Carbot StarCrafts



Welcome to the Koprulu Sector! Or rather, a small part of it. For the most part, the events and shenanigans of this story take place in a relatively confined location. A few small battlefields spread over a few mundane planets. The Zerg, Terran, and Protoss keep each other forever in check, fighting for those sweet sweet minerals. Well, to be truthful, the Zerg are more just there to have a good time and play in their little swimming pools and those odd metal toys the other forces seem to keep deploying. If I had to name a specific objective it would have to be… hm… Survive?

You're going to be seeing many skirmishes over the coming months, migrating from climate to climate, planet to planet. You may find yourself making enemies you never expected, as well as friends from the unlikeliest of places. At first you can expect to live a simple life, just fighting the other factions. But little do you know that a single derpy infestor and an obnoxious executor are going to turn this whole war on its head. Armies will be shattered. Worlds will burn. A marine's butt will be bitten. Prepare yourself, you'll be spending a decade here.

For now, have **1000 Carbot Points** to spend in the document below.

Origin: *It is now time for you to decide with which side you will stand. Whichever you pick, you will default to starting off as one of the more basic troops, such as a marine or zealot.*

Terran - Humans, Terrans, they're all the same. The Terrans are a tenacious bunch, full of teamwork and childlike stupidity. No-one is quite sure what their aim is here, other than killing the other factions. The marines are idiots, the marauders are bros, and the ghosts are drama queens. It's a rag-tag bunch but they get things done. Advances in AI have ensured that the buildings have intelligence too, albeit very basic. Still smarter than most marines though.

Zerg - The Terrans are oblivious, the Protoss have anger management issues, but the Zerg are just happy to be here. For all their vicious spikes and venomous claws, these creatures are all but overgrown puppies for the most part. The zerglings are more liable to lick you than kick you, while the hydralisks just like to say hello. Ultralisks? Those are just bigger zerglings honestly. Just keep your eyes on that traitorous Infestor. Who knows what evil plans brew within that derpy face?

Protoss - The Protoss: a race of great psionic power and far greater rage. One on one, no other race could hope to match them. Their infantry could take on armies and their mechs could bench press an entire command centre. I'm not being figurative by the way. Those Immortals are JACKED. This faction may have the fewest numbers but they more than make up for it with firepower. Most of their tech base runs on psionic power, which makes sense given that they are a race of psionic users.

Tier: *You've chosen your faction. Now it is time for you to decide where you stand within it.*

Wage Slave [+100]
You aren't actually a soldier. You are often barely recognised as a person honestly. You are a simple worker; a drone, a probe, an SCV. Your job in this world is to collect minerals and build structures. Boring isn't it? But it gets worse. You may be but a mere worker, but you are also the foundation of any base, not to mention rather squishy, and consequently the other factions are going to be targeting you just as a matter of course. In fact they are more likely to kill you than ordinary soldiers.

Basic Infantry [Free]
You aren't high up on the totem pole. In fact, you could be said to be at the very bottom of the army. You are the grunt forces, the first responders. The people sent in to test the waters or rush a new base. These are the likes of Marines, Zealots, Zerglings, and that kind of tier. If you wanted, you could be a slightly rarer variety such as the Marauder or Stalker, but that would be the limit.

Advanced Infantry [100]
Now we are starting to move up the list here. You aren't just any ordinary soldier. You are a specialist. An advanced unit sent out rarely but wreaking havoc when you do. You are generally stronger, better equipped, and better trained than your more mundane peers. These would be the likes of the Templar with their psionic powers, or the Ghosts with their suits and telepathy. You could be a Zerg Queen or Hydralisk, slightly more squishy but still with a role.

Basic Heavy [200]
Whether it be Protoss or Terran, there is a certain degree of uncertainty as to whether the vehicles themselves are sentient or if there are pilots within them. Sure *some* of them have pilots, but for the others… who can say? Anyway, you will be starting this jump as a basic heavy unit. You generally have slightly more armour and a moderately powerful weapon. You could be a hellbat, a disruptor, an infestor, or something of the equivalent.

Advanced Heavy [300]
The Advanced Heavy Units could be considered the kings of ground combat. The Thors and Siege Tanks, the Colossi and Immortals, the Ultralisks and Brutalisks. Where these guys show up, the combat either gets serious or ends very fast. Any one of these could be an army killer in the right circumstances. Once you see these guys popping up, you know the end is approaching. As far as the totem pole goes, you are just about at the peak now.

Basic Air [200]
The role of air support cannot be understated. While by no means an equal to the Advanced Heavy units, a single basic air unit can change the direction of a battle if used well. You will be starting off as a pilot for one of these vessels, complete with said vessel. You might be piloting a Viking or Medivac, a Phoenix or Scout, or you could even just be a Mutalisk or Corruptor.

Advanced Air [400]
Just as the Advanced Heavys are kings of the ground, so too are the Advanced Air units the kings of the sky and space. And those who rule the skies rule the battlefield. You will be starting as the commander of a capital ship (or perhaps as the ship itself as a zerg). Even more rare than your ground based counterparts, you can be said to have truly reached the peak of the totem pole at this point. You could be starting as a Battlecruiser, a Broodlord, a Carrier or something of the equivalent.

Hero Unit [800]
This is a rather special unit. Not part of the totem pole so much as beyond it entirely. Unique, one of a kind, and powerful beyond measure. You are a behemoth in both size and firepower, a one man army in all senses of the word. Whether you are a gigantic Leviathan, the commander of an Arkship, a juiced up super Battlecruiser, or a pint sized Queen of Blades, Dark Archon, or silly Raynor, you don’t just turn a battle. You could turn an entire war.

Locations: *With that sorted, now it is time for you to choose where you will be starting. Be warned that most of these places will be deserted at first, and then uninhabitable after the chaos sweeps through.*

Grassy Hills - The starting point of the long running skirmish that is about to take place, these grassy hills are exactly what the name suggests: a large grassy, hilly, plain. There are plenty of convenient mineral deposits, ancient artefacts to study, and a melting pot of three factions all vying for control.

Volcanic Wastes - The second place visited by chaos once the battles start going in earnest, this is a barren and rocky land populated mostly by volcanoes and lava. Don't go for a swim in this place, that's for sure. Otherwise, the layout is largely similar to that of the Grassy Hills. Just… volcanic instead. By the end of the fight, the entire place is likely to be submerged by lava.

Normal Wastes - While not covered in lava like the previous place, one could hardly call this place a paradise. As you can expect from its name, this is a wasteland. The only splotches of colour in this dreary beige landscape are the outcrops of mineral fields and vespene geysers.

Back! To the Future!
Space, time, it all gets a bit muddled sometimes. This isn't a where, but a when. Most of the events of this series take place years after the events of the brood wars. People and technology changed with the times, until we were left with what we have in the present. But for a brief period, some people went back. Landscape wise this is a lot like the Grassy Hills, only filled with the various Brood War era factions.

The Only Place That Hasn't Been Corrupted By Capitalism!
Space! Well, more accurately a space station. One of the many giant floating platforms created by the Terrans over the years, this large metal structure is oddly still populated by mineral fields and vespene geysers. Odd certainly, but useful nonetheless. Expect much more in the way of space combat while up here. And don't take off your helmet. It is here that our motley crew would return after coming back from the past. They'll only be leaving it as it all comes crashing to earth in ruins.

Unda' Da' Sea
The final location of the great war between the two factions, this battlefield takes place deep under the ocean surface. Surprisingly bright despite being hundreds of feet underwater, this place teems with aquatic life. In a strange reversal of the Volcanic Wastes, this land would actually lose all its water once a hole was opened up in the sea floor, turning it into another dark wasteland upon which the final battles will be waged. As the last place that the factions will arrive, you will have the most time to prepare if starting here.

Perks: *Perks are discounted to half price for their origin. Discounted 100CP perks are free.*

Carbot Style [100]
The power of toon is not to be underestimated. The world of Carbot StarCrafts is definitely a more lighthearted one than the world it stems from. This tonal difference manifests not just in events but also the world itself. Everything is brighter, cleaner, and more cheerful. One might even say the world is slightly cartoonish. This is an effect you will bring to other worlds. The longer you stay in any particular area the more cartoonish and cheerful it will get. You may end up getting whiplash if you go travelling after staying in one place for a while, though.

Semi-Aquatic [100]
The battles of Carbots take place in all manner of locations. They happen in the desert, in the fields, in space, and even under the ocean. That last one in particular in key. Being able to survive in space is an entirely different matter from being able to work at the bottom of the sea. And yet, you, your equipment, and your allies equipment all seem to work underwater just fine. About the only thing that DOESN'T work underwater is a flamethrower actually. Don't bother asking where it is you are getting your air from.

Target Locked On [200]
When you want to hit something, you'll definitely hit it. This isn't as simple as not having to aim for your bullets to travel in the right direction. No, when you've locked onto something, your shots WILL hit it. They'll bend at 90 degree angles to move around obstacles, slow down to hunt through dark halls if the target hides, and will travel far further than they have any right to in order to reach them. Even stuff fired through the underground will somehow teleport across chasms and rifts should they encounter them. They just have to be in your range.

AA means Anti-Air [400]
An anti-air gun is designed to take down enemy air units. This makes sense right? Easy logic. So obviously this also means that an anti-air gun is going to do next to nothing to some infantry or tank units, right? A marine isn't an air unit, so why would an anti-air cannon hurt them? That would be silly! Unless a weapon is designed specifically to take you on, it's going to do far less damage to you than it really should. Point and laugh at that silly gunship firing its weapons at you! What an idiot!

They Don't Build 'Em Like They Used To [400]
They really don't. Something must have been lost in translation or something, because over the years the power of three factions has definitely waned something fierce. Not that that's a real problem. Somehow your own hand me downs has left you in a better position than most. You've been equipped with that OLD tech. The tech from the Brood Wars. Every weapon you own has had its power boosted tenfold. Mutalisks would chew through battlecruisers, bile could cover entire bases, Protoss bombs could explode entire armies… It wasn't a fun time back then. Just make sure you aren't using Brood War era navigation and aiming systems. Those leave… a lot to be desired.

Terran

Most marines are rather dim and wouldn't be able to count beyond their fingers. The prices have thus been adjusted accordingly to accommodate them. 100 Carbot Points = 1 Terran Point

Bouncy Bunkers [1 TP]
A favoured past-time of the terran marine: bouncing away happily on the hard metal of a supply depot. It's either that or taking a shot of stim. You are an oddly bouncy person for someone equipped in heavy power armour, landing on unforgiving ground. You behave more like a pillow than a hunk of metal when it comes to being thrown around. Falling off a massive cliff would barely phase you. This doesn't make you particularly more durable. A bullet will still put you down for instance. But blunt force trauma is oddly situational for you.

Aim? What Aim? [1 TP]
Terran Marines are quite gung-ho and cavalier when it comes to fighting their enemies. They are also, as previously mentioned, quite dim. This leads to them throwing their gun all over the place when firing, waving it around so much that it would be a wonder if even a single bullet hit. Yet somehow the vast majority of the bullets they fire end up hitting their target, or at least heading in their general direction. You don't really have to aim when you're firing your gun. As long as they're within reasonable range of your gun, and as long as you aren't purposely firing in a different direction, you are more than likely going to hit your target.

Repair Drill [2 TP]
The most basic unit of a Terran base but at the same time the most valuable, the SCV's are in charge of all things construction and repair when it comes to technology and machinery. Your drill is a wonderful tool capable of mining minerals, repairing metal, and fixing spaceships. You don't need anything else either. No other tools, no materials, or anything like that. Just casually drilling in place will see buildings perfectly formed and vehicles fixed good as new, provided you have resources somewhere in stock. For things like spaceships they don't even need to actually touch the ship. Just being positioned vaguely underneath on the ground is enough for you to start repairing it.

Cramped [4 TP]
How exactly have you managed to pack so much stuff into such a small space? The Terrans may build modular and transformative designs, but this feels like it is breaking several laws of physics. There is no physical way you could fit so many weapons and bullets into one vehicle, and yet here we are. You are good at constructing machines with so much packed away in them that it seems like space needs to have been folded for you to fit so much in. I mean, that rocket silo that just popped out of that Thor's back is bigger than the Thor it came from.

Necksnap [6 TP]
Fear the necksnap, the ultimate tool of the best Ghosts. Sneak up behind a foe, grip their head, twist, and you are down one foe. A sure-fire technique that works better than a high calibre sniper bullet to the face. There is nothing this technique doesn't work on. A marauder? Snap. A squad of marines? Snap snap snap. A 100 feet tall colossus spewing plasma lances everywhere? Snap and boom. The only real trouble with this technique is getting up close and personal in the first place.

Zerg

Due to personal reasons, the Zerg prefer to count in the thousands. Big number good. Again, the price has been adjusted accordingly. 1 Carbot Point = 1,000 Zerg Points

Adorifying [100,000 ZP]
Cute yet horrifying. Adorable yet terrifying. That about sums up the zerg here. As has been established, the current Zerg swarm is more a collection of puppy-like creatures who vaguely follow a singular will rather than a ravenous swarm. They may be covered in spikes and claws, but they are just so cute. No matter how terrifying you may look, people can't help but see you as something adorable when you put on an act. You're just an overgrown puppy covered in deadly weapons!

See No Evil [100,000 ZP]
The zerg are sneaky. They burrow into the ground, move around undetected by all without specialised scanners. I mean, sure their *heads* are above ground, but no-one can see those when the rest of their body is buried. Not only can't they SEE you when you are burrowed, they'd have a hard time hurting you too. Again, sure your *head* is above ground but it doesn't matter if that gets a bit scratched. Nothing important is in there, I'm sure. Of course, once you get detected all bets are off.

Yes I Am Real Man [200,000 ZP]
Zerg infiltration units are very good at infiltration. It's like they were specially bred for it. Some of the DNA that was used to create those strains has been added to you. Specifically the ones that make other people not question who you are. You would make a top tier spy, as everyone lets you go by, sure that you are one of them. Only those particularly astute individuals may start to suspect something when you turn into a pile of goop and slide through the vents in plain sight. Of course, if they don't see where you *end up* then that suspicion is a moot point anyway.

Endless Locusts [400,000 ZP]
Biomass? Minerals? Who needs that? You are the zerg, you can make do with nothing at all! Wait, what do you mean the Zerg still requires resources? Then where did all these locusts come from? Bah, who cares?! Whatever the case, you will find that you don't need any materials to create more spawn. For all intents and purposes, your armies might as well be generated from the aether. The only downside to these creations is that they have a very limited lifespan, one measured in minutes rather than years. More permanent creations will still unfortunately require resources to make. But if you only need them for a short time anyway, what could be better?

Faction Your Own [600,000 ZP]
It is amazing how much havoc a single infestor can cause. In the right circumstances, they have the potential to threaten every other faction combined. Much like the infamous derpfestor, your ability to infect and control other beings isn't merely limited to just organic matter. You could control entire protoss motherships with just a single neural parasite. Furthermore, not just those you directly control but anything produced/trained by those you control will also be fanatically loyal to you too. From a single probe, a single SCV, and a single drone, you could gain command over an army of all three factions.

Protoss

The Protoss is an ancient and wise race that once explored much of the galaxy. They can, in fact, count just fine. No adjustment to price is needed.

Fueled By Rage [100]
YAAAAAAWWWHH! Rage has a good way of putting things in perspective. You will find you can do some incredible things when you are angry enough. In battle you will enter into a berserker-like rage state. Pain will mean little to you at that point, and things like fear or worry won't even enter your mind. You will forge an unstoppable will tempered by pure unending rage. Leap from battlecruiser to battlecruiser, tear through metal and fire, mow through armies to get at your target. Not even the parasite of an infestor could stop you.

We Require More Minerals! [100]
The eternal struggle for minerals... No-one feels it more than the Executor. Sat atop his mountain of blue crystal, strewn with jewellery, all he can feel is his endless poverty. As the Probes beg for scraps, he wipes away his tears with $100 dollar bills and thinks about how he might amass more wealth. Contrary to this executor, you are actually quite good at acquiring money. Little saved expense here, a deal or two in shady back alleys there. With time, you may literally be rolling in wealth.

I'm Dyyyying! [200]
Veeeery slowly. You are a hard man to kill Jumper. You die very, very slowly. Your body takes an extreme amount of abuse before it finally gives up the fight. Much like a certain resident rage filled zealot, even as your body slowly evaporates under the sheer weight of enemy fire, you would still keep going. Lying on the ground with half your body just flat out gone and you'd still be hanging on by a thread. Just long enough for a healer to reach you and fix you right up. Should have gone for the head.

Power Ball [400]
Protoss! Form up! Power ball activate! When people talk about steamrolling over their enemies, they aren't usually being this literal. You can group up with your allies and bunch up into a giant ball of death. You'll flatten your enemies under boot and wheel and you quite literally roll over them. In this form, your firepower and durability is equal to the collective of those that make up the power ball. There are very few forces in the universe that could stand in the way of a Protoss death ball rampaging at full tilt.

Power Over-9000! [600]
The Protoss may be the fewest in number of the three factions, but they more than make up for it in firepower. Any one of their units is a beast in combat, dishing out more damage than a dozen of their opponents combined. You've been juiced up on that Protoss good stuff. Your firepower has been boosted to frankly ridiculous levels. Your cannons would evaporate your opponents, the largest of robots naught but paper in front of you. Your armour may be only marginally better than the terrans, but that is compensated by the fact that, outside of psi-blades, you tend to outrange all of your competitors.

Items: *Discounts work the same here as they did above.*

General

Mineral Field [100]
Spread throughout every battlefield, mineral fields are outcrops of a magic blue crystal that can be used to create weapons, vehicles, and even people when used in the right places. Every race fights over the chance to mine them. You have gained several of your own personal mineral fields for you own use, equal to an entire battlefield. Make the best use of it you can, these won't be restocking in the same jump. As an aside, these also make good, near impenetrable walls if you ever need cover from gunfire.

Vespene Gas [100]
As common as minerals and just as valuable, vespene geysers tend to come part and parcel with mineral fields. Supposedly used as a highly efficient fuel source, vespene is mainly used by THESE factions in the creation of machinery and soldiers more advanced than marines. You will be receiving several vespene geysers to use. Like above, you will need to make the best of what you have.

Defense Line [200]
Every faction has their own defenses. Eventually. Even if initially that is a lone Zealot standing at the top of a ramp with his arms spread. This is a slight step up from that. You have received a single defensive line of turrets from one of the factions. You could have a few photon cannons parked in front of a pylon, an automatic bunker next to some missile turrets, or a dozen mobile spine and spore crawlers on top of a patch of creep. They won't be holding off any armies, but small patrols will have to avoid you.

Terran

Flower [1 TP]
A pretty flower for a pretty lady. Such beauty is rare here. This may not be a fancy flower, but it is fresh, colourful, and painted with a happy smiling face. Gifting this to someone else would be a good way of showing your love for them. Why it's almost enough to make a gal blush. Only trouble would be finding any gals here. They are in rather short supply.

Bouncy Bunkers [1 TP]
As a safety precaution against attacks and other environmental hazards, all Terran Supply Depots have the ability to lower themselves underground. This can keep the supplies and the like inside safer than otherwise. It also makes these structures oddly good walls; layers of thick metal that can raise and lower on demand. The odd marine likes to pass the time using these as large trampolines. You have received a few dozen of these supply depots that can be called down from orbit on demand.

Army Production [2 TP]
The average Terran has a combat life expectancy of around 8 seconds. That means you're going to be throwing quite a few of them into the meat grinder. If you want to build up your army you'll need to have the appropriate buildings. For the cheap, cheap expense of a few minerals and vespene canisters, you can recruit some Terran forces from these buildings. Where they actually come from is a bit of a mystery as they just step off the metal ramp as if from thin air, but they seem loyal enough to whoever recruits them. No need to think too hard about it. You have received a single barracks, factory, and spaceport. Everything you need to make most of the staple Terran troops.

Command Center [4 TP]
The center of any Terran base, the Command Center produces SCV's and processes resources for use. It can also fly, albeit not much faster than a crawl. You won't be escaping any ranged units in this thing. The command center can upgrade itself into a Planetary Fortress, gaining a large double barrelled cannon with no regard for friendly fire, or it can upgrade itself into a Orbital Command to gain the ability to scan for hidden enemies, and produce Mules (short lived but far more efficient SCVs). With control of a command center it won't take long for an entire Terran base to form around it.

Warp Speed 88 [6 TP]
The medivac is known for making quick getaways, but this is a bit ridiculous. By all accounts this is a normal medivac, a flying ship capable of ranged healing of any wounds for any biological specimen (including their clothes and/or armour). However if pushed to the limit, this medical ship is capable of reaching a whopping 88 mph. Once it reaches this dangerously fast speed, it will travel through time itself! It can travel to the past and to the future. Not content with just that level of ridiculousness, it can also open a passageway that would allow others to follow it in its travel through time. The pilot seat has some white paint next to it, so the pilot can paint themselves the appropriate medic colours.

Zerg

Leash [100,000 ZP]
To ensure your Zerglings are nice and healthy, you need to make sure to give them walks at least twice a day to let them use up some energy. Unfortunately most walking areas require you to use a leash for safety's sake. This red lead is long, stretchy, and quite durable. Perfect for walking a happy young zergling. It's also remarkably blade resistant so it isn't accidentally broken by the zerg carapace.

Spawning Pool [100,000 ZP]
While technically this zerg structure contains the genetic data necessary to produce new zerglings, in truth its real purpose is actually revealed by its name. It is a large pool! For swimming! The green liquid inside is entirely safe, if a bit icky. It isn't too large, only enough for small laps. But Zerg and other creatures just love swimming or chilling inside of this pool. Probably in no small part due to the fact that the organic nature of the structure gives it its own heating system!

Nydus Network [200,000 ZP]
The Nydus worm is a giant worm used by the Zerg to get around quickly and invisibly. This Nydus network is one such example. Once the order is issued, the nydus worm will dig to, and pop out of, wherever you order. Somehow this also includes areas that are entirely disconnected from each other, in defiance of conventional physics, such as two separate floating platforms. As the head of the nydus worm is the thing to break through at the designated location, that does mean that to enter the network via the original spot requires entering the worm's large, plump butt.

Hatchery [400,000 ZP]
The origin of the swarm, the heart of any Zerg base. The Hatchery is a vaguely conical, very pointy structure that automatically produces creep and larvae. The creep nourishes the zerg buildings and forces, and the larvae mutate into the zerg troops and gatherers. Once a hatchery has been planted, it's only a matter of time before the Zerg grow to cover that planet. New larvae can be baked in the hatchery oven by a Queen to increase their production rate. If the Hatchery lifts enough weights, it can evolve further to unlock more zerg evolutions.

Unitard Of Blades [600,000 ZP]
The Queen Of Blades is the ferocious love-sick leader of the Zerg Swarm, with a fondness for literally stabbing people in the back. Originally a Terran Ghost of great potential, she was elevated to her current strength by the Overmind. When offered from a range of different outfits from the Overminds hobbycraft knitting, she chose the Queen of Blades outfit. This is that same outfit: A purple unitard with small bony wings. Whomever puts this unitard on shall be granted the power and form of the Queen of Blades.

Protoss

Bling [100]
Minerals may be the currency of the battlefield, but that doesn't mean that the old stuff doesn't have its own value too. When you have an excess of minerals, you can splash out and buy some nice stuff for yourself. In place of blue crystals, you've gone the route of yellow metals. Gold bars, gold chains, ruby encrusted rings, you've got the whole shebang. You are practically rolling in the universal symbol for money.

Psi-Battery [100]
The protoss, without exception, have energy shields formed from psionic energy in order to protect themselves. When they run out of psionic energy, those shields fail. But with this handy dandy psi-battery, all your psionic needs can be fulfilled! Just standing near this battery will cause it to automatically top up your psionic reserves. This large car sized battery has enough power to refill the shields of an entire army. Now that's a good deal! For more details, call 0800-2311-Protoss!

Warp Gates [200]
Unlike the Terrans, the Protoss have an excuse for where all their troops keep appearing from. Via the Warp Gates, the Protoss can warp in new troops at any time. The fact that there doesn't seem to be a limit to how many people they can warp in, nor a true origin point for them can also be ignored. Once again, it's enough that they seem entirely loyal to whoever warps them in. You have received three warp gates, one for infantry, one for vehicles, and one for aircraft. Unfortunately they require minerals and vespene gas to activate.

Nexus [400]
To cap off the trio of bases, the Nexus is the center of the Protoss base. Here probes are produced and resources are collected. Taking the form of a giant yellow pyramid with a large blue crystal floating above it, the Nexus can be used to boost the production speed of any allied building. If attacked, a probe can activate the crystal's attack mode which blasts powerful bolts of psionic fury that can easily dispatch most infantry. With a Nexus as a starting point, a Protoss base can quickly be warped in on location.

Mothership [600]
The Mothership is a ship rarely employed by the Protoss. It is more of a mobile support fortress than a true warship, hence you will usually only see it once the battle has hit its peak. Measuring multiple kilometers in length, this ship overshadows much of the battlefield. Its cloaking field cloaks all allied troops in its range, and it can forcibly teleport any allied troops to its position as needed (even if that position is floating over a chasm). While equipped with a few weapons, these are barely functional and shouldn't be relied on for combat.

Armies: *Good rule of thumb for army sizes is 1 Protoss = 3 Terrans = 5 Zerg. Another good rule of thumb for figuring out what is basic and what is advanced: If it requires an additional upgrade to unlock? It's Advanced. There are no discounts here.*

Basic Light [100]
Each faction has its own set of grunt soldiers, the frontline fodder that gets thrown at each other in great numbers, usually ineffectively. You will receive a squadron of the basic infantry of one of the factions. These units include the likes of Marines, Marauders, Zealots, Stalkers, Zerglings, and Banelings. If picking Protoss, you would receive three units. For the Terrans in the room, that is the equivalent of nine Terran units or fifteen zerg. A reasonable assault squad that usually dies within the first few seconds of real engagement.

Advanced Light [200]
A step up from the basic grunts though no less squishy in combat, these advanced infantry units are better equipped and usually better trained than their basic infantry peers. These are the Ghosts, or Templars of the factions, who are a credible threat to entire squads or ships. Base purchase amount is one Protoss unit equivalent.

Basic Heavy [200]
A step up in armour class from the previous purchases, the heavy units are the vehicles or more heavily armoured units of each faction. It isn't uncommon for one or two of these to be deployed alongside the light units as support. These units are the likes of Hellions, Vultures, Lurkers, Observers, and so on. The base purchase size is two Protoss unit equivalents.

Advanced Heavy [400]
As far as land battles go, these units are the kings. The Thors, the Colossi, the Ultralisks... Wait, haven't we done this explanation already? Whatever. Any one of these could potentially turn a skirmish all by themselves. They also generally cost a proportionally higher amount of minerals to produce. In a rare turn of events, it can be said that each of the Advanced Heavy units of each faction are about equal with one-another. They have their strengths and weaknesses, but each has about the same level of effect on the battlefield. The purchase size of this is one unit no matter the faction.

Basic Air [200]
The role of air support cannot be understated. While by no means an equal to the Advanced Heavy units, a single basic air unit can change the direction of a battle if used well. They can transport troops, perform surgical strikes from afar, and scout enemy bases. They also go down real easy if a Queen has them locked in their sights. The base purchase size of this is two Protoss units, two Terran units, or five Zerg units.

Advanced Air [400]
Those that rule the sky do not allow invaders on their turf. Whoever rules the air rules the war, and nothing rules as strongly as a capital ship. A basic air unit can change a battle if used well, but even a single advanced air unit can affect the entire war. You will be receiving one of these vaunted ships, including the likes of Void Rays, Battlecruisers, Broodlords, and others of this strength tier. The base purchase size of this is one Protoss, one Terran, or three Zerg units. Leviathans, Motherships, and Arkships are not included.

Special Units:

Nova Corps [6 TP]
The Terrans have always had the smallest stick when it comes to strength. But that is an issue that can be solved with copious amounts of money. This squad of marines and marauders belongs to Nova's faction and have had a literally truck load of resources poured into each of them. It has more than paid off. Each one of them is JACKED. They have muscles bigger than grown men and would each be able to take on an army all by themselves. A single marine could use the leg of a Colossus to swing the whole thing into a carrier, destroying them both. A marauder flexing his muscles could vaporise a hydralisk.

Dehaka's Brood [600,000 ZP]
The Primal Zerg grow stronger by consuming other creatures and taking their essence. This isn't limited to enemy forces. Like a proverbial poison Gu pot, these zerg have grown by consuming each other until only the strongest remain. And strong they are. Imagine the deadliness of the Zerg pumped up on five tons of pure steroids. The Zerglings have grown bigger than roaches, the roaches are covered in spikes and acid, and the mutalisks could single-handedly chew through entire battlecruisers. One would shudder to imagine the number of bodies behind each member of this group. This group consists of a few zerglings, roaches, and mutalisks.

Death Ball [600]
The Protoss don't have any super jacked up special forces like the other factions do. That is in part because each member of their faction is already jacked up to an extent. What they do have is a phenomenon. A sight that inspires terror in the hearts of their enemies. A force that breaks impenetrable fortresses and halts unstoppable armies. The Protoss Death Ball. A small force of different protoss all gather together and form an amorphous ball of death that rolls around causing chaos wherever it turns to. Even if the ball is broken by some stroke of luck, that just leaves the enemy surrounded by dozens of scattered Protoss forces all still raring to go.

Companions:

Import [50-200]
Who wants to go about their time alone? It’s always good to have buddies in war. People to trust to watch your back. For a small loan of 50CP you may import a companion into this jump, gaining 600CP to spend as they wish. Each subsequent 50CP doubles the number of companions, up to a maximum of eight.

Sgt. Patches [50]
In a war where most Marines have a life expectancy of seconds, a marine who lives through multiple wars while in the middle of the fray is very lucky indeed. Quite early in his career Patches was bitten by a zergling, ripping a hole in the rear of his armour. The subsequent patch job is what gave him his name. Sgt. Patches may not be the best warrior but he is very good at surviving against impossible odds. One day he hopes to settle down after the war with a sweet medic wife and small marine child.

Medivac Pilot [50]
Women are a rare sight on this battlefield. They are generally restricted to just the medic corps. This particular medic has undergone pilot training and become the pilot for a medivac transport ship. She is in charge of transporting infantry all around the area, and healing them with the medical beam of either her suit or the ship itself. As long as she is nearby it would be hard for any troops to die. Unfortunately she can't extend that same healing to herself.

Patchling [50]
Zerglings tend to be about as intelligent as a dog, but there are both dumb and smart dogs. This Zergling tends towards the smarter end of this spectrum, though still very much dog level. Not long after it was spawned this zergling savaged an unfortunate marine, tearing a hole in his rear armour. Unfortunately the scrap got stuck in its stomach, causing it to occasionally cough up some pieces after combat. This fortunately doesn't have any negative impacts on its health.

Derpfestor [100]
Keep an eye on this one. The Derpfestor may look like the average idiotic cute zerg, but behind that derpy face is a cruel desire to rule over all other races. As an infestor, the derpfestor is not particularly suited for personal combat. Instead it prefers to stay back and control other enemy troops with its neural parasite, playing with them like they were toys. This zerg is perfectly happy to act out its role most of the time, but take your eyes off it for too long and it may just slip the leash. This is a Zerg smart enough to negotiate with the Protoss.

Ragelot [100]
Pure unending rage. That is what this Zealot can be summed up as. Archons are known to be balls of fury and energy, but even they cannot hold a candle to the anger of this Zealot. Incensed over the loss of some poor probes, Ragelot has made it his life mission to destroy any and all his enemies. He is an unstoppable force of commitment and sheer willpower. Entire armies have been laid low by his wrath. Fleets of Battlecruisers and Carriers have been made into scrap by him single-handedly. Do not get on his bad side.

Executor [100]
The Protoss are known for many things, but greed is not usually one of them. The Executor is a Templar, a powerful warrior with control over strong psionics. Not that he ever really uses them. He's much too busy counting his riches. Having reached the position of executor and gaining control of the Protoss base, this protoss has let his greed get the better of him. Rather than devote resources to recruiting troops or building defenses, he prioritises any course of action that would bring him more money. He's not even that great at acquiring money. He only has so much by virtue of never spending any.

Hero Unit [400]
This world may have a colourful cast of new characters, but the original cast is still out there in the universe too. They have their own fights to do against Amon's forces, often two at a time teaming up to fight a Hybrid or other beast. It may be a bit unconventional but you can choose to recruit one of these 'Hero units' for yourself. Each has their own strengths. Some use their claws and psionics to tear through their enemies. Others use the plasma cannons of an 80km capital ship to nuke them from orbit while eating crisps. The topic as to which hero is best is still heavily debated.

Drawbacks:

Story Mode [+000]
Take the chaos of the Cartoonish Carbot world, and smash it together with the original StarCraft Story. Mix it all together, leave to bake for 15 minutes, and you get this: the original StarCraft story with a Carbot twist. The basic story points are the same but everything is just slightly sillier and the characters slightly dumber.

Donut Lad [+100]
Everyone here is ripped with muscles. Zealots, marines, marauders, ultralisks. They all don't skip the gym. Except for you. You are a big guy, but that isn't from muscle. You are just incredibly fat. Your belly is basically poking out of your suit. Running only a few steps will leave you out of breath. Getting anywhere quickly is not something you'll be doing on two legs. On the brightside, you inexplicably always have donuts at hand to eat. Who delivers donuts to an active battlefield on a different planet?

Join The Queue [+100]
Your comms unit might be slightly damaged. As are the comms units of all of your troops. For some reason, you can only command a small number of people to do something at any one time. No more than a dozen troops will follow any one order. If you want an entire army to move out you'll have to issue the command several tens of times. It can get tedious at the best of times, let alone when you need people to respond quickly to an evolving situation.

WE REQUIRE MORE MINERALS [+200]
Someone has been embezzling funds. Your funds specifically. Your faction is in a severe mineral deficit, lacking the resources necessary to so much as fix the paint job on your buildings. It's a bit confusing since you should be getting a steady stream of it from the worker units. Where could it all be going? It's going to be a real struggle for you to put up a fight against the other factions when you are crippled like this.

AHA AHAHAHAHA [+200]
Brace yourself for a little light trolling. One of your allies is going a bit rogue. They are still on your side to be clear, but they also have no qualms about causing collateral damage nor about friendly fire. They find the whole thing a giant laugh. They have a peculiar habit of damaging one of their own buildings after each time they successfully harm the enemy. On balance they do more good than harm, but even then you'll be accumulating some unneeded costs which could be your undoing if left unchecked.

Olden Aim [+300]
Powerful Brood War tech may have been, but it also had disadvantages. Firepower aside, a lot of the technology had abysmal drawbacks. Some machines couldn't move faster than a snail. Some couldn't hit the broadside of a barn from ten feet away. Others still failed to even walk in a straight line. Unfortunately these and similar problems are ones that are plaguing your own stuff. The battlefield is going to be a chaotic time.

Start Again [+300]
It's best not to get too attached to any of your bases. They never last very long. Through some disaster or another, any base you manage to construct, however secure, will end up being destroyed in relatively short order. It might manage to last a few months if particularly well put together, but a stray volcanic eruption or tidal wave will eventually roll around to wreck it if the other factions don't get to it first. You'll have to start from the beginning all over again, usually in a different place.

Notes:

- If it wasn't made clear by the document itself, this is a joke jump. It isn't meant to be taken very seriously, though obviously I can't stop how seriously you actually end up taking it.

- It should be noted that any troops created or trained by the various facilities from this jump will be of the Carbot variety. That being: a bit dim, a bit silly, and a bit small.

Jump by Lone Valkyrie