



Jump by dragonjek
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Before the End War that threatened the survival of all life in the universe, there was the Great War; the first conflict where Terran, Zerg, and Protoss met one another in battle. Welcome to the Koprulu Sector.

The year is 2493, and the Great War is still six years away. The Guild Wars ended just a few years ago, and are fresh in the minds of many. The Confederacy of Man continues to perform a host of atrocities outside of the sight of the common man, but people are becoming increasingly aware that something is rotten in the Confederation. Rebellion boils just beneath the surface, especially in the outer reaches where the Confederates have a less active military presence.

But what the people are wholly ignorant of is that the Confederation has discovered a hostile alien species, and has suppressed knowledge of their existence. The first forays of the Zerg Overmind have already reached human-

controlled space, and—lacking the support from the larger Swarm—were captured and experimented on by the Confederation. But the Overmind has been aware of mankind for decades, and the infestation that the Confederacy stopped was nothing more than a light, exploratory touch before the arrival of the true Zerg Swarm, some scouts of which have already set up secret infestations hidden away on fringe Terran worlds.

The Protoss of Aiur, for their part, have distantly and secretly watched over humanity, their laws forbidding interference and their opinion of the short-lived and violent species rather poor. But in a few years they will discover the Zerg probes, and act to purify all who have been infested by their touch before the Zerg plague can spread any further, resulting in the destruction of the Confederation colony of Chau Sara, and kicking off the Great War.

But even as these three forces ready to vie for control over the sector, the distant planet of Earth—now under the control of the United Earth Directorate—has not forgotten them, and once the fighting begins will send an expedition to reclaim the Koprulu Sector and bring it back under Earth's control.

All of which plays a part in the scheme of the shapeshifter who will soon be known by the name "Samir Duran".

You probably won't have to worry about anything involving Amon; the Second Great War and the End War would normally begin after you've already left this jump. You have **+1000 CP** with which to prepare for your time in this universe.

ROLE

What do you expect to be in your time in this world? This doesn't behold you to play into your role, but it will decide some of your future discounts. Examples listed under each role are just that; examples, and not intended to be the end-all, be-all of what you are able to become.

Noncombatant:

You intend to take part in the war through means other than violence. As a Terran, you could be a dropship pilot, a medic, or even an ordinary civilian. As a Zerg, you could be in charge of transportation or Hive maintenance, and not intended to

direct or enter combat yourself. As a Protoss, you could be a member of the Khalai Caste (not to be confused with Khalai, the followers of the Khala), or a civilian amongst the Dark Templar.

Soldier:

You intend to take part in the war by kicking ass and taking names. Regardless of if you are a Terran, Zerg, or Protoss, you are one of the warriors who will define the upcoming conflict.

Scientist:

You intend to take part in the war by providing research. As a Terran, you could be one of the scientists studying psionic phenomena or the alien Zerg that the Confederacy has captured. As a Zerg, you could be an organism meant to study the genetic information of other species to find sequences that could be of use to the Swarm.

Specialist:

You intend to take part in the war by either weakening your enemies or sneaking about. As a Terran, you could be a member of the Confederate Ghost program (or an escapee from it). As a Zerg, you could be something along the lines of a Lurker, Queen, or Defiler. As a Protoss, you might be one of the Dark Templar or High Templar.

Commander:

You intend to take part in the war by giving orders. As a Terran, you could be a Confederate Magistrate or a UED Captain. As a Protoss, you could be one of the Templar's Executors. As a Zerg, you could be a Cerebrate.

SPECIES AND ORIGIN

Each of the three races has three origins for you to choose from. Any origin may be taken as a drop-in, and you can choose any age or sex appropriate to your species (if applicable). Humans are likely between 18 to 40, Zerg are freshly born—yet already at full strength—and Protoss will likely have accrued centuries to their name. If you are a very young Protoss, you might be mere decades old.

Terran (Free):

“Good evening, Magistrate.”

Good old humanity has taken on the name of the “Terrans” this time around, although terms like “humanity” and “mankind” are still in use alongside it. Long ago, the then-government of Earth sent great supercarriers full of prisoners, fertilized embryos, and animal species to colonize a foreign world; due to an error, they missed that planet, and each surviving supercarrier landed on a different planet in the Koprulu sector, forming different governments—the most notable of which formed into the Confederation of Man.

Terran military doctrine focuses on defense and maneuverability; they’re the only faction capable of repairing their structures in the field or with dedicated medic units, and many of their production facilities are capable of flight. The origins for the Terrans are based on your **Affiliation**.

The Confederacy of Man:

The Confederation may not be perfect, but it’s kept humanity together this long, and is the rightful government of mankind in the Koprulu Sector (ignoring the Umojan Protectorate and the Kel-Morian Combine). You begin on the planet Tarsonis, the Confederate capital.

The United Earth Directorate:

You’ve sided with the true leaders of humankind. Once the United Powers League, they rebranded themselves as the UED when their observations of the exiles in the Koprulu Sector revealed the existence of the Protoss and Zerg. The Directorate is more technologically advanced than the Confederation of Man—although the UED Expeditionary Fleet that will be heading out to Koprulu in 2499 will leave behind their “big guns”, for some reason, and will prefer to make use of locally-sourced equipment. The Directorate has committed a host of atrocities that matches anything done by the Confederacy of Man, but it’s not like you’re responsible for that. But you may be responsible for their future wrongdoings, as events and circumstance will coincide to ensure that you are onboard the Expeditionary Fleet that will be sent to pacify the Koprulu Sector. You start off on Earth.

The Sons of Korhal:

The Confederation is rotten to the core, and its high time the government gets replaced. You are a member of one of the anti-Confederacy groups labelled as “extremists” or “terrorists” by the Confederates, known as the Sons of Korhal, or who at least leans that way when it comes to politics. Your organization was named after the planet that the Confederacy ravaged with nuclear hellfire for daring to object to the cruelties of Confederate rules. That said, you could be someone on one of the fringe worlds who just holds views that something needs to change, but hasn’t acted on it, or you might be a full-fledged member of the resistance movement. You begin on one of the fringe worlds of the Confederacy of Man, such as Mar Sara.

Zerg (-200):

“Awaken, my child, and embrace the glory that is your birthright.”

The Zerg are a race created by the ancient Xel’naga that resembles a terrifying mixture of bug and reptile, all connected by a hive-mind and ruled by the entity known as the Overmind. This mental colossus is the very center of the Swarm itself, and is connected to and present in every Zerg, all of whom act according to its will. You will possess an unprecedented degree of independence from the hive mind, but it will always be present in this world if you but reach out to it. The Zerg come in manifold forms, consuming species for their DNA to create new types of Zerg and to evolve existing strains to new heights. They have no mechanical technology, and everything they achieve they do via biological means.

Zerg “military doctrine”, if you can call it that, is based on swarming tactics, as they can afford to sacrifice their units; the rank and file of the Zerg are nearly mindless beings only given consciousness by the hive mind. Still, while they can afford losses, every unit that isn’t killed will fully recover from its wounds, as all Zerg units and structures possess a notable healing factor. The origins for the Zerg are based on your **Purpose**.

Command Brood:

Perhaps that’s a misnomer; your brood does not command others, but is instead there to protect the true commander of the Swarm; you guard the Overmind, and serve to carry out its will. In addition to protecting it, you are also responsible for searching for new species to assimilate. You start onboard one of the biological vessels of the Zerg, on route to the human’s Confederation.

Attack Brood:

Everything you need to know is in the name. Once enemies are identified, your brood is deployed to wipe them out, and absorb their genetic essence for the sake of the Swarm. You are presently on one of the biological vessels used by the Zerg, traveling to the Confederacy of Man.

Queen's Brood:

Interesting... you shouldn't exist yet. The truth is, humanity is hardly of any use to the Zerg, and lacks biological uniqueness that would be helpful to adapt into the swarm... except for one thing. Humans have psychic potential, and some rare humans have exceptional potential beyond even most protoss. With the biological manipulations of the Zerg, that potential could explode beyond reckoning, into a true powerhouse of psychic might, under the control of the Swarm. If you have **Psionic Capacity**, then this may very well be you, should you choose to be an infested Terran, in which case you are the leader of this brood. Otherwise, the Overmind will have yet to obtain a specimen with sufficient psionic prowess to be worth infesting, but it knows it will find one—and it has made you to guard and serve the one that will become its favored child. You were created early to give you the experience you need before eventually being entrusted with your charge. You are on one of the living ships used by the Zerg, heading towards the territory controlled by the Confederacy.

Protoss (-400 CP):

"En Taro Adun, Executor."

Another species created by the Xel'naga, they are a refined and erudite people who revere peace... as long as you agree with them about what society is supposed to be like, at least. They are larger and stronger than a Terran, and they all possess psychic abilities in excess of what all but the most powerful Terran psychics could hope to muster. The Protoss are extremely long-lived, but are slow to reproduce, and are by far the least numerous of the factions at play in the Koprulu Sector, although their technology is so advanced that only the Xel'naga themselves can claim to be their betters.

Protoss military doctrine is focused on overwhelming might. Their technology, their biology, and their psychic powers are all superior to the other factions, and

they are the only race to have mastered plasma shield technology. Their units and buildings are all protected by these shields, which combined with their incredible firepower makes any battle of even numbers a decisive victory for the Protoss. The origins for the Protoss are based on your **Allegiance**.

Templar:

While the term “Templar” can refer to the specific caste, it is also a term used generically for the Khalai as a whole (which, confusingly enough, is ALSO the term for a specific caste, which stands below the Judicators and Templar). The Khalai are those protoss who follow the Khala; a form of psychic unity with their fellows, allowing for interconnectivity between people while retaining their individual minds. The Protoss Empire is exclusively made up of the Khalai (again, not referring to the caste). You begin on the homeworld of the Protoss, Aiur.

Dark Templar:

Not all were willing to become one within the Khala. Those who refused to join, believing it infringed upon their individuality, were known as the Dark Templar, or the Nerazim. They are widely believed to have been exterminated by the great hero Adun, but he secretly aided in their escape from Khalai prosecution. They live still, hidden away through secretive psychic powers born from the Void. You start on the planet Shakuras, the world the Dark Templar claimed as their own after escaping Templar persecution—although their hearts still yearn for Aiur.

Tassadar:

In the future, this allegiance would be known as the Daelaam, but they do not yet exist; they are the dream of a “unified Protoss”, first envisioned by Tassadar, although not by that name. But in the current day, Tassadar has yet to make contact with the Dark Templar, and there are none, save for a few hopeful Nerazim, who dare to imagine that the Templar and Dark Templar can again become a single people. Except for you. You may start on either Aiur or Shakuras.

PERKS

Perks are discounted towards the appropriate role and origin. Discounts are 50% off, except for 100 CP perks, which are instead free. Numerous perks have additional effects that target your subordinates or followers; the owner of the perk does not benefit from these effects.

GENERAL

Adapted to War (Free):

War never changes; the survivors are always scarred, in body and in mind. This won't help you on the physical side of things, but it does ensure that you will always process stress and trauma in a healthy manner, without any psychological scarring or mental disorders resulting from your experiences.

Radio Free Zerg (Free):

You may at any point allow your life to be accompanied by the StarCraft soundtrack, and may mentally "tune in" to different songs. Turning this off is as simple as desiring the music to go away.

Immune to Infestation (Free):

It is very, very easy for the Zerg's hyper-evolutionary virus to infect people and spread, and the Zerg's biology changes and adapts to anything that would normally be used to treat disease, meaning that it has no cure. To prevent your chain from ending in a terrible and inglorious fashion, you are now given an immunity to the hyper-evolutionary virus, as well as to similar means of infestation and infection you may find in other worlds. Not ordinary diseases, but zombie viruses, parasites, and the like.

Psionic Capacity (-100 CP): [first purchase free to Protoss]

You are one of the lucky/unlucky individuals to possess psychic abilities, giving you **+400 Psi-Points** and access to the **Psychic Powers** section of the jump. You may take this perk multiple times, each time giving access to an additional **+200 PP**.

Technological Advancement (-600 CP): [Discounted to Terrans]

The greatest advantage Terrans have is their capacity for progress. Their technology is less than that of the Protoss, but they are always making new discoveries; although the Zerg are always evolving to be better, they fail to utilize

equipment and vehicles, the machines that have allowed the Terrans to keep a place for themselves even in this war-torn sector. When you make a machine, you will always be able to find ways to improve the next version that you create. What's more, as long as there is something new to be discovered, you will have a far easier time dissecting the technologies and biologies of those who are more advanced than you, providing more fuel for scientific and technological progress.

Hive Mind (-600 CP): [Discounted to Zerg]

What keeps the Zerg unified is the hive mind that connects them all, from the lowliest Larva to the Overmind Itself. It allows for instant communication across vast distances and permits greater coordination than more single-minded species could imagine. But most impressively, is that the hive mind retains the consciousness of those who are a part of it, even if their physical body dies, allowing them to be physically incarnated once more.

You are now the head of your own personal hive mind. Any followers you possess are automatically assimilated into this, and you can extend the invitation to join your hive mind to any sapient being. There is no physical change from joining, and individuals retain their free will and individuality, although you have the ability to perceive the world through their senses if you desire to do so. If anyone in your hive mind dies, their thoughts will be preserved in the Hive Mind, and with an exertion of will on your part you can create a new body for them. However, due to certain limitations resulting from your nature as an interdimensional being, any given individual in your hive mind can only be resurrected in this fashion once every 10 years or once per jump, whichever comes first, until such time as you achieve your Spark. Once you have your Spark, this limitation will be removed.

The Merging Is Complete (-600 CP): [Discounted to Protoss]

When High or Dark Templar face a threat they cannot defeat alone, they have a last resort; fusing with an ally into an Archon or Dark Archon. These beings are a gestalt psionic consciousness containing a vast reserve of psychic power, as though each Protoss making up the fusion were multiplied by one another; however, this comes at a cost. Like a flame burning tinder, the archon will soon consume the fuel which empowers it, and they can last only a single battle before their life is extinguished.

Whenever you are a component of any sort of “fusion”, you can either allow your consciousness to be combined with the other components, or take control of the result while retaining your mind—able to dip into the minds of the other components for information or skills, but not changing your consciousness or suffering any manner of ego death. Furthermore, even if it would otherwise be permanent, you are always able to bring an end to any fusion or combination you are a part of. As a part of this, even if the fused body you are in is killed, you will still survive, being ejected from the fusion at the very last second.

NONCOMBATANT

Not a Statistic (-100 CP):

There are a number of barbarous acts committed by leaders against their own people in this universe, be it the Confederation destroying an entire colony to hide the presence of the Zerg, abandoning a colony to be wiped out rather than admitting to their mistakes, or the Sons of Korhal deliberately leading the Zerg to a planet full of civilians in order to harm the Confederacy.

But somehow, such atrocities seem to just... miss you. You might have a sudden and inexplicably powerful urge to take a vacation off-planet before your government uses your world as a testing grounds for their alien weapon. An evacuation center might be set up right outside your home. Circumstances will align so that this sort of act committed by those who are supposed to protect you somehow becomes survivable for you.

Prime Salvage (-200 CP):

All sorts of fancy military tech gets blown up whenever two factions engage in combat. But not all of that machinery is reduced to useless smithereens; to an enterprising mind, there's good value to be found in the wreckage of battles. You have spectacular luck when it comes to finding usable and sellable parts in the aftermath of combat, be it a nearly-intact tank that could be repaired into combat readiness, or chunks of a ship that can be carved away to reveal the valuable components inside. In fact, you could recoup nearly a 1/3rd of the monetary value of all the machines that were destroyed in any given battle, if you take the time to search through it all.

Low Priority (-400 CP):

Normally, it's only good tactics to target the healer or similar vital support units... but not when it comes to you. As long as you don't raise arms in opposition to your enemies, they won't attack you, instead focusing on those of your allies who are actively trying to fight against them. Acts in support of these allies, such as healing them, won't increase your priority value—but if you actively fight against your enemies, such as by using an optic flare, then the effects of this perk are eliminated for that engagement.

Where Does It Hurt? (-600 CP):

You are an excellent medical practitioner, trained in all—yes, all—of the medical practices known in the late 25th Century. What's more, you have a preternatural ability to diagnose injuries and illnesses just by seeing someone, and will always know the exact steps to take to take care of those wounds and illnesses that you can accomplish with the means available to you. When you perform surgery, there is no chance of infection, and your transplants never experience any sort of rejection of the new organ. Any medical technique that affects one species, you can adapt to service any other species with equal effectiveness. Furthermore, if you have any objects or abilities that apply a healing effect, you are able to use that power to “heal” objects and machines, as well.

SOLDIER

Combat Expertise (-100 CP):

Power armor is an undeniable advantage in combat that allows an ordinary human to survive battles against the monsters that the upcoming war will set them against, but that doesn't change that fighting in power armor and without are two very different activities. Fortunately, you'll find that you have an instinctive understanding of how to move and fight in bulky equipment like power armor, and are able to bring your full fighting skills to bear while armored, regardless of what type of armor it is.

Speaking of fighting, that's something you're actually good at. You have extensive training in using all of the weapons available for use in this era, from your faction or otherwise, and your CQC is good enough to see you overcome physically superior opponents. You excel in the use of any natural weapons you may have, and stand head and shoulders above your fellow warriors in terms of your skill.

Vehicular Mayhem (-200 CP):

Individual warriors may make up the rank and file that do the most fighting, but it's vehicles that make the biggest impact in a fight. You are a driver and pilot of surpassing skill, able to control a vehicle with as much (or even more!) dexterity, coordination, and finesse as you could your own body. You could spin a Siege Tank on a dime, put a Scout through aerial acrobatics that your fellows would swear were impossible, and in your hands an ordinary Dropship could dodge missiles. Your accuracy in a vehicle is amazing; if it's in range, you'll hit it on the first try, even if you're shooting an arcing projectile like that of a deployed Siege Tank.

Zerg aren't missing out on this; in any sort of bestial or non-humanoid form you might take, you will find that this degree of precision and control translates perfectly to your body and enabling you to perform near-impossible maneuvers.

Fight Forever (-400 CP):

Bullets aren't a limitless resource. Psychic power can run dry. The body can only produce so much acid at once. And, of course, sleep is always a necessity. There are many things you can run out of that could inhibit your ability to keep fighting. For that reason, you will now never run dry. You will always find more ammunition on your person, your energy reserves will never run out, your hunger will never reach the point that it debilitates you, dehydration will never harm your body, sleep becomes purely optional, any biological weapons your body is capable of producing can be created in seemingly limitless quantities, and your vehicle always seems to have enough fuel in it to function.

Hero Unit (-600 CP):

Some people are just *more*. They're better than their fellows. These are heroes—people like you. You find that you can survive injuries that would kill ordinary members of your species, and that should be the death of you; even when you are injured, you seem to take less damage than you otherwise should. When you attack, you inflict more harm than other people do, even using the same weapons as them. The distance at which you can use ranged weapons is increased, reaching 50% farther than the weapon could normally fire, while in melee combat you can swing your weapons 50% faster than you really ought to.

This effect also extends to any vehicles or mounts aligned with you that you find yourself aboard.

SCIENTIST

Clear Minded (-100 CP):

Many things can influence the decision-making process. Excitement over a new discovery, fear of the monsters you study, moral qualms over experimenting on children. It's a good thing you have complete control over how much your feelings influence the rest of your mind; otherwise, who knows what foolish decisions you might make in a moment of emotional weakness.

Engineering Expertise (-200 CP):

Alright, so maybe engineering and science aren't the same thing, but it still makes things a lot simpler when you know both. You understand how to repair and maintain all of the technology within the StarCraft setting, whether it be the phase-smithing of the Khalai or the advanced engineering of the UED. However, this does not come with the knowledge of how to *create* these devices, which will need to be learned elsewhere.

Furthermore, you are now capable of directly observing a given subject's genetic code simply by making contact with them.

Psi-entist (-400 CP):

You have a deep-set understanding of the scientific principles behind this universe's psychic phenomena, but are especially educated in the technology behind the Psi Emitters and the Psi Disruptors, to the point that you can vary this technology to adapt to different energies, different settings, and different species.

Psi Emitters were designed to broadcast the alpha waves of human psychics, creating a light-years-wide broadcast that lured in the Zerg, reducing the Swarm to the pursuit of a single objective. Psi Disruptors were used to break up the psionic link connecting the Zerg as part of the hive mind, turning the Zerg wild and uncontrolled, and no longer capable of the coordinated attacks that so often brought low their enemies.

With your understanding, you could create variations of the Psi Emitters that lured in any single type of entity sensitive to supernatural energies; you could create Psi Disruptors that interfered with the use of a certain kind of supernatural energy at all. Given a decade or more of research, you could even create a Psi Destroyer,

capable of projecting a field that can attack entities through their supernatural powers, utilizing them as a vector to destroy a target on the cellular level.

A Mind for Science (-600 CP):

To begin with, you now have infinite storage in your memory, without increasing your brain size. Your memory is also perfectly indexed, and you can instantly retrieve any information stored within. This is going to be important, because now you also possess the complete scientific and technological knowledge of your faction. This has separate effects depending on who you are. You can purchase this perk multiple times; to take a version other than your own species, that's an additional undiscounted **-200 CP**.

Terran:

As a Terran, you now have the full scientific knowledge and technical blueprints that can be found in any territories run by humans; the United Earth Directorate, the Kel-Morian Combine, the Confederation of Man, and the Umojan Protectorate all have their technological secrets revealed to you. Whenever you observe a malfunctioning machine, you will always understand the cause of what is wrong with it, and how to fix the problem.

Zerg:

As a Zerg, you have been provided the complete genetic information of every life-form the Zerg have ever encountered, including all forms taken by the Zerg themselves. Furthermore, you are now capable of manipulating genes via physical contact.

Protoss:

As a Protoss, your mind now contains the comprehensive scientific and technological knowledge that has ever been discovered by the Protoss Empire or by the Dark Templar. Additionally, you now have the ability to transmit your scientific and technological knowledge to other people; although keep in mind that others won't necessarily have your memory storage space, nor the processing ability to handle large amounts of information at once, so this is best done with smaller chunks of knowledge at a time.

SPECIALIST

Trustworthy Face (-100 CP):

Maybe it's your face, maybe it's just something about you that can't be explained, but people tend to trust you. You could claim to be an ex-Confederate with an axe to grind against the Dominion of Man, and the UED force would happily accept you into their ranks. Occasionally, people might not fall prey to this ability, but it is almost universally effective on people who are leaders of some sort.

Sharp Eyes (-200 CP):

Or maybe more than your eyes? You are capable of detecting "cloaked" individuals. Invisible, shrouded from sight via the Void, or even simply buried and hiding underground—before your senses, all of these can be seen quite clearly.

Deceit and Trickery (-400 CP):

Your ability to lay traps and exploit the mind of your enemy is of surpassing skill that broaches into the supernatural. It's not quite that people stop thinking when you try to deceive them, but it would be easy to assume that they did. Even people who should know better tend to stumble into your traps, and should you be capable of psychic abilities, the illusions you can form are of such high quality that it's impossible to distinguish them from the real thing.

Gone With the Wind (-600 CP):

You have superlative skill in two things; infiltration, and exfiltration. You might not be able to directly turn yourself invisible, but your stealth skills are so extreme that people could be forgiven for thinking that you could. You know how to bypass all kinds of locks—all kinds, no matter what technology is used to make them—and can hack into any sort of computer system.

When it comes time to leave, circumstances align to make your escape all but inevitable. Indeed, even if they knew you were there, it would be easy for friend and foe alike to never realize the moment when you left.

COMMANDER

The Basics of Leadership (-100 CP):

You have an excellent understanding of all of the facets of leadership, from playing politics to military maneuvering. Your grasp of tactics, strategy, and logistics is profound, and your ability to extract the most use out of even the smallest of

advantages is incredible. You are always aware of how many resources you have at your disposal, from the number of men serving you to the units of vespene gas you have to work with.

Micro/Macro (-200 CP):

Communication is important in all relationships, including that between commander and soldier. You are capable of communicating with any of your underlings at a distance, either individually or by addressing them in groups, and at your discretion may hear their responses in turn. Furthermore, if they would obey your orders in the first place, then they will be capable of hearing your orders, processing them, and making the decision to act on them in an instantaneous process. The moment you tell your soldiers to move, they will move.

Lifting the Fog of War (-400 CP):

A commander can only be as good as the information they have to work with. When you have subordinates, you are capable of perceiving the world around them—all of them, and even the buildings that are created or operated by people subordinate to you. This incredible awareness will not tax your mind, and you will be capable of processing this information without difficulty, although you are only capable of paying attention to parts of it at once.

We Require More Vespene Gas (-600 CP):

When your subordinates store any sort of resource for you and your faction, such as minerals or vespene gas, they come under your control; you will find yourself capable of transferring these resources to any other location that is under your command. This happens instantaneously and without any outside signifiers that this has occurred, other than the objects disappearing and reappearing at the targeted location.

Furthermore, when you research new gadgets or create new evolutions for your units, you are capable of distributing them across all of your relevant subordinates immediately. This bypasses the process of individually bringing in all of your units for retrofitting or evolving mutations separately for each one of your Zerg.

THE CONFEDERACY OF MAN

Where Your Loyalties Lie (-100 CP):

That's the problem with those damn fringe world yokels, they don't know where their loyalties lie! But you know. You can tell with a glance who someone's ultimate allegiance lies with, and will always recognize when someone is inclined towards betraying the cause you fight for. This effect is based on seeing someone, but not on line of sight; you could tell from a video conversation what they were like.

And loyalty is something that will always be an advantage for you. If someone who works under you is loyal to you and your cause, that individual becomes capable of pushing themselves harder than they would ever have imagined possible. They won't possess limitless reserves of stamina, but they could fight at peak capacity long past the point that other marines would be dropping from exhaustion.

Safe Stimming (-200 CP):

The life expectancy of the average Marine in combat can be measured in seconds. To increase the chances of survival, it is an extremely common practice in the military for infantry to make use of stimpacks. A stimpack injects a cocktail of drugs into a soldier's veins, boosting their speed and reflexes. However, it has consequences for the soldier's health, causing addiction, weight loss, hemorrhaging, and cellular degradation.

For other people, at least. You don't suffer any negative consequences from the use of stimpacks—hell, from any drug you take. You could inject yourself with every drug you could find, and there would never be any negative side effects or interactions with one another, nor risk of overdosing.

Although the units that follow you might not need to hit the stimpacks as often as others do; anyone who is subordinate to you will be able to make their attacks at +25% improved speed—which will also boost the rate at which weapons can fire and be reloaded.

Secret Experiments (-400 CP):

If people had known the full extent of what the Confederation had done, it's likely that the Sons of Korhal would have taken over years ago. But the secret experiments on psychic children and on the Zerg, the colonies sacrificed—these and more atrocities were covered up well enough that the average citizen knew

nothing about it. It was a skill the Dominion of Man shared as well, after it replaced the Confederacy with a new flavor of tyranny.

Your secrets will never be aired to the public so long as you wish them to be kept hidden. Oh, it's possible for your secrets to be uncovered—for instance, by a resistance movement against your government—but none of their attempts to make this information widespread will take root. People will disbelieve them, errors will crop up in their attempts to put the information online, and circumstances will align to make spreading rumors impossible. This doesn't guarantee the nation will have a good opinion of you, nor does it prevent your enemies from convincing *individuals* of your actions, but at least your dirty little secrets will never pose a problem for you in regards to the public opinion.

And it seems like you have benefitted from some of the Confederacy's experiments; or more accurately, your men have. Anyone who is subordinate to you will experience an increased defense, lessening the severity of all wounds they experience by 30%.

THE UNITED EARTH DIRECTORATE

Both Eyes Open (-100 CP):

It is a terrible thing to unleash the Zerg upon one's fellow man, yet this was the very plan of the UED; to subjugate the Zerg into glorified attack dogs. And yet, Admiral DuGalle did not allow himself the luxury of self-delusion, but instead looked at the detestable actions he undertook, and accepted them as necessary... or at least, necessary to fulfill his goals.

You have been forevermore denied the ability to believe the lies you tell yourself. You possess a complete understanding of your own mind and motivations, and can always objectively look at your own actions and see how monstrous they are. This doesn't mean you'll care—but you won't trick yourself into thinking your atrocities are anything less than they actually are.

Although it seems your men took the phrase a little more literally than DuGalle intended; your subordinates and followers possess exceptional visual acuity, able to see with clarity for twice as far as a normal member of their race could, but without losing any details when looking at something close to them.

Stealing the Fleet (-200 CP):

Despite holding the technological advantage over the Terrans in the Koprulu Sector, the UED decided not to send their more advanced vessels and weaponry on the expedition to dominate the sector—which ultimately forced Admiral DuGalle to raid the shipyards of the fledgling Terran Dominion, commandeering a number of Battlecruisers for their own use.

Once you're inside a vehicle, the obstacles that would prevent you from piloting it cease to be a problem. If it requires keys or a password, you can bypass that. If the control scheme is different due to centuries of technological drift, you will understand how to adapt your knowledge of driving to using the strange controls. If there aren't enough people to pilot the vehicle, you'll somehow be able to manage it on your own.

Your subordinates possess increased skill when it comes to the operation of vehicles; they experience increased effective and maximum attack range by +30%, and never seem to require refueling.

Dearest Helena (-400 CP):

Unless you change things, not a single UED ship will survive to return to Earth; they will not be left even the dignity of a defeated soldier, but be hunted down like dogs by the Zerg as they flee from the Koprulu Sector. Admiral DuGalle, consumed by his own failures, will commit suicide before the Zerg even reached his ship.

That will never happen to you. So long as your enemies possess some modicum of consciousness—even the driving will of a hive mind—you will always be permitted to flee from battle. So long as you are only trying to escape, and not to strategically reposition yourself or fall back to where allies can help you fight, you and yours will never be chased down and killed when you make your retreat.

Your soldiers seem to have taken after your desire to live; your subordinates are capable of surviving wounds that should have been lethal; anything less than an instantaneous kill will be a wound that they can eventually recover from, given time and healing.

THE SONS OF KORHAL

The Hero Arrives (-100 CP):

You look good saving people, and the people you rescue have a marked tendency of going out of their way to help you in what ways they're able. Why, if you rescued a colony from Zerg, many of its people might be willing to join your rebellion out of gratitude. So long as you act like a hero, people will treat you like one.

All too often, the help people need is to be relocated from someplace under attack to literally anywhere else. Fortunately, your people are well-equipped to take care of that; any "transport" vehicle that you own or that is operated by people under your command will be able to fit 50% more people or cargo than it would normally be capable of, even given its space and mass constraints, without compromising its ability to function. Such transports also move 15% faster, and become sufficiently resistant that they can endure 20% greater damage before being destroyed.

Elite Allies (-200 CP):

Although that the Sons of Korhal survived for as long as it did is a testament to the leadership skills of Arcturus Mengsk, non-stop success the rebellion experienced in the last days of the Confederation's reign could be placed squarely upon the shoulders of the elite commanders he had gathered to his side. Sarah Kerrigan, Edmund Duke, James Raynor, the Magistrate of Mar Sara... without help from luminaries such as these, even Mengsk's brilliant leadership wouldn't have been enough to topple the Confederacy. But he did have such aid... and soon, you will too. Fate almost stumbles over itself giving you opportunities to recruit powerful and skilled individuals into whatever organizations you are involved in.

Not that you necessarily know this before you recruit them—Mengsk surely wasn't expecting the Magistrate of Mar Sara to have such potent military acumen when they were recruited into the Sons of Korhal. But as long as you don't close your eyes to the opportunities that come your way, you are bound to recruit a diverse and talented team capable of confronting any problems that the galaxy throws at you. Just... don't throw them aside if they disagree with you, alright?

Of course, if they make up your leadership, there should actually be something special about them, right? You'll find that your command units and "elite" soldiers

have qualities about them that simply make them better than ordinary soldiers. Even wearing the same armor as everyone else, your elites will take less damage. Even using the same weapons as your other units, your elites will cause more than twice as much harm as the weapon ought to do. Furthermore, it seems to take five times as much physical trauma to kill them as it does a “regular” soldier. This effect also applies to vehicles driven or piloted by your elites.

Toppling Tyrants (-400 CP):

When it comes to fomenting unrest and inspiring rebellion, there’s nobody as capable as you. You can find even the tiniest ember of discontent in the populace, and you can fan the flames like no one else. This won’t do anything if the people are happy with the current state of affairs... but if they aren’t? It would take you only a matter of days to push an entire planet into open revolt, such is your mastery of speechcraft and your means of spreading information. When you speak, bustling crowds hush; when you rally the people, they gather to your banner; when you spit vitriol, the people grow enraged with you. You have your fingers on the pulse of the people, and can pluck at their heartstrings with the same ease as a violinist playing their instrument.

Your speeches have stirred more than the rebellious spirit of the populace, but also inspired your own men. People under your command are filled with passion for their job, allowing them to perform special actions in only 75% of the time it would normally take to perform them. Battleships fire their Yamato Guns faster, Siege Tanks transform into and from siege mode at an accelerated rate, abilities activate more swiftly, weapons reload faster—it doesn’t outright make them move or attack any quicker, but everything else? You’ll be surprised by how swiftly they can perform.

COMMAND BROOD

Baelrog’s Savagery (-100 CP):

The Baelrog Brood is known as the most vicious and brutal of the many Broods that make up the Swarm. So terrible were they that even other Zerg were discomfited by their presence, not helped by the brood-wide predilection towards cannibalism. You can draw upon this same savagery, allowing you to inspire terror in anyone who sees you fight. Even the most monstrous and battle-hardened of enemies will feel fear grip their hearts at the bloodlust and brutality you display.

Your brood shares in capacity for violence, though it displays it differently. Your followers excel at taking even small advantages and turning that into a way to inflict further damage. In short, the more damaged an enemy already is, the more harm your units will inflict upon it. Every scratch adds up, making the next injury more debilitating, and more easily allowing hordes of weaker units to tear down those who would otherwise stand above them.

Hunting with Fenris (-200 CP):

One of the smallest broods, the Fenris Brood nonetheless played an important role in the Swarm; finding new lifeforms and biological distinctiveness to assimilate into the Swarm. Without the Fenris Brood, many of the iconic strains prevalent in the modern iteration of the Swarm would never have been created. You have developed a sixth sense for the presence of that which would be interesting to you—or rather, that would be interesting if you knew about it. Whether it be knowledge to discover, secrets to unravel, individuals to assimilate, or simply rare creatures with something to offer the Swarm, you will have an easy time finding that which piques your interests.

Besides finding new additions to the Swarm, the Fenris Brood was also renowned for being the best at hunting down enemies; so too are your own followers. Any units you possess have an unnaturally easy time tracking down their enemies, even being capable of following them through space and stranger places should the need arise. The more time spent tracking a particular target, the faster your followers will become in pursuit of that target, capping out at a +70% increase to speed after a week of tracking.

The Shadow of Tiamat (-400 CP):

The greatest of the Zerg broods, the Tiamat Brood was the selfsame force that contained the Overmind itself, and it was from the center of this massive flight of Zerg that it directed the rest of the Swarm. As appropriate to someone who wields such a mighty force, you can take the full advantage of the numbers your forces possess. Any force that you lead will fight and function as though their numbers were +25% greater than they actually are, ensuring that you will always be able to use your numbers to your advantage. When one of your own units would die, their life is instead subtracted from this supply of non-existent warriors, and they are restored to full health, able to continue fighting. This effect ends once the entire 25% has been “killed”, allowing them to die normally.

As the Tiamat Brood is primarily space-borne, it is only appropriate that your followers be proficient in combat in outer space. In any sort of space or aerial combat, you can rest assured that your subordinates will hold an advantage, as they (or their craft) are capable of moving at +20% increased speed without increasing their fuel costs, and any other spaceship, aircraft, or airborne organism that engages them will find that their weapons inflict 50% less damage to your units than they logically ought to.

ATTACK BROOD

Garm's Ambushes (-100 CP):

The Zerg are a relentless storm of claws and violence, but perhaps what makes them most dangerous is their capacity for subtlety. The Garm Brood relies on speed, precision tactics, and surprise attacks—and few enemies are better adapted to such assaults than the Zerg. Their ability to burrow into the ground allows for terrifying ambushes, and the only way to survive is to have some means of detecting buried enemies... except when it comes to you.

As long as you aren't in plain sight, it becomes completely impossible to detect you. Even technological or esoteric means that would normally reveal the presence of hidden enemies will fail to sense your presence. This doesn't help with direct cloaking, but if you were, say, buried under the ground? Nothing and no one would be able to find you until you revealed yourself (although depending on your actions, it could be possible to logically deduce your location, making you vulnerable to being hit by an artillery barrage).

Of course, it's hardly useful for you to be the only one to benefit from a stealth advantage. You'll find that any subordinates of yours will be abnormally successful in any sneak attacks they make; no matter how trained the enemy's reflexes are, your unit's opponents will always have a critical moment where they'll fail to respond following an ambush, giving your units a massive combat advantage in the opening moments of a fight.

Surtur's Fury (-200 CP):

The Surtur Brood isn't one typically deployed; it's simply too volatile. While cooperation between broods is common and natural, the Surtur Brood embodies the violence of the swarm, and is an unstoppable force of destruction that often

turns its fellow Zerg into collateral damage from their rampages. They are instead held in reserve until circumstances warrant their deployment.

Simply put, this perk amplifies your potential for destruction. Your attacks deal more harm—but more than that, they cause gouging wounds in the land around you. When you kill someone, they don't just fall over dead—they explode in a burst of gore, with sufficient force to injure anyone nearby (although you aren't harmed by this effect). When you strike a building, even the hardest construction will crumble at your blows. When you destroy an enemy vehicle, the resulting explosion will likely take out any of its allies that were nearby. Where you go, devastation follows.

As is natural for such a paragon of destruction as yourself, you inspire greater violence from those who follow you. All your subordinates will inflict +20% greater damage in their attacks than physics would ordinarily dictate.

The Hordes of Jormungand (-400 CP):

In terms of raw force, the Jormungand Brood was perhaps the most notable of all the broods, hammering enemies with an endless swarm of Zerg, the teeming masses of Zerglings backed up by stronger units able to bring their weight to bear in order to crush that which might survive the sheer numbers the brood brought to bear.

You are well at home within such swarms; you possess nothing resembling claustrophobia nor do you have any difficulty in moving through hordes, swimming through crowds as a fish swims through water. And you will likely come to enjoy being in such a position in the future, because you can draw strength from every ally in your vicinity. This bolstering effect is minor for each individual—but when you're surrounded by a seething ocean of Zerglings, the relentless tide of claws and teeth that covers everything within sight? With this degree of bolstering, even if you were a meagre Zergling you'd be able to tear through enemies as though you were as powerful as an Ultralisk.

Of course, the greatest advantage of numbers is being able to gang up on your enemies, something your subordinates excel at. The more of your units attack a single target, the weaker that target's defenses become against their attacks. Send

enough Zerglings to attack it, and even a Command Center's walls would be shredded like paper.

QUEEN'S BROOD

Relentless Fury (-100 CP):

When the Overmind remade Kerrigan in mind, soul, and body, it left the fierce core of her nature, that the Swarm could take inspiration from her example. And you have, even if you are created far before her infestation. You are filled with passion, overflowing with it—but you have already absorbed the lessons that the Queen of Blades would need time to learn, and this passion (and indeed, all of your emotions) are completely under your control. What's more, you can draw upon your emotions to replace your need to rest; sleep is but a luxury to you now, something you can easily discard when it is not needed.

Just as you can keep powering forward, no matter the obstacles you face, so too can your brood fight on even in the face of an entire hostile galaxy. Your subordinates no longer consume resources in their attacks. For instance, no matter how long your Hydralisks are engaged in combat, they will never run out of spines to shoot, even if they've already fired many times their own biomass. Furthermore, all of your subordinate's physical needs are reduced to a tenth of what they should be, something they will all adapt to with ease.

Lesson Learned (-200 CP):

Powerful though Kerrigan may have become as the Queen of Blades, her attempts to combat the Protoss were best defined by how badly she did. Indeed, she was played like a child, and made a fool of, rampaging through bases set up as a distraction while the Dark Templar assassinated one of the Cerebrates. And yet, this was a teaching moment for Kerrigan—indeed, all of her failures served as lessons, to teach her the guile and deception and treachery that she would eventually use to seize control of the entire Swarm for herself. So is it for you. Every time you fail, you will learn something new from your failure, and you will become stronger for it. Fail often enough, and you will become a veritable titan of competency.

Your underlings have learned from your example, and have developed an adaptive defense against hostile effects. Each time an attack is re-used upon one of your subordinates, it becomes a little bit less effective against that specific unit. This

applies separately to each method of attack, and to each individual the attack is used on. Eventually, even a powerful weapon will be reduced to little more than scratch damage, if the victim of such an attack somehow manages to survive it.

Queen Bitch of the Universe (-400 CP):

Lies. Treachery. Deceit. Manipulation. Deception. These were the tools that the Queen of Blades used to take over the Swarm for herself—manipulating former enemies and former friends alike to destroy the second Overmind, the one controlled by the U.E.D., allowing her to take control over every Zerg in the sector. You share in these talents, and have a knack for strategy that allows you to account for a vast multitude of factors that may affect your goals.

What's more is that you excel at passing yourself off as the lesser of two evils. Should there be a grave enough threat, you can rest assured that even people who want you dead would be willing to work alongside you and give you the benefit of the doubt... at least, do so long enough for you to stab them in the back. Even people who expect you to betray them will almost always be wrong about your timing. Your skill and your luck play into one another to make your manipulations of others work to your advantage, and to ensure that you can exploit even the smallest weakness that someone dares to show before you.

A creature of treachery like the infested Kerrigan holds no allegiance to anything greater, not even the Swarm; as far as she was concerned, the Zerg who so devotedly followed her were only resources, to be used at her leisure. And resources can be consumed; so too can you consume your underlings and subordinates. As long as they are yours to some extent, you can instantly kill any of your subordinates, absorbing their life force and transforming it into any energy that you wish to have more of, such as if you're running low on psychic energy and need an extra boost.

TEMPLAR

Edicts of the Conclave (-100 CP):

The Protoss Empire is an ancient one, and in its long existence has accumulated a great many laws, with the Conclave adheres to unfailingly... even when a crisis approaches that demands flexibility. But perhaps, somewhere in the labyrinthine laws the Empire has built over millennia, you will be able to find something useful? At the very least, this perk should help you keep your nose out of trouble.

You have a comprehensive knowledge of all laws that are relevant to your circumstances, whatever they might be, so long as they are in fact legally enforced laws laid down by an official government.

Harsh though the Conclave may be, there's no denying that its psychics are trained to an exacting standard. All of your subordinates will benefit from a +50% increase to the capacity of any supernatural energies they may possess, and any equipment they use that operates on an energy-based system will be able to store more, as well.

Fight Forever (-200 CP):

It was not a failure of tactics that brought low Praetor Fenix, nor a lack of skill; simple exhaustion brought him low, to the point that he was unable to ignite his psi-blades during the final Zerg assault on Antioch. Such a fate will never befall you; rather than being exhausted by vigilance and combat, such exertions instead revitalize you, no matter how much you've done already. You could engage in ceaseless battle, could maintain acute vigilance for months on end, and your mind and body will still be as strong as they ever were.

Your men might not be capable of an eternal vigor as you are, but they are still refreshed far quicker than they'd otherwise be. Recharging energy sources available to your subordinates—be it equipment that can recharge energy, their psionic power, or even the gradual replenishment of a Protoss's shields—recovers at twice the normal rate.

United by the Khala (-400 CP):

The Khala allows the Protoss to share their thoughts and emotions, allowing for a degree of communication and unity that is unthinkable to those who have never experienced it. But this also makes it easier to pool your psychic powers together—not something unique to the Khalai, but something that comes easily to them. But even if your allies do not share in the Khala, you will find that you can work with them in perfect synchronization, each of you able to tell what the other is thinking and feeling, and predicting one another's actions to allow for perfect teamwork. Furthermore, whenever you pool your powers together with those of at least one other person, the resulting gestalt of power is half again as powerful as it otherwise would have been—as though more minds were participating in the sharing.

Your followers also benefit from this unity, allowing them to coordinate their attacks with perfect synchronicity. And that coordination becomes even more effective than it otherwise would have; when one of your units attacks an enemy, that enemy will inflict -30% less damage against anyone who hasn't already attacked it for the duration of the conflict. Furthermore, if one of your subordinates with energy barriers has their shields break, then your other units may voluntarily opt to share their shield charge with that individual to raise their shields again.

DARK TEMPLAR

The Births of Negative-Suns (-100 CP):

As a Dark Templar, you have had centuries to travel in the darkness between the stars, to view the entropy of entire realities. Through your studies and meditations on the Void, you have borne witness to things outside the bounds of proper possibility as constrained by the rules of this universe. Sturdied by such experiences, your mind has become an unbreakable colossus. No exposure to eldritch artifacts or alien memories will ever pose a harm to your consciousness; even the brush of your thoughts against the mind of something infinitely your greater, such as when Zeratul touched the thoughts of the Overmind when killing the Cerebrate Zasz, will only provide you insight into its origins and motivations... although perhaps it might see something through you, as well. But you will always emerge unharmed from the experience.

Your mental sturdiness is reflected in the minds of your subordinates, who one and all become incredibly resistant to hostile psychic effects that would target their thoughts and minds. This hardness of thought also benefits those who possess some measure of psychic power, increasing the duration of their psychic abilities by +15% without an increase in energy costs or cooldown times.

Cloaked by Shadow (-200 CP):

Long ago, the Dark Templar were driven out by their Templar brethren, who decried them as "Fallen Ones" for refusing the gift of the Khala. To preserve themselves, the Dark Templar learned to use their psychic powers to hide from the persecution they faced. Now you can do the same, even if you otherwise possess no psychic abilities. With an act of will, you can fold light around your form, rendering you invisible; somehow, you are still capable of "seeing" in this

state, even as the light avoids your eyes. In addition to merely being physically cloaked, psychic means of detection will fail to notice you unless you allow it.

The darkness that shrouds you is particularly kind to your subordinates. Although they do not gain any particular abilities in stealth, you will find that any hidden or otherwise “cloaked” subordinates will benefit from a +20% increase in speed, and will be able to clearly see for a +40% greater distance than before, so long as they remain hidden from sight. They become tougher as well, as the shadows that hide them reduce all incoming damage by -10%... although considering that it only affects them while they are hidden, it’s unlikely that many direct attacks would be reduced by this perk.

Harbinger of Death (-400 CP):

The Dark Templar may have psychic power, but they use it in distinctly different ways from their Templar brethren, resulting in it becoming an entirely different energy. This energy is borne from the Void—the same Void that the Xel’naga came from, and which inundates the Zerg hive mind. For the truth is that it is impossible for any Zerg individual to truly die without the approval of the leader of the Swarm—their consciousness simply recedes into the hive mind, and their flesh can be made anew, refueled by the Void-born energies of the Overmind. However, the Void energies of the Dark Templar’s psionics can deal damage directly to this connection to the hive mind, ensuring that the Cerebrates who lead the broods can actually be killed.

You have learned to apply this principle in other ways. In short, it ensures that anything you kill, stays dead. If it had some means of reincarnation, or resurrection, or rebirth, it fails. If it had backup bodies, they will not come online. If their soul had some way to stay in the world after death, it will not work, and they will pass into the afterlife properly. Once you kill someone, they are dead, for good.

Your subordinates have become skilled reapers of lives of their own. They benefit from a +10% increase to their attack speed, but that’s not all. Enemies that they wound become unable to heal, damage that they cause cannot be repaired, and shields that they harm will not be restored. This resistance to healing fades after a week.

TASSADAR

Unity of Purpose (-100 CP):

It was Tassadar who first befriended a human, and from that decision James Raynor went on to help the Protoss survive the fall of Aiur. It was Tassadar who breached the boundaries between the Templar and the Dark Templar, and in so doing, ensured the Overmind's destruction. You share in his ability to bring together disparate peoples into proper allies. So long as your faction shares a goal with another faction, you are able to bring those groups together as allies. They will come to accept your people, and yours will do the same in turn; this path may take time, but so long as you continue to stride down the path towards unity, it will come.

This vision is shared by your followers, allowing them to work together with allies who are not your subordinates with greater ease, as if they had been trained together in group tactics. Furthermore, whenever your units attack an enemy, that enemy will suffer +20% greater damage from allies who are not your subordinates. This effect ends once the battle is over.

Honoring Self-Sacrifice (-200 CP):

Twice over did Tassadar sacrifice himself for the sake of the Protoss. The first time was to end the conflict between his allies and the Protoss of the Conclave, surrendering himself to their judgment in order to stop brother from slaying brother, and in hopes that doing so might sway the Conclave to listen to his pleas, even if it cost him his life. But they ignored his warnings, and to save his people he was forced to escape. The second time was to ram the *Gantrithor* into the Overmind, ending his life to ensure the end of the scourge of his species.

You have the guarantee that, when you sacrifice of yourself, your loss will not be in vain. If you surrender in exchange for clemency for your allies, they will be permitted to go free; if you give up your life in battle against a powerful enemy, they are sure to die as well. So long as what you seek is in proportion to what you give up, circumstances will align to ensure your goal is met.

Your subordinates have become much more successful in sacrificial plays of their own. When you units make suicidal assaults, they experience a doubling of both their attack speed and the damage they inflict; however, in so doing, they are guaranteed to die.

Twilight Templar (-400 CP):

Tassadar may have been a Templar, but he was willing to learn the ways of the Dark Templar, as well, and mastered them to such a degree that he was able to coat the entire super-carrier *Gantrithor* in Dark Templar energies, allowing him to kill the Overmind. You, too, are now capable of wielding opposing energies in unison. Knowing one kind of power will never prevent you from being able to wield another, and no energies or powers you possess will have harmful reactions to any other in your possession—at least, unless you want there to be, for one reason or another.

This fusion of energies has been particularly useful to your followers, and they are all empowered, even if not all of them can necessarily make use of this feature. When your units employ a “special ability” of some sort, be it of psychic, technological, or more esoteric nature, that ability will experience a +40% increase in effectiveness. Perhaps this could be an increase to duration, to damage, to range, or something else—whatever makes most sense for the ability in question. This does not increase the resource cost or cooldown time of the ability in question.

ITEMS

Terrans and Protoss receive **+200 CP** with which to purchase items. Items are discounted to their appropriate species by 50%; 100 CP items are instead free. If any item is lost, destroyed, or stolen, it will be returned to you after 1 week. If you already own a similar item, you can import it into your purchase here. Any ranged weapons will come with four full reloads of ammunition, which replenish every 24 hours.

GENERAL

Resource Essentials (Free):

Vital to functioning in the Koprulu Sector are its resources; the crystalline substance known as “minerals”, and vespene gas. Although there are still plenty of uses for other materials, these two are central to industry and technology, and even the Zerg make use of them as resources and fuel when evolving. You possess access to an outcropping of minerals that will always have more to harvest, and a vespene geyser that will never run dry.

Command Center (Free for Terran, -800 CP for Zerg and Protoss):

The Command Center is the heart of any Terran military outpost, a roundish and heavily armored fort that is used for harvesting and processing of minerals and vespene, and for constructing more SCVs. However, this Command Center also benefits from “video game logic”; so long as you provide it with resources, you can use it to produce more SCVs, who in turn can build more structures which can produce more units. That said, the construction and training times are 100 times as long as they are in the game, and they can be considered “NPCs” rather than actual people, loyal only to you.

However, there is a limitation; while the Command Center and the units it produce run on video game logic, so too does this mean that there is a limit to how many units you can have produced at a time; the same limitation as in *StarCraft: Brood War*, allowing only 200 Supply worth of Terran forces to exist at once. SCVs, Marines, Firebats, Ghosts, and Medics each consume 1 Supply; Goliaths, Siege Tanks, Vultures, Wraiths, Dropships, and Science Vessels consume 2 Supply; Valkyries consume 3 Supply; Battlecruisers consume 6 supply; arming a Nuclear Silo costs 8 Supply. Furthermore, the forces you create are normal units, and do not benefit from the special features of the followers purchased in the **Army Builder**. As they are not followers, units and buildings produced by your Command Center do not follow you whenever a Jump ends.

Hatchery (Free for Zerg, -800 CP for Terran and Protoss):

The Hatchery is the pulsing center of any Zerg incursion, a structure-like organism that generates copious quantities of the Creep that other Zerg “buildings” require to survive. It has organs allowing it to process any harvested minerals or vespene, and is capable of gradually spawning Larvae, which can morph into other Zerg units. With enough support structures, a Hatchery can evolve into a Lair, and eventually into a Hive, allowing the production of more advanced Zerg “structures”. Of note is that your Hatchery follows video game logic; as long as it is provided with resources, it will continue to make more Larvae, which can evolve into other Zerg, the Drones of which can in turn make more “buildings”. That said, the mutation times are 100 times longer than in the game. Rather than having any self-awareness, all Zerg produced by your Hatchery are “NPCs”, and are completely loyal to you, and function as though you were a Cerebrate commanding them.

This doesn't mean you can recreate the entire Zerg Swarm; just like it follows video game logic to create units, so too does it mean that you are limited to 200 Control worth of Zerg units. Larvae, Overlords, and Broodlings do not consume Control. Zerglings and Scourge each consume 0.5 Control each. Drones, Hydralisks, and Infected Terrans each use up 1 Control. Lurkers, Defilers, Mutalisks, Guardians, Devourers, and Queens each take 2 Control. Ultralisks take up 4 Control. Additionally, your army is made up of normal units, and they do not benefit from the special features of the **Army Builder**. And since they are not followers, nothing descended from your Hatchery travels with you when a Jump ends; furthermore, if your Hatchery has evolved into a Lair or Hive, it reverts back into a Hatchery once you arrive in a new Jump.

Nexus (Free for Protoss, -800 CP for Terran and Zerg):

The Nexus is the center of each Protoss settlement, and serves as an anchor for the psionic matrix the Protoss rely on—in future jumps, this will even create its own psionic matrix to ensure you can continue to utilize its features in future jumps. The Nexus has machinery to allow it to produce Probes, and has the facilities to process minerals and vespene. Your Nexus, however, follows the rules of the *StarCraft* game; producing only one Probe at a time, but with it taking 100 times longer than in the game. However, these Probes can also warp in Protoss structures (which seem to simply pop into being, even if there is no Protoss presence anywhere in the Jump), which can be used to warp in more Protoss units (which seem to be created *ex nihilo* for your use).

But you can't create an endless army of Protoss. Just like bringing in new buildings and units follows game logic, so too does it retain the limitation of the game; you can only have 200 Psi worth of Protoss units in existence at a time. Probes and Observers use up 1 Psi, Zealots, Dragoons, High Templar, Dark Templar, Shuttles, and Corsairs occupy 2 Psi, Scouts use up 3 Psi, Reavers, Archons, Dark Archons, and Arbiters consume 4 Psi, and the mighty Carrier takes up 6 Psi. This army is made of ordinary units, and they do not receive the special features seen in followers from the **Army Builder**. Since they aren't followers, nothing originating from your Nexus will travel with you when the Jump ends.

TERRAN

Firearm and Sidearm (-100 CP):

It's a dangerous galaxy out there, Jumper. Even if you aren't in the military, it's best to have something to protect yourself with, especially with the mess that's brewing to hit the sector in the next few years. You have a few options to choose from; if you're a Terran, only the first pick is discounted. In addition to the weapon purchased below, you also receive a pistol, either a Confederate C-7 *Stinger*, or a C-150 *Ronin* from the United Earth Directorate. Alternatively, you may replace your sidearm with an A-13 Grenade Launcher, which is only capable of firing flashbangs.

C-14 Impaler:

A rapid-fire gauss rifle that uses gauss-assisted technology to fire projectiles at hypersonic speeds, capable of firing 30 rounds, with each 8mm spike capable of penetrating two inches of steel plating. It can use a wide variety of ammunition, including armor-piercing, depleted uranium, incendiary, hollow point spread, and steel-tipped rounds (used to maim rather than kill). It has incredible recoil, making it most effective when used in CMC armor, but it does have a smaller grip to allow an unarmored Terran to wield it as well. In addition to bullets, it can also be used to fire fragmentation grenades or grapples. The C-141 AC Rifle is the equivalent, used by Marines in the UED, which you may optionally take instead.

Perdition Flamethrower:

Using combusto-plasma fuel stored in containment fields, this high-power flamethrower covers the enemy in burning plasma, cooking them alive—the substance will even seep through the cracks in Zerg carapaces, making them especially useful against the alien menace. Alternatively, you can acquire the C-140 *Epyon* flamethrower used by UED Firebats.

C-10 Rifle:

A canister rifle that fires 25mm explosive rounds for long-distance attacks. It's a pretty obscure weapon—especially considering that it's used almost exclusively by Ghosts. It has greater range than most other weapons, and is designed to be able to use special alternative ammunition. Most notable of these are "Lockdown" rounds, which disables mechanized vehicles and robots for 60 seconds.

Armor and Ride (-200 CP):

Having a weapon is only half of the equation; if you want to survive combat for any length of time, you're going to need armor. You have a few choices, and can purchase this item multiple times to get more options.

You can get the most up-to-date model of the CMC, the CMC-400 Powered Combat Suit; most marines are still walking around in CMC-300s. It'll make you a bigger target with the bulk it has, but it provides incredible protection and strength far beyond what your own body could manage, has NBC (Nuclear/Biological/Chemical) shielding and life support for combat in the void or hostile environments, and has an integrated stimpack system. There's also the CMC-400A used by all UED marines.

Alternatively, you could take the CMC-660 Heavy Combat Suit, which is closer to the older CMC-300 in specs. However, its specialized protection against heat and plasma is second to none, and will be important if you're hoping to wield a Perdition Flamethrower. This version does not have them wrist-mounted unless you also purchased that weapon already, in which case you receive a pair of them.

As a final choice in armor, you can pay another **-100 CP** to get a Hostile Environment Suit adapted for use by Ghosts. The entire inside of the suit is an advanced circuitry system save for the head. It has adjustable temperature settings, and has psi-sensitive artificial muscle fibers that enhance your strength to the same degree that CMC-300 armor would. It has NBC shielding, and the accompanying mask allows you to breathe for a time in environments without oxygen. It's overall more mobile than the previous two options, but its biggest selling point is its personal cloaking device, allowing you to become invisible. Yours will work even without psionic stimuli, although without drawing on psychic power you can only remain invisible for up to a minute at a time before the device needs to recharge.

But you aren't only getting armor—what good would that be without a way to get you into the fight? You also get a single vehicle to help you get around faster.

You could get a T-280 SCV, a Vulture hover bike, a Quantradyne APOD-33 Dropship, or a Goliath combat walker. These vehicles are covered in greater details in the **Army Builder** section of the jump, if you want more information; your

purchases here benefit from the extra effects that would normally be added to your followers.

Modified Transplanar Psionic Waveform Emitter (-400 CP):

Also known as the psi-emitter, the activation of this device serves as an irresistible beacon for the more mindless of the Zerg hordes. Yours has been heavily modified in ways that no one in this setting would be able to replicate without the helpfully provided blueprints. These modified psi-emitters emit specialized psychic waves that can attract members of any single species, chosen at the time of construction. This has minimal influence on free-willed beings of sophont intellect, but for the less cerebral creatures, or for the weak-willed? It is an irresistible lure.

***Hyperion* (-600 CP):**

The *Hyperion* is a souped-up *Behemoth*-class Battlecruiser, far superior to others of its class and the flagship of Arcturus Mengsk, the leader of the Sons of Korhal and, unless you change the course of history, the future Emperor of the Dominion of Man... although this ship won't accompany him to his imperial position, as it will be hijacked by James Raynor when he "parts ways" with his former leader.

The *Hyperion* is equipped with burst laser batteries, nuclear warheads suitable for both ship-to-ship combat and orbital bombardment, and the almighty Yamato Gun, a weapon powerful enough to cripple another Battlecruiser in a single shot. It comes with a crew of thousands, can rapidly travel through warp space, and in the current day is the most potent capital ship available to humanity in the Koprulu Sector.

You... don't actually have the *Hyperion*. But it's a close approximation, and is fully its equal in combat capability, placing it far ahead of any other *Behemoth*-class! And a little bit more—your Battlecruiser has received some upgrades, allowing it to safely perform tactical warps mid-battle, and its lasers now cause large explosions, damaging everything in a radius around whatever you're targeting. The charge and firing time of your Yamato Gun have also been halved, compared to that of a normal Battlecruiser.

PROT OSS

Power Suit (Free): [Exclusive to Protoss]

A suit of magnificent armor forged that gleams as though it were made of gold, although its protective properties are far superior. This suit of armor is protective enough of its own accord, but it is additionally installed with a personal plasma shield generator, which focuses psionic power into a protective barrier. The suit can be configured to provide full life support in the event of exposure to hostile environments, a navigational unit, and yours includes a transceiver to allow you to “speak” without using telepathy. Your suit has two bracers that can be used to channel your psionics to produce Psi-Blades (or Warp Blades, for the Dark Templar). Note that the bracers are not *necessary* to produce them for a trained Protoss, but it does greatly reduce the psychic energy needed to sustain them.

A Warp Stone is added as the final detail in the creation of this armor; when you are brought to the brink of death, the Warp Stone will activate and teleport you to a safe location that you have been to recently. It is possible to intentionally activate this function, or to intentionally disable it (as Tassadar did—or would do—to ensure that he could successfully kill the Overmind). Being used will destroy the Warp Stone; you only receive a new one once every ten years or at the start of every jump, whichever comes first.

Khaydarin Crystals (-200 CP):

A relic of the Xel’naga, these crystals also form the basis for much of the technology of the Protoss. They naturally float, can be used like computers, and can even be used to power psionic constructs. If you have the means to interface with them—such as psychic powers—they are an incredibly useful tool, and a valuable material. You receive a ton of Khaydarin Crystals every three months.

Warp Gates (-400 CP):

The ancient Xel’naga once created these gates to allow for travel across interstellar distances in an instant, great rings that produce portals large enough for even Carriers to pass through without risk of damage. You receive a pair of Warp Gates that you can place anywhere in the setting when you start a jump; furthermore, once per year you are able to relocate these Warp Gates to any other location that you wish. You receive full instructions on how to operate these Warp Gates, including how to lock certain locations to ensure they can’t be traveled to—should you possess the means to make more Warp Gates, you can create a full-fledged network of them, if you so desire.

***Gantrithor* (-600 CP):**

The *Gantrithor* is a Protoss Super Carrier, a variation of the Carrier that possesses its own array of heavy weaponry that ensures that it need not rely on its Interceptors for protection or attack. Most fearsome of these is the Purifier Beam—not designed for combat against other ships, but rather a means of cleansing the surface of a planet of life, such as to prevent the spread of the Zerg... although even the *Gantrithor* on its own wouldn't be enough to purify an entire planet. Such a feat as that would require a fleet. The ship comes with a crew of thousands of Protoss.

What you have isn't the *Gantrithor* itself, but rather an upgraded copy of it. Its Interceptors pack a stronger punch than usual and it can create new ones at thrice the standard speed. In addition to this, its array of weaponry allows it to fight off multiple Battlecruisers at once, even without the use of its Interceptors. Yours also serves as a potent amplifier for psychic powers, such that even as an average Protoss you would be able to coat the entire surface of the ship in your psychic aura.

ZERG CUSTOMIZATION

The Zerg do not use items or machines, and as such receive no item stipend; instead, what Zerg use is ultimately their own bodies, the most lethal tool at their disposal. Zerg have exclusive access to this section, and receive **+600 Mutation Points** with which to create a body for themselves. CP can be converted to MP at a rate of 1 CP to 2 MP, but not vice-versa.

Birthright (Free):

You are a part of the Zerg hivemind, but you retain your own independence and individuality—and the Swarm will see no reason to take this from you. This is a blessing for more reasons than one, for should your Cerebrate or the Overmind die and your connection to the Swarm as a whole be broken, you will retain your mind and will not fall into the behaviors of feral Zerg.

Furthermore, should you purchase Zerg units in the **Army Builder** section, you will find that you will develop a hivemind of your own, which your purchased Zerg units are a part of—similar to the **Hive Mind** perk, but without the additional

benefits the perk brings, such as resurrection (apart from the default follower replenishment) or being able to bring new individuals into it.

Other than purchased Zerg units, you do not by default have control over any other Zerg. However, if you pay **-400 MP**, then you can become a command strain of Zerg, and have the right to direct any Zerg below the rank of a Cerebrate—although be aware that if you try to commandeer a Cerebrate's Zerg without permission, they will simply take control back from you. But for Zerg without a Cerebrate, overwhelming their primitive consciousness and making them submit to you would be an easy task. Should you possess psychic might equal to or greater than that of a Cerebrate, you might even be able to assume control over them, as well—although any Cerebrate's first loyalty would always be the true leader of the Swarm.

Carapace (Free):

The hide of a Zerg is protected by a hardy carapace, bio-engineered by the Swarm to be fully as protective as the most advanced armor their enemies have to offer. You are protected from ordinary environmental hazards, but the vacuum of space is still lethal; however, you can spend **-100 MP** to be adapted to the climate of space, making you immune to the vacuum, allowing you to radiate heat at superior effectiveness so you don't cook in the void of space, and allowing you to survive without breathing. You age, but no longer grow weaker or more infirm from the process.

Of course, not all Zerg carapaces are made equal. Zerglings are tough, but they don't have nearly the protection seen on Ultralisks or the Queen of Blades. To have an upgraded carapace, you must spend **-300 MP**.

Form (Free):

You are free to design the general specifics of your appearance, as long as you do not have a humanoid body type. Zerg tend to more than four limbs, and possess an appearance roughly resembling a mixture between arthropods and reptiles.

To possess a roughly humanoid appearance, such as that seen in Infested Terrans and the Queen of Blades, you need to pay another **-100 MP**.

By default, you are only as large as a Zergling, which are roughly 1 meter tall and 2 meters long; this is also the size for infested Terrans. For a separate **-100 MP**, you can be roughly the size of a Hydralisk, between 2 to 3.5 meters tall and 5 meters long. For **-300 MP** instead, you can be closer to the size of a Guardian, being about 6 by 12 meters. If you pay **-600 MP**, your size can be in the general range of that of an Overlord, being 12 by 18 meters. And if you pay a full price of **-1600 MP**, you can be the size of the supermassive organic, sea-urchin-like Zerg carriers that the Overmind used to bring the Swarm to Aiur. If you possess **Cargo Capacity**, your size is such that entire armies can be sustained within your body.

Regeneration (Free):

Zerg naturally have a powerful healing factor—so long as the Zerg is alive, they (and you) will recover from any injury given time. And not a lot of time, either—your healing is fast enough that you can actually see it happening to your body if you take the time to look at yourself.

But if you spend **-800 MP**, then you can be something more like the Torrasque, capable of regenerating even from death to continue fighting. Unlike the Torrasque, however, you can only benefit from one such resurrection each year.

Evolution (Free):

Normal evolution is a process that occurs over generations, but Zerg have specialized cells that develop new mutations, and a second set of cells that attempts to destroy those mutations; the end result is a perpetual state of change in response to outside forces, and mutations that aren't beneficial end up being consumed before they can negatively impact the Zerg in question. If a Zerg is attacked for long enough, it will start to develop more powerful armor; if it fights for long enough, it will grow tougher muscles. Every hour a Zerg is engaged in combat, it becomes mightier than it was before, and any beneficial mutations are taken note of by the Swarm and their genetic information is preserved.

Now, you don't really have control over the mutations you develop, so who knows what you may end up looking like as time passes? But if you pay **-100 MP**, you will develop the ability to revert any mutations that happen to you, and you can undo this reversion at any time.

Zerg are still limited by what is possible according to the physics of this universe, so infinite growth is impossible... unless you pay **-600 MP**, in which case you will be able to continue to improve *ad infinitum*.

Natural Armaments (Free):

By default, you have a potent set of natural weapons. Almost all Zerg possess a maw full of razor-sharp teeth and/or a set of claws, spikes, or talons. And don't think that being biological means your weaponry is in any way inferior to what the competition brings; your claws can rend through metal and let you rip your way into tanks.

In addition to this baseline—or instead of, depending on how you design to design your Zerg form—you may spend **-300 MP** to possess a more potent method of attack. Similar to the kaiser blades of an Ultralisk or the bone-like “wings” of Infested Kerrigan, this weapon makes the attack that regular Zerg bring to the table look pathetic in comparison.

Morph (Special):

By selecting this option, you can go through this entire section a second time to build an additional form; this form starts off with the same amount of MP that you used for your first Zerg form, but you can purchase more if you so desire. You may, at any time, evolve into this new form; however, you have no means to go back to your original Zerg form, so it will be a permanent transformation for you.

That is, unless you spend another **-800 MP**, in which case you can switch between your two forms. The process of morphing takes less than a minute, but you are completely helpless during this time.

Sessile (+600 MP):

You are similar to a Cerebrate in that you are incapable of locomotion of your own accord. You can sort of slowly move, but to move faster than a snail's pace would require you to be relocated via your minions. This is incompatible with **Rapidity**.

Ranged Attack (-100 MP):

Either your **Natural Armaments** allow you to attack at range, or you have an additional set of natural weapons designed to let you bring the pain from a distance. You might fire metal-piercing spines like a Hydralisk, have a symbiotic

creature grow in your body that you can fire as a ranged attack such as the Mutalisk's glaive wurms, perhaps you spew out digestive juices, or some other method of attack. The point is, you no longer need to close to melee range to attack your enemies.

For another **-200 MP**, this can be improved, making the range of this attack reach much farther, similar to the combat abilities of a Guardian.

For separate **-400 MP**, your ranged attack has features similar to the glaive worm; after it strikes an enemy, the attack will leap from their flesh to target another nearby enemy, and then do it again once more, allowing you to hit three enemies with each attack.

By default, your ranged attack is only capable of attacking enemies that are either airborne or landbound, and you cannot affect the other. However, by spending a separate **-100 MP**, you can allow yourself to attack both aerial and terrestrial enemies with impunity.

Biochemical Detonation (-100 MP):

You are able to initiate a reaction inside your body that causes you to burst in a powerful explosion and brings utter devastation to everything around you. However, this explosion is happening in your body, so naturally it results in you dying. Having a 1-up of some sort is recommended. Outside forces are incapable of inducing this chemical reaction; only you can make yourself explode.

Burrow (-100 MP):

The bodies of many Zerg—including you—are lined with specialized tiny muscles that vibrate at low frequency and grind up the dirt and stone in their way, letting them rapidly burrow themselves into the ground even if they're large enough that digging a hole should take time. You are able to hold your breath indefinitely while buried underground.

For another **-100 MP**, after burrowing there is no indication from the surface that you've done so; there won't be any displaced earth or upturned soil to show that you're hidden.

For a separate **-200 MP**, you are capable of burrowing like this through any substance you are capable of damaging; even if you were onboard a ship, you could rapidly dig into the paneling or through floors.

But perhaps you're similar to the Lurker? For a separate **-200 MP**, you are capable of using your natural attacks from underground, without revealing yourself to the surface.

Consume (-100 MP):

When you need more energy, you can always eat your friends. Whenever you eat another once-living being with mass at least equal to that of a Zergling, you will recover a hefty chunk of whatever energies you utilize, be they psychic or biological in nature. You must consume the entire creature to receive this benefit.

Rapidity (-100 MP):

You are faster than most Zerg, able to move at the speed of the highly agile Zerglings. However, for another **-100 MP** you can move at the higher speed that Zerglings can be evolved to reach, letting you outspeed most vehicles and chase down the nimblest of prey. Incompatible with **Sessile**.

Specialized Assault (-200 MP):

If you take this option you will specialize in a certain kind of prey; your natural weapons are still plenty deadly to other kinds of creatures, but when it comes to the enemy type you choose, your attacks are easily twice as harmful as they would otherwise be. You can choose biological enemies, mechanical enemies (including vehicles), infantry, or massive enemies (such as capital ships).

Acidic Blood (-200 MP):

Your blood, when exposed outside of your bloodstream, converts into a potent and highly toxic acid—engaging you in close quarters is even more of a nightmare than it was before. You are immune to your own acid.

Cargo Capacity (-200 MP):

The efficiency of your vital organs is increased, reducing their size and moving them into different locations on your body; you now have a cavity in your body, and an opening large enough to allow others to crawl inside of you. You can expel anything that is inside your body at any time. If you are as large as a Hydralisk,

then you can fit a single Zergling within you, while at the Overlord's size, you could carry around a pair of Ultralisks, although it would be uncomfortable.

The inside of your body is pressurized and generates its own, breathable atmosphere, allowing you to transfer landbound species through the vacuum of space, should you possess the means of locomotion in the void.

Aerial Mobility (-300 MP):

You are now capable of flight through some means. By default, you are only capable of flight in an atmosphere, but if you purchased the space-worthiness upgrade to **Carapace**, then you will be adapted to fly through the void of space, and at significantly greater speeds than you could manage planetside.

Sensory Array (-300 MP):

You have specialized organs or sensory protrusions that grant you a great awareness of your surroundings. Not only are you capable of perceiving the world in a wider range than any human could hope to, but you also gain an awareness of everything within dozens of meters of your location. This ensures that you are always aware of the approach of enemies—even invisibility, camouflage, burrowing, or other forms of stealth will fail against you.

Acid Spores (-300 MP):

Select one of your natural weapons. Like the Devourer, attacks with this natural weapon now inflict an acid spore upon your opponent. Having an acid spore prevents enemies from hiding, slows their movements, and causes them to suffer a little bit of extra damage from every attack to hit them. But what's truly dangerous about these acid spores is that they stack; a single target can only host up to 9 of these spores at once, but each one makes the victim ever more vulnerable to follow-up attacks.

Ensnare (-300 MP):

You can produce an organic substance that you can launch at an enemy, which explodes into a large burst of goo. This goo greatly inhibits any enemies that are unfortunate enough to touch it; their speed is halved, both in regards to locomotion and the speed at which they can attack. This even affects machines, reducing the fire rate of weaponry.

Parasite (-300 MP):

With an expenditure of energy, you can rapidly produce the egg of a parasitic Zerg organism and fire it at any enemy. The parasite will hide itself inside the body of its host, and it will be impossible to remove from its host without killing them (at least, unless medical technology on par with the nano-conveyed anesthetics and attenuated laser technology of the U.E.D. is used). This parasite allows higher Zerg organisms—including yourself—to perceive the world through the senses of the infected individual. Higher Zerg can even use the organism to telepathically converse with the host... and should the host cease to be useful as an unwilling or unknowing spy, then the parasite can also serve as a vector to inflict upon its host any virus or disease that you have the power to create.

Infest Structure (-400 MP):

By spending some time inside of a building, you can let loose a slurry of biomass that will rapidly grow to integrate with and partially consume the building, turning it into a Zerg organism (that just happens to have some inorganic components). This allows you control of the building, but you can also expend resources to cause the infested structure to spawn Infested Terrans (as described in the **Army Builder** section, but without the additional benefits your purchases there would possess).

If the building was constructed by a different species that would be vulnerable to infestation, the infested building will instead create infested members of that species. These created beings are not individuals and could be better thought of as “NPCs”. They are budded from the structure itself, and are not actually infected people—however, by bringing living people into an infested building, you can shove them into the biomass to inflict them with the explosive strain of the hyper-evolutionary virus.

Dark Swarm (-400 MP):

A number of microscopic symbiotic Zerg creatures live on and in your carapace, feeding on each other and reproducing at remarkable rates. By channeling your energy, you can cause them to multiply and grow even faster than they already do, and hurl a large cloud of them in an area, leaving a floating cloud of organisms. This cloud impedes vision, and makes focusing on an enemy effectively impossible, even with the most advanced lock-on systems or targeting equipment. Effectively, any form of “targeted” attack becomes impossible while in this area,

although any attack that affects an area can be used as normal. The organisms will die after a short time away from you, but a minute of making enemies unable to attack can be a strategic blessing.

Spawn Broodling (-400 MP):

You can expend your energy to fire off a cluster of spores. These spores are highly dangerous, chewing straight through the metal of vehicles to reach the fleshy organics within. When it comes into contact with living flesh, this spore cluster will “fertilize” it, using its biomass to near-instantly spawn a pair of Broodlings, which is almost invariably fatal to anyone unfortunate enough to suffer this fate.

Broodlings are vicious and dangerous despite their small size, but their bodies fall apart after only three minutes of activity.

Biomass Generation (-600 MP):

A tiny Larva can evolve into a larger Drone, which can in turn mutate into a truly colossal Hatchery. The matter for these transformations seems to come from nowhere, but for your Swarm, it is drawn from the shared psychic potential of the hive mind. You are able to convert your psychic energy into biomass; the easiest application of this is to allow you to generate Creep on your own, but with a great exertion of energy, you could even create smaller Zerg lifeforms directly. Unless you or someone in your hive mind possesses psychic powers of their own, this is going to draw upon the stamina of the people in your hive mind instead. This is a set amount drawn from everyone in the hive mind; having more Zerg will not lessen the cost for each individual.

Hyper-Evolutionary Virus (-600 MP):

You have the ability to create the Zerg hyper-evolutionary virus within your body, which you can intentionally transfer to someone else to cause them to transform into a Zerg organism. The hyper-evolutionary virus evolves to meet the current needs of the Swarm; currently, you have the ability to make several different strains of infestation. If you possess the Zerg version of **A Mind for Science**, then you can use your abilities and knowledge to create new strains of the virus to suit your needs.

In the first strain, it causes the subject to wildly mutate. Fleshy growths, carapace, claws, and tentacles grow from the victim’s flesh, forcefully enough to penetrate through CMC Power Armor. The subject becomes much stronger, tougher, and

faster, and their minds are broken into mindless obedience to you as a part of the hive mind. In their servitude, they will willingly initiate a biochemical reaction inside their bodies that causes them to explode in a burst of toxic fluids. This detonation covers a 10-meter radius and produces an even larger shockwave, and is devastating against structures.

In the next strain of the virus, there are no outward signs of infestation, but they are connected to the hive mind and become loyal to you, while retaining their intellect and individuality. This is the sort of infestation Kerrigan thought she inflicted upon Samir Duran, although in truth he was not something that the virus would be able to affect, merely co-opting it to form a temporary link to the hive mind for his own purposes.

As a third strain, which costs **-200 MP** to become available, you are able to have a more advanced form of infestation. This very clearly and obviously transfigures the infested into a Zerg organism, but is less grotesque than the first strain of the virus, with a more purposeful design and implementation of the infestation process leading to a more cohesive appearance. The improvements to physique are significantly more impressive than you find in ordinary infestation. This infestation also leaves the new Zerg with their memories, mind, and identity, but through their connection to your hive mind you are able to twist their personality to suit your desires, even giving them a sense of loyalty to you. It is through infestation such as this that one finds individuals such as Eschueta the Wicked. This is not sufficient to create an individual on the level of the Queen of Blades... unless you expend another **-400 MP**, in which case your infestation will also serve to bolster any supernatural powers the infested possesses, such as psychic abilities, and the physical improvements of infestation are further enhanced.

Templar Protoss are protected from the virus by the Khala that connects them, while Dark Templar are guarded by their connection to the Void. Certain unusual circumstances can render a Protoss vulnerable to infestation. Sufficiently advanced “higher beings”, such as the Xel’naga, are likewise immune to the hyper-evolutionary virus.

Plague (-600 MP):

You contain a host of genetic material of other Zerg, and have a host of festering, carcinogenic pathogens within you. These cause you no harm; instead, you use

this material to synthesize virus-like biochemicals with an expenditure of energy, which you can launch in the form of a several meters wide cloud-like area of effect. This “plague” will infest anything in the area—even machines and buildings aren’t safe, as the biochemicals can corrode most substances. However, while the symptoms resemble a horrific mixture of disease and acid, they are not contagious, nor are they fatal. Not... directly fatal. Someone struck by the “plague” will be brought to the brink of death, to the point that any further injury at all will certainly result in their demise. Even machines aren’t safe from this, as they will be left only barely functional, to the point that a tank would have the durability of tissue paper. The immune system provides no protection against this effect, which occurs rapidly over the course of less than half a minute. Outside of your body, the biochemicals denature over this period and cease to pose a risk.

PSYCHIC POWERS

This section allows you to purchase psionic abilities and determine the level of your psionic potential. Purchasing anything from this section requires the **Psionic Capacity** perk, which grants you **+400 Psi-Points** with which to purchase options here. Every purchase of **Psionic Capacity** after the first provides you another **+200 PP**.

PSIONIC POTENTIAL

Firstly, you must determine how strong of a psychic you are. Purchase a single option from this section; you can choose any price tier regardless of your race, you aren’t restricted by the natural limitations the locals experience.

Potent Terran (Free):

You are as strong as one of the more powerful Terran psionics, although not on the level of individuals like Sarah Kerrigan.

Average Protoss (-100 PP): [Free for Protoss]

Your raw psychic strength is the same as that of the average Protoss.

Peak Terran (-300 PP):

Your psychic power is roughly equivalent in might to that of Sarah Kerrigan prior to her transformation into the Queen of Blades. This is as mighty as a Terran psychic can naturally become.

Potent Protoss (-500 PP):

Your might rivals that of the mighty High Templar, allowing you to achieve great feats of psionic prowess.

Peak Protoss (-600 PP):

Your psionic potential has grown to the highest level a Protoss can naturally reach, allowing you to envelop entire capital ships in your psychic aura.

Queen of Blades (-800 PP):

In the future, after become the leader of the Swarm, Kerrigan would swell to even greater heights of power; for now, however, you are the equal of the Kerrigan seen at the end of the Brood War, capable of overwhelming even High Templar with centuries of experience with the raw power you can bring to bear.

Archon (-900 PP):

An Archon is formed from the merging of two Protoss of particularly impressive power, fusing together into one being. The resulting psychic gestalt is short-lived, rarely lasting longer than a single battle—however, in exchange for such a brief life, it truly possesses overwhelming power. That is the level of psychic power that you have achieved, without any sacrifice of your lifespan or needing to merge with another being.

The Overmind (-1800 PP):

The Overmind possessed immense psychic powers, capable of maintaining the hive mind that connected all Zerg. It was unable to utilize psychic powers outside of a few specialized expressions, but in terms of raw power it was unmatched by anything short of a Xel'naga. Such is the might you now possess that you can call yourself the Overmind's equal without exaggeration.

PSYCHIC ABILITIES

Here you can select what you can actually accomplish with the powers you have purchased.

Telepathy (Free):

You are capable of “speaking” to others through your mind.

Telekinesis (-100 PP):

You have basic telekinetic abilities, but you won't be using it in combat any time soon. For another **-600 PP**, however, your telekinetic prowess is enough to wield its powers in combat and hurl about tanks with your mind.

Psi-Blade (-100 PP):

Although most Templar make use of psi-blade focusers, they are not actually *necessary* to create a Psi-Blade; they just make the process easier. For you, it comes as easy as pie, allowing you to effortlessly create a blade of condensed psychic power to slice through whatever stands in your way.

Shield (-200 PP):

You are able to direct your psychic energies into a protective barrier around your body. This shield can sustain as much "injury" as it would take to kill you before breaking, and slowly replenishes while you are out of combat.

Remote Viewing (-200 PP):

You can project your psychic powers outwards to allow you to perceive distant locations beyond the range of your sight.

Hallucination (-300 PP):

Through your psychic powers you are able to make illusory duplicates of things. These illusions are immaterial, but highly realistic.

Maelstrom (-300 PP):

With an exertion of your psychic power, you can send a surge of mental energies out into an area, paralyzing everything in this space, living or machine, and rendering them nonfunctional for a short time until its effects clear away.

Technopathy (-300 PP):

Much of the technology of the Protoss relies on the interactions of psionics and technology, and a number of Terran technologies follow a similar design pattern, such as the activation of the stealth abilities of the Ghost's uniform. This is only the natural evolution of such things, the ability to psychically communicate with machines and operate them from a distance.

Psionic Shockwave (-400 PP):

A favored technique of Archons, this allows you to emit a burst of energy that rips through armored hulls and organic materials alike with ease. It resembles the crackle of electricity, but the energies involved are esoteric in nature rather than electrical, although they do induce an immense amount of heat.

Cloaking (-500 PP):

You are able to encase yourself in a psychic veil, distorting light around you to become invisible.

Psionic Storm (-500 PP):

This induces a storm of raw psychic energy, covering an area in psychic distortions and “ripples” that resemble a condensed electrical storm. These energies rip through machinery, the landscape, and living beings.

Precognition (-600 PP):

Your psychic abilities allow you to gaze into the future. How far you can gaze is dependent upon your psychic prowess; the Xel’naga could foresee the Great War that would occur countless millennia after the construction of their temples, while a Templar might receive flashes of the future in combat to allow them to better engage in battle. The future is not locked in stone, however, and your actions and their consequences can see prophecies derailed.

Feedback (-600 PP):

Select a single target; with an expenditure of your own psychic energies, you can cause someone else’s supernatural powers to turn on them, expending all of their power to ravage their bodies. This inflicts damage on them proportional to the amount of supernatural power they possess. Enemies mighty in body as well as psychic ability might survive this drain, but for anyone whose supernatural powers far outstrip what they can physically handle, this is a death sentence.

For some reason, this also works to explosively de-power machines that rely upon special energy sources, such as Science Vessels.

Two Become One (-600 PP):

Like how High Templar can fuse into Archons, and Dark Templar can fuse into Dark Archons, so too are you capable of merging with another willing being with supernatural powers in order to become a gestalt existence. This more than adds

your powers together—it multiplies it, and provides full access to all of your individual abilities. However, the gestalt is ruled by a fusion of your minds, a whole new being. It lasts no longer than the lifespan of a normal Archon; however, once it comes to an end, the gestalt being once more splits into both you and your partner, whole and individual once again.

For another **-1000 PP**, you gain the ability to fuse with up to six other people rather than just one, each person you fuse with multiplying the power all over again. Furthermore, you now become capable of overpowering the other minds in the gestalt; no longer is body ruled by a fusion of minds, but by your consciousness alone. Finally, by absorbing power from outside sources, you will be capable of sustaining this pseudo-Archon transformation indefinitely.

Wormhole (-800 PP):

Like the Overmind itself, you are now capable of opening rifts that allow you to travel through warp space. These rifts can be small, or they can be vast enough to allow entire fleets to travel through them. They are incredibly accurate as well; you can even make one that bypasses the difficulties of reentry to deposit your armies in a planet's atmosphere. Their reach is what is truly astounding, as you can travel all the way across the Koprulu Sector in a single wormhole.

Mind Control (-800 PP):

Through a mighty exertion of your psychic power, you can completely suborn the mind of a single target for each use of this ability—even the “minds” of machines. In so doing, the individual is bound to serve you with absolute loyalty. The individual retains their individuality, consciousness, and personality, but their goals and loyalties are entirely re-oriented to focus on you.

For an additional **-600 PP**, then you become capable of using this ability on vehicles to mind control everyone within it.

ARMY BUILDER

Here is where you will build up the forces that will accompany you—although to be honest, it's more of an honor guard than a proper army. All units purchased here are considered to be followers, and if killed will respawn after 3 days. Any ammunition they use up is replaced after a day. You receive **+1000 Army Points**

with which to create your army; although you can purchase units from all three species' forces, you only receive a discount to units of your own faction. You can convert CP to AP at a rate of **1 CP to 2 AP**.

You may purchase options multiple times to increase the number of units you receive. You may double the price of any individual purchase to make those followers into elites, tripling their health and doubling the damage they inflict; the exception is the Zerg, who instead become special strains to serve as elite units.

You may voluntarily give up access to this section in order to receive **+600 CP**, but you will be entirely incapable of taking anything from the Army Builder part of the document.

TERRAN

SCVs (-50 AP): [Requires Command Center]

The T-280 Space Construction Vehicle is an all-purpose workhorse and the basic worker unit of Terran forces. Standing 3.7 meters tall, with a cockpit for the driver to ride in, this hovering, bipedal mech is equipped with a utility claw, power drill, and also features fusion cutters and plasma welders to assist with its work. Speaking of which, this machine is capable of performing rapid repairs to machines and structures even in the middle of combat, able to act with surprising precision for a machine of its size. It is the machine the Terrans use to harvest resources, make repairs, and build new structures.

You receive 10 SCVs, and these ten receive a special benefit not available to normal units. They are capable of repairing absolutely anything that isn't organic, and can finish even the most complex repairs in no more than 1 minute. However, repairs will still consume resources proportional to the damage the item suffered—and if it's an item other than that which could be found in this universe, there will be an additional surcharge based on the value of the item being repaired.

Marines (-50 AP):

The humble Marine forms the basis of the Terran military operation, and is their most common infantry unit. Unfortunately, most of the Confederacy's Marines are criminals who have been conscripted and subject to neural resocialization. Protected by CMC-300 power armor and armed with a C-14 automatic gauss rifle,

they are a versatile unit that can mow down almost any enemy when grouped together. Marines are also equipped with StimPacks; they're unhealthy to use, causing health complications each time they're activated, but their potency in a fight is unarguable—at the cost of taking some damage, the Marine's fire rate is temporarily doubled, and their movement speed increases by half again what it already was.

You receive 40 Marines, and they also benefit from a special something. Unlike the standard Marine, yours have experimental StimPacks that have a little extra something that isn't available to the everyday soldier. The benefits of using a StimPack last for twice as long, and while it's in effect, your Marines will perceive the world as though it was slowed down. Although this won't make them move faster than StimPacks already allow, it will increase their survivability by giving them more time to respond to threats and avoid potential attacks.

Firebats (-100 AP):

Armored with the fire-resistant CMC-660 power armor and wielding a pair of Perdicion flamethrowers, the Firebat is the premier close-quarters combatant among the Terran military forces. Utilizing combusto-plasma fuel stored in specialized containment fields, they can cook Zerg alive, to say nothing of what it does to humans. When in need, they can also activate their StimPacks, releasing a flood of chemicals that harms them in exchange for temporarily doubling their fire rate and boosting their speed by 50%.

You receive 25 Firebats, who have a little something extra included. Their armor is modified to be a bit more like the old CMC-230 XF that originally gave the Firebat their name, only safer; your Firebats now have jetpacks, allowing them to quickly close the distance with enemies and giving them some aerial maneuverability. They don't suffer from any of the other problems that plagued the CMC-230 XF.

Medics (-100 AP):

When the UED will bring its more advanced technology in from Earth, it will provide Terrans with methods of rapidly applying medical techniques in the field, sealing up wounds and performing surgeries in moments that would otherwise require a soldier to be pulled out of the battle. Nano-conveyed anesthetics, chemical modifiers, attenuated lasers, stabilizer medpacks, nanobots capable of inducing cellular hyper-repair... they're a veritable one-person hospital. To protect

themselves, they are equipped with A-13 Grenade Launchers, which is less impressive than it sounds like; they can only fire Optic Flare grenades, capable of blocking the vast majority of sensory input for everything from people to machines, and even block means of detection such as radar.

You receive 10 Medics, and yours are improved beyond the logic of this world. Their healing technology is capable of healing any wound short of dismemberment in moments, restoring even the most injured individual to full health so long as their Caduceus Reactors still have an energy charge, regardless of the specifics of their biology. Their Restoration is even able to cure diseases, poisons, viruses, parasitic infection, or really anything that could be considered a “status ailment” or “debuff”. Their Optic Flares can now reduce any form of sensory input to almost nothing, even senses that operate through supernatural means or that have protections against interference. Finally, the range at which they can apply their medications is extended to a 20 meter distance.

Vultures (-100 AP):

The *Vulture*-Class Hover Bike is a classic piece of engineering capable of reaching speeds of 230 miles per hour—and that’s before considering that these have been equipped with Ion Thrusters to boost their speed even further. They’re equipped with an AGP-2 “Thumper” grenade launcher for combat utility, but their main purpose is in scouting, skirmishing, and harassing the enemy, not to engage in straight-up fights where the vehicle’s fragility would pose a risk. Their most dangerous feature is their ability to deploy Spider Mines, small robots filled with explosives that burrow into the ground, then leap out to rush any enemy that approaches them.

You receive 20 Vultures, complete with riders. But yours have a little something special. Their Spider Mines have perfect IFF capabilities, and are even capable of detecting cloaked enemies; furthermore, they have smart sculpting of the explosive charge that ensures that even if one detonates only a foot away from an ally, they’d only experience a warm breeze, all force directed away from friendlies. Furthermore, the Vultures now have microfabricators that are capable of gradually constructing more Spider Mines from resources. Finally, you are able to command Spider Mines to uproot themselves and relocate to a new position, so you don’t have to worry about bombs going to waste just because no enemies approached them.

Dropships (-100 AP):

The Quantradyne APOD-33 Dropship is an aerospace transport that could be considered proof that anything can fly if you strap a large enough engine to it. Extraction fields and maglev lines allow the Dropship to pick up and “drop” allies without needing to land. It has no weapons, but it is possible to fire from the bottom platform or out the side doors. The ship is tough, but clumsy and difficult to maneuver. A single Dropship is large enough to carry two Siege Tanks, if only barely.

You receive 30 Dropships, each with a pilot and co-pilot. They are improved over the standard Dropship, though, as they are easily twice as fast as the standard Dropship, twice as durable, and have specialized technology to ensure that even if the vehicle is destroyed, the passengers will safely survive the crash and explosion (although not necessarily in the best condition).

Goliaths (-150 AP):

The Goliath Combat Walker is a Terran one-man, all-terrain mech designed to support Marines, and serve as a potent anti-air deterrent. They are equipped with Twin 30mm Smoothbore Autocannons and a crotch-mounted swivel machine gun for taking on ground enemies, and the exceedingly powerful Hellfire AA-Scatter Missiles for taking on airborne foes. These missiles are equipped with Charon Boosters to increase the missile’s effective range to an almost exponential extent. They are highly maneuverable, and on the rare occasion that one falls over, it has systems to help it right itself.

You receive 10 Goliaths, who have a few small improvements made to their design. Their missiles now damage a larger area around them, turning them into an AoE attack, while their Autocannons can now trigger a tracking beacon in enemies who have been hit; by activating this beacon, it will redirect all of that Goliath’s missiles to target the enemy who has been struck, allowing for missiles to be used to attack ground targets.

Wraiths (-150 AP):

The CF/A-17G Wraith is an aerospace strike fighter equipped with 25mm burst lasers and Gemini AA missiles. It also has an Apollo Reactor, a high-yield uranium reactor that allows it to cloak for extensive periods of time, hiding it from

conventional perception, even if it's in the middle of attacking. It is used to deal heavy damage to larger ships, while being small and nimble enough to avoid retaliation from their defensive batteries.

You receive 8 Wraiths, who have been improved over the standard design. Cloaking consumes only a tenth as much energy for your Wraiths, and the cooldown on its burst laser has been reduced to only half its normal time, allowing for a stronger anti-ground role.

Valkyries (-150 AP):

The Valkyrie Missile Frigate originated from the United Earth Directorate, and is a specialized anti-fighter aerospace craft equipped with H.A.L.O. cluster rockets. It specializes in combating formations of light fighters; the cluster rockets spread out when fired to coat a large area in explosions, which allows them to absolutely shred through groups of aerial enemies, such as the Koprulu Sector will soon see upon the arrival of the Zerg.

You receive 13 Valkyries, each with a crew consisting only of the pilot. Yours are modified to be more effective in their role; each rocket will now fire off another, smaller rocket upon exploding, which will auto-lock onto any airborne enemies within its range. Furthermore, each of their cluster rockets now features a wider explosion radius.

Siege Tanks (-250 AP):

The AAV-5 Arclite Siege Tank is one of the keystones of the Terran defensive strategy. It has two modes, serving as a transforming vehicle that can switch from a mobile tank (which uses two 80mm PPG-7 plasma cannons) to an artillery form to provide long-range fire support (which sees the plasma cannons recede to reveal the Mjolnir 120mm Shock Cannon). This heavy artillery inflicts immense damage to its target, and inflicts significant splash damage to anyone who happens to be nearby. Like all Terran military vehicles, gravity accelerators allow it to remain steady and on the "ground" even in a zero-gravity environment.

You receive 5 Siege Tanks, each with a crew of 3; gunner, driver, and navigator (although only 1 person is technically required to operate it). These are improved over the standard Siege Tank; while in tank mode, its plasma cannons will "mark" an enemy, causing attacks by any form of artillery to inflict half again as much

damage as normal; while in artillery mode, its explosive projectiles will be equipped with smart sculpting technology to reshape it before impact, which will allow it to mitigate collateral damage to allies while maximizing destructive impact on enemies.

Ghosts (-400 AP):

Psychically-gifted children are stolen away by the Terran government and subject to inhuman training that prepares them to become Ghosts, psionic covert operatives skilled at assassination, spying, and sabotage. They are skilled in the extreme, and have the best equipment that money can provide—Hostile Environment Suits with Moebius Reactors that allow them to turn invisible, C-10 Canister Rifles that fire explosive rounds at incredible distances, and access to special Lockdown rounds, which are capable of temporarily disabling any machine they hit. Their improvements aren't limited to just training; they receive cybernetic enhancements, such as Ocular Implants to increase their range, and can even be genetically modified to allow them to perform at higher levels than humans can naturally achieve.

You receive 7 Ghosts, who have a special benefit that other ghosts don't. In addition to being more potent psychics than standard ghosts—although not to the level of the likes of Sarah Kerrigan—they are also capable of calling down Nuclear Strikes, even if you don't have any nuclear weapons prepared; once per decade for each Ghost, they can summon a nuclear missile from nowhere to strike at an enemy target.

Science Vessels (-400 AP):

The *Explorer*-Class Science Vessel is a Terran starship used for exploration and scientific research. It is a massive vehicle; its disc-like base is more than 570 meters across, while its towering spires can reach nearly 430 meters tall. It has a crew of hundreds, with a great number of scientists and researchers of all manners of fields. It has the most advanced scanning equipment the Confederacy can provide, allowing it to detect even the most carefully cloaked or burrowed of enemies. It is capable of producing a Defensive Matrix, a short-lived energy shield capable of defending a target as large as a Battlecruiser. For defense, it is capable of producing an EMP Shockwave, which is spectacularly effective both at destroying shields and at draining the psychic energies of anyone caught in the radius of the shockwave. Finally, it is capable of emitting a high-energy stream of

radioactive particles to heavily irradiate an enemy with short-lived radioactive particles; although not long-lasting, they cause intense harm in any living thing, and cause even non-organic targets to produce a radioactive aura that harms anything living that dares to approach. Science Vessels are capable of travel through warp space.

You receive 2 Science Vessels, each of which has a full complement of crew. Yours are improved above the baseline, however. They are capable of applying 5 Defensive Matrices at a time without an increase in energy costs, but only if the subject of the Defensive Matrix is no larger than a Dropship; if larger, then they can only manage 2 at a time. Their EMP Shockwave does not affect allied units, and the radiation of their Irradiate ability is somehow incapable of harming anyone allied with you.

Battlecruiser (-800 AP):

The *Behemoth*-Class Battlecruiser is the most iconic and powerful of the vehicles available to Terran forces. It has a host of twin-cannon laser batteries, with optical sensors to detect fast-moving aerial targets and electromagnetic coils to increase the potency of air-to-ground attacks. This 1-kilometer-long vessel is as slow as its size would indicate, but it is equipped with a warp drive to allow for long-distance travel. It is equipped with the mighty Yamato Gun, a powerful weapon that draws energy from the ship's Colossus Reactor and utilizes intense magnetic fields to effectively focus a controlled nuclear explosion into a blast of force. Although it only needs a crew of 500 to operate, it is capable of hosting thousands of troops without difficulty.

You receive 1 single Battlecruiser, complete with a crew of 1,000 subordinates, including everyone needed to operate the ship and a complementary guard to protect the vessel against boarding actions. Your Battlecruiser is further improved beyond the standard by having a protective energy shield that can survive a single Yamato Gun blast. Speaking of which, its own Yamato Gun can now be dialed down, allowing the captain to fire it at partial strength in exchange for a lesser draw on its energy stores, letting it be used more frequently.

ZERG

Your Zerg are loyal only to you, and possess a separate hive mind that is not dependent on any Cerebrate or Overmind to function, although they can “attach” themselves to any hive mind you permit them to be a part of.

Drones (-50 AP): [Requires Hatchery]

Drones possess a variation of the Larva’s ability to break down its own genetic structure to rebuild itself into something new—but not a Zerg unit, but one of the organic “structures” the Zerg utilize. However, all Zerg structures apart from the Hatchery itself can only be built upon Creep, the slimy carpet-like superorganism that is produced by Hatcheries and Creep Colonies. Although unable to fly, Drones hover above the ground using a float bladder, and they are primarily used for harvesting resources for use by the Swarm (apart from being used as materials to make new Zerg structures). Although not meant for combat, these clawed, stingray-shaped creatures are about as large as a Marine in CMC armor, and can launch spines to attack enemies that aren’t too far away from them. Drones are capable of Burrowing into the ground to hide from enemies, taking only a second to completely disappear beneath the surface.

You receive 10 Drones, who possess special features unavailable to ordinary Drones. When one of your Drones is used to create a structure, a special organ is created that causes the structure to redirect some nutrients to reconstitute the Drone’s original body after it has morphed into its new form. Effectively, this means that being used to create a structure will not cost you a Drone, as it will reemerge from the structure once it is completed.

Zerglings (-50 AP):

The smallest strain of Zerg apart from the Larvae, Zerglings are also the most numerous, typically sent forth in great, teeming masses to shred the enemy beneath their claws, even in the face of overwhelming casualties. In its current state of evolution, this quadrupedal Zerg has webbed hindlimbs, while its forelimbs closely resemble large sickles. Emerging from its shoulders is an additional pair of limbs, ending in disturbingly human-like claws. Its claws are capable of rending through Marine armor with ease, and they are so easy to produce that each Larva will mutate into two separate Zerglings. They are incredibly fast, with their Metabolic Boost ensuring that they can move at speeds many vehicles can’t match, and their Adrenal Glands provide a rush of adrenaline

that ensures that they can attack much more rapidly than one would guess from their appearance. They can hide under the ground by Burrowing.

You receive 80 Zerglings, who have been altered beyond the scope of ordinary Zerglings. Every time one of your Zerglings dies, it releases a special pheromone that incites other Zerg to greater ferocity—even those that don't have this special feature—and each Zerg thus affected increases in speed and durability for every improved Zergling that dies around them. This improvement only lasts for the duration of battle.

You may double the price of this purchase to instead receive Devouring Ones as followers, which are a strain of Zergling that is stronger, tougher, and even faster than ordinary ones.

Hydralisks (-100 AP):

Serving as the ranged infantry and shock troops of the Zerg Swarm, Hydralisks are among the most ferocious, aggressive, and sadistic of all breeds of Zerg. They are serpentine, with a row of spines along their lower body improving their mobility, while their torso has a pair of wickedly curved scythes as claws. But despite its potency in melee combat, its primary threat is as a ranged combatant, firing needle spines stored in its carapace at incredible speeds, with razor sharp and Grooved Spines capable of piercing through neosteel plating to cause damage to even large vehicles at ranges more suited to firearms than anything nature would produce. They have colorful, imposing crests behind their heads, and their carapace provides a potent armor. Muscular Augments improve their speed to the point that it matches vehicles. When stealth is needed, they can Burrow into the ground. If faced with primarily ground-based foes, or when ambushes are required, a Hydralisk can perform a one-time morph into a Lurker.

You receive 30 Hydralisks, which have features not available to ordinary members of their kind—although in exchange, they have lost the ability to morph into Lurkers. Your Hydralisks have lethally envenomed spines, ensuring that any organic enemy they hit is doomed unless they immediately receive medical attention. This toxin is also quite corrosive, ensuring that vehicles aren't spared from your wrath.

You may double the price of this purchase to instead receive Hunter-Killers as followers, which are a more dangerous strain of Hydralisk that are more aggressive, but also more powerful and capable in every regard.

Overlords (-100 AP):

Overlords are one of the most vital parts of the Zerg Swarm; not because of any combat ability, but because they have psychic abilities and are able to broadcast the commands of the Cerebrates, and allow Cerebrates to control more Zerg than they would otherwise be able to. What's more, Overlords possess Ventral Sacs that allow them to carry other creatures inside their body, allowing them to be used as a form of transportation. Their Pneumatized Carapace increases their speed to... well, to only being slow, honestly, but they are capable of flying through the void of space. But with their Antennae—which protrude downwards from their underbellies, resembling a cluster of legs—they are capable of comprehending sensory information in a vast range, which is so sensitive that they can detect cloaked and buried enemies as easily as they can see that which stands right before them.

You receive 30 Overlords, which have also received certain improvements beyond the norm. Each Overlord is now a more potent psychic—this is still limited to mental psionics, but they can overwhelm someone's mind to stun them. What's more, these Overlords are easily twice as fast as normal, are capable of detecting anything that exists even if it isn't something the senses of ordinary Overlords could pick up, and should they be destroyed while carrying cargo, specialized organs will ensure that whatever or whoever they are carrying will survive the attack and land... well, safely enough to still be mostly intact.

You may double the price of this purchase to instead receive Yggdrasills as followers, which are a much tougher strain of Overlord that is also capable of maintaining control over a greater number of Zerg at once, nearly four times as much as an ordinary Overlord could.

Infested Terrans (-100 AP):

An Infested Terran is the result of a Terran infected with the Zerg hyper-evolutionary virus. Infested Terrans are stronger, faster, and tougher than an ordinary Terran could hope to be, but that isn't what the Swarm uses them for. The current form of the hyper-evolutionary virus by default transforms Terrans

into suicide bombers, giving them organs and chemicals that make them an explosion waiting to happen—but only if intentionally triggered. If they're killed first, the chemicals dissipate harmlessly. Infested Terrans aren't morphed from a Larva, but made from actual Terrans, which typically requires an Infested Command Center. Infested Terrans are able to Burrow into the ground to lie in wait for the approach of an enemy.

You receive 10 Infested Terrans, each a living bomb that has been augmented beyond their fellows. Not only are they now capable of engaging an enemy in melee combat, but when killed they will automatically explode, which curiously enough doesn't seem to harm any allied units. Your Infested Terrans are created *ex nihilo*, and no actual people suffered from the process of being infested.

You may double the price of this purchase to instead receive elite Infested Terrans as followers, which retain a large degree of sentience and are even capable of using weapons, in addition to being tougher than the standard Infested Terran could ever hope to be.

Scourges (-100 AP):

Scourges vaguely resemble smaller Mutalisks, if by “smaller” you mean “larger than a Marine in CMC power armor”. Catalytic agents in the Scourge allow it to undergo plasma metamorphosis, causing them to explode as a living bomb—the standard usage of Scourges is to direct these blind fliers to charge headlong into enemy craft and detonate, guided by the hive mind. A single hit will take out most aircraft, and capital ships can be downed by even a small swarm of them. Scourges are so simple to produce that each Larva will produce two of them upon morphing.

You receive 25 Scourges, who have received special modifications. Each Scourge now has a layer of ablative armor that is also capable of plasma metamorphosis, with the shape of the armor layers directing the explosion away from the Scourge. In effect, this allows each of these Scourges to explode twice; once from the armor layer, and a second time with their own body.

You may double the price of this purchase to instead receive elite Scourges as followers, which explode in a larger radius and which have much more health than you'd find in normal Scourges.

Mutalisk (-150 AP):

The primary aerial unit of the Swarm, the Mutalisk has been formed in symbiosis with the Glaive Wurm, which it produces to attack, launching the vicious symbiote out of its cloaca to strike enemies, “bouncing” from one to the other and leaving grievous wounds in its wake. They flap their wings even as they fly through space, the motion powering certain biological processes that help them create the gas that allows them locomotion in the vacuum. Mutalisks are highly aggressive, and are able to track Terran transmissions to their sources, making them effective hunters. Should specialized combatants be more desirable, they may undergo a one-time morph into a Devourer or Guardian.

You receive 15 Mutalisks, which are unable to morph, but which in exchange are improved beyond the standard Mutalisk. For one thing, their Glaive Wurm is stronger, bouncing an additional time before death and capable of inflicting full damage on every enemy it hits. Your Mutalisks’ shrieks have a weakening effect on enemies who hear it, reducing the damage they can inflict.

You may double the price of this purchase to instead receive Kukulza as followers, which are a tougher strain of Mutalisk more suited to straightforward fights as opposed to hit-and-runs like the more fragile species they originate from.

Devourer (-150 AP):

Resembling a curved wasp in form, the Devourer is an anti-air morph of the Mutalisk. Although not as fast as the Mutalisk, they are still faster than the Guardian, and have potent defenses. They attack by spewing a caustic spray of corrosive acid that can even eat through the plating protecting capital ships... but what’s dangerous about them isn’t just the acid. Rather, each acidic attack is accompanied by an acidic spore that latches onto the enemy struck; for each spore, that enemy will suffer even more damage from every other attack that strikes them. These spores add up over time, eventually turning even weak or glancing attacks into devastating blows.

You receive 13 Devourers, each modified beyond its fellows. Whenever an enemy affected by an acidic spore is killed, they will explode in a deluge of acid that only harms your enemies; those struck by this will also be infected by an acidic spore, but this spore won’t itself cause further explosions.

You may double the price of this purchase to instead receive elite Devourers as followers, a tougher form of the breed that is thrice as tough as an ordinary Devourer and inflicts twice as much harm. Unfortunately, the Swarm doesn't have any special strains of Devourers to put on offer.

Guardian (-150 AP):

Vaguely similar to a flying crab in appearance, the Guardian is the anti-ground morph of the Mutalisk. Although the slowest air unit available to the Zerg, they are also one of the deadliest, as they serve as a form of long-range artillery bombardment, launching explosive globs of acid at great distances. But because of their slow speed, they are often used for defensive purposes rather than offensive.

You receive 13 Guardians, given special adjustments to improve their functioning. Each Guardian is twice as fast as normal, and their acidic globs now slow enemies who have been struck.

You may double the price of this purchase to instead receive Gargoyles as followers, an elite strain that is far superior to the ordinary Guardian.

Lurker (-200 AP):

Resembling a horrific mixture of Hydralisk and spider, the Lurker is the number one ambush predator in the Zerg Swarm. Morphed from the Hydralisk, they sacrifice their ability to launch spines; instead, they can extrude subterranean spikes from their body. However, they can't use them above ground; instead, they Burrow into the earth and project rows of spikes up through the soil, absolutely shredding any lightly armored enemies.

You receive 10 Lurkers, each given special modifications. Your Lurkers are capable of digging through the earth while they're already buried, letting them move about under the surface and relocate without making themselves vulnerable to attacks on the surface.

You may double the price of this purchase to instead receive elite Lurkers as followers, a superior variant created just for you.

Queen (-300 AP):

The Queens float through the air, a membrane stretched between their limbs, and although they have some claws with which to defend themselves, they are by no means an offensive Zerg. Nonetheless, they are vital to the continued functioning of the Swarm—not only for their role in caring for Larvae, but also because they can fire off Parasites to merge with enemies, allowing higher Zerg strains to perceive the world through the victim's senses and speak to them. They can also produce a substance that allows them to Infest structures, causing the rapid growth of Zerg biomass and allowing for the infestation of other species at that facility, such as the Infested Terran. They are also capable of producing a weblike spray of thick mucus that will Ensnare enemies, greatly reducing their mobility and attack speed. Finally, they are able to Spawn Broodlings by firing spores that quickly “fertilize” organic matter to rapidly create a pair of Broodlings; these spores will even melt through metal to reach a living victim, meaning that just being inside a vehicle isn't enough to protect an enemy from this. The energy and biological material for all of these abilities is generated via Gamete Meiosis.

You receive 8 Queens, which are all given special improvements. When they Infest a structure, that structure will now spawn a Creep Colony inside of it, allowing the building to produce Creep, and it can even morph into a Spore or Sunken Colony to make the building into a sort of biological “turret”. Furthermore, if they infest a building that could be considered a “command” building, that structure becomes capable of generating Infested Terrans from nowhere, with nothing other than an expenditure of resources.

You may double the price of this purchase to instead receive Matriarchs, a more powerful strain of Queen capable of surviving much more punishment and with a greater store of energy.

Defiler (-300 AP):

Defilers are one of the most dangerous members of the Swarm, but not because of their direct fighting ability. Rather, they are like living cancer factories, producing carcinogenic pathogens and virus-like biochemicals that allow them to wreak havoc on their enemies. First, they Burrow to hide underground in order to best ambush enemies. When a group of foes approach, they emerge and let loose a Plague, which is combined with corrosive spores. This ensures that everything in the area of the plague, be it organic or machine, will be brought to the very brink

of death. Furthermore, they have a host of symbiotic organisms living on them that they can release in a Dark Swarm, preventing enemies and allies in the area from using ranged attacks. It has a limited store of energy with which to power its special abilities, but its Metasynaptic Nodes ensure that this store of energy is vast—and it can Consume other Zerg to turn their biomass into more energy, so it is common for them to feast on their fellows to stay relevant in a fight.

You receive 8 Defilers, who have all been given improvements beyond what you'd expect from one of their kind. They possess psychic abilities, allowing them to steal information from the minds of others; furthermore, the effects of their Plague will now be contagious and effect anyone who comes near to someone who has suffered from the Plague (although these secondhand sufferers do not themselves transfer the Plague to other people).

You may double the price of this purchase to instead receive Unclean Ones as followers, which are a much tougher strain of Defiler who regenerate their energies faster.

Ultralisks (-500 AP):

The Ultralisk is the heaviest ground unit the Swarm has at its disposal, a great behemoth as large as four Marines stacked on top of each other, and with enormous Kaiser Blades that narrow down to monomolecular edges, and are almost indestructible, able to cleave apart vehicles like paper. Their Chitinous Plating makes them tough enough to withstand blasts from a Siege Tank, and they experience Anabolic Synthesis that improves their speed to the point that they are faster than a behemoth of their size has any right to be. Due to their size, by the time of the Brood War, Ultralisks have not yet evolved the ability to burrow into the ground as other terrestrial Zerg can.

You receive 7 Ultralisks, who receive certain augmentations that you won't see in the Ultralisks in the rest of the Swarm. Their sweeping Kaiser Blades are now able to strike every enemy in front of them with each swing, and whenever they kill an enemy, they will experience a rush of hormones that increases their speed. Furthermore, these Ultralisks have developed the ability to Burrow themselves.

You may double the price of this purchase to instead receive Blade Guardians as followers. Blade Guardians have far more health than an Ultralisk, and are even

more destructively powerful. However, you only receive 6 of them; the 7th is actually a Torrasque. The Torrasque has only half as much health as a Blade Guardian, but it is just as powerful, and it hosts a powerful ability; when killed, it will revive itself only five minutes later. Reviving consumes a quarter as many resources as it takes to create a new Ultralisk from a Hatchery, although you do not actually require a Hatchery or the ability to create Ultralisks in order for it to respawn. You can prevent it from respawning if you wish to preserve resources, in which case it will respawn when your followers normally do without consuming any resources in the process.

PROTOSS

Probes (-50 AP): [Requires Nexus]

Probes are floating robotic drones that form the backbone of Protoss colonization and military expeditions. They are used to warp in structures, with a miniature manufactory producing micro-beacons that can be used to allow fully-functional beacons to be warped into any location, even across interstellar distances. They are equipped with a miniature energy projector that can be used to levitate objects, and produces a particle beam they primarily use to harvest resources (although it can serve as a weapon in a pinch). They are fully capable of constructing new buildings from scratch, as they are responsible for building the structures that other Probes would eventually warp in.

You receive 10 Probes, who have special benefits not available to ordinary Probes. They don't merely hover anymore, but are capable of true flight; furthermore, any building they start to warp will immediately project its full shield through the warp, providing more protection to the vulnerable beacon while the building is still materializing.

Zealots (-50 AP):

Zealots are lower-ranked Templar, who seek to prove themselves in glorious battle on the front lines. They are garbed in the standard power suit of the Templar, and wield a pair of Psi-Blades manifested through special bracers that reduce the psionic drain of manifesting the blades. As they are a melee-focused force, their armor is improved with Leg Enhancements to boost their speed, allowing them to dive into the fray without suffering as many ranged attacks. Each Zealot has gone through decades of training, is physically superior to humanity, and possesses

potent plasma shields, making them the most dangerous infantry unit fielded by any of the three factions.

You receive 20 Zealots, each with special improvements beyond the rank-and-file. Their plasma shields reinforce their Psi-Blades; as long as their shield is active, their blades will emit micro-shockwaves upon contact with the enemy, ensuring greater damage than a “mere” stab wound could provide, and making them especially effective against vehicles.

Dragoons (-100 AP):

When a Protoss warrior takes extreme damage, a safety feature installed into their armor warps them out of danger and back into safe territory. But even with the advanced sciences of the Protoss, not all injuries can be recovered from; but instead of retiring, crippled Protoss warriors instead volunteer to be interred into Dragoons, where their bodies are supported with life support fluids and their minds fused into the Dragoon exoskeleton. The Dragoon is a quadrupedal assault walker, using Singularity Charge technology to engulf minute amounts of antimatter in psychically charged fields; this “phase disruptor” weapon boasts immense range, allowing them to down airborne enemies even from ground level.

You receive 16 Dragoons, each already equipped with a fallen Protoss warrior. They are further modified beyond the base specs of the Dragoon, however; for one, they now use a slightly larger piece of antimatter, causing larger and more powerful explosions. Furthermore, so long as their shield is above 75%, any damage they suffer will be halved in severity.

Observers (-100 AP):

These aerospace drones make up an important part of the Protoss war strategy, despite not having any direct combat utility. After all, the most important part of war is information, and there are few things as good for gathering information as an Observer. Advanced Sensory Array technology allows it to observe from a distance, and its special lenses can even detect invisible or buried enemies. The Protoss have utilized Observers to spy on the Terrans and other less advanced species for some time; Observers also have cloaking tech built into them, making them almost completely unnoticeable to all but the most advanced methods of detection. They are even inaudible; they utilize Gravitic Boosters to move,

manipulating gravity to direct themselves through space or through the air in lieu of more easily detectable engines.

You receive 28 Observers, who have special features that normal Observers don't. Using advanced predicting and sensory technology, your Observers are capable of recording sensory data of all types with precise detail, to the point of overhearing whispered conversations from high orbit. Furthermore, by focusing their attention on a single enemy, they can highlight weak points in their defenses and forward this information to any allies who are engaging it, ensuring that their attacks become more effective.

Shuttles (-100 AP):

With skilled pilots at a premium, the Protoss Empire has turned to utilizing robotic pilots instead. The Shuttle moves at high speeds thanks to its Gravitic Drive, and its hold is large enough that it can ferry two Reavers at once. However, being primarily a troop transport, it has no weaponry and no defenses other than the standard Plasma Shield used by all Protoss forces.

You receive 30 Shuttles, with special features you won't find elsewhere. For one thing, the Shuttles themselves are now equipped with medical pods and repair bays, allowing for the healing of anything aboard the vessel. Special psionic subroutines built into the ship ensure that, in the event that the vessel is destroyed, any and all passengers and cargo will survive the experience, although not necessarily in the best condition.

Corsairs (-150 AP):

A fast and agile starship, the Corsair specializes in raiding and anti-air attacks. Developed by the Dark Templar, it is armed with twin Neutron Flares that release pulses of energy that affect everything in an area of effect, and that absolutely shred through lightly armored vehicles. The ship possesses an Argus Jewel that is used to power the use of a Disruption Web; by pushing psychic energy through the Neutron Emitter, they generate a field of psionic static that clings to the ground and disrupts neural impulses and computers. This effectively makes any and all attacks originating from the ground impossible for anyone in the area to use, allowing for allied aircraft with ATS weaponry.

You receive 12 Corsairs, each with one pilot, with special modifications to push them above and beyond the standard. With advanced computers guiding the actualization of the pilot's psionic energy, their Disruption Web will only interfere with enemy activity; your allies will be able to attack with impunity even while the Disruption Web is active.

Scouts (-200 AP):

Although designed for reconnaissance and only light combat use, the Scout's technology is so advanced in comparison to other species that it makes for a potent combat unit nonetheless. For attacking ground troops, the Scout is equipped with dual photon blasters; meanwhile, for anti-air defenses the Scout can utilize antimatter missiles to attack anything in the range of its Apial Sensors; these missiles pack a punch, being able to do considerable damage even to capital ships. Thanks to their Gravitic Thrusters, they can move at incredible speeds, making them the vehicle of choice for scouting and standard aerial patrols.

You receive 11 Scouts, each with a single pilot, and improved beyond the expectations of their class of vehicle. The performance of the photon blasters is improved; any enemy thusly struck by them will find that its armor and defenses will fail to provide any further protection against attacks for several minutes.

Dark Templars (-200 AP):

The Dark Templar were once driven from Aiur an age ago for the "heresy" of not wishing to partake in the Khala. They have since pursued psychic powers in an entirely different direction from the Protoss Empire, and have touched upon the Void to give special qualities to their psionics. The default warrior of the Dark Templar is not the shining, golden figure of the Zealots preferred by the Templar; instead, the Dark Templar are more like assassins, unarmored and wielding only a single Warp Blade. However, they can shroud themselves in psychic power with but a thought, and thanks to the Void, the drain on their psionic energy stores is minimal; this shroud allows them to hide themselves from all but the most advanced and masterful means of detection, effectively turning them invisible. A single Dark Templar could slaughter scores of enemies if a detector is not brought near to them. In times of need, two Dark Templar can fuse together into a Dark Archon.

You receive 13 Dark Templar warriors, each given special abilities you won't find in their fellows to make up for the fact that they are incapable of fusing into a Dark Archon. Their Warp Blades will now inflict a stunning effect on enemies, releasing Void energies into their mind or circuitry to briefly paralyze them. It only lasts half a second, but that delay could mean the difference between life and death. Furthermore, these Dark Templar can dispel their psionic cloak to inflict total sensory shutdown on all enemies within several meters, even machines. This sensory deprivation lasts for roughly 30 seconds, but the Dark Templar is only able to cloak again after 45 seconds have passed.

High Templar (-200 AP):

The High Templar are those of the Templar who have traveled far down the path of the Khala, and in so doing have brought their psionic powers to levels unmatched by other Protoss. They no longer walk, being fully capable of effortless levitation wherever they wish to go; indeed, the very act of moving leaves behind a half-second of psychic illusions of themselves behind them—not an intentional act, but merely a byproduct of their extraordinary psionic abilities. Although, using their Khaydarin Amulet as a focus, they are fully capable of producing Hallucinations—not directly formed in the mind, but in the form of illusory psychic constructs that they can direct personally, or program with pre-set instructions. They can perceive through these illusions, allowing for safe scouting at a distance. But most dangerously, they can send out psychic ripples that resemble lightning, forming a Psionic Storm that shreds the minds and bodies of everything unfortunate enough to oppose them. Should needs must, two High Templar can fuse into an Archon, although they will inevitably die after the battle is over.

You receive 13 High Templar; they are incapable of participating in the fusion into an Archon, but in exchange have received potent boons. Every enemy they kill with their Psionic Storm will give a replenishment to their psychic energy. Furthermore, when one of their Hallucinations is “destroyed”, a psychic field built into the illusion will induce a mental feedback into the one who killed them, inflicting damage equivalent to the blow that destroyed it—even in machines.

Arbiters (-300 AP):

At nearly 150 meters in length and infused with psionic energy, Arbiters are piloted by Judicators to provide support in combat. Using the vehicle and its Khaydarin Core as a focus for space-time manipulation, it is able to generate rifts

in the fabric of space, creating a vortex that links two locations and allows for instantaneous travel. It can strengthen space-time and create “pockets” of it, which effectively trap groups of enemies in a Stasis Field, rendering them temporarily incapable of moving or interacting with the world in any way—or of being interacted with. Finally, it can passively produce a field that provides cloaking to all nearby allies by placing them ever-so-slightly out of alignment with proper space-time—however, Arbiters must remain firmly anchored in space and time, and as such cannot be cloaked by this effect. Although primarily serving a support role, Arbiters are also equipped with Phase Disruptor Cannons to ensure that they can defend themselves.

You receive 5 Arbiters with one pilot each, all of them with special modifications beyond the norm. They can phase allies in their cloaking field even further out of line with proper space-time, making them temporarily invulnerable at the cost of rendering these allies incapable of attacking while this effect is still in play. Furthermore, they are now capable of serving as mobile Shield Batteries, with a secondary store half as large as their normal supply which they can use to replenish the shields of their allies.

Reaver (-300 AP):

The Reaver is a mobile Protoss siege-artillery unit, although not in the sense that Terrans might think of it. This large caterpillar-like robot has a micro-manufacturing plant that creates small robotic drones called Scarabs; its bays can contain up to ten of them thanks to Increased Reaver Capacity technology. These drones seek out enemies and then explode; the Scarab Damage is incredible, producing a burst of energy that can destroy entire groups of enemies and reduce buildings to rubble. However, they do not have any direct weapons, and their ability to fire Scarabs is limited by their production speed.

You receive 5 Reavers, each given special modifications. Their Scarab bays are improved to hold up to 15 at a time, and the time it takes to produce a Scarab is halved; furthermore, each Scarab will now use smart-sculpting technology to reshape its explosions to avoid harming friendlies. Finally, the Reaver itself is now capable of launching two Scarabs at a time, although not at the same target.

Archons (-400 AP):

Archons are short-lived beings created from the fusion of two High Templar, multiplying their psionic might until they become veritable psychic titans. However, they only barely physically exist, being primary psionic entities without proper biologies, and it is only their potent psychically-generated plasma shields that allow them to interact with the physical world. Their presence induces fear in their enemies, their psychic presence and rage touching on everything around them. They produce psionic power like a small blue star, but burn out like a match; Archons are not expected to survive longer than a single match. They lose the finesse required to use psionic powers of the Templar involved in the merging; however, in exchange they have achieved immense raw power, allowing them to mow through enemies and engage Ultralisks in single combat with powerful psionic shockwaves that rip through the air and tear apart enemies and terrain alike.

You receive 6 Archons, modified beyond the scope of what is expected of their kind. Your Archons are self-sustaining, and will not disappear unless killed; furthermore, their rage is tempered by the full spectrum of emotions, as they have become actual people rather than purely a vengeful psionic gestalt. Your Archon's psionic shockwave attacks will serve to reinvigorate their plasma shields, ensuring that every successful attack partially returns the expended charge of their barriers.

Dark Archons (-500 AP):

The Dark Templar's counterpart to the Archon, it is created by two Dark Templar giving up their lives and fusing into one gestalt consciousness. But the addition of Void energy to the merging, as wielded by the Dark Templar, creates something entirely separate from the Archon. Where Archons resemble glowing protoss wrapped in blue orbs of psychic flame, Dark Archons are dark figures engulfed in red; where Archons are defined by their rage, Dark Archons are in perpetual agony; where an Archon loses all their psionic finesse in exchange for raw power, the Dark Archon wields immense amounts of psychic energy with precise control—but is unable to directly cause harm. Wielding an Argus Talisman to bolster their power, Dark Archons are able to induce a Feedback loop in energy-wielding enemies that turns their energy against themselves, often instantly destroying enemies such as High Templar, and causing catastrophic damage to units such as Science Vessels. They can also induce a psionic Maelstrom, effectively stunning every biological unit in an area and preventing them from

taking action. But their most feared power is their Mind Control, allowing them to completely rewrite an opponent's consciousness or programming to turn them into loyal servants. Zerg, Terran, Protoss, machine—it doesn't matter, all can be enslaved in this manner. Only mental titans such as a "hero unit" could hope to resist such an effect.

You receive 6 Dark Archons, who have special features not seen in regular Dark Templar gestalts. Your Dark Archons do not experience suffering, and are self-sustaining; they will not disappear unless they are killed. Furthermore, they are now capable of excluding allies from the effect of their Maelstrom ability, and Mind Controlled enemies are now protected by a shield of psionic power for a brief duration after being taken over. Finally, Feedback is now capable of causing self-damage in any machine that utilizes electricity, as the definition of "energy" has become more broad in scope.

Carrier (-800 AP):

The most recognizable capital ship of the Protoss, the modern interpretation of the Carrier resembles the *Gantrithor* in miniature... if by "miniature" you mean "1.3 kilometers in length". Carriers possess a Purifier Beam that allows a fleet of them to glass planets, and can be used for orbital bombardment; however, it takes time to charge, and is not an efficient weapon for combat. Instead, Carriers rely on drone Interceptors that wield plasma-launching Pulse Cannons in battle, and Carriers are upgraded with improved Carrier Capacity to ensure that each is capable of hosting a swarm of these Interceptors. Manufacturing plants on-board guarantee that so long as resources are provided, a Carrier will perpetually be capable of producing more.

You receive 1 Carrier with a full complement of crew, and the vessel has been modified beyond the bounds of what is expected of the typical Carrier. More launch bays have been provided, allowing your Carrier to launch their entire complement of Interceptors at once; furthermore, your Interceptors now have explosives installed in them; when critically damaged, an Interceptor will attempt to dive-bomb the nearest enemy in hopes of taking them out. These explosives are incapable of harming allied units.

COMPANIONS

There isn't much in this galaxy that can be accomplished by one person alone, and only being backed up by an army of subordinates probably isn't conducive to good mental health. You need peers—or at least subordinates who aren't "NPCs"—and this is where you can find them.

Import/Create Companion (-50 CP):

If you have a pre-existing companion, you can import them into a species and origin of your choice. Alternatively, you could design a new companion. They will receive 800 CP with which to purchase options here, although they do not receive any stipends. If you would rather have more companions, you can purchase this multiple times. If you spend **-200 CP** on companions, then you may instead receive a full set of 8.

Canon Companion (Free):

If you can convince someone to come with you on your chain, you can bring them with you as a companion. Considering that most worlds you'll encounter in the chain are inhabited by humans, any non-human you recruit will be given a human Alt-Form upon leaving this setting.

Awakened Adjutant (Free):

Roughly human-like in appearance, Adjutants are immobile AI with organic components. They are a tool commonly utilized by Terran commanders, capable of processing many details at once to survey the battlefield, conduct administrative duties, navigate paths through space, decrypt encryptions, store data, and provide advice. They are not, however, actually sapient... or they aren't supposed to be. Was a mistake made with this one, or did someone intentionally upload a complete personality into this one? Regardless, this Adjutant is a full-fledged person, with interests of their own. However, they are quite enthralled with the idea of working for you, and will gladly help manage your holdings and forces.

Curious Cerebrate (Free):

Cerebrates are made as an extension of the Overmind's will. Therefore, this one only considers it a reasonable act in service to the Swarm that it moves to answer its curiosities. It has a particular interest in technology; it knows that the Swarm's evolutions are superior, obviously, but it can't help but wonder what the Swarm

could accomplish if it evolved refineries and manufactories capable of producing cybernetic Zerg. It is also curious about this “culture” thing the Terrans seem to have created. Now knowing that you are from the multiverse, it is quite excited to travel with you and acquire obscure and unusual biological traits for the sake of the Swarm... although it certainly wouldn’t mind seeing what technologies have come about in other realities.

Junior Judicator (Free):

This Protoss Judicator has been raised since a young age to fulfill their role as a part of the Judicator Caste, but certain decisions made by the Conclave have filled them with doubt. And it is hard to hide such emotions when you share your thoughts and emotions with others through the Khala; as such, despite their capabilities and potent psionics, they have remained a low-ranking member of the Caste. They still seek to live a just and honorable life, but have started thinking about what life outside of the Protoss Empire might be like; a multiversal traveler such as yourself could provide them with the perspective they’re looking for.

SCENARIOS

Taking scenarios is optional, but will provide you extra rewards if you succeed. Failing a scenario has no consequences other than the loss of the rewards.

Campaign Mode:

This scenario is broken up into six parts, all of which occur after the Jump comes to an end; you are sent to an alternative dimension, where you become a Terran and replace the Magistrate sent to Mar Sara. Once you have beaten every “mission” that you would have experienced had you played the StarCraft Terran campaign, you will switch over to the Zerg campaign and become the newest Cerebrate in the Swarm. And so on, until you have completed all three StarCraft campaigns and all three StarCraft: Brood War campaigns.

You are incapable of taking actions that would wildly change the story, and must complete the original mission objectives. If you fail in any of your missions, that sub-scenario is a failure, and you move on to the next campaign.

Rewards:

For each campaign you completed, you gain **+500 AP** to spend on that race's units in the **Army Builder** (unless you gave up access to the Army Builder in exchange for more CP, in which case you gain **+200 CP** to spend elsewhere in the document, instead). For each campaign you pass, you gain an alt-form of the character you replaced.

Purity:

Long ago, the ancient Xel'naga created the Protoss and the Zerg. The Protoss were the first creation, gifted with purity of form; the Zerg were the second creation, gifted with purity of essence. The two species are but opposite facets of a greater whole—one that you must now create. How you do this is up to you, but you must make at least one instance of a combined Zerg-Protoss.

Perhaps you follow in the path of Samir Duran, and create some form of Hybrid of your own—although one more complete than his abominations. Perhaps you find a way to alter Zerg and Protoss DNA to make them less antithetical to one another, allowing for assimilation into the Swarm. Or perhaps you rely on out-of-context abilities.

Just know that, for all that they are meant to eventually become one, they are not yet ready for this union, and it will take skill, focus, and a great deal of patience to merge them together—even if you possess abilities that would normally bypass such things. This is no simple task you have taken on, but an undertaking that has been eons in the making, that you must complete in your short time here. What's more, you must create at least 10 of these fusions. And know that Samir Duran, the treacherous Xel'naga shapeshifter, will do his best to stop you.

Rewards:

You have completed another link in the Infinite Cycle, and have merged together purity of form and essence. The race you have created is a viable candidate to become the new generation of Xel'naga, and inherits the powers of their forebears. You gain a Xel'naga alt-form, as well as the ones you've created, who will join you as followers on your chain. Xel'naga are beings of immense psionic power who put even the Overmind to shame, and can utilize their powers to warp the very fabric of reality, creating matter and life from nothing and shaping it to suit their desires.

Additionally, you are capable of traveling from universe to universe, and

across dimensions; until you receive your Spark, however, you are limited to the local realities of whatever jump you're in.

What Xel'naga look like is entirely dependent upon the species used to create them—in this case, they'd look like a combination of Zerg and Protoss. But there is another route you can take. Hybridizing Protoss and Terran DNA is possible, as is the merging of Terran and Zerg. By using Terran biology as an intermediary, you could in this fashion merge together all three races. This is no more powerful than the other possibility, but will instead resemble a fusion of all three races, rather than merely two.

DRAWBACKS

It is likely that the points you have been provided with will not be enough to become who you want to be in this world; as such, you may take drawbacks to acquire additional CP.

Self-Insert (0 CP):

If you would rather experience the world as a native would, you can insert yourself into the role of any character in the StarCraft universe, so long as you are of the same species. At your discretion, you will be provided with memories appropriate to the character you're replacing.

StarCrafts? (+100 CP):

Huh? Was this universe always so cute and cartoony? Rather than looking like a real universe, this setting looks like it's been reinterpreted in the artstyle of CarBot Animations.

Classic StarCraft Experience (+100 CP):

This setting looks like it's been re-interpreted through the lens of 1998 technology. Objects are less detailed, distant images appear more "pixelated", and people's lips and voices don't quite match up, like they're animated by less advanced computers.

We Require More Minerals! (+100 CP):

It would be unfair of you to waltz in with an endless source of resources when everyone else in the sector is fighting to get the best they can. Any fiat-backed

source of materials or resources you possess that would ordinarily be “limitless” or would refill over time, will now have a limit and will not replenish until the Jump is over.

You Must Construct Additional Pylons! (+100 CP):

Normally, the forces you bring in from outside this jump would not have special requirements to be deployed here; they wouldn't require Supply Depots, Overlords, or Pylons. But things have changed now. Any followers or non-companions that you seek to bring in from another jump will instead be stored in your Cosmic Warehouse; you can only extract them if you have enough Supply Depots, Overlords, or Pylons on the field to support their numbers, as though this world were a game of *StarCraft* and they were units you were trying build. There is no “Supply limit” as you might find in the actual games.

No Respawns (+200 CP):

You likely have followers or companions in your chain, but isn't it rather unfair that you have forces that can just respawn when killed? That sort of skews any battle of attrition in your favor, doesn't it? In interest of providing some semblance of balance, none of your followers or companions are capable of respawning if killed, until such time as this jump has been completed.

something for nothing (+200 CP):

Aren't cheaters the worst? It looks like your enemies have received an upgrade. Whenever you fight an opponent, they won't be using modern technology and units, but those from *StarCraft II*, instead—and fully upgraded, at that. Expect battles to be much harder to win... although not impossible.

Original Gameplay (+200 CP):

The Origin perks provide additional effects that benefit your armies, and the followers you purchase in the **Army Builder** have special features that are unavailable to ordinary units of their type. These extra benefits are now null and void for the duration of the jump; you still have the base effect of the perks, and you still have your followers, but they don't receive these additional effects.

Interesting Sequences (+200 CP):

As a Jumper, you may exhibit a multitude of powers that are unavailable to the people of this universe. It's a pity, then, that the Overmind has detected your

abilities, and has determined that it will use your biological uniqueness to service the Swarm—by dissecting you until it figures out the particular combination of genes that makes you tick. You probably want to avoid this.

Backstabbing (+200 CP):

There's plenty of treachery in this world, and now you're destined to find this out for yourself. No matter what faction you are in, you will at some point be betrayed by your superiors in a way that puts your life at risk. Perhaps you might be left to die at the hands of the Zerg without backup, or you could be mislabeled as a traitor by your boss. Regardless, surviving is going to be a challenge.

show me the money (+200 CP):

What's this? Is the enemy using cheats? For some reason, any time you are engaged with an enemy army, the opponent will have a greater wealth of resources available to them than they normally would. Expect to fight more enemies and face more powerful defenses than could otherwise be expected.

war ain't what it used to be (+200 CP):

Seriously, why is the enemy using cheat codes? It looks like whenever you are engaged in battle with an enemy, your opponent will know exactly where all of your buildings and units are, and what they are doing. Make no mistake, this is a potent tactical and strategic advantage, and you will have to abandon all thought of pulling off sneak attacks when your enemy knows all of your moves as soon as you try to pull them off.

I've Had Many Names (+300 CP):

The shapeshifting Xel'naga called Samir Duran, also known as Emil Narud, also known by a thousand other names, has taken note of you. He has deemed you a threat to the resurrection of his master, and will direct all forces at his disposal to disposing of you. He has spent millennia influencing the Protoss, Terrans, and Zerg, and has identities in all three species that provide him ways to manipulate others into sabotaging, attacking, or otherwise making life miserable for you.

Eventually, should you survive more indirect attempts at killing you, he will come for you himself—as a Xel'naga, even a lesser one, he has incredible powers beyond what even the greatest of the Protoss could hope to wield.

food for thought (+300 CP):

Now, normally this cheat code would eliminate the limit on how many units can be on the field at once, but you aren't in a game—there is no Supply limit here. Instead, this ensures that whenever you face an enemy in battle, they will field twice as many warriors as you would ordinarily face.

Dark Origin (+300 CP):

It is during the Brood War that Zeratul would first find the Hybrid, the abominable mixture of Zerg and Protoss designed by the shapeshifting Xel'naga who goes by the name "Samir Duran" in this day and age. Your time in this world has been extended. You will now remain here for at least 15 years; the fallen Xel'naga Amon must be killed before you can continue your chain. As a small mercy, those Zerg and Protoss you obtain via purchases here, including those produced by your **Hatchery** or **Nexus**, will be unable to be possessed by Amon through the hive mind or the Khala.

Return of the United Earth Directorate (+300 CP):

Normally, after the end of the Brood War, there wouldn't be any truly large-scale conflicts until the start of the Second Great War. With this purchase, that changes. Should the U.E.D. expedition fail to conquer the Koprulu Sector, the Directorate will respond with overwhelming force. One year after the end of the Brood War, a massive fleet will appear as the vast majority of the Directorate's military force is redirected to focus on the Koprulu sector.

The U.E.D. is not as technologically advanced as the Protoss, but they are significantly further ahead than the Terrans of the Koprulu Sector are, and they come in numbers large enough to overwhelm the Confederacy or Dominion of Man in a straightforward conflict, even before their technological advantage is accounted for. No matter what faction you are in, they will begin their assault with an attack on your species.

Racial Enmity (+300 CP):

The Protoss truly and deeply hate the Zerg, even before the Zerg ever threatened Aiur. Now, one of the three races of Terran, Zerg, or Protoss, hates you just as much. If you meet one of this species, violence is almost inevitable. You may select this drawback up to three times, once for each race.

game over man (+600 CP):

Whoops, you probably shouldn't have tried that cheat. It seems like any time you lead forces into battle, you are guaranteed to be defeated.

Resocialization (+600 CP):

The Confederacy is always short on volunteers to join its armies, so it makes do with instead subjecting criminals (and sometimes law-abiding citizens) to neural resocialization, which reprograms memories and enforces obedience to one's commanding officer.

And now you have been subjected to a variation on this process. All of your memories of your out-of-jump life have been replaced by memories of living here, having a productive and crime-free life in service to your faction. You are incapable of thinking about disobedience or betrayal, and will obey orders given to you by your superiors. You can change allegiance... if your commanding officer does first, bringing you along with them.

Power Underwhelming (+600 CP):

Looks like you aren't a hero unit anymore. You lose access to all perks, powers, and items, so long as they aren't native to the StarCraft universe.

CONCLUSION

Your time in this world has come to an end. If you wish to **Stay Here**, feel free to do so, taking an extra **+1000 CP** for your trouble. If you desire to **Go Home**, then you may also do so, receiving the same **+1000 CP** in exchange for the end of your chain. But if you still feel the allure of the Jumpchain, then you may **Move On** to a new world, keeping all that you've purchased here and selecting a new jump.

NOTES

I know that there are already StarCraft jumps for the Terrans, Zerg, and Protoss, but all of them were decidedly focused on what we learned in StarCraft II, and the first game was just something you could take a drawback to spend time in. I wanted a jump more focused on the OG StarCraft, although some knowledge of the later games did seep in.

Changelog:

- Version 1.0
 - Spelling and grammar corrections.
 - Adjusted **Engineering Expertise** so it didn't give you knowledge of how to make all the tech in Starcraft for only 200 CP. It's now more explicitly focused on technology upkeep.
 - Gave a special ability to **A Mind for Science** (Protoss)
 - Expanded **Mind Control** to account for the Dark Archon's ability to take over the units inside of a transport.
 - Created **Self-Insert** drawback
 - Created **Technopathy** power
 - Created **Radio Free Zerg** perk
 - Created **Scenarios** section
 - Created **Campaign Mode** scenario
 - Created **Purity** scenario
 - Created **show me the money** drawback
 - Created **war ain't what it used to be** drawback
 - Created **game over man** drawback
 - Created **food for thought** drawback
 - Created **something for nothing** drawback
 - Renamed **Normal Unit** drawback to **Power Underwhelming**
- Version 0.5
 - Created jump