Destroy one unit or worker for 3 combat cards
PARASITIC SWARM Units lose ground attack - see card (x2)
BURROW w/ Zergling, Hydralisk Cloaking

SPIRE

SCOURGE



7	5
8	6
9	6

w/ Infested Terran, Kamikaze vs fly if not destroyed first
w/ Infested Terran, Kamikaze vs fly if not destroyed first
w/ Infested Terran, Kamikaze vs fly if not destroyed first

MUTALISK



7	6
7	7
7	8
8	7

w/ Hydralisk
GS vs Marine, Zealot, Zergling
w/ Devourer, GS vs Marine, Zealot, Zergling
GS vs Marine, Zealot, Zergling

GUARDIAN AND DEVOURER ASPECT

0	1
---	---

Mutalisk > Guardian or Devourer

GUARDIAN



7	8
8	7
8	8

w/ Ultralisk
w/ Ultralisk
w/ Ultralisk

IMPROVED FLYER ATTACK

1	1
---	---

9	8
9	8

w/ Devourer, Collateral Damage
w/ Devourer, +1 Att, Collateral Damage

DEVOURER



7	8
8	7
7	7

w/ Mutalisk, +1 Att
w/ Lurker, +1 Health
w/ Lurker, +2 Health

IMPROVED FLYER ATTACK

1	1
---	---

9	8
9	8

w/ Guardian, Flying SD
w/ Guardian, +1 Health, Flying SD

LURKER



6	6
8	7
7	7

w/ Hydralisk, GS
w/ Lurker, GS
w/ Lurker, GS

INFESTED TERRAN



7	5
8	6
9	6

w/ Scourge, Kamikaze vs ground if not destroyed first
w/ Scourge, Kamikaze vs ground if not destroyed first
w/ Scourge, Kamikaze vs ground if not destroyed first

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ANY



+1 Att if =>1 support unit (x2)

IMPROVED CARAPACE

1	1	+
---	---	---

+1 Health (x2)

SUMMEN COLONY

1	0	+
---	---	---

+2 Att on base vs ground (x2)

GAMETE MEIOSIS

0	2
---	---

Hand limit +1, Recharge 1 Reinforcement Technology

PNEUMATIZED CARAPACE

0	1
---	---

On attack, you may exceed unit limit by 3

MARINE



5	4
5	5
5	5
6	4
6	6

+1 Att vs fly
+1 Att vs fly

BUNKER



+3 Health
at base
(x2)

STIM PACKS



7 3
7 4

FIREBAT



5	5
6	4
6	6
6	5
6	6

GS as below

BUNKER



+3 Health
at base
(x2)

STIM PACKS



7 3
7 4

GS as below

GS vs Marine, Zealot, or Zerg

MEDIC



5	4
5	5
6	4
5	6

RESTORATION

Draw one additional
Combat card

OPTIC FLARE



Reduce Att of op-
ponent to 0

HEAL



+2 Health for non-
vehicle (x2)

GHOST



5	4
5	5
6	4
5	6

+1 Att vs fly
vs fly

BUNKER



+ 3 Health
at base
(x2)

LOCKDOWN



card (x2)

CLOAKING FIELD



(x2)

VULTURE



6	5
6	6
5	6
7	7

GS vs Marine, Zealot, or Zerg

SPIDER MINES



7 7
8 7

GS vs Non-Detector

GOLIATH



6	7
6	7
6	7
7	8

+2 Att vs fly

+1 Att vs fly

+2 Att vs fly

CHARON BOOSTERS

Opponent must destroy 1 flyer

SIEGE TANK



7	7
7	8
7	8
8	8

+1 Health

+1 Att

SIEGE MODE



8 8 GS, Collateral



9 8 GS, Collateral

VRAITH



6	7
6	7
7	8
7	7

+1 Att vs fly

CLOAKING FIELD



(x2)

SCIENCE VESSEL



6	7
7	7
9	6

DEFENSE MATRIX

+1 Health when
supporting

IRRADIATE



+1 Att Ground/Fly
Splash (see card x2)

EMP SHOCKWAVE



Cancel rein-
forcement, +3 vs Archon, +1 vs Protoss

VALKYRIE



6	7
7	7
9	6

+2 Att vs fly, Fly Splash

Fly Splash Damage

BATTLECRUISER



7	8
8	8
7	8
7	7

+1 Att

+1 Att

+1 Att +1 Health

+1 Health

YAMATO GUN



9 9
10 9

ANY



+1 Health, move 1 worker for vehicles

SCANNER SWEEP Ditch for Detector

IMPROVED REACTORS Hand limit +1, Recharge 1 card

ZEALOT



5	6
6	7
7	5
6	6
5	7

LEG ENHANCEMENTS

Destroy one ground unit
(see card)

DRAGON



6	6
5	7
7	7

+1 Att vs fly

+1 Att vs fly

SINGULARITY CHARGE



+1 Att (x2)

DARK TEMPLAR



6	7
7	5
7	6

+1 Att

+1 Att & +2 Health

SUMMON

ARCHON

AND

1 Dark Templars
> Dark Archon

HIGH TEMPLAR



6	7
7	5
7	6

SUMMON ARCHON 2 HT > Archon

HALLUCINATION



Cancel card,
play another(x2)

PSIONIC STORM



+2 Att, Detec-
tor, GS, FS(x2)

CORSAIR



7	5
7	8
7	6

+2 Health

+1 Att vs Fly

+1 Att vs Fly

DISRUPTIVE WEB



Disrupt air
attack (x2)

REAPER



7	7
7	8
8	8
8	8

GS

INCREASED

REAPER

CAPACITY

GS

9 7 GS, CD

9 8 GS, CD

10 9 GS, CD

SCOUT



7	8
7	8
8	7
7	7

+1 Att vs Fly

+1 Att vs Fly

ARBITER



CLOAKING Non-Arbiter gain cloaking

RECALL After moving: move 1
unit to planet w/ Arbi-

STASIS FIELD



Attack = 0 (x2)

CARRIER



7	8
8	8
8	9
9	8

INCREASED

CARRIER

CAPACITY

9 8

9 9

10 9

ARCHON



8	8
8	9
9	8
9	8

GS

Ground/Fly Splash

Ground/Fly Splash

Ground/Fly Splash

DARK ARCHON



8	8
8	9
9	8
9	8

MAELSTROM Prevent a mobilize

MIND CONTROL



Mind Control

FEEDBACK



Destroy 1 assist
unit (x2)



+1 Health (x3)

OBSERVERS

Pay 1 gas for Detector

SHIELD BATTERY



+2 Health on base (x2)

KHAYDARIN CORE

Hand limit +1, Recharge 1