

Starcraft Co-op Missions Jumpdoc

v1.3

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Starcraft is an epic space opera about an ancient god, aliens, demons, and people.

In one timeline, Sarah Kerrigan has at this point become a Xel'naga, defeated the Dark God Amon, and abandoned the zerg swarm to Zagara. This timeline, not so much. The End War continues to rage onward, with no sign of stopping.

This is the timeline where the Co-op missions of Starcraft happen. The Koprulu sector is in continual peril.

So grab a buddy, grab an army, and start blowing up Amon's forces.

Take these **+1000 Co-op Points** and gear up. You'll be here two years by default.

Origins

When taking an origin, you may either choose to have a history and memory in this world, or you may "drop-in" and have neither.

Frontliner

Frontliners fight on the battlefield, as personal powerhouses. They rely on their power and abilities to tip the balance of a battle in their favor.

Nova, Zeratul, and Dehaka are all examples of this origin.

Swarmer

Swarmers rely on massive numbers to fight their enemy, even if the units themselves are weak. The Zerg are common practitioners of this strategy.

Raynor, Stukov, and Zagara are examples of this origin.

Specialist

Specialists use heavy or powerful units to dominate engagements. The Protoss tend towards this approach.

Swann and Karax are good examples of this origin.

Note that canon commanders don't always fit into these molds. Stetmann, for example, can work as both a swarmer, using massive numbers of mecha zerglings and banelings, or as a specialist with mecha corruptors, battlecarrier lords, and ultralisks.

You aren't locked into a mold either, and can adopt strategies from any origin as long as you actually have the capability.



Race

This choice defines what buildings and structures you use, and what set of units you can pick from later.

Terran

The Terran are the youngest race. They build solidly. They are adaptive on the tactical scale, being able to lift off their buildings and fly them to other locations. They have a selection of transforming units to meet different tactical needs.

Protoss

The Protoss use psionic technology, relying on their psionic energy matrix to power their buildings and units. They make heavy use of robotic combat units. They use their great psychic power on the battlefield.

Zerg

The Zerg are highly advanced biotechnology, essentially. The drones, their worker units, morph into the structures rather than construct them. Most of their buildings require a substance called creep to cover the ground. All of their units are biological.

Species

This doesn't have to match your race. Stetmann has Zerg as a race but Human as a species. Choose any age (above maturity) and gender.

Terran (free)

Humans are something you're already familiar with, I hope. The humans in the Koprulu sector pride themselves on being hardy and enduring.

Protoss (100 CP, unless you already have a Protoss form)

Protoss tend to be taller than humans. They all have some psychic power. Protoss are actually closer to plants than animals - they require sunlight to survive, and they don't have mouths. (You'll need that psychic power to speak.)

You only get minor psychic power. The benefits of this form only apply while in this form. Purchases of Caster will allow you to use all your Protoss psychic abilities in any form.

Zerg (100 CP, unless you already have a Zerg form)

The Zerg are an ancient species, or set of species, from the planet Zerus. The Zerg assimilate the genetics of other races into them. You just get a single Zerg form, which comes with minor benefits while you are in that form. You'll probably get enhanced senses, regeneration, improved strength, and some kind of natural weapon.

Purchases of Caster will allow you to use Caster abilities based on your Zerg biology in any form.

Other (free, drop-in only)

Do you already have an interesting form from your adventures? Then feel free to continue using it.

Title

All the commanders have cool epithets like "Legendary Outlaw" or "Tal'darim Highlord." Pick one for yourself.

Start

You start in the year 2508, and the Jump lasts by default for two years.

Non-drop-ins start at their "home" as of 2508, which must be something appropriate to their Species. A Terran would not be on Shakuras or Aiur, and a Protoss would not be in Umoja or Taranois.

Drop-ins may start at any location that an average member of the public could get to. If they have a spaceship they may start in orbit of any planet that the public would travel to. No starting in a military base or secret research facility.

Perks

Perks are discounted by half to their respective origins, with 100 CP perks being free.

General/Undiscounted.

Canon Out the Window (free, this jump only)

Arcturus Mengsk is alive and has command of the Royal Guard. But Valerian Mengsk is Emperor. Somehow, Raynor, Kerrigan, and everyone else trusts him not to backstab them.

Zeratul and Findley are still alive somehow, despite dying well before the nominal point of divergence.

Nothing makes sense anymore. This perk isn't really a perk, it's just a reflection of how badly mangled this timeline is.

No one will question where you came from, and will accept your history with no complaint. Princess Serenity could march out onto the battlefield in her normal regalia and kill a hybrid by slapping it with a fish, and she wouldn't even get a raised eyebrow in response from her ally.

Communication Skills (free)

Cooperation is key. You're decent at quickly and concisely explaining yourself, and understanding someone else when they try to do the same.

But more importantly, your ability to communicate with someone, and them with you, rapidly increases the more time you spend fighting alongside them.

Cosmetics (free)

Let's face it, no one likes paying for skins. You get a theme now that you can apply to your army and equipment.

However, it has to fit one of the races (not necessarily yours.) Zerg skins are Gigeresque, Protoss are sleek and crystalline, and Terrans show off their mechanics.

Platinum League (free)

You are a skilled military commander. You could have very well risen to the rank of general in a terran army, or equivalent, if given a few years. You know how to read battlefields, manage forces, and handle all the administrative work.

Heroic Stubbornness (free this Jump only/200 CP)

Heroes are stubborn. Maybe not all the time, in every single topic, but they can be bullheaded about a lot of topics.

And, like most heroes, you are far too stubborn when it comes to your mind and body to let someone else control them. Your stubbornness lets you keep your thoughts locked inside your mind, unreadable, and it lets you fight back against any intrusion into it. Expect to shove out Psi Index 10 psychics in an instant, and be able to rip out neural parasites immediately. Even against stronger opponents, you can stalemate them while you build up the power to kick them out, preventing them from doing anything with your mind and body.

If you want to take this with you, it costs 200 CP.

Foresight of Ouros (400 CP)

Ouros is a skilled prophecy-maker, warning the Overmind and Zeratul of the future and the trouble coming. He managed to do this while imprisoned, without his captors noticing. His prophecies were able to outmaneuver Amon.

You aren't there in duration, scope, or clarity. But you can make instant prophecies for yourself. Your ability to predict an upcoming battle is nothing short of miraculous.

You can predict the type and proportions of enemy units involved, the (general) tactics used by the enemy commanders, the nature (but not exact timing or location) of any surprises the enemy wants to throw at you, and a starting "heatmap" of the enemy forces. Never get surprised by a new variant of Hybrid again

Don't expect to make a second prediction during the battle, though, as your essence will need to recover for some time after doing this. This power can grow if you have a psychic uncapper or Xel'naga Essence, and grows fastest when sticking with "tactical" precognition.

This also improves the power of any of the capstone 600 CP perks you buy from the origin lines.

Frontliner:

Passed Your Physical (100 CP)

You're in peak physical condition. In any physical metric, you're in the top 2% of your species' history.

Combat Blooded (100 CP)

Freezing up in combat can be fatal. Fortunately, that doesn't happen to you. You have the training and experience of a combat veteran, and they will activate whenever your life is on the line.

You're also immune to the paralyzing effect of fear, including induced fear.

Caster (200 CP)

Repeat purchases 100 CP for all origins.

You gain three related abilities that you can use. These all hit a theme, like crowd control, ally survivability, or mobility.

These abilities don't have to be cast - for example, you could have a healing beam, a passive armor boost to nearby allies, and defensive matrix projection.

Each additional purchase can give a new themed set of three abilities, or be used to boost three abilities in power.



Detector (400 CP)

Invisibility is no obstacle for you shooting someone in the face. You can see past any sort of invisibility, being aware that the invisibility was attempted but being able to see the hider perfectly fine. You can also tell if something is an illusion, a hallucination, or shapeshifted.

Not only that, but you can see units and structures trying to hide underground.

You can share this information to any of your allies automatically.

This can be dialed down to simple awareness if you're not in combat, and don't want Too Much Information.

Double Heroic Unit (600 CP)

Add a battlecruiser's worth of durability to your body, and make yourself tough enough to barely notice an Impaler gauss rifle hitting you. You can take a blast from a Yamato Cannon center mass and get right up to show that battlecruiser the error of its ways, with only a bit of bleeding. (If you're that tough without this, this now triples your defenses.) Double the potency of all your abilities and equipment. Your internal pools of energy refill much faster, and are larger.

If you have the Foresight of Ouros, you're even tougher, requiring several yamato cannon blasts to put you out of the fight (and a dozen more to actually kill you,) and enough toughness to barely notice fire from heavy vehicles. (If you're that tough without this, this now increases your defenses by a factor of thirty.) The potency of your abilities and equipment has increased greatly, while requiring decreased energy (or any other resources.) In addition, you can now use them much more rapidly with no additional risks.

Swarmer

Macro Viewpoint Master (100 CP)

You're an expert at managing the resources needed to build an army, as well as timing your expenditures and expansions to optimize your economic growth.

In fact, you're good enough at this that you're probably in the 200 commanders (of any type) in the entire history of the Koprulu sector.

Multi-Front Master (100 CP)

You can focus your attention on multiple areas at once. You lose no mental capability to multitasking when the multitasking covers distinct physical regions, like the different areas of the battlefield.



Volatile Infested Terran (200 CP)

You're making a very large army. Rather than mourn the loss of units, you should capitalize on their deaths.

Through explosions, of course. Units under your command that die can explode. For units like battlecruisers, "death" is defined by all crew having evacuated or perished already. Only enemies will

be harmed, and friendlies will be fine, physically speaking. This also triggers on death recall abilities, like all manned Protoss units and the Stasis Shell item.

You have to enable this option for each type of unit. Units capable of making their own decisions can toggle both arming conditions (proximity of enemy units, always, never) and detonation criteria (ranging from “manual” and “any attack” to “complete bodily destruction.”) You can adjust this for units not capable of making their own decisions.

The size of the explosion is determined by the power of the unit. Marines, zerglings, and zealots will explode like banelings, while the Leviathan-class Battlecruiser (smaller than End-War-Era battlecruisers) would go up like nukes.

Leadership (400 CP)

To attract a great many followers, you need to have leadership skills. Recognizing talent, saying what you want to say so they hear what they want to hear, and a heaping pile of administrative and planning skills on top of it. You have the capabilities of a great demagogue, able to stir the emotions of the common folk and drive them to your cause.

You’re also enough of a leader that if you take over a planet or something, you can make it into a nicer place and not drive it into the ground.

More and More (600 CP)

Whenever you get a lot of units, either by making them or by summoning or flying them in or however you get them, you’ll find that you got more than you asked - or paid - for. The proportion that’s free military power is related to how big your force is. The larger the nominal force, the bigger the actual force is compared to it. If you see your first extra at twenty units, then you’ll see 50 extras at 200 units, and at a thousand units your forces would be doubled. It’s less effective on heavier units.

You can turn this effect off, if you want to abandon the way of mass whatever, but why would you not want it?

If you have the Foresight of Ouros, your force doesn’t take as many casualties during engagements as they should. Or rather, they take exactly as many casualties as were inflicted, but their standing numbers don’t reflect that. It’s as if someone was sneaking additional units onto the battlefield, but you weren’t doing that. (Okay, maybe you were, but that just means your deathball is even bigger now.)

Specialist

Micro Master Commander (100 CP)

You’re an expert at arranging formations, and keeping the units in them once the shooting. You hardly need to glance at a formation during combat to know how to adjust it, and what the units should be focusing on.

In addition, you’re skilled enough with your command link to get this information to the units rapidly.

In fact, you’re good enough at this that you’re probably in the 200 commanders (of any type) in the entire history of the Koprulu sector.

Large Logistics (100 CP)

You know how to manage your supply lines to keep your heavy and thirsty units in the fight longer, with fewer supplies required to keep them going.



Emergency Turret (200 CP)

When it comes to bunkering down, you're fast. Both you and your army are able to establish elements of a defense in a fraction of the time normally required. (Though they still are just as expensive.)

Battlefield Presence (400 CP)

Some commanders, when they take to the battlefield, everyone feels it.

In your case, it may be more literal than that, as your presence literally empowers your allies and subordinates with some specific effect. Artanis has his Guardian Shell that protects units about to die, and Kerrigan's creep heals and repairs units on it.

Engineering Savant (600 CP)

You were the one who designed the improvements to your units. You have great knowledge of your race's technology, especially your units. You have especially deep knowledge of the units and structures of your armies.

Your knowledge extends past your own faction into the other factions within your race. You can integrate other techbases that you are familiar with into your units and structures. You have the curiosity to see worthwhile paths, the experience to see the troubles that will emerge from your projects, and the intellect to be able to come up with the solutions. The only thing left for you to provide is the determination to make it through the setbacks. Expect to be on the level of Abathur, Karax, or Swann

If you have the Foresight of Ouros, then you gain similar familiarity with the technology and engineering of the other two races, as well as gaining more detailed knowledge of an equal number of units and number of structures from the other armies. Expect to be on the level of Stetmann.

Companions

You get a 200 CP stipend that may only be spent in the Companions sections.

Only the Jumper may make purchases above the "Heroes" subsection.

Buddy System (free, mandatory)

Did you think I was kidding about "grab a buddy?" This is co-op mode, not solo play. No coming here without a Companion. Period.

You're not glued to each other's side, at least. You can ally with anyone you want. (Doing so with Amon is a dumb idea though. Really dumb.)

If you don't already have a Companion, this purchase lets me create someone to fill this role for you.

They get 1000 CP and all stipends to spend as they please, and they get to choose their own Origin, Species, and Race.

Simultaneous Play (50 CP, may purchase up to 4)

Import two Companions apiece, the same as in Buddy System. This must import two Companions, but once only you may create a new Companion to complete a pair.

Canon Recruitment (100 CP)

For a small fee, I'll scour the currently-incomprehensible-to-you spaces of the multiverse to find willing canon characters from Starcraft to use with Buddy System or Simultaneous Play. You may not take Xel'naga characters with this option. (Taking a Kerrigan before she ascends is fine.) Note that most characters would only be willing to take to the Jumpchain under certain situations.

I'll also find a timeline to send you where their counterpart is gone, if you don't want name trouble. (Trust me, no one will notice unless they straight-up explain the situation.)

Adjutant/Executor/Broodmother (free)

Import someone for free. They get the free general perks and the 100 CP perks from either the Swarmer or Specialist perk line. They get a Tactical Link. They may not purchase anything else and do not get freebies. They may pick their own Species.

May be purchased as many times as you have remaining Companions. (May not create new Companions with this option.)

Heroes



Conclave Member (50 CP first two / 25CP)

Secondary hero who enhances a specific type of unit that they ride in, like the purifier personalities. These swap over to a new instance of the unit on "death."

They get Combat Blooded, three abilities that only work inside their respective unit, and the ability to passively boost whichever instance of that unit they're riding in.

May be purchased additional times, but each time needs a new niche. No duplicates.

Best Friend (50 CP)

A weak, secondary hero like the basic Gary used by Stetmann. They should be equivalent to mid-tier units, and will usually be based on mid-to-low tier units. They respawn similar to the Stasis Shell item.

Gets all Frontliner Perks except Double Heroic Unit, including Caster.

May be purchased additional times, but each time needs a new niche. No duplicates.

Super Best Friend (100 CP)

A powerful hero, capable of matching a canon frontliner commander. May be based on the highest-tier units. This is very similar to Best Friend, except that they get two additional purchases of Caster and a purchase of Double Heroic Unit.

May be purchased additional times, but each time needs a new niche. No duplicates.

Recruitment (free)

You can recruit non-commanders as new Companions as long as you don't use mind-altering abilities to influence their decision, and provide enough information for them to make a truly informed decision.

You can do the same to commanders, provided you have also fought alongside them and won together with them.

Companions using this option must get approval from the Jumper.

Items

All items respawn or get repaired after all battles. Existing items may be imported into these for no cost. Doing so means these Item purchases do not apply a new form, except as granted by Cosmetics.

Discounts follow the same rules as for Perks. Free Items that can be purchased multiple times are half price after the first purchase.

Species:Zerg and other forms that do not use equipment (like Purifiers or other robots) may have personal Items purchased here merged into those forms while active.

Tactical Link (free)

A headset or visor that links into your army's (and your ally's) tactical network, giving you communications, as well as additional sensor data like Detector results if you aren't one. If you are in a Zerg (or similar) form, this is actually part of your brain. It returns to device form when not in a Zerg form.

Starting Base (free)

You get a main base structure (command center, hatchery, or nexus) and a dozen workers, which are sufficient to start a base.

Spacelift Rental (free, this Jump only)

You get an unarmed, lightly armored transport big enough to hold your Items. Except for the Items with their own FTL capability, that is.

Frontliner

Personal Armor (100 CP)

This makes you twice as durable as you otherwise would be.

It also makes your durability, at a minimum, to match that of a siege tank or similar.

This armor will never inhibit your movements or interfere with your abilities, and fits perfectly. It only takes actual damage when you get injured, and repairs itself when you get healed.

Stasis Shell (200 CP)

This building attachment recovers you if you take enough damage to be incapable of fighting. It'll quickly heal you back up to full health. As long as you're still in the process of dying from your injuries as you get teleported back, you can be revived.

This only has battlefield range, so be careful about getting too far away. It also doesn't work in the warehouse.

Armament (200 CP)

This is your weapon. There aren't many like it. It's half a dozen times as powerful as physics says it should be, and grows along with you.

Custom Ride (200 CP)

This is a mech or vehicle customized for your use. It does have to be operable by a single person, however. It's about twice as durable as you are, with larger, bulkier rides having more health.

In addition, it also allows you to channel your powers through the ride, being able to still use them while inside.

If you are using the merge-to-form option for some Species, this becomes a permanent morphing of your body into a larger form (but not as large as something like a brood lord or ultralisk. More along the lines of hydralisks and roaches.)

Swarmer

Starter Squad (100 CP)

A squad of basic units that can be summoned to your base or your location with a long cooldown between summons. This will mainly be fodder units, along with a few slightly heavier and supporting units. You can replenish them using existing, not-in-combat units you have produced.

Fast Calldown (200 CP)

The perfect response to a squad of enemy units in a position you weren't expecting, or as additional fire support. This is a squad of units with limited combat endurance, and that are total hanger queens. After each use of the cooldown, the units will need a few times their deployment time to be ready for combat again. If destroyed, it takes twice as long as the cooldown to rebuild it.

They can be deployed right from a hanger attached to your warehouse, sorry "from orbit," when ready and needed.

Heavy Calldown (400 CP)

This is a heavy combat unit that drops from its warehouse hanger - I mean from orbit - whenever there's something you want absolutely destroyed. Or you can play it like the apocalisk, which emerges from ground that was totally solid a moment ago.

And by heavy combat unit, I'm talking something custom, very big, and very bad for enemy forces nearby.

This has an even worse need to be a hanger queen compared to the Fast Calldown, though.

Specialist

Drone Container (100 CP)

Simple, cheap drones can be used to boost your forces. This is a large shipping container filled with a few drones of a certain type. Like point defense drones, repair and/or medical drones, vespene harvesting drones, or another kind.

They can be deployed to the battlefield near your or your ally's forces. Each one is restocked shortly after being deployed.

The Really Big Gun (200 CP)

The Drakken Laser Drill is a massive piece of weaponized mining equipment that can hit most of a battlefield and has alternate firing modes including "fiery line of death" and "tacnuke."

Of course, you don't have to get the Drakken - you could get the mother of all Khaydarin Monoliths, or a super-primal bile launcher. But it's big, it needs to be on the battlefield, and it has quite a few options for making your enemies dead.

Orbital Support (400 CP)

This isn't the *Spear of Adun* or even another Arkship, especially if you aren't Race:Protoss. But it is a powerful orbital platform that can reach down and touch the battlefield. This ship has three or four abilities, each one very powerful (or very spammable.) However, the power required to use them can quickly drain the ship's energy, meaning it has to recharge.



Racial

Automated Refineries (100 CP, free for Race:Terran)

Four automatic refineries that you can order dropped ~~out of your warehouse~~ from orbit directly onto vespene geysers or any other source of hydrocarbons. These special refineries do not deplete the deposit they sit on, and teleport the vespene directly into the appropriate tanks anywhere in your base or warehouse.

Like the other vespene-extracting buildings provided in the Army section, these can get usable vespene from any hydrocarbon deposit.

Stack of MULES (200 CP, free for Race:Terran)

MULES are automated mining machines. They're very cheap, but you get what you pay for. Your bog standard T-200-series SCV can be hidden in a damp cave for a decade, hosed off, and get to work mining stuff. MULES wouldn't even have time to start rusting before their batteries died. Batteries. In this day and age, you're trying to power an industrial machine with batteries. Come on, I bet the battery production line still hasn't paid for itself compared to just using off-the-shelf cold fusion cells. Geez.

Still, MULES can be very useful in a pinch, or even to supplement normal mining operations. You've got a stack of a dozen, already encased in their drop pods. The stack is in stasis, so that way the batteries don't discharge or some other problem develops. With a simple command (and no huge energy cost,) you can drop a pod anywhere, and the MULE will get to work mining for you. Shortly after it breaks (which is not going to take long) a replacement MULE and pod will appear.

Remote Production Platform (300 CP, free for Race:Protoss)

An attachment for your Warehouse you can use to construct and equip units. This massive room is solid enough to support even the most massive buildings or shipyards. Hidden in the floor and ceilings are projectors for either a psionic energy matrix or a purifier data network, so units can be teleported out to the battlefield. The platform is also a power source for the matrix or network, so you still have access to it in other Jumps.

Terrans will get drop pods to get out, unless they're air units, as all Terran military air vehicles are aerospace and capable of deorbiting on their own. Zerg get sacs to take them to the battlefield. Either way, once a unit is ready to go, they wind up in space, deorbiting.

The space is limited, though - a structure that can build a battlecruiser, mothership, or leviathan would occupy the entire space.

Race:Protoss has a massive storage room to hold buildings, and buildings only, since they need to build those ahead of time and warp them in.

Fat Drones (150 CP, free for Race:Zerg)

This is the Zerg equivalent of a prefab building - a drone so rotund that it can't float, and has to be pushed by a normal drone, or carried by a queen or overlord. However, it can almost immediately morph into any building, and because it already has the resources stored in its ball-like body, it doesn't cost you anything. You get six at the start of each battle.

Terrans get six orbital drop beacons that can summon a building out of nothing and drop it from orbit into the right spot, while Protoss get beacons that don't draw from their store of pre-constructed buildings.

Emergency Swarm-Hosting Creep (150 CP, free for Race:Zerg)

This item lets you turn a portion of your creep into an impromptu swarm host, deploying Locusts or other small zerg forms immediately. Regardless of what type of critter you spawn, it'll die quickly as it lacks the ability to recharge its energy stores, the same as the locust.

The portion of creep only deploys a swarm just once and then turns back to ordinary creep, and this item recharges at a decent rate. It also holds multiple charges that can be spent at once.

Commanders without creep get mines or something else similar, having both the immediate deployment and the limited duration. This Item is also dependent on having real-time data of the area.

Army

Frontliners may pick between a discount on purchases of either Upgrade Cache or Rework.

Base Blueprints (free)

You start with the blueprints of standard structures for your race's military forces. Buildings and defenses only used by certain commanders are not available from right here.

It also includes a collection of blueprints for supplying your army, and keeping it in good repair.

These base structures include a compatibility patch to allow your vespene structures to operate off any hydrocarbon in future Jumps, and for your mineral processing to still produce useful materials from any metal ore.

Army Blueprints (free)

You gain a collection of blueprints related to your race.

Your army starts with your race's worker, and a dozen types of combat units. You may take modernized versions of no-longer-used units from your race's history. (No Heroic units though.) You may also use one of your combat unit purchases to gain a unique structure (Tech reactor, Monolith, Burrows, etc.)

Race:Terran and Race:Protoss also gain a supply of loyal clones, programmed with the skills to make up your entire army. (Honestly, they're a bit less creepy than the existing Confederacy resocs.)

Your army is made up of Followers.

Extra Unit (25 CP)

Gain an additional unit's blueprint from your race's arsenal, with the same rules as the original twelve.

Upgrade Cache (50 CP, first free for all, discount Swarmer)

Each purchase of this provides 8 moderate upgrades to be spread across your units and structures. These should be similar to the upgrades available inside tech buildings, or through the talent "caches." These upgrade the blueprints. There are also 3 swaps granted by this, where units may lose something in exchange for something about as valuable.

Moderate upgrades are something like Swann's science vessels being able to repair without needing energy, or giving another spell to a sentry variant. It's giving an ability like Deep Tunnel to a burrowing Zerg unit.

They can also be used to reduce a unit's cost, but only once per unit. While you can upgrade your blueprints using your own technology, these result in blueprints that don't cost any more than the original to build.

Moderate upgrades can be exchanged for two minor upgrades apiece. These are minor functionality improvements, range increases, against-type damage bonuses, and similar sorts of upgrades.

Rework (50 CP, first free for all, discount Specialist)

These are more powerful upgrades to a single type of unit or structure. For example, Kerrigan upgrades her Ultralisks to Tarrasques, which can revive shortly after death on the battlefield, assuming they aren't killed too frequently. Stetmann has his Stetellites, which are highly reworked creep tumors.

This kind of upgrade could also instead provide 5 moderate upgrades (which can still be swapped out for two minor upgrades each) that have to be spent on the unit.

You can also swap out existing abilities for new ones. Stetellites will auto-revive indefinitely instead of being burrowed and self-propagating like their biological cousins.

This also improves the durability, armor, speed, and firepower of the unit, like Elitify. Casters get better energy pools and reduced cooldowns.

Also, you're going to need to come up with a new name for this unit subtype you've created.

Elitify (125 CP)



Congrats, your units all are now elites. Tougher, stronger, faster. Casters have improved energy storage, regeneration, and cooldowns. More importantly, that means they have more combat skill and initiative.

You may take this multiple times, continually improving your units quantitatively.

Drawbacks

Only the Jumper can take Drawbacks. Companions get full CP from Drawbacks. A maximum of +1000 CP may be gained from Drawbacks. (Balance Patch and Hit With The Nerfbat do not contribute towards this.)

Co-op Mode (mandatory)

Again, this is a co-op experience. You can't get into battle without another commander at your side, with their own army as well. This won't stop you from beating up someone who tries to mug you, but your partner needs to be there to start operations against armies.

Balance Patch (+400 CP)

Cannot take with Hit With The Nerfbat

Your out-of-Jump Perks, powers, and items are all brought down to an appropriate power level for Starcraft. Normally this kind of Drawback includes thematic limitations, but this is Starcraft. The theming is kinda... all over the place.

Hit With The Nerfbat (+600 CP)

Cannot take with Balance Patch

All Perks, powers, and items not from this Jump are suppressed. You're stuck with your memories and skills alone here.



Extended Service (+100 CP)

Extends your stay in this Jump (and the other Drawbacks) by two years. May be taken up to four times.

Holiday missions (+100 CP)

Expect to see missions at various times of the year, related to the holidays. However, these are going to be difficult and dangerous. Like during Halloween, random civilians might wander up to your base, and if you don't give them any candy, they'll turn into a random unit and start fighting for Amon. (Did I mention that a piece of this candy costs almost as much as a CMC-300?) Or during Thanksgiving, you might have to kill murderous turkeys or else your units might starve (even if they don't eat.)

Respawn in 60 Seconds (+100 CP/+300 CP Frontliner)

The enemy seems to really like getting you out of the fight. Expect to be focused on pretty heavily by enemy forces on the battlefield, and to have reduced personal durability and armor. Did you get the Stasis Shell?

Paper Mache (+100 CP/+300 CP Swarmer)

Your units are slightly more fragile than normal, and your enemy seems to have found more sources of splash damage.

You Have Not Enough Minerals (+100 CP/+300 CP Specialist)

Where have all your resources gone? Keeping enough resources in your stockpiles to get enough of your fancy, expensive units up and continually running will require quite a bit of time and attention on your mining operations.

Supply Despot (+200 CP)

It seems you can't build or deploy any units unless you have enough of the right structures or units to supply them. Yes, I know that your units have enough flexibility with their logistics requirements that you could make it work, but this Drawback doesn't care.

Call Of Duty (+200 CP)

The other commanders, and the mission-givers, have your contact information. You're going to be fighting alongside them during the End War. And you have to fight. This also means that you won't always get to choose your battle partners.

Weekly Missions (+200 CP)

Requires Call Of Duty

You'll be getting into a battle, as a commander, at least once a week. Expect all sorts of different challenges.

Don't expect to defeat Amon until the last month of the Jump.

Weekly Mutators (+300 CP)

Requires Weekly Missions

Not only are you getting into a fight every week, but there will be two or three random buffs to Amon's forces on one mission each week. Like, "every single unit has energy and casts random abilities." Ever see a Zergling fire a Yamato Cannon blast from its mouth? While it's cloaked?

Game Logic (+300 CP)

Shouldn't Zealot power suits come with charge accelerators by default? Didn't you already develop a strain of baneling that also dumps a corrosive acid on the spot it dies? And didn't you already purchase the Corvid Reactor blueprints? Why are your armor and weapons three years out of date? Why do you have to research those things, and why is the "research" little more than tossing resources into a building and waiting a short amount of time?

Because Game Logic™ has been introduced to the world, that's why.

Now, you have to actually "research" all those upgrades and half the abilities that you're supposed to have. And your weapon and armor (and shield) upgrades too. And it all resets every time the battle is over, too.

Also, your Super Best Friends start as regular Best Friends and have to be upgraded. Not only is that expensive, it also takes time.

Game Scale (+200 CP)

Requires Game Logic

Expect your battles to last half an hour at most, with units constructed in seconds, battlefields small enough to walk across in a minute or two, and equally urgent deadlines.

Also, expect the scale of your units and structures to completely out of whack.

It's time for the scale of a game, not the grand scales of battles.

Stetmato Cannon (+300 CP and delusions of grandeur)

You have horrible naming sense, just like Egon Stetmann.

Upgrades, modes, abilities, and units usually have names that are horrible in one of multiple ways:

- The name is a horrible pun, like "Metal-bolic Boost," "Chitanium Plating," or "Hydra-lic Augments." I know you're groaning now, but just wait until you think it's clever.
- It's a backronym like "H.U.G.S." or "J.U.I.C.E."
- It has your name in it, like "Stetmato Cannon."
- It otherwise shows that you're not taking this seriously. "Terraclean solvent?" "Battlecarrrier Lord?" Really?

Your title must also be dorky or somehow lame.

Talent Progression (+300 CP)

Your powers from this jump start off limited. You don't get all your units to start off with, your (and your army's) armor and weapons are all slightly worse, your units don't have all their abilities yet, and neither do you. You're going to have to fight if you want to unlock them.

If taken with Game Logic, you won't even be able to unlock most of that from the beginning of this Jump.

Fog of War (+300 CP)

Your long-range sensors are absolutely kaput. You could miss a Colossus just because it's far enough away you wouldn't see a Zealot. Also, your methods of getting past this are limited to the level of in-universe technology like sensor towers or orbital scans.

Very Bad Timeline (+1000)

Instead of the normal Co-op Missions timeline, I'll be sending you to a darker one. Here, Amon has assumed direct control over all of the canon commanders, and through them their forces. You'll have to defeat them in battle to have a chance of cutting their connection to Amon. If you can't cut

them away from Amon, he will return them from death, and they will learn from your many battles. Seriously, expect to fight at least one 2v2 a day.

You can't kill Amon until you've saved all the commanders. Even then it'll take a year of war after that for him to be even findable, let alone killable. At least the obvious red and spiky corruption that Amon's control causes makes it obvious when you've succeeded at freeing a commander.

And you have to get rid of Amon before you can leave the Jump.

Make Like Kerrigan (+0)

... and run off to a fringe planet with your waifu/husbando and retire.

You may take this at any time, and delay leaving until you want.. This will not extend the duration of other Drawbacks.

Also, you don't have to retire. This imposes no additional restrictions on your actions.

Conclusion

You made it. All drawbacks now fall off, and everyone may now freely choose from the options below.

Log Off

Has this been an end to your adventure? Do you want a peaceful life? Then you can Go Home.

Continue Playing

Koprulu has become your home, I see. You are staying here.

New Game

Move on to a new adventure.

Also, take this crate full of Starcrafts-inspired plushies. A bunch of them wound up in this jump for reasons. Reasons I could tell you about but will take a while without blowing up your head.

Notes

Assume a lore-scale setting. So that means that capital ships will be absolutely massive and infantry absolutely tiny. Remember that the insides of these ships were often entire missions in their own right.

Also, assume a much slower, lore-friendly timescale. So units are made in hours instead of minutes, and fights lasting hours or days.

Also, assume a unit is "maxed out" in terms of upgrades that you could get. So not only the quality upgrades but also your +3/+3(/+3) just as part of the general technology available right now. Armories, Forges, and Evolution chambers are all good research places, off the battlefield, but they won't speed up your research to the point where you can improve armor during a battle.

As far as which version of the units you'll be using for baseline, please fanwank responsibly. For example, the Raid Liberator is what you get when you apply Elitify to the normal Liberator. So no Raid Raid Liberator unless you buy Elitify twice.

Due to lore scale, if you want to fanwank an intermediate between strike craft and capital ships we can work something out. Note that they will be in line with the other units in terms of power, cost, and abilities with the canonical race lineup.

Why no continuity toggle? Because honestly the past of this timeline is already close to exploding already, and I'd rather not risk above-your-pay-grade problems from merging in another continuity. And those problems would be a certainty if the continuity involves Amon getting murderized.

You can import existing Companions through options in the "Heroes" subsection, but you need their permission to import them and they get need to agree to their power purchase options.

[On a more meta note, the Reworks and Caches can be kinda time-consuming to figure out what fiddly bits you want, so feel free to not worry about details if you aren't on an actual Jumpchain.]

Acknowledgements

Istume and the rest of the SB community.

Changelog

v1.3

Added a note about Companions imported as Heroes.

Buddy System now specifies that Companions decide how they spend their CP

Conclusion now specifies everyone makes their own Conclusion choice.

Game Logic and Weekly Mutators are now +300 CP

Call of Duty now specifies that you don't get to choose battle partners

v1.2

More typo fixes

Very Bad Timeline notes the visual aspect of Amon's control.

Added Canon Recruitment

Volatile Infested Terran adjusted

More typos added

Changed "The Protagonist" to "Foresight of Ouros"

Split "Game Logic" into "Game Logic" and "Game Scale"

More typos fixed

Added "Heroic Stubbornness"

Elitify is 125 CP and no longer discounted to Frontliners. Frontliners may now pick between a discount on Upgrade Cache or Rework

The third and later Conclave Members are now 25 CP, letting you get Talandar's canon six on the stipend.

More notes

v1.1

Typo fixes

Renamed Base and Army in the Army section to Base Blueprints and Army Blueprints.