

Starcraft II Race-Swapped Campaigns Gauntlet

A Jumpchain-compatible CYOA by ltmauve v1.0

I have here a collection of a few different timeline fragments. Sets of timelines in which the critical points of the Second Great War, End War, and Defenders of Man incident were solved by different people, with different forces at their disposal.

So, I'll give you the chance to participate - nay, to lead the charge - in these aberrant timelines. Be prepared for encounters much harder and easier, and hilarious character assassination.

However, these are timeline fragments, so I need to be careful with this. Therefore, I'm starting you with **+0 Campaign Points**.

This is a gauntlet. You lose most of what you already have, but in return failure does not mean the end of your Chain. I can let you take anything from any Starcraft jump, but items lose properties not native to the Jumps. Yes, this includes Companions. Anybody that participated during a Starcraft jump can come along, but they are limited in what they can bring as well. Everything else is sealed away until you're done here.

Take this moment to go to other Starcraft jumps that you haven't already visited, if you want to, and then come right back here.

Campaigns

Each campaign chosen gives **+50 CP**. You may choose the order in which you take the campaigns.

WoL: Zerg Edition

It's Kerrigan versus the Queen Bitch of the Universe! Zerg versus Zerg!

WoL: Protoss Edition

The Spear of Adun was buried on Mar Sara, for some reason. Now the Daelaam must collect the fragments of the Keystone and save the Queen of Blades.

Note: Both of the WoL campaigns include race-swapped Zeratul missions. (Zerg Edition has Zerg missions and Protoss Edition has Terran missions.) These missions, being a sort of interactive memory, can be failed and repeated and can't end the chain or gauntlet.

HotS: Terran Edition

SCVs? You're attacking with SCVs?

Well, maybe. One amnesic Nova Terra and one group of spec ops soldiers versus the rest of the Dominion.

HotS: Protoss Edition

Probes? You're attacking with Probes?

Well, I hope not. You do have access to Zealots. And you'll get access to more as things spiral out of control.

Note: Both of the HotS campaigns include a race-swapped "With Friends Like These." In Terran edition, you get Zerg support, while in Protoss edition, you get Protoss support.

LotV: Terran Edition

First, Jim Raynor rescues some captives from a Mobius corp station while Kerrigan blows it up. Then he and Tosh crash the Tal'darim party at the temple of Erris.

Then he goes to Aiur and... well, things continue snowballing from there.

LotV: Zerg Edition

You would think that the Protoss would object to the Swarm liberating Aiur from the feral Zerg. You would be wrong.

Kerrigan: Covert Ops

Kerrigan wakes up in a lab with no idea where she is. Things escalate from there, and plenty of Zerg are involved.

Protoss: Covert Ops

The Daelaam versus the Defenders of Man. Because what we needed was seeing Davis get killed by an orbital bombardment from the Spear of Adun

Drawbacks



Timeline Stabilization (mandatory)

These timeline fragments aren't the most durable thing, so I need to implement some protections for them. I'm using plot rails to protect large-scale continuity. All campaigns have a fixed order of battles and missions undertaken by your factions. You'll have up to 36 hours between each mission in order to prepare for each one. All Companions and followers get respawned during this break as well. You need to complete the missions in order to progress, and if you fail a mission, you get kicked out.

However, you do have limits on what types of units you can bring to the battlefield each mission. Missions at the start of the campaign will only allow the simplest units to produce and equip, with further mission types unlocking more complex and larger units.

In addition, during "micro missions" in which powerful hero units lead a small group of units into battle, you have to be on the front line.

Senile Zeratul (+50 CP)

Zeratul follows you and your army around and constantly makes comments. Unfortunately, those comments aren't insightful or even useful. Apparently he's suffering from dementia or something, because he forgets what planet he's on, what enemy you're fighting, or other critical details.

Shuffle (+50 CP)

Oh, remember when I said you could choose which order to do your campaigns in? Not true anymore. The order of your campaigns will be random.

Micro Missions (+50 CP)

Do you like hanging in the back behind a large army? Too bad, as now all missions involve a segment where you have to personally lead a small team to accomplish an objective. In addition, these "micro segments" and micro missions in general are much longer, which gives more time for something to go wrong.

Solarite Addiction (+100 CP)

Karax has a solarite problem. But he also has a solarite solution. (It's more solarite.) Abathur can't stand the thought of essence not being obtained, and Reigel loves to examine things.

So you're going to have go out of your way to accomplish all of the secondary objectives in all of the missions you're about to do. Just ask Lasarra what happens if you don't.

Temporal Break (+150 CP)

Now, all your missions are in random order. As far as unit unlocks go, those are fixed to missions and will not change from the order changing. But your in-gauntlet accumulation from items will follow your personal timeline. You'll only know what mission you're going to five minutes before it starts.

If taken with Shuffle, you now randomly select a mission from all uncompleted missions across all campaigns.

Arachnophobia (+150 CP)

Did you know that Zerg defend their hives with spider and widow mines? It's true! At least in these timelines.

Anyway, expect copious amounts of leaping, buried explosives from all enemies you fight. And also expect a few widow mines mixed in, which can't be defused by being set off

Twilight Council Badasses (+200 CP)

So, which member of the Twilight Council will you be during this mission? It's random! Your powers and proficiencies will be "respecced" at the start of each mission, turning you from a survivable frontliner to a speedy infiltrator to a devastating glass cannon, and more. This will at least adjust your proficiency so you won't fumble with your powers. But you don't know what you're getting until you hit the ground, and what you're getting might not be suited to the mission you're performing.

"I Don't Even Know Who You Are!" (+200 CP)

...And you don't even know what's going on. You lose all the foreknowledge about what's going to happen when you enter the gauntlet, and the only way you're getting it back is at the end. Any records that might let you bypass this are temporarily transferred to an external storage site under my control..

Must Survive (+200 CP)

None of your 1-ups work. Once you die, the gauntlet ends. If you have a recall harness, it will still work to teleport you back when you reach a critical state, but you can be killed fast enough for it not to trigger, and if you're experiencing an effect that keeps hurting you (like being on fire or irradiated) then that can kill you even after you get teleported away.

In addition, your Companions do not respawn.

The WoL Zeratul missions are still just an interactive memory.

War of Attrition (+200 CP)

Oh, it seems you'll have more missions in each campaign. By doubling the length of the campaign, that means more opportunity to mess up, fail, and be forced to bail.

Twitch Picks My Swarm (+250 CP)

Apparently the War Council decided that you were using Whirlwind zealots for this mission. Abathur decided to put the essence for swarmlings into the swarm today. Reigel decided to install the cloaking devices on your reapers.

Anyway, you no longer have control over your the upgrades and configuration of your units. These will be randomly chosen. Maybe you'll get something good. In addition, Rental Reinforcements will be lacking one or two options once you get a few of those.

Brutal Difficulty (+100 CP per campaign)

Your enemies are cheating, it seems. They hit about 25% harder with each attack, and take a similar amount less damage. There are also more enemy units.

Proper Races (+100 CP per campaign)

Oh, did you just want to breeze through the early stages of your WoL campaigns with your battlecruisers? Well, no good. You can only use units and abilities from the race associated with each campaign in those campaigns. Zerg editions only let you use Zerg units and abilities, so no Protoss or Terran units will show up. And if no Zerg can something, you can't either. The same applies to the other editions.

Companions



Drop-Pods/Sacs/Warp-In (free)

Any Companion who participated in a Starcraft jump are available. You may interact with them freely between missions. Companions will respawn if killed between missions. The same applies to any Followers recruited or used during a Starcraft jump. However, they will also be affected by Drawbacks.

During missions, you may use your Companions and Followers (and their vehicles and equipment) in place of Rental Reinforcements, dropping them down from orbit or warping them in. However, you will be unable to do so unless you have enough Supply free to do so.

I also advise using them as your initial forces when you start each mission, though that will be limited to the same amount as the “original” mission.

Mass Recall Porting (50 CP)

For each purchase of this, you can take one Companion who participated in some, but not all, of your Starcraft Jumps, and get them up to speed. This comes in the form of letting them get the benefits of importing in any Starcraft Jumps you have taken, that they did not participate in. They use the most “standard” import option, modified with whatever additional CP your other Companions had that Jump (from Drawbacks, transfers, or other additional sources) and immediately get everything in a post-Jump form.

Perks



Challenge Runner (150 CP)

Is there a subtle weakness in the defensive measures for a fortress? A blind spot in the way an enemy commander thinks? Is the enemy composition not prepared for something you have available? Your ability to identify these cracks is almost a psychic power in and of itself, needing only the slightest hint of that weakness to pull it off. And then figuring out how to apply the metaphorical crowbar to those cracks is quite easy and fast for you to do.

Holding Pens (200 CP)

Completing optional objectives gets you the opportunity to get reinforcements. A secondary objective is one that a reasonable person would say is not needed to complete your final objective, but still makes things easier or provides additional resources for later. Completing one gives you the opportunity to summon or respawn companions or followers to/at

the location of the site. You can use Rental Reinforcements instead to immediately summon some units to that location.

This can temporarily override the supply restriction of Rental Reinforcements, though you won't get any more out of them until you CONSTRUCT ADDITIONAL PYLONS.

Warning Barks (200 CP)

Investing in secure communications is an important part of military hardware acquisitions. And yet the leaked communications you get are proof that sometimes it just isn't enough.

You'll get to overhear a few messages an hour about major attacks, movements, or perhaps even a trap during battle. And of course if your enemy wants to brag, you'll pick up on that too.

Fenix vs Planetary Fortress (200 CP)

You may deploy allies directly into battle, anywhere that you have "vision" of. This ally can't already be in combat, willing to do this, and their arrival deals significant damage to enemies around them. Upon arrival they temporarily gain a boost to their survivability and defenses, and when this buff fades they can choose to be recalled to their original location or they can choose to fight on and slaughter their enemies to the last. (Though staying will make them count against Rental Reinforcement's supply cap during the gauntlet.)

Doing so consumes a significant amount of energy from either your own psychic reserves or from an installation or ship they are on. It is significantly more efficient to use your own energy for this.

With Honor I Lead (300 CP)

Being hierarch of the Daelaam should mean that you stay in the back and coordinate and direct your forces. But don't tell yourself or Artanis that. You are fully capable of both engaging in high-intensity combat personally and directing your forces without either task interfering with each other.

Resume From Replay (400 CP, 50 CP additional)

Did you just make a mistake? Are you about to get completely destroyed? By using this power, you can reverse time up to five minutes and make changes. However, whenever you use this, you make a limit to how far back you can go. This will get moved to you allow time to advance forward past the time where you initially activated it. You cannot "chain" replays together to go even further back than five minutes. You carry back the memories of yourself, the other party members, and whatever other allies you want.

For each additional purchase, the time you can go back doubles.

Trigger Break (800 CP)

You may now create trigger breaks. The most powerful glitch from these fractured timelines. They are the ultimate weapon of the final war.

By creating one, you completely destroy the tactical coordination of your enemy. Anyone not under your command is suddenly on their own for battlefield direction. From coordinating reinforcements to squad members talking to each other, it's all gone. In addition, spawning, constructing, warping in, or other methods of reinforcement are blocked by this effect.

Unfortunately, its not just your enemies that get hit, but your allies. But surely with this handicap, you can win alone? (You can toggle it to affect only the battle you are in instead of hitting everyone everywhere.)

It also pauses things like charging up superweapons, advancing magic rituals, preparing superweapons, and other such holdout-related tasks. And this affects you and yours, too. Creating a trigger break will pause any of that, and you have to wait for the trigger break to be canceled or expire before they can continue.

In order to create a trigger break, you must start “counting up” while in battle, to a minimum of five minutes. The trigger break lasts twice as long as you were counting, and has a cooldown equal to the active duration before you can start counting again.

Items



Rental Reinforcements (free, for gauntlet only)

I understand that you might not have had the opportunity to recruit a large enough army to deal with some of the problem you’ll be facing. Fortunately, one advantage of working in a timeline fragment like this is that I can sort of handwave that problem.

For Terran Editions, I’ll give you slightly modified blueprints. These blueprints allow you construct equipment, vehicles, and spacecraft much faster. For Protoss Editions, I’ll make a modification to your Warp Gate protocol that means you can warp Protoss units from elsewhere, provided you warp resources out. (And also there’s going to be a cooldown, similar to the construction times of Terran units.) These are unmodified, Koprulu-standard units, by the way.

These will modifications will also summon operators for the gear produced. However, said operators are going to be... not entirely there. They’ll be able to perform the duties of their role admirably... as long as you don’t mind giving them countless instructions. They’re basically running basic RTS unit AI instead of having an actual mind or personhood.

As for Zerg, I don’t actually need to do anything except you give you the relevant essence, with it doctored to dumb them down. And maybe compress the time to morph for the larger strains. Because while I have a few days to wait for your ultralisks to morph, I don’t think you will.

Oh, and one last thing: These will only work if you have enough Supply from supply depots, pylons, or overlords to “support” your units.

During each campaign, you will unlock additional units that you can produce through this as you go through the missions. If you take multiple editions from the same race, you will have your progression reset for each campaign. During Protoss editions, new units will be unlocked in groups of three, but only one from each group can be built this way during a mission.

Also, all of them will disappear at the end of a battle.

Catch-A-Ride (free, for gauntlet only)

During each campaign, you'll need to get from planet to planet. That's why I'll lend you these. They're big enough to fit all your Companions and do a little work while traveling.

For your Terran Editions, I have a nice stealth operations starship. It can get you between planets and inserted on the ground without anyone noticing.

During Zerg, I have a leviathan. It's about four kilometers long and can grow sacs to deploy zerg structures directly onto a planetary surface. Which is good because it really can't land.

And during Protoss Edition campaigns, I have a slightly run-down Arkship. Everything except the drive systems and life support is offline at the moment, but additional systems can be reactivated.

Each campaign has its own separate ship.

Man With A Laptop (50 CP)

Each purchase of this gets you one mercenary contract, giving you access to some better units of one specific type, chosen at purchase time. Mercenaries are tougher and hit harder than your usual units, and have any upgrades you can provide to your reinforcements. They will have the same equipment as the normal units but with bigger numbers.

How this works in-gauntlet is that it uses your Rental Reinforcements as a vector - when you "construct" some of the units, you get the mercenary versions instead. You get charges that are expended to get the mercenary unit. Those are given in batches that are given at set intervals. There are a limited number of batches you get per battle, and all charges are lost at the end of each battle so there's a finite number you can have per battle. The number of charges per batch, the number of batches per mission, and the delay before each batch are all determined by how powerful the unit is. Capital ships are only one per battle per purchase, while less powerful units have multiple charges per batch and multiple batches per battle.

Post-gauntlet, these are available to call down even if you don't take Reinforcements. They no longer have any supply cost, but still require resources. You're also limited in total number at any one time by the total charges of the calldown. (This is split up by purchase, so you still only get one battlecruiser as compared to however many mercenary zerglings you have.)

Clothes On Your Back (50 CP)

Requires a Protoss or Terran Edition

For those you who have neglected to pick up something that lets you walk off (or at least stagger off) a malstrom round to the face, go no further than this item. This is a set of armor capable of keeping you alive and active against heavy firepower and shrugging off lighter attacks. The Protoss versions keep about a third of the survivability in shields instead of armor.

In addition, I'll toss in a free weapon of an appropriate type. Nothing fancy, but solid, refined, and reliable. And also packing infinite ammo if it's a ranged weapon.

During the gauntlet, this will be available for either Terran or Protoss editions only. If you want both, you'll need to purchase a second version. You can also purchase this for a Companion who wants to take to the front lines.

Upgrade Grid (150 CP)

This tablet provides upgrades to your units. It has a limited number of upgrades it can give, and it hands out the upgrades by unit type. Each unit type can only get a single upgrade per purchase of this you make. This will affect companions that pattern their equipment (or body type, for Zerg) after each type of unit. Upgrades may be removed instantly but take an hour to come online if applied in combat.

In addition, most upgrades may give slightly different results for different unit types. While advanced sensors will give detection across lots of units, survivability upgrades work differently for units with different levels of survivability and different methods of achieving that, and ordnance upgrades will vary wildly depending on what the original armament of the unit was.

You can gain additional upgrades during the gauntlet, up to twelve different upgrades per purchase. After the gauntlet, you can get up to two dozen upgrades total per purchase, gaining the additional ones after important battles.

Essence Acquired (150 CP)

Requires a Zerg Edition

This biological storage container (in both meanings - it is for storing biological samples and is also made from biological materials itself) is currently empty. But after important battles and missions, it gets an essence sample in it. Even if the samples are harvested, they grow back. Each sample of essence will work for one or two purely biological unit types you have. During the gauntlet it will be for the units just unlocked by that mission, but afterwards it's going to be random, weighted towards the units you use more often.

Integrating the essence into a biological unit will give a notable increase in performance in one of three ways. Each possibility requires interactions with the cell chemistry that will interfere with each other. You'll be able to tell what the potential boosts are and apply whichever one you want to your swarm. Having the backup means you can remove the essence or change which boost is applied.

I Will See The Solarite Is Recovered Properly (150 CP)

Solarite is an energetic quasicrystal capable of enhancing a wide variety of machines. By adding it, you can improve some aspects of performance, such as firepower or power output.

You get small caches of solarite that be used in this manner after each important battle you take part in. Each one contains a few tons of solarite, though how much is used depends on what you're trying to enhance. Trying to rehabilitate a damaged arkship would take hundreds of thousands of tons of the stuff, while enhancing a single warrior's weapons might take under a kilogram.

If lost, due to the destruction of the enhanced machines or because it was used directly as ammunition, it will be replaced each decade or Jump.

Recall Harness (300 CP)

Protoss armor contains modules designed to allow the occupant to be recalled to safety in case of critical injuries. This harness allows for the same functionality, though this may be integrated into an armor you own.

In addition, it is capable of recalling you from beyond the grave all the time during the gauntlet and once per jump or decade afterwards. Doing so means you're still in bad shape, but you do get recalled into a medical facility so you won't be bleeding out or anything.

Rewards

Well, it's over. You've either completed all your campaigns or you haven't.

Keep 150CP worth of gauntlet purchases per completed campaign, and all of it if you complete all the campaigns you selected. In addition, any Items you take with you, you may export into items you possessed already. The export destinations must be the same type as the item to export.

All rewards are at gauntlet end. Perks are given to all Party members who participated during the gauntlet at full power, while Items are to be shared.

Scenario Track



The following rewards are provided for completing a number of campaigns. Each additional campaign allows you to take the next additional perk. In addition, each reward requires you to have taken a certain amount of CP in the Drawbacks section. (The numbers are that, not prices.)

1. Racial Indifference (Perk) (0 CP)

You may have noticed no one cared what race you were when you participated in your campaigns. And so it will be in the future. No one will care what race or species you are and none will judge you or treat you on the basis of your race.

2. Racial Unity (Perk) (100 CP)

Xel'naga consider their bodies mere shells. The details matter, but not that much. The same applies to you now. The only differences between your various forms are actual shape. Any abilities or properties that would normally be locked to a single form of yours is now available in all forms.

3. Integration (Perk) (200 CP)

Combining biology is one thing, but combining technology is another. Not only is there the physical elements, there's the design philosophy used to make it. Which can be an important part of why the technology is so good at its job.

But fortunately, I'm giving you the skills to handle integrating different sorts of technology just fine. It's a high-tier school of systems engineering.

But in addition to that, I'm giving you the insights needed to determine what design philosophy was used to make them, and the mental flexibility to follow a different philosophy when doing your engineering work.

4. Prismatic Stability (Perk) (300 CP)

The Prismatic Core at the heart of Void Rays is intended to channel both void and khala energies without disintegrating the entire ship or frying the operators. Thanks to ingenius phase-smiths from both Shakuras and Aiur, the core functions with the reliability of other Protoss (apocalypse-proof) technology despite an internal energy state that a more traditional phase-smith wouldn't want to be within 20 kilometers of.

You are now like the core, capable of using power sources that would otherwise conflict with the same reliability and ease as any of those individual sources. Your powers cannot hurt you from internal effects, you are completely immune to your powers backlashing, and you cannot suffer from any form of power burnout.

5. Jolly Cooperation (Perk) (400 CP)

It would be very difficult to deal with Amon if the races hadn't been cooperating. It would have been much easier to deal with him if the races were cooperating earlier. Thus, you may eliminate bigotry just by talking to people for just a bit. You don't even have to bring up race.

At the end of the day, those people will be unable to judge people by their race or species.

6. Xel'naga Potential (Perk) (600 CP)

Each age of Xel'naga is stronger than its predecessors. Had the cycle continued, it is likely that the trend would not have stopped.

The same applies to you. You are unbound, your potential unlimited. Your power - body, psi, and whatever else you have acquired will grow past what used to limit it. Even if you do not grow it, it will not diminish with time or disuse. And growing them will never hamper you. Your muscles may become stronger, but they will not develop more mass than what you want, or

become bulky enough to inhibit your flexibility. Your psionics will not become uncontrollable from sheer power - your TK will not diminish in dexterity just because you have more strength.

The same applies to your mind. Your skills, your memories, your intellectual capabilities - all of them have no limit and will not diminish. And again, your mental growth will not hamper you.

7. Prismatic Paradox (Perk) (900 CP)

Khala protoss and Nerazim protoss, when attempting to build intuitions of how space-time and psionic power interact, use very different models. The Khala use coplanar circles, while the Nerazim use a model of interlinked vibrating strings.

The combination of those two schools of thought allows for a very interesting result: your allies can ignore the negative effects of your actions briefly, and your opponents are forced to briefly ignore the positive effects of your actions. Not only does this mean you can't cause friendly fire, you can exploit indirect effects for fun and death. If you flood a cave with lava, your allies have a grace period to get out of the lava. If you extend a bridge, it will be a moment until your opponents can use it. If it's a continuous action, like if you're holding up a bridge with your telekinesis, then your opponents won't be able to use it until after you've let it go.

8. Suppressed Sigma (Perk) (1,000 CP)

Do you hate the psi-disruptor? Well this perk is for you. You may only be harmed by something if all your forms are harmed by it. If one of your forms is immune to something, then all are. If one of your forms is vulnerable to a certain type of attack as a side effect to a property that you want, you can maintain the property but ditch the associated weakness. For example, you can maintain a hivemind connection but without the weakness to sigma radiation, since your human form is not vulnerable to sigma radiation.

This also applies to effects that are only more painful or harmful to certain forms.

Scenario Unlocks

The following rewards are provided for completing specific campaigns.



Reinforcements (Item) (Both Terran Editions)

Did you grow to like the idea of having disposable drone units? Then take that ability with you. So first, when constructing military hardware, it takes only half the time. The same applies to growing or morphing living weapons like the Zerg. This is much slower than what you get for the gauntlet, but you've got more time now.

In addition, you can have any military hardware summon its own users. It needs to be yours, by right or possession. If the latter, it needs to be something operable by a party member, with training handwaved. You can only have hardware summon its users when created or reconstructed, or at a base where reinforcing would make sense. More skilled users or hardware that requires more users take longer to summon, and your are limited in how many units you can have summoning at once by your psychic power.

Like the Rental Reinforcements, they are rather stupid, but these are slightly smarter, and don't need to be directed as much. They know when to clump up and when to spread out, know not to run ahead of other units, and you can get them to guard another unit, adding their strength to the fight quite nicely and reducing the need for micromanagement almost completely. Airborne units will also stick with ground forces and avoid air defenses when not attacking into them.

Mind Of The Swarm (Perk/Item) (All Three Zerg Editions)

Congratulations, you've proven your mastery over the swarm, so now it follows you. I'll give you Char and all of its orbital platforms as a home base for all your Zerg. It'll stay in a pocket dimension which can be exited and entered via warp space. Char's geological wealth will be refreshed each jump (and each decade post-chain.) but will otherwise maintain any changes you make to it or its orbital space.

You will get most of the Zerg Swarm, as of the start of the End War. In addition, you also have access to strains that were abandoned after the Brood War. You do not get the Overmind, any Cerebrates, or any other individuals within the Swarm. The Swarm maintains any growth to its size that you can get, and at the start of each jump (or each decade post-chain) if it is below its initial size, it gains half of its initial size, up to the maximum size it has achieved.

In addition, you get the ability to control them. Your ability to control the Swarm is good enough that you can coordinate your forces across a large, chaotic battlefield by yourself. Having subordinates to handle different aspects of the Swarm is allowed and encouraged.

Lance of Jumper (Item) (All Three Protoss Editions)

A Protoss Arkship, at 75 kilometers long, is designed to cancel the apocalypse. This particular one has been modernized and is now fully armed and operational.

First, the support capabilities. The Lance has a starforge, an advanced production complex capable of churning out materiel at a ridiculous rate, being able to construct capital ships in hours when properly supplied. The massively overbuilt power system (a modern version, not solarite-based) is designed to not only power the Lance but also its own psionic power matrix. I have modded the matrix injectors so that power can still be received when the Lance is in the warehouse or elsewhere in a local multiverse. There are also several projectors capable of sustaining a power field on a planetary surface directly from orbit.

Harmonized warp bridge technology allows it to teleport even capital ships to any power field, and with more energy it can put smaller units and structures anywhere in a solar system. It also has reconstruction beams, several methods of reinforcing shields, and resourcing teleportation, all of which can be used from orbit. The power matrix is actually strong enough that any nexus anchoring it can use the extra power as a weapon. It can recall an entire army, splitting it between multiple destinations, which can include any nexus powered by the matrix and many of the districts within the ship itself. Advanced temporal manipulation technology allows for both assistance to allies on the ground and impairment of the enemy.

While the life support can sustain active crew and passengers of up to 25 million, the Lance only requires a crew of 4,000 to operate efficiently thanks to the advanced servitors that maintain and defend the Lance. I can provide an NPC crew for you in case you need it. In addition, a further 100 million people can be placed within the stasis chambers distributed through the ship.

As far as defenses go, the Lance is protected by a powerful plasma shield that is capable of almost ignoring anything short of a tactical nuclear warhead detonating against it. A more focused attack like a mothership's purifier beam would take at least an hour to deplete the shield. Smaller shields, with less charge but no less toughness, protect weapons emplacements, docking bays, and other points on the hull. The servitors are armed, have counter-boarding combat software installed, and are extremely loyal to you. In addition, the interior has a sophisticated sensor system designed to detect infiltrators, as well as forcefield projectors to block off access to unwanted guests and heavy environmental manipulation (making gravity sideways, increasing atmospheric pressure to lethal levels, superheated air, and other options) to make their stay unpleasant.

Weapons are many. The solar cannon batteries offer a good mix of fire rate, firepower, accuracy, area damage, and lower energy requirements, and in general are the main weapons system to be used. A single hit can kill a Hybrid destroyer, and at full burst each cannon can drop 200 shots in under five minutes. Disruptor weaponry is arranged into orbital strike arrays, accurate to within 5 cm at 10,000km, including area damage. The blasts are variable yield for controlled penetration and the arrays are psionically steered phased arrays with no moving parts for zero aiming time. The shots are not the most powerful, taking five shots to down a Hybrid destroyer, but they can be safely used for close orbital support. The solar lances can

destroy capital ships in a few shots, and when used for ground support will wind up setting a line of grid squares on fire. The missile cells can not only deliver explosive payloads to enemy ships, they can also be used to deploy soldiers to the battlefield... if the soldiers are all sufficiently tough Purifiers. Even if you use a Purifier payload, whoever gets hits by them is going to have a bad day. Finally, the purifier beam installed is capable of melting through a planetary crust in only a matter of hours. It is the kind of weapon used when collateral damage is no longer a limiting factor.

In addition, all the system and weapon clusters are only half full. It should be fully possible to add more capabilities on top of this.

The Lance is not maneuverable in realspace. In order for it to accelerate fast enough to be one length away from its initial trajectory in ten seconds, it would need to pull over 150 Gs. It does have a high top speed though, in both realspace and warp space.

One last note: If you've made any cool modifications to your rented Arkships, you can import them directly to the Lance.

Keystone (Item)

You get a Keystone if you completed any of the following: both WoL, both Hots, or both LotV. Any keystone is capable of self-repairing and generates its own energy, making it a good power source. What other capabilities it possesses depends on what pairs of campaigns you completed



Bio-Converter (Both WoL)

While altering the essence of a single individual is possible even without this, getting them to accept the new essence without problems and adapting their body to actually use developments that the new essence provides may be difficult. This mode/program allows you to bypass those problems.

When charged (fifteen minutes) it is capable of completely rebuilding a single target's biology. Not only will it smoothly graft in the essence, it will also alter the target's biology as if they had the modified genetics from the beginning. This can be used to correct congenital defects or give someone the effects of a bloodline. It can also be used to remove other genetic modifications.

Inhibitor Mode (Both HotS)

While very powerful people can be scary, all are equal before this mode. Doing so strips a single target of all power. The most powerful gods are reduced to nothing more than flesh and blood with this. The target of this is stuck down on the ground, unable to move. Even their equipment is useless while this is active.

Of course, this does nothing to friends of the target. Watch out for those.

Purification Nova (Both LotV)

For when you need to deal with curses or possession on a large scale, look no further than this mode/program. After half an hour to charge up, this will fire, and is capable of completely dismantling curses on a large scale, and prevents the same curse from being reapplied. It can also break possession, ejecting possessing entities and preventing those targeted by the nova from being possessed in the same way again.

It has two firing modes: planetary and species. In planetary firing mode, everyone on the planet is hit by the effect. In species mode, every member of one species gets hit, regardless of where they are.

Emperor's Indifference (Perk) (Both Covert Ops)

As far as operating an army goes, you need something more than just the grunts.

First, you need logistics. So you now have them. Your forces have the needed backline support for them to remain armed, fed, healthy, and their gear to be maintained and loaded up.

In addition, you also have political backing. Or at least political acceptance. Because normally people don't like large armies they don't control operating in or even passing through their territory. If someone would accept their own army, or an army from a local superpower, doing the same things yours is, then you're fine.

CP Rewards

You get a budget of 100 CP per completed campaign to spend here, and may not spend CP from Campaigns or Drawbacks here. Alternately, if you completed all your Campaigns you may choose to use your Drawback CP amount as your budget instead.

Ouros' Guidance (Perk) (400 CP)

You know, for how well things worked out in the end, there were quite a few "coincidences" and close calls where things could have gone wrong. Each case where things almost went wrong could have been the point where the universe's biggest pizza cutter (Amon is all edge and no point) could have solidified his victory to destroy the entire universe.

Well, it seems like you've got help for this. As long as you continue to win tactical victories and nothing/no one that you know is plot-critical (for your side) gets destroyed/killed, you'll eventually reach that strategic victory. If you found out that someone was plot-critical after you killed them, don't worry: it'll turn out that they weren't actually critical to the plot.

Vanadium Armor (Perk) (300 CP)

When it comes to surviving incoming fire, there are two schools of thought: “tough” and “hard.” Tough defenses focus on sustaining functionality through damage. Parts might be ruined, but the whole continues to function. If the scheme involves parts labeled “ablative,” it’s probably tough. Hard defenses try to nullify attacks, reducing any damage taken. The ideal goal of a hard defense is to not take a scratch. It’s a good idea when you’re trying to protect something soft, like a human being.

For you, the two are one and the same. When you improve something to make its defenses “tougher,” they also become “harder.” The same applies in reverse. This even applies to designs, letting you refit an army in better gear. Unless that design improves one at the cost of the other, in which case will not apply.

Ultra Capacitors (Perk) (300 CP)

There are some kinds of weapons that hit hard. There are others that hit fast. Both are good, though most engineers can only improve one at a time.

When you improve a weapon to make it hit harder, it gets an improved effective rate of fire. The same applies in reverse, so an improved rate of fire on the battlefield improves the damage done by each hit. It works for designs, letting you refit an army with better gear.

This doesn’t apply if you’re adding damaged intended to only be effective against certain types of defenses, or if your increased rate of fire comes at the cost of damage, or vice versa. Those “sidegrades” do not trigger this.

Supreme (Perk) (200 CP)

Requires a completed Zerg Edition or HotS Campaign

Oh, did the taste of this power make you want to keep it? Very well. Your psychic power is now strong enough that you can psychically wrestle a Xel’naga into submission unless they cheat. In addition, you recover exceptionally quickly from psychic actions. A power that would otherwise take you a few minutes to recover from will only take a few moments to be corrected. The purple glowing eyes, aura, and anime-color hair are optional.

In addition, you now have a mending aura, which will affect your allies and subordinates, keeping them in the fight.

Mengsk’s Credit Card (Item) (200 CP)

Do you think your battlecruiser count is too low? Is your carrier fleet small enough that it only might give you a chance? Do you need to morph more brood lords? Do you want to SEND IN ANOTHER GORGON?

This credit card provides you with the resources to do just that. I am of course talking about materials, not cash. But you can’t do anything without raw materials. This enhances one of your resource stockpiles, increasing the amount available for your immediate use. The more resources in that stockpile, the greater the multiplication of resources. At almost no resources, the effect triples it. When you have enough “original” resources to build a few kilometer-scale capital ships, you have an effective amount to actually build a thousand. Anything taken away not for use in construction will get un-multiplied, and adding new material to the stockpile will have it be multiplied as if it was there from the start. Taking away material will not decrease the multiplication factor, but adding more will not increase the multiplication factor unless a new

maximum was added. When you take the card away, the stockpile will be un-multiplied to the same amount.

Tickle Skittles (Item) (100 CP)

This pool is filled with hundreds of eggs. Specifically, eggs for sentries and their variants. (What are you talking about? Sentries totally hatch from eggs. Yes, I suppose it does make them non-biological life-forms if that's the case.) All the variants of sentries hatch from this pond, giving you a steady supply of support units that can also give a little bit of fire support. Or you can just meme on people by overrunning their bases with a wave of tickle skittles.

The pool can be forced into hibernation or awoken via a simple chemical signal, if you don't want to overrun your enemies with an endless tide of sentries.



Notes

Points from Brutal Difficulty and Proper Races are drawback points. Points from the campaigns are not.

If you take a LotV campaign, then you only have to participate in one segment of "Templar's Return."