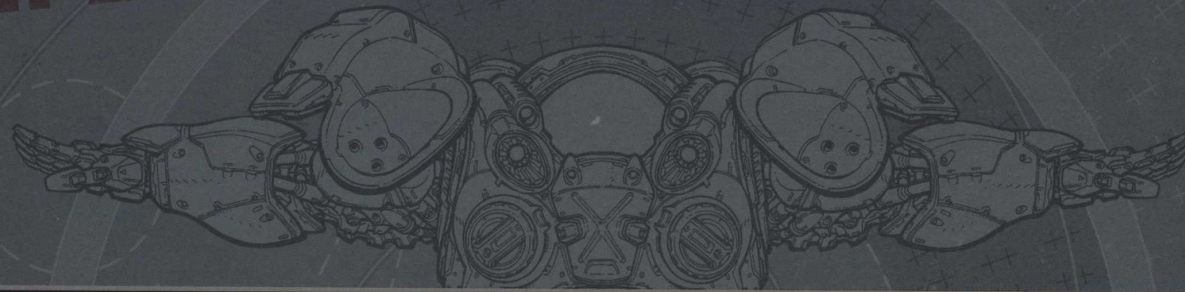
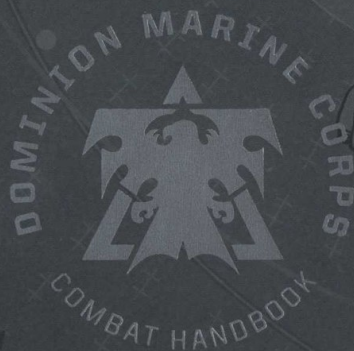


CLASSIFIED



[FIELD MANUAL]



VETERAN
EDITION

VOL 1.8L12

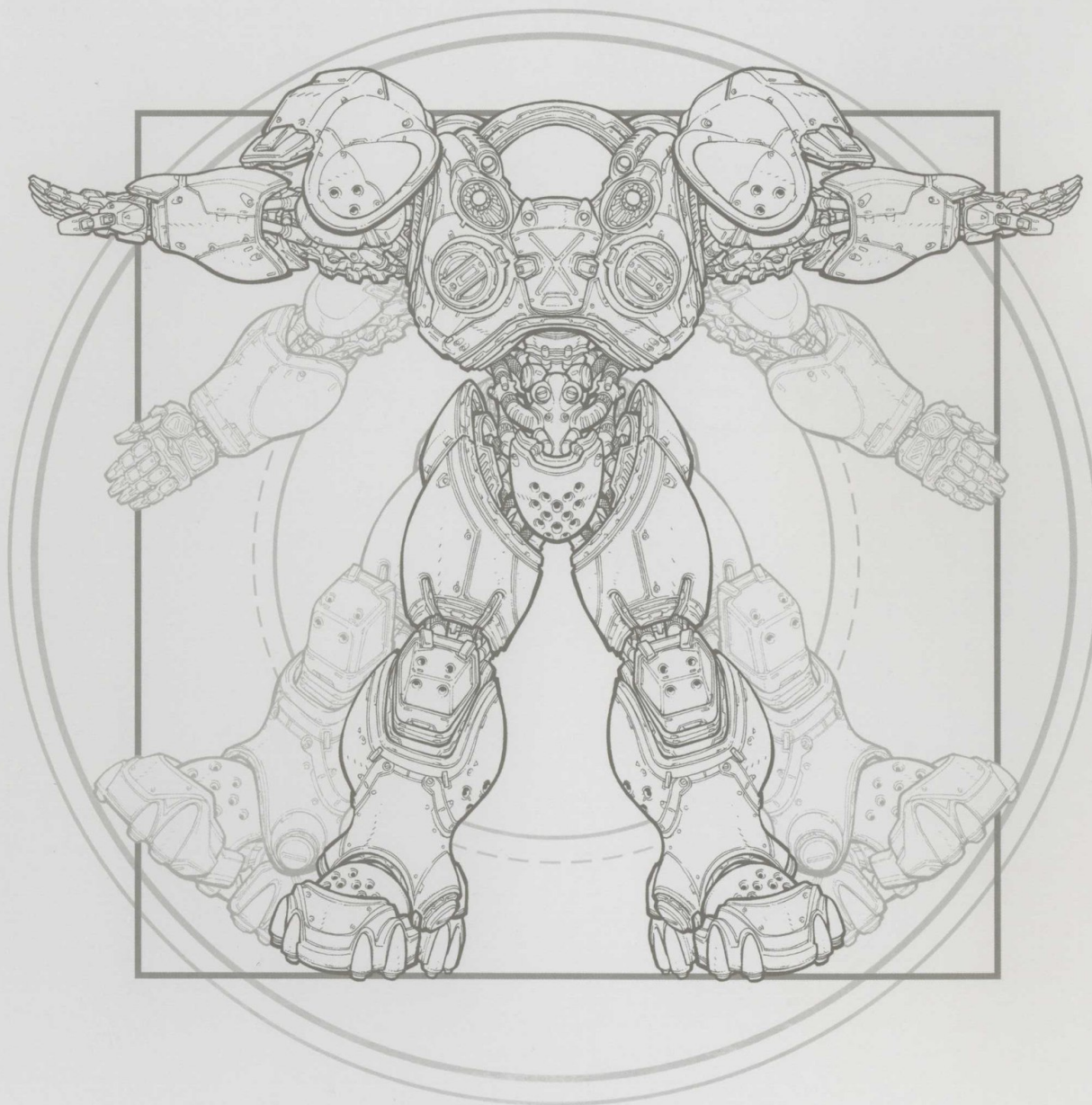
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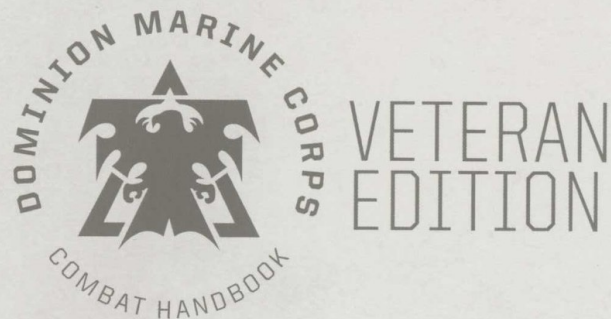
DOMINION MARINE CORPS



COMBAT HANDBOOK



[FIELD MANUAL]



VOL. 8L12
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A NOTE FROM THE COMMANDANT

Greetings, soldier! As a Dominion marine, you are now part of the most capable, respected, and feared fighting force in the Koprulu sector. Civilian cynics who suggest that frontline marines are little more than zerg food or photon cannon fodder have never seen a gauss rifle team take down an immortal or a flock of mutalisks.

RESOC
FREAKS

I myself have seen such things. Back when the vanguard of our glorious Dominion was but a ragtag crew of freedom fighters known as the Sons of Korhal, the marines I led into battle were the envy of military strategists everywhere. We were idealists, girded by our vision of a new terran society liberated from the vise of the Confederacy and purged of the corruption of the Old Families.

NEURAL IMPLANTS

Yes, your predecessors were brave. But today, Dominion marines are more than just inspired, fearless soldiers. We are also well-prepared soldiers. We know our enemies intimately. We study their tactics and technology. We exploit the weaknesses of their biology and psychology. In short, we are educated soldiers.

To that end, I present you with this technical field manual. Think of it as your survival reference guide. Thanks to the inimitable efficacy of our Dominion Intelligence Section [DIS], every known and credible threat in the Koprulu sector [and beyond, in some cases] is detailed here. Study it well.

And remember, soldier: all the credits on Korhal couldn't buy the integrity and respect you've earned as a member of the Dominion Marine Corps. Billions of Dominion citizens rest easier knowing that you and your martial brethren patrol the outposts of freedom.

William Warchovsky

Lieutenant General William "Tug" Warchovsky, Commandant
HQ Dominion Marine Corps, Korhal IV

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DEPARTMENT OF THE MILITARY

HEADQUARTERS: DOMINION MARINE CORPS

I. PURPOSE

Dominion Fleet Marine Force Manual (DFMFM) 1-5, "Marine Technical Field Manual," provides basic guidance to rank-and-file soldiers to help identify and counter enemy force units within the known security threat matrix.

II. SOURCING

This manual employs information supplied by declassified intelligence records. These include DIS field reports and interrogation transcripts; army laboratory research and analysis; eyewitness accounts (military and civilian); and other media sources.

III. FORMAT

Each entry includes the following:

- Unit or Structure Name
- Brief History
- Vital Stats/Specs
- Variants (including historically significant units)
- Tactical Notes

IV. APPLICABILITY

Designed for use by rifle company marines in the ranks of private through sergeant, this handbook facilitates threat identification in preparation for the battlefield.

V. CERTIFICATION

Reviewed and approved this date by direction of the commandant of the Dominion Marine Corps, DMC Combat Development Command, Augustgrad Warfighting Center, Korhal IV, throne world of the Terran Dominion.



CHAPTER 1

TERRAN

"Humanity ain't fought its last battles. No matter how bad it gets, always remember we've got your back."

—Dominion Commander Jim Raynor

OVERVIEW

Terrans are relative newcomers to this galactic region. Yet in our short time here, we've become the preeminent civilization of the Koprulu sector. In renouncing the old tyranny and reshaping a new Dominion, His Imperial Majesty Valerian and the senate have truly established the most enlightened and least corrupt governing body in known history.

Just look around you, soldier. Dominion culture is ascendant. Our new system of social justice is the envy of the sector. And our military is certainly the most powerful ever deployed. As the fundament of that deployment, the Dominion Marine Corps bears a special burden, one we are proud to carry. We defend freedom, honor, decency, and a vastly superior way of life.

Here's a quick overview of terran military units in our sector. Study these pages carefully. Our primary foe may be the zerg, and we continue to question protoss motives in the region, but terran history is one of factional strife. Chances are good that you'll face other terrans in battle at some point in your military career.

YEAH?
WE'LL SEE.

MARINE

Marines constitute the first line of defense for terran interests in the Koprulu sector. Massed marines form a flexible and highly effective fighting force, whether on offense or defense, versus ground or air targets. Nearly all terran factions employ marines in some capacity, from the Dominion Marine Corps to various militias, mercenaries, private security firms, and even pirates.

C-14 "IMPALER" GAUSS RIFLE

The C-14 "Impaler" is the standard-issue assault rifle of the DMC. It uses gauss-assisted technology to accelerate ferromagnetic projectiles (usually 8mm solid steel spikes) to hypersonic speed through a process of magnetic induction, making it a lethal and accurate long-range weapon.

The C-14 is fully automatic with a fire rate of 30 rounds per second, although its capacitor system limits fire to short, controlled bursts.

CONTROLLED? THEY NEVER
SEEN A ZERG CHARGE
IF THEY THINK WHAT WE DO IS
CONTROLLED.

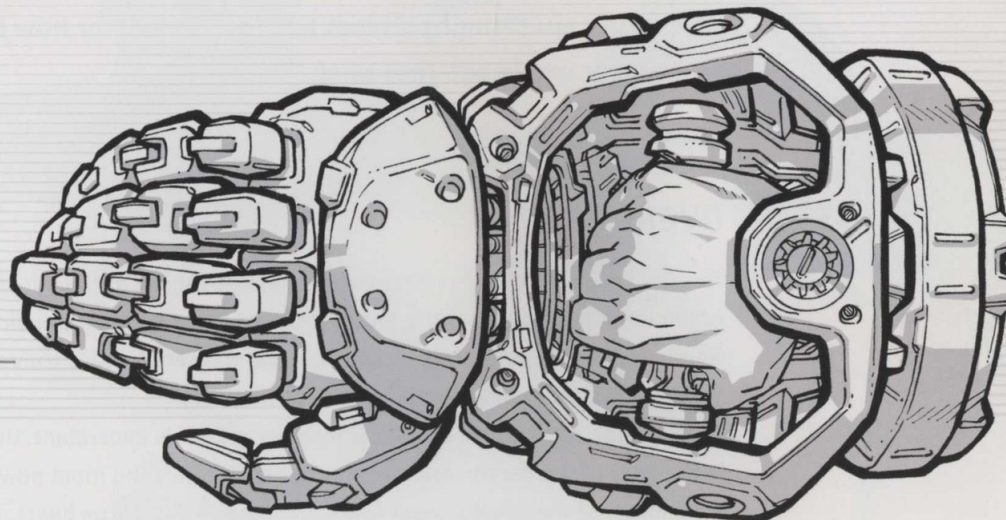
Haptic feedback system
enables precise control

NOPE.

SURE IT USES GAUSS, BUT THERE IS
STILL GOOD OLD FASHION GUNPOWDER
IN THE MIX WITH ALL THE PROBLEMS
THAT CAUSES.

KEEP YOUR
AMMO DRY.

Powered suit
operator interface



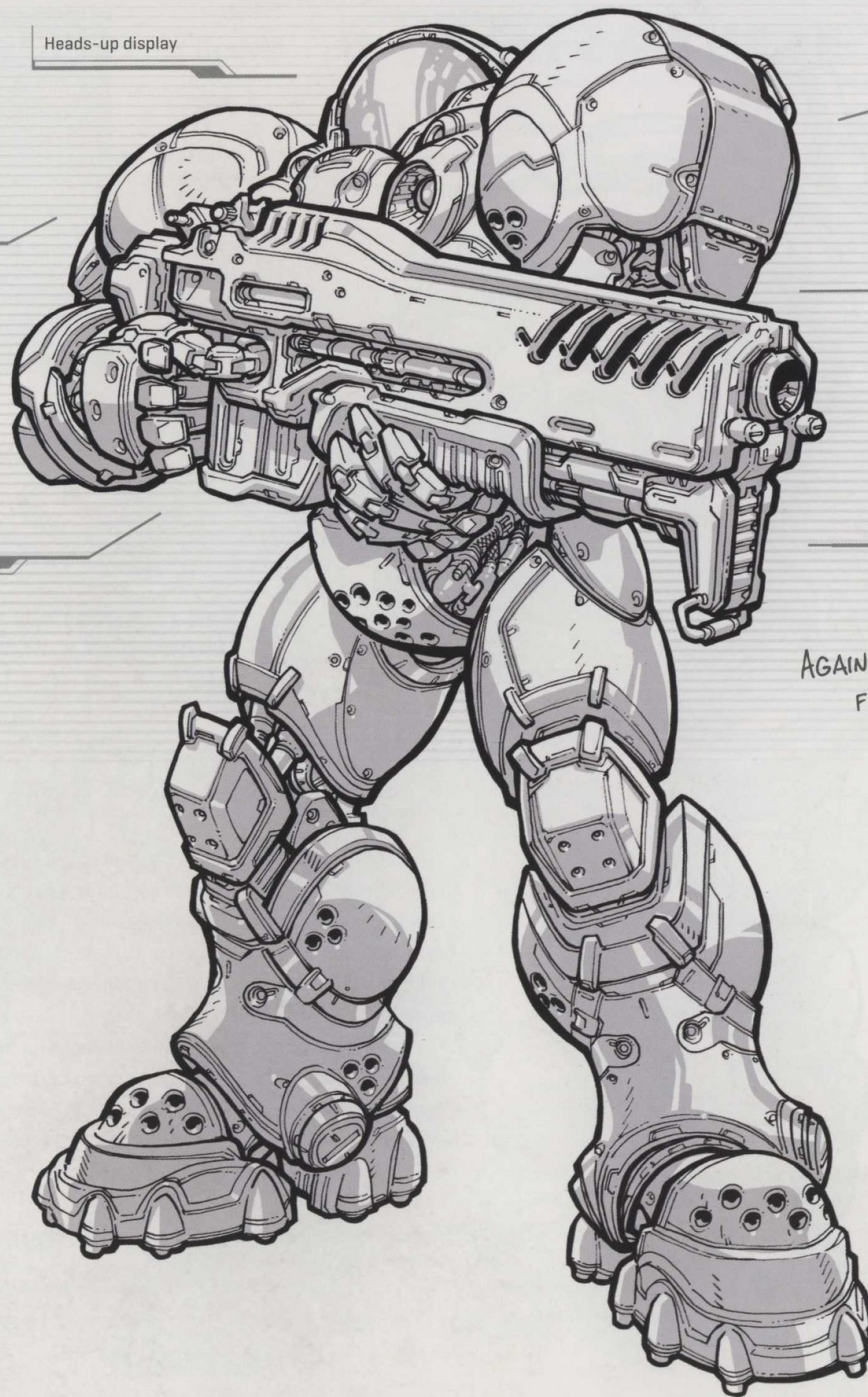
CMC-300/400 POWERED COMBAT SUIT

Marines are typically equipped in powered combat armor called hardskins to enhance survivability and combat prowess. All CMC variants offer exoskeleton protection against small-arms fire, augment the soldier's physical strength with an array of servos, and provide full life support for operation in hostile environments. In the event that the armor is compromised, the suit is designed to lock down and seal off damaged limbs to prevent a wounded soldier from bleeding out.

CMC-class armor lets the wearer power up and use heavy weapons like the C-14 gauss rifle. It includes a heads-up display (HUD) built into the visor and communications equipment for field coordination. Cold fusion cartridges inserted in the suit's chest supply system power. The upper-back section houses a liquid cooling system, assisted by a twin set of high-speed turbines.

YOU DO NOT WANT THIS
TO HAPPEN, JUST ASK
"LEFTY."



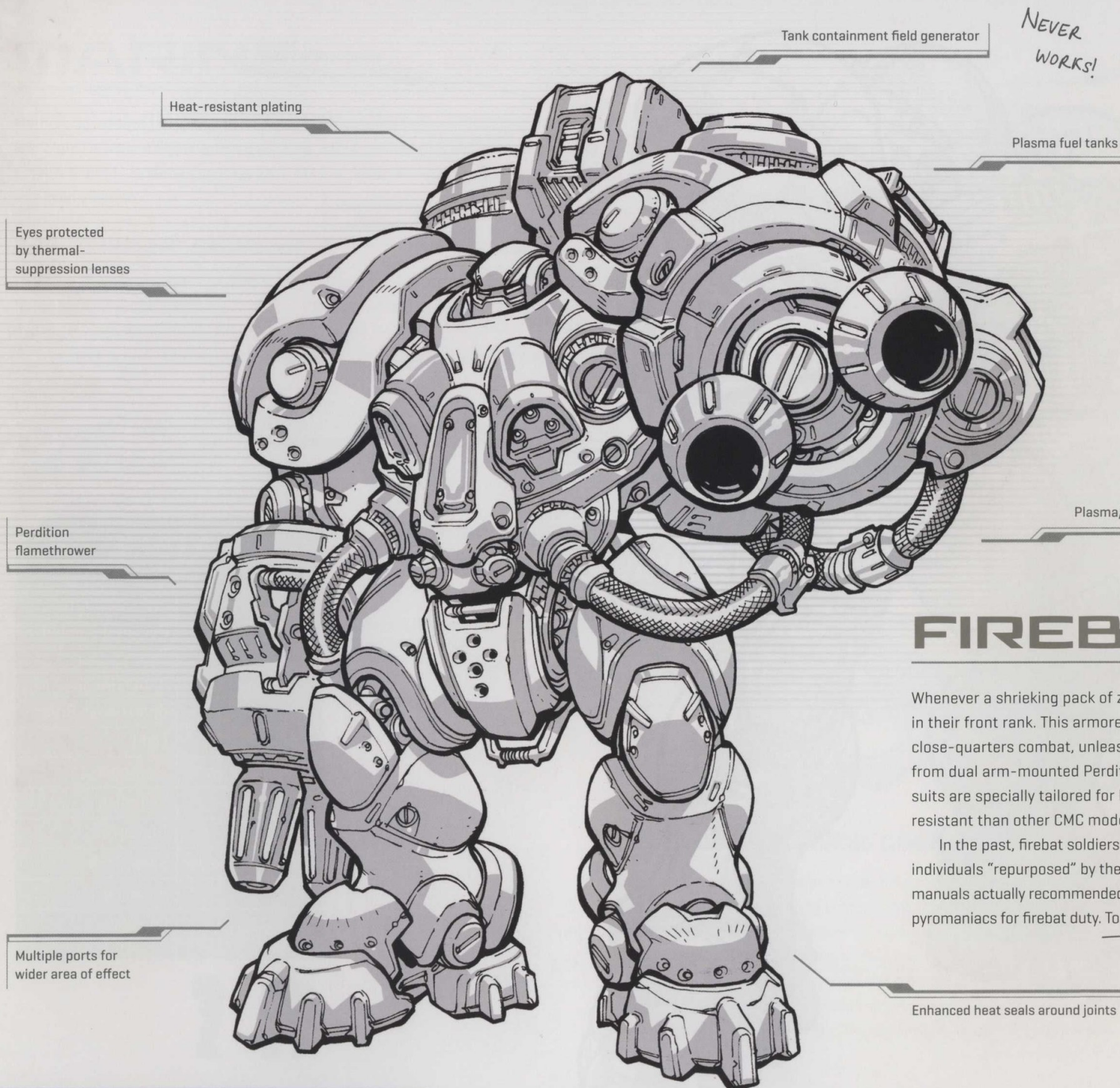


AGAINST REGS, BUT THANKS
FOR THE THOUGHT.

UNIT STATS

Role:	Combat
Armor:	CMC-300/400 Powered Combat Suit
Armament:	C-14 "Impaler" 8mm Gauss Rifle
Size:	Light
Effective vs:	Marauder
	Hydralisk
	Immortal
Ineffective vs:	Siege Tank
	Baneling
	Colossus





NEVER
WORKS!

UNIT STATS

Role:	Armored Anti-Infantry Assault Trooper
Armor:	CMC-660 Heavy Combat Suit
Armament:	Dual Perdition Flamethrowers
Size:	Medium



FIREBAT

Whenever a shrieking pack of zerglings rolls into camp, marines want firebats in their front rank. This armored assault trooper is particularly devastating in close-quarters combat, unleashing twin streams of superheated flaming plasma from dual arm-mounted Perdition flamethrowers. Their CMC-660 heavy combat suits are specially tailored for hot duty: heavier, more durable, and more fire/heat resistant than other CMC models.

In the past, firebat soldiers were infamous for being high-risk, unstable individuals "repurposed" by the Confederacy into their new roles. Older personnel manuals actually recommended the exclusive use of resocialized criminals or pyromaniacs for firebat duty. Today, Dominion firebats are stable, reliable soldiers.

HAHAHAHAHA!

I'D TRUST A RESOC MORE THAN
SOMEONE WHO WOULD CHOOSE
TO WEAR ONE OF THOSE THINGS.



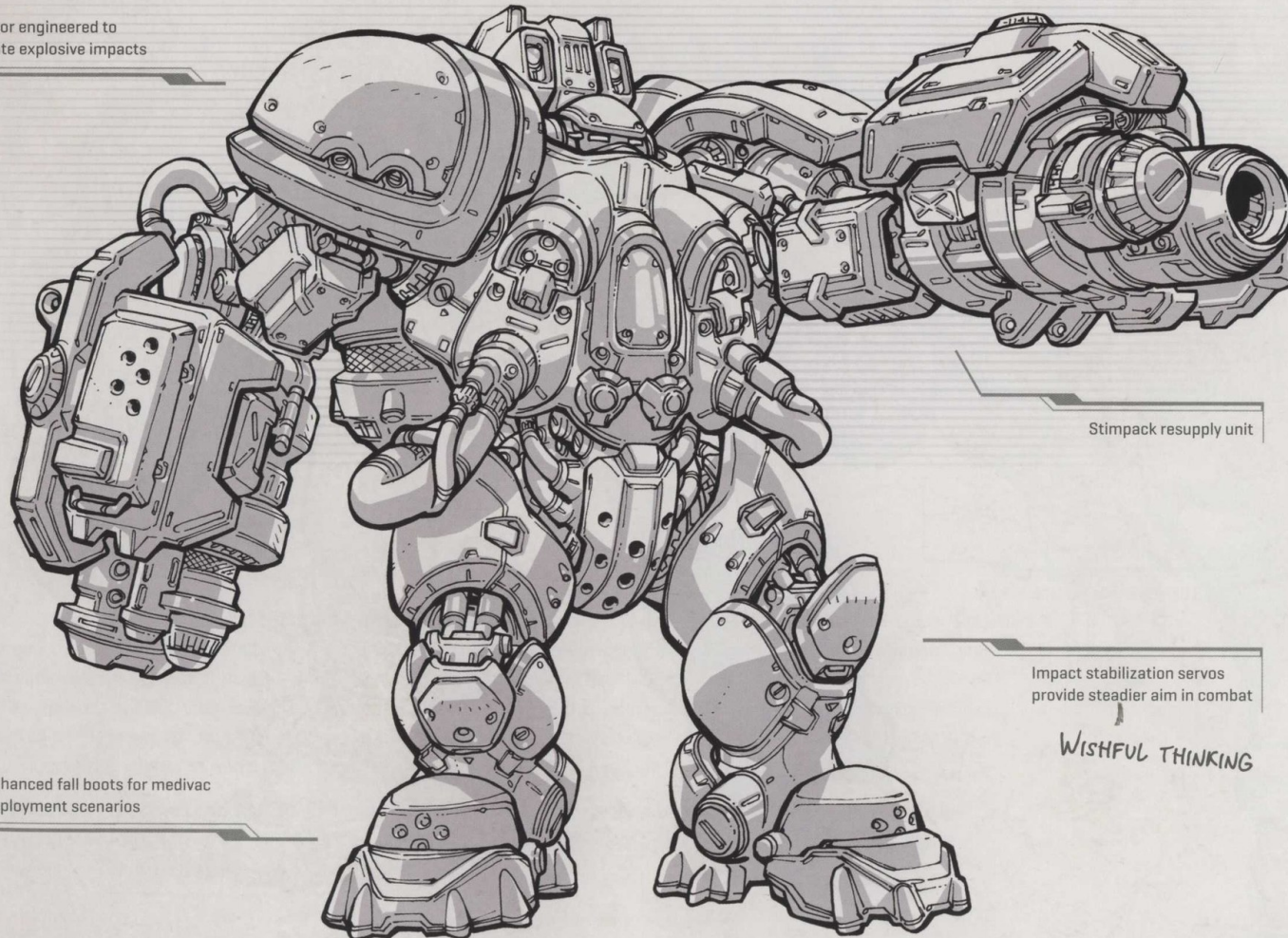
MARAUDER

ABSORBS SWEAT.
GETS MOLDY.
SO NASTY.

Onboard K12 grenade
assembly system

Operator protected by kinetic foam

Armor engineered to
ablate explosive impacts



K12 grenade launcher

Stimpack resupply unit

Impact stabilization servos
provide steadier aim in combat

WISHFUL THINKING

Enhanced fall boots for medivac
deployment scenarios

Encased in rugged neosteel armor, the marauder is typically deployed to support marine rifle companies against heavier ground targets. Marauders provide a much-needed anti-armor punch, wielding arm-mounted launchers that can deliver hundreds of armor-piercing Punisher grenades. Originally designed to crack hardened zerg carapaces, these hard-hitting munitions are able to decimate structures and land-based armored units.

Concussive Shells. This modification generates a temporary gravity disruption within the Punisher grenade's blast radius. The detonation's warp effect slows the movement speed of most ground units in the target area. This effect makes marauders great tactical support units against infantry surges, in addition to their primary anti-armor role.

UNIT STATS

Role:	Heavy Infantry / Anti-Armor Support
Armor:	"5-4" Armored Infantry Suit
Armament:	Quad K12 Punisher Grenade Launchers
Size:	Medium
Effective vs:	Thor
	Roach
	Stalker
Ineffective vs:	Marine
	Zergling
	Zealot



MEDIC

The infantry combat medic has become an indispensable support unit in the field. Clad in power armor similar to the CMC series, today's medic carries an arm-mounted, compartmented shield stocked with trauma gear, including nano-conveyed anesthetics, chemical modifiers, and attenuated lasers for on-site surgery. When stabilizer medpacks are available, medics gain access to the latest generation of injectable medical nanobots programmed for cellular hyper-repair. Live field studies indicate that medics using medpacks heal troops 25 percent faster—a difference that can turn the tide in a fierce encounter.

Optical Flare. Originally designed for battlefield illumination, the A-13 flash grenade launcher and its projectile underwent modifications to discharge a light-burst detonation that blinds photo-optic receptors or retinas in targeted units. The reduced vision in affected units severely limits their targeting ability to a very short range.

THAT'S A FANCY WAY TO SAY,
"WHILE OUR MARINES
WERE GETTING SHOT."

Nano-conveyed anesthetics and
attenuated lasers for on-site surgery

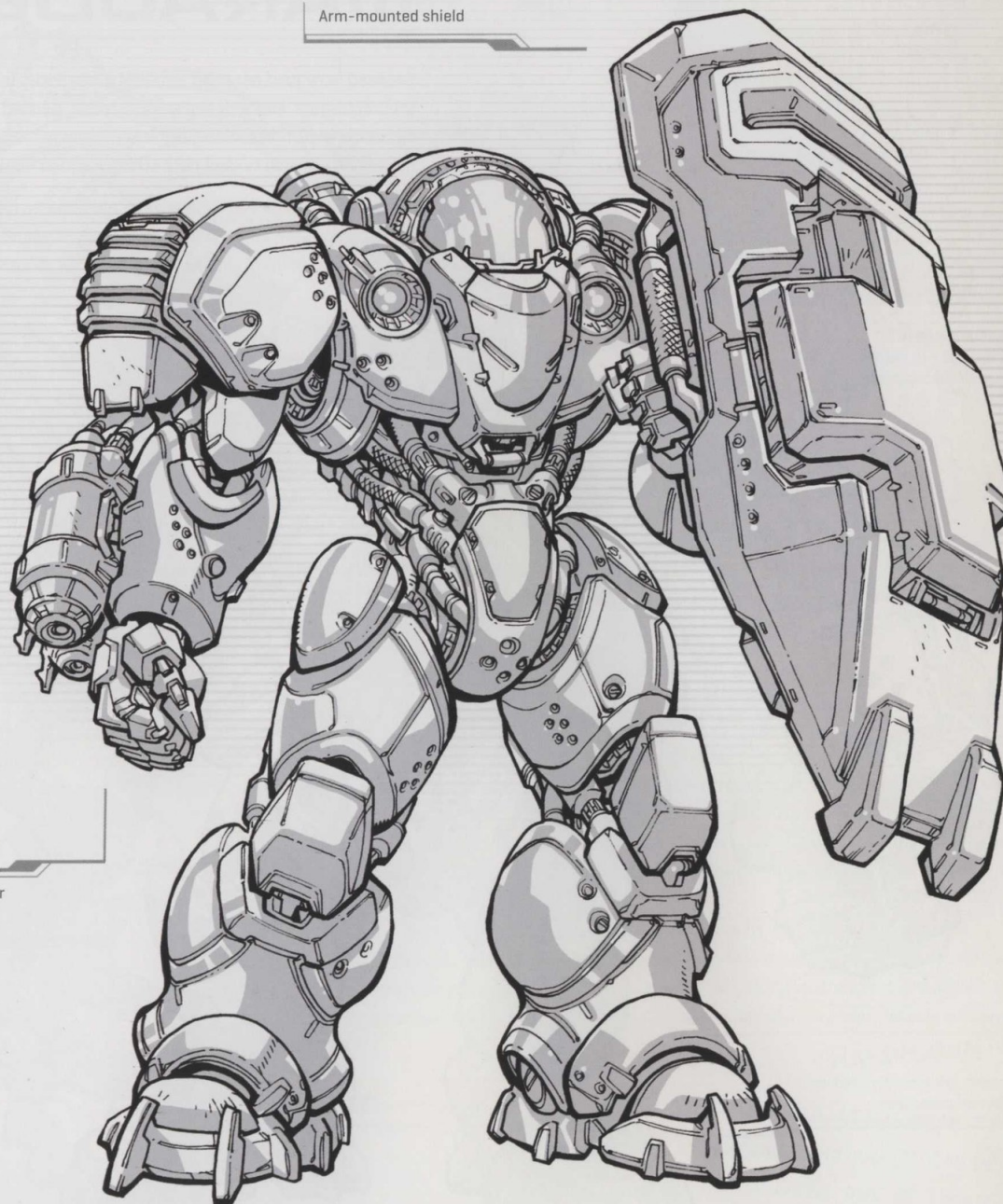
USING A STAPLE GUN
ISN'T "SURGERY"

UNIT STATS

Role:	Combat Physician
Armor:	Light Infantry Armor
Armament:	A-13 Flash Grenade Launcher (UED only)
Size:	Light



Arm-mounted shield



A-13 flash grenade launcher



UNIT STATS

Role:	Jetpack Scout
	Hit & Run Raider
Armor:	Light Infantry Armor
Armament:	P-45 "Scythe" Gauss Pistol
	D-8 Charge
	G-4 Cluster Bomb
Size:	Light



THEY DON'T LET THEM CARRY THE BOMBS
MUCH THESE DAYS. SOMETHING ABOUT
HOW GIVING BOMBS TO
THE GUYS WHO
WERE TOO CRAZY TO
RESOC WAS A BAD IDEA.

REAPER

The rumor that the Reaper Corps is composed of hard-core criminals resistant to intense neural resocialization happens to be largely true. These risk-addicted jetpack soldiers train in barely survivable conditions, use wildly dangerous weapons, and when deployed, spend most of their time cliff jumping unsupported behind enemy lines.

The reapers' jetpacks (often called "jump packs," a more apt term) let them traverse low cliffs and other vertical obstacles, then glide swiftly to targets. Thus reapers excel as scouts and hit-and-run raiders. They can easily infiltrate enemy bases and resource operations, terrorize workers, and sabotage production facilities . . . and then quickly cliff jump away.

Combat Drugs. Reaper suits are lightly armored, sacrificing protection for maneuverability. But when wounded, the reaper is fast enough to retreat to safety, where specially developed cytokinetic drugs can trigger high-speed regeneration and healing. Some growth-related side effects have been observed.

FACE TENTACLES

Polarized plasteel flight goggles with
terrain-mapping heads-up display

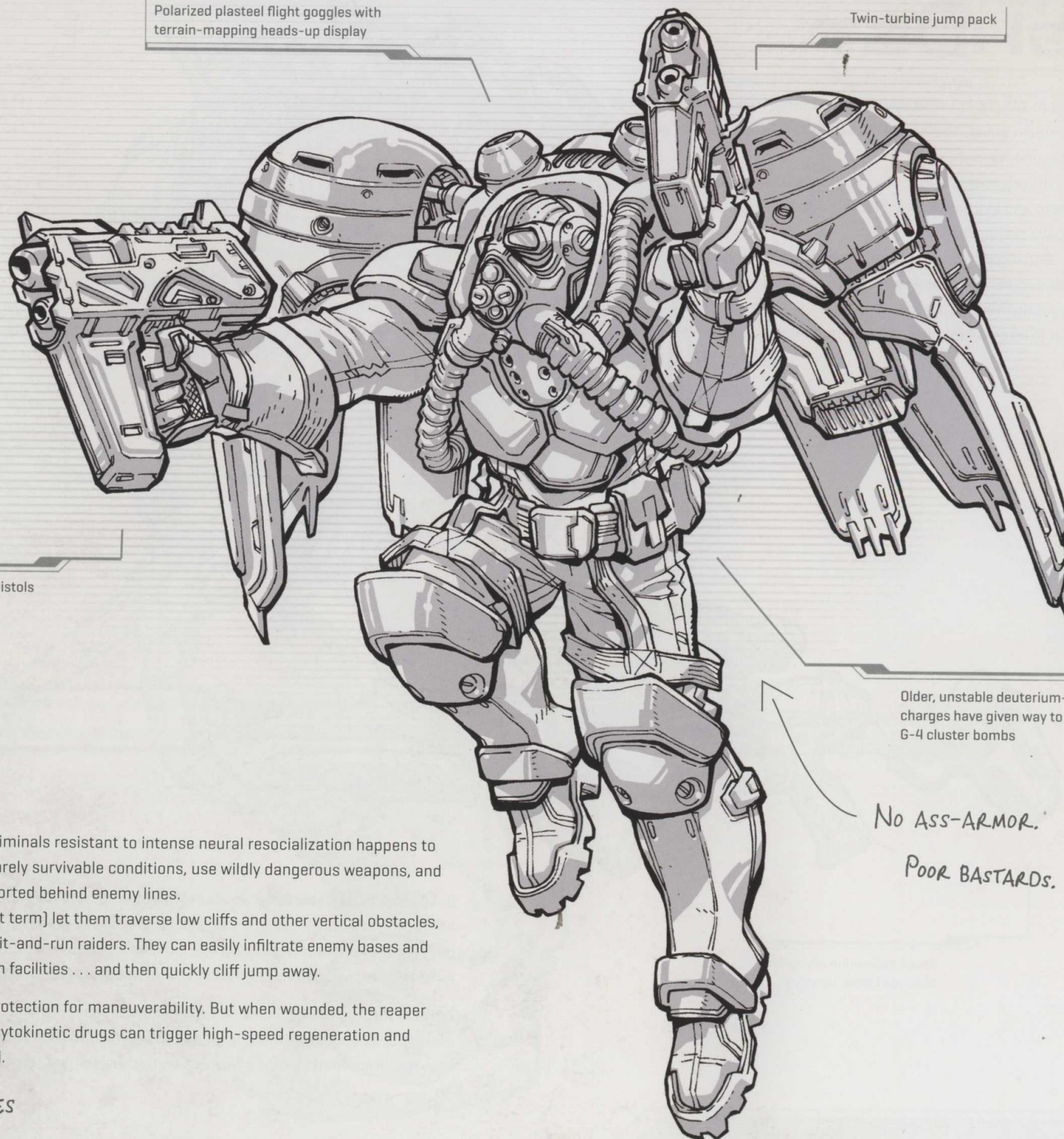
Twin-turbine jump pack

Twin P-45 "Scythe" gauss pistols

Older, unstable deuterium-8
charges have given way to
G-4 cluster bombs

NO ASS-ARMOR.

POOR BASTARDS.



GHOST

Recent DIS psyops assessments reveal that no single unit induces more anxiety disorders in military personnel than the Dominion ghost. This highly trained assassin approaches swiftly and unseen, kills with a single explosive headshot, and melts away undetected.

Unfortunately, Ghost Academy trainees aren't easy to find. The skillset requires active psionic ability. In terrans, this is inborn and extremely rare. Suitable candidates must be tracked down by psionically sensitive "wranglers" and then ~~recruited~~, usually during childhood.

Ghost gear features some of the most advanced technology ever engineered. The skinsuit's outer layer of synthetic cells augments the wearer's speed, strength, and endurance. The helmet visor enhances sight and includes an automated targeting system that calculates atmospheric pressure and wind shear. For safety purposes, perhaps the most important gear is internal: cybernetic implants function as neural inhibitors to keep the ghost from losing control.

ABDUCTED

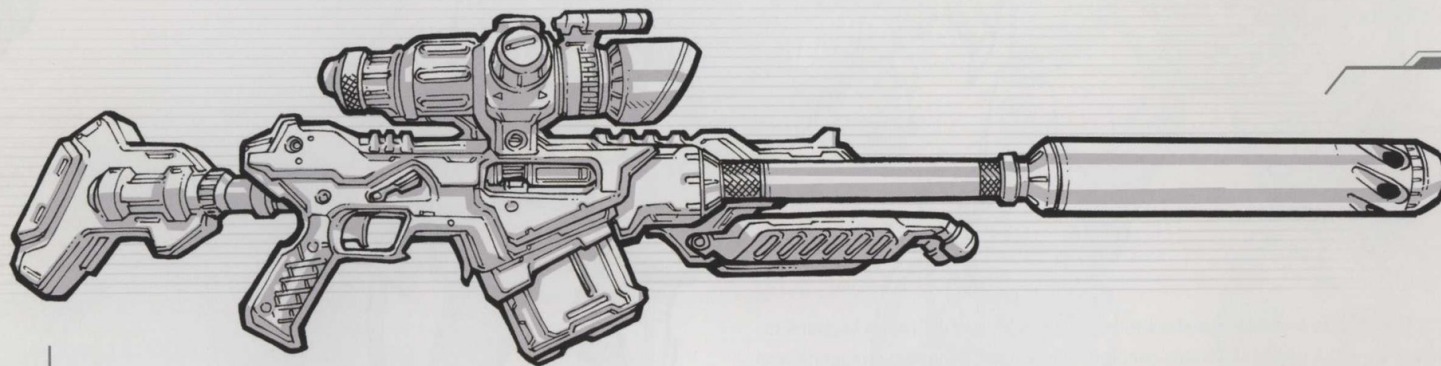


UNIT STATS

Role:	Psionic Stealth Assassin
Armor:	Hostile Environment Suit
	Personal Cloaking Device
Armament:	C-10 25mm Canister Rifle
Size:	Light
Effective vs:	Raven
	Infestor
	High Templar
Ineffective vs:	Marauder
	Zergling
	Stalker

Automatic aim compensation for wind speed, gravity, and Coriolis effect

Sixteen sound-suppressing baffles virtually eliminate gunshot reports



Recoil absorption allows for accurate follow-up shots

C-10 Mark VI Canister Rifle. An innovative blend of neosteel and light polymers, this elegant sniper rifle fires an explosive 25mm antipersonnel "canister" as well as specialized ammunition. The older Confederate version included special Lockdown rounds that temporarily disabled mechanized units; Dominion engineers replaced these with EMP rounds that deplete the target's energy, punch through shields, and reveal cloaked targets.

Tactical Nuclear Strike. Cloaking technology lets ghosts gain access to high-value targets deep in enemy territory. The C-10 rifle includes a low-frequency laser and magnetic grid tracker to paint targets with pinpoint accuracy for tactical nukes launched from friendly silos anywhere across the combat theater.



Advanced heads-up display for increased sight range and target acquisition

Neural inhibitors protect agents from losing command of their psionic abilities

Low-frequency laser

C-10 canister rifle

Light-refracting nano-fiber skinsuit

HERE WE SEE THE GHOST
IN ITS NATURAL HABITAT...

...HIDING BEHIND
MARINES.

UNIT STATS	
Role:	Psionic Special Forces Infiltrator
Armor:	Hostile Environment Suit
	Personal Cloaking Device
Armament:	AGR-14 Assault Rifle
Size:	Light



SPECTRE

In 2501, a classified Dominion research operation called Project: Shadowblade began developing a new class of psionic soldier. An offshoot of the ghost program, Shadowblade explored the effects of exposing elite ghost agents to psionic-enhancing treatments using a [REDACTED] and a pair of rare chemical reagents: [REDACTED]. The result: ghosts developed new psionic powers, including an area stun blast and a powerful armor-piercing psionic lash.

These enhanced soldiers were called spectres, and at first the covert program seemed a success. But the drugs' addictive quality and the negative side effects in some individuals—violent outbursts, hallucinations, outright insanity, and the ability to overcome memory wipes—eventually derailed the effort. The Dominion discontinued Project: Shadowblade and wiped it from the official record.

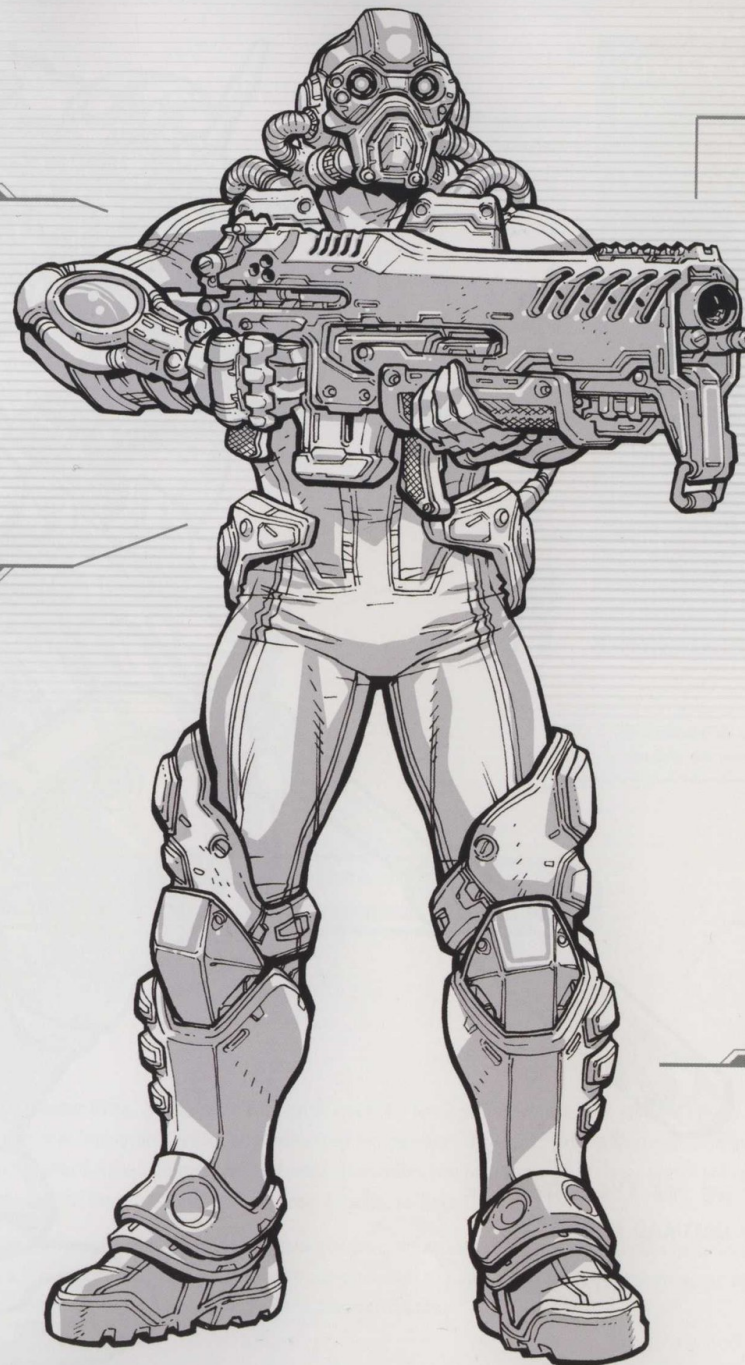
FROM WHAT I HEARD, THEY DISCONTINUED
WITH EXTREME PREJUDICE.

Personal cloaking power system

Hostile environment suit

AGR-14 assault rifle

Sonic-dampening boots
for quieter movement



BARRACKS

HOME SWEET HELL

Every marine learns firsthand how the barracks is the bedrock of the entire terran military apparatus. Every type of terran infantry unit is housed or trained here. Fully equipped with all the amenities a Dominion foot soldier needs, the barracks provides a safe, comfortable staging point for marines in the field. It is where marines first become brothers-in-arms.

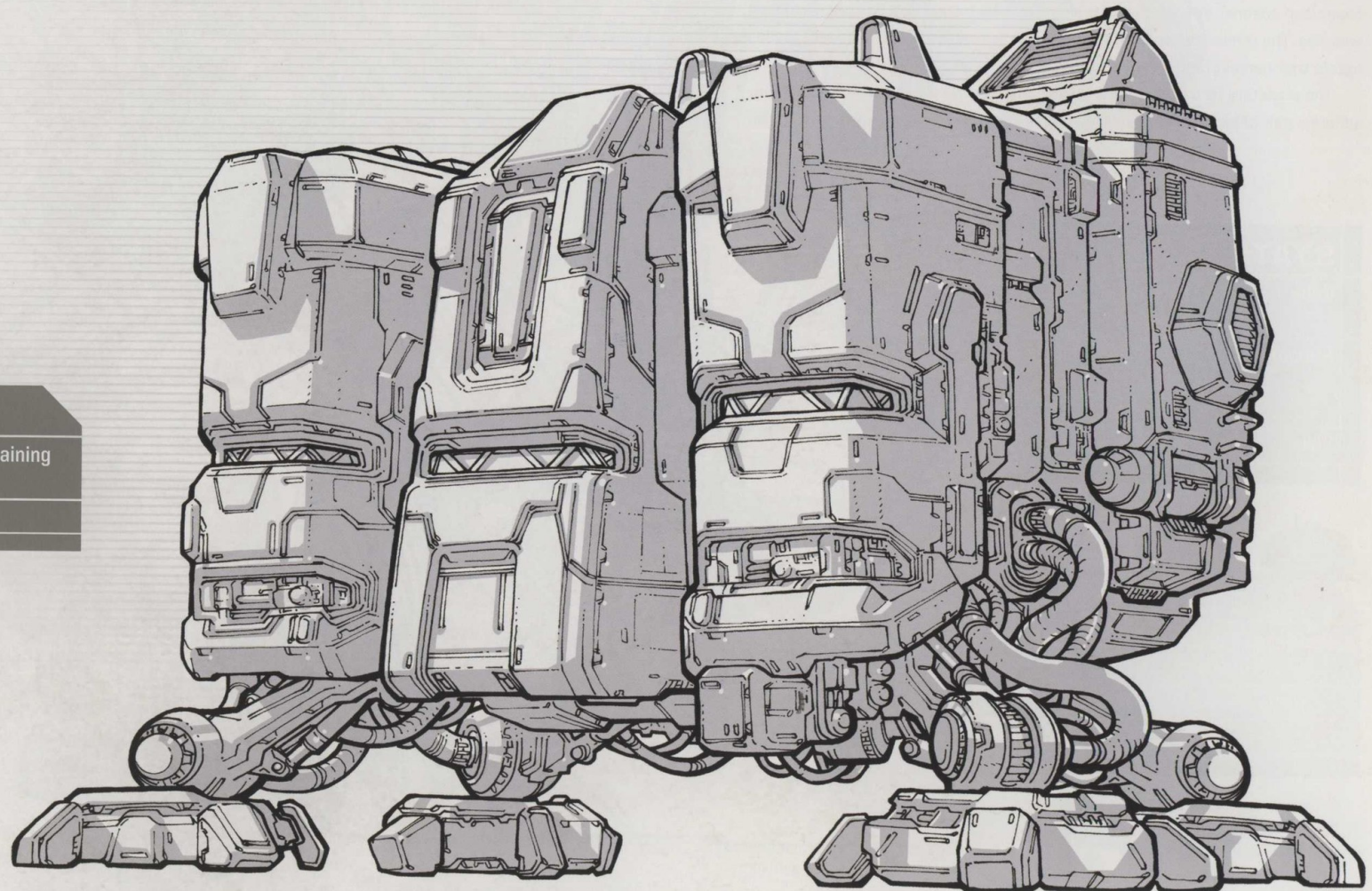
Stimpacks. A tech lab attached to a barracks can produce the stimpack chemical delivery system for marines and marauders. This in-field device injects a cocktail of stimulants when activated. The injected soldier moves and attacks faster than normal, with some mild side effects.

↑
"MILD"???

HOLY CRUNCHY CRAP.

WHAT REMF WROTE THIS GARBAGE?

STATS	
Role:	Infantry Training Facility
Size:	Heavy



COMMAND CENTER

The heavily armored hub of any terran military outpost, the command center directs the operations that gather and process the raw materials and energy needed to build structures, train troops, manufacture war machines, and forge weapons.

Upgrades. The orbital command upgrade adds a powerful satellite comm link capable of scanner sweeps that reveal unexplored terrain and burrowed/cloaked enemies. The orbital command can also call down extra supplies and MULE mining robots that harvest faster than SCVs.

The planetary fortress upgrade plays a more active defense role in the base, adding a pair of high-damage Ibiks cannons in a turret atop the structure.

STATS

Role:	Forward Base Foundation
Armament:	Twin Ibiks Cannons (planetary fortress upgrade)
Size:	Super Heavy



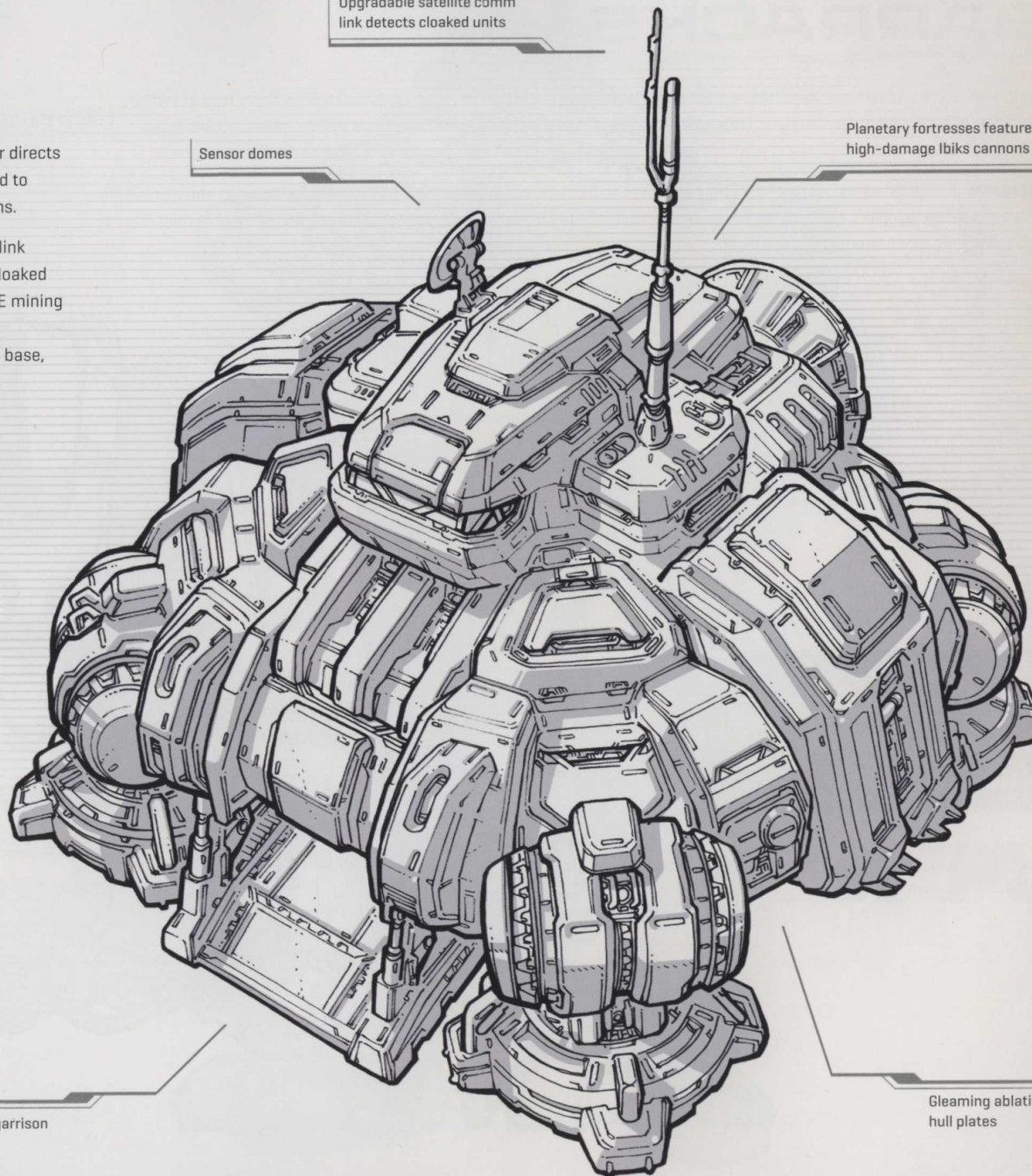
Ventral thrusters for liftoff

SCV garrison

Upgradable satellite comm
link detects cloaked units

Sensor domes

Planetary fortresses feature
high-damage Ibiks cannons



Gleaming ablative
hull plates



COMFORTroller climate-control
system regulates cabin air quality

Onboard displays provide real-time
3-D topography mapping algorithms

GOOD.
NEVER MET A DRIVER WHO ATE
ANYTHING OTHER
THAN BEANS.

Servo-activated claw
utility clamp

Neosteel plating

Thrusters

Power drill used in mineral
cutting and building assembly

SCV

The T-280 SCV is the Dominion's multifunctional support services workhorse. Originally developed by Confederate engineers for work on orbital platforms above Tarsonis, this durable unit can mine and transport resource materials, construct new production facilities and repair damaged ones, and provide field repair for terran mechanized units. This kind of versatility makes the SCV an indispensable tool in establishing Dominion encampments on any terrain.

Although the SCV is a bipedal walker with servo legs, pilots typically prefer to deploy its heavy-duty thrusters for locomotion.

MULE

"MULE" is an acronym for "mobile utility lunar excavator." This experimental mining robot is fleet-delivered via drop-pod and collects mineral resources three times faster than a piloted SCV.

BUT DON'T TELL THE SCV BOYS THAT.
THEY PUNCH HARD WHEN
THEY'RE DRINKING.

UNIT STATS

Role:	Space Construction Vehicle
Armament:	Fusion Cutters
Size:	Light



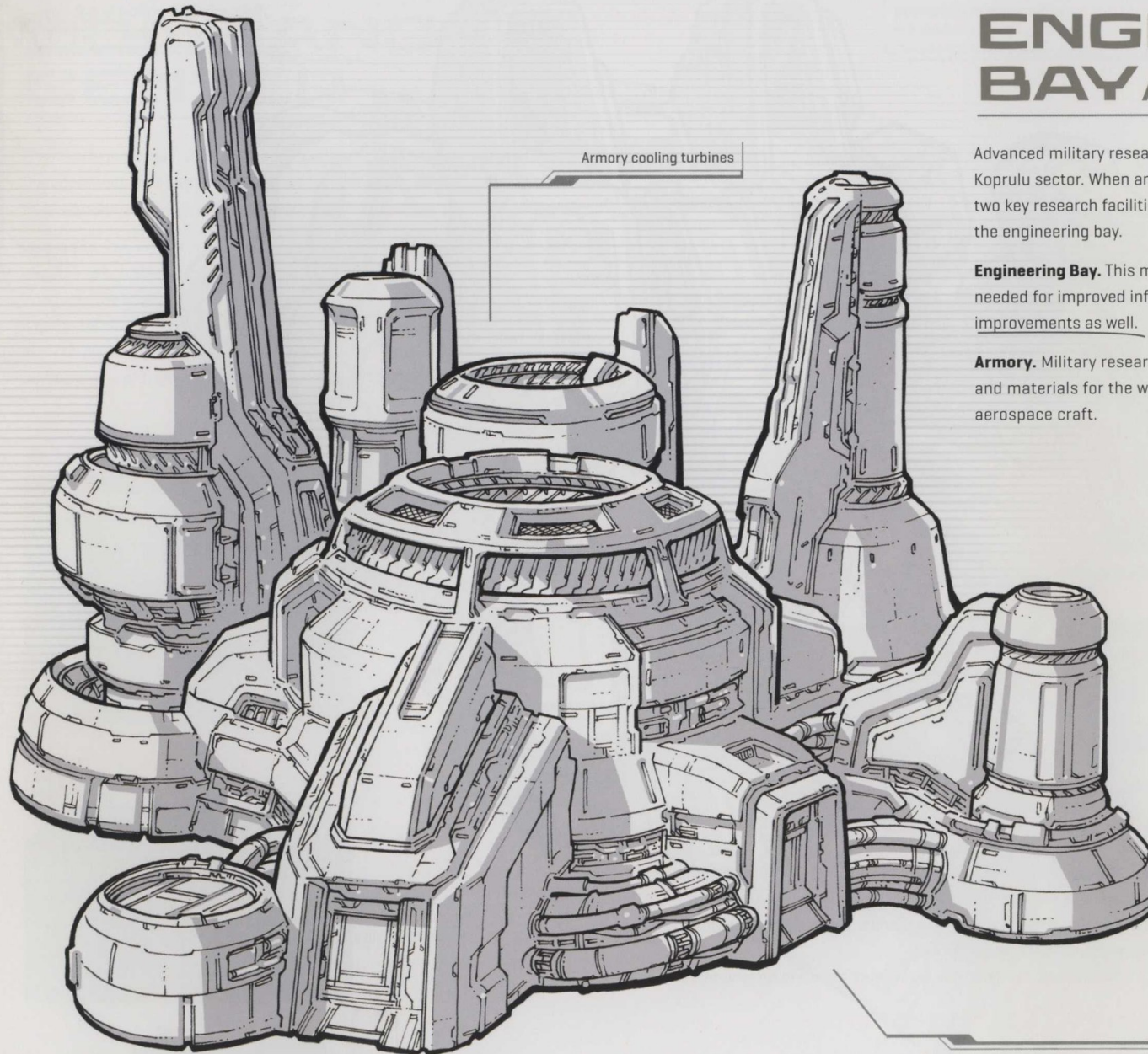
ENGINEERING BAY/ARMORY

Advanced military research has always paved the path to terran ascendancy in the Koprulu sector. When any Dominion strike force makes a planetary deployment, two key research facilities go up in field bases as soon as possible: the armory and the engineering bay.

Engineering Bay. This modular research center produces the critical upgrades needed for improved infantry weapons and armor in the field, and adds structural improvements as well.

Armory. Military researchers employ the field armory to develop new technology and materials for the weapons and armor plating used in land vehicles and aerospace craft.

WEIGHS MY DAMN
RIFLE DOWN



STATS

Role:	Infantry and Building Research Center
	Vehicle and Aerospace Research Center
Size:	Heavy



Fuel resupply reservoirs heavily reinforced against hostile fire

Interior construction cranes for lifting and assembly of machinery

WHAT??
WHY DO THEY GET ALL THE
GOOD STUFF??

FACTORY

This remarkable automated facility serves as the principal production center for a versatile array of terran military vehicles. Every time another Crucio siege tank rolls off the factory floor, life gets a bit easier for marines in the front lines. Armored vehicles working in support of infantry brigades lie at the heart of Dominion military strategy.

The factory also maintains first-class housing for the elite crews of the tanks, walkers, and other mechanized units it produces. Our military expends great resources to train and equip mechanized cavalry, and it wants them well protected. Thus, reinforced neosteel walls make the factory one of the most survivable structures in any Dominion base.

WHY CAN'T WE HAVE THOSE TOO??

STATS

Role:	Vehicle Production Facility
Size:	Super Heavy



Ventral thrusters for liftoff

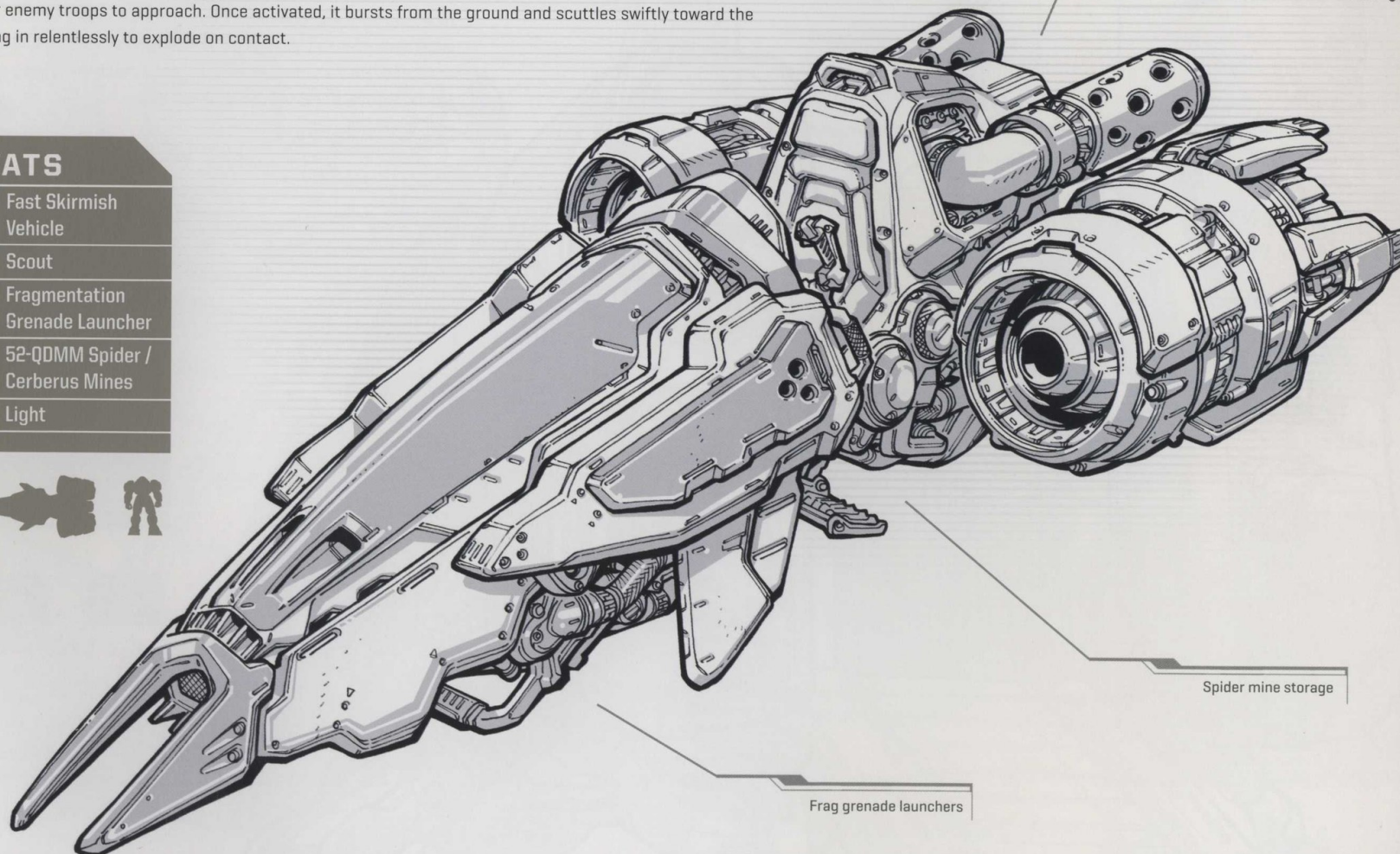
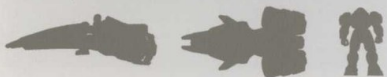
VULTURE

This iconic one-person hoverbike was once the cavalry-style vanguard of the old Confederacy, speeding ahead of military columns, scouting, and wreaking havoc on resource operations behind enemy lines. Particularly effective against infantry and other lightly armored targets, the vulture launched salvos of frag grenades. Today the vehicle remains popular with pirates and raiders as the Dominion turns more to the hellion for its military scouting needs.

Spider Mines. Most recent vulture models are equipped with these deadly robotic munitions. When deployed, the spider mine burrows and waits for enemy troops to approach. Once activated, it bursts from the ground and scuttles swiftly toward the nearest target, homing in relentlessly to explode on contact.

UNIT STATS

Role:	Fast Skirmish Vehicle
	Scout
Armament:	Fragmentation Grenade Launcher
	52-QDMM Spider / Cerberus Mines
Size:	Light



Engines often customized by operator

"CUSTOMIZED" = DANGEROUS

Spider mine storage

Frag grenade launchers



UNIT STATS

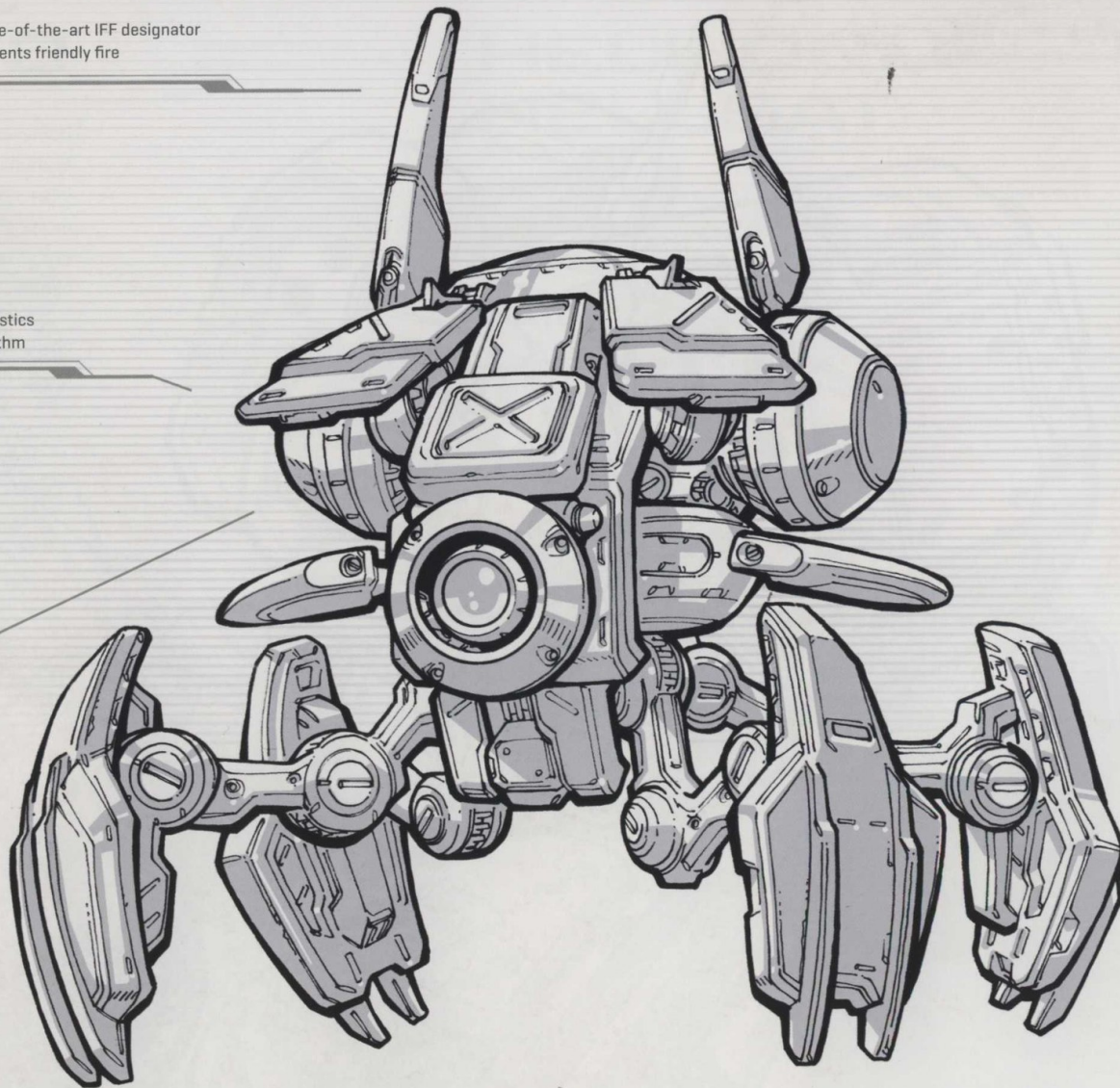
Role:	Automated Missile Launcher
Armament:	Sentinel Missiles
Size:	Medium
Effective vs:	Marauder
	Roach
	Stalker
Ineffective vs:	Raven
	Overseer
	Observer

State-of-the-art IFF designator prevents friendly fire

Advanced heuristics recovery algorithm

Internal manufacturing system assembles short-range missiles

Upgradable drilling claws



WIDOW MINE

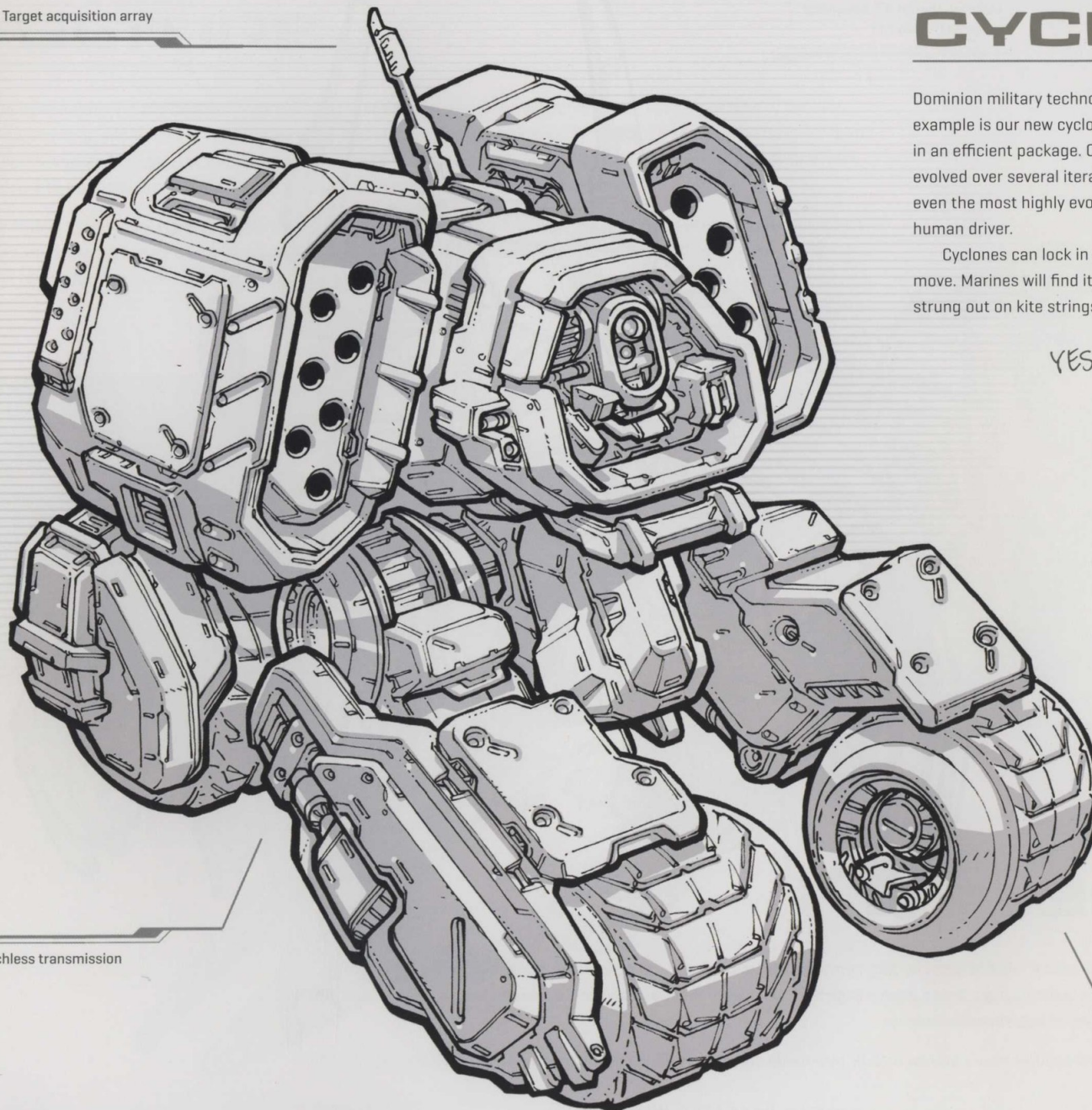
Based on the spider mine design, the widow mine is a quadrupedal robot inspired by zerg burrowers. Piloted remotely into contested areas, it activates by digging into the ground. When enemies draw near, the widow mine's launcher auto-fires a short-range Sentinel missile that homes in on the nearest target. Upon impact, a fragmentation warhead detonates with a lacerating firestorm of superheated shrapnel.

Drilling Claws. Upgrades in drilling technology can reduce the widow mine's burrow time by two-thirds. Neosteel carbide tips cut much cleaner, and sonic oscillators allow each leg to vibrate independently at high speeds.

DEACTIVATE THIS FOR FRIENDLY BARRACKS MINE FIGHTS.
TOO UNBALANCED.

ALSO DEACTIVATE
MISSILE LAUNCHER.

Target acquisition array



Clutchless transmission

CYCLONE

Dominion military technology grows more sophisticated by the day, and a good example is our new cyclone. This innovative design combines speed and lethality in an efficient package. Originally designed as a robotic vehicle, the cyclone evolved over several iterations to become a human-piloted mech. The reason: even the most highly evolved AI cannot match the unpredictable creativity of a human driver.

SOME MIGHT CALL IT INSANITY.

Cyclones can lock in on a single target, pursue relentlessly, and fire on the move. Marines will find it satisfying to watch expert cyclone drivers keep enemies strung out on kite strings while dealing a face full of cannon fire.

YES. YES I DO.

UNIT STATS

Role:	Fast Assault
Armament:	Typhoon Missile Pods
Size:	Heavy
Effective vs:	Thor
	Ultralisk
	Immortal
Ineffective vs:	Marine
	Zergling
	Zealot



All-terrain treads



I DON'T CARE WHAT THEY SAY, STAY OUT OF THE WAY.

Upgraded targeting
system features
improved tracking

Variable burn engine
accepts a variety of liquid
or compressed fuels

I HEAR THESE
PUPPIES WILL RUN
ON JUST ABOUT
ANYTHING, EVEN
WHISKEY.

Polystyrene foam-fed
flamethrower

Infernal pre-igniter

HELLION/ HELLBAT

Individually, the hellion and the hellbat are formidable units; when the transformation servos upgrade combines them on a single chassis that can instantly shift between the two builds, the result is a remarkably versatile hybrid.

HELLION

High running speed and long, hellish streams of ignited plasma make the hellion a perfect hit-and-run nightmare against slow-moving light infantry and base resource workers. Built for off-road durability around a lightweight four-wheel chassis, hellions bring great value to the military motor pool—low cost, high damage output.

HELLBAT

The hellion's long-range Infernal flamethrower transitions into a short-range napalm sprayer by injecting polystyrene foam into the barrel. This makes the ignited plasma stream wider and much more intense, better suited to close-quarters combat.

Light neosteel frame for
high maneuverability

Pressurized cabin with
faux leather seating

Armored non-pneumatic tires feature
high shock-absorption index

UNIT STATS

Role:	High-Speed Raider / Scout
	Tactical Assault Walker
Armament:	Infernal Flamethrower
	Napalm Spray
Size:	Medium
Effective vs:	Marine
	Zergling
	Zealot
Ineffective vs:	Baneling
	Stalker
	Marauder



SIEGE TANK

The siege tank is a heavily armored, 60-ton weapons platform with devastating firepower. Originally designed by the Confederacy as a "final defense" emplacement cannon, the tank evolved to incorporate mobility in response to a changing threat matrix. The vehicle features an innovative dual-mode deployment. In tank mode, it functions as mobile artillery, much like a standard tank, firing twin plasma cannons. In siege mode, stabilizer legs lock the tank into a stationary position as it deploys a long-range shock cannon that fires superheated tungsten shells. The latter mode is particularly effective in city assaults and base defense, delivering increased damage from greater distance.

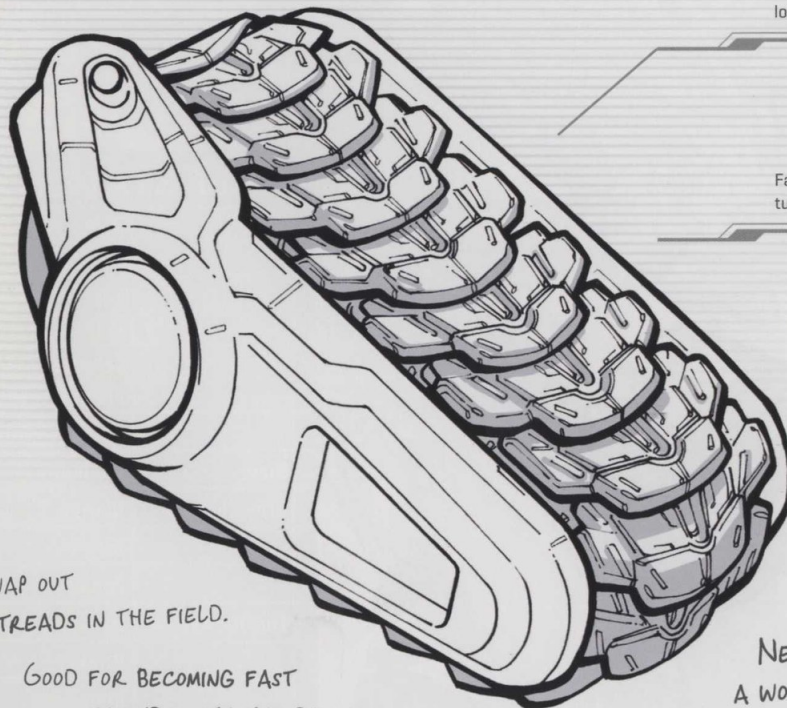
Maelstrom Rounds. These shells feature an armor-piercing tip that inflicts enhanced damage in any direct hit on a primary target.

Shaped Blast. LarsCorp has developed a "smart shell" for the siege tank that scans for allies on impact and adjusts its detonation footprint to minimize damage to them. Field tests have shown that this shell reduces friendly fire fatalities by 75 percent.

THESE ONLY WORK IF THE SHELL
AIN'T SMARTER THAN THE SHOOTER.

Treads immobilized with disc
locks when tank is in siege mode

Fast-drying gel supplied through chassis
tubing repairs damaged treads



EASY TO SWAP OUT
BUSTED TREADS IN THE FIELD.

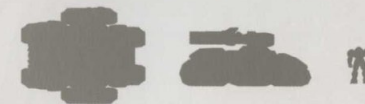
GOOD FOR BECOMING FAST
FRIENDS WITH THE DRIVER.

NEVER TRUST
A WOMAN WHO
PAINTS HER TANK RED.

KOWALSKI'S CAN DROP THAT TUNGSTEN WITHIN INCHES OF
YOUR BOOTS, AND SOMETIMES A FEW INCHES CLOSER.

UNIT STATS

Role:	Mobile Artillery
	Armored Support
Armament:	Twin PPG-7 80mm/ 90mm Plasma Cannons (tank mode)
	120mm/180mm Shock Cannon (siege mode)
Size:	Heavy
Effective vs:	Marine
	Hydralisk
	Stalker
Ineffective vs:	Banshee
	Mutalisk
	Immortal



SIEGE MODE: SHOCK AND AWE

The true potency of this tank lies in its siege mode. When this mode is activated, a punishing 180mm shock cannon comes online. This long-range artillery emplacement weapon can "drop the hammer" with massively concussive force, lobbing superheated tungsten shells and pounding distant foes that are often too far away to return fire.

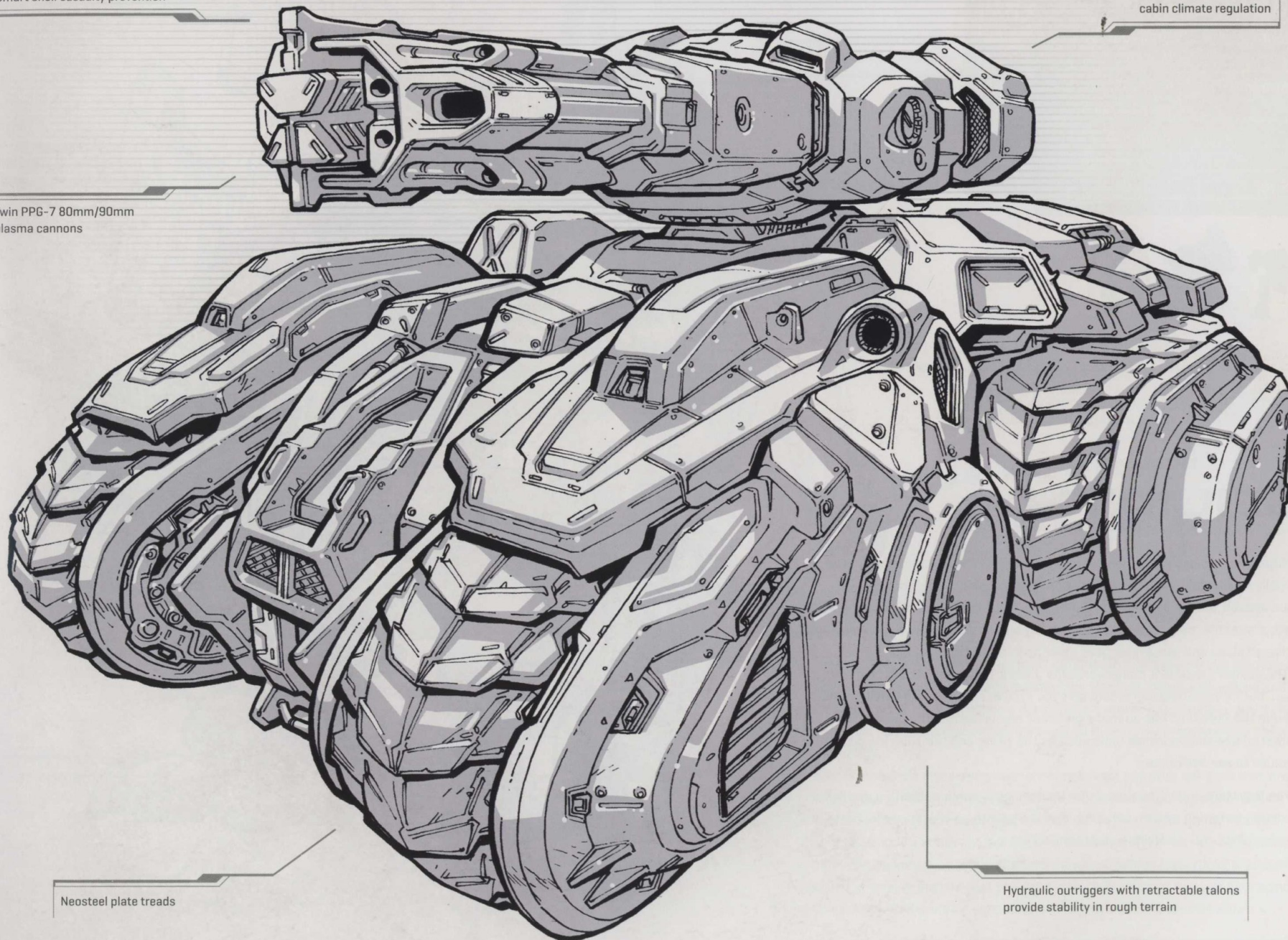
When the Crucio enters siege mode, its main tracks turn outward and the secondary tracks slide into the hull, while thick hydraulic outriggers (called "legs") deploy from the sides of the tank. Once the legs are locked in, they anchor to the ground for added stability.



Smart shell casualty prevention

Heavy compressors for
cabin climate regulation

Twin PPG-7 80mm/90mm
plasma cannons



Neosteel plate treads

Hydraulic outriggers with retractable talons
provide stability in rough terrain

UNIT STATS

Role:	Armored Assault Walker
Armament:	Twin 30mm Autocannons
	Hellfire Anti-Air Missile Launcher
Size:	Medium



Charon boosters provide improved missile propulsion

Upgraded Ares-class locator system for increased firing range

Multi-lock targeting capabilities

Long-range Hellfire anti-air scatter missiles

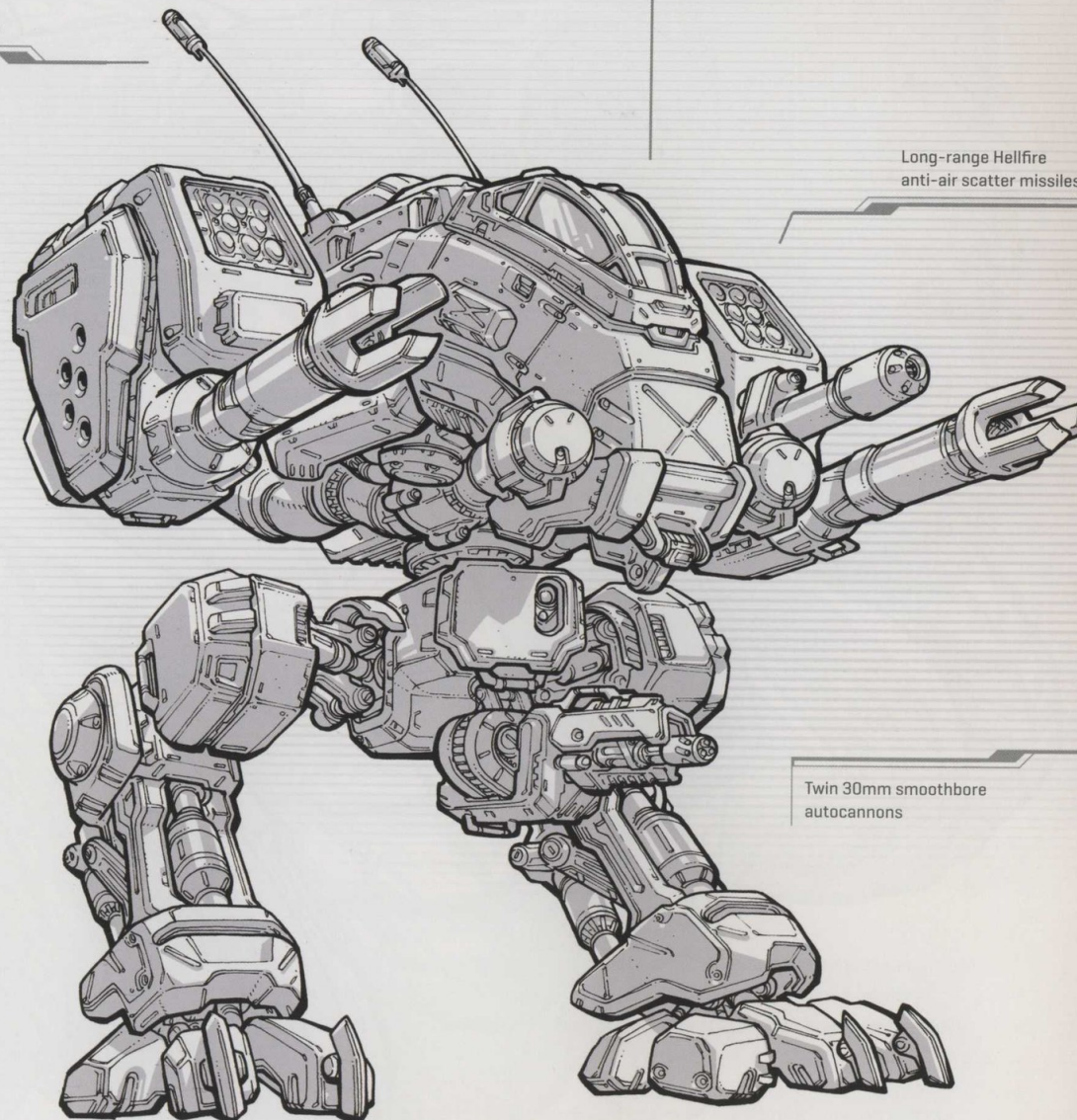
Twin 30mm smoothbore autocannons

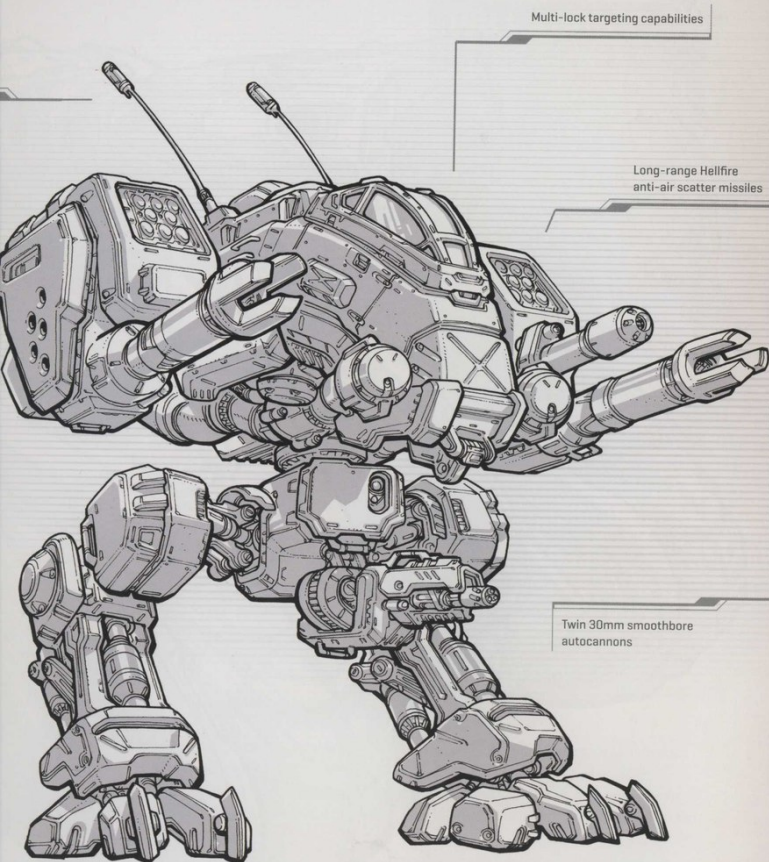
GOLIATH

Few units are as closely identified with terran military might as the goliath. Originally developed by the Kel-Morian Combine for infantry support, this all-terrain assault walker predates the Guild Wars. The old Confederacy admired the goliath's versatile mix of ground-level lethality and anti-air support, so it acquired the design plans and mass-produced goliaths in often overwhelming numbers.

The goliath's excellent maneuverability gives it tactical advantages in open terrain, but its versatility can create an edge even in chaotic urban environments. Although the Dominion has poured significant resources into the development of powerful new multipurpose units such as the viking and the Thor, the goliath continues to see active duty.

Charon Boosters. Improved propulsion technologies, combined with upgrades to its existing targeting system software, give the goliath an impressive increase in the range of its anti-air Hellfire scatter missiles.





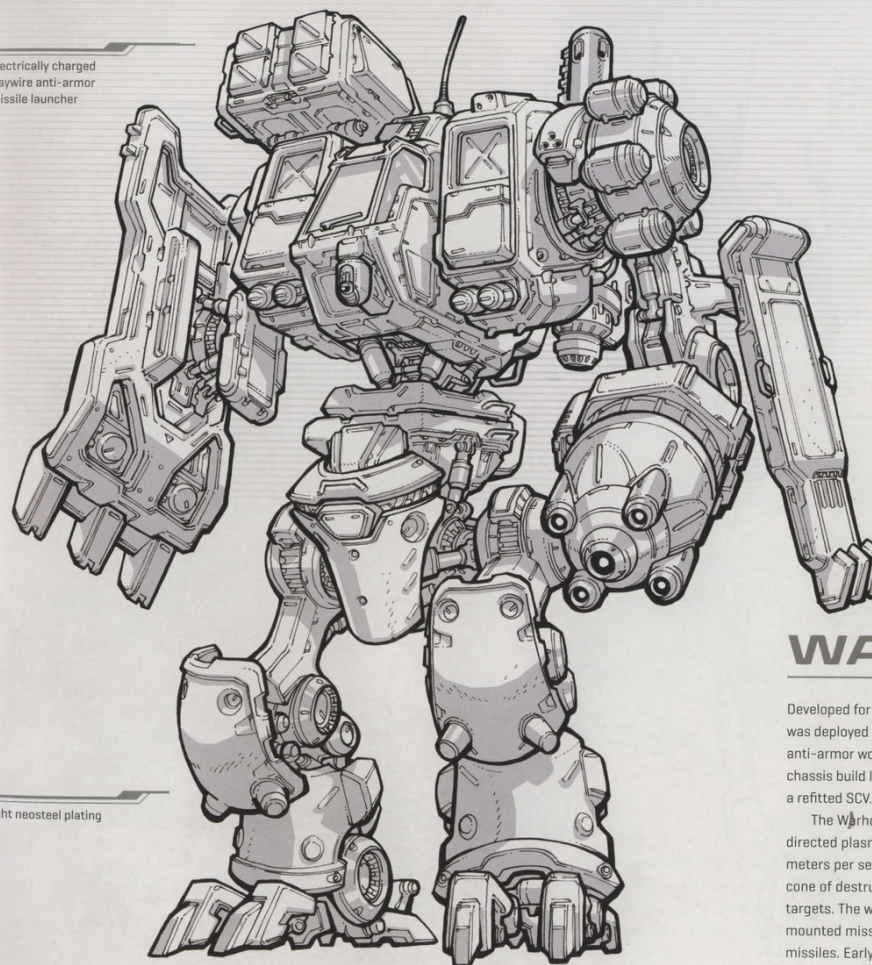
Multi-lock targeting capabilities

Long-range Hellfire
anti-air scatter missiles

Twin 30mm smoothbore
autocannons

Electrically charged
Haywire anti-armor
missile launcher

Light neosteel plating



UNIT STATS	
Role:	Anti-Armor Mechanized Walker
Armament:	DPF Rail Gun Haywire Anti-Armor Missile Launcher
Size:	Medium



Plasma-field-charged rail guns

HEARD THE ZERG AND PROTOSS
CAPTURED SOME OF THESE AND
USED THEM FOR MINING.

WEIRD.

WARHOUND

Developed for the Dominion military by Axiom Ordnance of Bukari V, the Warhound was deployed only to high-security installations for close-range anti-vehicle and anti-armor work. Warhound legs are designed to traverse rough terrain, and if the chassis build looks vaguely familiar, it's because the original prototype was based on a refitted SCV.

The Warhound's close-range punch comes from powerful rail guns that fire directed plasma-field-charged [DPF] slugs with a discharge velocity of 3,000 meters per second. Each slug's plasma payload disperses in a tightly focused cone of destruction at the point of impact, shattering the armor of mechanized targets. The walker also gains some long-range versatility from racks of shoulder-mounted missile launchers that can fire electrically charged Haywire anti-armor missiles. Early Warhound designs used anti-air Cyclone missiles as well.

Internal dampeners and foam-padded
six-point harness for pilot protection

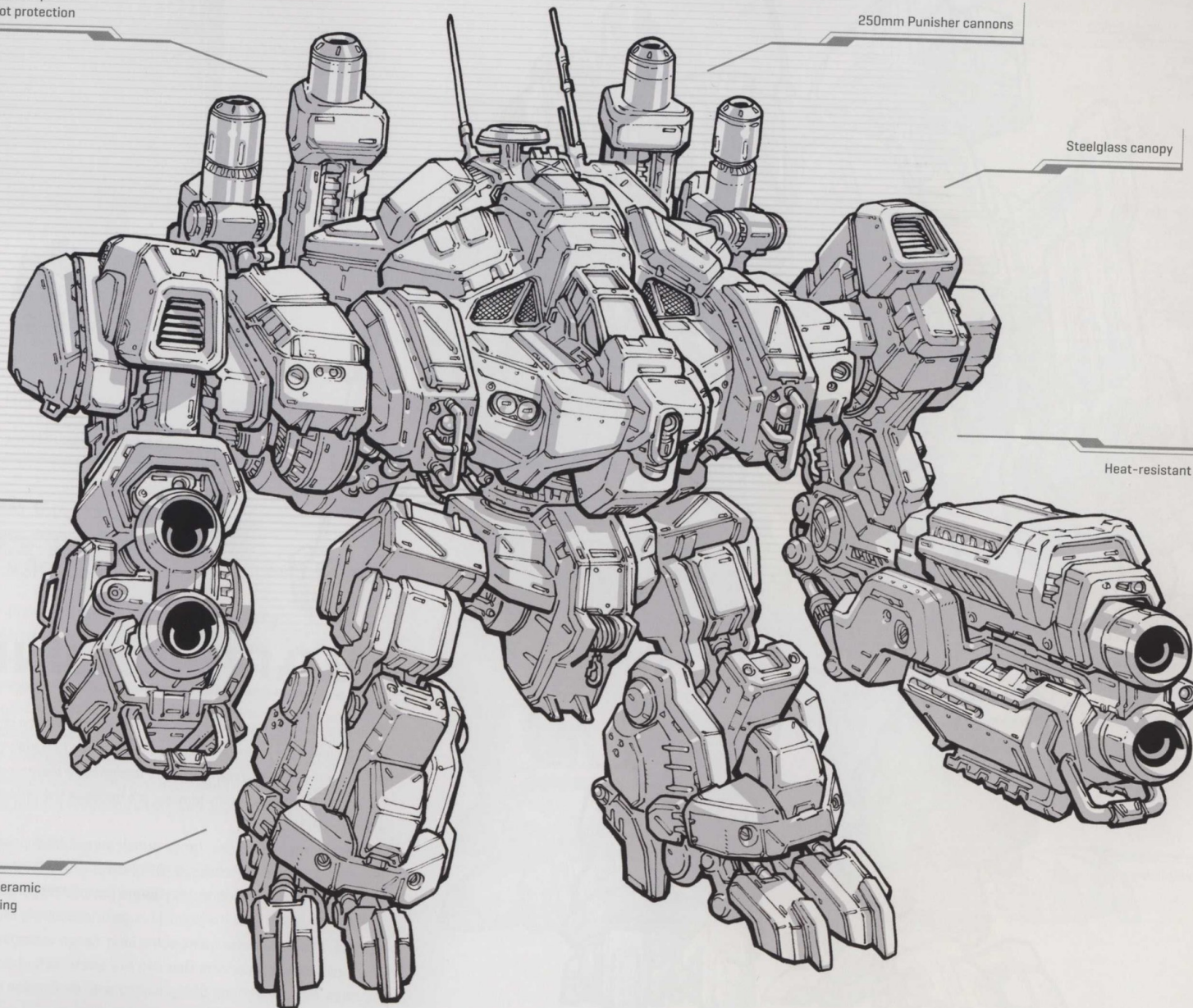
250mm Punisher cannons

Steelglass canopy

Javelin launchers
embedded in torso

Heat-resistant kinetic mesh

Heavy composite neosteel-ceramic
armor features modular plating



THOR

When the Thor made its public debut, military analysts were stunned. They saw a monster—an instant force multiplier, bringing massive firepower ratios to the field. The math alone was frightening. Embedded UNN reporters described “a huge bipedal war machine armed with a dorsal artillery battery that wouldn’t be out of place on a battleship.”

Swathed in composite neosteel-ceramic plating, the Thor is a durable walking tank that can absorb immense damage while hammering past heavily fortified positions into an enemy city or base. Its four arm-mounted particle accelerators can annihilate targets with searing energy beams. And a thundering 330mm barrage cannon brings a whole new meaning to the term “siege weapon.” The Thor also wields a wicked anti-air battery, giving its pilot the unique ability to toggle between two very different payloads.

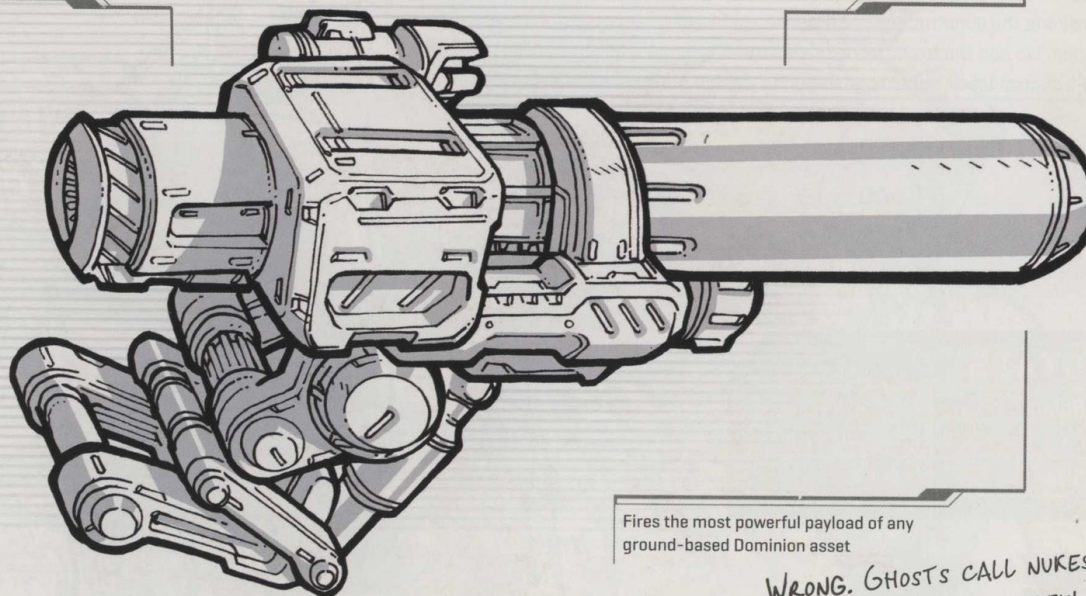
UNIT STATS

Role:	Armored Siege Walker
Armament:	“Thor’s Hammer” Particle Beams
	250mm Punisher Cannons / Javelin Missile Launchers
	330mm Barrage Cannon (optional)
Size:	Massive
Effective vs:	Marine
	Mutalisk
	Stalker
Ineffective vs:	Marauder
	Zergling
	Immortal



Vents heat through rear exhaust valve

Thor’s Hammer



Fires the most powerful payload of any ground-based Dominion asset

WRONG. GHOSTS CALL NUKES.
WAY MORE POWERFUL.
I WIN.

THE ODIN

Developed as the initial working prototype of the Dominion’s top-secret Project Odin, the Odin was tested at the DAF’s highly classified Valhalla weapons research installation.

Considerably larger and featuring several different hardware options than its eventual successor, the Odin had ground-targeting weaponry—a pair of arm-mounted T800 cannons—that could inflict fearsome blast damage to structures and heavy armored units. And the big walker countered aerial attackers with a battery of Hellfire anti-air missile pods.

IT GOT STOLEN! HA!

STARPORT

Spaceflight and air superiority form the foundation of terran dominance in the Koprulu sector. And the very cornerstone of our aerospace capabilities is the modern starport. Responsible for the production and maintenance of all military flight craft, this remarkable facility also houses, trains, and protects our elite pilots and highly skilled flight crews. Well-deserved amenities keep Dominion flight personnel fresh and ready to defend the skies in the fighters, bombers, frigates, and mighty capital ships of the Dominion fleet.

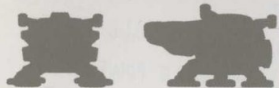
CONTROL TOWER

The earliest versions of the starport required the addition of a control tower to research vessel upgrades such as cloaking fields and the Apollo reactor, and to coordinate the construction of advanced vessels like the battlecruiser. Today, the tech lab and the fusion core provide these functions for the starport. But the iconic control tower remains an enduring symbol of terran aerospace supremacy.

JEEZ, CALM DOWN.
IT WAS JUST A
FANCY RADIO STATION.

STATS

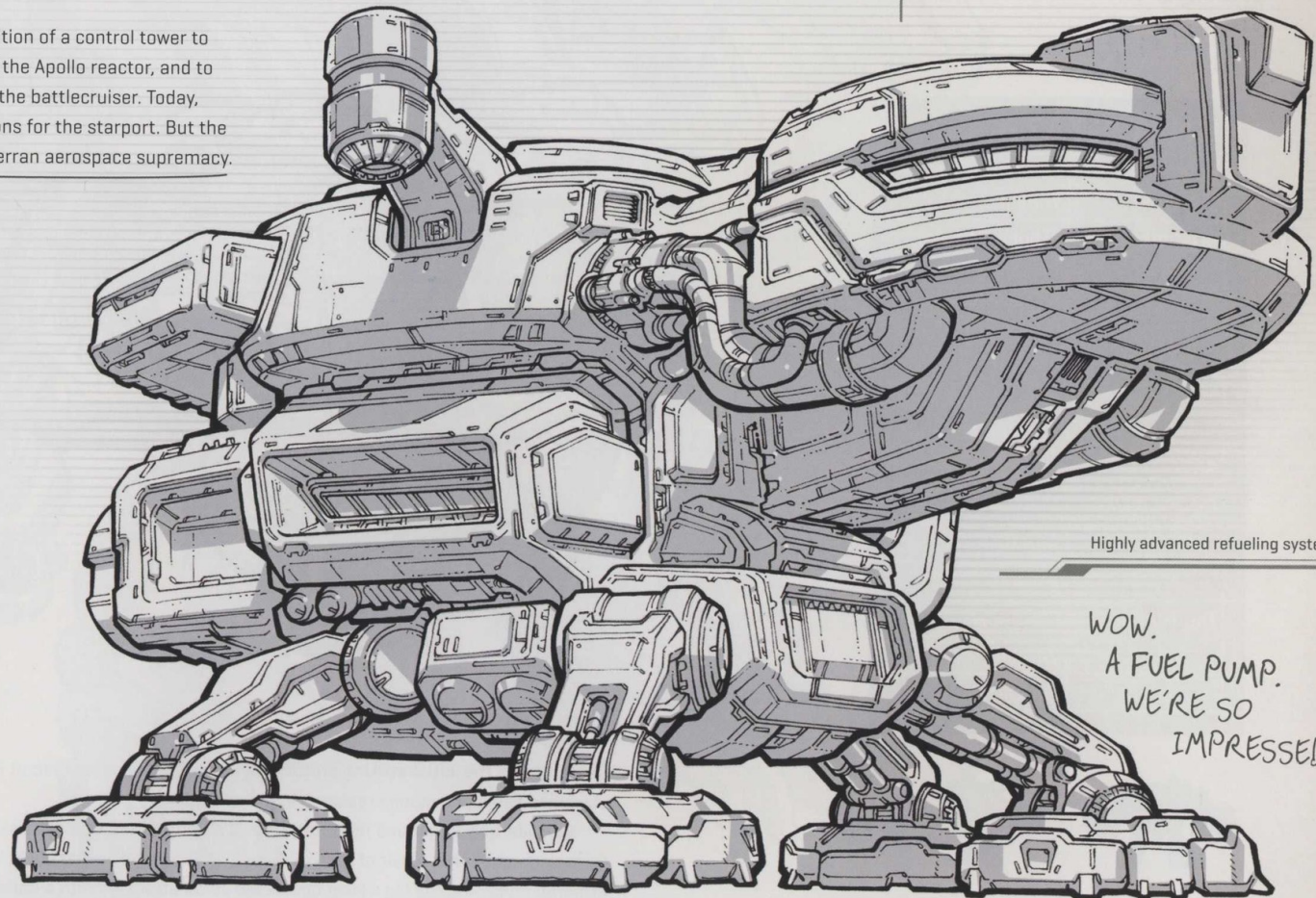
Role:	Air- and Spacecraft Production Facility
Size:	Massive



THE ROCKET JOCKEYS HAVE A
LOUNGE. WITH COLD BEER.

I HATE YOU, DOMINION.

Versatile, retractable landing pad



Highly advanced refueling system

WOW.
A FUEL PUMP.
WE'RE SO
IMPRESSED.



VIKING

Vikings are armored air-superiority fighter craft that can drop to the ground and fight as assault walkers. This radical hybrid concept has resolved some key tactical issues in terran anti-air and ground-support capabilities that were revealed in the Brood War.

Fighter Mode. When a viking transforms into this mode, it becomes the Dominion's frontline aerial fighter. With a standard loadout of Lanzer torpedoes, the viking can knock anything out of the sky, including capital ships.

Assault Mode. A viking on the floor is a fearsome thing. Two powerful Gatling cannons, one in each arm, can hit ground targets with a vicious punch. A large central reactor channels immense power to the weapons systems and provides torque for walker locomotion.

DON'T GET TOO EXCITED FLYBOY.
ONE VIKING AIN'T GONNA
DROP A CARRIER ON ITS OWN.

Large central reactor powers
electrical systems

Specialized Ripwave missiles
deliver antimatter warheads

Governor circuit prevents
dangerous overheating

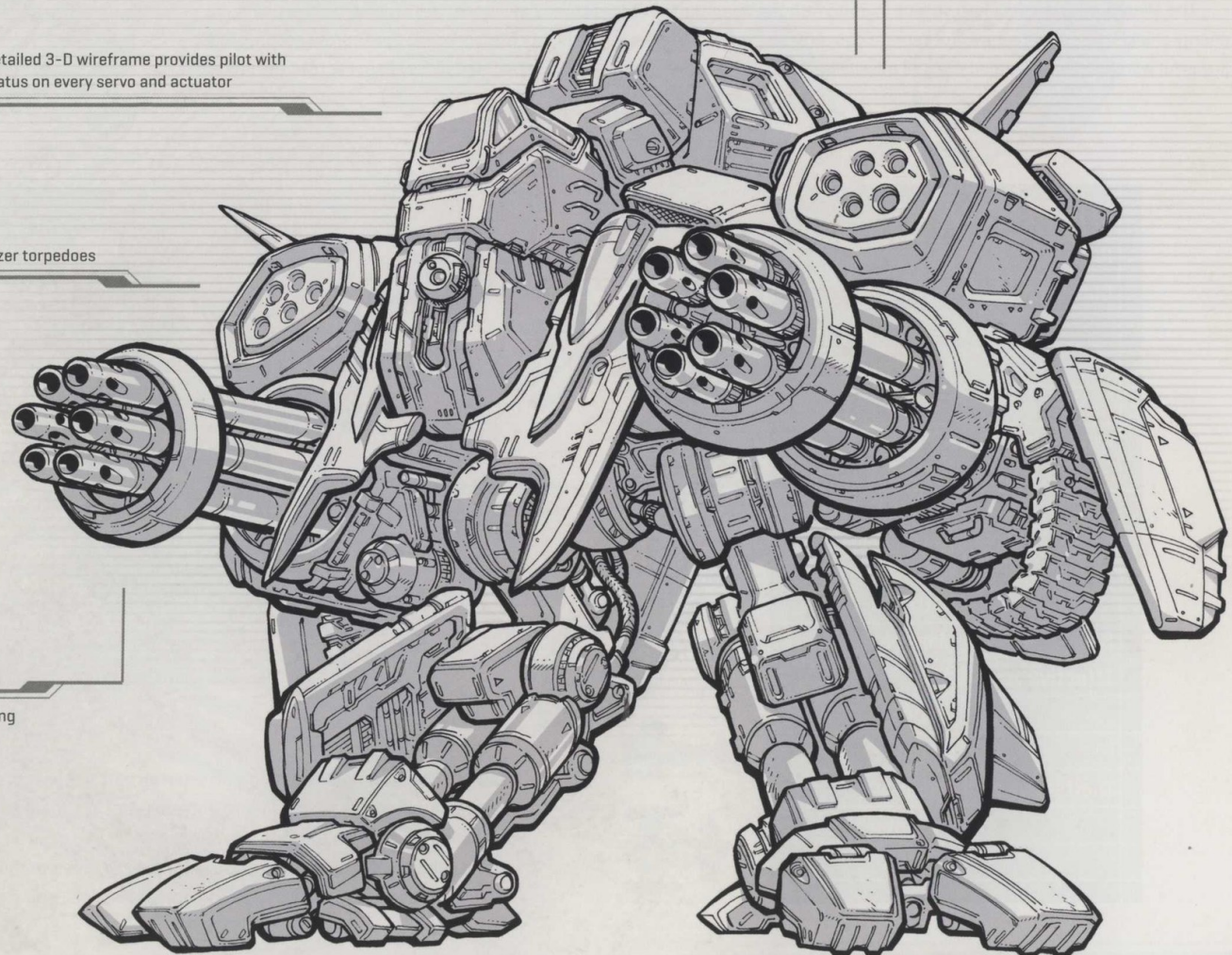
Detailed 3-D wireframe provides pilot with
status on every servo and actuator

MT50 Lanzer torpedoes

Twin Gatling
cannons

UNIT STATS

Role:	Armored Air / Ground Hybrid
Armament:	MT50 Lanzer Torpedoes / Ripwave Missiles (fighter mode)
	Twin Gatling Cannons (assault mode)
Size:	Medium
Effective vs:	Battlecruiser
	Corruptor
	Void Ray
Ineffective vs:	Marine
	Mutalisk
	Stalker



BATTLECRUISER

Bristling with laser batteries and thousands of glittering optic sensors, this flying neosteel citadel projects the Dominion's raw power and growing technical sophistication across the Koprulu sector like nothing else. Housing anywhere from 6,000 to 8,000 crewmembers, the *Gorgon*-class battlecruiser is the gleaming apex of terran military engineering.

The battlecruiser has gone through a number of modifications and at least four class designations since its introduction back before the Guild Wars. Note that the armaments listed below are selections from a composite catalog, including weapon systems from all four classes. For example, the venerable *Behemoth* class, a veteran of three wars, originally sported only burst laser batteries for space combat, with nuclear warheads reserved for orbital bombardment. Only later did it add the Yamato cannon, just before the first zerg invasion.

The *Minotaur* class came into service in 2502 with the potential for upgraded tactical systems, including missile pods, energy shields, and a more powerful Yamato cannon, the Type-V. And finally, the mighty *Gorgon* class, the Koprulu sector's most powerful warship to date, added the J23 missile launcher, crew-served batteries, and point defense systems across the hull.

YET THEY MAKE
MARINES SLEEP IN
THE HALLS

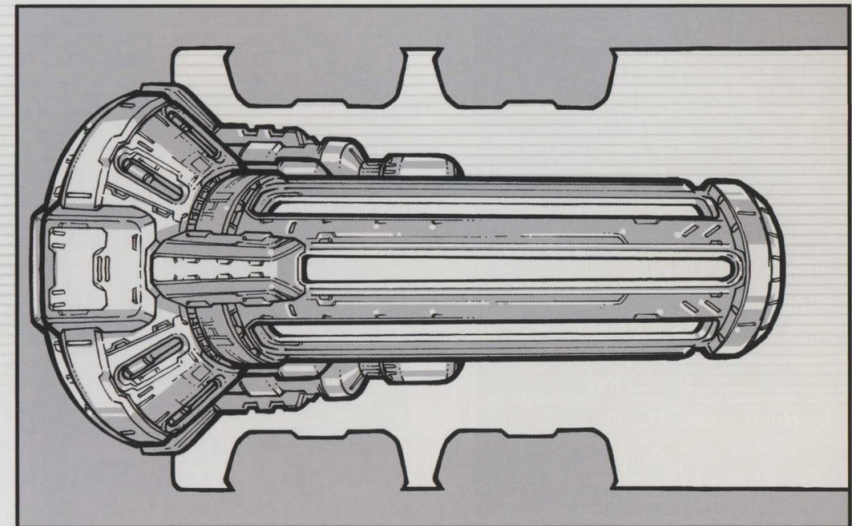
When fully charged, cannon has explosive force equal to low-yield nuclear explosion

CREDIT WHERE IT'S DUE.
I LOVE ME
SOME BIG BOOMS.

UNIT STATS

Role:	Capital Ship
Classes:	<i>Leviathan</i>
	<i>Behemoth</i>
	<i>Minotaur</i>
	<i>Gorgon</i>
Armament:	ATA/ATS Laser Batteries
	Yamato Cannon
	Full Complement of Point Defense Batteries
Size:	Massive
Effective vs:	Thor
	Mutalisk
	Marine
Ineffective vs:	Viking
	Corruptor
	Void Ray

Yamato cannon



Yamato Cannon. No discussion of the terran battlecruiser is complete without mention of the legendary Yamato cannon, a devastating plasma weapon with enough firepower to decimate cities. Mounted on the ship's prow, the big gun draws its immense power from the ship's power core and then uses an intense magnetic field to focus a controlled nuclear explosion into a cohesive beam of energy. The cannon is so massive that it requires its own conversion generator and a dedicated fire-control station manned by nearly 100 gunnery specialists.

AND THEY DON'T HAVE TO
SLEEP IN THE HALLS



Behemoth reactors allow for
faster Yamato volleys

Warp drive for faster-than-light travel

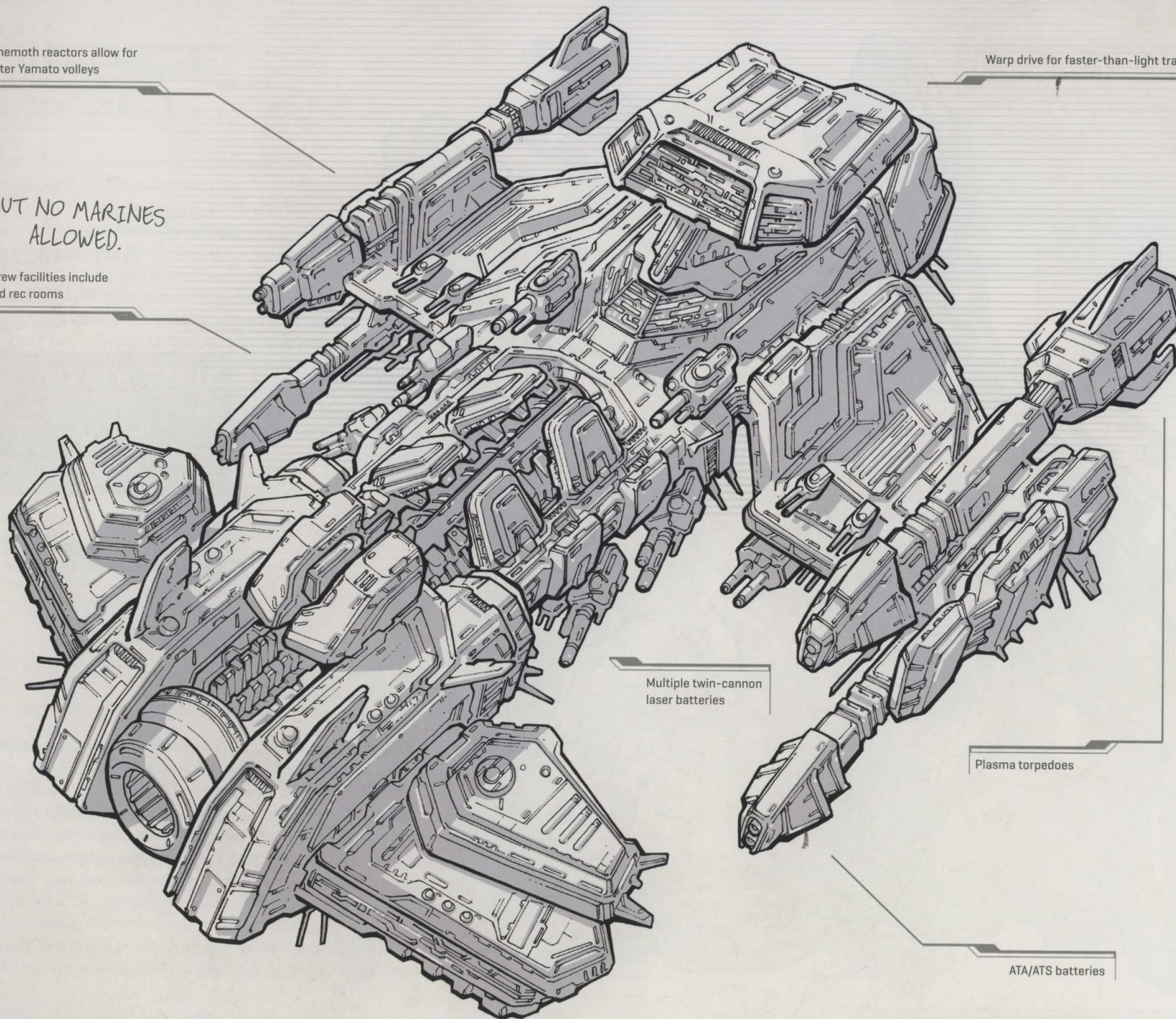
BUT NO MARINES
ALLOWED.

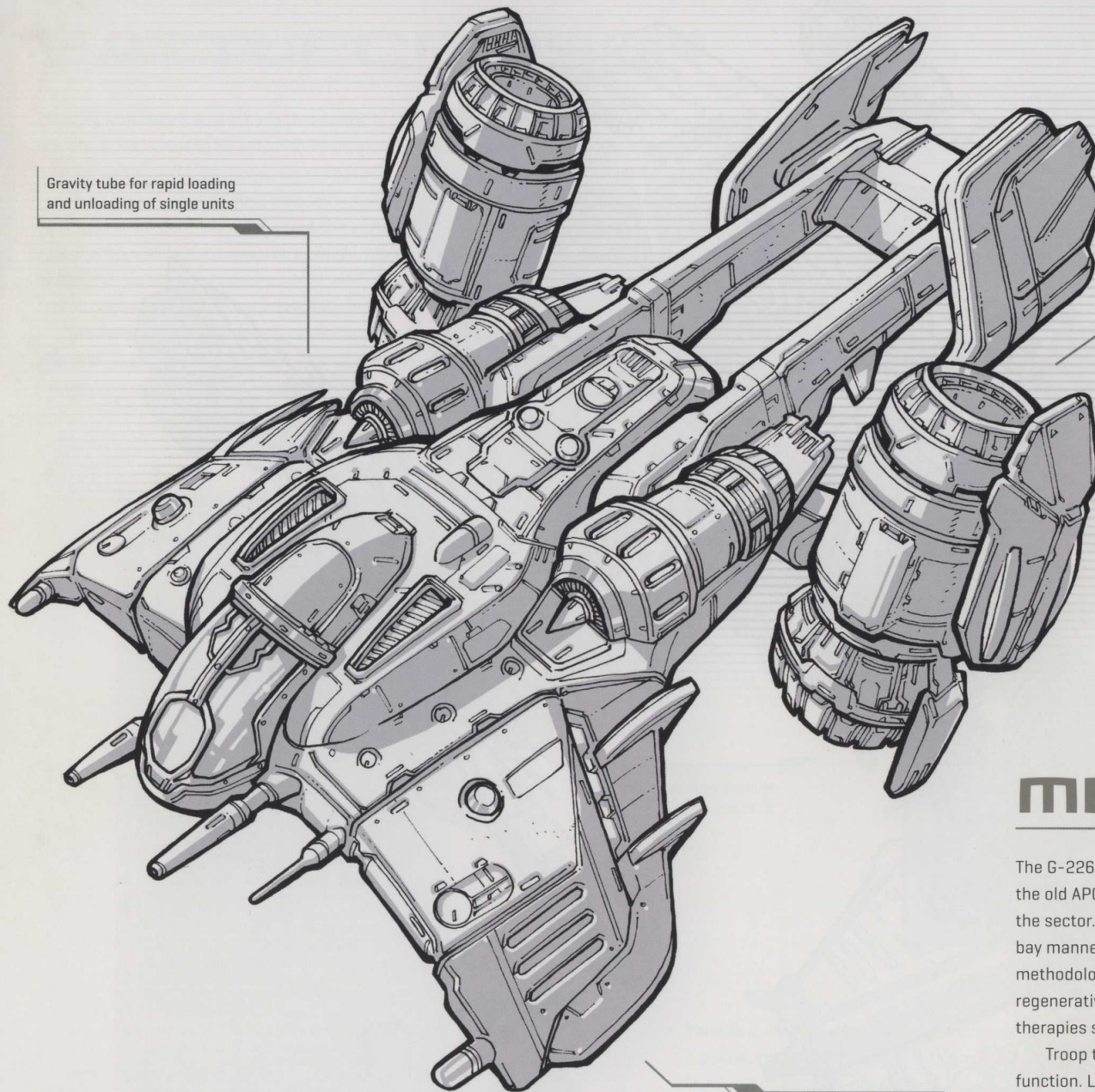
Extensive crew facilities include
cantinas and rec rooms

Multiple twin-cannon
laser batteries

Plasma torpedoes

ATA/ATS batteries





Gravity tube for rapid loading and unloading of single units

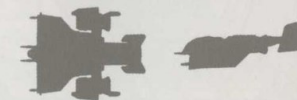
Stabilizer arrays maintain vehicle level and orientation despite heavy cargo

Improved afterburners

MAKE THEM LAST LONGER!
SLOW GETAWAYS GET
MARINES KILLED.

UNIT STATS

Role:	Troop Transport
	Medical Bay
Size:	Medium



MEDIVAC

The G-226 medical transport, called the medivac, is a clever amalgamation of the old APOD-33 dropship and the most advanced battlefield triage station in the sector. This innovative vessel includes critical care facilities and a trauma bay manned by highly trained specialists who employ the latest medical methodologies. Laser scalpels and auto-sutures seal wounds; injectable, regenerative nanomachines repair damaged tissue; and groundbreaking drug therapies suppress pain and get soldiers back in the field where they belong.

Troop transport also continues to be an important part of the vessel's function. Larger, heavier, and yet faster than its dropship predecessor, the medivac can ferry personnel and vehicles (including the massive Thor) to and from combat zones very quickly—especially if equipped with afterburners.

State-of-the-art medical bay and triage station

WHO WROTE THIS CRAP? WANNA SWITCH PLACES?



SCIENCE VESSEL

Originally designed as a mobile research station, the Explorer science vessel has served in a number of sometimes surprising roles. Confederate forces began using the vessel's highly sophisticated sensor arrays for border surveillance and security scans. This sensor package became particularly useful once terrans made hostile contact with burrowing zerg and cloaked protoss invaders.

Later, other military roles evolved from the vessel's scientific activities. Magnetic field research led to the generation of massive, energy-draining EMP shockwaves that could disable shields and shut down electronics within the pulse's radius. Stable energy-field experiments created a defensive matrix that could be projected around nearby friendly units to absorb incoming projectiles. Finally, as a byproduct of nuclear waste disposal studies, researchers learned how to produce a high-energy particle stream that could cast a localized, irradiated corona around clustered enemy targets and saturate them with damaging energy.

Upgraded ships feature onboard nano-repair bots that can be deployed to carry out complex hull repairs on mechanical units

RESULTS IN
GLOW-IN-THE-DARK
ZERGLINGS!

High-energy particle beam developed from emerging technologies in nuclear waste disposal

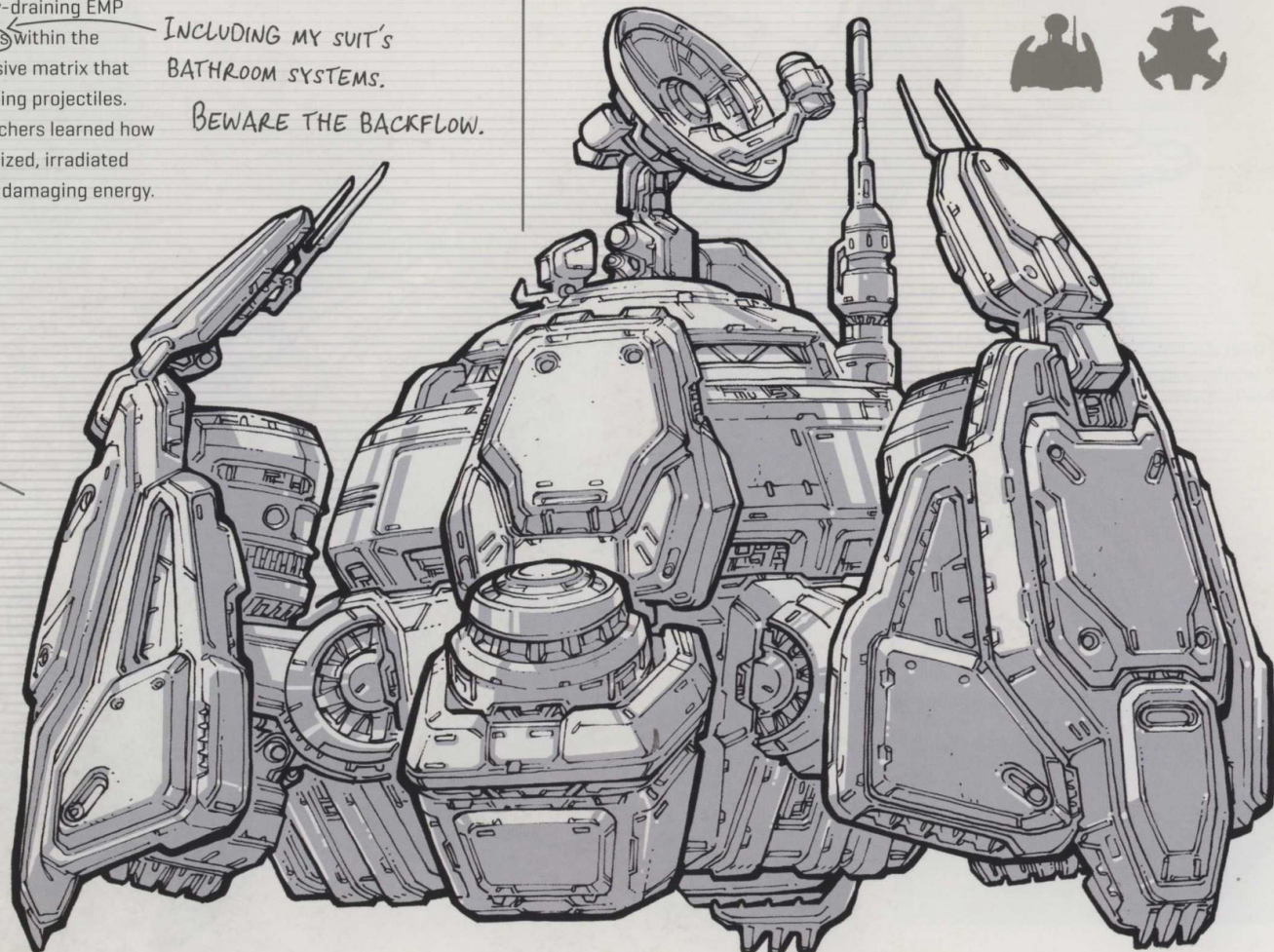
State-of-the-art sensor arrays

EMP shockwave generation

INCLUDING MY SUIT'S
BATHROOM SYSTEMS.
BEWARE THE BACKFLOW.

UNIT STATS

Role:	Battlefield Support / Detection / Repair
Armament:	Irradiation Stream EMP Shockwave
Size:	Super Heavy



Fantail rotor assembly for steering and banking

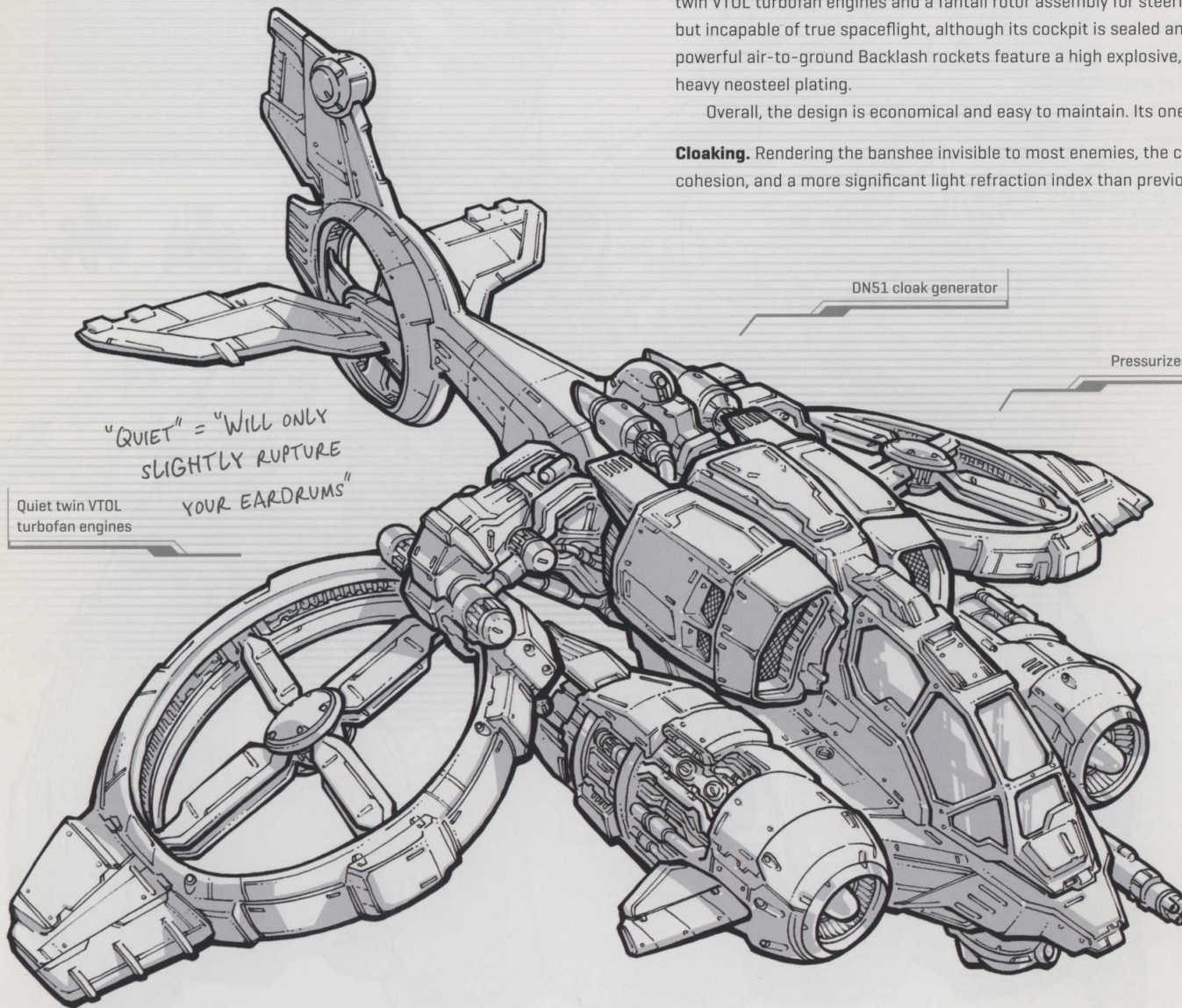
BANSHEE

The AH/G-24 tactical-strike aircraft, better known as the banshee, is a terrifying air-to-ground attack bomber. Fitted with twin VTOL turbofan engines and a fantail rotor assembly for steering and banking, the vessel is agile in atmospheric flight but incapable of true spaceflight, although its cockpit is sealed and equipped with a full life-support system. The banshee's powerful air-to-ground Backlash rockets feature a high explosive, plasteel-lined warhead designed to burn through even heavy neosteel plating.

Overall, the design is economical and easy to maintain. Its one drawback: no anti-air capability.

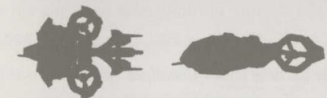
Cloaking. Rendering the banshee invisible to most enemies, the cloak generator features higher uptime, tighter field cohesion, and a more significant light refraction index than previous systems.

THAT'S WHY GOD INVENTED MARINES:
TO SHOOT DOWN ALL THE CRAP YOU CAN'T.



UNIT STATS

Role:	Cloaked Infantry-Support Aircraft
Armament:	Backlash Air-to-Ground Rockets
	Shockwave Missiles (optional)
Size:	Medium
Effective vs:	Siege Tank
	Ultralisk
	Colossus
Ineffective vs:	Viking
	Hydralisk
	Phoenix



Backlash rockets feature plasteel-lined warheads

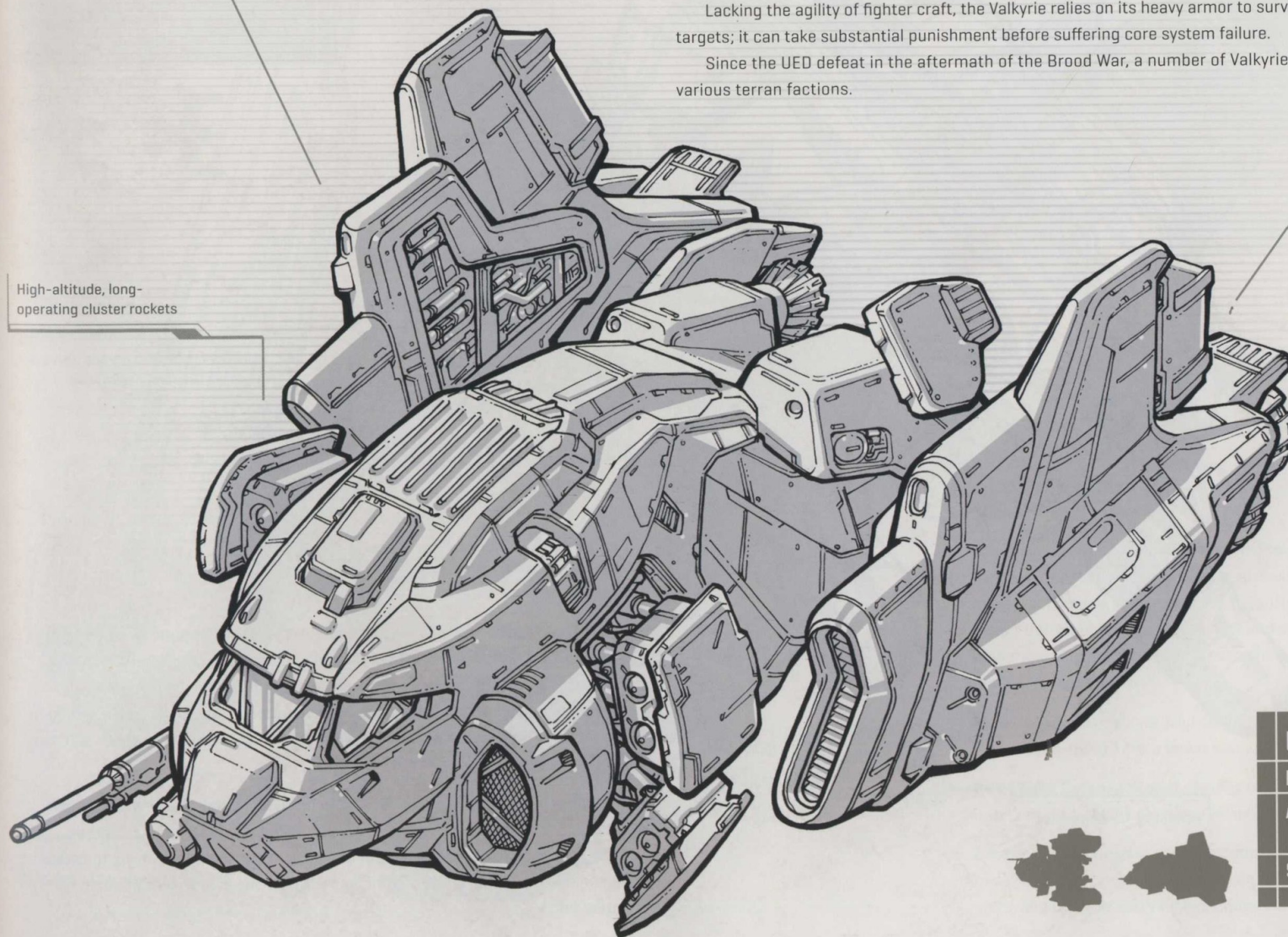


VALKYRIE

Heavy armor

High-altitude, long-
operating cluster rockets

Dual VTOL engines



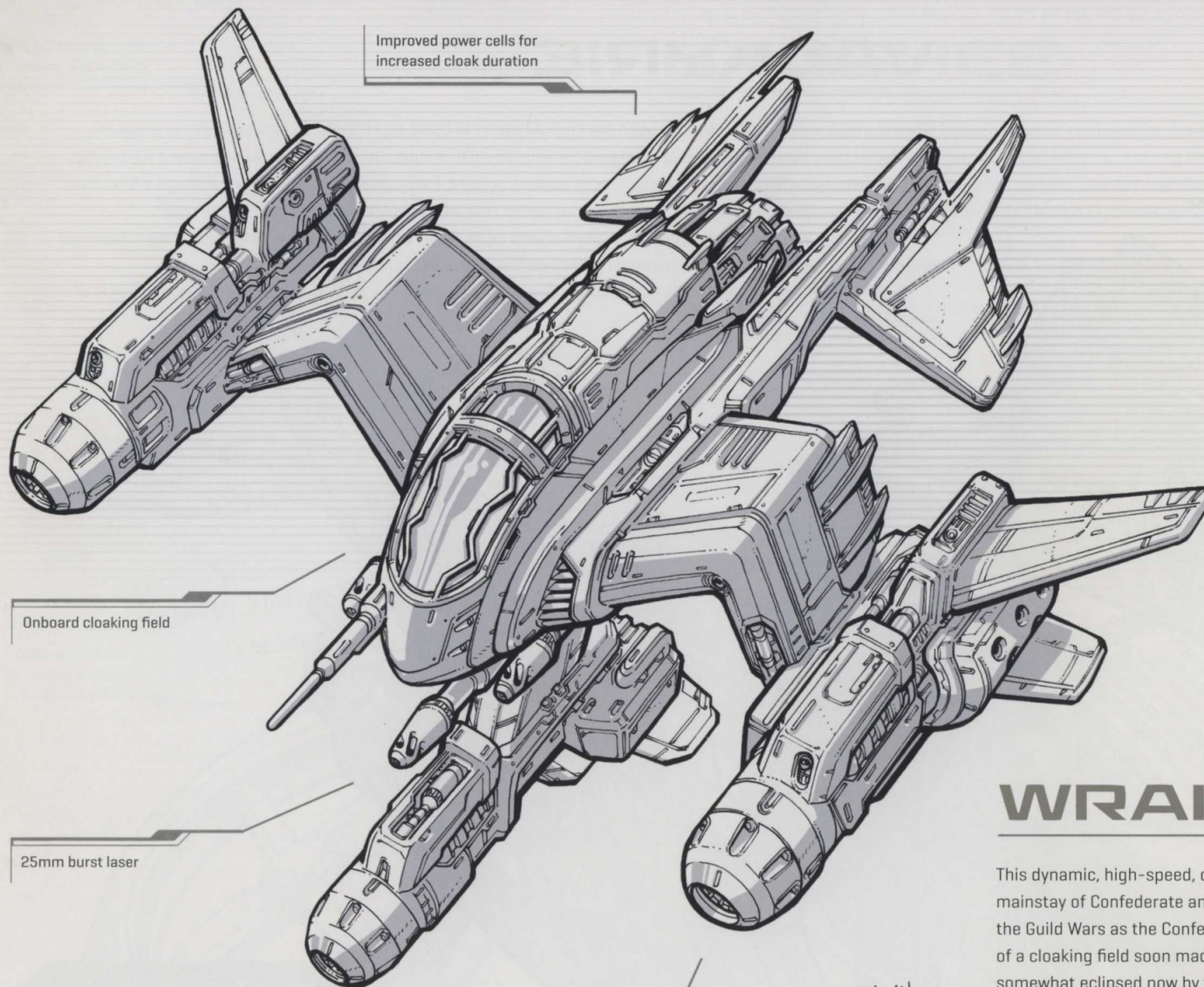
When the UED expeditionary fleet invaded the Koprulu sector in 2500, its strike force included several wings of this devastating long-range bomber. Designed for ship-to-ship combat, the Valkyrie employs vicious H.A.L.O. [high altitude, long operating] cluster rockets, fired in salvos of eight. Each cluster can tear quickly through a formation of light fighters or mutalisks with a blast dispersal radius that inflicts splash damage over a wide area.

Lacking the agility of fighter craft, the Valkyrie relies on its heavy armor to survive as its rocket volleys decimate targets; it can take substantial punishment before suffering core system failure.

Since the UED defeat in the aftermath of the Brood War, a number of Valkyries have fallen into the hands of various terran factions.

UNIT STATS

Role:	Missile Frigate
Armament:	H.A.L.O. Cluster Rockets
Size:	Heavy



Improved power cells for increased cloak duration

Onboard cloaking field

25mm burst laser

Gemini air-to-air missiles

CRAP ARMOR.
NO WONDER WE NEVER
SEE THEM ANYMORE.

YEAH, IN
DOMINION DAY
PARADES

UNIT STATS

Role:	Cloaked Aerospace Fighter
Armament:	25mm Burst Laser
	Gemini Air-to-Air Missiles
Size:	Heavy



Displacement field upgrade increases possible length of deployment

WRAITH

This dynamic, high-speed, one-person fighter was the longtime air-superiority mainstay of Confederate and then Dominion fleets. It went into service during the Guild Wars as the Confederate replacement for the Avenger, and the addition of a cloaking field soon made it a feared apparition in any battle space. Although somewhat eclipsed now by the viking/banshee combination, the Wraith still plays an important role in terran military tactics.

Cloaking. Although its weapon loadout is formidable, the Wraith is best known as a phantom killer. Improved power cells and a displacement field upgrade have increased the cloak's length of deployment and the ship's ability to dodge incoming enemy fire. Wraiths combined with banshees form a frightening cloaked strike force.



Stabilizer fins feature weep holes to secrete cooling solution

AI core monitors condition, temperature, energy levels, and external hazards

Heuristic detection algorithms sweep for cloaked threats

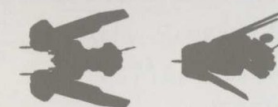
YEAH, LET'S GIVE ROBOTS THE ABILITY TO SWEAT. BATTLEFIELDS DON'T SMELL BAD ENOUGH ALREADY.

Advanced manufacturing plant

BEEP. BOOP.
WELCOME TO THE
SUCK, MY ROBO-BROS

UNIT STATS

Role:	Aerial Support Drone
Armament:	Seeker Missiles
	12mm gauss cannon (auto-turret)
Size:	Medium
Effective vs:	Banshee
	Roach
	Dark Templar
Ineffective vs:	Ghost
	Corruptor
	Phoenix



Neosteel and synthetic weave hull

RAVEN

The sleek raven was originally designed to provide low-level protection for isolated outposts, and its stunning success in that role has brought the raven into more frontline use as a battlefield support unit. Its advanced sensors instantly detect burrowed or cloaked enemies and protoss hallucinations, and its onboard manufacturing plant can quickly assemble and deploy several types of robotic tactical defense units.

Auto-Turret. Ravens can drop deadly unmanned gun turrets that rake the area with a rapid-firing 12mm gauss cannon.

PDD (Point Defense Drone). Ravens can place drones that use lasers to accurately intercept many types of enemy weapon fire.

Seeker Missile. Once engaged and locked, these thermobaric, laser-guided missiles will track targets relentlessly. Seeker missiles can target ground or air units, and the warhead's high-damage blast affects a wide area.

MISSILE TURRET

No Koprulu sector outpost is safe without a robust anti-air defense system plus sensors to detect hidden attackers. In the terran missile turret, you get both in an inexpensive two-for-one deal. Capable of automatic operation, this defense structure fires a rapid stream of Longbolt missiles at aerial attackers in range. It also features a tracking scanner with powerful sensors that detect cloaked or burrowed foes.

As missile turrets have no ground attack capability, marine rifle companies are often tasked with turret protection as part of their base defense duties.

Models with hi-sec auto-tracking feature improved missile range

Newer models feature reinforced titanium housing

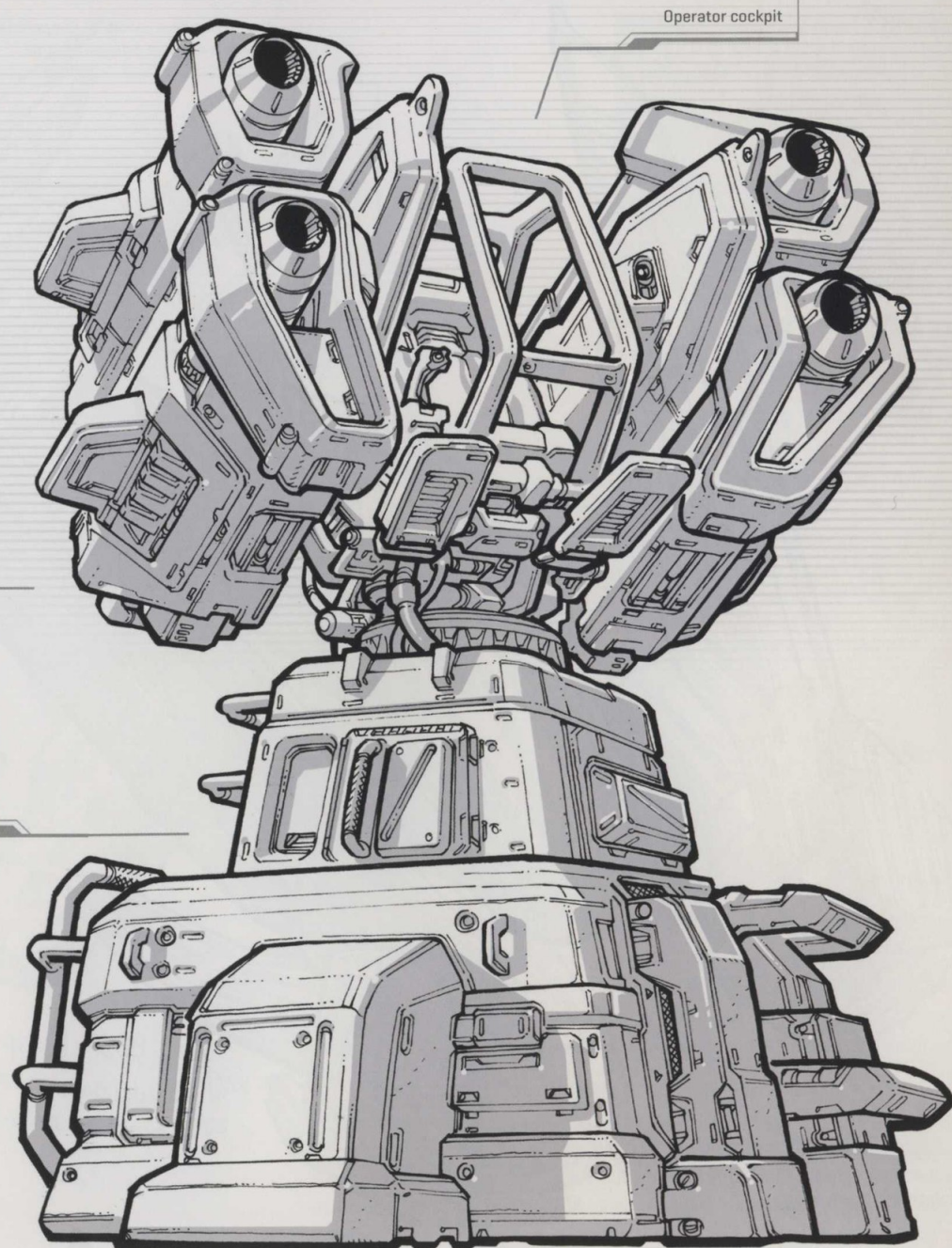
STATS

Role:	Anti-Air Defense
	Detection
Armament:	Longbolt Missiles
	Hellstorm Batteries (upgrade)
Size:	Medium



With discrete power cells, a missile turret is able to operate independently for up to forty years

BUT THEY BREAK DOWN
EVERY TWO MONTHS.

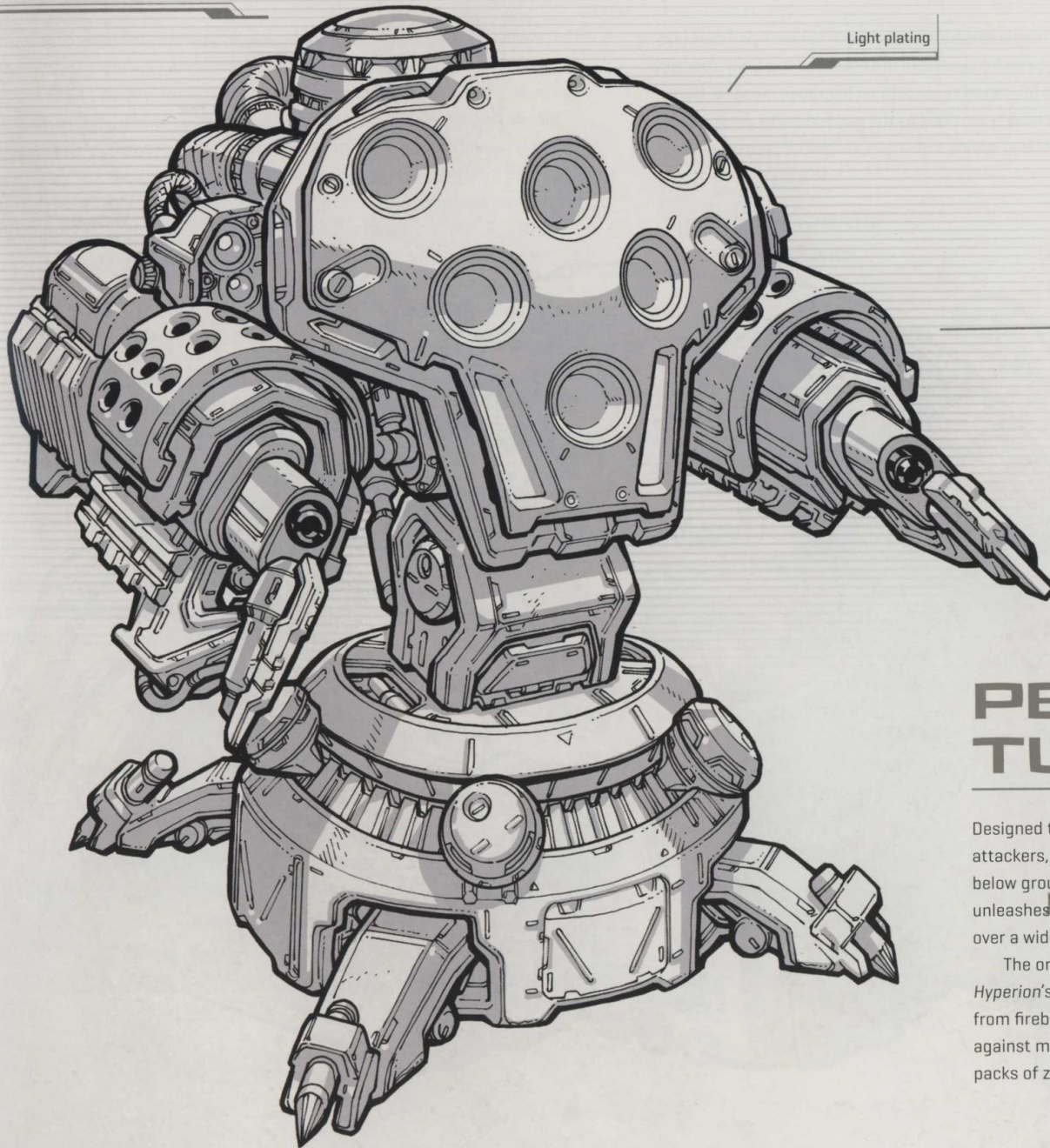


Operator cockpit



Onboard sensors automatically retract the turret underground in the absence of enemy forces

Light plating



STATS

Role:	Base Defense
Armament:	Perdition Flamethrower
Size:	Medium



Most effective as part of a dynamic defensive force with a complement of siege tanks and bunkered marines

FINALLY. SOMEONE GETS IT.
MARINES LOVE
NEOSTEEL WALLS.

Short-range Perdition flamethrower

PERDITION TURRET

Designed to supplement bunker garrisons in base defense against ground attackers, the automated Perdition turret is housed in a neosteel casing installed below ground level. When enemies advance into range, the turret pops up and unleashes a flaming stream of superheated plasma that inflicts massive damage over a wide area.

The original concept is credited to Egon Stetmann, the scientist running the Hyperion's research lab for Jim Raynor. Using Perdition flamethrowers scrounged from firebat suits, Stetmann conceived of a structure that is particularly effective against massed infantry. A small cluster of Perdition turrets can hold off large packs of zerglings.

BUNKER

MY BEST FRIEND IS THE MARINE
NEXT TO ME, DESK JOCKEY.

A bunker is a marine's best friend, hands down. Any soldiers who listen to frantic zerglings claw at their bunker's paristeel plating as they calmly eviscerate the enemy through the weapon port will quickly come to appreciate the beauty of this lowly structure.

Every bunker has space for four soldiers, although occupancy can be increased to six with an upgraded neosteel frame. Any soldier firing from inside a bunker gains extended range due to the stability provided by the weapon ports. An upgraded port adds a magnetic rail that increases the muzzle speed of fired projectiles, adding even more range.

STATS

Role:	Infantry Support Structure
Armament:	Shrike Turret (upgrade)
Size:	Medium



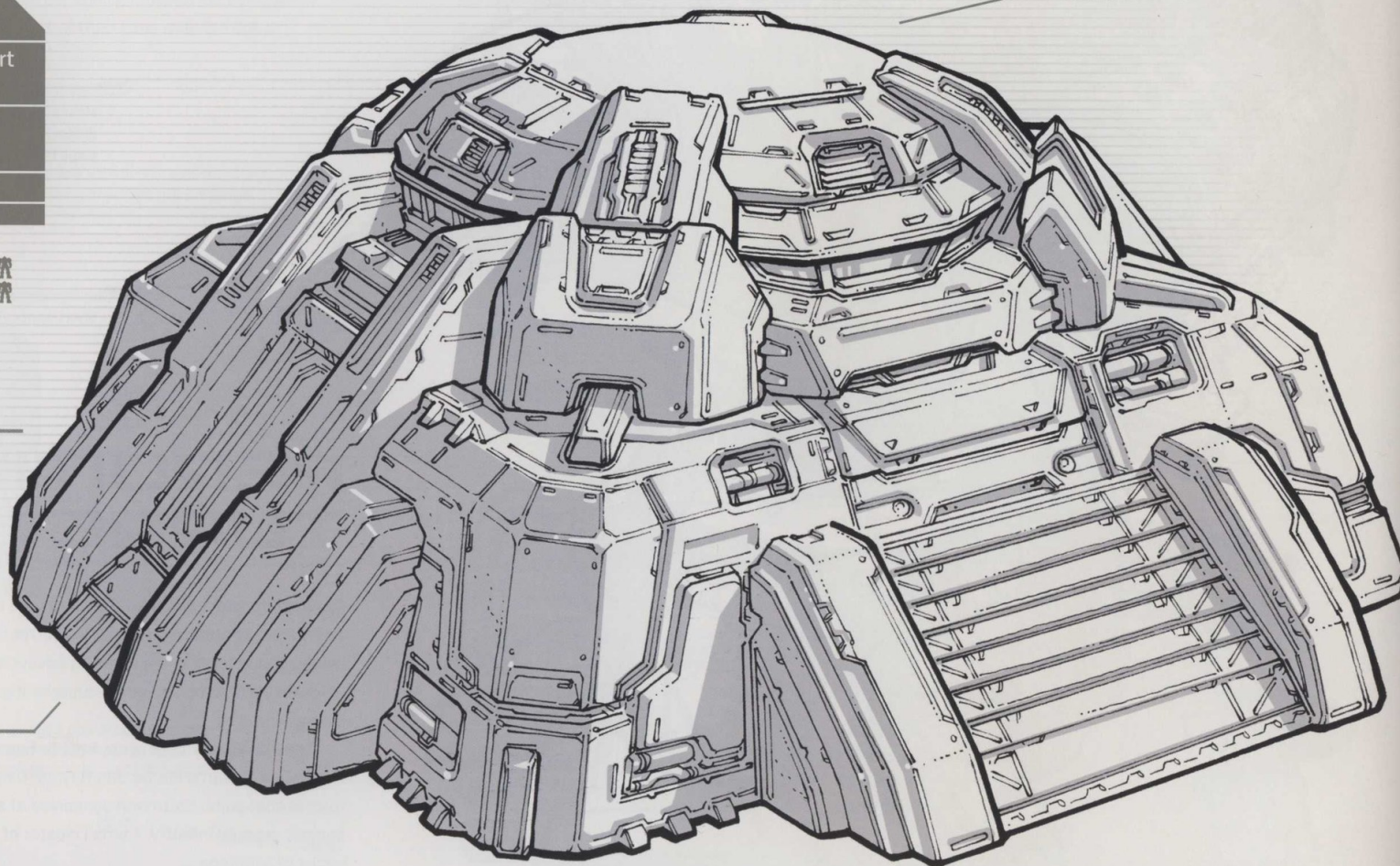
New Dominion models feature a more spacious interior and neosteel plating

NOW WE COULD USE SOME
CHAIRS, PLEASE.
PRETTY PLEASE.

A heavily reinforced model, adapted from the ultralisk's plate design, is undergoing testing

Interior ammunition racks

Top-mounted Shrike turrets available in some models



PSIONIC TECH

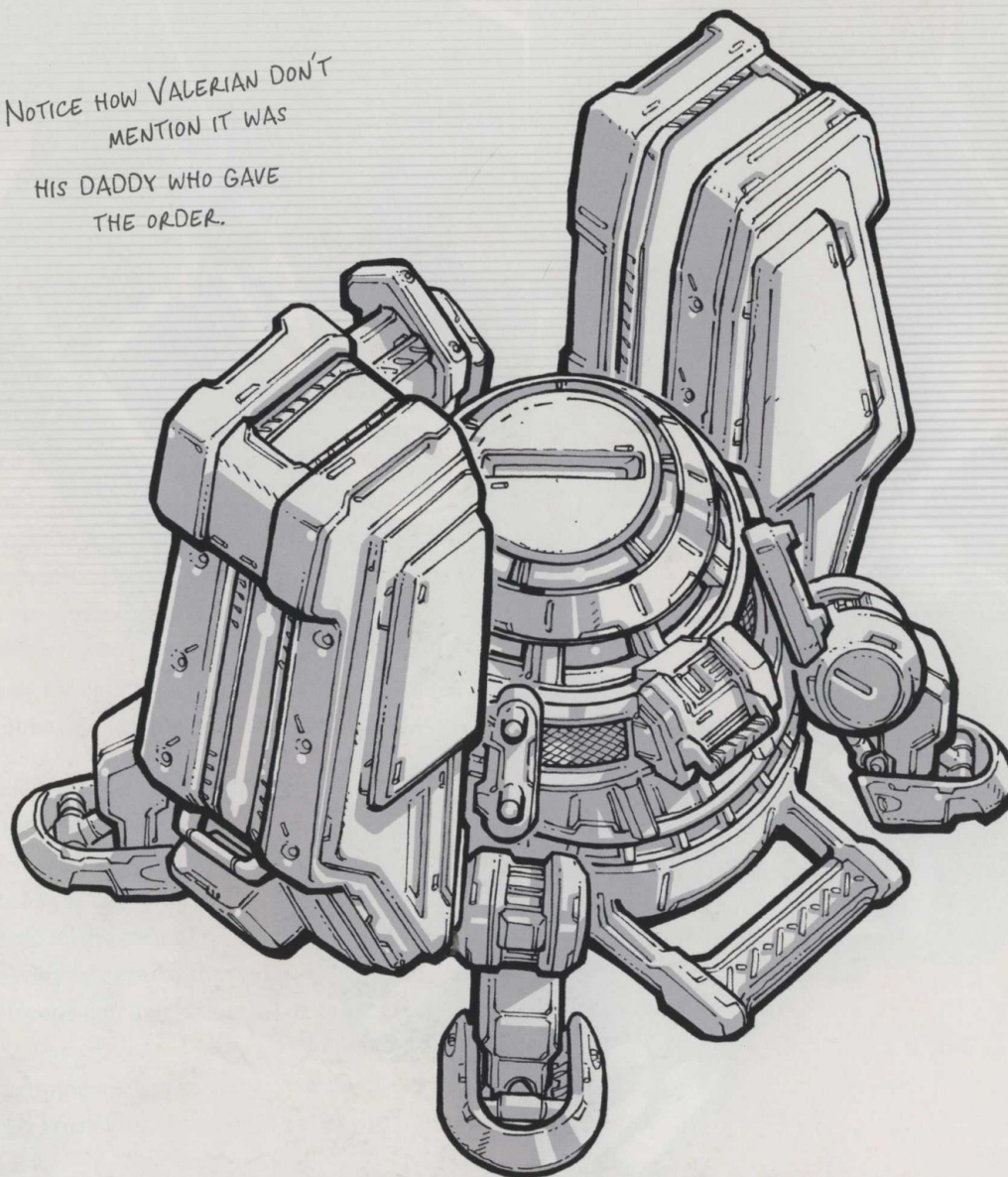
Psi Emitter. The transplanar psionic waveform emitter, or psi emitter, can broadcast the magnified neural imprint of a psionic individual across immense distances—up to twenty-five light-years away, in fact. This ability is frightening enough, given that psionic emanations can be lethal to life-forms and are not yet fully understood by terran science. But military researchers running the old Confederate ghost program also learned that psi emitter signals were particularly attractive to a newly discovered race that had been making appearances beyond the fringes of the Koprulu sector—a race called the zerg.

Ironically, this very discovery proved to be the Confederacy's undoing a few years later, when rebel-placed psi emitters lured billions of zerg to the Confederate capital world of Tarsonis. The ravenous Swarm quickly overwhelmed defenses and devoured entire cities.

Psi Disrupter. This structure disrupts zerg psionics, thus making it difficult for Swarm leaders to maintain control of minions. The first psi disrupter proved effective but was eventually destroyed on Braxis during the Brood War. Studies of its workings by UED researchers revealed that concentrated doses of sigma radiation could slow zerg movement and reaction speeds by up to 50 percent. Subsequent Dominion research confirmed this effect on zerg tissue, and smaller psi disrupters were developed to leverage the effect on the battlefield.

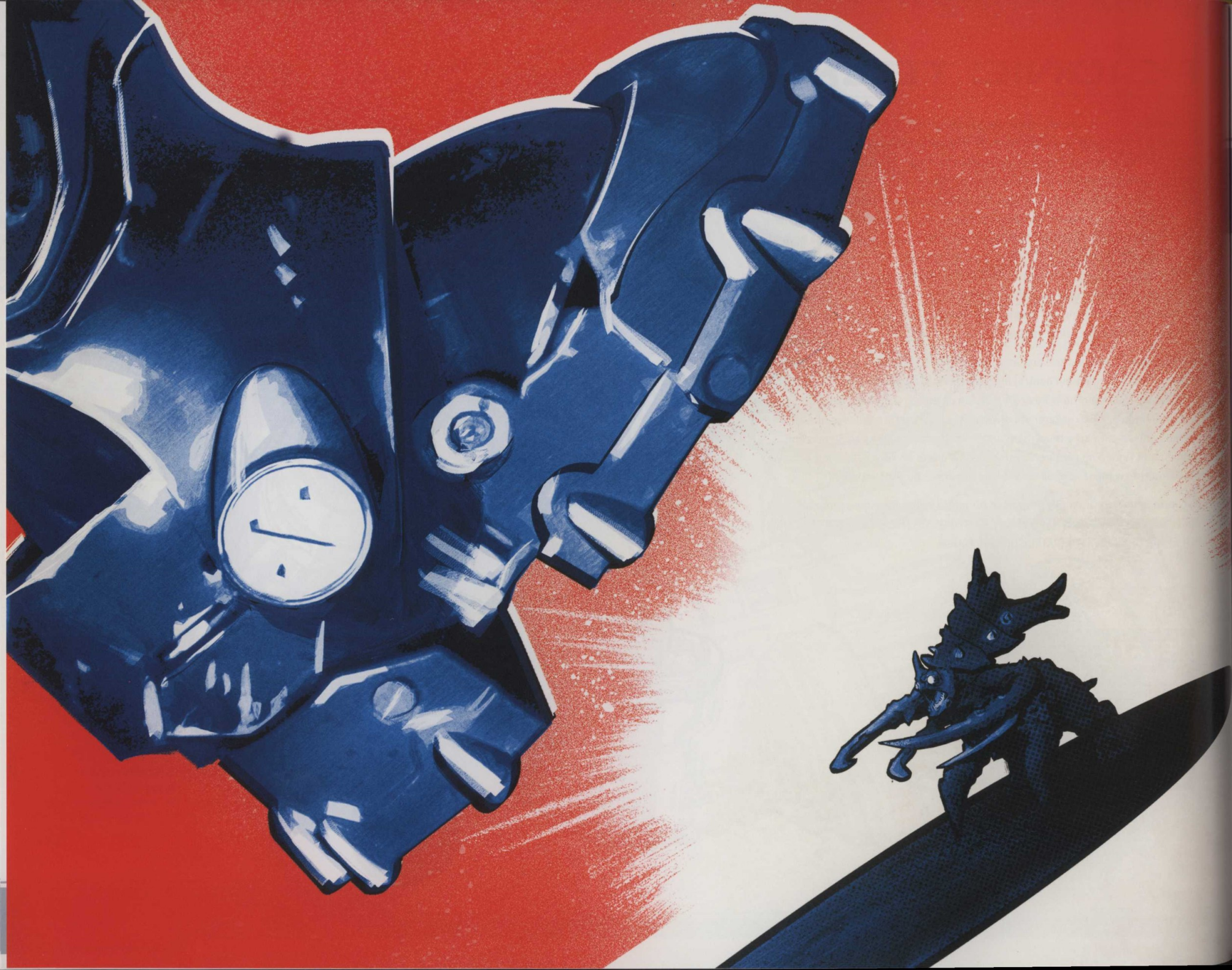
Psi-Indoctrinator. Originally developed for a top-secret Dominion program called ██████████ REPORT ANY SIGHTINGS OF THESE OBJECTS TO YOUR SUPERIOR OFFICER IMMEDIATELY. DO NOT TOUCH.

NOTICE HOW VALERIAN DON'T
MENTION IT WAS
HIS DADDY WHO GAVE
THE ORDER.



STATS

Role:	██████████
Origin:	██████████
Armament:	██████████ ██████████
Size:	██████████



ZERG

"It's simple. Exterminate the zerg. Burn them to ash. Let nothing survive."

—General Horace Warfield

RIP

OVERVIEW

The zerg are a fierce race guided by a single intelligence with an insatiable hunger for the DNA of other advanced species. As such, the zerg race is composed of many disparate species assimilated into a collective entity called the Swarm. Any newfound species with useful traits is infested with a hyperevolutionary zerg virus, then subsumed into the Swarm.

Once integrated, new life-forms are genetically manipulated into zerg "strains" that suit the Swarm's needs. This bioengineering replaces traditional technologies—that is, the zerg use biological strains to fill the same roles that military-industrial engineering fills for other races. Claws, spines, carapaces, and microbes replace blades, guns, armor, and chemical weaponry.

All marines should become familiar with the following zerg-related terms:

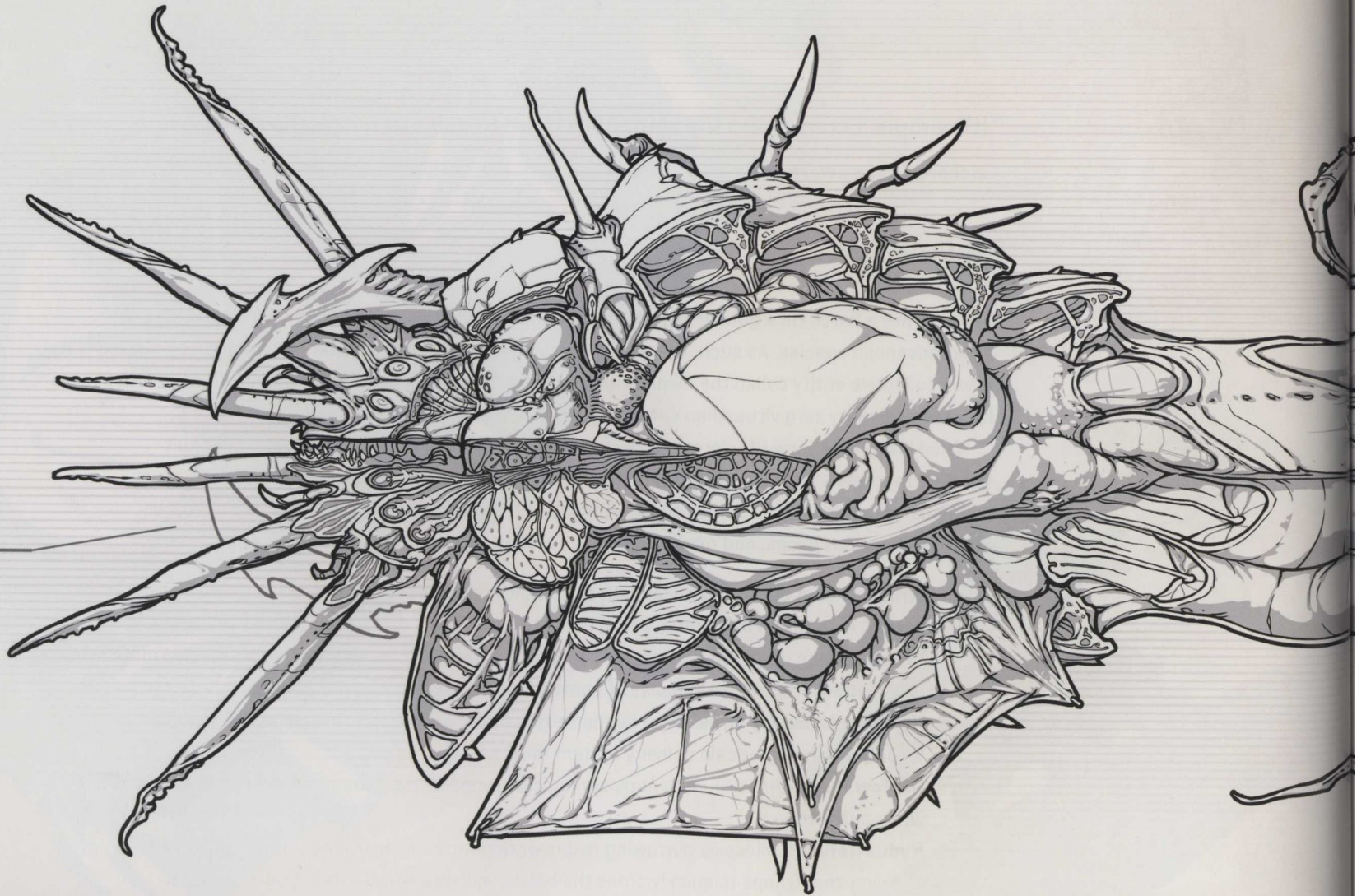
- **Strain.** A mutation of a primary zerg breed.
- **Creep.** A living carpet of bio-matter used to transfer nutrients to zerg structures and units.
- **Infestation.** The cellular process of converting non-zerg forms into zerg.
- **Hyperevolutionary Virus.** Used by the zerg to infest and rapidly mutate other species.
- **Virophage.** A large-scale delivery system for the zerg virus.
- **Burrow.** Many zerg ground troops can quickly tunnel underground. Some can even move while burrowed.
- **Nydus Network.** Massive burrowing nydus worms form underground tunnel networks, allowing zerg troops to quickly cross the battlefield via a worm's intestinal passages.

ZERG BIOLOGY: THE EVOLUTION MASTERS

Zerg larva

Extra organs ensure
compatibility with
Swarm's genetic library

WHAT'S A LIBRARY?



Zerg are a race of biological, killable, flesh-and-carapace creatures—and every Dominion marine should remember that, even in the teeth of a vicious, shrieking assault. Individual zerg exhibit no initiative and are not as strong as their terran or protoss counterparts in one-on-one matchups.

However, the Swarm can spawn large numbers of troops very quickly, relying on sheer numbers and attrition to overwhelm foes. Thus it is mission critical to target the biological spawning centers of a zerg colony as soon as tactically possible.

UH...
EVER TRIED TO
WRESTLE A
ZERGLING?
NOT FUN.

ZERG PROPAGATION

Zerg do not reproduce in the typical sense, nor does the Swarm train soldiers or manufacture military hardware like other races. Instead, a central hatchery generates larvae that access zerg genetic codes, then morph into various zerg breeds. Each morphed entity emerges as a fully mature, functional, and trained fighting or support unit.

This system of propagation is both an advantage and a drawback, as all zerg production is necessarily centralized. Thus the zerg guard their hatcheries with fanatical zeal. Left unchecked, zerg multiply at an alarming rate.

ZERG EVOLUTION

Again, zerg are driven by a relentless need to hunt down, consume, and assimilate the DNA of advanced species. How exactly the Swarm manipulates genetic codes is not fully understood. Dominion scientists suspect the presence of a central intelligence that exhibits an astounding, nearly quantum degree of big-data processing, far beyond current terran capabilities. This posited “evolution master” clearly experiments with DNA mutations and constantly upgrades zerg strains, enhancing traits deemed useful and discarding the rest.

UGLY SOB,
I BET.

ZERG REGENERATION

Perhaps the greatest advantage of the zerg’s biological nature is their remarkable healing capacity. Zerg alpha-amino acids possess unique R-group properties that allow dead cell matter to combine with normal proteins to create new cells. Therefore, under normal circumstances, zerg may regenerate indefinitely. Given time, even a gravely wounded zerg may return to full health. Thus, a zerg colony remains viable if even one creature or structure survives.

...Zzzzzzzzzzz...

THEIR LOSS



Tendrils absorb nutrients from creep and facilitate movement

AN ANALYSIS OF ZERG INFESTATION

Zerg can assimilate creatures and planets by devouring them outright or, more typically, by infesting them. Using spores, parasitic toxins, or a hyperevolutionary virus, the Swarm can convert individuals, populations, and even entire planetary biosystems into extensions of its will. Dominion marines need to understand infestation in order to interdict the insidious process of turning non-zerg into zerg.

METHOD 1: SPORE DROP

Before the Swarm invades a planet, zerg fleets typically drop a massive payload of hive spores to seed the surface. These spores spew a flood of creep, initiating infestation. Creep is the viscous, slimy lifeblood that nourishes and binds all zerg colonies. Every zerg colony is a living organism, and its "structures" are giant organs. Creep's living carpet of bio-matter delivers nutrients to those structures and to zerg larvae. It also forms the colony's physical infrastructure. Thus, creep is an essential foundation of zerg infestation.

METHOD 2: VIRAL DELIVERY

The Swarm's most direct method of infesting other life-forms is the zerg hyperevolutionary virus. Infection is delivered via virophages, foul organic structures spewing a toxic soup that includes the virus. Planted by zerg creatures called infestors, these "delivery systems" are usually deployed near terran barracks, colonies, or other population centers. [Virophages produce their own creep substructure, so infestors can also plant them on space stations.] The parasitic bio-toxins infect nearby terrans quickly, converting them into mindless, disposable soldiers who stream to attack the nearest non-zerg entities.

INFESTED TERRANS

One of the most disturbing sights Dominion marines can face is a shambling horde of fellow terrans—some with twisted yet perhaps familiar faces—staggering toward their rifle company. Early forms of zerg infestation targeted unarmed civilians, whose internal chemistry would morph into a volatile stew. These poor, mindless creatures would charge non-zerg targets, then explosively self-destruct.

In recent years, the Swarm has modified the virus to produce zergling-like claws in infested troops, some of whom can still operate their basic weaponry. Other infested victims are transformed into rugged four-legged, two-armed creatures called aberrations, which resemble dark, pus-filled centaurs. Stay alert: infested marines can attack you from any range.

PROTOSS PURIFICATION

Despite the zerg's evolutionary acumen, it is believed that the Swarm cannot yet infest protoss, nor can they assimilate protoss DNA. Terran scientists believe that the unique psionic essences of protoss genetics resist such infestation. That said, the protoss take extreme measures to prevent infested planets from harboring expansive zerg colonies. Using a process called purification, protoss fleets will incinerate entire planetary surfaces, as they did with Chau Sara in 2499.

I HEARD THERE WAS A CURE.
THEN I HEARD THERE WASN'T.

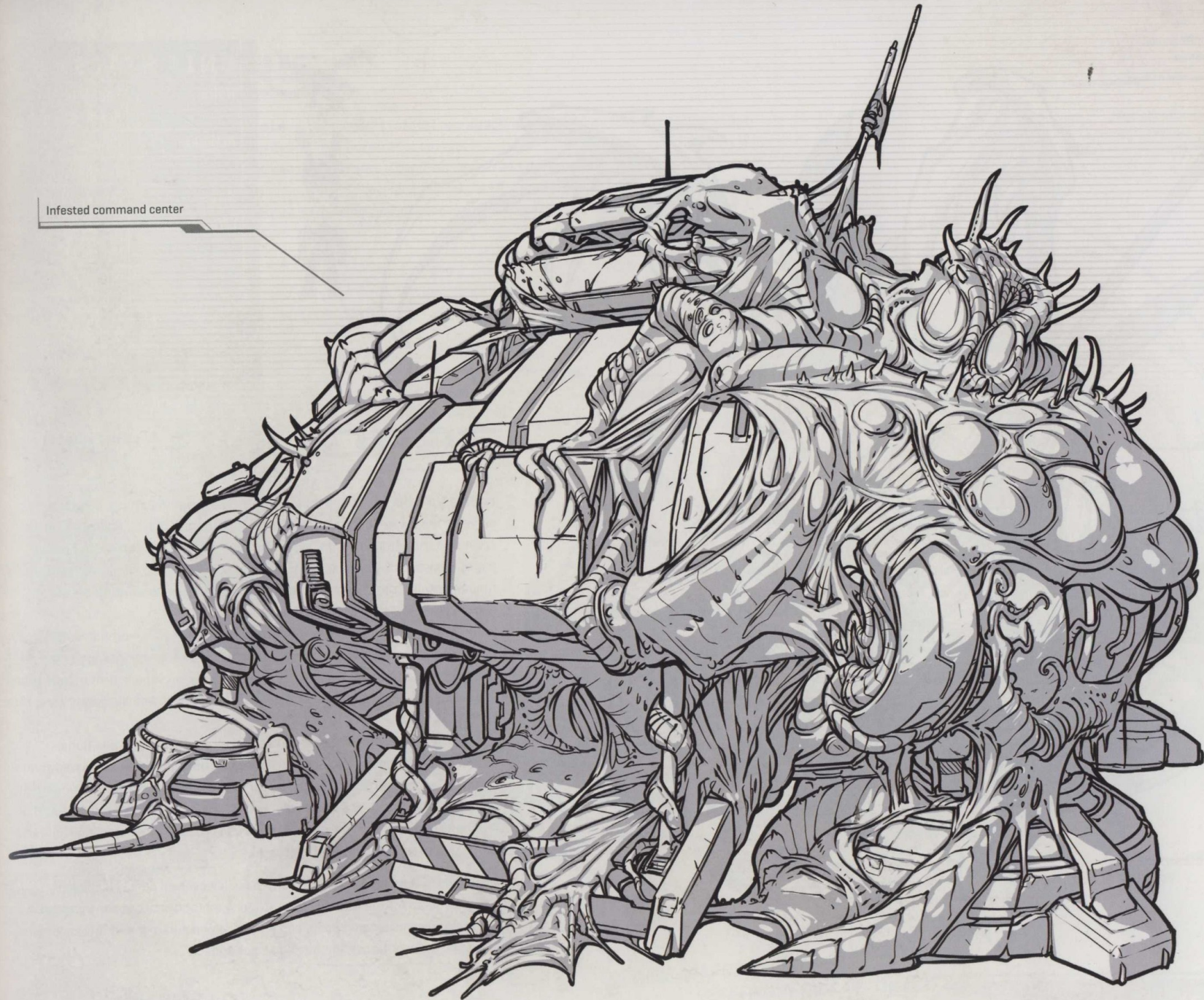
MAKE UP
YOUR
MINDS.

GLASSING

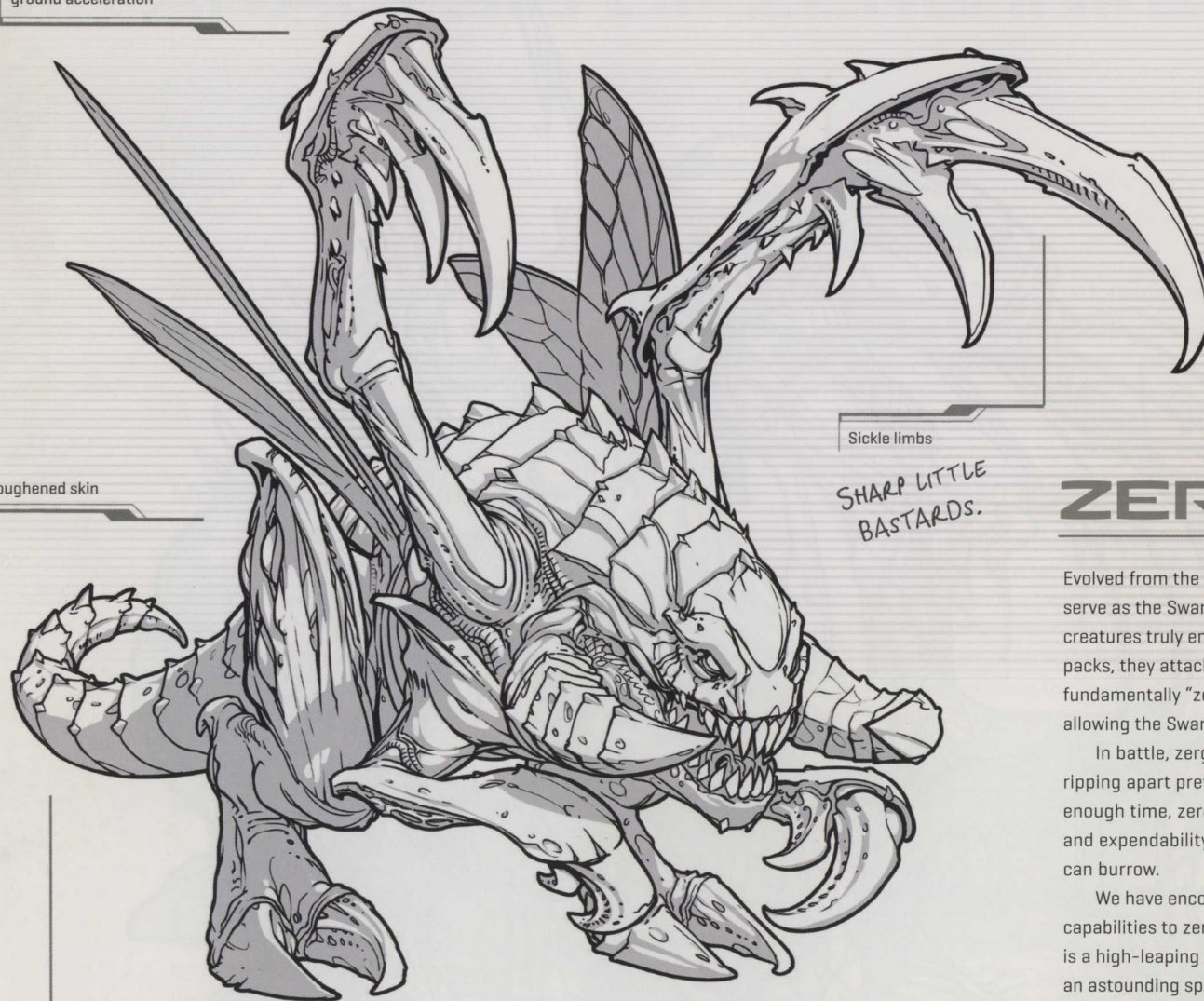
WE SURE IT'S
IMPOSSIBLE?
I HEAR DIFFERENT...



Infested command center



Venational wings increase ground acceleration



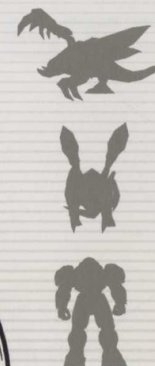
Sickle limbs

SHARP LITTLE BASTARDS.

Toughened skin

Spiked tail

Sharp incisors, primarily used for tearing flesh



UNIT STATS

Role:	Fast Melee Assault Scout
Attacks:	Claws Teeth
Size:	Ultralight
Effective vs:	Marauder Hydralisk Stalker
Ineffective vs:	Hellion Baneling Colossus

ZERGLING

Evolved from the agile dune-runners of the sand-world Zz'gash, zerglings serve as the Swarm's frontline melee assault troops. These small but savage creatures truly embody what "swarm" means to the zerg. Massed in bestial packs, they attack with one mind. Their genetic code is so simple to replicate—so fundamentally "zerg"—that a single larva can spawn two separate zerglings, allowing the Swarm to produce them quickly.

In battle, zerglings simply overwhelm foes with sheer numbers and ferocity, ripping apart prey with their sickle-like limbs and razor-sharp fangs. Given enough time, zerglings can claw through even terran vehicle armor. Raw speed and expendability make them effective scouts as well. And like many zerg, they can burrow.

We have encountered a pair of mutated strains that bring additional capabilities to zergling troops. First sighted on the planet Calus, the raptor strain is a high-leaping zergling that can traverse low cliffs and close in on targets at an astounding speed. The swarming variant was first encountered on Astrid III. Hatcheries infused with this genetic code can produce three zerglings per larva with a much-shortened gestation period.

Metabolic Enhancements. The Swarm has also evolved deadly biological enhancements for the base zergling strain. A metabolic boost can increase the zergling's movement speed, and adrenal gland enlargement drives it into a perpetual state of frenzy, increasing attack speed.

⤴ SPEEDINGS!



BANELING

Morphed from a live zergling host instead of a larva, the baneling has just one attack: it slams into its foes and explodes. But the grisly explosion splashes searing acid in a radius from the point of contact.

Before the morph can occur, the zerg hive cluster must have a baneling nest to add the breed's genetic code. Once a nest is in place, any zergling on the field can be commanded to form a fleshy chrysalis for a brief pupation state, and then it will burst forth as a baneling—a foul, bloated creature with bulbous, acid-filled green sacs pulsating on its back.

Highly corrosive
acidic payload

UNIT STATS

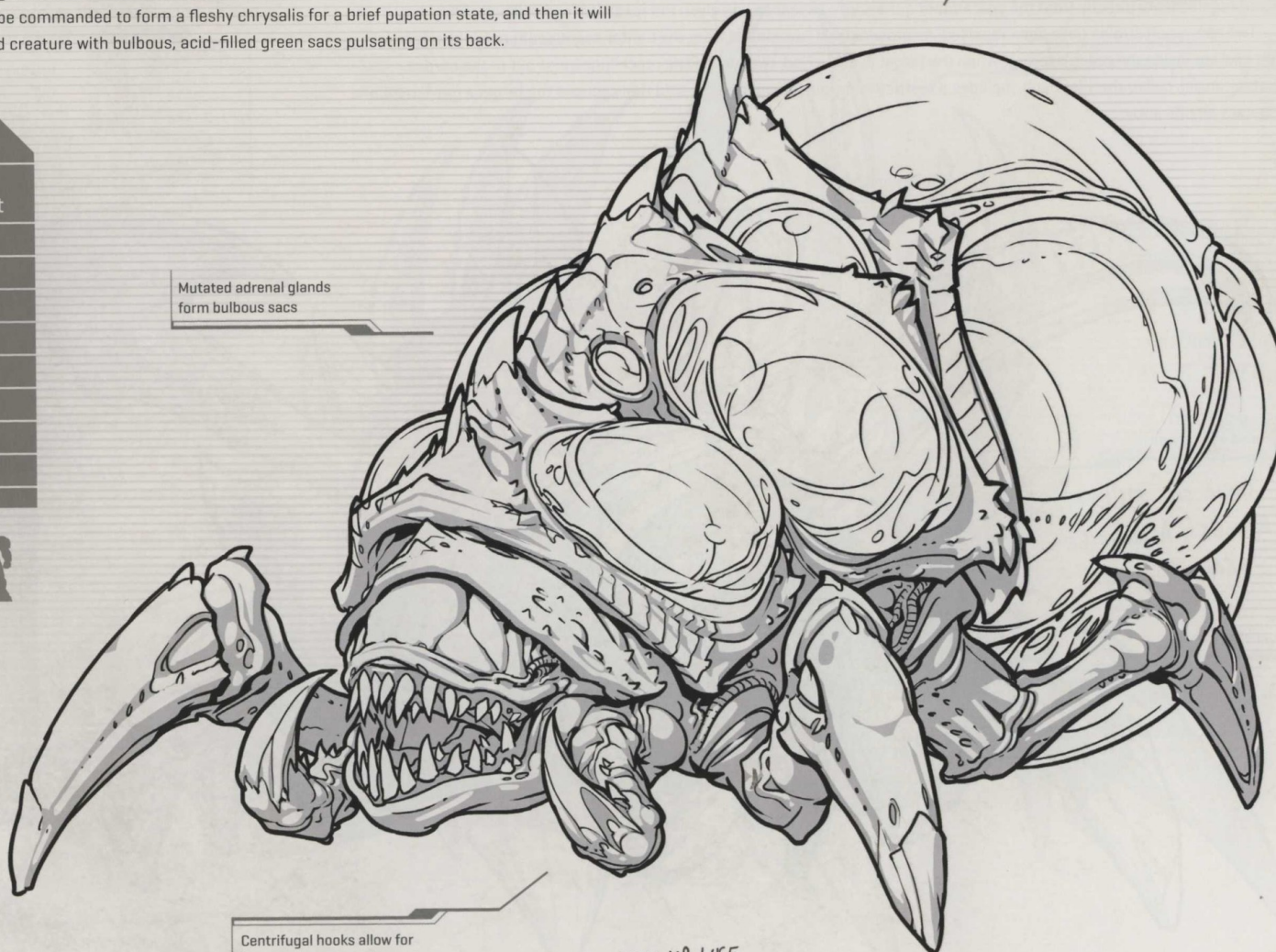
Role:	Ground Demolitions Unit
Attack:	Volatile Burst
Size:	Medium
Effective vs:	Marine
	Zergling
	Zealot
Ineffective vs:	Marauder
	Roach
	Stalker

Mutated adrenal glands
form bulbous sacs



Spiked, ambulatory legs
can adapt for burrowing

Centrifugal hooks allow for
increased movement



NOTHING WAKES YOU UP LIKE
SEEING A PACK OF THESE
TUCKING AND ROLLING TOWARD YOU.

ROACH

SAYS WHO?!

Veteran marines begrudgingly admire this tough, armored monstrosity for its unprecedented ability to absorb extensive damage, then burrow and quickly repair itself underground. The roach's DNA essence is based on the resilient zantar slug found in the humid mountain crevasses of Garrxax. If damaged, this tiny acidic creature heals its own wounds rapidly by absorbing nutrients directly from the soil. Adapting the slug's essences has given the roach its regenerating ability.

Two new roach strains have been reported. A corpser strain (developed from the Cantar scantipede) can inject parasites that gestate inside the roach's target. When the target is destroyed, two nasty little roachlings burst out of the corpse. Another strain, called the vile roach, includes a restrictive hardening agent in its acid that reduces the target's movement and accuracy significantly.

BLAH BLAH BLAH

THEY HIDE
AND THEY HEAL
AND IT SUCKS.

Osmotic epithelium allows
for speedy regeneration

Mounted scythelike appendages

Thick armored shell

Striated saliva ducts

THEIR SPIT MELTS
BUNKERS. ALWAYS BE
READY TO EVAC.

Tunneling claws

UNIT STATS

Role:	Medium-Range Attacker
Attack:	Acid Saliva
Size:	Medium
Effective vs:	Hellion
	Zergling
	Zealot
Ineffective vs:	Marauder
	Ultralisk
	Immortal



RAVAGER

Unfortunate Dominion field operatives recently encountered a bilious new zerg strain directly evolved from the roach. The ravager displays the mortar-like ability to fire volleys of acidic bile at distant air or ground targets. This bile appears to be potent enough to destroy even force fields, a combat trait observed in no other known life-form in the Koprulu sector.

Thus the corrosive attack—quite effective against heavy units and structures—may be a zerg-evolved intelligent design to boost the ravager's utility against entrenched positions. Marines should note that the expelled acid projectile is slow-moving enough that it can be dodged or outrun.

UNIT STATS

Role:	Siege Assault
Attacks:	Corrosive Bile
	Plasma Discharge
Size:	Heavy
Effective vs:	Siege Tank
	Lurker
	Sentry
Ineffective vs:	Marauder
	Ultralisk
	Immortal

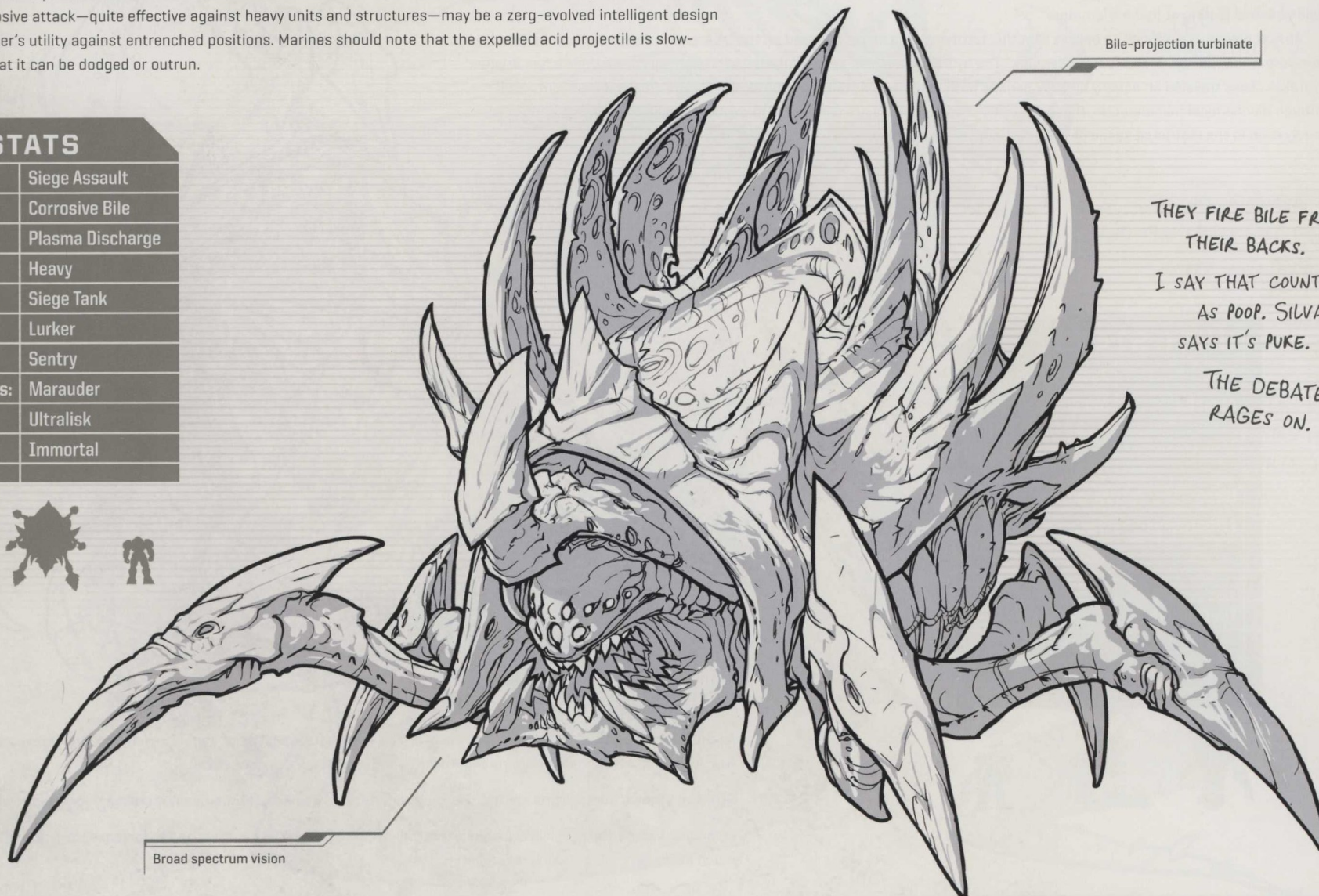
Hardened bone spikes

Bile-projection turbinate

THEY FIRE BILE FROM
THEIR BACKS.

I SAY THAT COUNTS
AS POOP. SILVA
SAYS IT'S PUKE.

THE DEBATE
RAGES ON.



Broad spectrum vision

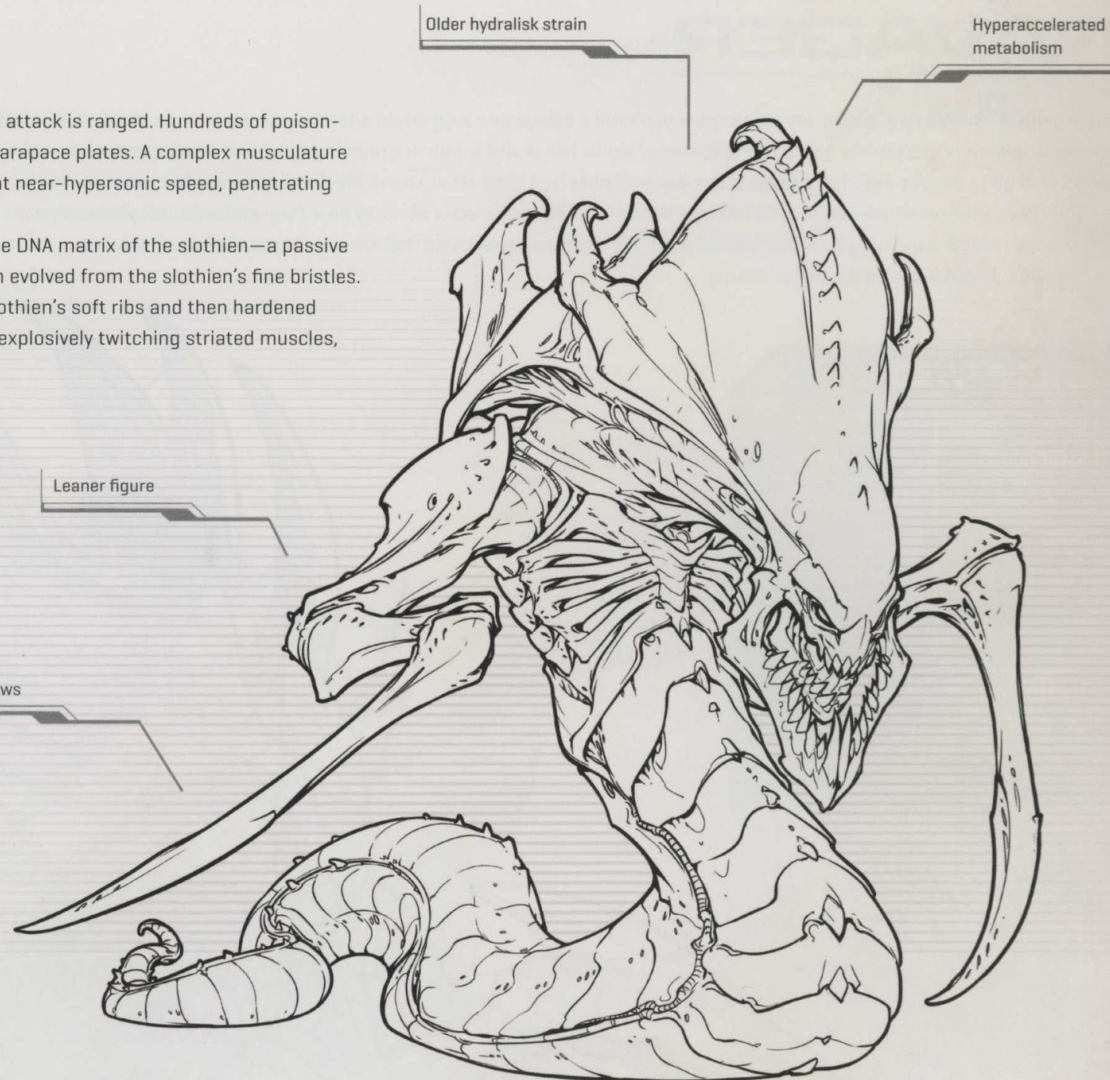
HYDRALISK

The nightmarish hydralisks are the shock troops of the zerg Swarm. Their most lethal attack is ranged. Hundreds of poison-coated needle spines are housed like ammo in a magazine in the hydralisk's rugged carapace plates. A complex musculature [4,000 unique hydralisk muscles compared to a terran's 629] can launch the spines at near-hypersonic speed, penetrating solid neosteel plating at half a kilometer.

At first glance, it's difficult to believe that this terrifying zerg strain is based on the DNA matrix of the slothien—a passive herbivore widely known as the "caterpillar cow." The hydralisk's needle spine mutation evolved from the slothien's fine bristles. Hydralisk claws traveled an equally unlikely genetic path. Initially adapted from the slothien's soft ribs and then hardened through biochemical manipulation, these nasty, tri-bladed scythes are connected to explosively twitching striated muscles, deadly even in the restricted space of tight corridors or trenches.

UNIT STATS

Role:	Assault Warrior
Attacks:	Needle Spines
	Teeth
	Claws
Size:	Medium
Effective vs:	Banshee
	Mutalisk
	Void Ray
Ineffective vs:	Siege Tank
	Zergling
	Colossus



MUTATIONS

As the backbone of the zerg onslaught, the hydralisk is the intense focus of ongoing evolutionary improvement. The Swarm has developed additional mutations that make hydralisks even more dangerous.

Grooved Spines. Some hydralisks are spawned with grooved spines to dramatically increase their attack range.

Muscular Augments. Hydralisks can be genetically altered for greater musculature to increase their rate of locomotion by as much as 25 percent, both on and off creep.



Endocrine and adrenal systems overproduce aggression-inducing hormone

Weakness: Head is exposed and vulnerable

~~PUNCHING THEM IN THE NOSE
WILL CHASE THEM AWAY.~~

NOPE! TRIED IT!

Serrated mandibles feature a bite force measured at 5,000 psi

WHO MEASURED THAT??

AND ARMORED.
SHOOT 'EM IN
THE CHEST,
YOU IDIOTS.

~~STAND SIDEWAYS,
AND THE SPINES WILL GLANCE
OFF YOUR ARMOR.~~

Poisonous needle spines

NOPE.
BILLY TRIED IT.
(RIP BILLY.)

Razor-sharp, high-density bone claws

CAN'T BLOCK THESE
WITH YOUR RIFLES.

LENNY TRIED. (RIP LENNY.)

THEY DIP THEIR
HEAD BEFORE THEY
SHOOT.

High-density, extendable spines
marked with bone spikes

WHERE ARE THEY?
NOBODY'S ACTUALLY SEEN
THEM ABOVE GROUND.

ARE THEY HERE?

HERE??

WHERE?!

Evolved from the hydalisk
warriors of Tiamat

Slow-moving
ambulatory legs

Burrower claws

LURKER

A subterranean terror that first appears as a sudden eruption of lacerating spikes from the ground, the lurker is the rare zerg strain that can attack while burrowed. Deployed primarily for hive cluster defense or supply line harassment, lurkers have also been known to ambush forces traveling through tight corridors and chokepoints.

Evolved directly from living hydalisks, aboveground the lurker is a lumbering, defenseless entity. Once burrowed, it shoots out spines capable of impaling entire squads of light infantry, bursting upward through the surface. The spiked eruptions are sometimes so powerful that they deal seismic damage to nearby units.

UNIT STATS

Role:	Burrowed Defense
	Siege Unit
Attack:	Subterranean Spines
Size:	Heavy
Effective vs:	Marine
	Hydralisk
	Zealot
Ineffective vs:	Siege Tank
	Ultralisk
	Disruptor



DRONE

The unassuming zerg drone serves two critically important roles for the Swarm. Originally, zerg evolution assimilated DNA from the gashyrr wasp of Eldersthine to create an efficient, durable worker for the job of gathering resources for the colony. But much like the zerg larvae, the drone had essences that were so clean and adaptable that the strain became the genetic stem—the biological starting point—for all zerg colony structures.

A drone can dutifully serve the Swarm's inexorable compulsion to expand by sacrificing its own body to the mutation of new colony organs—what we call "buildings." Glandular secretion of a remarkably strong and resilient bonding substance [dubbed "B-5801" by terran scientists] forms the structural bulk of all drone mutation. The drone's fleshy, webbed stabilizer membrane creates a malleable template that frames each structure as it quickly mutates into final form.

UNIT STATS

Role:	Resource Collector
	Colony Stem Structure Template
Attack:	Claws
Size:	Medium



ME: 6 METERS ← DRONE PUNTING RECORDS

CARLA: 9.2 METERS

LENNY: 2 METERS

BILLY: 4.5 METERS

DAVID: 5.8 METERS

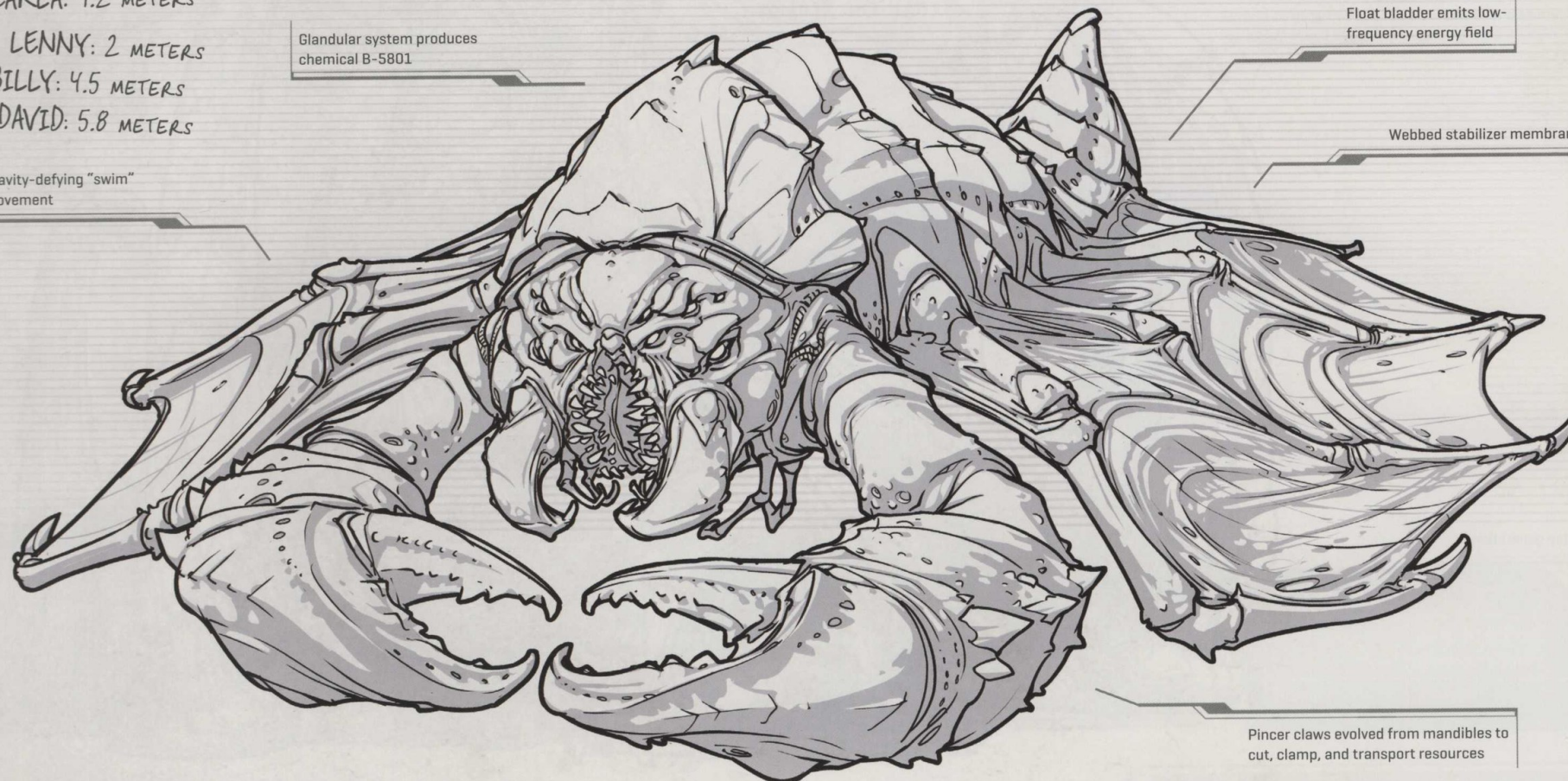
Glandular system produces
chemical B-5801

Gravity-defying "swim"
movement

Float bladder emits low-
frequency energy field

Webbed stabilizer membrane

Pincer claws evolved from mandibles to
cut, clamp, and transport resources



HATCHERY

The hatchery is the beating heart of every zerg colony. It is a living organism, and it performs three vital functions that no colony can survive without: it generates creep, births larvae, and processes raw resources into the nutrients needed to feed all zerg mutations.

Zerg Larvae. These remarkable beings can receive a genetic code from the Swarm's "library" of strains, cocoon into a pupal state, then replicate the implanted DNA at an astounding rate, morphing quickly into a fully adult reproduction of the ordered strain.

Marines should be aware that colony eradication operations must be obsessively thorough. Just one surviving larva can morph into a drone—with time, that drone can become a hatchery.

STATS

Role:	Colony Foundation Structure
Size:	Super Heavy



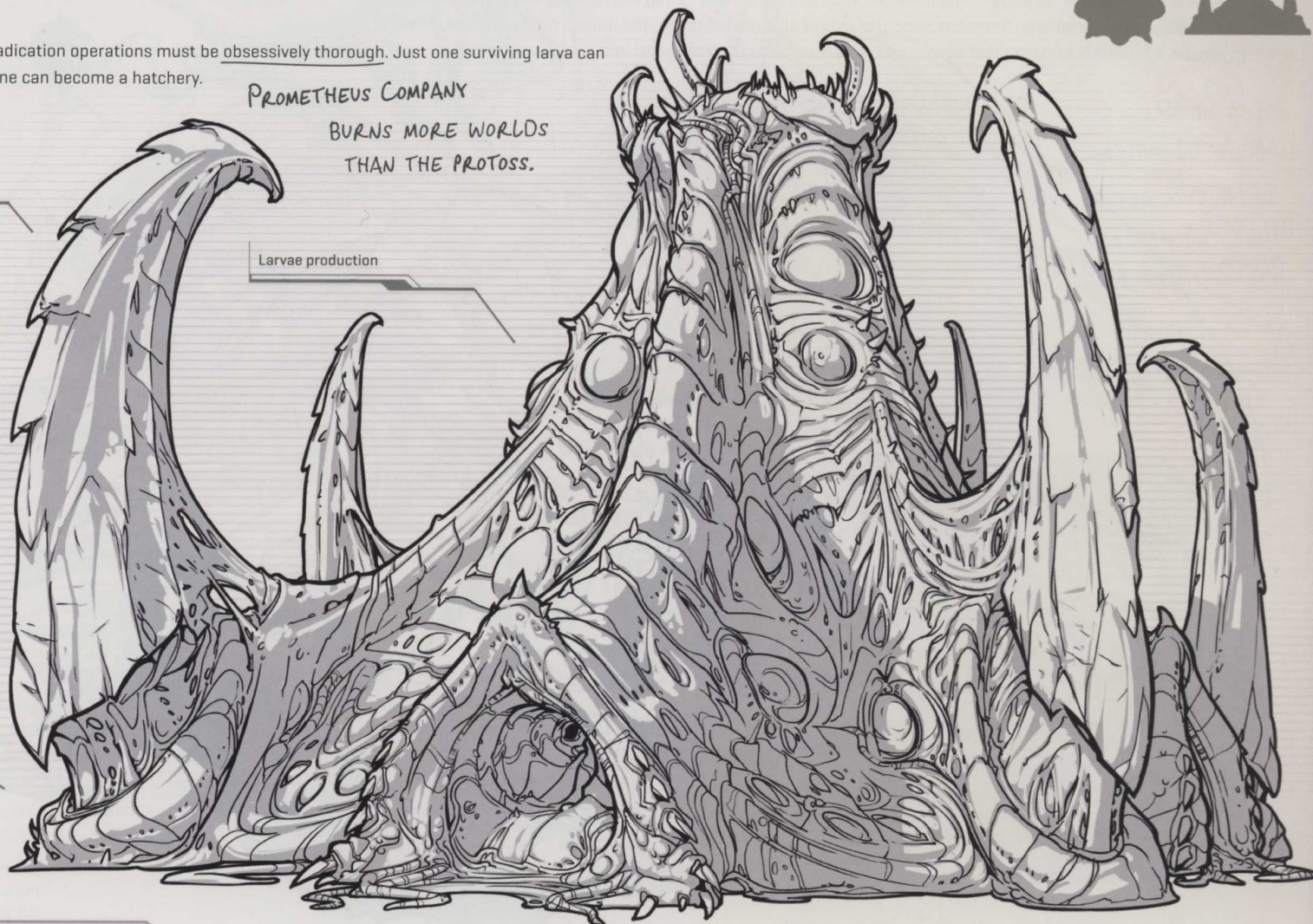
PROMETHEUS COMPANY

BURNS MORE WORLDS
THAN THE PROTOSS.

Distributes genetic information
to drones and larvae

Larvae production

Creep generation





Genome bank for core colony organisms

The spawning pool makes possible several zergling evolutions that feature increased speed and attack rate

SPAWNING POOL

The zerg spawning pool is a core organ of any hive cluster. This pit of green primordial ooze stores the genome that lets larvae morph into zerglings. For that reason alone, any marine detachment able to penetrate a zerg colony should make this easily recognizable pool of slime a high-priority target. If you can cripple zergling production, you counter one of the Swarm's key advantages: overwhelming numbers of quickly spawned units.

The pool also uploads the queen's DNA to the hatchery for direct spawning [no larvae required], as well as the genetic codes necessary for drones to mutate into spine crawlers, spore crawlers, baneling nests, and roach warrens.

WE'RE CALLING IT "UPLOADING" NOW?



STATS

Role:	Unit/Structure Genetic Source
Size:	Heavy

THEY GET
SO MAD
WHEN YOU START
SHOOTING DRONES.

Armored skull

SAW ONE PUKE ON A ROACH.
IT LOOKED SO HAPPY.
ZERG ARE WEIRD.

Skating legs restrict off-
creep movement

Mutated ovipositor
produces globs of creep-
spreading, living tissue

Mitotic enzyme secretions regenerate
zerg units and structures

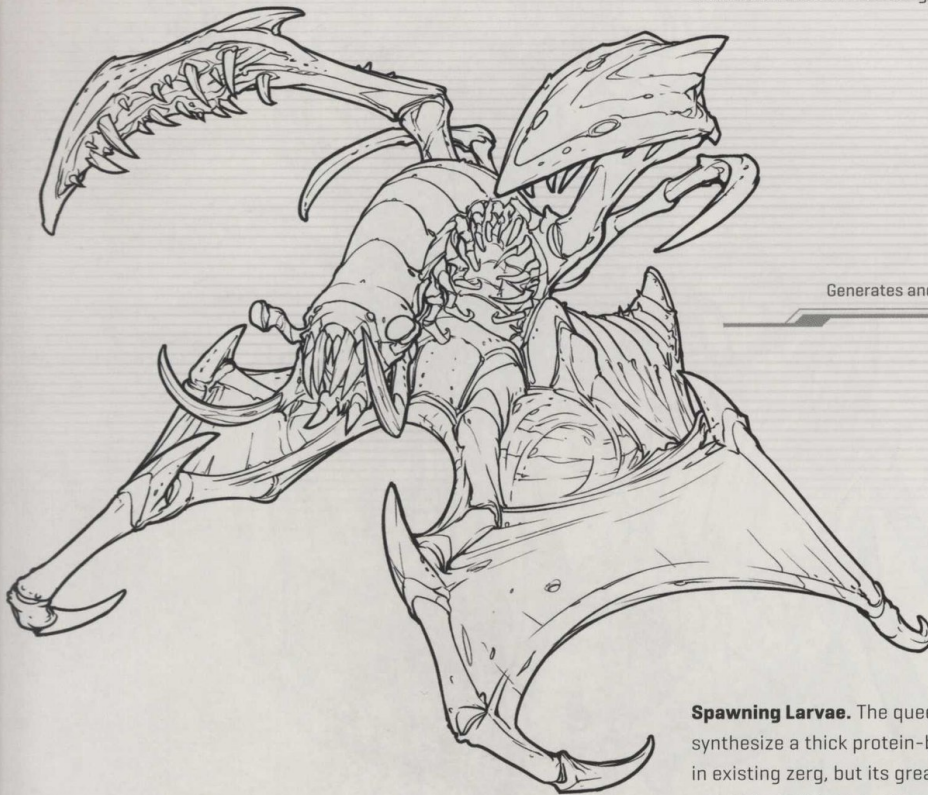


QUEEN

While the original queen breed functioned primarily as an infestation specialist, the queen emerged with a new role and biology after the Brood War. This new, tougher queen is a sapient being, capable of independent thought and analysis, who plays a limited command role in nurturing colony sites. The queen's acid spines add some defensive capability to the hive cluster, and her melee claws are useful in a pinch. She can also lay egg-like tumors that expand the colony's creep corridors across the battlefield terrain. But without a doubt, this new queen's greatest service to the Swarm is her ability to speed up the spawning of larvae.

By 2501, certain queens had been elevated to the status of broodmother by the Queen of Blades and given large broods to command. Unlike most zerg, broodmothers are capable of complex problem solving and exhibit independent command traits.

Old queen strain



Generates and implants parasites

UNIT STATS

Role:	Zerg Warden
Attacks:	Claws
	Acid Spines
Size:	Heavy
Effective vs:	Hellion
	Mutalisk
	Void Ray
Ineffective vs:	Marine
	Zergling
	Zealot



Spawning Larvae. The queen can accelerate the zerg's already fast troop production capacity to frightening levels. Queens synthesize a thick protein-based liquid, rich in mitotic enzymes that boost cellular growth. The substance can speed healing in existing zerg, but its greatest use is at the hatchery. When combined with a catalyst and forcefully injected, the substance spurs the hatchery to grow green sacs that burst, each producing a new larva.

Creep Tumors. Queens inherited the egg-laying ovipositor of their arachnis brood-keeper forebears, but Swarm evolution has revised it to produce living globs of tissue called creep tumors. When implanted at the forward edge of existing creep, these growths accelerate the spread of creep in a wide radius around the tumor. Since all land-based zerg move faster on creep, this ability provides a significant tactical advantage to the entire Swarm.

UNIT STATS

Role:	Airborne Command
	Transport
Attack:	None
Size:	Heavy



Helium sacs contract and expand to regulate altitude

Pressurized, sealed carapace

Arrays of elongated sensory appendages

Helium-generating respiratory system

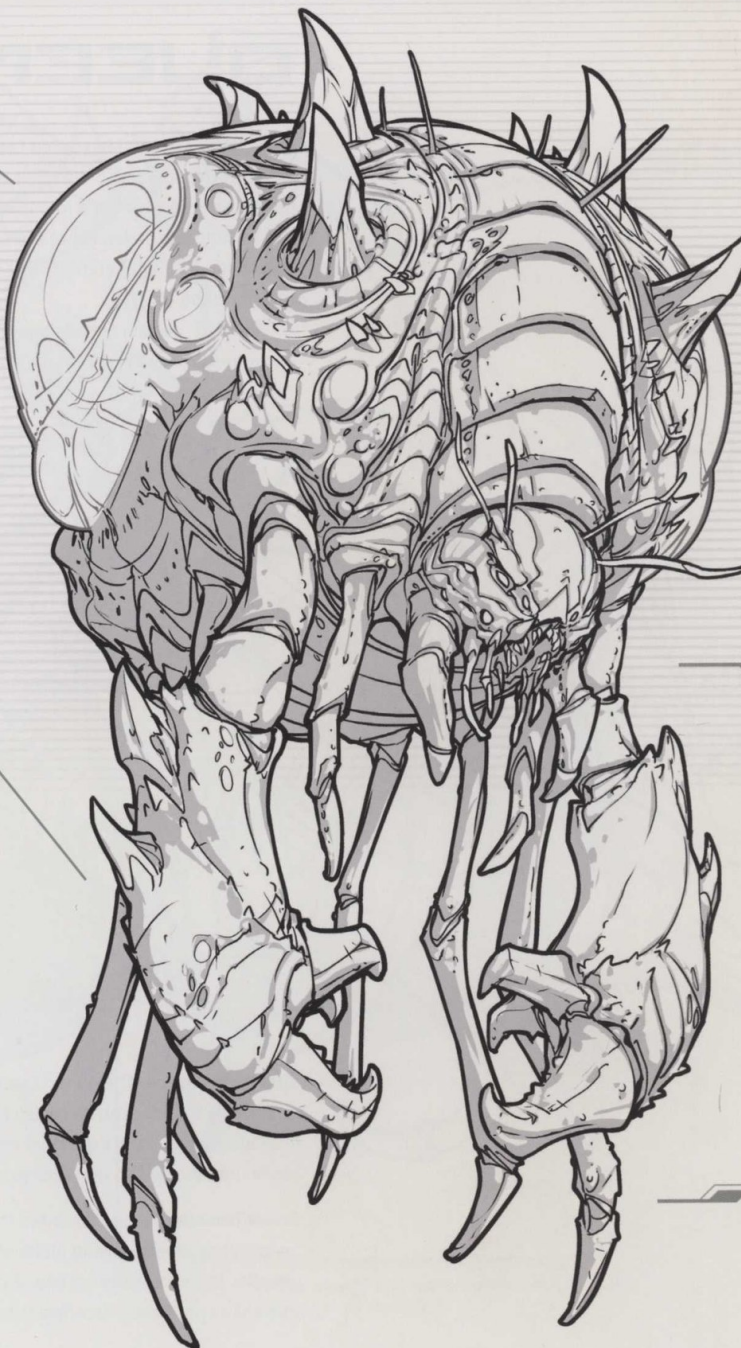
Concentrated nerve nodes

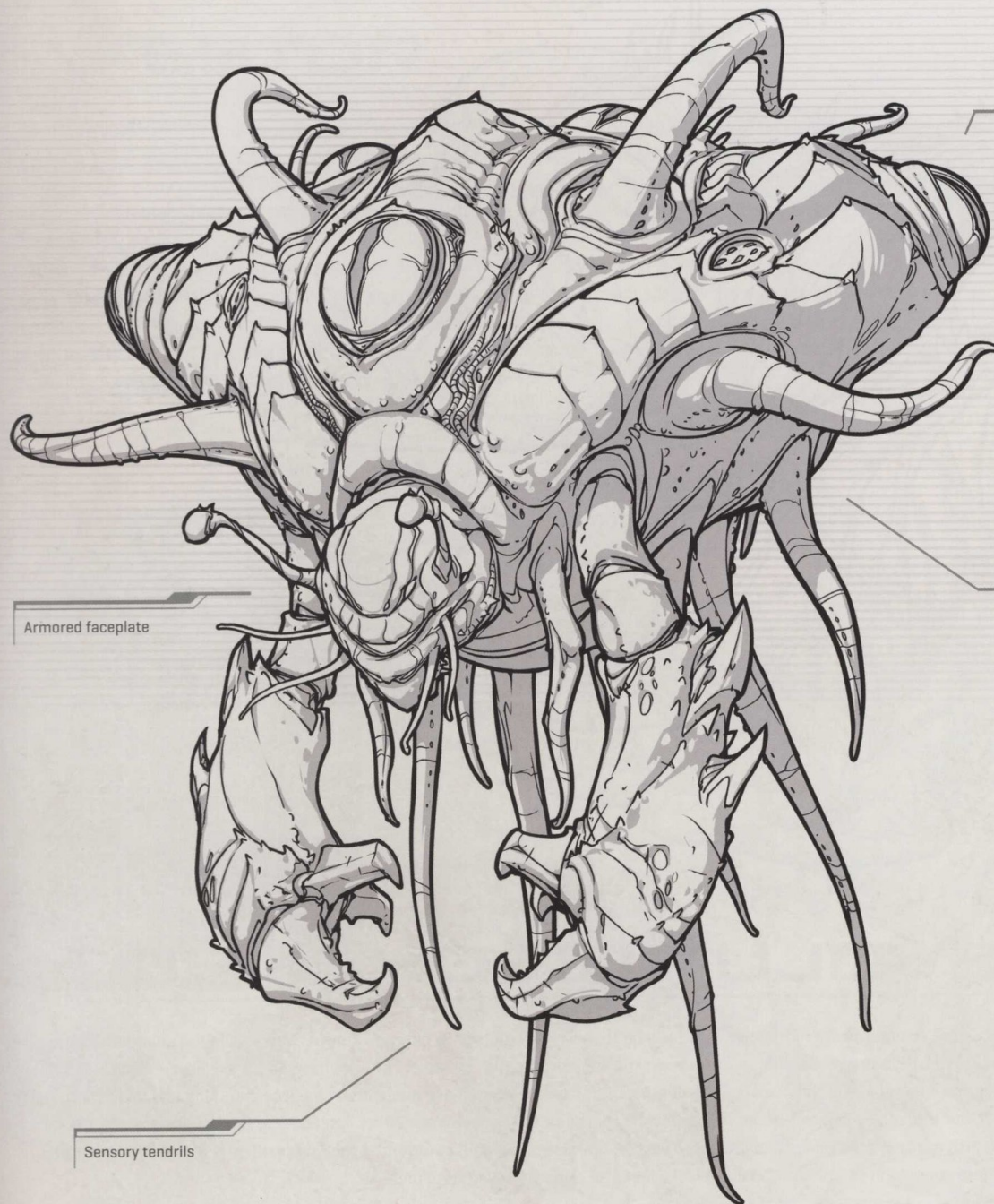
OVERLORD

Although the Queen of Blades maintains a constant psionic link with all of her servants, she relies on airborne lieutenants called overlords to deliver direct field orders to other zerg breeds. These docile floating zerg, based on the assimilated physiology of the gargantis proximae (giant spacefaring creatures), are powerful relays.

Important: Each overlord can control only a limited number of zerg, and a colony cannot grow beyond the collective ability of all overlords to provide the necessary amount of control. Thus marines should target these floating brains whenever the tactical situation allows.

THEY MAKE FUNNY NOISES
WHEN THEY POP



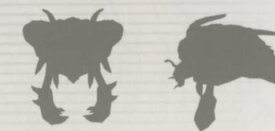


Hypersensitive
ocelli

EYES.
THEY'RE CALLED
EYES. STOP MAKING ME PICK
UP A DICTIONARY.

UNIT STATS

Role:	Scout
	Detection
Attack:	None
Size:	Heavy



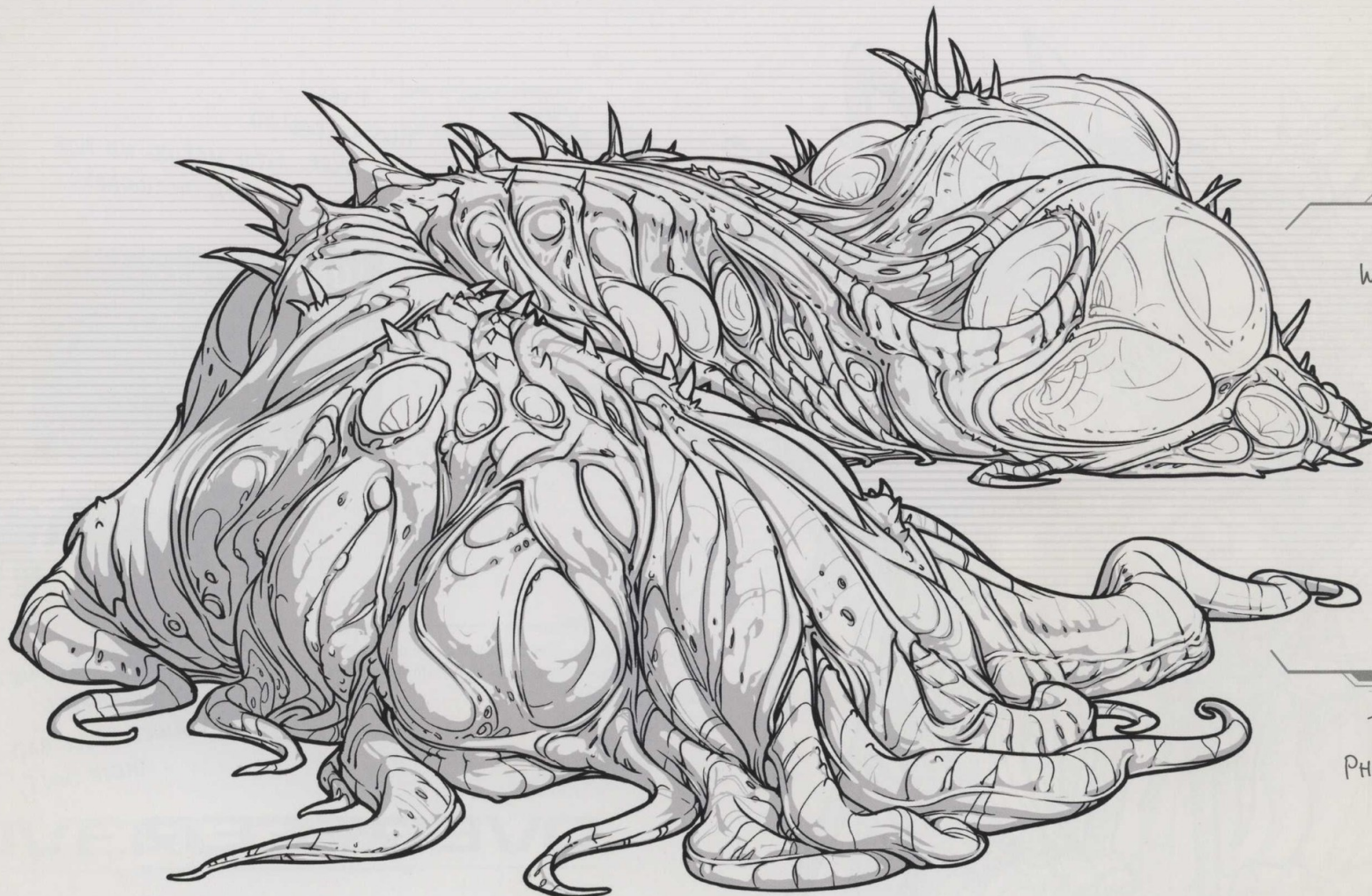
Stored bio-matter bonds with
organ-matter to form changelings

FOOLPROOF WAY TO SPOT ONE OF
THESE - THE SMELL.
MARINES SMELL BAD.
THESE DON'T.

OVERSEER

If the zerg colony has a lair, its overlords can morph into overseers. Each of these enhanced creatures has complex neural tendrils woven through his carapace, plus hypersensitive optical receptors. With such finely tuned sensors, an overseer can detect cloaked or burrowed units within his sight radius. He loses the overlord's ability to transport troops and excrete creep, but he gains the insidious ability to create changelings.

Changeling. This weak, unstable, protoplasmic spawn of the overseer doesn't seem dangerous at first. But true to its name, a changeling can shapeshift into the form of its nearest foe and become a set of eyes for the Swarm, spying on enemy installations. Changelings have no ingrained offensive systems—the information they provide to the enemy is damage enough.



Hardened skin nearly immune
to small-arms fire

WHEN ONE BULLET FAILS,
SEND A THOUSAND MORE.

SEEMS TO HAVE
WORKED SO FAR.

Genetic transmission
appendages

PHRASING!

STATS

Role:	Ground Unit Upgrades
Size:	Heavy



EVOLUTION CHAMBER

Few zerg structures are more physically baffling than the odd, pulsating biomass known as the evolution chamber. Clearly mutated from the essences of some large, unknown creature, the "chamber" grows around a full skeleton—with skull, spinal column, and ribs—that falls apart when destroyed. Terran scientists have made little headway in tracing its biological roots.

But there is no mystery about its purpose. The evolution chamber is a military research center, the place where the Swarm evolves more power and efficiency in the natural weaponry of its ground-based forces. The chamber also generates improvements in the zerg carapace, which serves as armor for all ground units.



INFESTOR

The Swarm based this fetid, disgusting creature on the DNA of the borbu matriarch, an oddity described as "more like an ambulatory nest than a single organism." Such is the infestor: a walking nest of parasites, plague, and infested prey.

Once zerg colony creatures evolve the ability to burrow, the infestor becomes a tunneling horror. Underground, it tunnels horizontally at remarkable speed. While burrowed, it can excrete infested terran troops, popping them right out of the ground to attack foes.

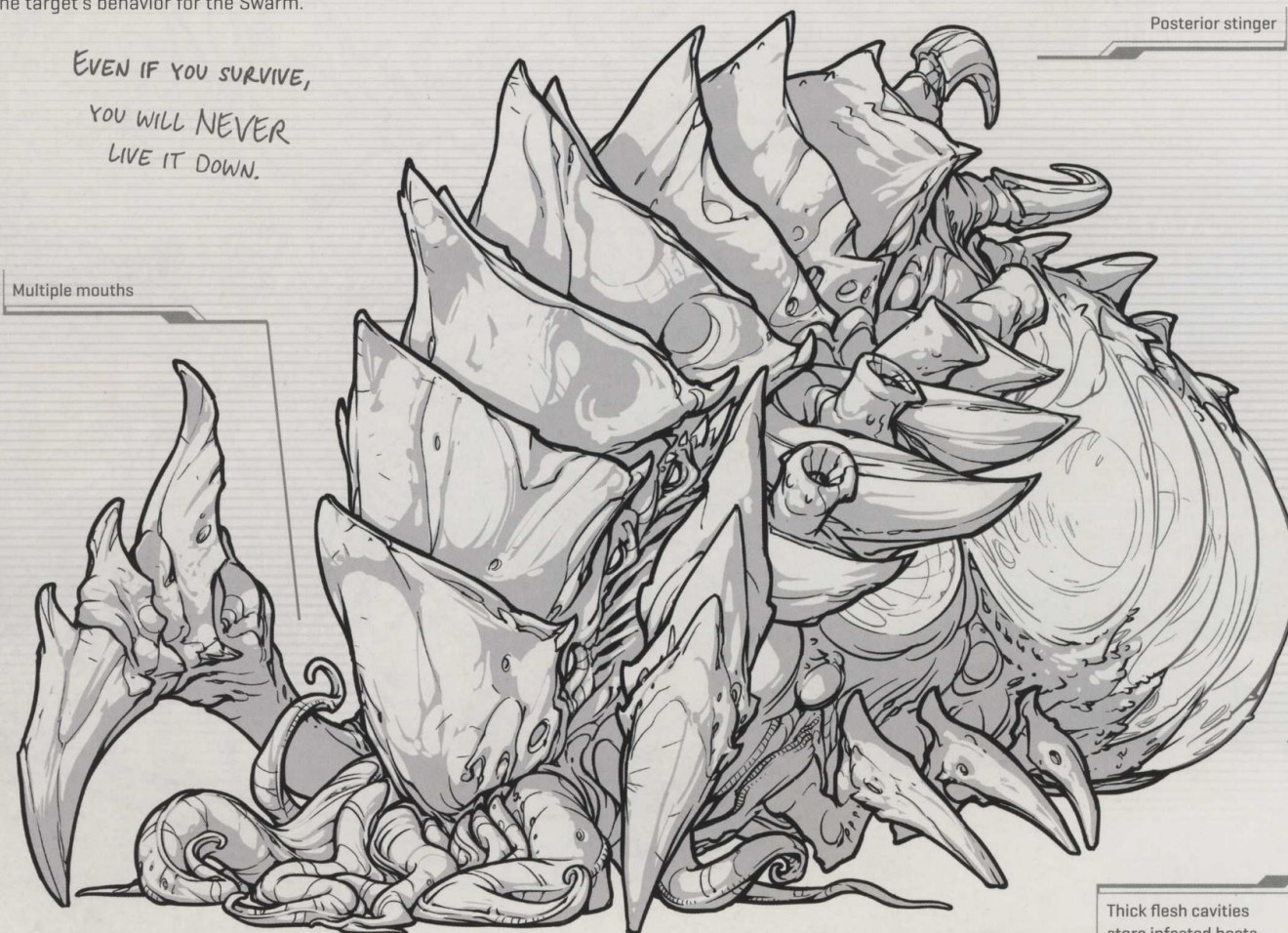
The infestor has two other offensive abilities, both available only aboveground. With the fungal growth mutation, the infestor spews a viscous fungal fluid over an area. Any enemy that touches it suffers both damage and temporary immobilization. The fungal coating also reveals cloaked or burrowed enemies. When the terrifying neural parasite evolves from the infestation pit, the infestor can extend its remarkably long posterior stinger, inject an amorphous, multi-mouthed parasite into an enemy, and seize complete control of the target's behavior for the Swarm.

UNIT STATS

Role:	Infestation Specialist
Attacks:	Infested Terrans
	Neural Parasite
	Fungal Growth
Size:	Heavy
Effective vs:	Marine
	Mutalisk
	Immortal
Ineffective vs:	Ghost
	Ultralisk
	High Templar



EVEN IF YOU SURVIVE,
YOU WILL NEVER
LIVE IT DOWN.



Fungal carapace

Posterior stinger

Multiple mouths

Thick flesh cavities
store infested hosts

IF I EVER END UP IN THERE,

SHOOT ME. ↗

ULTRALISK

GEE, THANKS,
WHOEVER WROTE THIS.

This hulking, powerful brute serves as the Swarm's siege breaker and living battering ram. Inheriting its immense bulk and durability from its progenitor, the docile brontolith, the ultralisk is far bigger than a tank. Fast for its size, it storms into battle swinging massive kaiser blades with mono-molecular edges that can slice through armored vehicles and eviscerate entire squads of light infantry in a few swipes.

Fortunately, the ultralisk lacks a ranged attack. But its exceptionally thick carapace made of diamond-shaped, chitinous scales lets it soak up a phenomenal amount of damage, giving it time to charge into close range. In addition, an external bone sheath and genetically enhanced immune system also ward off toxins or any attempt to stun, snare, or control the creature. Marines are advised to maintain a wide perimeter and call in air support.

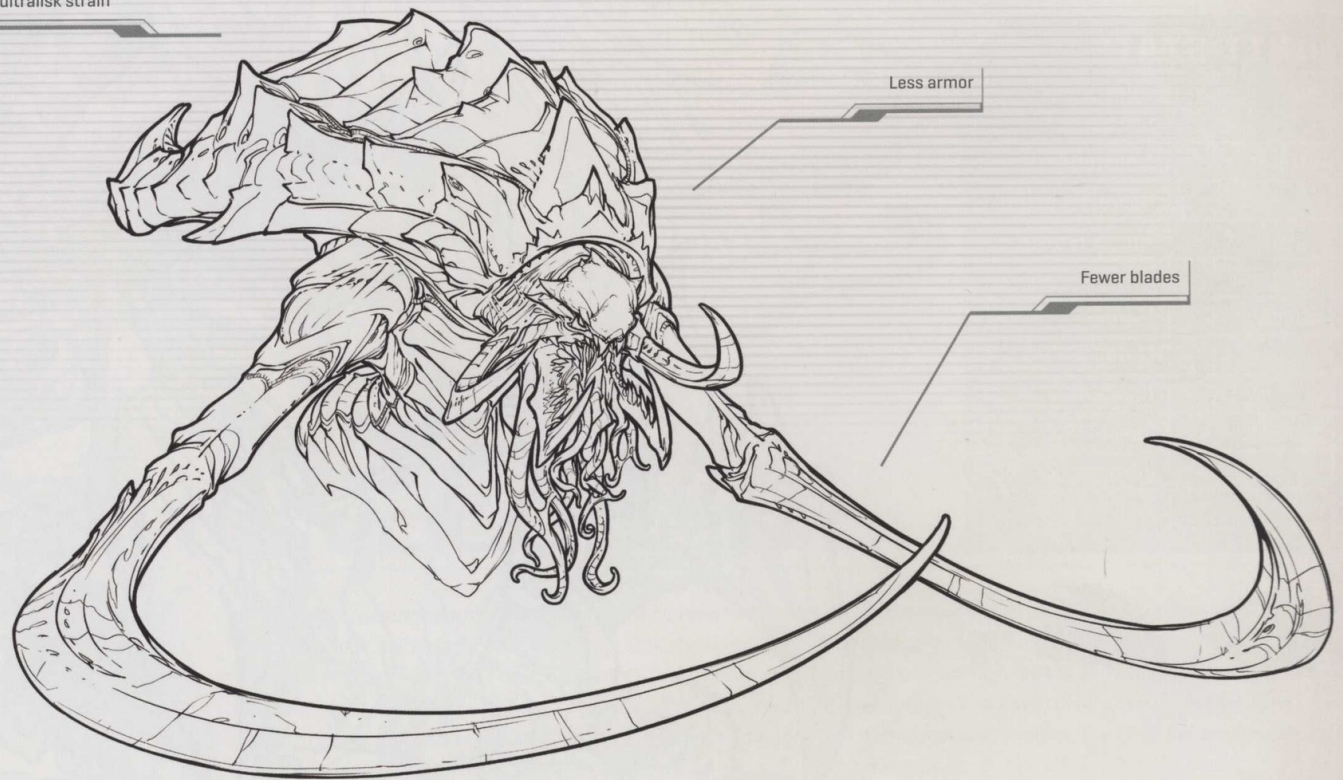
Variants. Dominion forces have reported unsettling engagements with substantially larger versions of the beast. A strain dubbed the "omegalisk" defended the nydus network tunnels beneath Char. Another strain, called the brutalisk—perhaps the single most powerful zerg land-based creature ever faced—featured a new anti-air "ferocious spew" attack along with its punishing melee repertoire.

KERRIGAN
MADE NEW ONES?

UNIT STATS	
Role:	Heavy Assault Beast
Attack:	Kaiser Blades
Size:	Massive
Effective vs:	Marauder
	Roach
	Stalker
Ineffective vs:	Banshee
	Mutalisk
	Void Ray



Old ultralisk strain



THEY'RE BIG. THEY'RE SHARP.

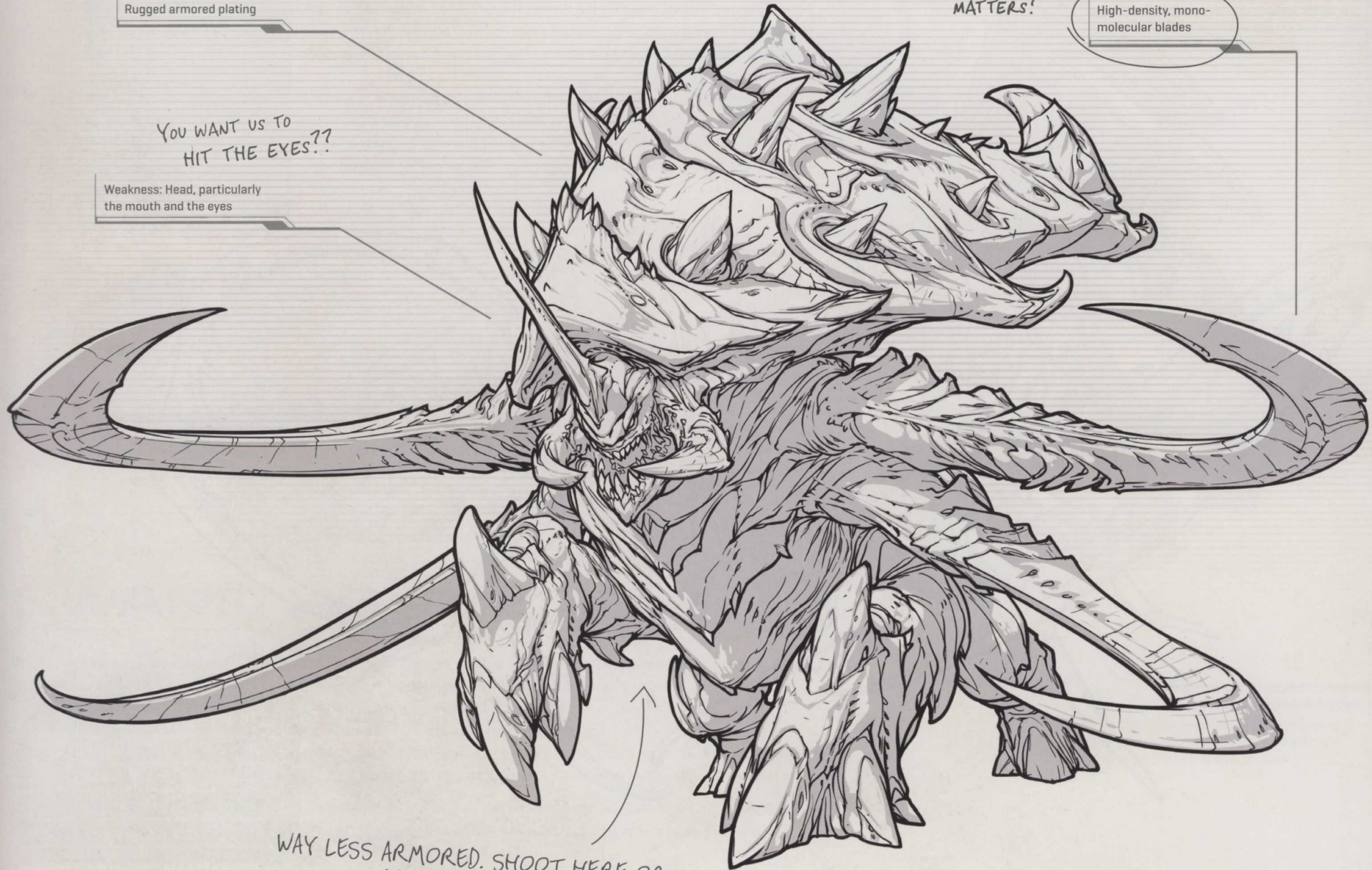
WHAT ELSE
MATTERS?

High-density, mono-
molecular blades

Rugged armored plating

YOU WANT US TO
HIT THE EYES??

Weakness: Head, particularly
the mouth and the eyes



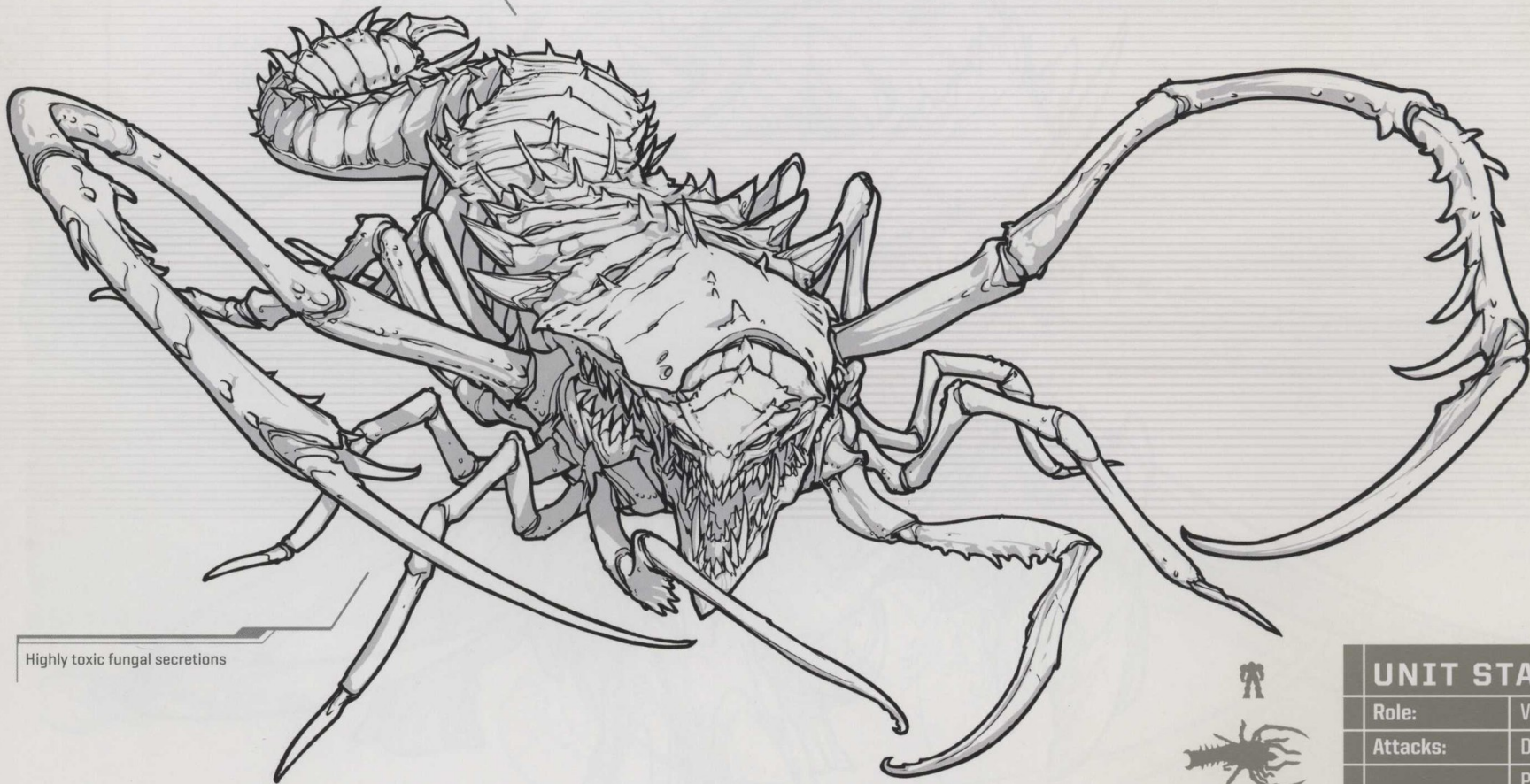
WAY LESS ARMORED. SHOOT HERE OR
GAME OVER, MAN.

DEFILER

Tiny parasitic colonies grow across body;
can be used to blind and harm foes

Once a premier support breed for the Swarm, the defiler has regressed into evolutionary obsolescence since the Brood War. In the defiler's heyday, the zerg produced these "cancer factories" for harassment purposes. The defiler would expel noxious biochemical toxins that sapped the enemy's health. It could also release a blinding swarm of microorganisms that reduced its enemies' targeting accuracy.

Moving in a slow, inelegant slither, defilers were highly vulnerable to any type of counterattack, especially long-range or air assaults; as a result, they tended to stay in the rear of zerg formations. Defilers also expended a great deal of energy producing their poisons. They could burrow to safely recharge the metasynaptic processes that synthesized their toxins . . . but sometimes defilers would simply cannibalize other zerg creatures to refuel.



Highly toxic fungal secretions

UNIT STATS

Role:	Viral Support Unit
Attacks:	Dark Swarm
	Plague
Size:	Heavy



UNIT STATS

Role:	Locust Spawner
Attack:	Locusts
Size:	Heavy
Effective vs:	SCV
	Drone
	Probe
Ineffective vs:	Hellion
	Mutalisk
	Colossus

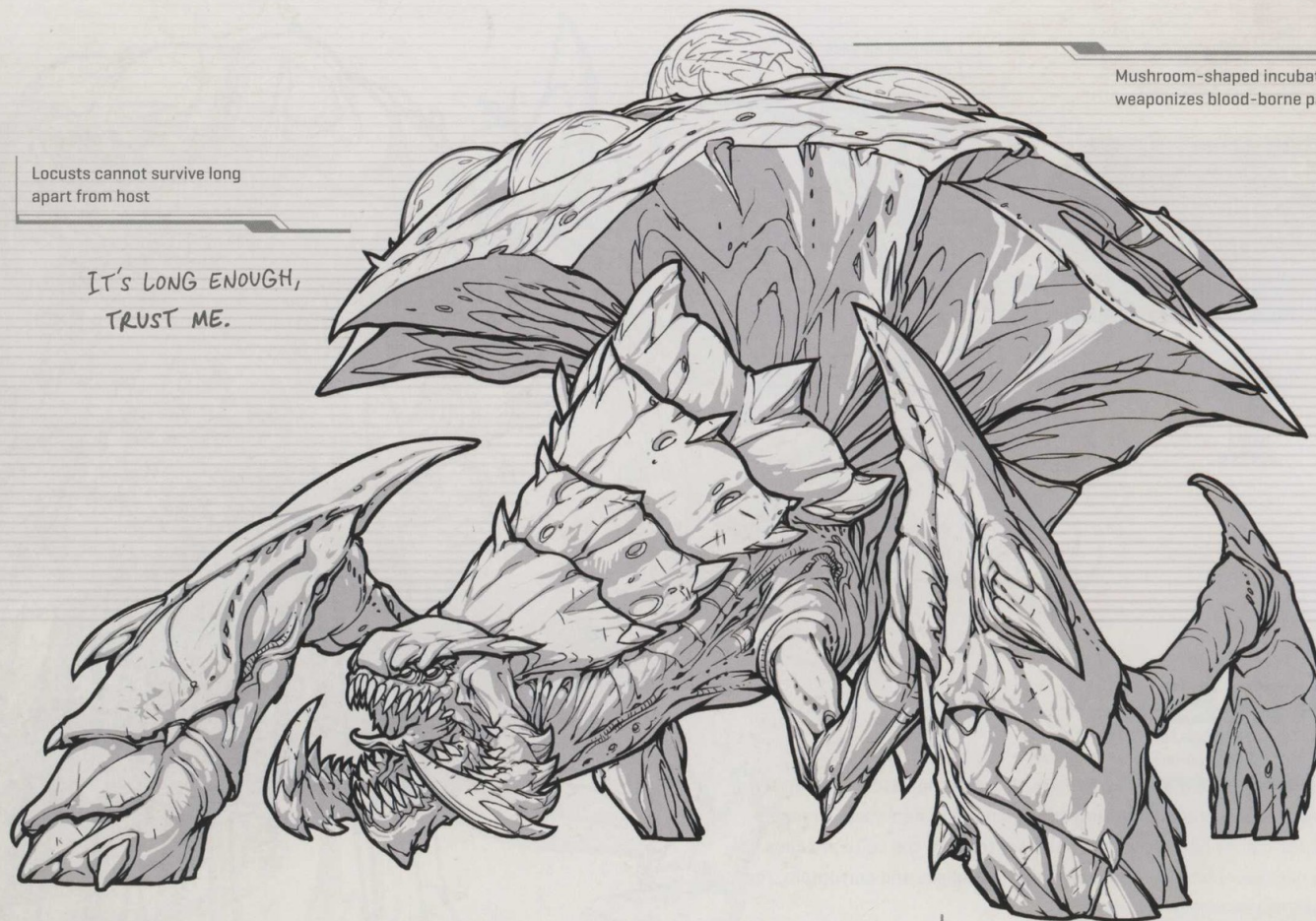


Flexible bone structure for increased stabilization

Locusts cannot survive long apart from host

IT'S LONG ENOUGH,
TRUST ME.

Mushroom-shaped incubator
weaponizes blood-borne parasites



Fragile capillaries in legs break to spill acid
and soften topsoil for quicker burrowing

SWARM HOST

One new breed that was added to the DNA library of the infestation pit was the "egg monster" known as the Swarm host. This fertile beast is essentially an army unto itself. It can spawn a seemingly endless stream of parasitic symbiotes. These minions, called locusts, pop from incubator bubbles on the host's mushroom-shaped back.

In its early evolutions, the Swarm host had to be rooted in the ground before it could spawn locusts. This is rumored to be no longer true, so marines should exercise extreme caution when advancing on a walking Swarm host. As always, be wary when proceeding over seemingly open ground: hosts are capable of spawning locusts while safely burrowed.

Locusts. Short-lived but powerful for their size, locusts spawn from the millions of micro-larvae that inhabit the Swarm host's bloodstream. Early on, these vicious little minions can target only ground units with their ranged volleys of acidic saliva. But later, when they've evolved pressurized glands, locusts can hit air targets as well.

I HEAR THEY CAN
FLY NOW



STATS

Role:	Zerg Flyer Production
Size:	Heavy



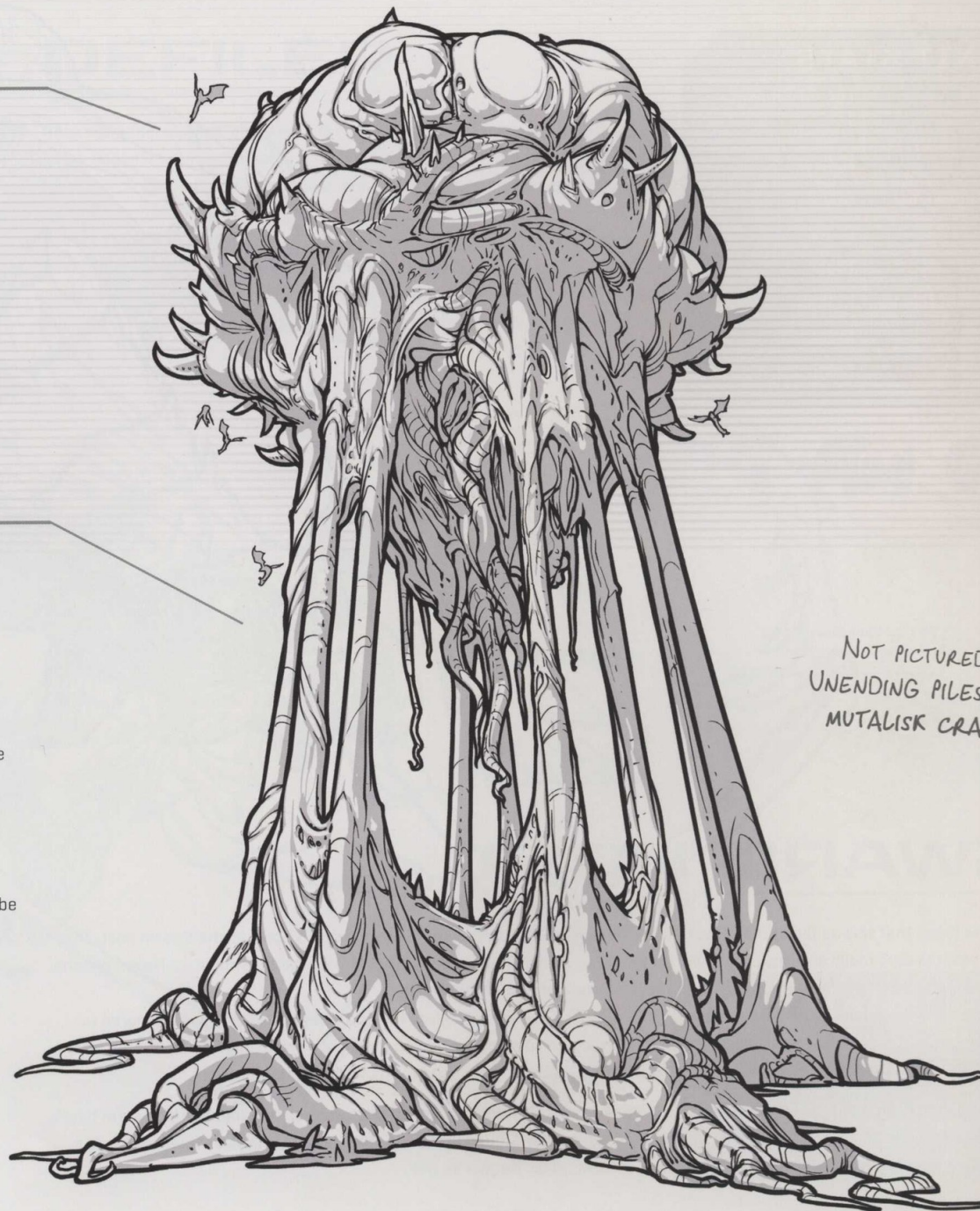
Vestigial air sacs
once used as nests

Flexible muscle stalks
bend to strong winds

SPIRE

Based on the lofty aeries of mantis screamers native to the desolate Dinares sector, this towering structure is the zerg equivalent of an aerospace complex. Available after the colony has evolved its hatchery to a lair, the spire provides the genetic codes necessary for larvae to morph into mutalisks and corruptors, the front-rank flyers of the zerg air force.

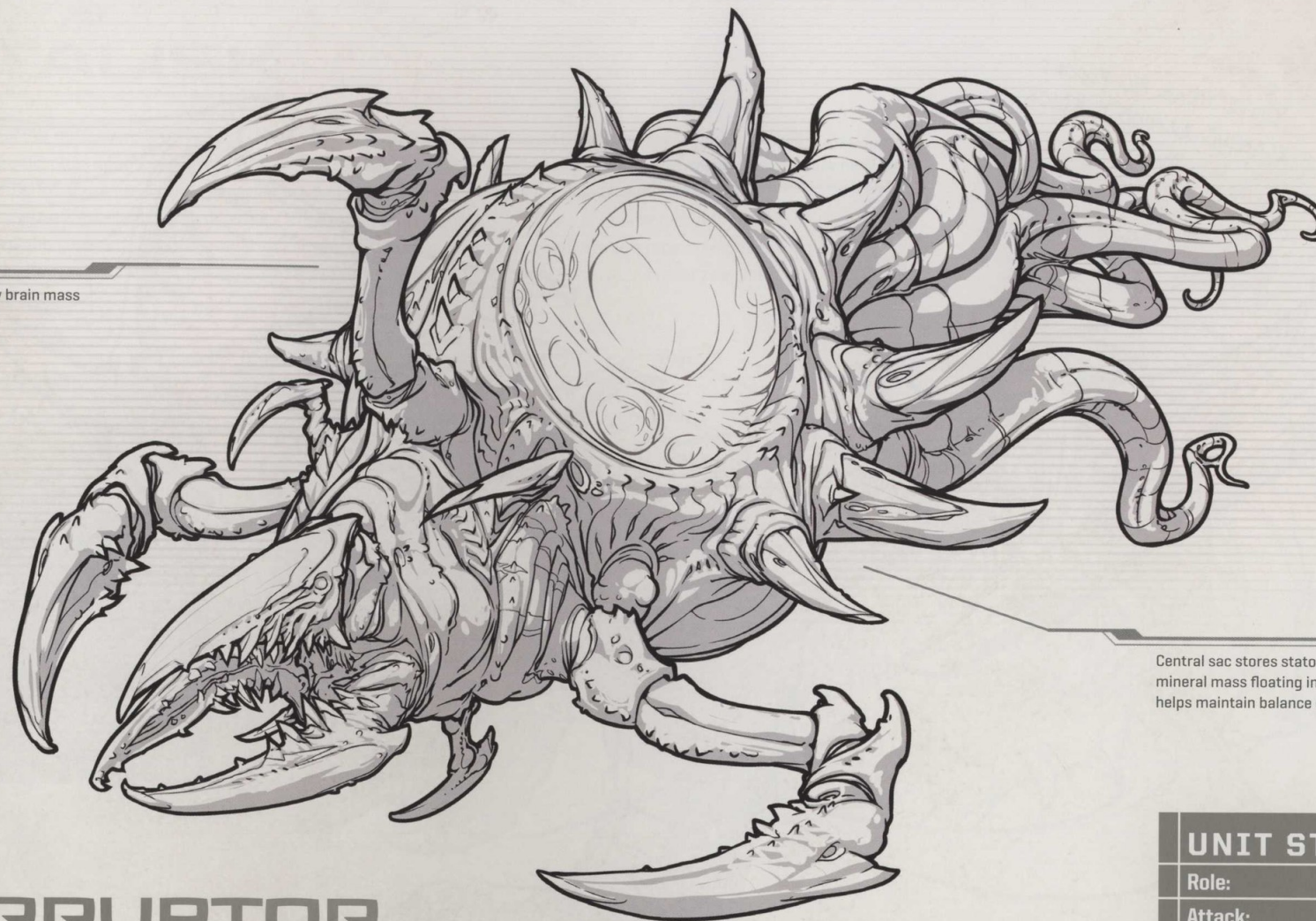
The Greater Spire. Once the lair has evolved to a hive, the colony has the genetic info necessary to evolve its spire into a greater spire. With this sturdier, upgraded spire in place, new enhancements to flyer attacks and carapaces can be generated. In addition, new DNA essences allow the anti-air corruptor to morph directly into the heavy anti-ground siege flyer known as the brood lord, adding important tactical flexibility to the zerg air fleet.



NOT PICTURED:
UNENDING PILES OF
MUTALISK CRAP.



Renewable raw brain mass



Central sac stores statocyst, a mineral mass floating in liquid that helps maintain balance during flight

CORRUPTOR

This "flying squid" is an anti-air powerhouse packing a sucker punch that even heavily armored craft fear. The crafty corruptor expels a spray of caustic slime that inflicts seemingly moderate damage to enemy air targets doused in the foul stuff. But over time, the spray disrupts matter at a molecular level, potentially making armor plating brittle and considerably more vulnerable to subsequent damage. This ability has become the bane of heavy armor everywhere.

The corruptor's unique genetic code plays another important tactical role for the zerg, serving as the DNA template for the Swarm's powerful aerial siege unit, the brood lord. Corruptors can morph directly into brood lords, a shrewd strategic evolution. Once the Swarm gains air/space superiority and rules the sky, its corruptor fleet can morph and help turn the tide of the ground war.

WEAPONS-GRADE BARF.
GREAT.

UNIT STATS

Role:	Assault Flyer
Attack:	Parasite Spores
Size:	Heavy
Effective vs:	Battlecruiser
	Mutalisk
	Phoenix
Ineffective vs:	Viking
	Hydralisk
	Void Ray



YOU'LL HEAR BIG FLOCKS
FLAPPING AROUND A CLICK
AWAY.

Wing motion generates energy
for internal biological functions

Furrowed wings offer
high maneuverability

Cellular flora provides tissue-
regenerating capabilities

FLAP FLAP
FLAP FLAP

Internal gasses vented for
propulsion in spaceflight

CAN WE START NUKING THEM? PLEASE?

HATE IT WHEN THEY FLY AWAY AND COME BACK LATER
WITHOUT A SCRATCH.



MUTALISK

If the Swarm's collective mind has a favorite breed stacked in its evolution library, it would have to be the mutalisk. Its reign as the frontline zerg flyer has never been challenged. In fact, the basic mutalisk form has changed very little from its original incarnation as the mantis screamer, a hardy flyer that learned to thrive in the desolate reaches of the Dinares sector.

The mutalisk's dynamic list of abilities explains its longevity. To start, its agility in the sky is unmatched. It is capable of equally agile spaceflight. It can attack both ground and air targets with equal ferocity. Its glave worm projectiles are powerful, unpredictable, and greatly feared. Finally, the mutalisk regenerates damaged tissue more quickly than most zerg, making it both mobile and resilient.

UNIT STATS

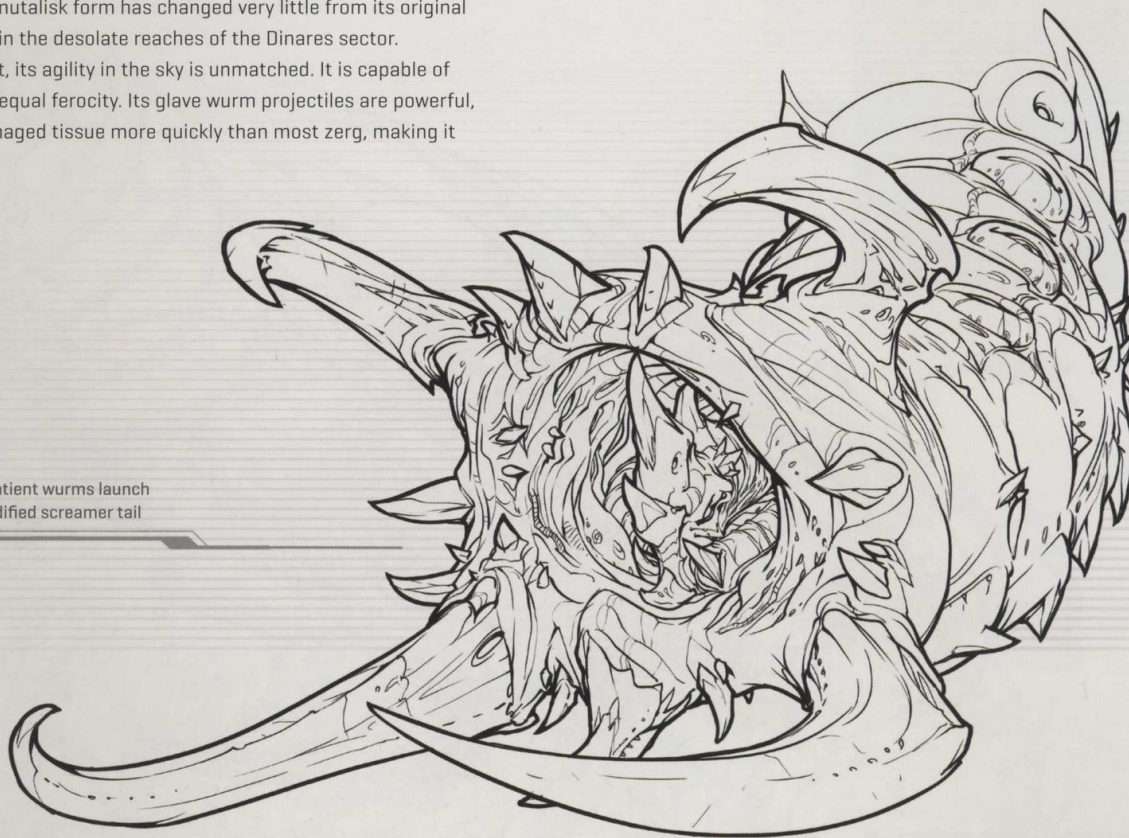
Role:	All-Purpose Air Support
Attack:	Glave Wurms
Size:	Light
Effective vs:	Viking
	Brood Lord
	Void Ray
Ineffective vs:	Thor
	Corruptor
	Phoenix



Glave Wurm. The mutalisk's template species, the mantis screamer, originally had a huge tail stinger. At some point, a resilient glave parasite—another native of the Dinares sector—infested a large clutch of screamer eggs, devoured the embryos' stingers, and nested as symbiotes within the tails. When assimilated by the zerg, the screamer tail became a spawning factory for semi-sentient glave wurms.

When the full mutalisk was evolved, the tail's ovipositor transformed into a powerful launch tube that could eject glave wurms with great force as "smart missiles." The wurms themselves developed a unique chemistry that combines corrosive acidity with the ability to "explosively degrade"—that is, to detonate segment by segment. This allows a single glave wurm to strike and damage multiple targets, exploding again with each hit.

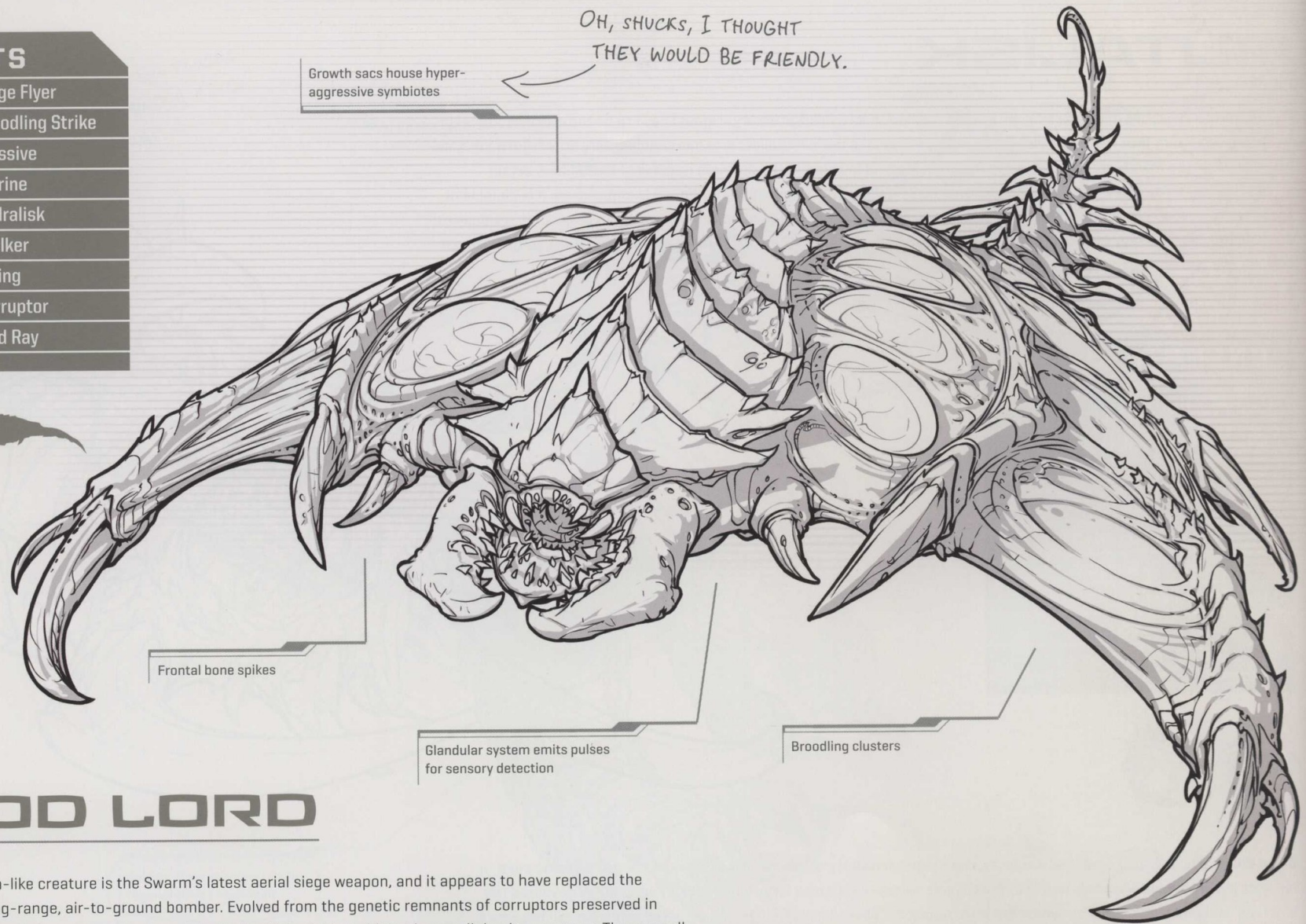
Semi-sentient wurms launch from modified screamer tail



WAIT...THEY SHOOT THOSE
THINGS OUT OF THEIR...?

Ewwwwwwww

UNIT STATS	
Role:	Siege Flyer
Attack:	Broodling Strike
Size:	Massive
Effective vs:	Marine
	Hydralisk
	Stalker
Ineffective vs:	Viking
	Corruptor
	Void Ray



BROOD LORD

This massive flying manta-like creature is the Swarm's latest aerial siege weapon, and it appears to have replaced the guardian as the zerg's long-range, air-to-ground bomber. Evolved from the genetic remnants of corruptors preserved in greater spires, the brood lord hosts many clusters of squirming biological symbiotes in sacs lining its carapace. These small but vicious creatures, called broodlings, function as living ammunition.

If ordered to assault enemy fortifications or ground troops, the brood lord disgorges broodlings with great force at its targets. Each broodling starts out as a projectile, inflicting initial impact damage. But once on the ground, it engages in a frenzied melee assault for the length of its short natural lifespan or until destroyed. Left unmolested, a brood lord will disgorge a steady stream of broodlings capable of ravaging even large armored units in quick succession.



GUARDIAN

This large air-to-ground bomber, though morphed directly from cocooned mutalisks, seems to have been based on the mantis screamer's nesting form. Mostly replaced in recent years by the heavier firepower of the brood lord, the guardian was once the most feared long-range siege bomber in the sector.

Slow but durable, with a much thicker armored carapace than its mutalisk precursor, the guardian lobes explosive acid spores from long range at targets on the ground. It can lurk just outside the range of enemies and fire away unopposed—perfect for neutralizing a base's perimeter defense during a siege operation. It has been used equally effectively as a hive-based larvae protector.

Lacking an anti-air attack, guardians don't travel well beyond the colony's spore crawler line without a screen of mutalisks out front.

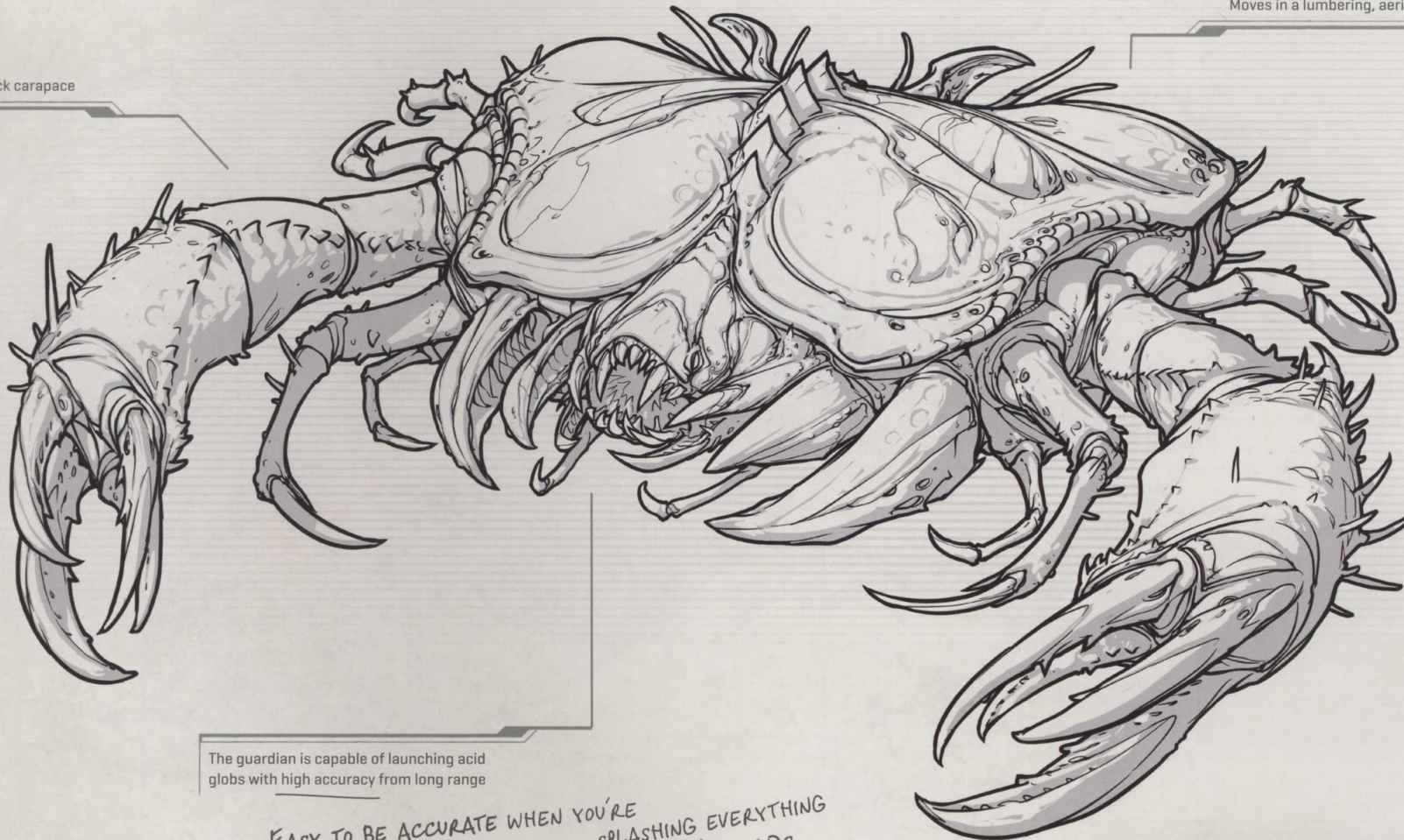
UNIT STATS

Role:	Siege Bomber
Attack:	Acid Spores
Size:	Heavy



Moves in a lumbering, aerial crawl

Hardened, thick carapace



The guardian is capable of launching acid globs with high accuracy from long range

EASY TO BE ACCURATE WHEN YOU'RE
SPLASHING EVERYTHING
WITHIN 100 YARDS.

SCOURGE

Capable of both air and space flight, scourge are devastating, one-shot suicide missiles that target enemy flyers. Once deployed, the scourge undergoes a swift chemical metamorphosis en route to its target. Catalytic agents transform its relatively small body into a living plasma bomb that detonates with enough force on impact to destroy a terran starfighter with a single hit. Just a handful of scourge can cripple even a *Gorgon*-class battlecruiser.

Scourge have a varied and somewhat confusing evolutionary history. After numerous experimental iterations, it appears the Swarm may have settled on dedicated scourge nests (like the ones along Char's infamous Bone Trench) to more efficiently handle scourge evolution and production. However, it is unclear whether these nests actually spawned scourge, or if preexisting scourge just chose to nest there.

WHEN IS IT NOT?

AWW. LIKE LITTLE BABY
MUTALISKS.

BUT UGLIER.

AND THEY SMELL
WAY WORSE
WHEN THEY DIE.

UNIT STATS

Role:	High-Speed Kamikaze Missile
Attack:	Plasma Metamorphosis
Size:	Light

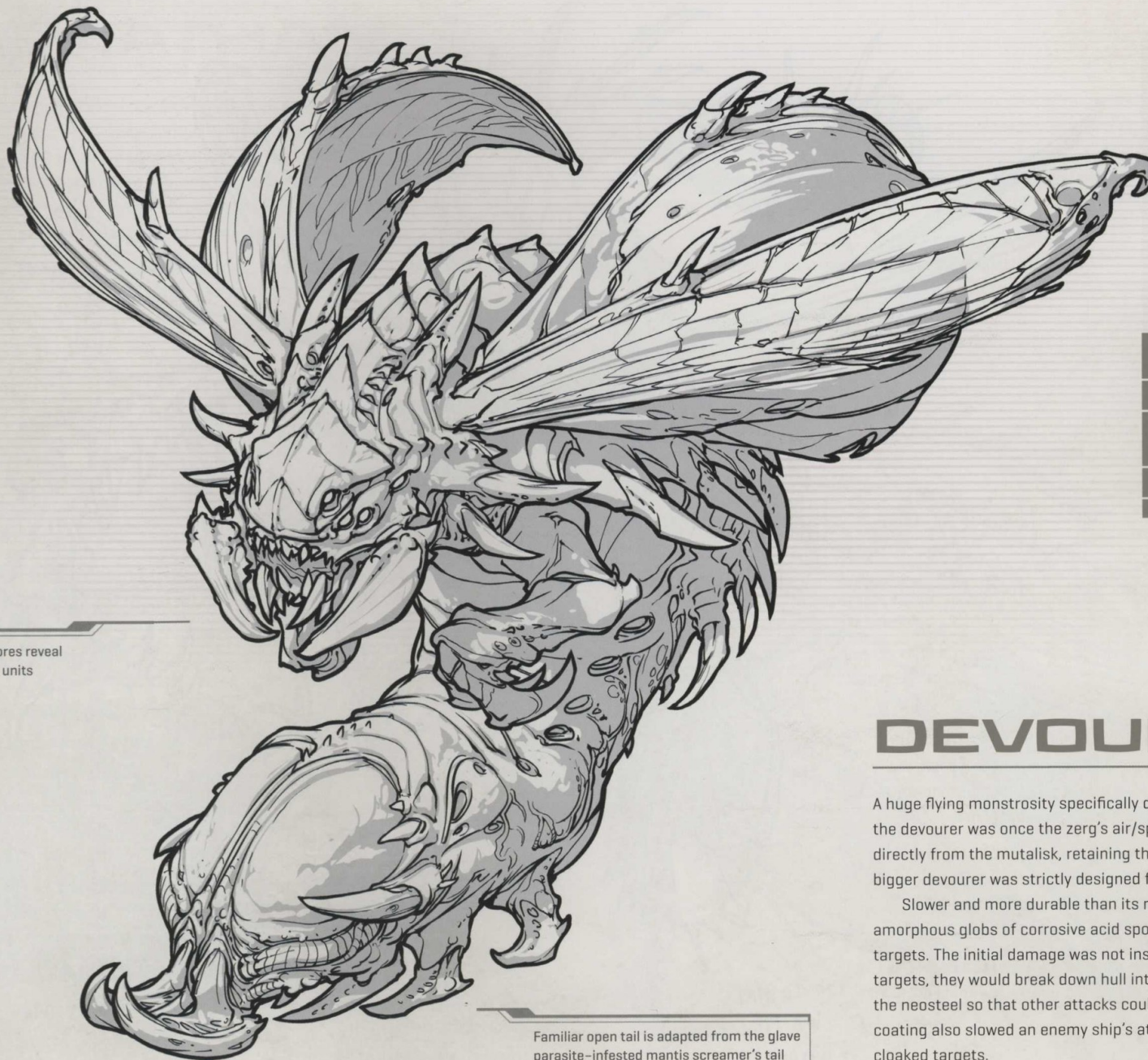


Often perches on the backs of overlords

Optical degeneration has
left the scourge blind

Scourge spawn in pairs from a single larva





Acid spores reveal
cloaked units

Familiar open tail is adapted from the glove
parasite-infested mantis screamer's tail

UNIT STATS

Role:	Anti-Air Flyer
Attack:	Corrosive Acid Spores
Size:	Heavy



DEVOURER

A huge flying monstrosity specifically designed to counter enemy capital ships, the devourer was once the zerg's air/space superiority solution. It morphed directly from the mutalisk, retaining the familiar wasp-like form. But the much bigger devourer was strictly designed for heavy-duty anti-air purposes.

Slower and more durable than its mutalisk progenitor, the devourer spat amorphous globs of corrosive acid spores that could splash over multiple aerial targets. The initial damage was not insignificant. But as spores built up on targets, they would break down hull integrity at a molecular level, eating through the neosteel so that other attacks could more easily penetrate ship armor. Spore coating also slowed an enemy ship's attack speed and revealed the presence of cloaked targets.

UNIT STATS

Role:	Terrain Control
	Field Support
Attacks:	Abduct
	Blinding Cloud
Size:	Heavy
Effective vs:	Siege Tank
	Colossus
	Hydralisk
Ineffective vs:	Viking
	Mutalisk
	Phoenix

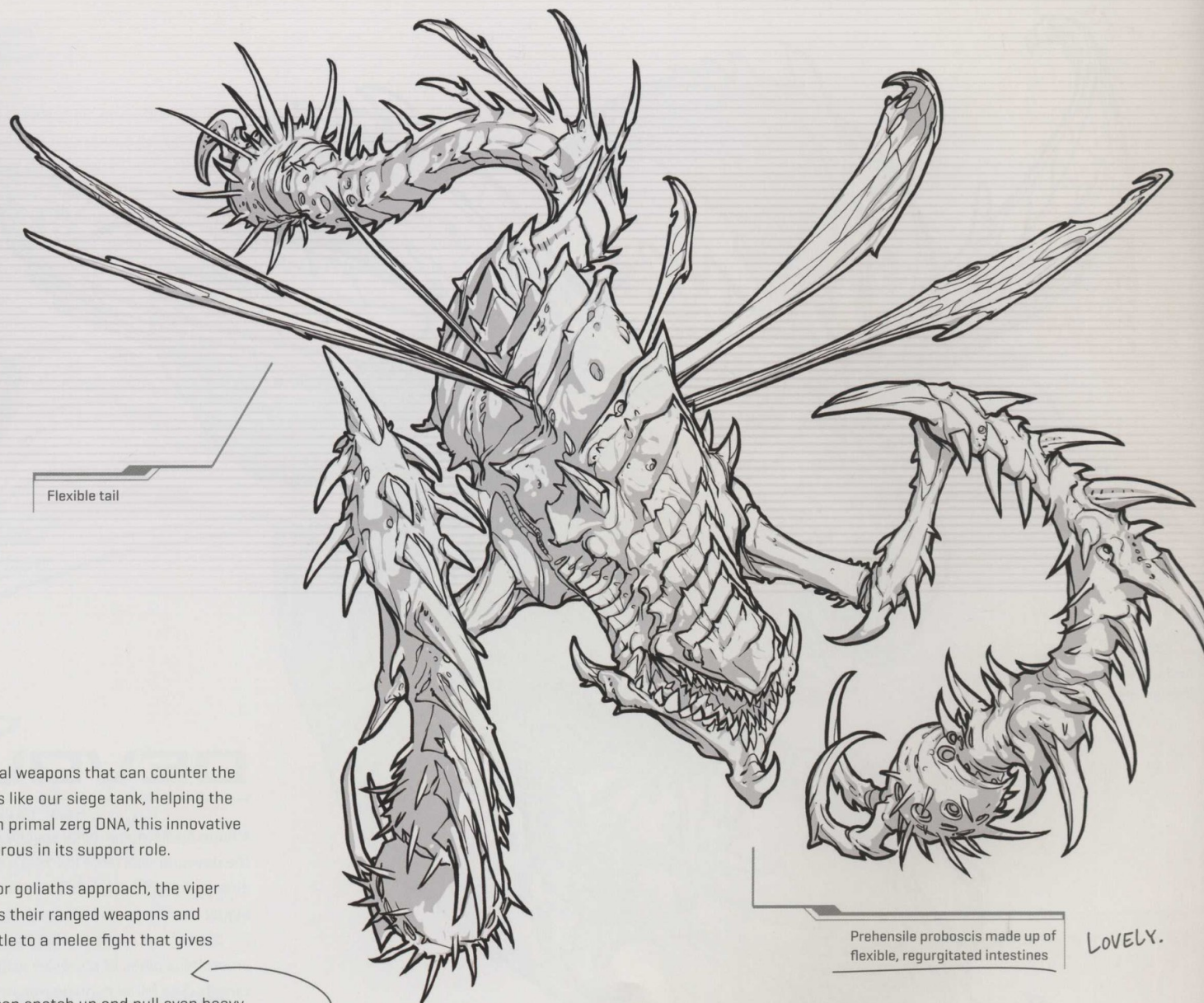


VIPER

This new breed introduces some unique biological weapons that can counter the range advantages of massed marines or vehicles like our siege tank, helping the Swarm establish field-wide control. Derived from primal zerg DNA, this innovative flyer has no direct attack but is extremely dangerous in its support role.

Blinding Cloud. When ranged foes like marines or goliaths approach, the viper sprays a viscous mixture over them that disables their ranged weapons and any energy-based abilities. This reduces the battle to a melee fight that gives zerglings and banelings a distinct advantage.

Abduct. The viper has evolved a proboscis that can snatch up and pull even heavy units to more vulnerable positions, including high-value targets like Thors or protoss colossi.



GO TO HELL.
WE STILL CARRY
BAYONETS.

Pheromone-secreting spikes

I ALWAYS WONDERED WHY THEY
MAKE ME FEEL SO
TINGLY INSIDE.

LOVELY.



LEVIATHAN

This class 10 zerg flyer is the largest organism ever documented in terran records. The Swarm's equivalent of a capital ship, the leviathan has been called a "zerg moon." Fully capable of deep-space and warp travel, its internal organ chambers can serve as living quarters for zerg passengers. A single leviathan can transport an entire zerg force many thousands of warriors strong.

Typically, leviathans are heavily armed with a daunting array of bioweapons. Giant, hollow tentacles resembling those of the spine crawler can grab smaller craft or puncture the hulls of larger ships and insert zerg boarding parties. Most leviathans can fire swirling volleys of organic, missile-like anti-air projectiles called bile swarms, and unleash powerful bio-plasmid discharges that deal devastating damage to their targets.

Kerrigan's Leviathan. Sarah Kerrigan, the Queen of Blades, has recently been using a leviathan as her mobile operations center—the Swarm's "flagship," of sorts.

SO IF WE KNOW
ABOUT IT, CAN
WE KILL IT?
PLEASE?

Capable of launching
scourge and
bio-plasmid globes

UNIT STATS

Role:	Assault Bioship
Attacks:	Bile Swarm
	Tentacles
	Bio-Plasmid Discharge
	Scourge
Size:	Supermassive



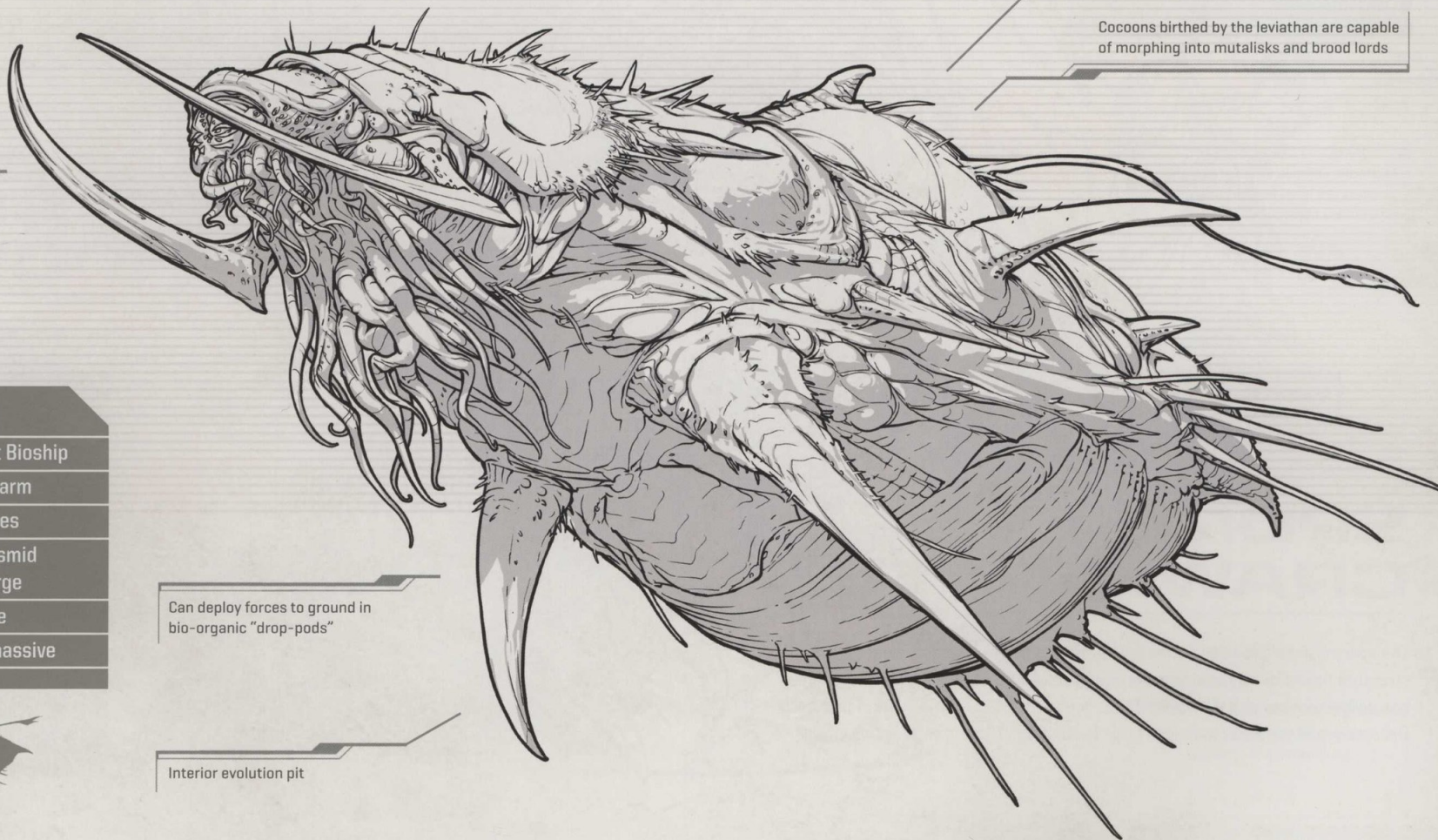
Can deploy forces to ground in
bio-organic "drop-pods"

Interior evolution pit

Enormous capacity

Cocoons birthed by the leviathan are capable
of morphing into mutalisks and brood lords

THAT'S NO MOON...



STATS

Role:	Anti-Ground Defensive Structure
Attack:	Impaler Tentacle
Size:	Medium
Effective vs:	Marine
	Roach
	Zealot
Ineffective vs:	Marauder
	Baneling
	Immortal



SPINE CRAWLER

The impaler tentacle of a rooted spine crawler is one of the more ghastly sights that a new marine will face on the battlefield. Don't be fooled by the tentacle's apparent length; it can stretch to nearly twice its resting height and then slam its bone-blade tip downward into unhappy ground targets. This attack is particularly effective against armored units. The spine crawler has no anti-air attack, leaving that task to its equally ugly cousin, the spore crawler.

Crawlers cannot attack on the move and are easy targets for marines

As mobile defense structures, crawlers are ideal for protecting zerg colony perimeters

An uprooted spore crawler loses its detection ability

Crawlers cannot survive long away from a colony's creep

SPORE CRAWLER

SAVE THE
MEDIVAC. SAVE
THE SQUAD.

The spore crawler provides a robust anti-air defense to zerg hive clusters. The structure fires a deadly acid spew at enemy aircraft within its wide sight radius. It can detect cloaked and burrowed troops within this radius as well. Note that both the attack and the detection ability are disabled when the crawler is uprooted.



STATS

Role:	Anti-Air Defensive Structure
Attack:	Acid Spew
Size:	Medium
Effective vs:	Banshee
	Mutalisk
	Void Ray
Ineffective vs:	Marine
	Zergling
	Zealot



STATS

Role:	Rapid Underground Transit
Size:	Massive

Crusher fangs vibrate at hypersonic speeds to crush rock and soil



Glands spread creep immediately after emergence

NYDUS NETWORK

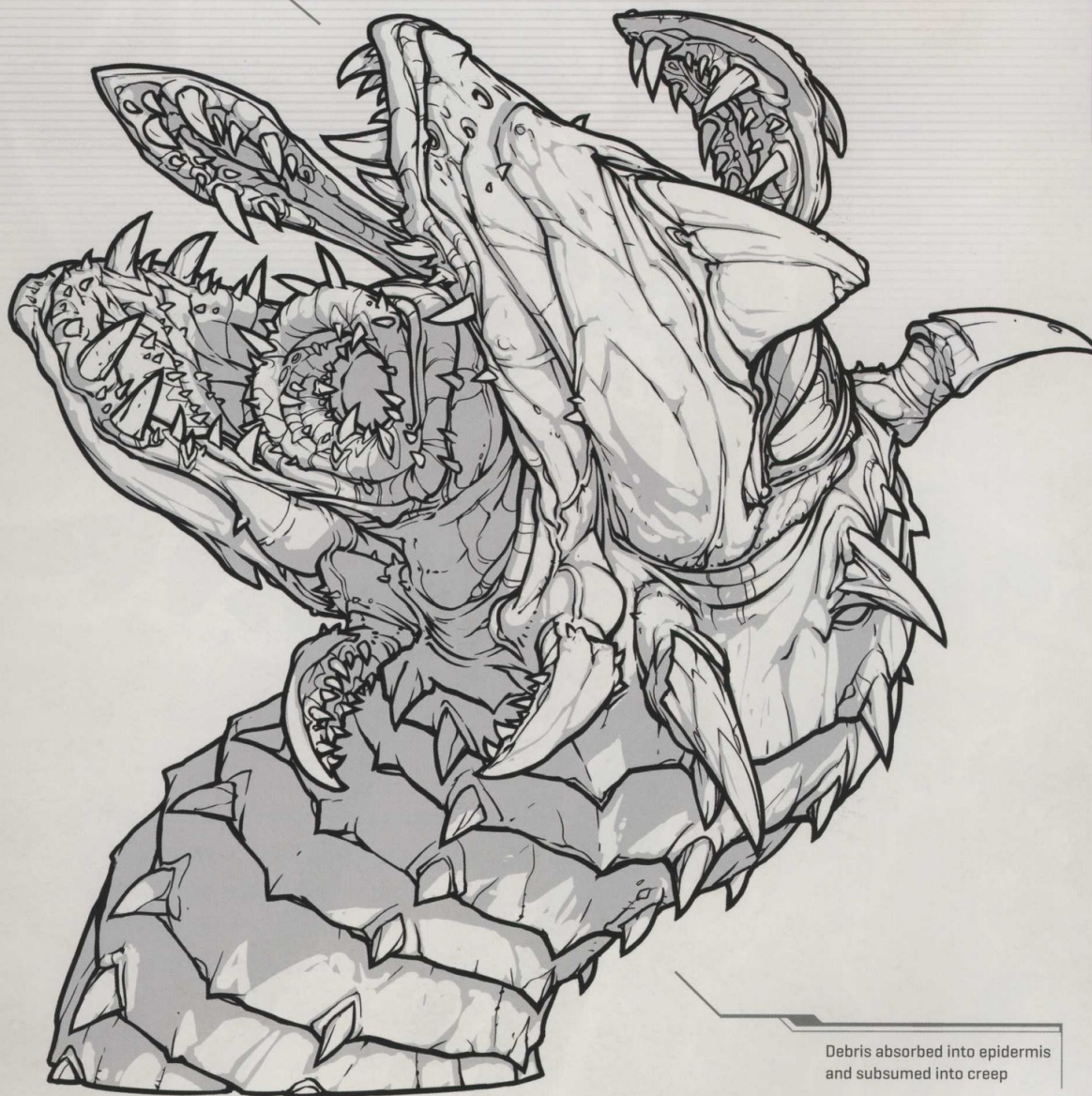
One of the Swarm's greatest battlefield advantages in a protracted fight is the incomparable underground rapid transit system the zerg can excavate with amazing speed. It starts with a nydus network, a nest-like structure sunk into the ground, available when the colony upgrades its hatchery to a lair. Once built, the nydus network can spawn the great nydus worm. When commanded, this massive creature will tunnel from the network hub to any spot designated on the field in seconds.

The moment the hideous worm's head bursts through the surface soil, it starts secreting creep and is ready to serve as a portal to the hub. The "tunnel" goes through the worm's entrails, running from its open mouth down the pharynx and through its distended intestinal tube to the nydus network at its posterior end. Zerg ground troops are pushed by peristaltic motion down the slimy tube.

Once the first worm tunnel is excavated, more can be ordered, one at a time. All nydus worms and networks are connected directly to each other. Soon, far corners of the battlefield become almost instantly accessible to the zerg—a terran commander's worst fear realized. Fortunately, the worms aren't particularly durable for their size.

THEY ALWAYS LOOK SO HAPPY

TO BE POOPED OUT OF THERE.



Debris absorbed into epidermis and subsumed into creep



CHAPTER 3

PROTOSS

"Always remember: we didn't fire the first shots. They did. If they ever test us again, we'll be ready. They stand tall . . . but we aim high."

—Admiral Matt Horner

OVERVIEW

The protoss are an ancient humanoid race with highly advanced technologies largely based on their mastery of psionics. The protoss empire once stretched across the entire Koprulu sector, and in many ways marked a high point in sentient evolution. But the brutal zerg invasion of their homeworld, Aiur, in 2500 thinned the population and brought the race to an existential crossroads. Greatly outnumbered by the teeming zerg, and considerably smaller than even the sector's terran factions, a shrinking protoss civilization today faces the once inconceivable possibility of racial extinction.

Dominion marines should understand that this harsh reality drives protoss military strategy. Every protoss warrior is considered a precious "army of one," worth protecting at all costs. Thus a heavy focus is placed on advanced cybernetics and regenerative shielding systems. Protoss defensive energy-field technology is the most advanced ever seen. Their devastating war machines would be difficult to counter if not for prohibitive costs that make them expensive to mass-produce.

SOUNDS GREAT.
WHERE DO I ENLIST?

PROTOSS PSIONICS

BUT WE DO KNOW THEY HATE
IT WHEN YOUR ENTIRE SQUAD
MOONS THEM ON CAMERA.

All protoss are psionic to some degree. A psionic energy field called the Khala creates a telepathic connection between all protoss—or, more accurately, between all protoss with intact nerve cords. [The dark templar actually sever and clamp their cords to disconnect from the Khala.] Protoss “speak” in telepathic bursts of a language called Khalani, and they can control which entities “hear” their conversation.

The maximum distance that a protoss can communicate in this manner is unknown, although a psionic booster is required to amplify communication vessel-wide on a typical protoss capital ship. Psi-link spires can broadcast protoss telepathy across interstellar distances, and they can also link with terran video communication systems—just how that works, we aren’t yet sure.

Let us stress here that the psionic link is not just mental but emotional as well. The connection is at the deepest levels; protoss connected to the Khala find it difficult (though not impossible) to hate one another. Soldiers can appreciate such a remarkable bond. Imagine the kinship felt by a Dominion Marine Corps fire team, and then spread it species-wide.

SO THEY SNAP TOWELS
AT EACH OTHER
IN LOCKER ROOMS, TOO?

The Psionic Matrix. Psionic energy also powers most protoss machinery. Despite the zerg devastation wrought on Aiur, the homeworld continues to emanate an almost unimaginably powerful psionic matrix from which protoss structures across the Koprulu sector draw their functional energy.

Nerve cords provide
connection to Khala



CURRENT PROTOSS THREATS

Emperor Valerian Mengsk has officially declared a cease-fire with the leader of the protoss, Hierarch Artanis, and the Dominion has halted all aggressive actions against both the Aiur protoss and the Nerazim [dark templar] for the time being. Your rules of engagement reflect that.

However, that does not mean all protoss seek peace with the Dominion. The Tal'darim, a fringe, paranoid faction, continue to strike at terran interests across the Koprulu sector, now more boldly than ever.

Little is known about the Tal'darim's military hierarchy. Intelligence reports indicate that the Tal'darim have a brutal system of advancement, one that encourages ritualistic combat against superior officers. They are no friends of the templar; the Dominion has observed skirmishes between the Tal'darim and the forces of Hierarch Artanis.

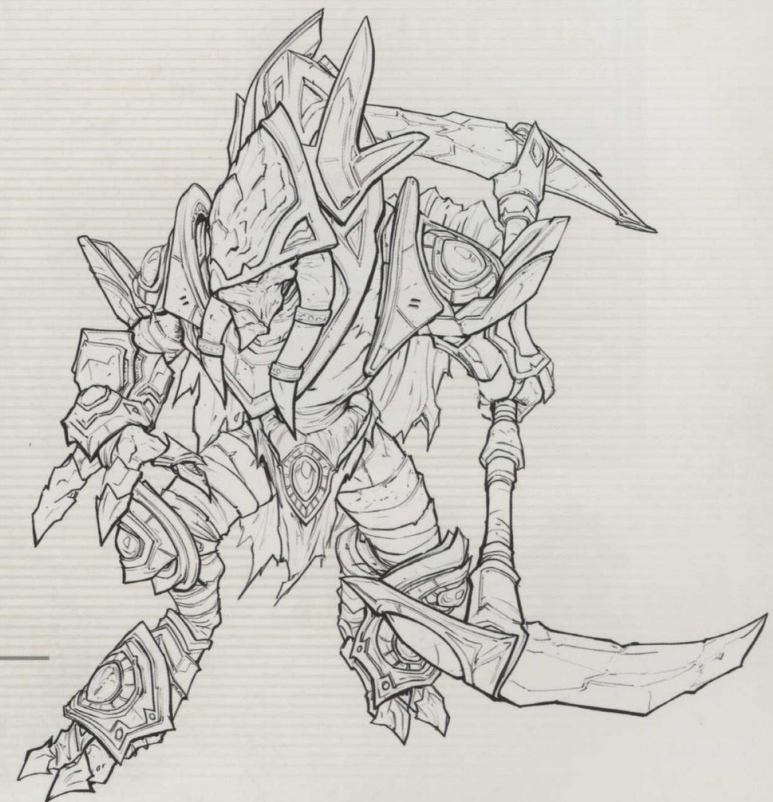
The Tal'darim homeworld of Slayn is well protected against Dominion surveillance operations, but outlying settlements on other planets have been thoroughly documented. Many Tal'darim outposts are located near ancient xel'naga ruins, close to large deposits of terrazine gas, a substance that

It is believed that both the ruins and the terrazine hold spiritual significance for the Tal'darim.

As recently as a year ago, the Tal'darim were thought to be insignificant in number and in strength, only dangerous to merchants and smugglers who strayed into their territory. Now there are indications that they are capable of projecting a startling amount of power, albeit on a limited number of fronts.

Be prepared to repel any attacks from this hostile faction.

SOUNDS GREAT
TO ME!



Tal'darim warrior

ZEALOT

Cybernetic graft implants plus decades of training in hand-to-hand combat and pain tolerance have transformed these psionic soldiers into formidable frontline warriors. Donning power suits, they channel psionic energy into their blades, unleashing a supercharged, slashing blur of an assault.

The dreaded zealot charge propels them into close-range combat, where they prefer direct, "honorable" tactics rather than stealth or subterfuge. With far fewer troops compared to terran and zerg forces, zealots also benefit from personal plasma shields and an ability to warp quickly to safety when critically injured.

Zealots are lower-ranked members of the Templar caste, and they attune themselves to the Khala's disciplines. Zealots form powerful psionic/emotional bonds, and then they channel this maelstrom of feelings into a near-berserker rage in battle. In the end, their deepest devotion is to their people—a motivation that creates the purest form of warrior.

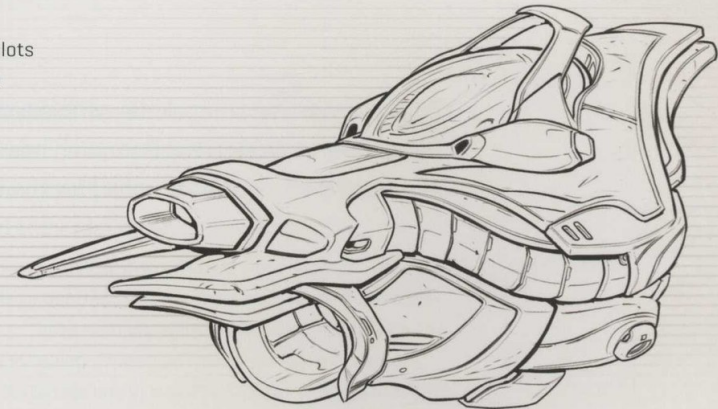
"MY LIFE FOR AIUR!"
THE MARINES ARE
HAPPY TO OBLIGE.

UNIT STATS

Role:	Assault Warrior
Armor:	Power Suit
Armament:	Psionic Blades
Size:	Light
Effective vs:	Marauder
	Zergling
	Immortal
Ineffective vs:	Hellion
	Roach
	Colossus



Psi blade focusers



A Zealot's Charge. As pure melee warriors with only modest battlefield speed, zealots can be at a disadvantage when facing foes with ranged attacks. But cybernetic leg enhancements can counteract this weakness, letting zealots close on targets with a brutal burst of speed.

Psi Blade Focusers. Forearm-mounted devices called "focusers" on the zealot's power suit channel the warrior's violent energies, shaping raw psionic power into deadly incandescent blades. These psi blades can cut through almost any material regardless of density. Over time, the templar have further refined psi blade generation, increasing the lethality as the zealot's fury mounts in the heat of battle.

The Power Suit. Despite the protoss' high-tech advantages and mastery of psionics, the century's crucible of conflict has not been kind to the race. Compared to the terran and the zerg populations, protoss numbers have dwindled precipitously, and every soldier lost is a brutal blow to the Templar caste. Thus the protoss go to great lengths to minimize casualties in battle.

To preserve zealot lives, each warrior is clad in rugged armored battle gear called a power suit. The suit provides physical protection yet also houses critical technical systems that increase survivability. These include navigation tools, a vital signs monitor, and a personal plasma shield generator. The result is, pound for pound, one of the sector's most durable troops.

Crystal Matrices. Every power suit is an individual work of art, reverently crafted. But the templar also install one final life-preserving touch. High templar craftsmen affix crystal matrices to each suit—exquisite gemstones infused with psionic energy. These are carefully calibrated to warp critically injured zealots from the battlefield. Again, the protoss consider the life of every warrior a precious resource that must be preserved at all costs.

D'AWWWW,
POOR PROTOS.



Personal plasma shield generator

I RUN
DIRECTLY INTO
MACHINE-GUN FIRE!
FOR AIUR!

Crystal matrices allow critically injured
zealots to be warped to safety

Incandescent blades cut
through almost any material
regardless of density

Leg augmentations for increased
speed, mobility, and endurance

SENTRY

Designed to provide high-level support, the sentry employs sophisticated solid-field technology that not only protects troops but also reshapes the battlefield to the protoss' advantage.

The sentry's guardian shield provides a first layer of protection for friendly troops. Weaving light into a semisolid state, the sentry casts a translucent dome around itself and nearby allies. The dome partially drains incoming fire of its kinetic/thermal energy. More impenetrable, however, is the sentry force field. This translucent marvel forms solid hexagonal blocks that can be arrayed to hinder or funnel the advance of enemy troops.

The sentry also uses innovative holo-projectors to create hallucinatory, solid-light 3-D images of protoss warriors, vehicles, or constructs. These inevitably draw enemy attention, providing cover for the actual protoss strike force to advance on or flank foes.

HATE THESE THINGS!
So MUCH!

Guardian shield drains projectiles of kinetic and thermal energy

UNIT STATS

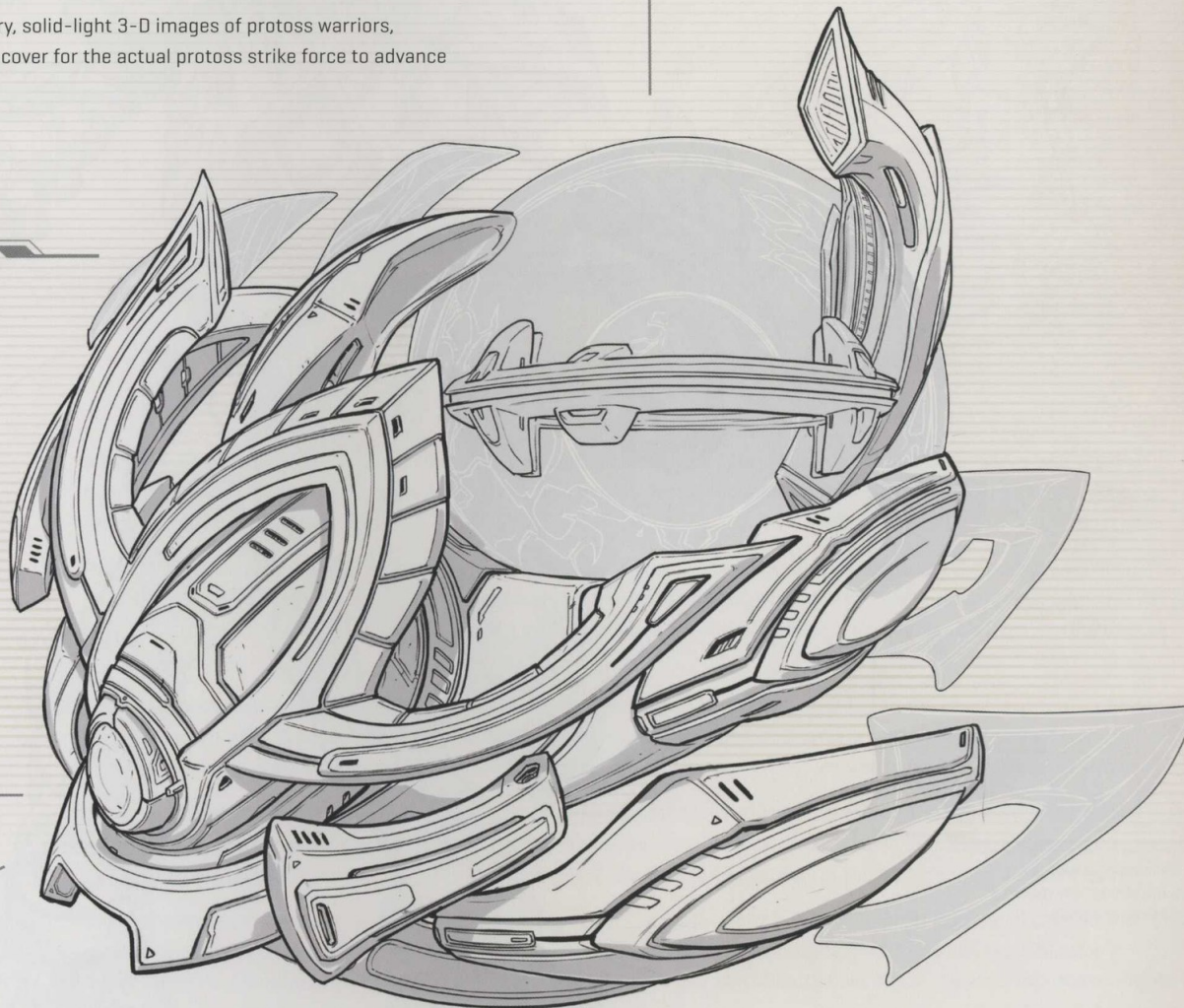
Role:	Light Shield
	Energy Support
Armament:	Disruption Beam
Size:	Medium
Effective vs:	Zergling
	Zealot
Ineffective vs:	Reaper
	Hydralisk
	Stalker

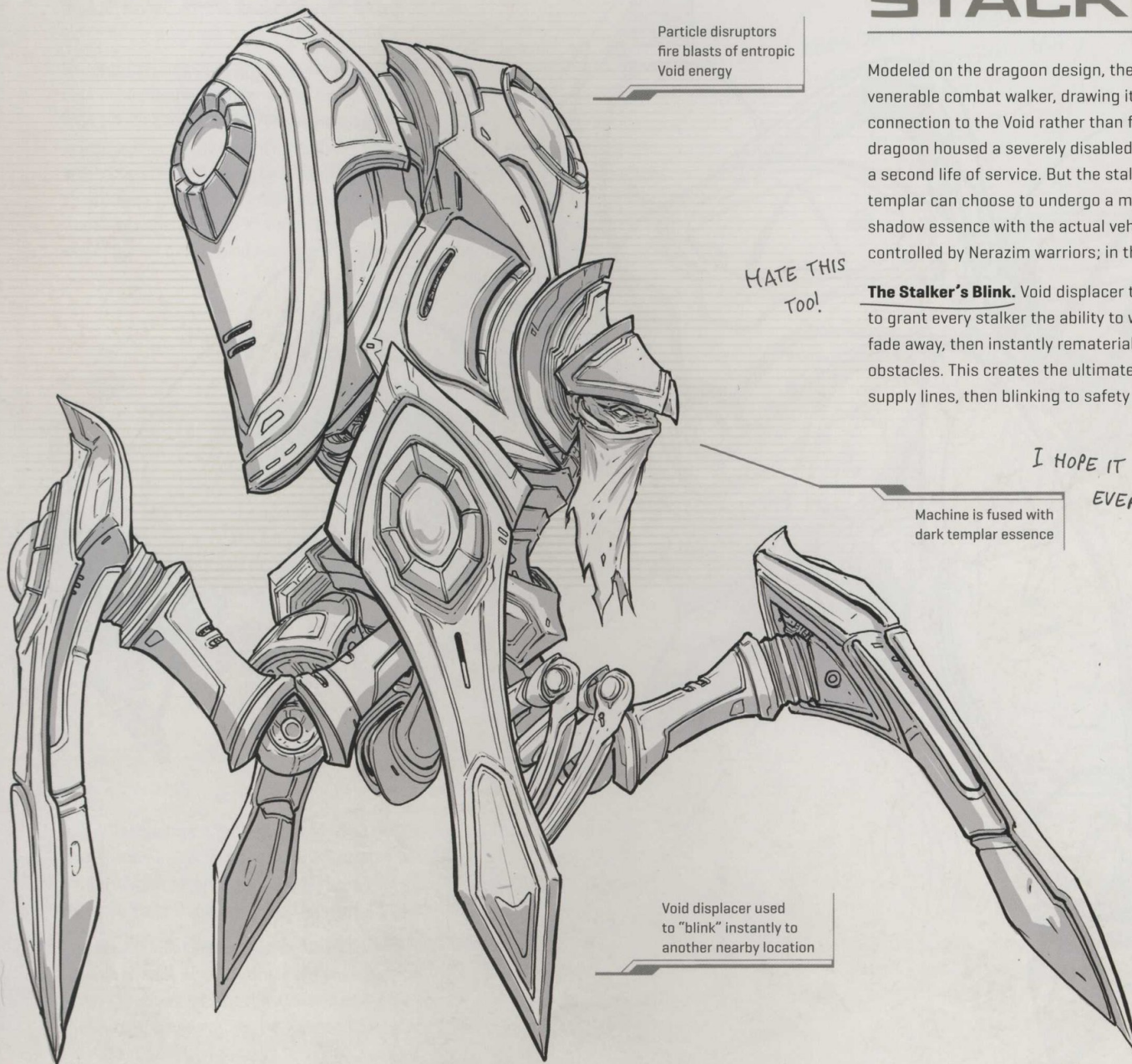
Light-weaving force field generation



Holo-projector casts solid-light 3-D images

Disruption beam liquefies light armor and soft tissue





Particle disruptors
fire blasts of entropic
Void energy

HATE THIS
TOO!

Machine is fused with
dark templar essence

Void displacer used
to "blink" instantly to
another nearby location

STALKER

Modeled on the dragoon design, the stalker is the "shadow" version of that venerable combat walker, drawing its psionic power from the dark templar's connection to the Void rather than from the Khala. Another difference is that each dragoon housed a severely disabled protoss warrior inside the machine, bestowing a second life of service. But the stalker takes this concept a step further. Dark templar can choose to undergo a mysterious Void-powered ritual that fuses their shadow essence with the actual vehicle. Thus, stalkers are not just machines controlled by Nerazim warriors; in their very essence, they *are* Nerazim warriors.

The Stalker's Blink. Void displacer technology [called "blink"] has the potential to grant every stalker the ability to warp across the battlefield—that is, to quickly fade away, then instantly rematerialize elsewhere, bypassing cliffs or other obstacles. This creates the ultimate hit-and-run fighter, perfect for raiding enemy supply lines, then blinking to safety before reinforcements arrive.

I HOPE IT HURTS

EVERY TIME THEY GET THEIR
OIL CHANGED.

UNIT STATS

Role:	Ranged Strider
Armament:	Particle Disruptors
Size:	Medium
Effective vs:	Reaper
	Mutalisk
	Void Ray
Ineffective vs:	Marauder
	Zergling
	Immortal

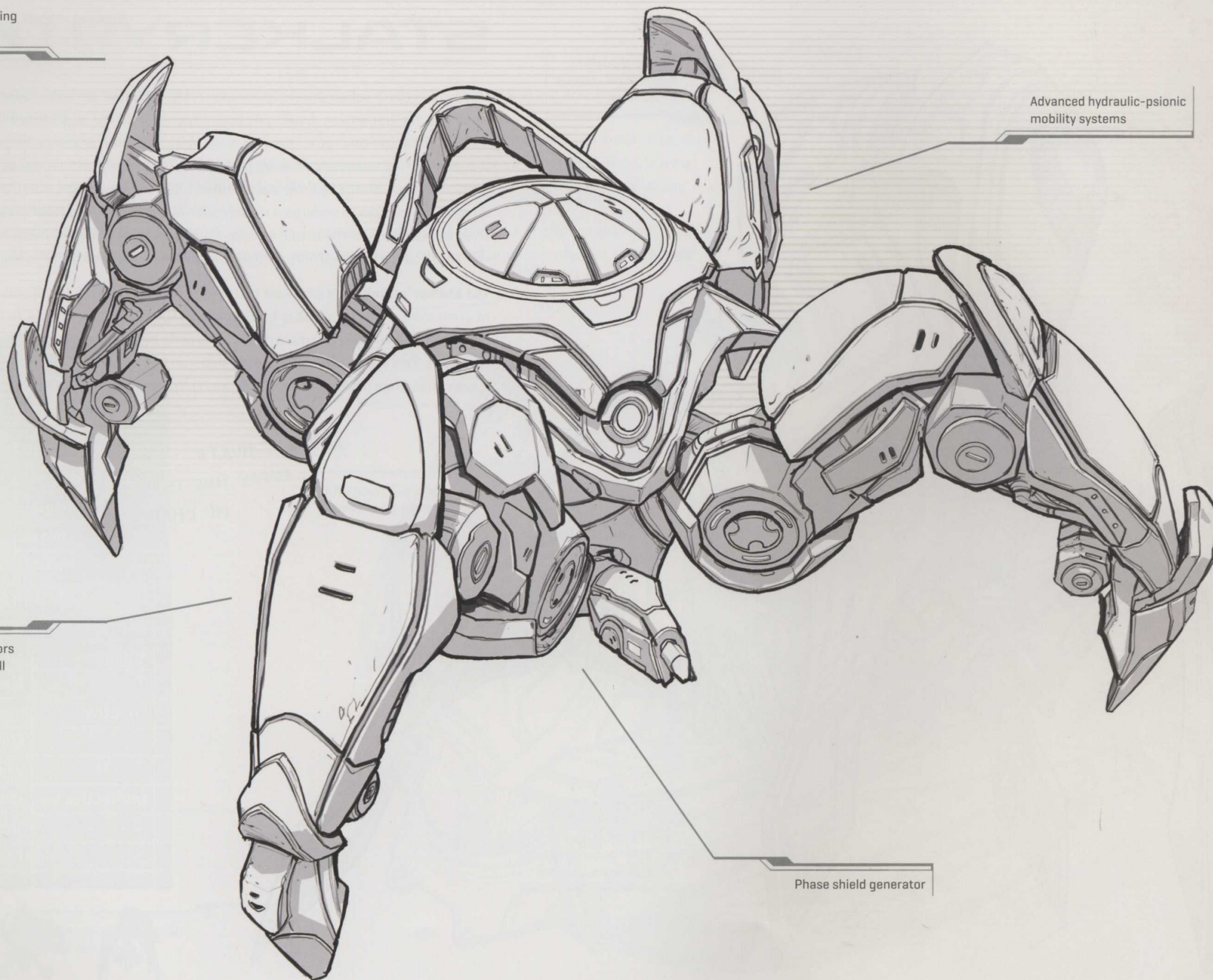


Top-mounted, swiveling
phase disruptor

Advanced hydraulic-psionic
mobility systems

Essence translators
channel pilot's will

Phase shield generator



DRAGOON

Some of the most revered warriors in protoss history have piloted this legendary but now discontinued quadrupedal robot. The price of glory was steep, however. Typically, dragoon pilots were veteran templar grievously wounded in battle. Transplanted into the exoskeleton's core, the disabled soldiers were sealed into a cybernetic fluid tank where they would dwell the rest of their lives. Inside, the pilot's mind forged a direct connection to the machine's control mechanisms via essence translators channeled by Khala energy. The result was a deadly robotic assault walker guided by the mind and martial instincts of a skilled protoss warrior.

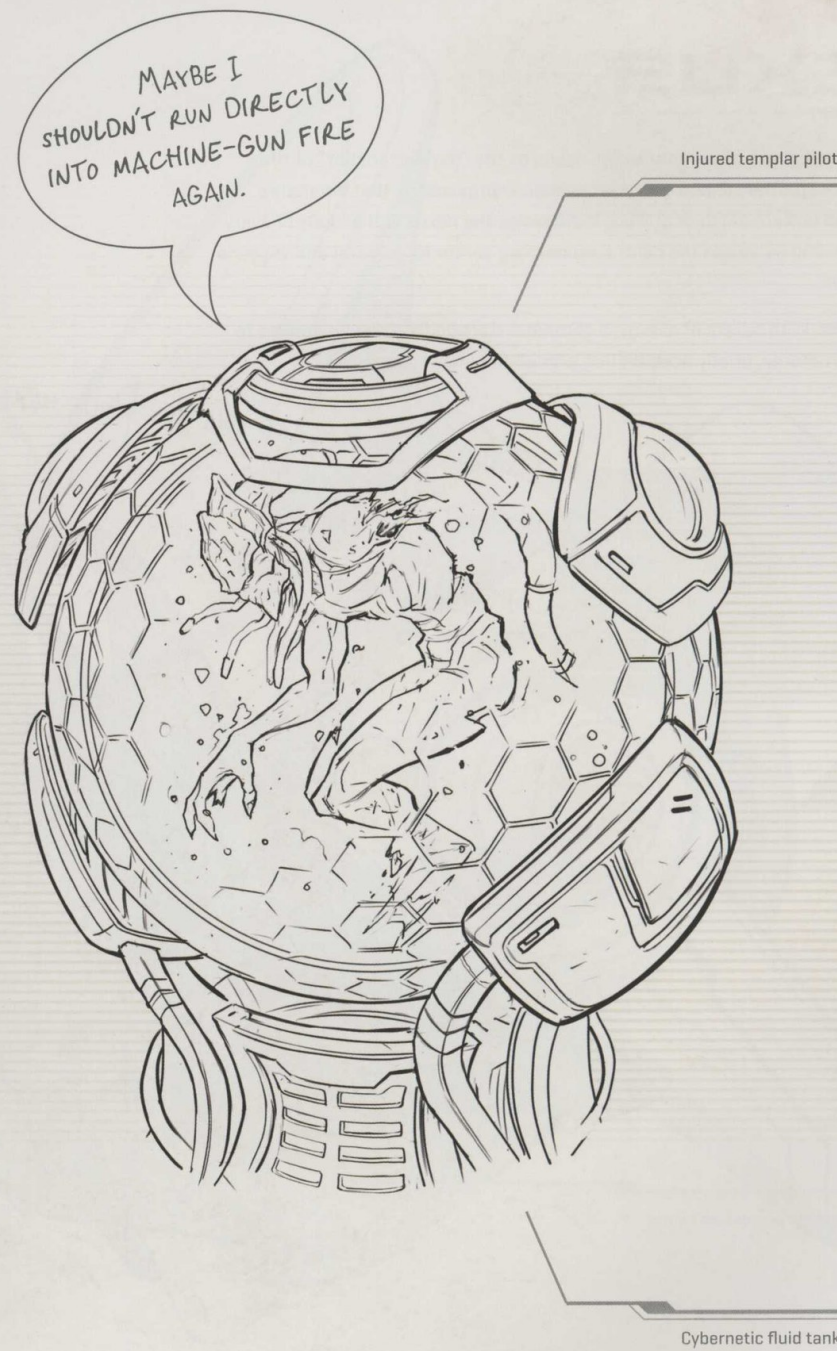
UNIT STATS

Role:	Ranged Ground Support
Armament:	Phase Disruptor
Size:	Heavy



A Lost Technology? The technology for making dragoons was lost in the fall of Aiur—no new dragoon has been built since. All surviving units were upgraded to immortals to preserve their numbers, and the dark templar's stalker has largely replaced dragoon functionality in the protoss ground forces.

However, Dominion intelligence suspects that the lost dragoon technology may be recoverable, as the protoss are known to have embedded highly secure vaults in core facilities on Aiur. It's possible that the dragoon process plans survived the zerg rampage across the planet, stored somewhere beneath one of Aiur's sacred shrines.



NEXUS

Dominion researchers often refer to the nexus as the "psychic anchor" of the protoss. As the primary link to the great psionic energy matrix that emanates from Aiur and powers much of protoss technology, the nexus is the heart of every protoss base and serves as the central processing center for mineral and vespene gas collection.

Chrono Boost. With bursts of energy, a choral distortion field can be applied to individual structures, briefly accelerating production and research.

Khaydarin crystals link each nexus and mothership core, enabling warp capabilities between them

STATS

Role:	Base Foundation Structure
Armament:	Photon Overcharge
Size:	Massive

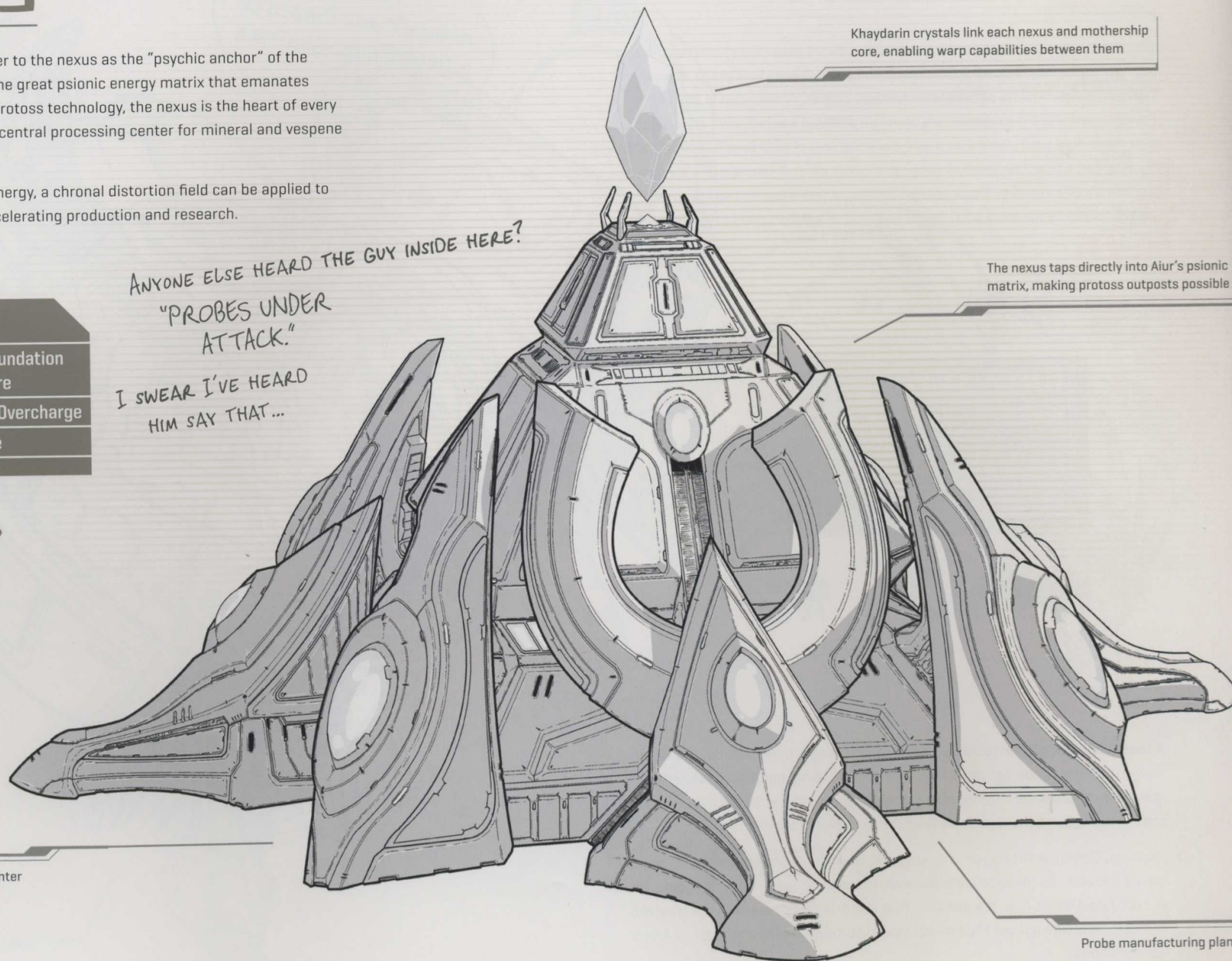


ANYONE ELSE HEARD THE GUY INSIDE HERE?
 "PROBES UNDER
 ATTACK."
 I SWEAR I'VE HEARD
 HIM SAY THAT...

The nexus taps directly into Aiur's psionic matrix, making protoss outposts possible

Mineral and vespene processing center

Probe manufacturing plant



PROBE

The probe is the unsung workhorse of the protoss' expansion and military efforts in the Koprulu sector. These robotic drones gather the mineral and gas resources necessary to power basic protoss technologies. They also fabricate and place micro-beacons that anchor the teleport matrices of the prefabricated structures warped in from remote protoss facilities. Once these beacons are placed, the warp-in process is automated, and the probe is free to pursue other tasks.

Each probe has a light plasma shield, but overall the unit sacrifices durability for function and speed. Its multipurpose particle beam is used primarily to cut and collect mineral crystals, but the beam can be boosted to inflict kinetic damage to base intruders as well.

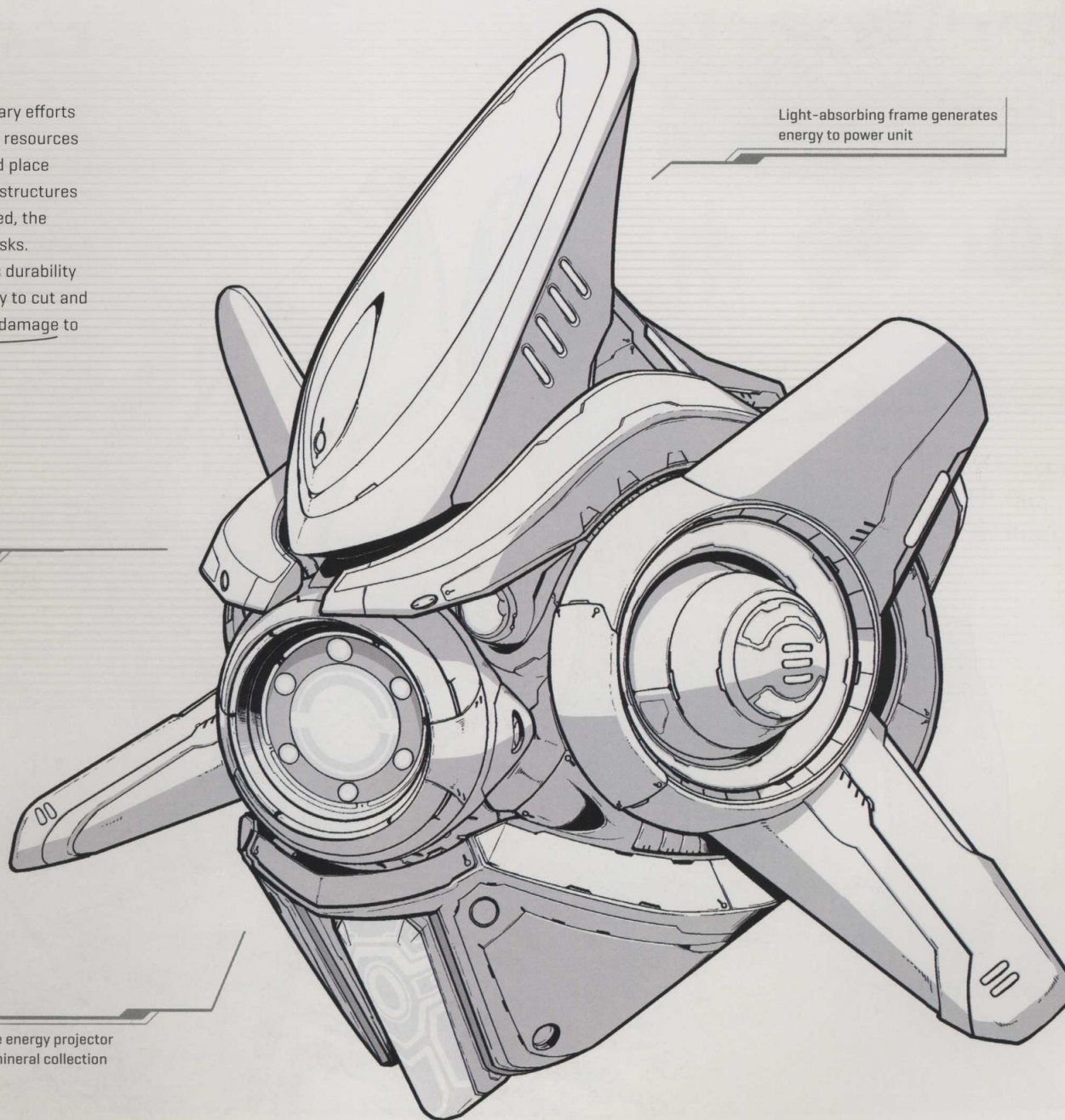
IT TICKLES!

Micro-beacon manufacturing

CAN WE REPROGRAM THESE?
I WANT ONE AS A PET.

UNIT STATS

Role:	Resource Collector
	Worker
Armament:	Particle Beam
Size:	Ultralight



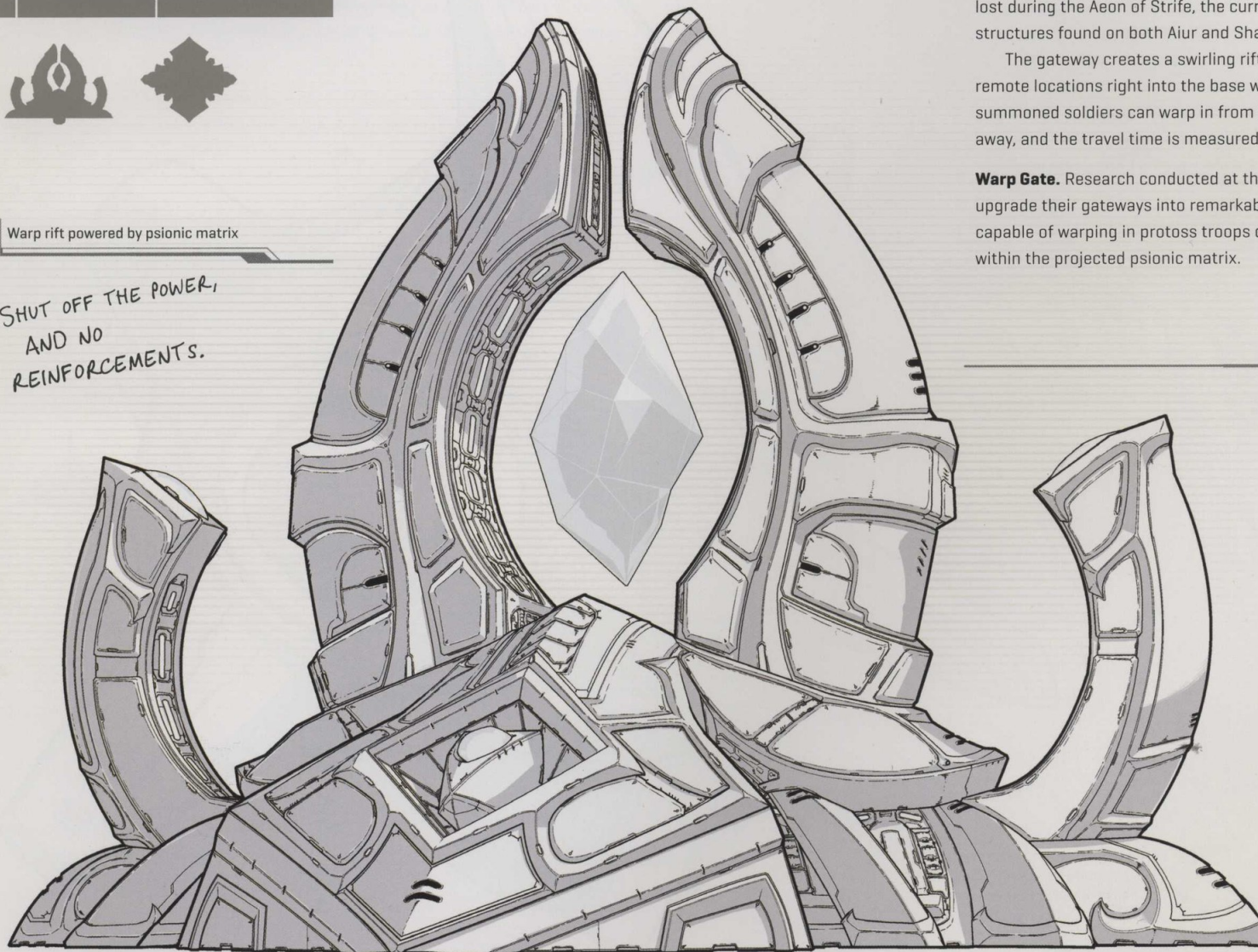
STATS

Role:	Infantry Warp-In Structure
Size:	Heavy



Warp rift powered by psionic matrix

SHUT OFF THE POWER,
AND NO
REINFORCEMENTS.



GATEWAY

The mysterious gateway employs physics that the Dominion does not yet understand. Based on ancient, highly advanced xel'naga warp gate technology lost during the Aeon of Strife, the current version was reverse-engineered from structures found on both Aiur and Shakuras.

The gateway creates a swirling rift that can transport protoss warriors from remote locations right into the base where the gateway sits. Amazingly, these summoned soldiers can warp in from home territories located even light-years away, and the travel time is measured in mere seconds.

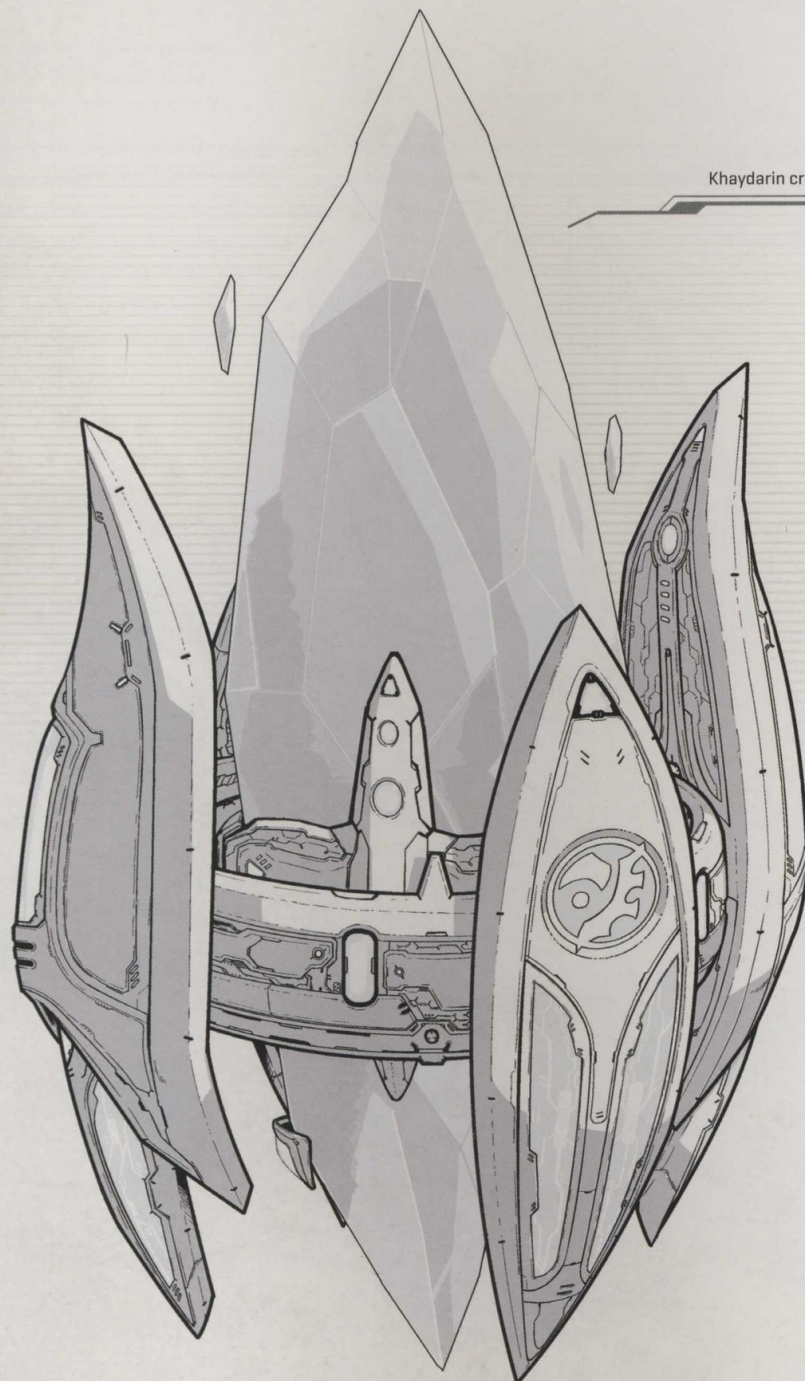
Warp Gate. Research conducted at the cybernetics core lets protoss commanders upgrade their gateways into remarkable structures called warp gates, which are capable of warping in protoss troops directly to any part of the battlefield that lies within the projected psionic matrix.

The warp gate structure has been reverse-engineered from xel'naga technology

AND WE'RE WORKING ON
REVERSE-ENGINEERING
THE SAME TECH, RIGHT?

RIGHT?





Khaydarin crystal

STATS

Role:	Psionic Energy Projector
Size:	Medium



Invisible circular aura connects protoss structures to psionic matrix, allowing warp in from other planets

PYLON

Protoss base buildings cannot function unless they're connected to the psionic matrix originating on Aiur; its energy powers them up. The nexus taps that matrix. However, to distribute the energy to protoss structures across the base, the nexus must channel it through a network of pylons.

Each one of these glowing conduits, carved from khaydarin crystals, radiates the psionic matrix in a circular aura around itself. Any protoss structure built within that radius will draw on the aura's energy and function normally. If the matrix is subsequently removed from the area—because the pylon is destroyed, for example—those buildings will shut down until the matrix is restored. This includes defense installations such as photon cannons.

CYBERNETICS CORE

Cybernetics is the central applied technology of the protoss military, melding psionic biological beings with their lethal machinery. With a cybernetics core in place, many of the materials, automated nano-fabricators, and essence translators necessary for advanced military hardware become available to the protoss commander.

Dominion analysts continue to be mystified by the exact nature of protoss cybernetics. "Technology" seems an inadequate term to describe the processes. Cybernetic warriors exhibit not just physical control of robotic weapon systems, but also an essentially cognitive, almost "spiritual" bond with their machines. Some terran scientists characterize it as a profound evolutionary step—the ability to infuse a technology with a living essence.

Beyond the mystery of its essence translators, the cybernetics core also produces highly advanced military applications and upgrades. Its flux dissipaters, photon stabilizer arrays, and phase alignment amplifiers give protoss warriors a decided edge on a battlefield where numbers are typically in their enemy's favor.

DIDN'T REALIZE YOU DESK JOCKEYS
LOVED THEM SO MUCH.

Phase alignment amplifiers

STATS

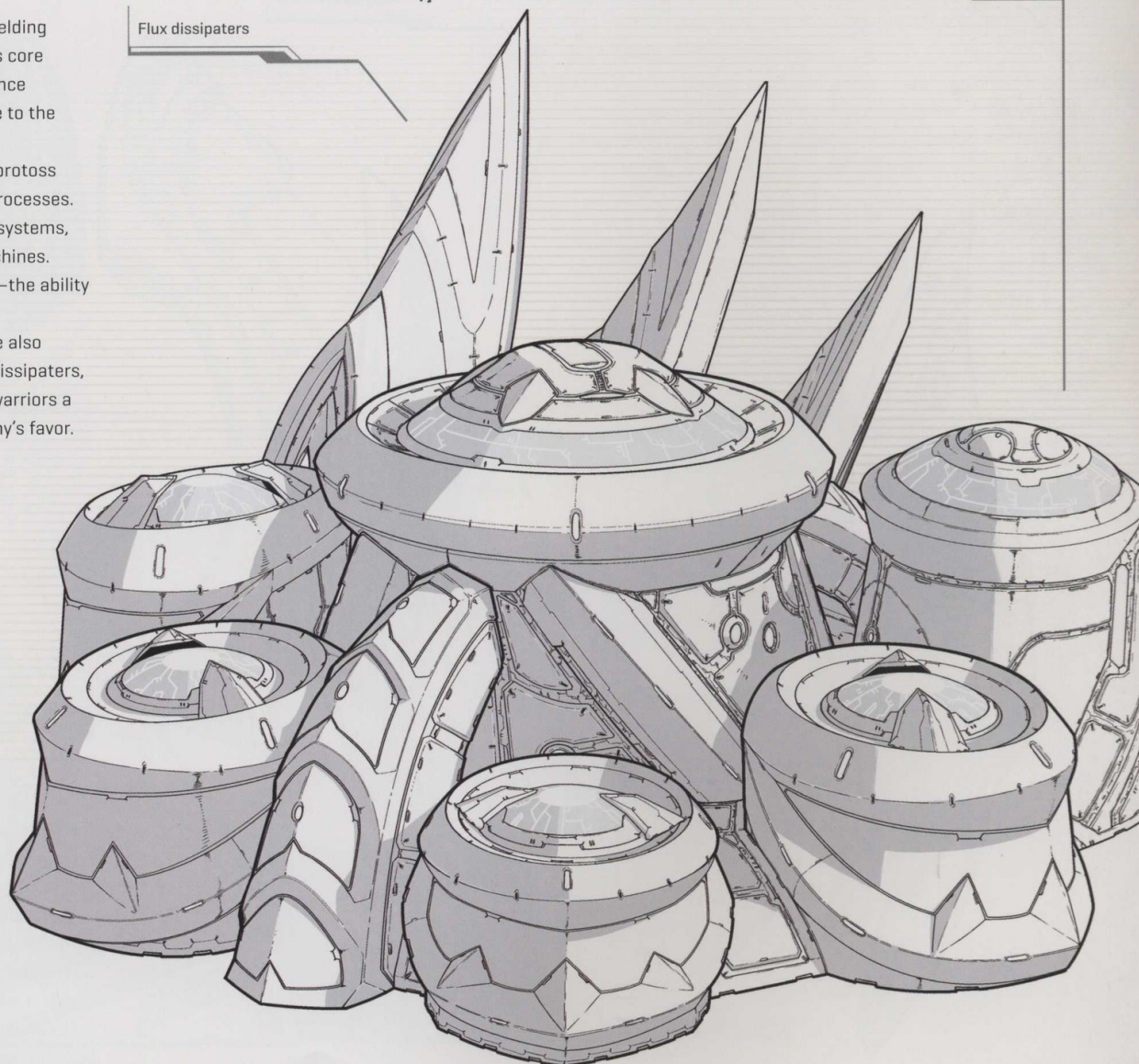
Role:	Research Center
Size:	Heavy



Flux dissipaters

Wow.
SOUNDS HEAVY.

Photon stabilizer arrays



FORGE

This advanced research center serves two essential purposes for protoss force management. Once a forge is in place, the photon cannon becomes available to any location within the psionic matrix. This indispensable weapon gives any protoss base or outpost a powerful dual-purpose defensive emplacement.

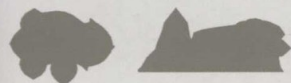
Just as important is the forge's potential to improve the lethality and durability of protoss forces. Ongoing research at the forge can give a bigger punch to the ground-based weapons wielded by zealots, stalkers, dark templar, archons, immortals, and colossi. It can also thicken the armor of all ground troops as well as upgrade plasma shields for all units and structures.

Protoss bases with both a forge and a cybernetics core burning the midnight research oil will produce a truly formidable mix of forces over time.

Interior contains complex array of power crystals

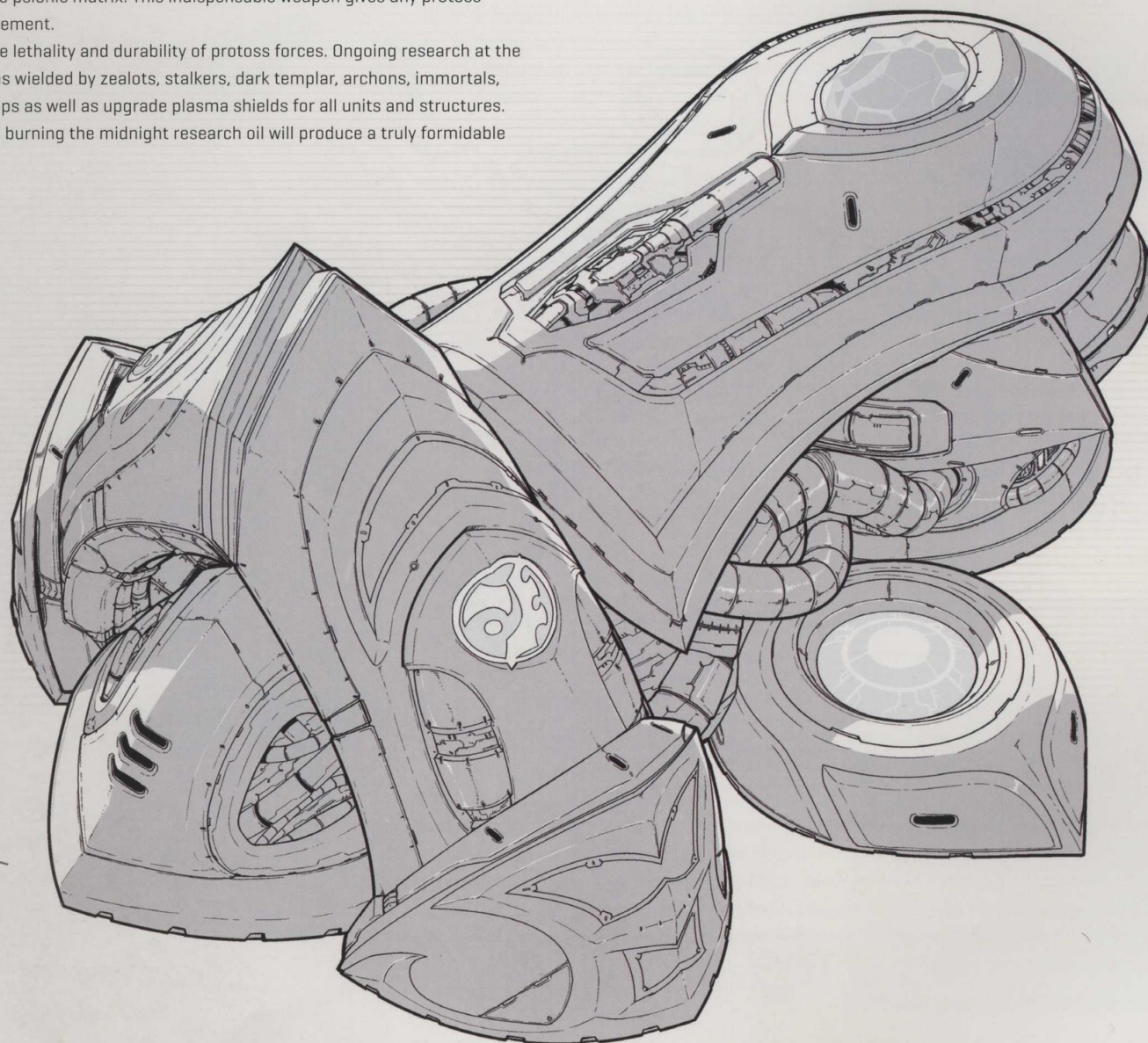
STATS

Role:	Research Center
Size:	Heavy



No entrance—protoss engineers warped directly to building

B-O-O-M,
THAT'S HOW THE
MARINES SPELL "DOOR"!



UNIT STATS

Role:	Aerospace Fortress
Armament:	Purifier Beam
	Mass Recall
	Time Warp
Size:	Supermassive



Rotating wings project a tightly woven energy dome, creating a life-sustaining atmosphere

Wings absorb energy dissipated from core to project a wide cloaking field

IF YOU SEE THEM ALONE,
THEY'RE NOT ALONE.

Purifier beam discharges crystal energy

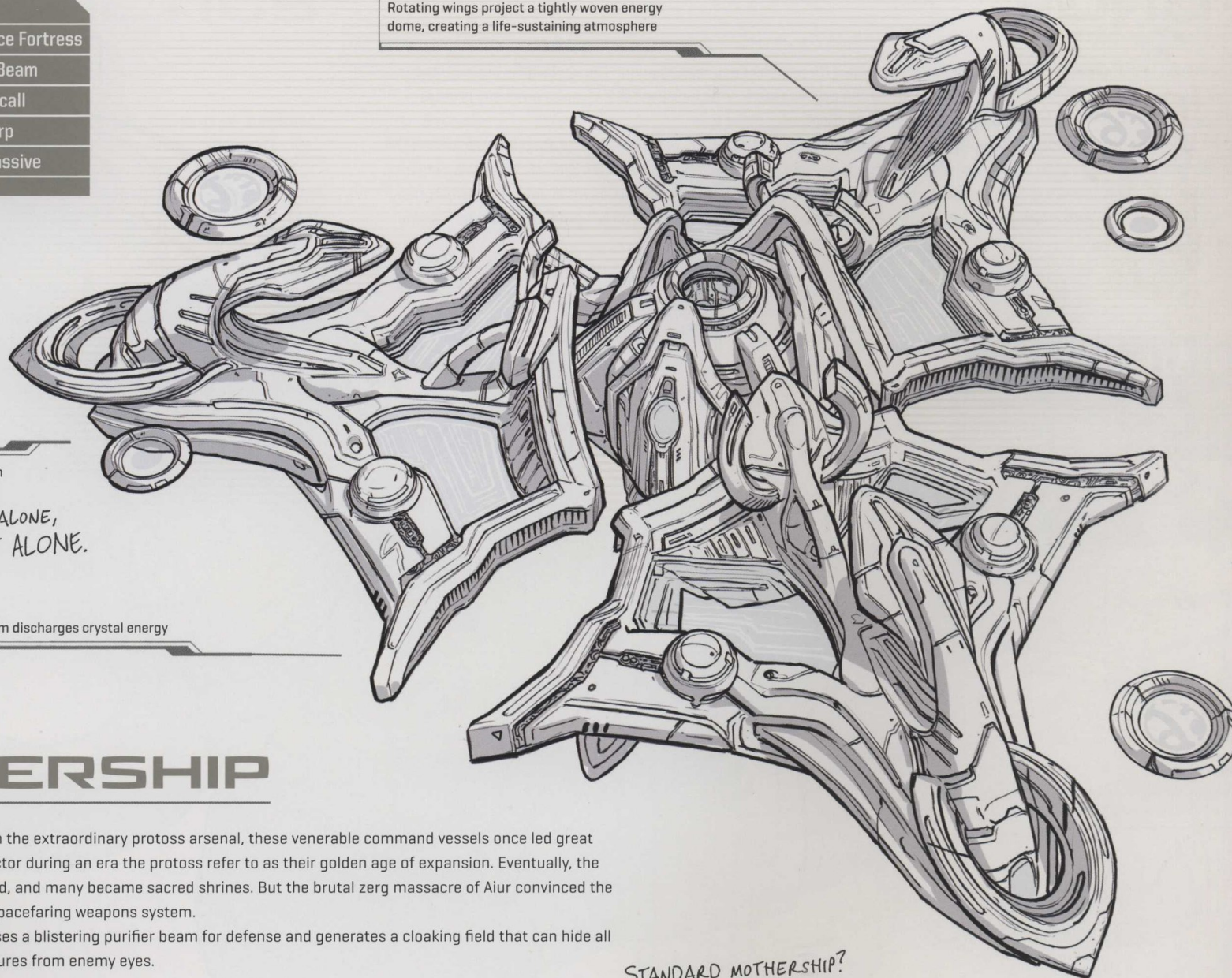
MOTHERSHIP

Easily the most powerful craft in the extraordinary protoss arsenal, these venerable command vessels once led great armadas across the Koprulu sector during an era the protoss refer to as their golden age of expansion. Eventually, the mothership fleet was mothballed, and many became sacred shrines. But the brutal zerg massacre of Aiur convinced the protoss to resurrect the great spacefaring weapons system.

The standard mothership uses a blistering purifier beam for defense and generates a cloaking field that can hide all nearby protoss units and structures from enemy eyes.

STANDARD MOTHERSHIP?

HOW MANY ARE OUT THERE?



Photon overcharge

Repulsor cannon fires a blast of semisolid psionic energy

MOTHERSHIP CORE

The majestic protoss mothership may be the most awe-inspiring technological marvel in the Koprulu sector. But its construction is such a daunting, resource-intensive undertaking that protoss engineers devised a truly innovative two-step assembly. The process gives the ship's core component a powerful new role in base defense long before the vessel's massive hull is fully built. The mothership core—an immense khaydarin crystal encased in a fused magnetic-array housing—is warped to the nexus first as an independent flyer.

The core's crystal augments the psionic power of the nexus itself to trigger a photon overcharge. The supercharged matrix lets the nexus fire psionically imbued photon bolts that can decimate enemy raiding parties. The mothership core can also use any nexus as a "mass recall" warp beacon that unravels space-time's weave and instantly warps groups of protoss warriors back to the nexus. The same power lets the core create a space-time distortion radius that significantly slows enemy forces trapped in the field.

Mothership cores share a psionic link with the khaydarin crystals present in every protoss nexus

Space-time distortion radius dilates the present, slowing enemy forces to a crawl

IF IT'S HANGING AROUND
THE NEXUS,
DON'T CHARGE
IN WITHOUT EVAC.

RIP
MARV AND JESS.



UNIT STATS

Role:	Ship Core
	Base Defense
Armament:	Repulsor Cannon
Size:	Massive
Effective vs:	Widow Mine
	Zergling
	Zealot
Ineffective vs:	Viking
	Mutalisk
	Phoenix



Light metal alloy reacts to psionic input

IF YOU FEEL YOUR
HAIR STAND ON END, RUN.
FRIGGING
LIGHTNING BOLTS.

Cloth vestments

I'M HAPPY TO
KICK THEIR
ANCESTORS'
ASSES TOO.

UNIT STATS

Role:	Psionic Warrior
Armament:	Psionic Storm
	Feedback
Size:	Light
Effective vs:	Marine
	Hydralisk
	Sentry
Ineffective vs:	Ghost
	Roach
	Colossus



HIGH TEMPLAR

The high templar are an elite cadre of seasoned defenders of Aiur. While these veteran warriors excel in physical combat and have psionic blades at their disposal, melee fighting is a last resort.

The reason: A veritable tempest of raw psionic energy swirls through their bodies and metal alloy vestments. Intensive training and meditation let them harness this maelstrom into formidable psionic abilities. Because high templar are so attuned to the universe's fundamental particle currents, they can also drain energy from enemy soldiers and machines, triggering a chain reaction of feedback that also inflicts serious damage.

Psionic Storm. High templar use their archives to meditate on the teachings of ancient ancestors and channel Khala energy with greater efficiency. This mysterious training regimen amplifies their psionic power so much that it can disrupt the very atomic essence of the physical world. With concentrated effort, the high templar can summon storms of raw psionic energy that tear apart molecular structures and shatter the minds of other species.



DARK TEMPLAR

Dark templar are powerful melee warriors whose ancestors resettled on Shakuras after their banishment from Aiur. These stealth assassins draw psionic power from the Void, bending light to render themselves virtually and indefinitely invisible. Wielding a psi-powered warp blade that emanates deadly Void energy, they glide with remarkable speed into unsuspecting enemy ranks, then operate with ruthless impunity until detectors can reveal them.

Dark templar are fiercely individualistic, and this applies to their gear as well. Customized combat suits include several blade variations: for example, a standard wrist blade, or a staff-mounted scythe. Donning light armor for mobility, dark templar warriors can be easily dispatched—once located.

NOTES ON THE NERAZIM

Although reunited on Shakuras with their brethren after Aiur's fall, the dark templar remain willful and fiercely independent freethinkers. Clan bonds are important, and dark templar take great pride in their affiliation, with feuds not uncommon. But when dark templar face a common threat like the zerg, they band together with remarkable ease.

THESE GUYS ARE NEVER
"EASILY DISPATCHED."

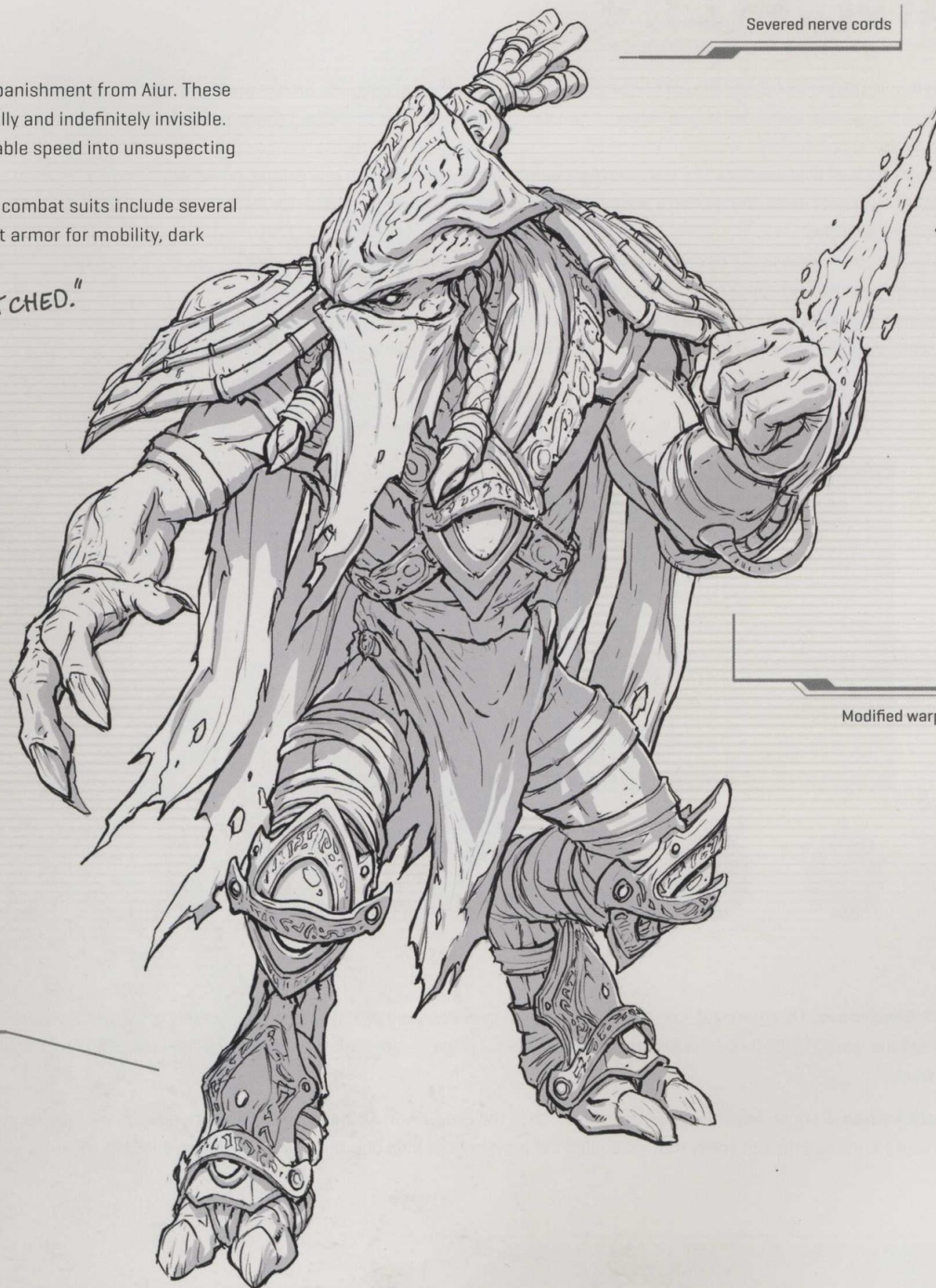
Severed nerve cords

Modified warp blade

Little armor

UNIT STATS

Role:	Elite Stealth Assassin
Armament:	Warp Blade
Size:	Light
Effective vs:	SCV
	Drone
	Probe
Ineffective vs:	Raven
	Overseer
	Observer



ARCHON

The archon is the perfect embodiment of the protoss warrior's ethos of sacrifice for the greater good. This powerful entity is born of martyrdom when two high templar or two dark templar—or one of each—choose to lay down their lives in order to merge souls.

The product of that sacrifice is a transcendent being literally radiant with raw psionic power. Hovering above the ground by displacing gravity itself, the archon's luminous form serves as a physical anchor for the psionic maelstrom unleashed by the merging energies.

In battle, the archon is the ultimate heavy assault troop. Slinging psionic shockwaves across the field, a few archons can provide powerful ranged support to a line of charging protoss zealots.

Marines should note that although archons are sheathed in extremely strong shield energy, their core entities are not particularly durable. Thus archons often withdraw swiftly when their shields run low. An archon without a shield is a ripe target for foes.

UNIT STATS

Role:	Psionic Warrior
Armament:	Psionic Shockwave
Size:	Heavy
Effective vs:	Mutalisk
Ineffective vs:	Thor
	Ultralisk
	Immortal



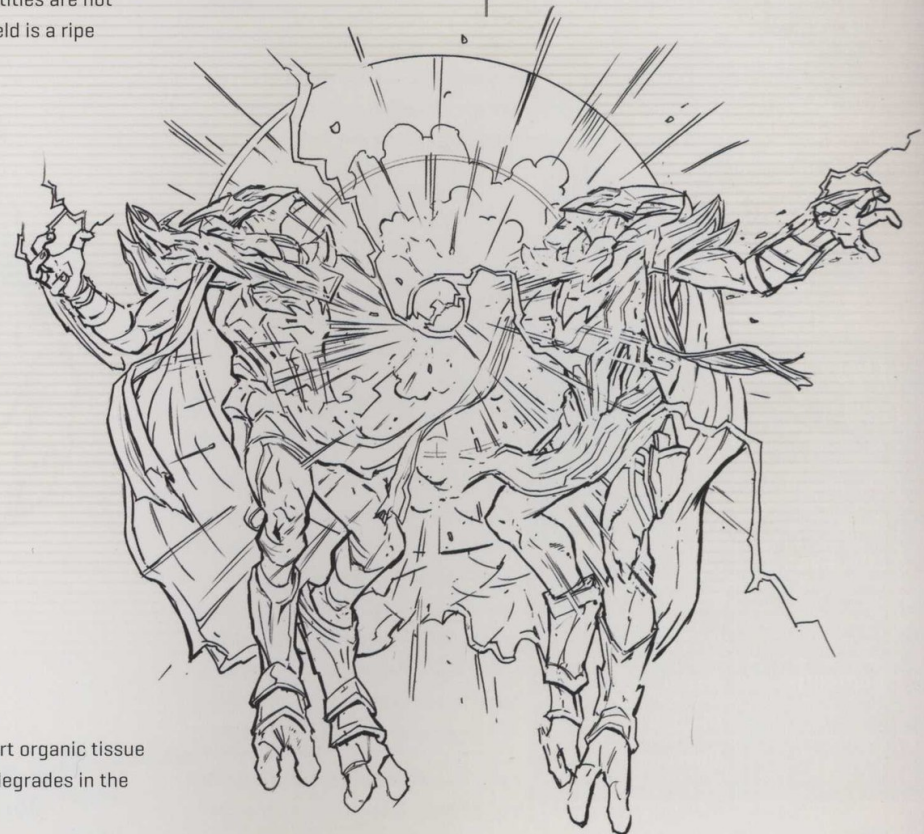
WTF?
Is THAT supposed to help?

Psionic Shockwave. This powerful, low-frequency blast of concentrated psionic energy essentially tears apart organic tissue at the cellular level. Hence it is most destructive to biological targets, although even heavy neosteel plating degrades in the shockwave.

The Dark Archon. Dark archons have not been seen since the Brood War. At that time, if two dark templar merged spirits, the result was a burning crimson entity that embodied the power of the Void and the dark, smoldering wrath of the exiled Nerazim.

WELL, DON'T THAT JUST
BREAK YOUR HEART.

Archon requires the sacrifice
of two protoss warriors



Near-intangible physical form
made up of pure energy

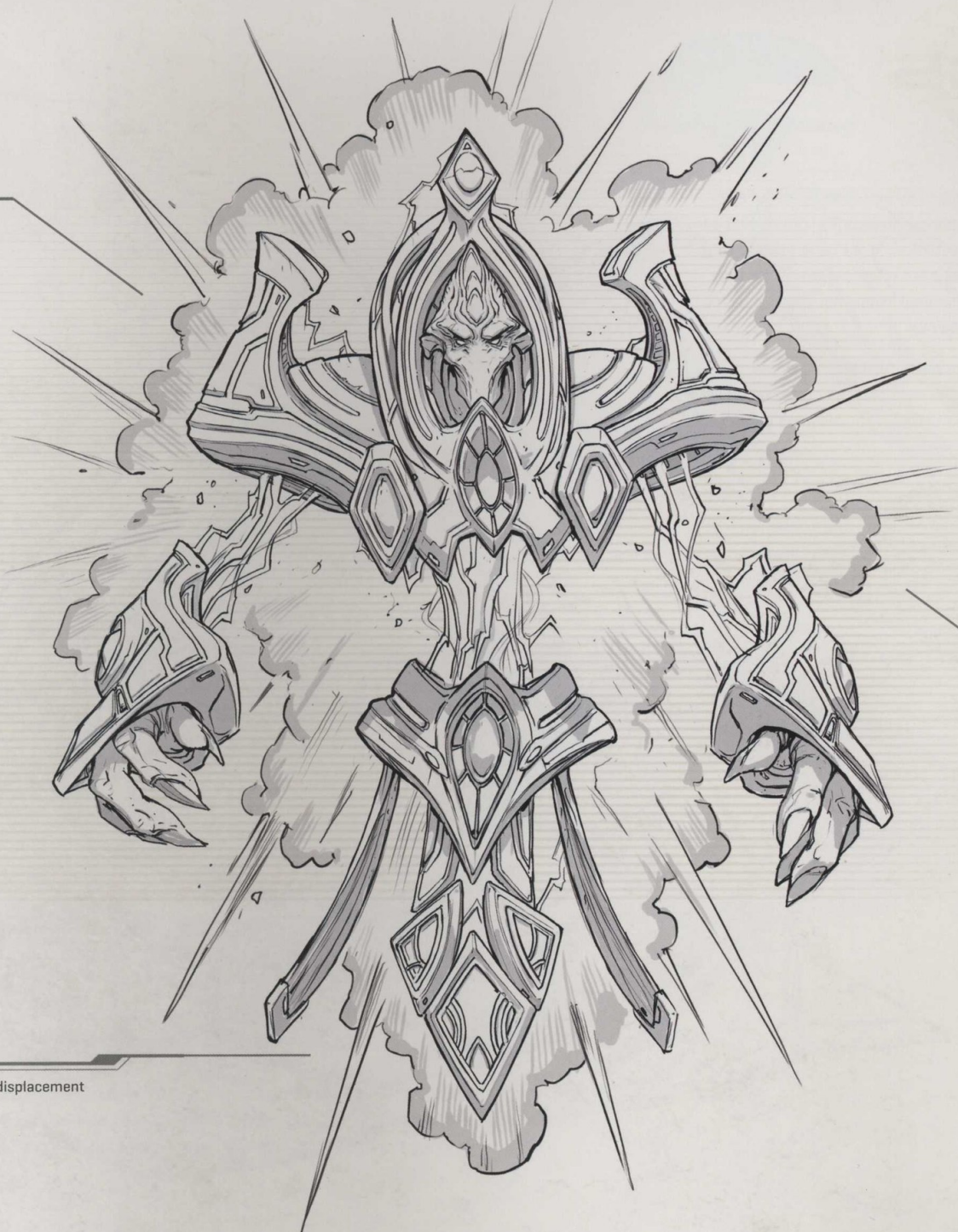
MAGIC.

Rage and will focused to create
powerful psionic shockwaves

MAGIC AGAIN!

JUST CALL IT MAGIC.
IT'S TOTALLY MAGIC.

Hovering achieved by gravity displacement



ROBOTICS FACILITY

The protoss rely heavily on robotic war machines to bolster their numbers and minimize casualties. With a robotics facility in place, the protoss commander can order powerful automated units to be warped in, including the observer, the warp prism, and the mighty immortal. [Note: Immortals are robotic walkers, but they are controlled by disabled protoss warriors embedded inside, not by AI.] A highly trained master of robotics runs each robotics facility.

Robotics Bay. The robotics bay enhances the robotics facility to allow the towering colossus to be warped in. It also retrofits weapons and technology on the battlefield. Observant commanders may choose to target this building to disrupt that process.

NEAT!
WHERE CAN I MEET ONE?

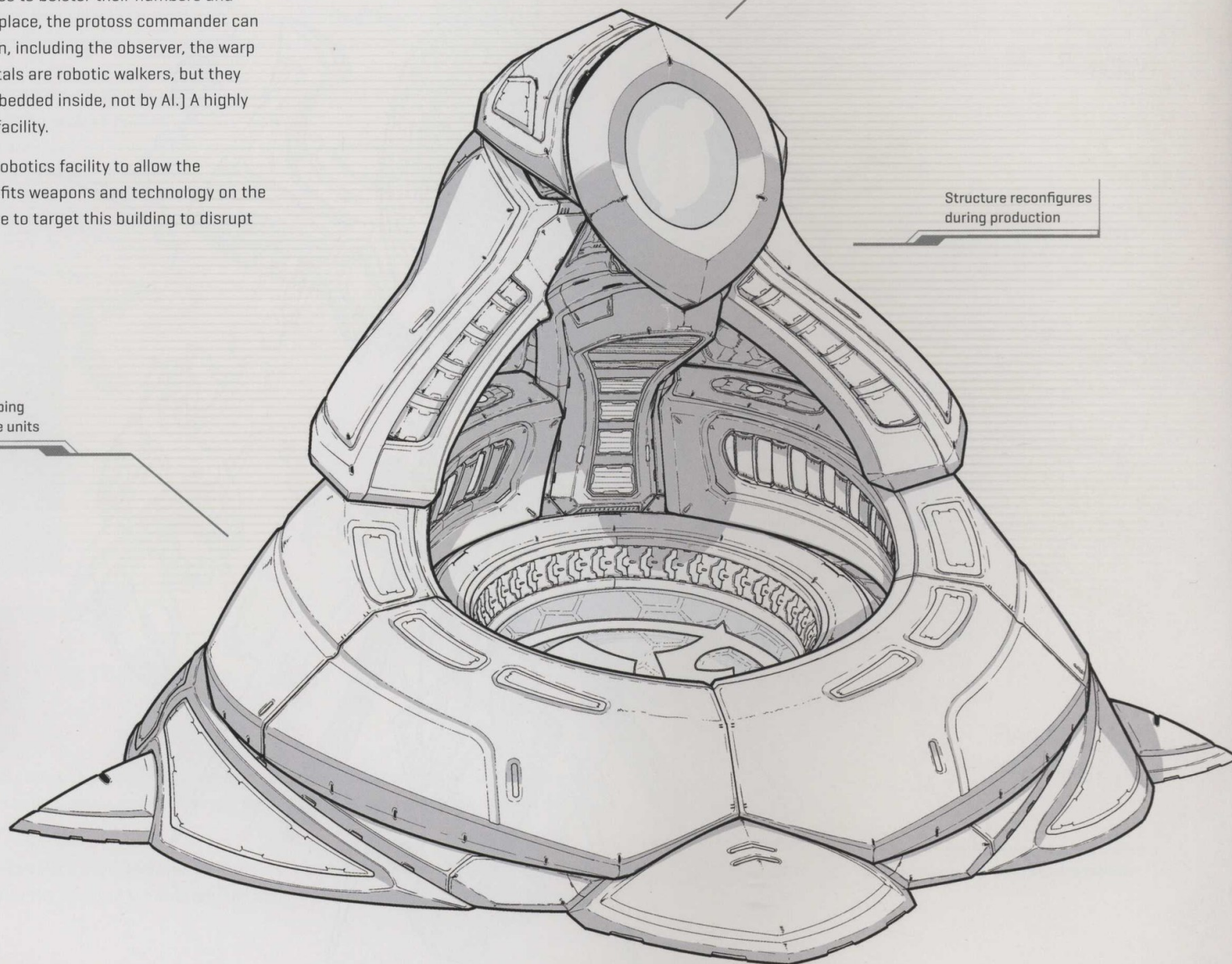
Oversized platform allows warping in and maintenance of massive units

Facility interior staffed by dozens of protoss engineers

Structure reconfigures during production

STATS

Role:	Robotic Unit Warp-In Structure
Size:	Heavy



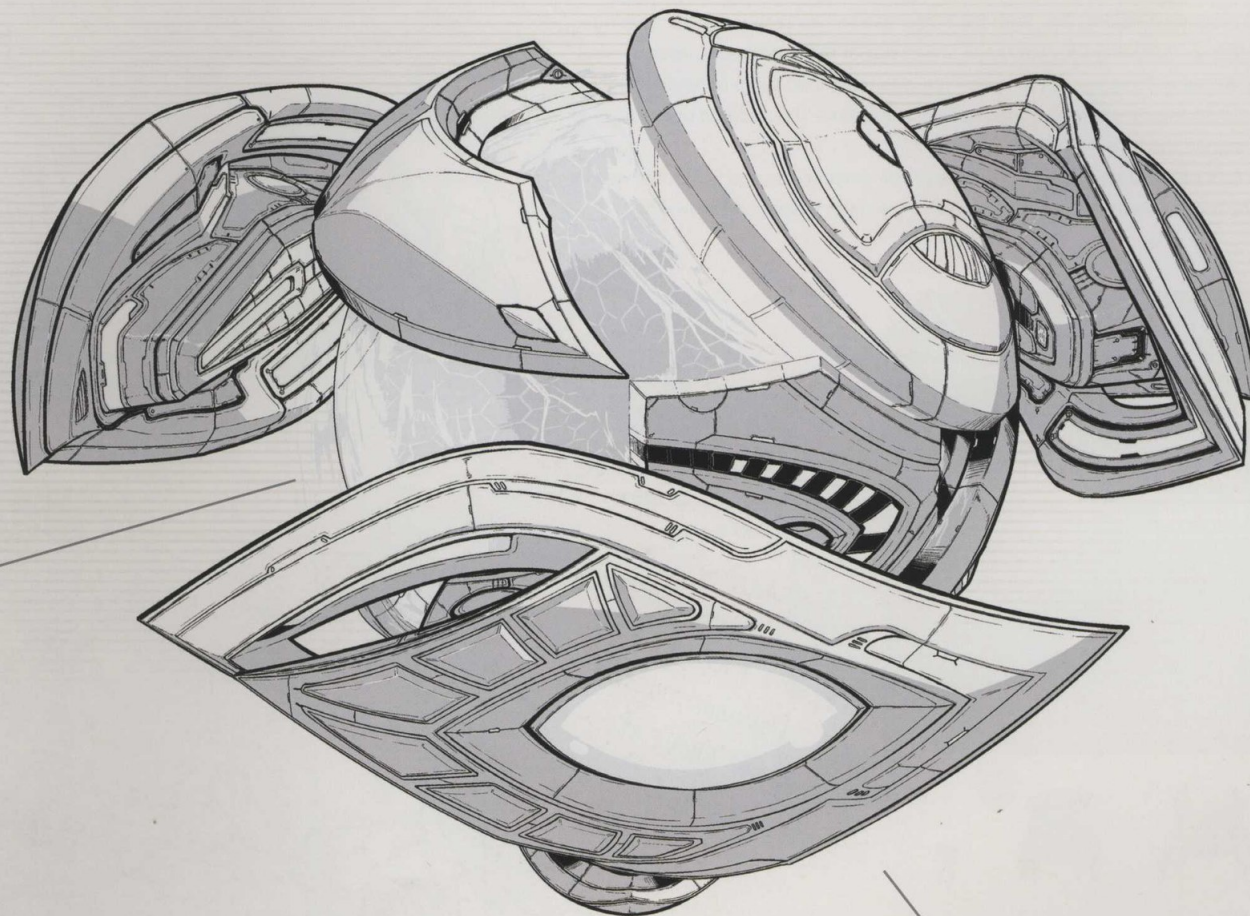
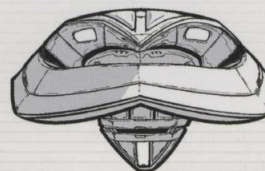
UNIT STATS

Role:	Mechanized Detonator
Armament:	Purification Nova
Size:	Medium



EXCEPT IT DOESN'T DIE.
NOT FAIR.

Purification nova self-destruction sequence



Alloy hull

WHAT?!

DISRUPTOR

Classified surveillance images have revealed a new protoss mechanical ground unit with high-level AI and a devastating area attack. This curious floating robot looks oddly benign on approach. But any marine company in tight formation is advised to disperse widely and quickly.

The reason: When activated, the disruptor becomes a floating, solarite-powered time bomb. Essentially invulnerable for several seconds, it closes rapidly on clumped targets and then emits a searing blast of energy that inflicts damage in a wide radius. The disruptor is most vulnerable right after detonation, so a swift counterattack can be very effective.

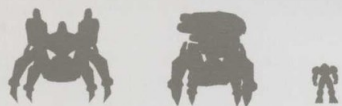
IMMORTAL

Prior to Aiur's fall, protoss warriors who were grievously wounded in battle could volunteer to extend their military service by sealing their disfigured bodies into dragoon exoskeletons. With the zerg invasion, the technology for making dragoons—including the cybernetic intricacies of this transplant process—was lost. All surviving dragoons were refitted with enhanced servo mechanics, hardened energy shields, and twin phase disruptors. The updated unit was christened the "immortal."

As a result, immortals house some of the most skilled and venerable warriors in the protoss military, operating some of the most advanced hardware.

UNIT STATS

Role:	Cybernetic Assault Walker
Armament:	Phase Disruptors
Size:	Heavy
Effective vs:	Siege Tank
	Roach
	Stalker
Ineffective vs:	Marine
	Zergling
	Zealot



Armor weave mitigates impact through energy dissipation

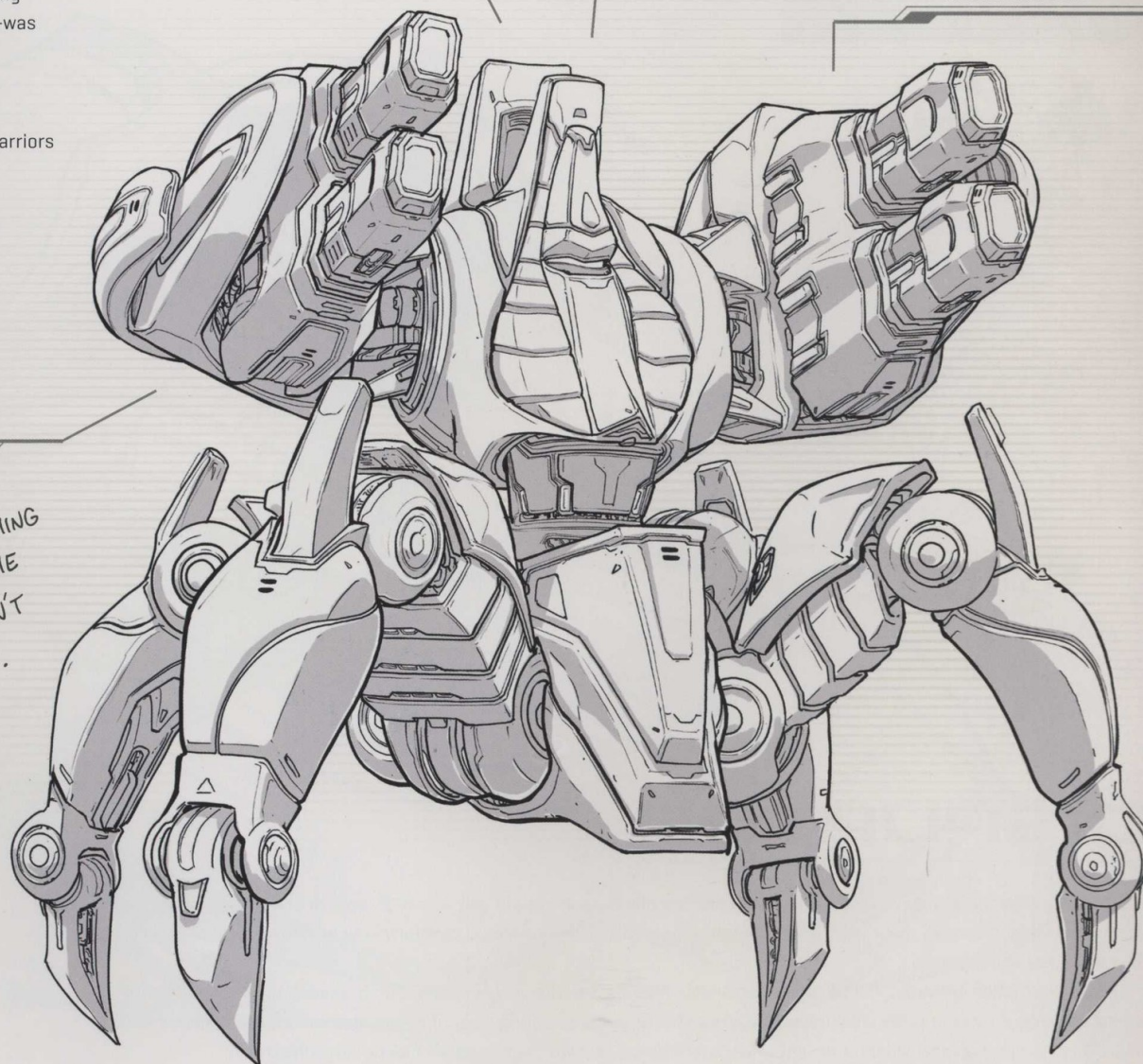
Life-support systems

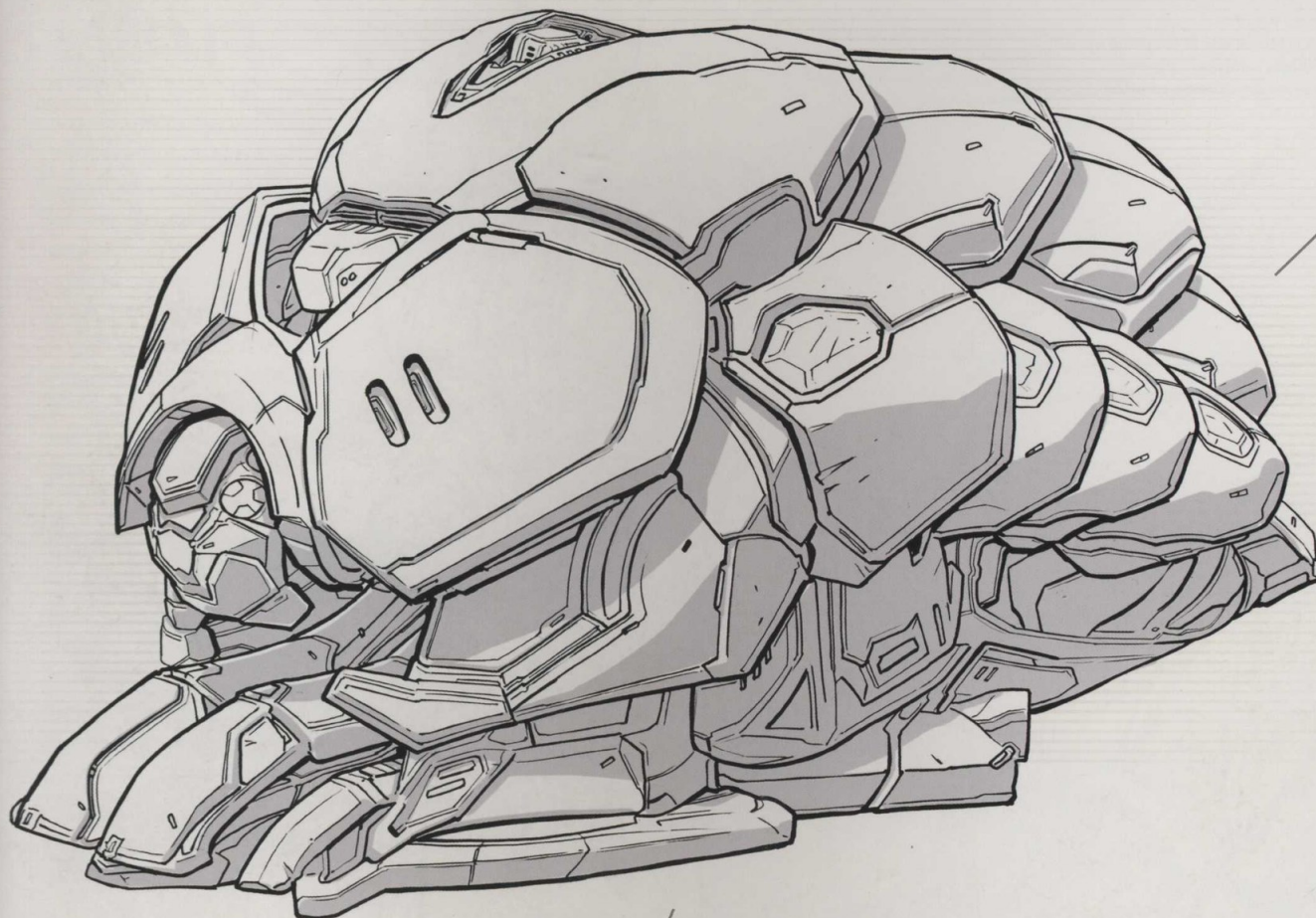
Pilot immersed in sterile nutrient solution saturated with microscopic machines

Dual phase disruptor cannons fire antimatter bolts

Hardened shields

I HEARD
THEY HAVE SOMETHING
NEW NOW. FIGURES THE
DOMINION DOESN'T
KNOW ABOUT IT.





Limited mobility

THAT'S WHY THEY
SHUTTLE THEM
AROUND!

UNIT STATS

Role:	Mobile Artillery
Armament:	Scarab Drones
Size:	Heavy



REAYER

Launches explosive
scarabs at foes

Scarab-manufacturing systems

Robotic reavers once formed the heavy ground artillery of the protoss defense force. They were not artillery pieces in the classic sense—e.g. big, long-barrel cannons lobbing dumb projectiles. In fact, the reaver did not carry any onboard weaponry at all. Instead, it housed a mobile micro-manufacturing plant that produced tiny robotic drones called scarabs.

Scarabs. When launched from the reaver, these highly explosive smart bombs tracked their targets on the ground and detonated on impact, generating a devastating electromagnetic field. A strike would cripple installations and lay waste to clustered ground troops. The reaver might have looked awkward, like a walking trilobite, but it could level an entire colony in just minutes.

UNIT STATS

Role:	Battle Strider
Armament:	Thermal Lances
Size:	Massive
Effective vs:	Marine
	Zergling
	Zealot
Ineffective vs:	Viking
	Corruptor
	Immortal

Highly accurate robotic AI targeting system predicts target's moving patterns

Thermal lances fire beams of superheated plasma



WANNA KNOW WHERE TO SHOOT?
ANYWHERE. CRACK THE SHIELDS AND
SHOOT ANYTHING.

THEY'RE TOP-HEAVY. ONCE THEY'RE
DAMAGED, THEY TIP OVER QUICK.

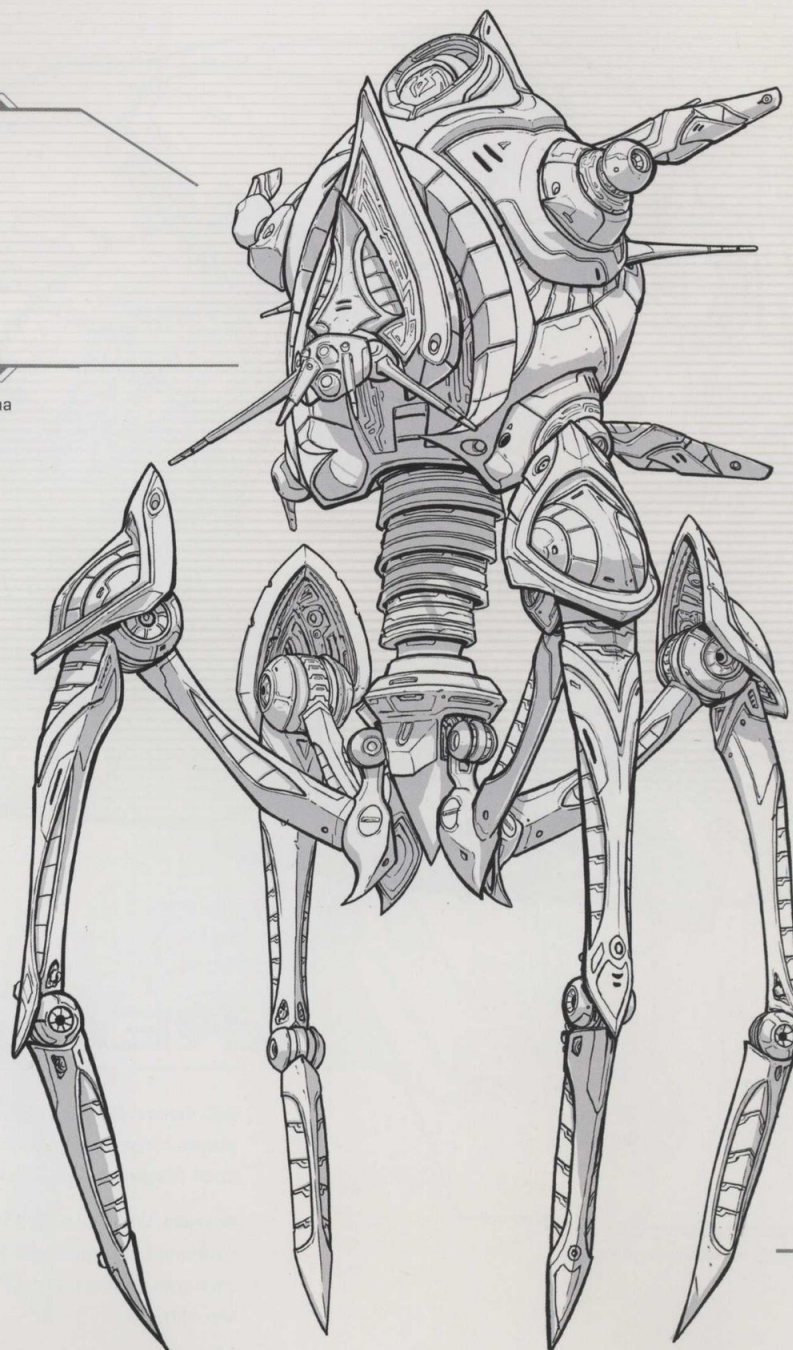
COLOSSUS

Manufacturing colossi was outlawed for centuries by the protoss, and you can see why. From a human standpoint, it is the ultimate terror weapon. This massive robotic walker towers above the battlefield, striding over cliffs and walls. Recent field reports refer to the colossus as "a walking skyscraper of destruction" and "the tower of death."

Designed solely for pacification purposes, the colossus is an extremely efficient infantry killer. Marines confronted by hostile colossi are advised to find bunkers and call in air support, quickly. Alternately, soldiers can try running underneath the walker's legs to cut off its firing angles. The odds of getting crushed are high, but the odds that you'll survive are more favorable than if you try to dodge the colossus's remarkably accurate thermal lances.

WHY WOULD YOU TELL US THAT?

No, YOU TRY!



Slender all-terrain
insectile legs



WARP PRISM

Warp prisms serve two key roles. First, they transport protoss troops across the battlefield. On boarding, passengers are deconstructed into unique energy signatures imprinted into the prism's crystal lattice. En route, the vessel provides excellent shielding plus a conductive absorption framework that dissipates the energy of incoming strikes across the hull. On arrival, the energy signature operation is reversed. Passengers are instantly reconfigured into their material state, ready to fight.

Second, the warp prism is essentially a flying pylon. By opening a containment field around its power core, the vessel can channel the psionic matrix and relay it onto the ground below, just like a pylon's aura. It also allows any warp gate to transport troops beneath the prism.

UNIT STATS

Role:	Flying Troop Transport
	Psionic Relay
Size:	Medium



Psionic matrix is relayed to enable troops to warp beneath the prism

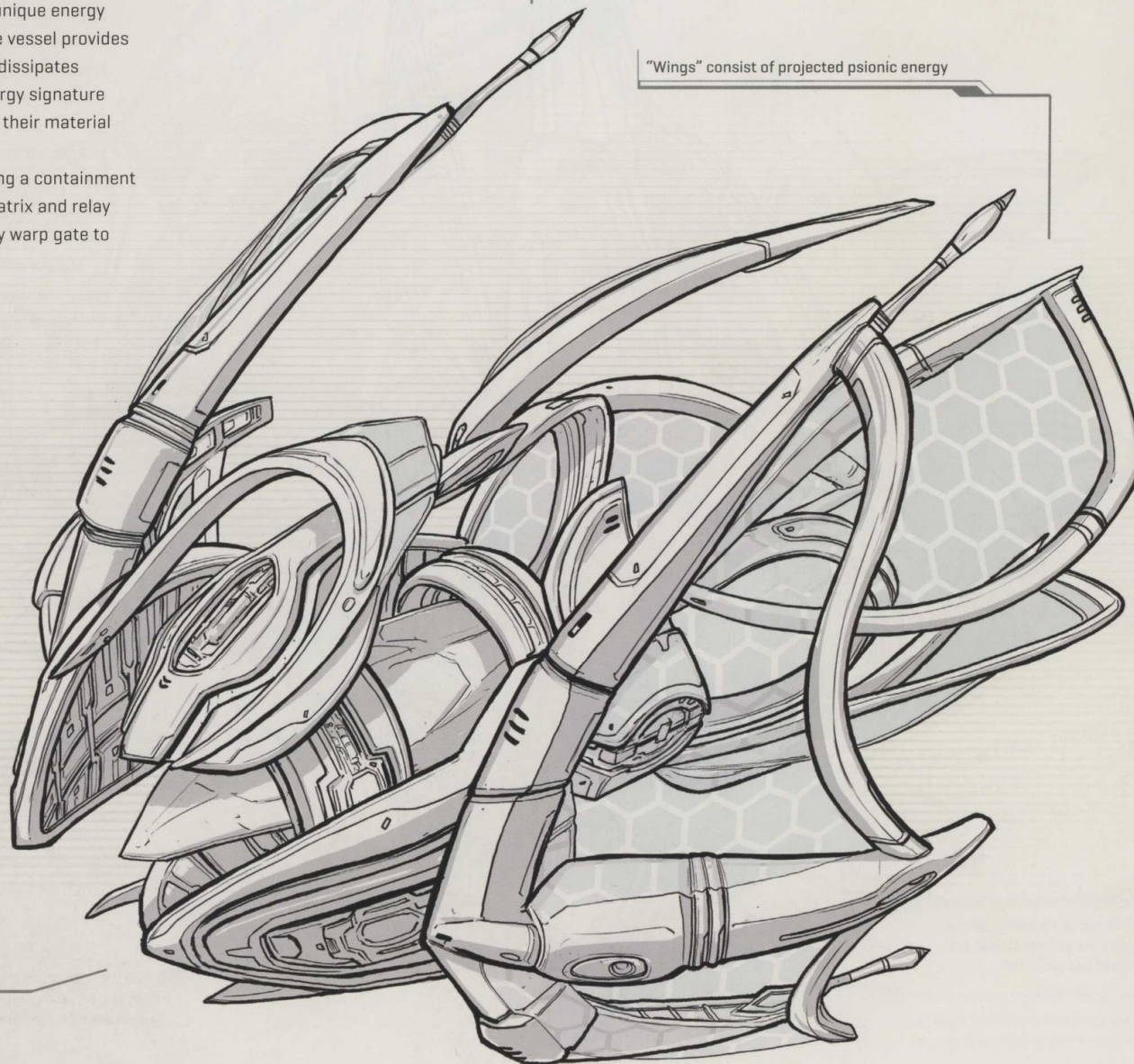
SHOOT 'EM BEFORE THEY FINISH
WARPING!!

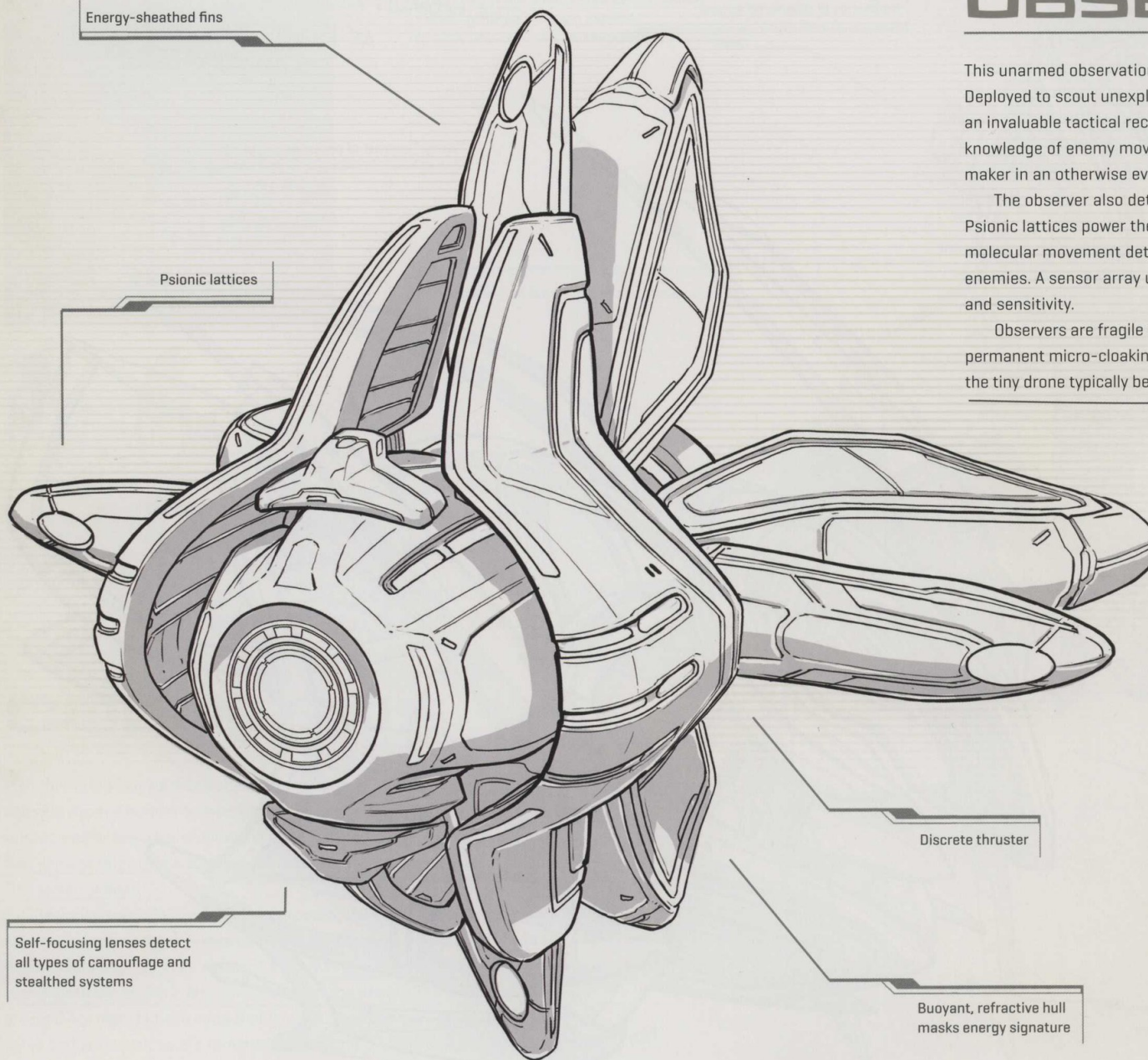
Crystal lattice core is capable of processing near-infinite amounts of data

Highly conductive framework houses thousands of psionic receptors

SAY WHAT YOU WILL ABOUT
THE MEDIVAC'S RIDE,
AT LEAST THEY NEVER
DECONSTRUCTED ME.

"Wings" consist of projected psionic energy





OBSERVER

This unarmed observation drone looks precisely like what it is: an eye in the sky. Deployed to scout unexplored terrain or enemy territory, the observer serves as an invaluable tactical reconnaissance tool for protoss commanders. Heads-up knowledge of enemy movements and logistics often proves to be the difference-maker in an otherwise evenly balanced encounter.

The observer also detects cloaked or burrowed foes on the battlefield below. Psionic lattices power the observer's complex array of self-focusing lenses and molecular movement detectors that can spot zerg burrowers or other camouflaged enemies. A sensor array upgrade significantly increases the observer's sight range and sensitivity.

Observers are fragile craft, however, with very little armor. Good speed and a permanent micro-cloaking field provide a measure of survivability. But once detected, the tiny drone typically becomes a quick kill unless it withdraws with alacrity.

OR IF HUGO WHIFFS THE SHOT.

UNIT STATS

Role:	Detector Drone
	Scout
Size:	Light
Effective vs:	Banshee
	Roach
	Dark Templar
Ineffective vs:	Missile Turret
	Spore Crawler
	Photon Cannon



STATS

Role:	Aerospace Unit Warp-In Structure
Size:	Massive

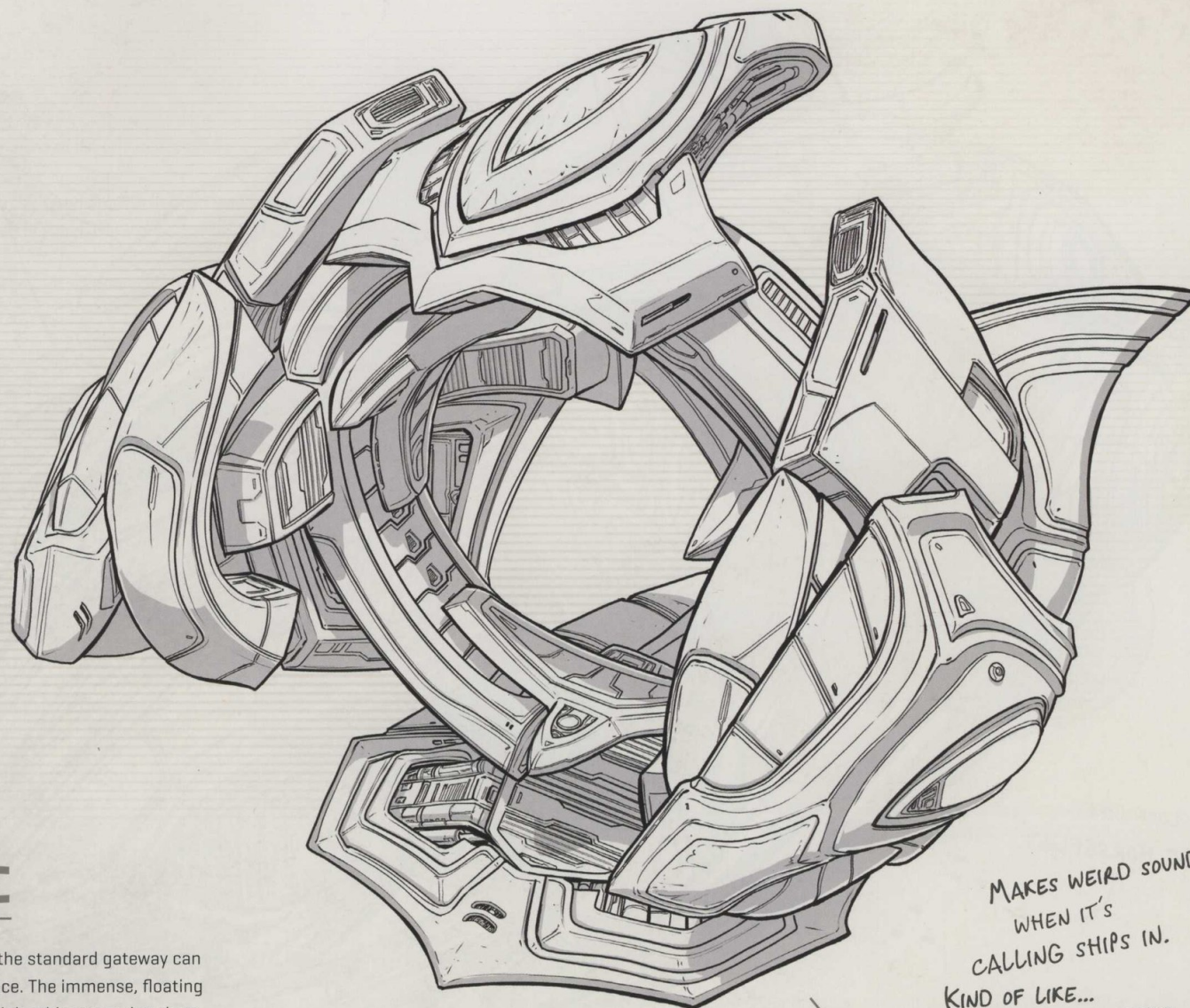


Interstellar warp range has limits;
exact dimensions not yet determined

STARGATE

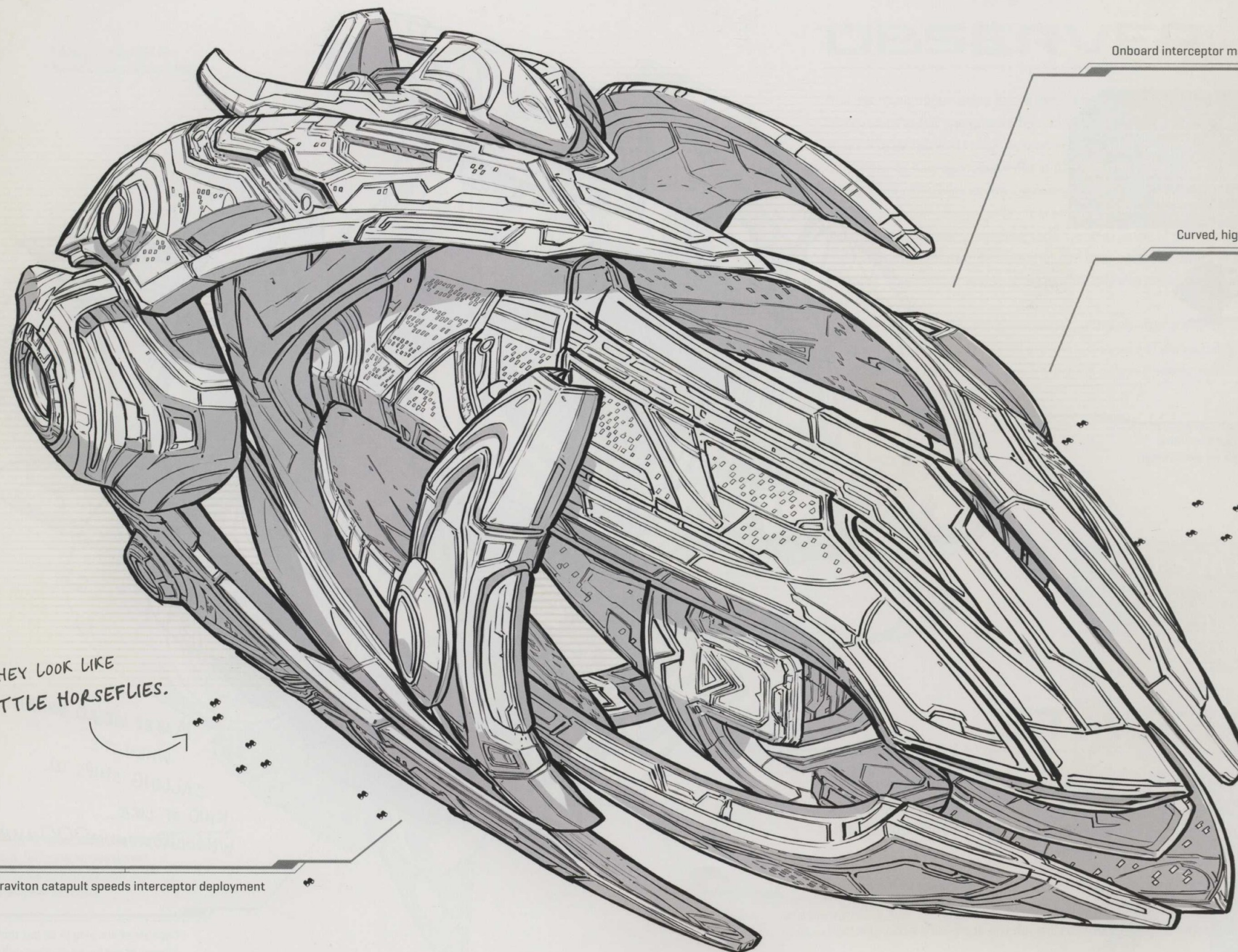
Protoss warships need a much stronger warp link than the standard gateway can provide in order to materialize safely on a planet's surface. The immense, floating stargate can fill that role, calling down starships from high orbit or warping them across interstellar reaches from light-years away.

Fleet Beacon. This additional structure unlocks the warp signatures of the protoss fleet's most powerful capital ships. With a fleet beacon in place, the commander can summon tempests and massive carriers through the stargate's rift and into the theater of battle.



MAKES WEIRD SOUNDS
WHEN IT'S
CALLING SHIPS IN.
KIND OF LIKE...
WHOOOUMUMUMOOOmmm...

Capable of warping in all but the
largest spacefaring protoss units



Onboard interceptor manufacturing plant

Curved, high-density alloy hull

THEY LOOK LIKE
LITTLE HORSEFLIES.

Graviton catapult speeds interceptor deployment



CARRIER

This magnificent anchor of the protoss fleet has long served as a command center for major operations in the Koprulu sector. Heavily armored and fully loaded with buzzing swarms of robotic interceptors, the protoss carrier typically takes point position in fleet maneuvers.

Despite its great size, the carrier can also drop from orbit and engage in planetary surface combat. To call down a carrier via the stargate, a protoss base must have a fleet beacon in place. Naturally, these capital ships are fully capable of faster-than-light travel as well.

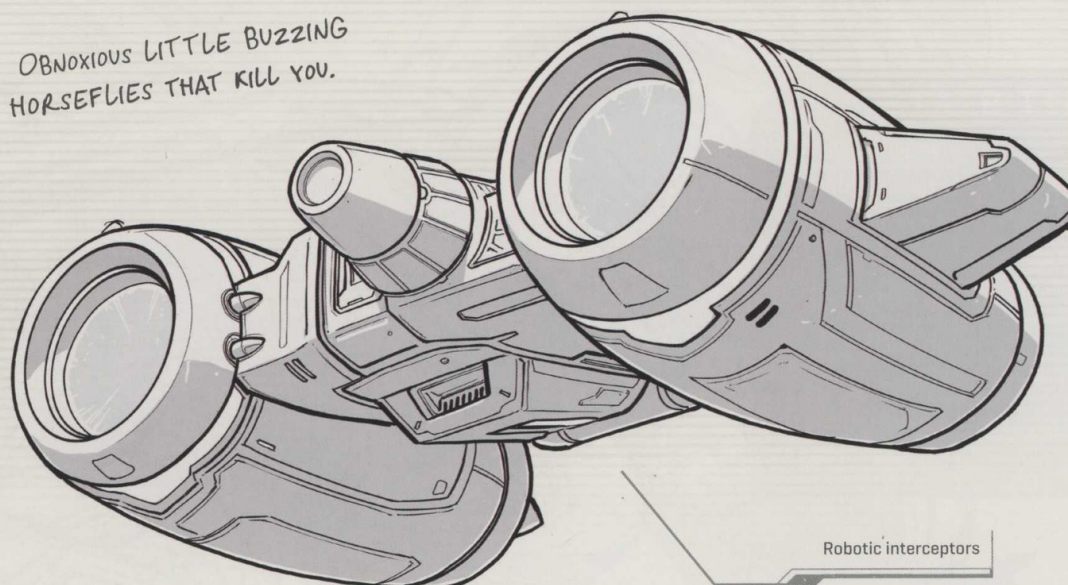
Carriers have no laser batteries or armaments for standard combat.

UNIT STATS

Role:	Fleet Command Ship
Armament:	Interceptors (high-speed fighter drones)
Size:	Massive
Effective vs:	Thor
	Mutalisk
	Phoenix
Ineffective vs:	Viking
	Corruptor
	Void Ray



OBNOXIOUS LITTLE BUZZING
HORSEFLIES THAT KILL YOU.



CARRIER-BASED INTERCEPTORS

When the carrier's sensors indicate an approaching threat, these highly agile combat drones leap out to form a swirling screen around the carrier, then dart forward to circle-attack the enemy. Collectively, interceptors form a devastating assault force. Working together in squadrons of four to eight drones and flying with unmatched speed, these automated craft fire plasma charges that tear through enemy fighter formations and can shred much larger ships too. The charges are also effective when strafing slower ground targets.

The carrier's hangar deck houses a fully automated manufacturing center that can quickly produce or repair the small but lethal interceptors.

VOID RAY

This imposing warship is a testament to the ominous power harnessed when the divergent technologies and psionics of the templar and the Nerazim are combined. The vessel is built around a shimmering prismatic core that draws its power from both Void and Khala energies.

When a void ray's commander chooses a target, the core's raw energy is amplified by a series of flux field projectors, then redirected through multiple lenses into a phase crystal. The crystal in turn shapes the flow into a cohesive prismatic beam of immense power. During the final steps, the Void lens, a dark templar trained in manipulating Void-based psionics, directs the prismatic beam's power and flow. Without a disciplined Nerazim mind, the seething energy can spiral out of control.

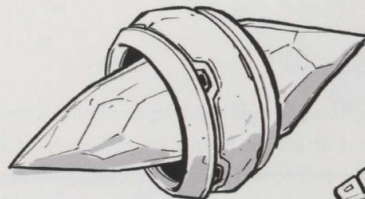
UNIT STATS

Role:	Surgical Strike Craft
Armament:	Prismatic Beam
Size:	Super Heavy
Effective vs:	Battlecruiser
	Corruptor
	Tempest
Ineffective vs:	Viking
	Mutalisk
	Phoenix

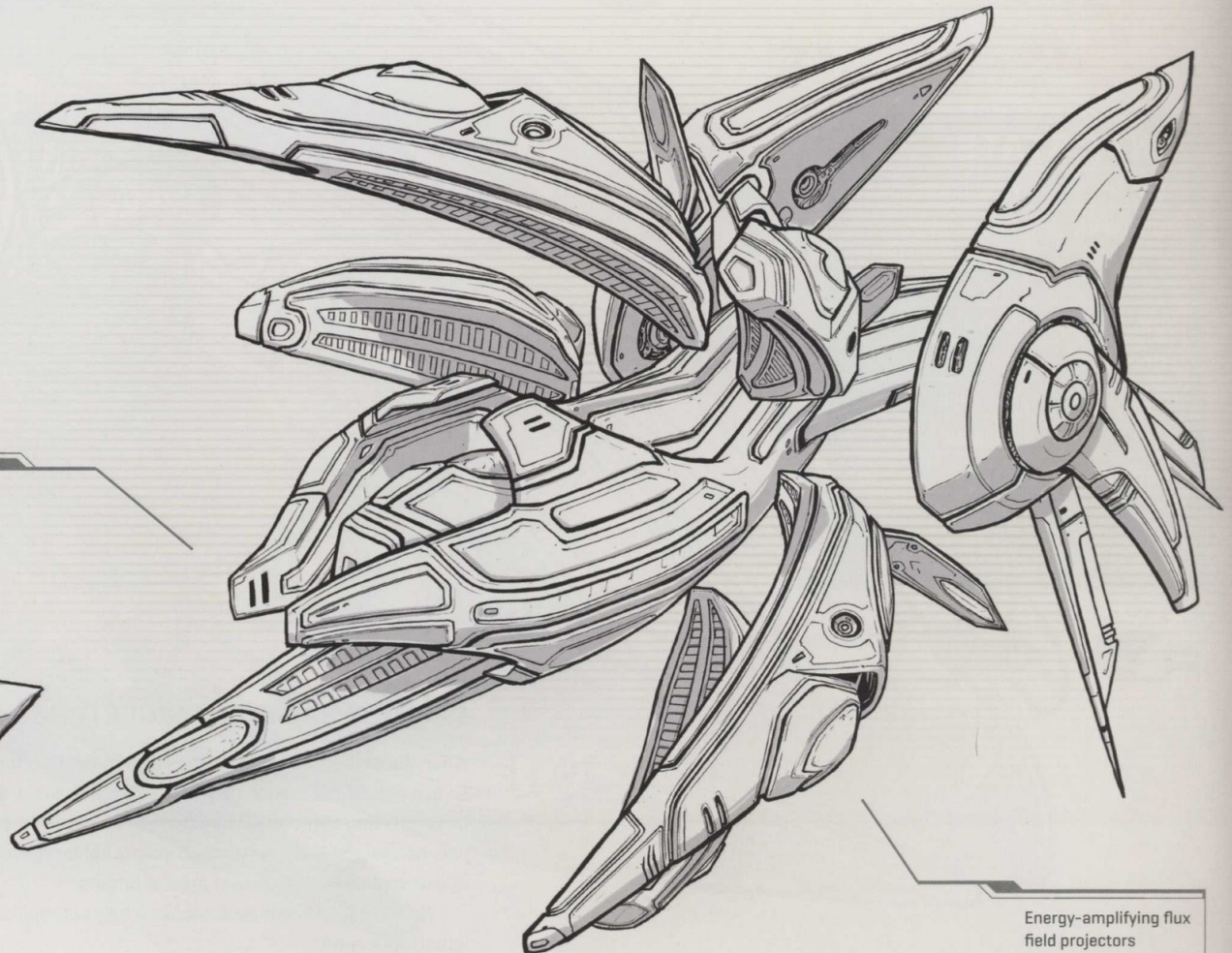


Prismatic core

How DOES IT
FLOAT??



Prismatic beam



Flexible alloy hull

Energy-amplifying flux
field projectors



UNIT STATS

Role:	Psionic Warship
Armament:	Phase Disruptor Cannon
Size:	Medium

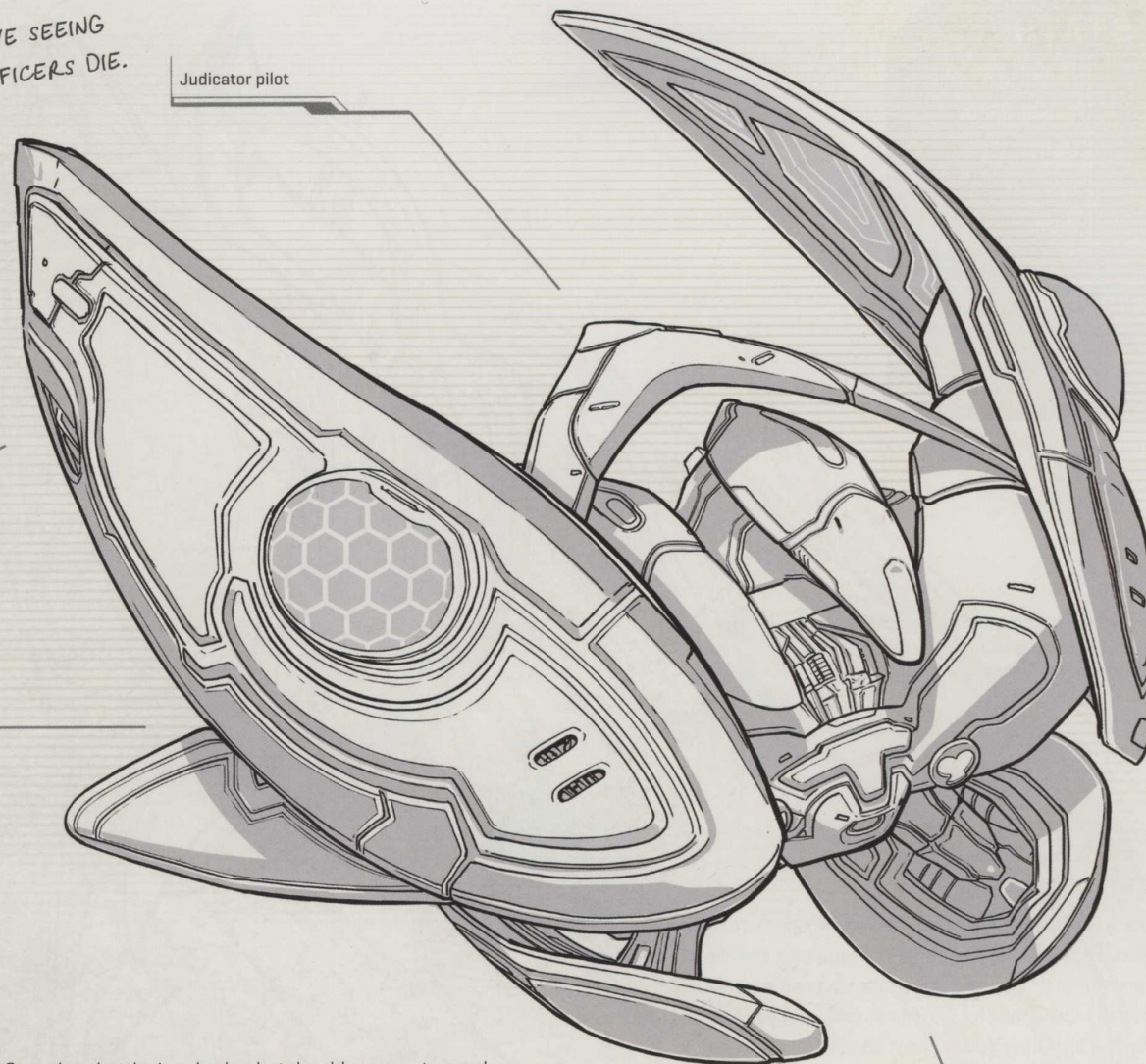


I LOVE SEEING
OFFICERS DIE.

Judicator pilot

Stasis field generator

Rift generation enables recall of
protoss troops to arbiter's location



Phase disruptor cannon

YOU'D BE SURPRISED HOW LONG
A FEW SECONDS CAN BE WHEN
YOU CAN'T MOVE.

ARBITER

During the zerg invasion, arbiters often accompanied protoss war fleets into battle. Lumbering but durable support vessels, arbiters were manned exclusively by members of the Judicator caste and infused with their psionic energy.

Though capable of inflicting light damage, the ship was far more valued for its ability to create dynamic tactical advantages for the protoss war fleet. For one, the arbiter could cast a permanent cloaking field that hid nearby allies. The skilled judicator crews also used the ship as a focal point for space-time manipulation. Using rifts, they could recall protoss troops from a targeted area instantly by warping them to the arbiter's location. Judicators could also create small stasis fields capable of freezing enemies in place for several seconds.

With the reorganization of the protoss power structure after the Brood War, the arbiter fell into general disuse.

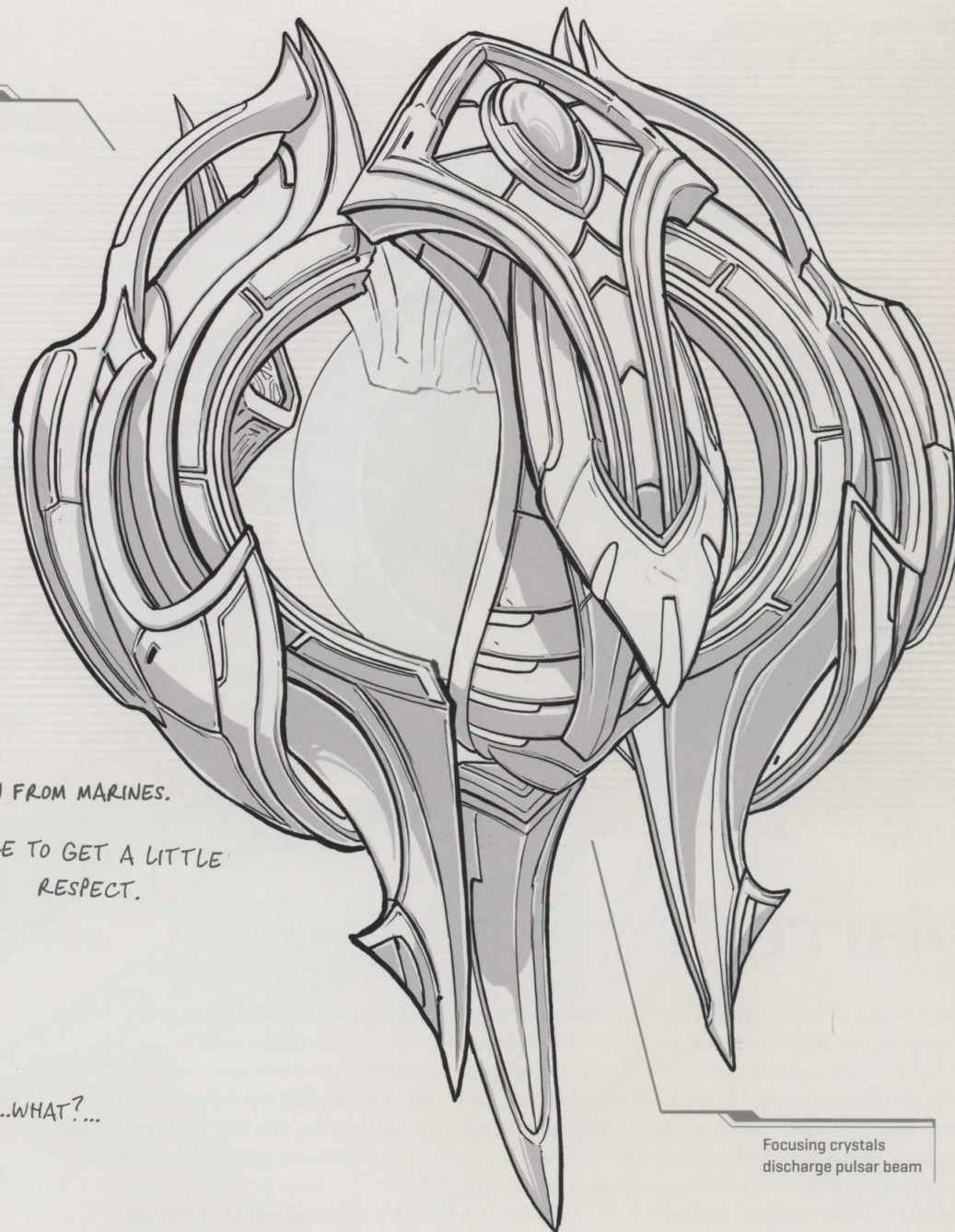
UNIT STATS

Role:	Psionic Warship
Armament:	Pulsar Beam
Size:	Light
Effective vs:	SCV
	Drone
	Probe
Ineffective vs:	Viking
	Mutalisk
	Phoenix



Crystal network and receptive monofilaments funnel energy throughout

Warp field core generates unit's power



ORACLE

The swift oracle is a key component to protoss reconnaissance missions. Extremely vulnerable to incoming fire, these agile support vessels rely on the space-time mastery of their dark templar pilots, who can see through their enemy's eyes, detect hidden foes for periods of time, and know when to incinerate ground targets with a blistering pulsar beam attack.

Amazingly, the oracle has no central computer for navigation or targeting. Oracle pilots, imbued with temporal sight and precognition abilities, are linked directly to the ship via a multi-node hub. Then they tap into shadowy visions of past and present to inform maneuvers and determine weapon deployment. The same is true of their preternatural detection ability—few hardware sensors are needed. Instead, the oracle pilots see the ripples in time that reveal what is hidden.

THEY ALWAYS
RUN FROM MARINES.

NICE TO GET A LITTLE
RESPECT.

...WHAT?...

Focusing crystals
discharge pulsar beam



CORSAIR

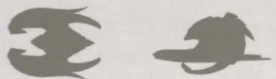
This fast, medium-sized escort was once the safeguard of dark templar fleets. In recent times, the deadly phoenix has largely usurped the corsair's role in the combined protoss fleet, but its legend certainly lives on.

Although corsair guns were strictly anti-air weapons, ground targets weren't entirely safe with corsairs overhead. Dark templar pilots could channel their psychic energy through onboard neutron emitters to create a "disruption web" on the ground: a field of psionic static that disrupted the brain's neural pathways as well as any computer-directed targeting systems. This disruption rendered inaccurate all ground-based ranged fire (including from base defense structures like bunkers and missile turrets) within the disruption web—a valuable support role for siege warfare.

HUGO THINKS
THIS IS WHY HIS
AIM SUCKS.

UNIT STATS

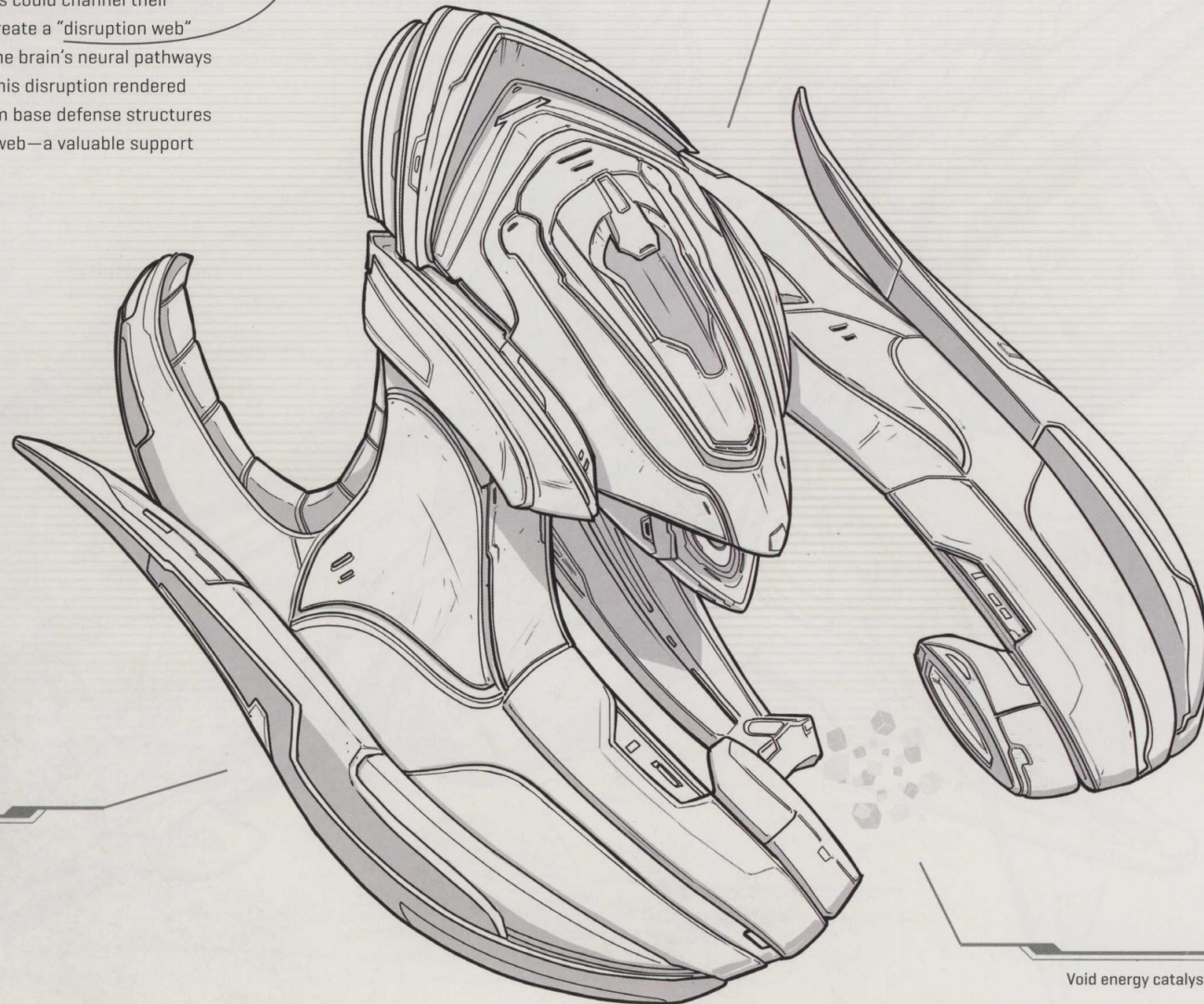
Role:	Anti-Air Fighter
Armament:	Neutron Flare
	Disruption Web
Size:	Medium



Twin neutron flare guns

Onboard neutron emitters

Void energy catalyst



SCOUT

Gravitic thrusters

The speedy, gritty scout was once the primary all-purpose air/space superiority fighter of the protoss fleet. The protoss originally regarded the swift one-man craft as a tool for exploration (as its name suggests). But when confronted by terran and zerg flyers of the time, the scout matched up surprisingly well as a frontline combat unit.

Armed for both air and ground attacks, scouts often played multiple roles in a military campaign, including fleet escort duty. With hard-hitting antimatter missiles punching holes in aerial targets, the scout usually fared better than its cousin, the corsair, against heavyweight flyers like the devourer or the battlecruiser. Meanwhile, its photon blasters added a light harassment role to ground operations. And, of course, scouts were also fast enough to fulfill their original function as well—aerial reconnaissance.

Dual photon blasters

UNIT STATS

Role:	Air/Space Superiority Fighter
Armament:	Antimatter Missiles
	Dual Photon Blasters
Size:	Medium

Optional apial sensors

Antimatter missile launchers

NEVER ACTUALLY SEEN
THIS UP CLOSE.
THEY BLOW UP GOOD?



UNIT STATS

Role:	Air/Space Superiority Fighter
Armament:	Ion Cannons
	Graviton Beam
Size:	Medium
Effective vs:	Banshee
	Mutalisk
	Void Ray
Ineffective vs:	Battlecruiser
	Corruptor
	Carrier

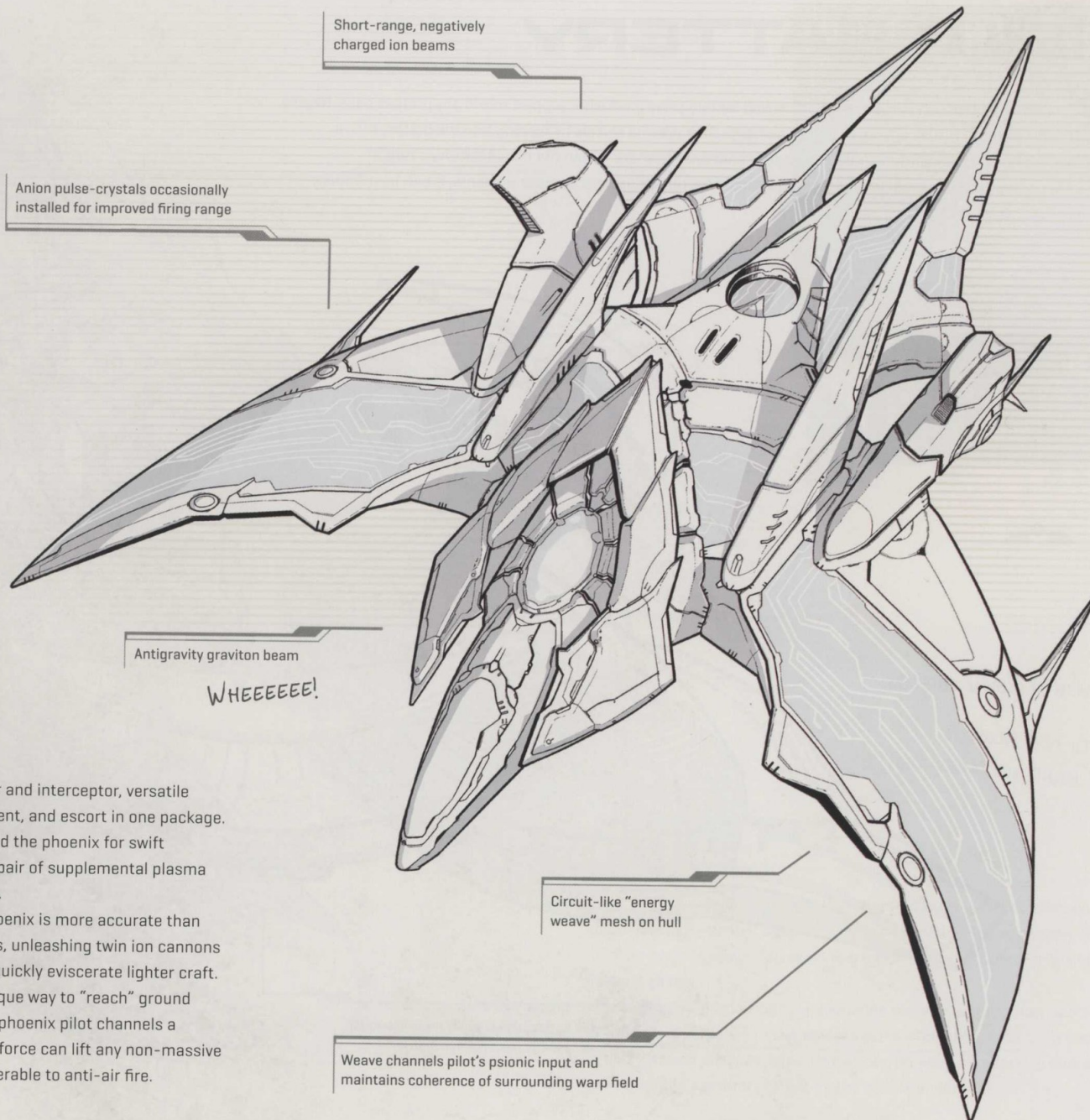


PHOENIX

Swift and relentless, the phoenix is a deadly hunter and interceptor, versatile enough to combine the roles of scouting, harassment, and escort in one package. A compact inertial drive projects a warp field around the phoenix for swift displacement in atmosphere or deep space, and a pair of supplemental plasma thrusters lets it outmaneuver almost any flying foe.

Primarily built for ship-to-ship combat, the phoenix is more accurate than other fighter aircraft while moving at higher speeds, unleashing twin ion cannons at enemy flyers. Blasts of negatively charged ions quickly eviscerate lighter craft.

Beyond this anti-air role, the phoenix has a unique way to "reach" ground targets as well. By diverting the ship's warp field, a phoenix pilot channels a graviton beam downward. The powerful antigravity force can lift any non-massive target completely off the ground and render it vulnerable to anti-air fire.



WHEEEEEEE!

SHIELD BATTERY

By storing psionic energy in its khaydarin crystal core, the shield battery plays a valuable support role in any protoss base. Nearby friendly protoss troops, vehicles, or structures can rapidly recharge their plasma shields by tapping into the battery's core.

Depleted units or defensive installations (such as photon cannons) that are within the shield battery's range automatically recharge their shield energy levels. While the shield battery prioritizes combat systems, it can be manually directed to recharge buildings in range.

STATS

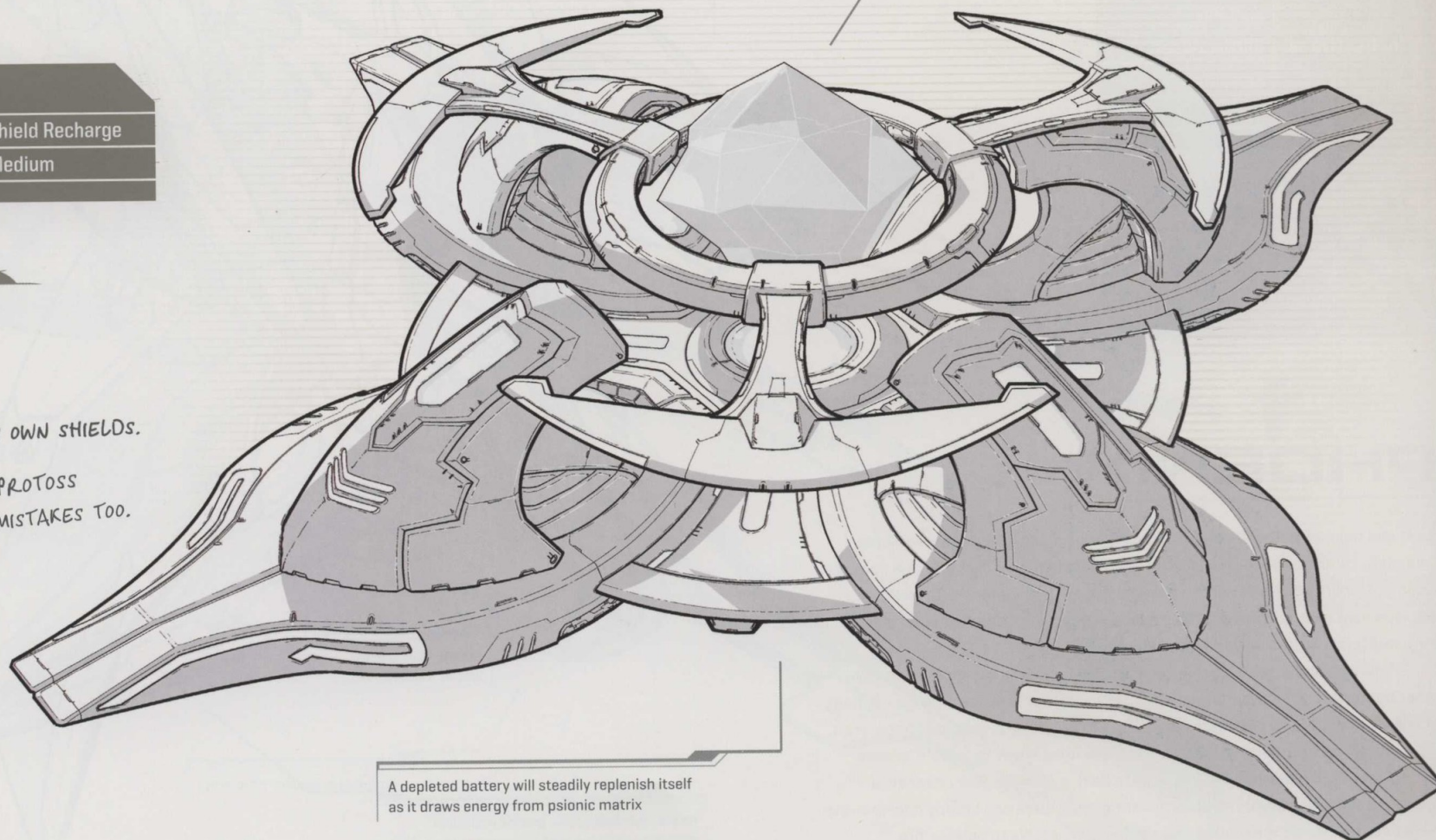
Role:	Shield Recharge
Size:	Medium



CAN'T REPLENISH ITS OWN SHIELDS.

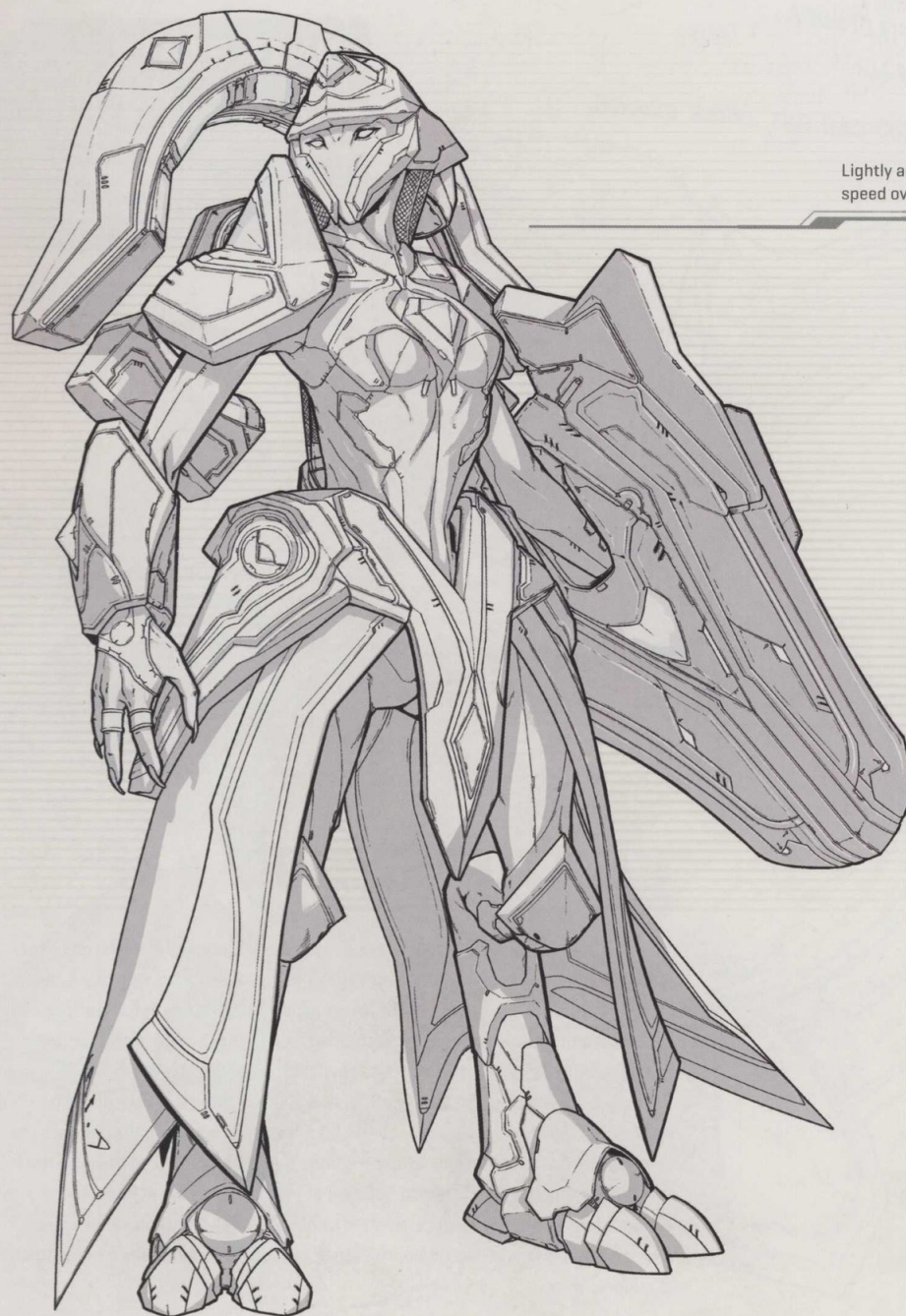
GLAD TO SEE PROTOSS
ENGINEERS MAKE MISTAKES TOO.

Khaydarin crystal core



A depleted battery will steadily replenish itself
as it draws energy from psionic matrix





Lightly armored; prioritizes speed over protection

UNIT STATS

Role:	Ranged Infantry
Armament:	Glaive Cannon
Size:	Light
Effective vs:	Marine
	Zergling
	Stalker
Ineffective vs:	Marauder
	Roach
	Zealot



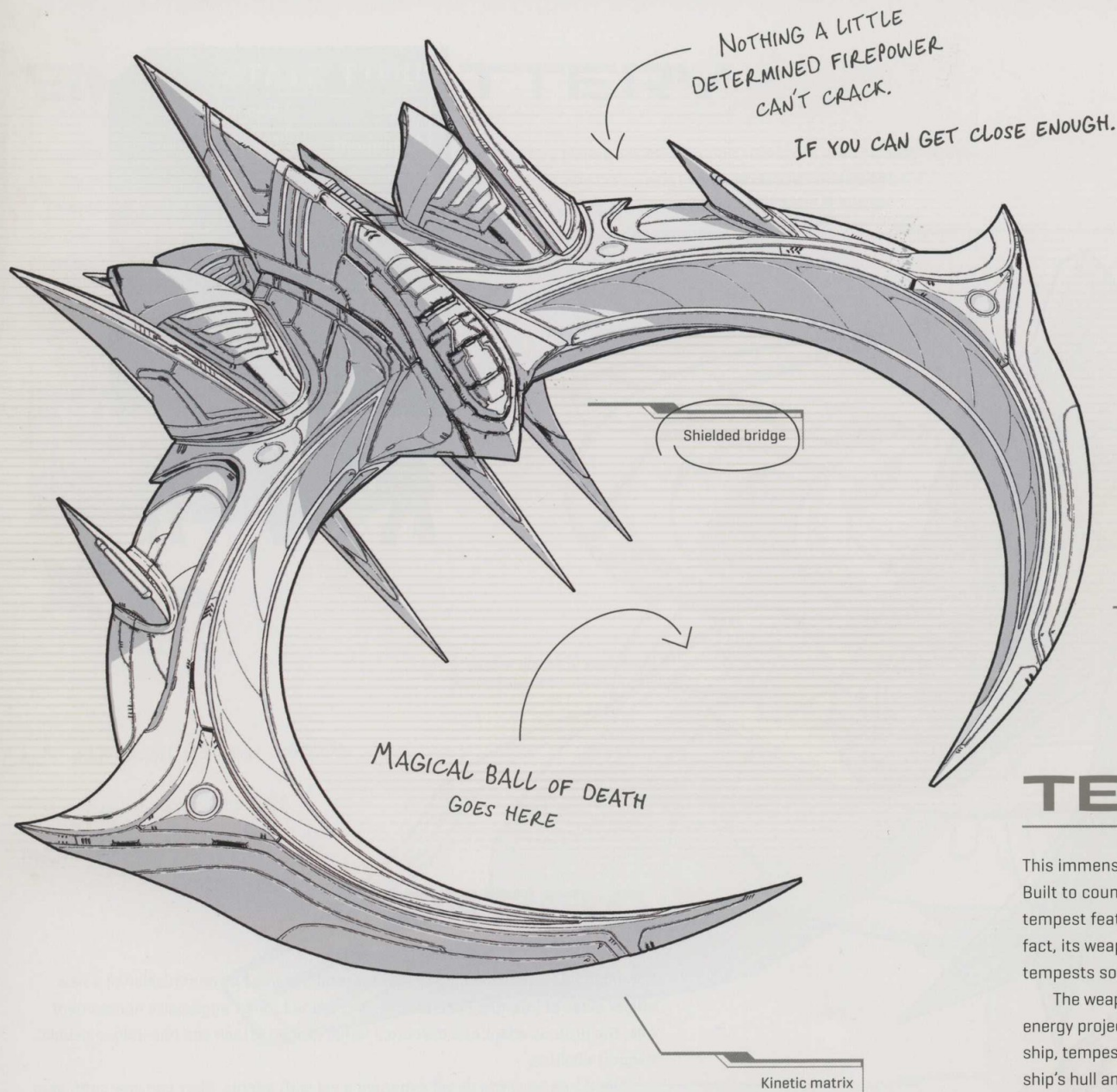
Hurls discs of psionic energy

ADEPT

Dominion intelligence suggests that Hierarch Artanis has commissioned a new officer class of infantry. Fast, mobile, and trained for an aggressive harassment role, the protoss adept can execute a lethal ranged attack and has unique psionic teleport abilities.

The Corps has little direct experience yet with adepts. They can sow confusion by "ghosting" a replica of themselves across the battlefield, then teleporting to that location seconds later. This ability, plus their leadership characteristics, makes adepts a primary target in any hostile encounter.

GREAT.



UNIT STATS

Role:	Siege Warship
Armament:	Kinetic Overload
	Resonance Coil
Size:	Super Heavy



Sophisticated stabilization technology prevents energy fluctuations and maintains ship integrity when firing

TEMPEST

This immense capital ship is the latest aerospace addition to the protoss fleet. Built to counter the long-range advantages of terran and zerg launchers, the tempest features siege weaponry that can hit targets from great distances—in fact, its weapon range actually exceeds the radius of its onboard sensors. Thus tempests sometimes need spotters to reveal faraway targets.

The weapon systems on a tempest deliver slow-moving but very powerful energy projectiles. By intentionally overloading the kinetic matrix that powers the ship, tempest pilots cause a buildup of volatile energies that surge through the ship's hull and fuse with contained spheres of highly charged particles. These are then launched at distant targets. Nestled behind protoss frontline shock troops, tempests hurling kinetic overload projectiles often play a devastating harassment and support role.



Sensor technology enables detection of cloaked units

THAT'S A FANCY WAY
TO SAY, "IF IT
KILLS YOUR BUDDY,
IT AIN'T KILLIN' YOU."

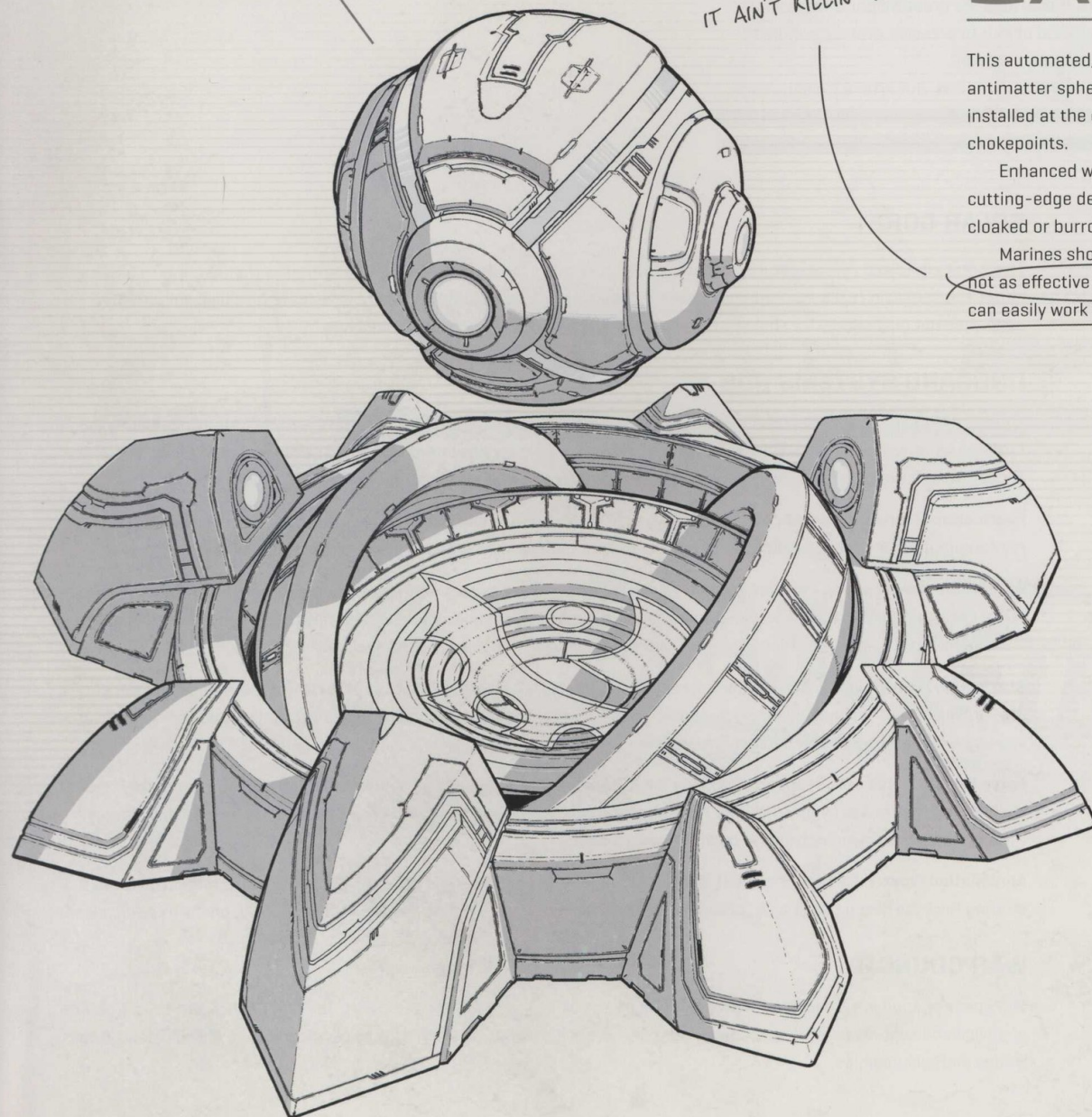
PHOTON CANNON

This automated, all-purpose defensive structure fires a blast of encapsulated antimatter spheres. Inexpensive and easy-to-deploy, photon cannons are often installed at the entrances to protoss encampments or overlooking psi-powered chokepoints.

Enhanced with sensor technology borrowed from the protoss observer's cutting-edge design, photon cannons also serve as detectors capable of spotting cloaked or burrowed enemies in an exceptionally wide range.

Marines should note that photon cannons are not rapid-firing guns, so they're not as effective versus massed foes. A marine rifle company or a pack of zerglings can easily work its way through a protoss station, picking off cannons one by one.

DID THIS THING JUST
DEMOTE ME TO
BULLET CATCHER?



STATS

Role:	Automated Base Defense
	Detector
Armament:	Photon Cannon
Size:	Medium



SPEAR OF ADUN

This ancient spacefaring arkship carries more than just troops and armaments. It also lugs the great weight of hope for a protoss future. One of three immense ark vessels built and stored on the homeworld of Aiur to preserve protoss culture in case of catastrophe, the *Spear of Adun* was the only one to survive the merciless zerg invasion.

It was only through incredible efforts that this information was obtained. Many lives were lost. But after a breakthrough, Dominion intelligence finally managed to [REDACTED]

[REDACTED] Truly, this was a remarkable victory.

YEAH, RIGHT.

UNIT STATS

Role:	Protoss Arkship
Armament:	Orbital Strike Cannon
	Purifier Beam
	Time Bombs
	Solar Lance Battery
Size:	Supermassive



SOLAR CORE

This great city-sized vessel features remarkable defense and propulsion systems, all powered by a solar core. True to its name, the core is in fact a miniature, synthetic star fueled by a rare but highly exothermic material called solarite. This generates not only energy for ship systems but also nutrients for the protoss themselves.

ONBOARD SYSTEMS HUB

Equipped with enormous firepower and defensive systems, the *Spear of Adun* houses full manufacturing and military logistics facilities as well, including auxiliary systems that improve planetary base production and shield recharge times. These are accessed via a systems hub. Here, solarite can be allocated to a wide variety of functions.

Fabrication Matrix. This advanced facility can warp a pylon down to any visible surface location; warp in a handful of troop reinforcements; or provide a quick but powerful boost to the production speed of any planetside protoss structure.

Assault Cluster. This ship installation controls the *Spear of Adun*'s potent offensive armaments, including a massive orbital strike cannon that can decimate entire areas below; a series of timed detonations that can stun ground targets and disrupt enemy structures; and a solar lance battery that strafes a target area for several seconds.

Star Forge. Located in the ship's lower decks, this facility manufactures a variety of protoss war machines and weaponry. It also provides warp technology for surface production facilities; enables direct orbital gas extraction; and can upgrade any base nexus by adding critical defensive functionality.

Force Support. This set of support functions for surface troops includes healing and structural repair; a temporary "guardian shell" boost that raises troop shields to near-impenetrable levels; and enhanced power fields that pump psionic energy through the base's pylon network to bolster nearby allies.

Annihilation Cluster. This set of combat abilities can direct a powerful purifier beam to eviscerate single targets; unleash a strafing fusillade over a target area; or tap into the warp drive to create a time stasis on the battlefield, briefly freezing enemies.

WAR COUNCIL

The *Spear of Adun* is a traveling seat of government as well as a warship and transport. The War Council serves as a source of advice and support for protoss commanders. The council also guides them as they consider how to develop new protoss troops and technologies.



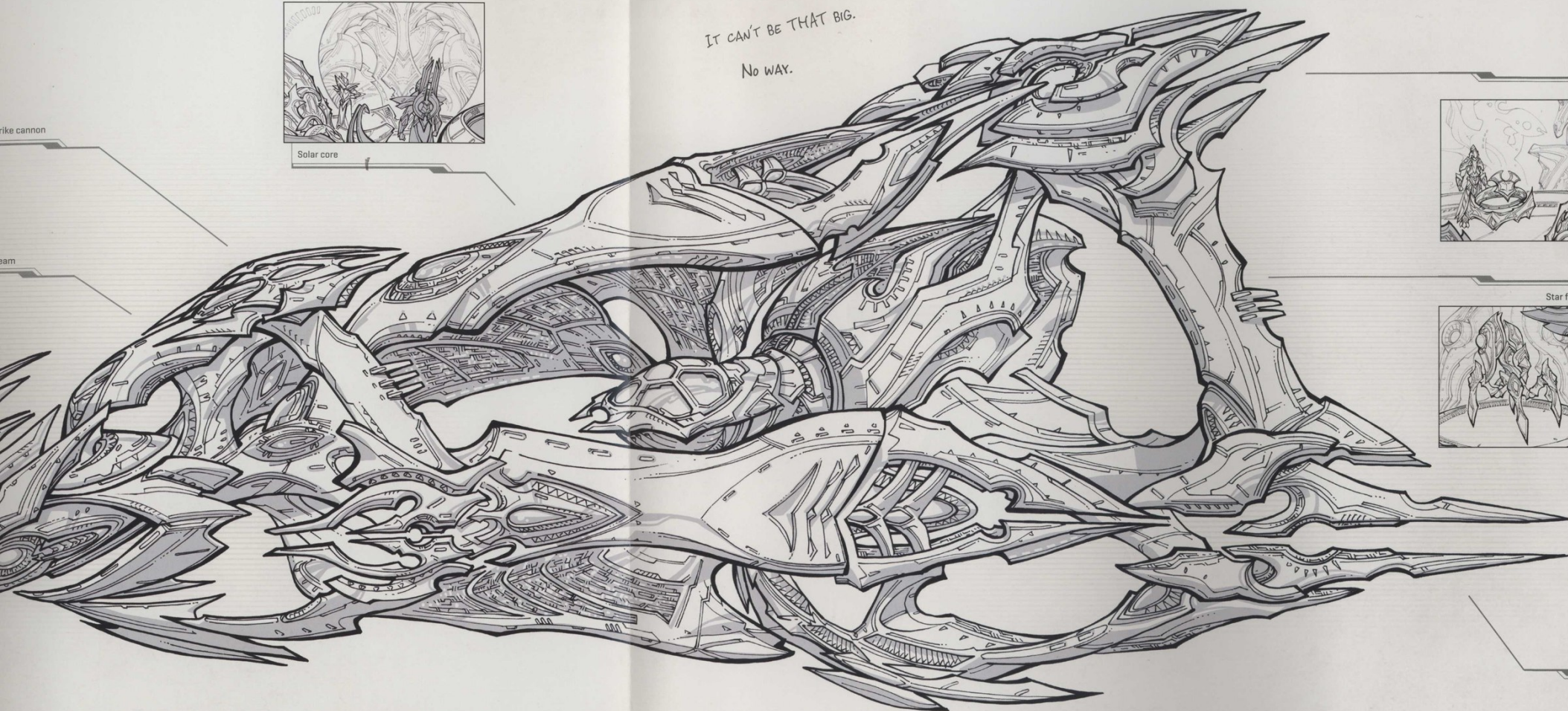
rike cannon

eam



Solar core

IT CAN'T BE THAT BIG.
No way.



War Council



Star forge



Mass recall

systems, all powered by a solar core. True to its highly exothermic material called solarite. This ass themselves.

dun houses full manufacturing and military logistics production and shield recharge times. These are ty of functions.

sible surface location; warp in a handful of troop speed of any planetside protoss structure.

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nd transport. The War Council serves as a source em as they consider how to develop new protoss



Bridge



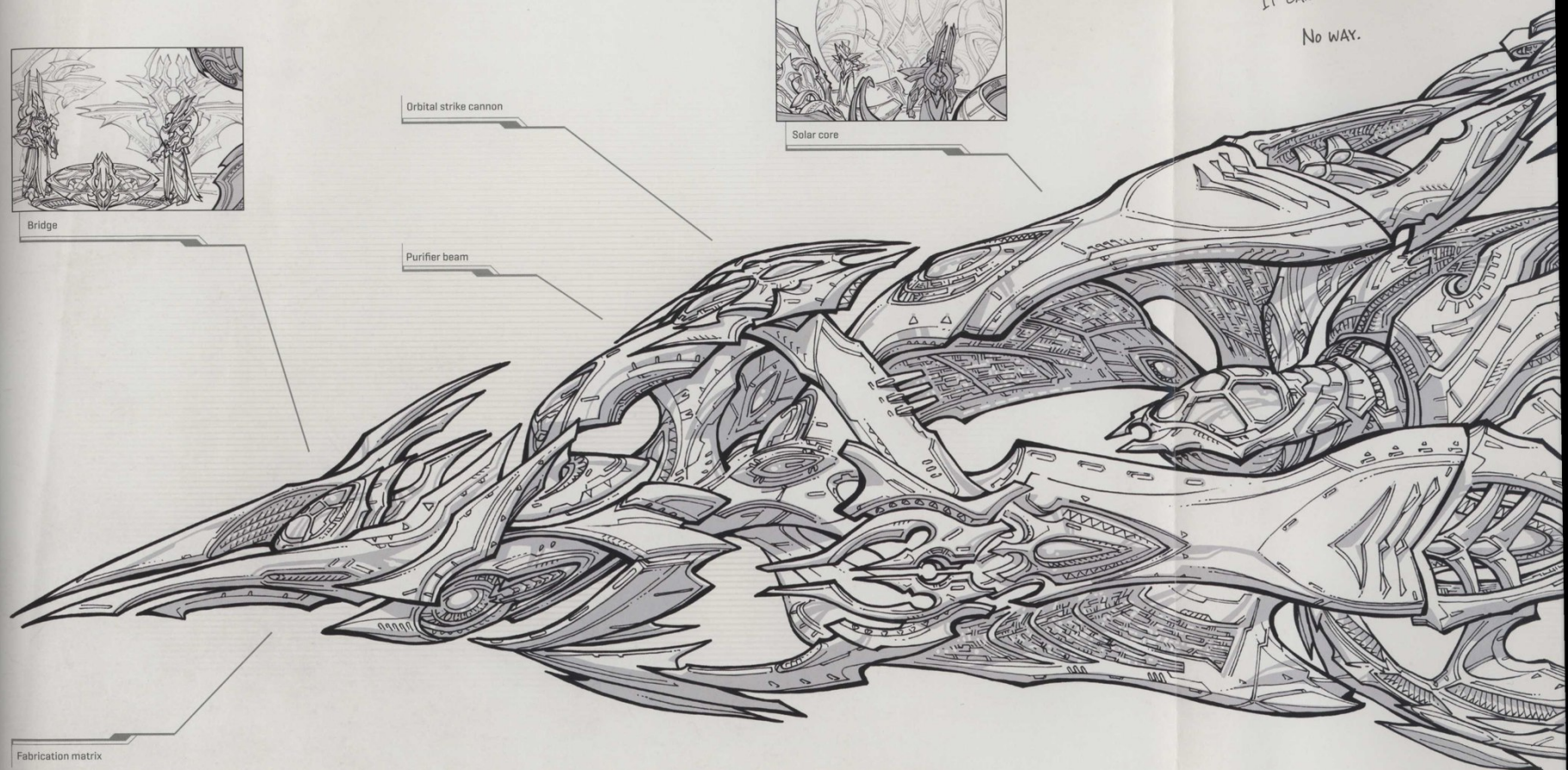
Solar core

Orbital strike cannon

Purifier beam

Fabrication matrix

IT CAN'T BE THAT BIG.
No way.



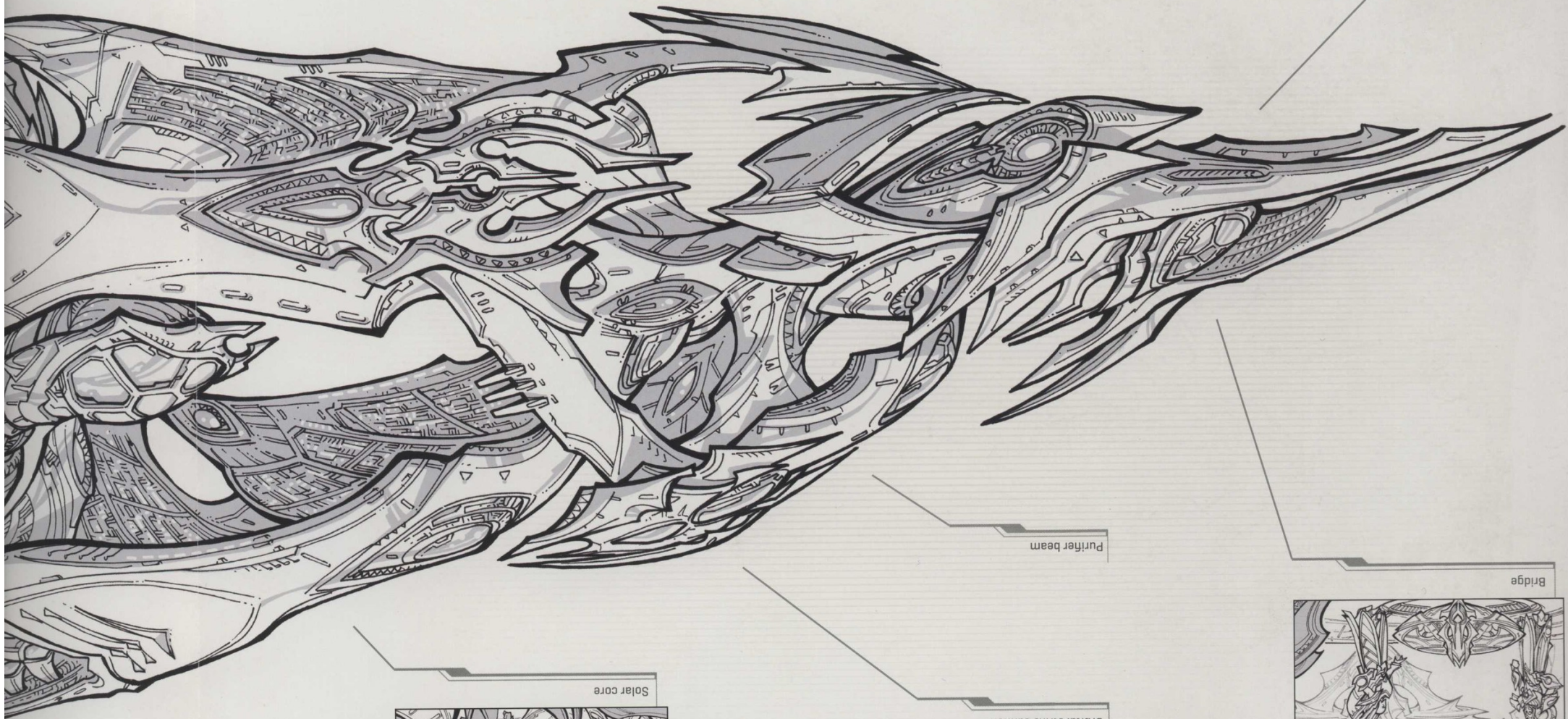
Fabrication matrix

Bridge

Purifier beam

Orbital strike cannon

Solar core



IT CAN'T BE
No w/

[PROJECT [REDACTED]
[REDACTED] OF THE [REDACTED]]

CLASSIFIED

DOMINION MARINE CORPS
COMBAT HANDBOOK

SUPPLEMENTARY TACTICAL CODEX

INTRODUCTION

The Dominion Marine Corps expects all personnel to understand the broader context of any deployment. Knowledge of history and the true nature of today's interplanetary conflict can only enhance your ability to defend your civilization, your family, and your way of life.

The Corps also expects its soldiers to adhere to the highest standards of ethical and moral conduct, personal integrity, and commitment. We are the most respected and revered fighting force in the Koprulu sector. It is your responsibility to keep it that way.

This section provides contextual information that may prove valuable in augmenting your tactical awareness in combat. It also lays out the core values of the Dominion Marine Corps.

AND I EXPECT A PONY.
I DON'T HEAR NO
HOOF BEATS.

"IF YOU SAY SO."

WE AIN'T EVEN THE MOST
RESPECTED FIGHTING FORCE
IN THE DOMINION.

APPENDIX A

KOPRULU SECTOR TIMELINE

BRAIN-PANNED

Over the years, the Corps has learned that the best marines are those who grasp the full historical context of their service in defense of the Dominion. Marines who embrace the greater glory of their cause are properly motivated marines.

To that end, please review the following chronology of key events in the Koprulu sector.



- 2231 AD** The government of Earth launches four supercarriers—the *Argo*, the *Sarengo*, the *Reagan*, and the *Nagglfar*—to colonize hospitable planets mapped out in a nearby star system. Tens of thousands of passengers are placed in stasis for the journey, which is estimated to last one year.
- 2232** The supercarriers' linked navigation systems fail. The ships travel through space blindly, without a programmed destination.
- 2259** The ships' warp engines finally melt down. The ships emerge into an unmapped region of the galaxy that would later be known as the Koprulu sector, and they make emergency landings on three planets—Umoja, Tarsonis, and Moria.
- 2323** The Terran Confederacy is founded on Tarsonis.
- 2475** Two corporate entities on Moria form an alliance, the Kel-Morian Combine, to stand against Confederate intrusions on their territory.
- 2485** Tensions between the Confederacy and the Kel-Morian Combine explode into open war. This conflict would later become known as the Guild Wars.
- 2489** The Confederacy declares victory in the Guild Wars.
- 2489** Umojan colonies form a military coalition called the Umojan Protectorate to ensure independence from Confederate tyranny.
- 2489** Senator Angus Mengsk and members of his family are brutally murdered by assassins after Mengsk dissents with Confederate leaders. His surviving son, Arcturus, openly rebels against the Confederacy from his homeworld of Korhal IV.
- 2491** The Confederacy decimates Korhal IV through nuclear bombardment. Arcturus Mengsk begins sustained guerrilla operations against the Confederacy.
- 2491** Mengsk's forces, the Sons of Korhal, capture ghost operative Sarah Kerrigan and secure her cooperation against the Confederacy.

2499 FIRST CONTACT

- The zerg, a previously unknown alien race, invade the planets of Chau Sara and Mar Sara. Shortly thereafter, a second unknown alien race, the protoss, razes all life on Chau Sara.
- Marshal Jim Raynor, while leading the fight against the zerg on Mar Sara, rebels against the Confederacy and joins with the Sons of Korhal.
- More planets openly revolt against the Confederacy.

2500 THE DOMINION RISES

- Arcturus Mengsk uses the Confederacy's own experimental technology to draw the zerg Swarm to the capital world of Tarsonis. The planet is utterly destroyed. Mengsk also leaves his loyal operative Sarah Kerrigan behind to die, causing Jim Raynor to defect.
- Unbeknownst to terran forces, Kerrigan is captured by the zerg, not killed.
- Mengsk declares himself the ruler of a new nation—the Dominion. He consolidates the scattered forces of the Confederacy under his command.
- The protoss homeworld of Aiur is overrun by the zerg, but the Overmind is killed.

2500 NEW CONFLICT

- Forces from the United Earth Directorate (UED) expeditionary fleet arrive in the Koprulu sector, seeking to assert control over terran planets.
- With the Overmind dead, Sarah Kerrigan—newly infested and empowered by the zerg—seeks control of the Swarm. She allies briefly with protoss and human factions to oppose UED forces.
- After securing her position as the uncontested ruler of the zerg, Kerrigan turns on her allies. Retaliatory assaults against her stronghold on Char by protoss, UED, and Dominion forces fail.
- Surviving UED forces scatter. None return to Earth.

2502 Dominion intelligence confirms that Artanis, a young protoss military leader, is leading both the Aiur protoss and dark templar factions.

2504 CIVIL WAR

- Jim Raynor redoubles his ~~terrorist~~ insurgent activities against the Dominion. Valerian Mengsk, Arcturus's son, aids him in secret.
- Zerg forces begin to invade Dominion territory again.
- Civil unrest spreads across core Dominion worlds after allegations of Arcturus Mengsk's excesses are made public.
- Armies led by Valerian Mengsk and General Horace Warfield invade the zerg planet of Char (with assistance from Jim Raynor's forces), neutralizing and capturing Sarah Kerrigan.

RESCUING??

2505 THE SWARM REEMERGES

- Arcturus Mengsk launches a raid on Valerian Mengsk's stronghold in Umojan territory. Jim Raynor is captured. Sarah Kerrigan escapes.
- Arcturus Mengsk declares victory against the zerg and enacts a brutal civil suppression regime to end unrest.
- Months later, when Kerrigan is spotted again, she has reclaimed control of the zerg.
- The Swarm invades Korhal, cutting a direct path to Arcturus's palace and killing the emperor. Zerg forces leave the planet immediately.
- Valerian Mengsk becomes the Dominion's leader. He pledges to reform his father's policies and promote peace throughout the Koprulu sector.

RESOURCE OPERATIONS

SPEAKING OF
CORE VALUES

Waging war across an entire galactic quadrant is an expensive proposition. Yes, good soldiers are important. But no war machine can function without abundant, high-quality raw materials. The bedrock, literally, of the Dominion war effort is our Geological Procurement Services division—the folks who provide the know-how and material necessary to exploit valuable resource deposits throughout the Koprulu sector.

YOU MISPELLED
MARINES.

WHAT?

WHAT?!?

WHAT?

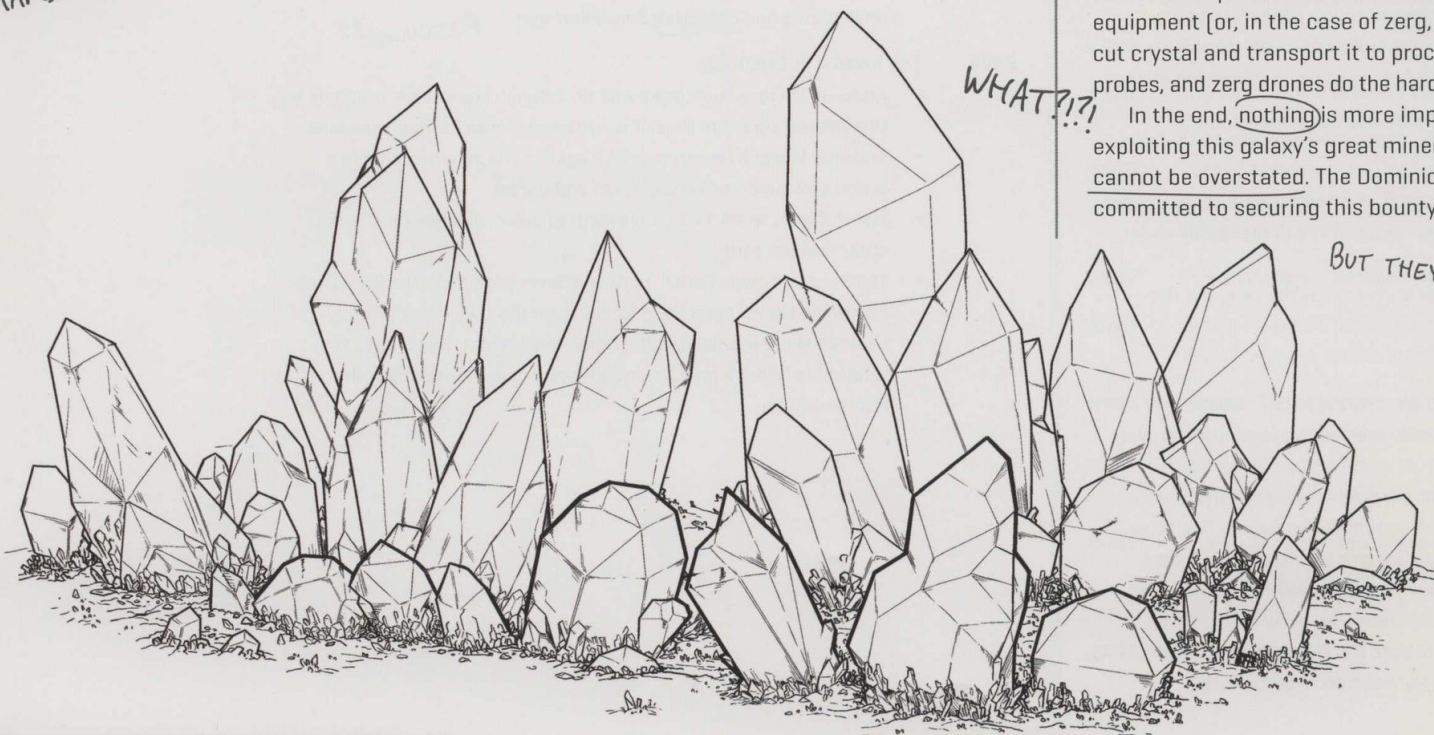
MINERALS

An army cannot fight without resources. An army cannot carry weeks' worth of resources without slowing down. Therefore, the Dominion knows the value of exploiting resources wherever they're found. As a Dominion marine, it is part of your core mission to defend these precious veins, whatever the cost. Men and machines can be replaced, but once a mineral crystal has been ripped from the ground by enemy cutters and transmogrified into an armored hull or hardened carapace, it is gone forever.

A key part of your mission is to disrupt the enemy's resource operations as well as to protect our own. Extracting minerals requires specialized equipment [or, in the case of zerg, specialized anatomy] designed to cut crystal and transport it to processing facilities. Terran SCVs, protoss probes, and zerg drones do the hard labor.

In the end, nothing is more important than finding, securing, and exploiting this galaxy's great mineral wealth. The tactical importance cannot be overstated. The Dominion Marine Corps remains fully committed to securing this bounty for our people.

BUT THEY KEEP TRYING.

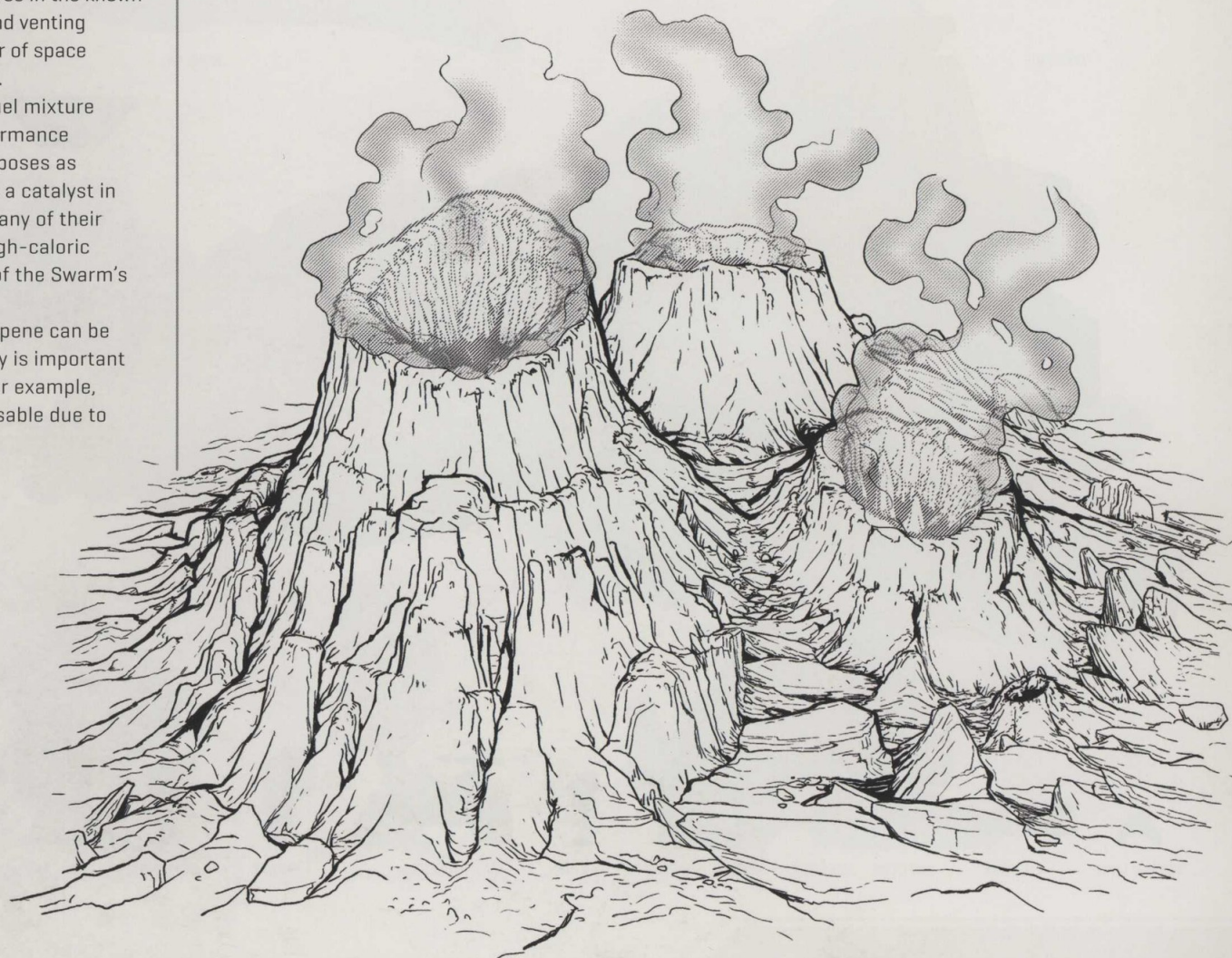


VESPENE

Vespene is the most plentiful high-performance fuel source in the known galaxy. This precious hydrocarbon compound can be found venting through the surface on many fringe worlds, and a number of space refinery platforms operate in vespene-rich asteroid belts.

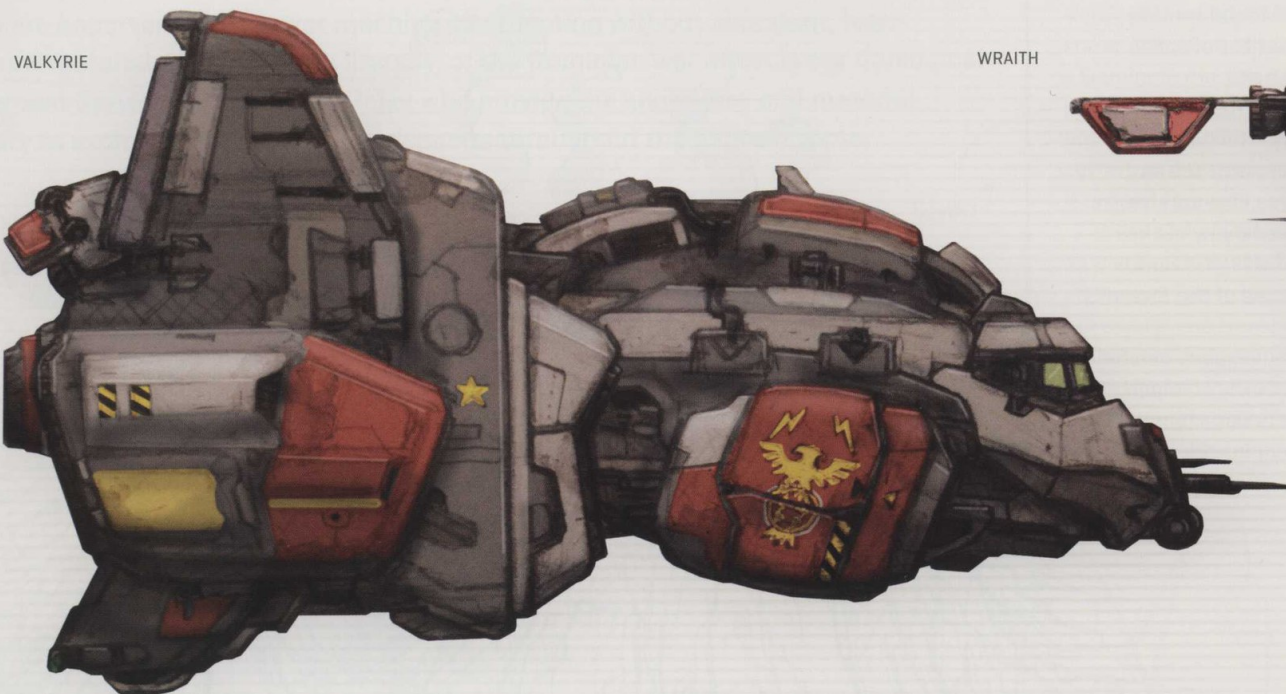
Marines are familiar with vespene as the standard fuel mixture for many terran engines, reactors, and other high-performance technologies. The protoss rely on vespene for these purposes as well, although the compound's chemistry also serves as a catalyst in psionic-driven reactions. Even the zerg have adapted many of their strains to consume raw vespene for nourishment; its high-caloric capacity efficiently fuels the accelerated metabolisms of the Swarm's warrior breeds.

Although typically extracted in its gaseous form, vespene can be found in crystallized and even liquid forms as well. Purity is important and highly prized, as vespene is easily contaminated. For example, hydrogen sulfide impurities can render the mixture unusable due to high explosiveness.



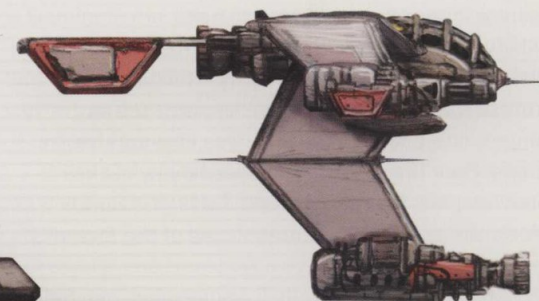
UNIT SCALES

TERRAN



VALKYRIE

WRAITH



WIDOW MINE

VULTURE

SPECTRE

REAPER

GHOST

MEDIC

MARINE

HELLION

FIREBAT

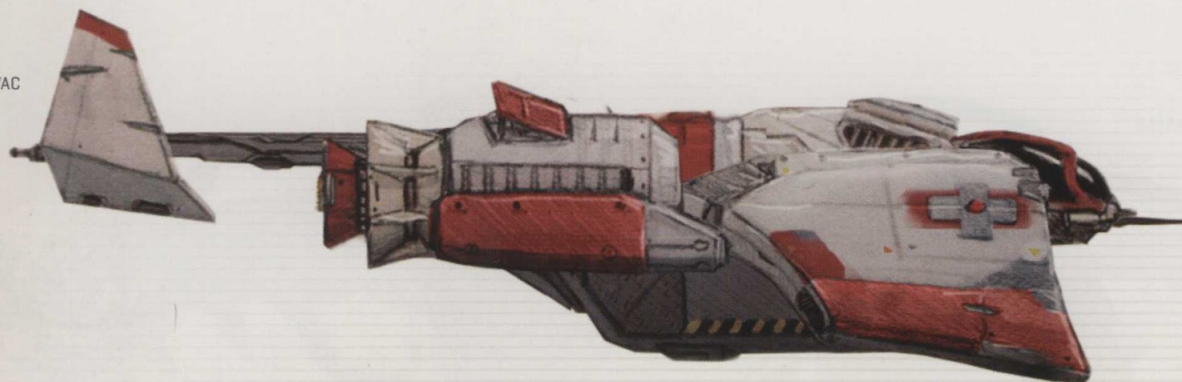
MARAUDER

SCV

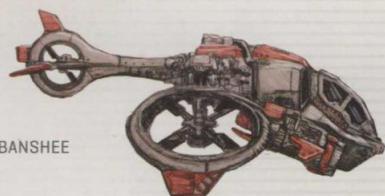
GOLIATH

CYCLONE

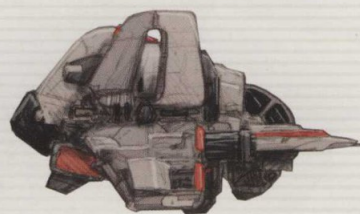
MEDIVAC



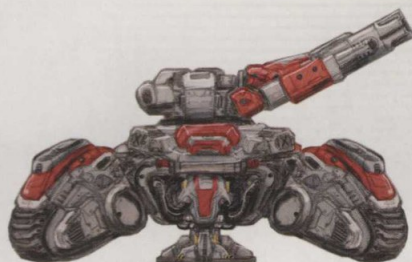
BANSHEE



VIKING [FIGHTER MODE]



SIEGE TANK



VIKING [ASSAULT MODE]



WARHOUND



THOR



ZERG



OVERLORD

OVERSEER



CORRUPTOR



SCOURGE



MUTALISK



GUARDIAN



MARINE



ZERGLING



BANELING



ROACH



DEFILER



DRONE



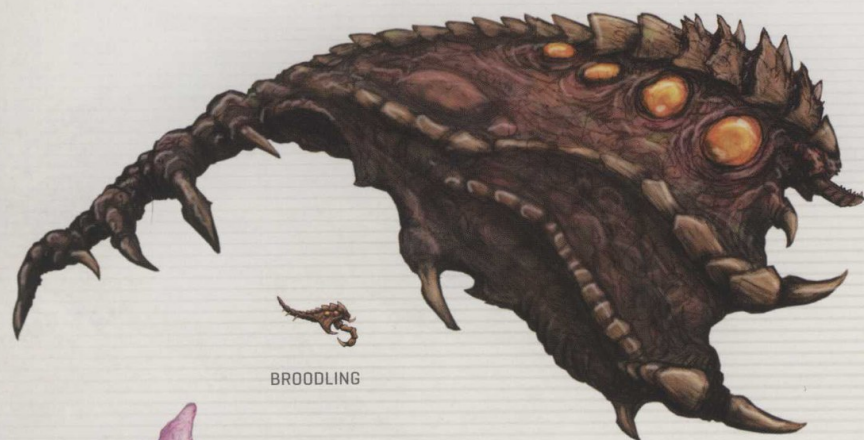
HYDRALISK



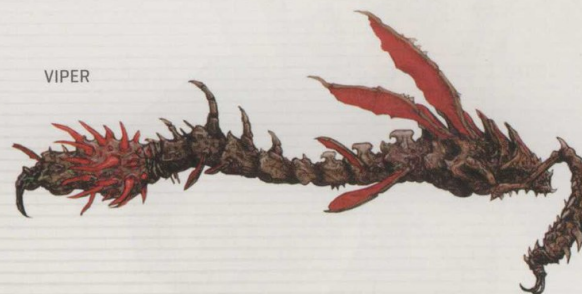
QUEEN



INFESTOR



BROODLING



VIPER

DEVOURER



BROOD LORD



ULTRALISK



LURKER



RAVAGER



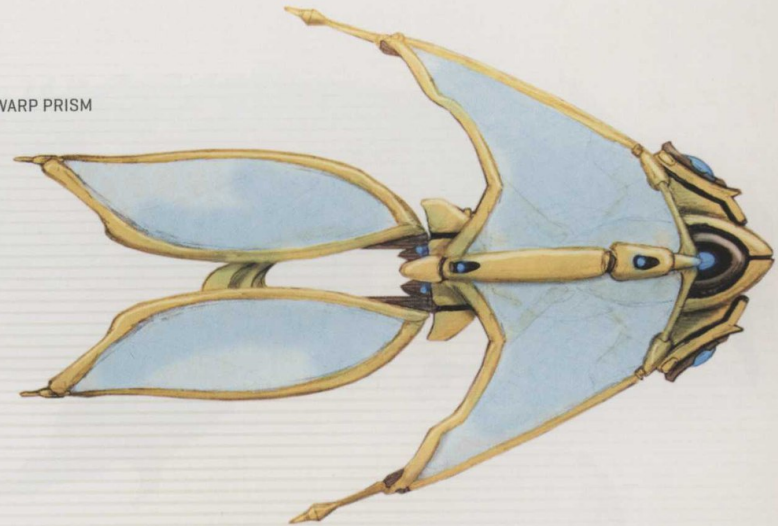
SWARM HOST

PROTOSS

ORACLE



WARP PRISM



OBSERVER



INTERCEPTOR



CORSAIR



MARINE



PROBE



SENTRY



DARK TEMPLAR



ZEALOT



ADEPT



HIGH TEMPLAR



DRAGOON



STALKER

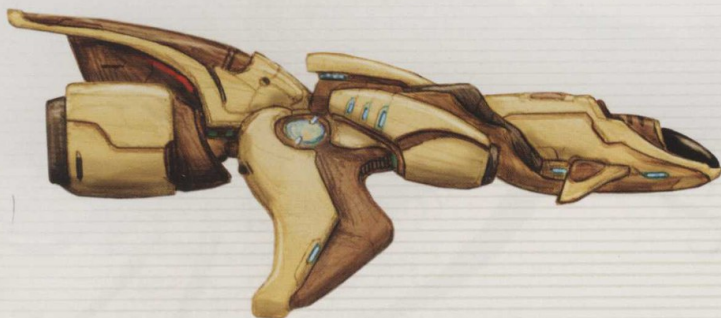


IMMORTAL

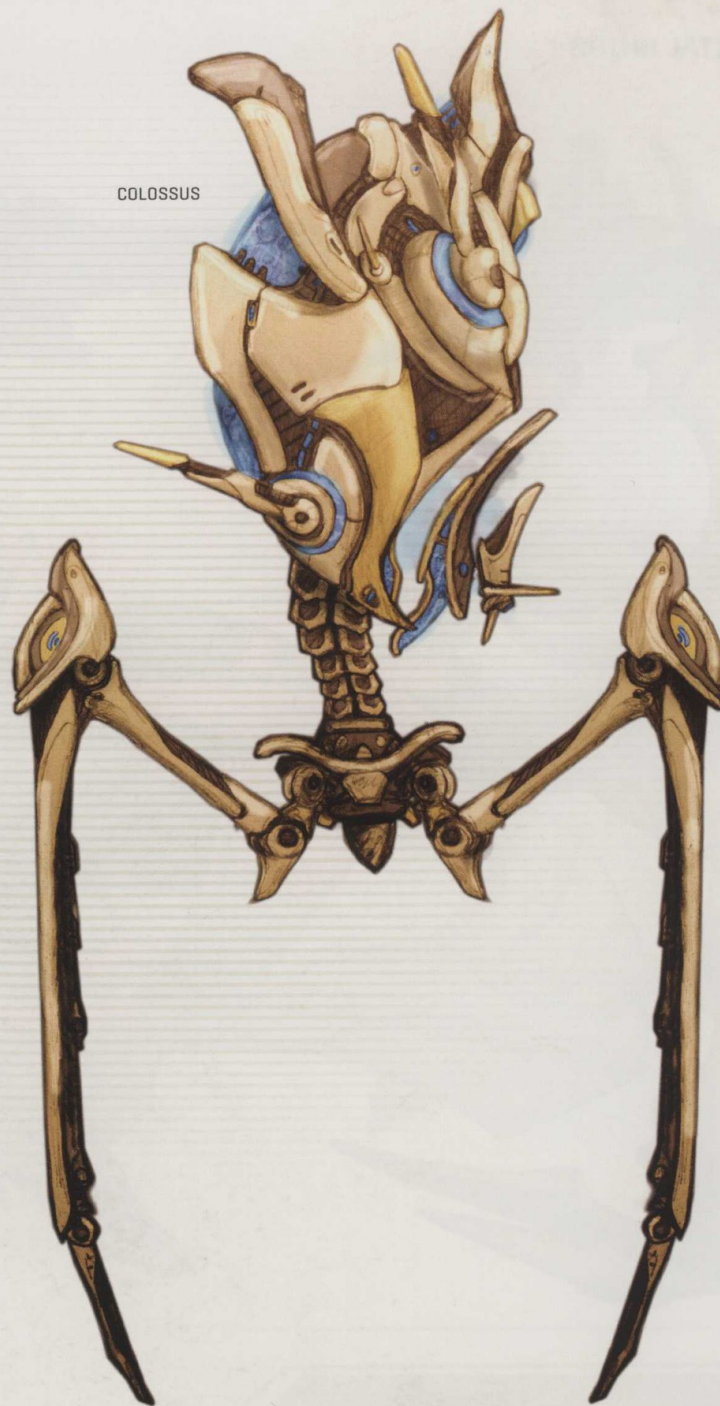


DISRUPTOR

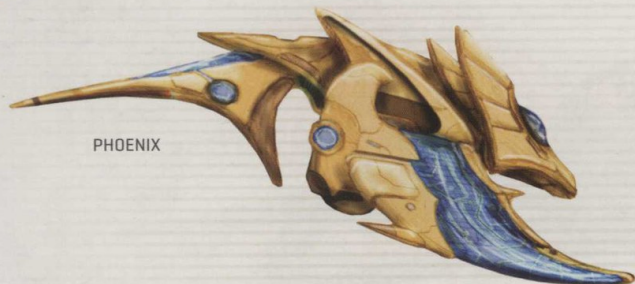
SCOUT



COLOSSUS



PHOENIX



ARCHON

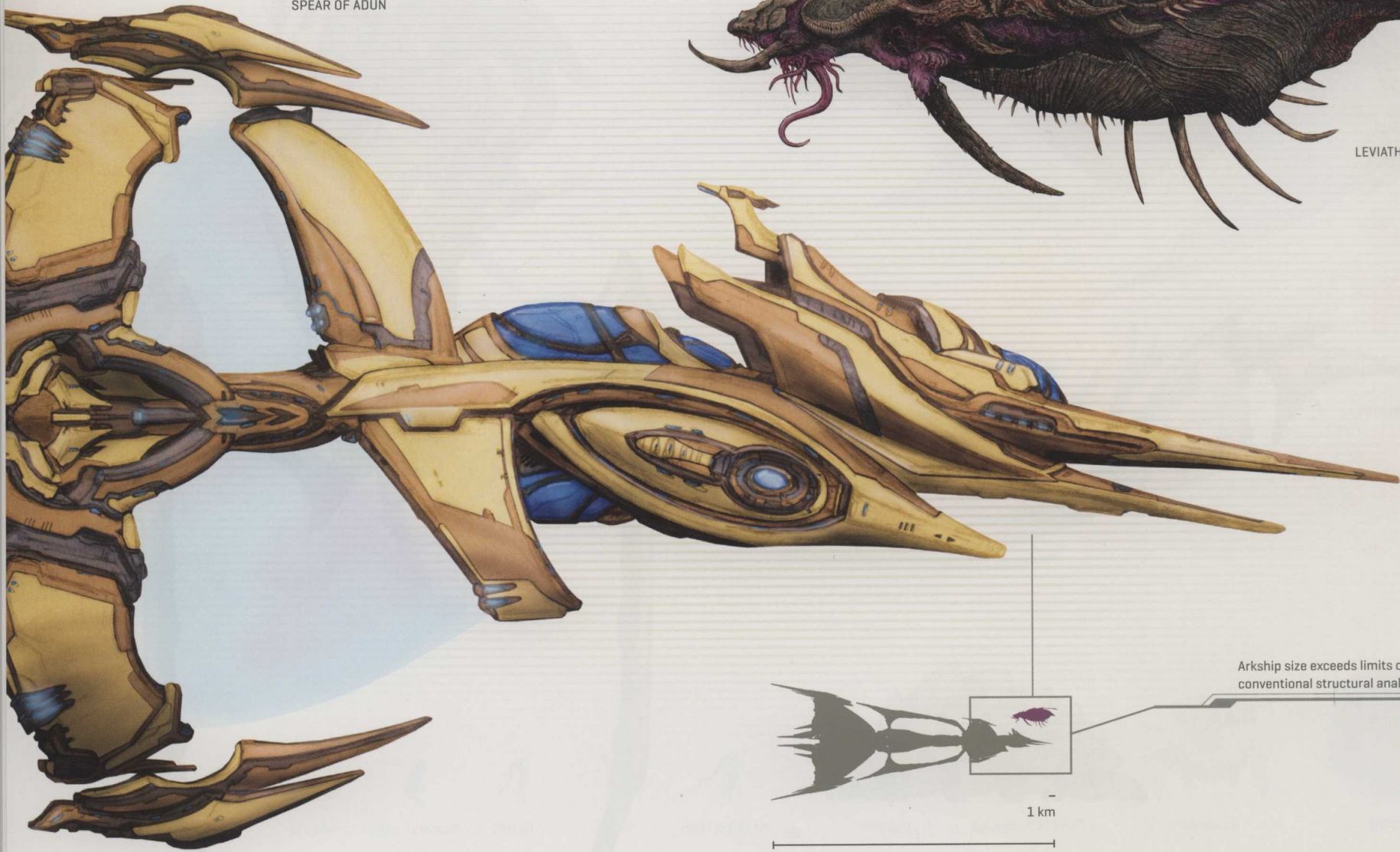


REAYER

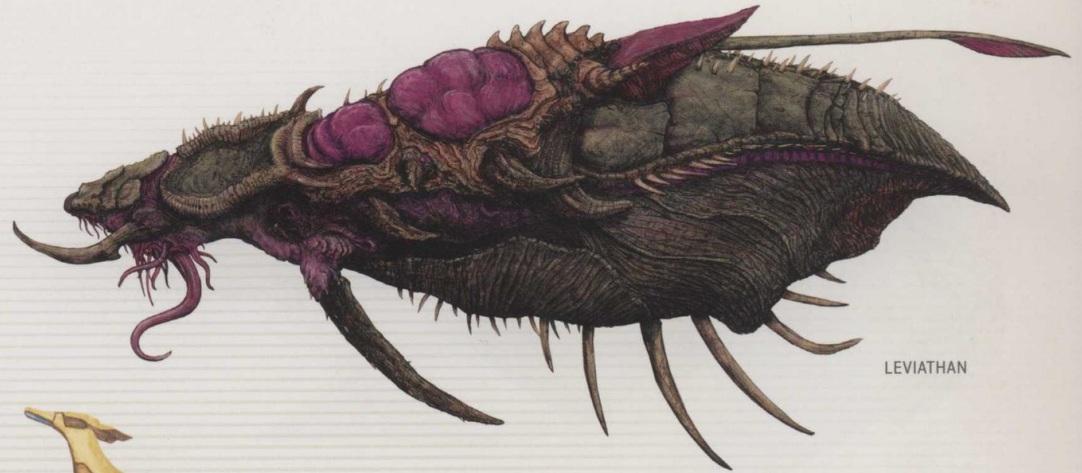


CAPITAL SHIPS

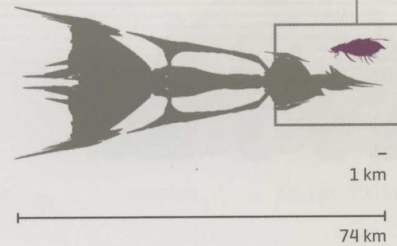
SPEAR OF ADUN



LEVIATHAN

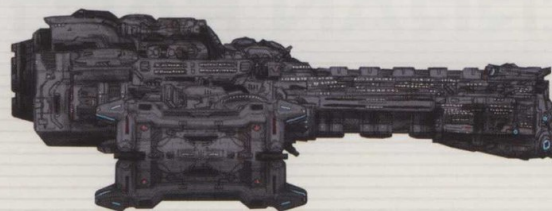


Arkship size exceeds limits of
conventional structural analysis

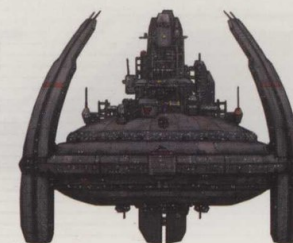




CARRIER



BATTLECRUISER



SCIENCE VESSEL



MOTHERSHIP CORE



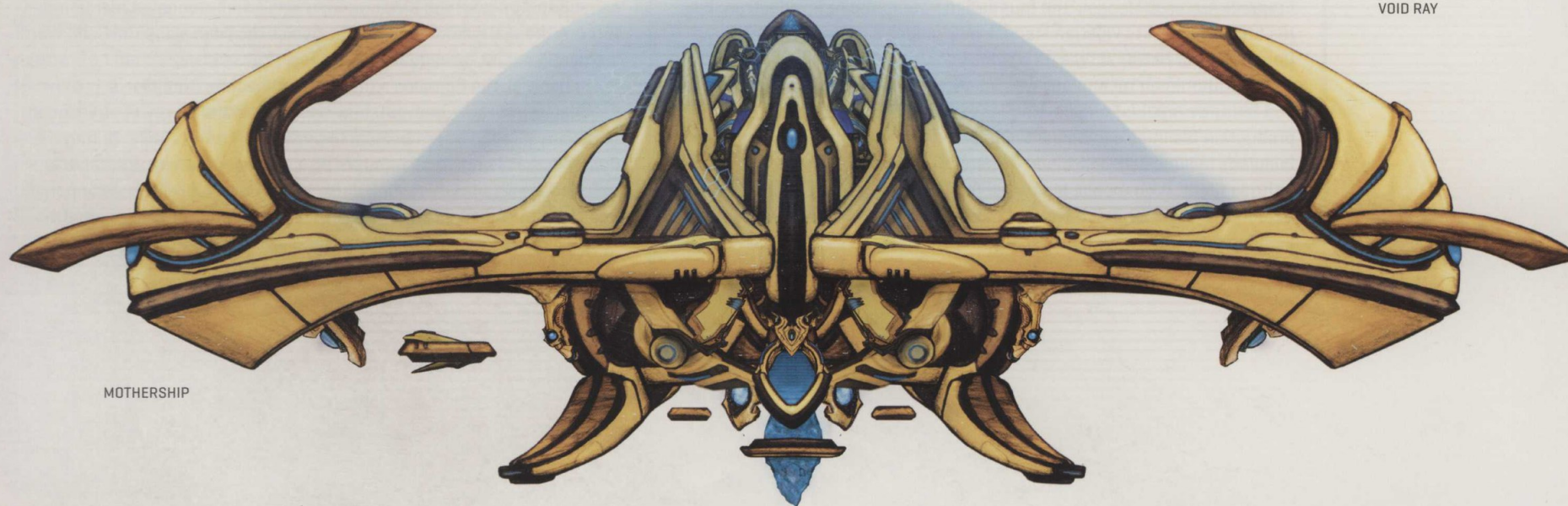
ARBITER



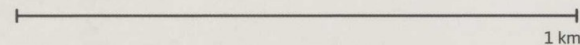
RAVEN



VOID RAY



MOTHERSHIP



1 km

TERRAN FACTIONS

Our terran race originated on the inner edge of the Orion Arm roughly 60,000 light-years from the Koprulu sector. Since the first colonists arrived from our origin world, Earth, nearly 250 years ago, we've expanded rapidly across the sector.

Dominion. From the ashes of the old Terran Confederacy rose the dominant faction in the Koprulu sector: the Dominion. Today, our federation of planets forms an economic powerhouse, with colonies and military outposts scattered across the sector. Although the zerg recently ravaged our fringe worlds, invaded Korhal IV, and assassinated Emperor Arcturus Mengsk, the foundation of our empire is indestructible. His Imperial Majesty Valerian Mengsk now guides a more enlightened Dominion that better serves its citizenry.

Most Dominion technology was inherited from the old Confederacy and features modular engineering. As every marine knows, our production facilities can be built almost anywhere. Some Dominion buildings include self-contained thruster systems that enable low-altitude flight. With mobile buildings, Dominion forces can track to new resource sites . . . or just hover out of harm's way if, for example, a roving zergling pack suddenly rushes the base.

Kel-Morian Combine. This mining/shipping collective and thinly disguised criminal cartel formed a "government" to protect its commercial holdings. But the Combine functions more like a rapacious corporation than a political entity, aggressively annexing planets in the sector, then stripping their resources. Do not underestimate its military capability, however. The KMs employ a large, well-equipped mercenary force. Although the Combine's military has declined since the Guild Wars, it can still mount formidable operations.

In general, the Combine's tech is similar to the Dominion's, but the KMs deploy more ragged, patched-up vehicles and plenty of jury-rigged hardware scraped together from unusual sources. Example: During the Guild Wars, KM engineers repurposed a number of sloth earthmovers to function as tanks, replacing dozer blades with high-caliber cannons and welding angled metal plates around the circumference to create improvised deflection armor. Ugly, yes . . . but also surprisingly effective.

I BET THEY'RE
STILL WATCHING US.

Umojan Protectorate. With the most robust scientific research complex in terran space, the Umojan Protectorate shows promise for long-term potential despite its vastly underpowered military. The Umojans rely on a network of well-hidden labs and elite Shadowguard agents to stay afloat in the sector's ever-shifting tides of power. In keeping with its longtime ideological opposition to Arcturus Mengsk's Dominion, the Protectorate provided safe haven for Jim Raynor and the neutralized Sarah Kerrigan following their escape from Char—a favor that the emperor has not forgotten.

The high quality of the tech produced by Umojan advanced research labs is not surprising. The Protectorate's hardware engineering is cutting edge and clean, perhaps even a cut above Dominion gear . . . at least in terms of bells and whistles. An example is the sleek white Umojan heavy infantry armor. Emperor Valerian is making good-faith overtures to the Umojan Ruling Council, hoping to negotiate a mutual security pact that includes a technology partnership.

United Earth Directorate (UED). While local terrans haven't paid much attention to the galaxy beyond their area, Old Earth has taken a keen interest in the Koprulu sector. During the Brood War, the UED sent an expeditionary fleet to pacify the region. Zerg, protoss, and terran forces managed to repel the threat, but Earth's interest has not waned. The UED and the Koprulu terrans share a history, so force capabilities are similar.

Others. Although most of the Koprulu sector is uninhabitable, it has enough livable nooks and crannies and backwater planets to support a thriving black market. Various mercenaries, pirates, private security companies, and fringe colonist militias have staked their claims in the shadow economy with retrofitted, salvaged, purchased, or stolen technology from the other terran factions.

ZERG HIERARCHY

Zerg hierarchy is simple, brutal, and absolute. Individually, most zerg are feral, mindless creatures that function very poorly as separate entities. However, most of the race's collective sentience flows through the eminently powerful Queen of Blades. Under her direction, the Swarm is a terrifying and ruthless adversary.

BEFORE THE WARS: THE XEL'NAGA AND THE OVERMIND

Xeno-archaeologists have theorized that the ancient xel'naga created an entity to embody zerg consciousness and impose command on the feral packs. Called the Overmind, it developed a network of secondary agents to help exert control. Day-to-day leadership was delegated to sapient entities called cerebrates. Each cerebrate commanded a distinct brood with a well-defined tactical role within the Swarm. For example, one cerebrate's brood specialized in hunting for new strains. Others defended the colony or spawned more warriors.

As more species were incorporated, the Overmind created more layers of control beneath the cerebrates. Queens oversaw hive cluster activity and defense, keeping watch on the drone resource lines and spore colonies. Overlords provided airborne combat control, relaying commands directly to zerg troops below, and also served as lookouts and troop transports.

RISE OF THE QUEEN

During the fall of Tarsonis, the Overmind captured the terran ghost Sarah Kerrigan and transformed her into a zerg leader called the Queen of Blades. Although Kerrigan lost much of her humanity, the Overmind left intact most of her free will, her creativity, and most importantly, her psionic abilities.

When the Overmind was destroyed on Aiur, most zerg broods disintegrated into feral, rampaging packs. But Kerrigan eventually gained control of the Swarm. She elevated a number of zerg queens into new roles as powerful, intelligent broodmothers with direct command of their own broods and a degree of independence. It is believed Kerrigan did this so her death would not shatter the Swarm as the Overmind's demise nearly did.

METHODS OF DISRUPTION

Over the years, terran attempts to use technology to disrupt, manipulate, or even usurp the zerg command structure have shown mixed results. Signals from psi emitters can successfully lure zerg even light-years away. Psi disrupters have a limited ability to hamper zerg communications and movement. And psi destroyers create a field that actually inflicts damage on zerg minions, attacking via their psionic link. It's important to note that primal zerg, lacking any link to the Queen of Blades, are not affected by these means.

THE PRIMAL ZERG

No military assessment of the zerg is complete without a review of the subspecies from the planet Zerus called the "primal zerg." This breed retains the original genome of the race before the Overmind gained control. While the Swarm's strains are typically insectoid in appearance, primal zerg tend to be more reptilian, resembling dinosaurs and, in some aspects, even mammals.

Primal zerg can convert beneficial DNA essences from consumed prey into near-instant evolutionary mutations. But unlike their cousins in the Swarm, primal zerg function as distinct individuals, immune to control by the Queen of Blades. Thus they're also immune to psionic measures that attack the Swarm. Though the Queen of Blades defeated the primal leaders of Zerus and brought their packs into the Swarm, field reports suggest that the primal zerg have retained a degree of autonomy.

During the zerg invasion of Korhal, the capital city of Augustgrad came under attack after the deadly psi destroyer that guarded the imperial palace was rendered non-functioning by a vanguard pack of primal zerg. Invulnerable to the scrambling effects of the superweapon, the primal zerg made possible the Swarm's advance on the city.

PROTOSS PHYSIOLOGY

Protoss are humanoid creatures with distinct physiological differences from terrans. Their lifespans stretch to hundreds of years in length; the great dark templar matriarch Raszagal, for example, lived to be over 1,000. Given such longevity, protoss under the age of 300 are considered young and are unlikely to hold positions of power. The current hierarchy of the reunited protoss, Artanis, is a rare exception at just under 275—a tender age by protoss standards.

Protoss warriors are over two meters in height and are faster afoot and stronger than terrans. They walk or run on their toes (two large digits) in a manner similar to most quadruped animals, with legs that buckle backward at the knee toward high, raised heels. The protoss hand is notable for its variations; some protoss have two fingers and two thumbs, while others have three fingers and only one thumb. Dominion geneticists believe this to be a random hereditary trait among the protoss.

The face features two glowing eyes but no mouth, nose, or ears—in fact, protoss have no orifices whatsoever. Most nutritional intake or waste excretion occurs at a molecular level, passing directly through semipermeable skin that's remarkably complex in its cellular structure. The rough, scaly epidermis absorbs light for sustenance (even if reflected, such as moonlight) and also absorbs and excretes moisture. Smell and sound are sensed through the skin as well.

Protoss have three separate hearts that function in a fine-tuned synchrony; they're located so close together that an untrained eye might see them as a single organ. Even protoss sometimes refer to them as "the heart." Their blood is a very dark purplish color, almost black.

Perhaps the most remarkable physiological feature of the race is the nerve cord. Though we do not know the full purpose of the cord, it appears to function as a psionic antenna, providing access to the communal telepathic link that the protoss call the Khala. Several of these appendages extend downward from the bony crest on the back of the protoss head.

PROTOSS FACTIONS

Early protoss were simple tribal hunters and warriors. But the race had a rare ability: an instinctive telepathy based on a psionic link. According to lore, a transgalactic super-race called the xel'naga, drawn by that energy, arrived on Aiur. These godlike beings began to subtly guide protoss evolution, nudging the species toward ever-higher levels of sentience. Eventually, the xel'naga left . . . and the protoss fell into a long, brutal era of tribal warfare.

FIGURES.

THEY GET TO HANG
OUT WITH FRIENDLY
SUPER-ALIENS.

I GOT UNCLE RUKK
EVERY HOLIDAY.

Strife and Schism. The cruel civil wars, called the Aeon of Strife, nearly wiped out the race. But a protoss scholar named Khas discovered powerful khaydarin crystals that awakened a deeper psionic connection. He used their binding energy to draw the warring protoss tribes into a communal telepathic bond that came to be called the Khala, or the "Path of Ascension." Khas also formulated a new code of conduct based on the Khala that ended the bloodshed and reunified the race.

High protoss civilization was thus built upon the Khala. Its powerful energy field unified most protoss in an empathic bond of thought and emotion. However, dissenters remained, concerned about the proper balance between collectivism and individuality. Such divisions ultimately led to a cultural schism. Followers of the Khala banished a sect of non-followers—the Nerazim tribe, who became known as the dark templar—from Aiur to be exiled on the planet Shakuras.

The Followers of the Khala and the Nerazim. The Aiur protoss remained bound closely by the Khala, and their ancient tribes were subsumed into a new three-caste society. The Judicator caste served as leaders and statesmen, governing in accordance with the dictates of the Khala. The Templar caste trained as holy warriors to defend Aiur and the Path of Ascension. And the Khalai caste included scientists, engineers, and artisans—an exalted working class of citizens.

Meanwhile, the Nerazim built a starkly different culture on Shakuras—willful and fiercely individualistic. The dark templar would ceremoniously sever and clamp their nerve cord appendages to disconnect from the Khala and signify nonconformity. Psionic ability was not eschewed, but it was developed quite differently from Khala-based psionics. Dark templar learned to draw energy from a mysterious cosmic phenomenon known as the Void—a dark, cold manifestation of space—to focus their psionic power.

Reunification. After Aiur fell to the zerg Swarm in a bloody, merciless invasion that took a great toll on Aiur's population, the surviving protoss were forced to evacuate via warp gates to Shakuras for a reunion with their estranged dark brethren. A difficult, sometimes painful reconciliation began, driven by the desperate realization that protoss survival depended on it.

Today, the two factions coexist under the Daelaam, led by Hierarch Artanis. However, recent Dominion intelligence reports indicate a possible slide toward a new protoss tribalism. This will be monitored closely.

APPENDIX I

A NOTE ON TERRAN RESOCIALIZATION

The Dominion's predecessor, the Confederacy of Man, treated marines like expendable assets. Most Confederate marines were criminals who had undergone mandatory neural resocialization (also known as "resoc" or "brain-panning"), a brutal process that uses surgeries, implants, chemical treatments, and aggressive operant conditioning to reshape the subject's memories, install high-level combat skills, and encourage absolute loyalty.

Some call it brainwashing. Others describe it as being made a prisoner within your own body. We think it's worse—it's poor combat training. The Dominion Marine Corps believes that while resocialization makes an obedient soldier, it also makes one who lacks initiative and creativity on the battlefield.

Our emperor, His Imperial Majesty Valerian, has summarily banned the practice and shut down the Korhal IV Primary Resocialization Center. That said, a number of resocialized marines and other service members still serve in the Dominion armed forces. Care should be taken to avoid antagonizing said personnel or exploiting their artificial willingness to accept hazardous duty assignments.

LET'S SEE WHAT
HAPPENS WHEN
RECRUITS ARE LOW AND
CASUALTIES ARE HIGH.

THEY DON'T REACT
WELL TO PRANKS.

RIP JENKINS.



HISTORY

Neural resocialization was being regularly used as early as 2478. The first Confederate resocialized soldiers were barely more than mindless automatons with conspicuous divots behind the ears, used primarily for suicide missions. But as neuroscience advanced, less invasive and more “subconscious” techniques led to neural training that retained a semblance of the subject’s original personality. These new resocs could also employ high-level combat skills with intelligence, if not much flexibility.

Resocialization tanks became the preferred method for this milder form of behavior modification. Resoc subjects were fitted with a headpiece and breathing apparatus, then submerged in fluid-filled, person-sized tubes. A modulated electrical charge sent to the headpiece would reorder neural connections in the memory circuits, suppressing or detaching old memories and layering in new ones.

This memory overlay allowed the implantation of new skills and abilities as well as the installation of “service packages” and a programmed trigger. After a short period of disorientation, the newly resocialized soldier would emerge ready for action and highly motivated to follow orders.

DMC RULES AND REGULATIONS

"The standard Marine Corps rifle company is the backbone of Dominion peacekeeping—braving danger, helping suffering civilians, and restoring stability across war-torn star systems. We salute your integral contribution and wish you great success in your life-saving work."

*His Imperial Majesty Valerian Mengsk
Emperor, Terran Dominion*

MET HIM ONCE.

KIND OF SMUG,
BUT HE AIN'T
LIKE HIS DADDY.

As the mainstay of interplanetary peacekeeping, the standard Marine Corps rifle company executes mandated tasks in highly challenging and complex environments that often impose tremendous operational constraints.

To pursue mission critical objectives in a professional and calibrated manner, it is imperative that the company maintains high standards of conduct and readiness.

To this end, the Corps has developed an extensive code of conduct designed to provide clear guidance to rank-and-file marines in almost any situation. Read the following guidelines carefully, discuss them with your cohorts, and strive to make the code a part of your own personal creed.

- I am a marine. I am a Dominion citizen-soldier fighting to guard my civilization and way of life. I am prepared to give my life in their defense.
- I did not "join" the marines. I became a marine.
- Once a marine, always a marine. There is no such thing as an "ex-marine" . . . unless I soil the honor of the Corps.
- I will never surrender to the enemy of my own free will.
- If captured, I will not lose faith in the Dominion. I will give my captor my name, rank, and serial number. I will provide no other information.
- I will never surrender to the zerg. They will eat me regardless. I will inflict as much damage as possible until eaten.
- If I am captured by protoss, I will resist psionic probing of my thoughts until my neural networks disintegrate.
- Legitimacy and credibility are critically important assets to the new Dominion rules of engagement. I will be fair and decent. I will show respect for local customs, institutions, and laws whenever possible.

- I will obey Emperor Mengsk's new rules of engagement. I will not kill non-Dominion creatures on sight any longer. I support Emperor Mengsk's desire to develop [and keep] allies among the different races of the Koprulu sector.
- I am a peacekeeper. I will use force to improve the security situation and create an environment conducive to longer-term peacebuilding on planets where we are deployed.
- I will take all steps to avoid slaughtering civilians. I understand that collateral damage is often inevitable, but it is never acceptable. I understand that mass civilian casualties can often lead to public perception problems. *YOU THINK?*
- I will represent my people and my marines at all times. I will never embarrass the Corps by my actions. *I WILL NOT LOSE BAR FIGHTS. ESPECIALLY NOT TO THOSE FLEET PUKES.*
- I understand that stimpack abuse is strictly against regulations. *AND STRICTLY AWESOME.*
- I vow to keep my personal armor in presentable condition, even during combat operations. *GO TO HELL!*
- Under no circumstances will I smoke cigars while in personal armor.

USE YOUR PSYCHOACTIVE HYPERSTIMULANTS
RESPONSIBLY, BOYS AND GIRLS.

THE HELL DOES THAT
MEAN?

THOSE FLEET PUKES.

AND STRICTLY AWESOME.

GO TO HELL!

DMC PRE-DEPLOYMENT SELF-EVALUATION

MORE
PAPERWORK?

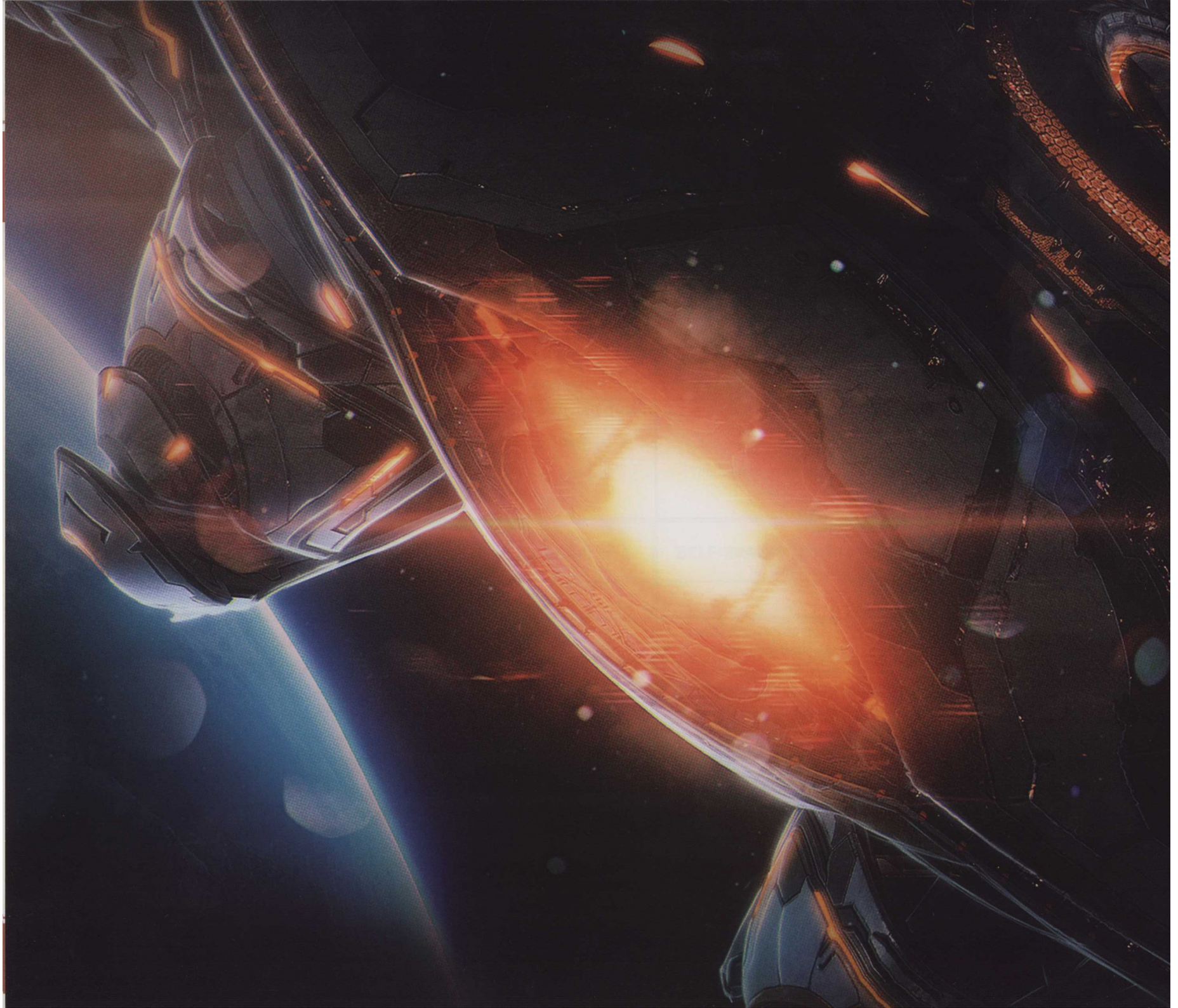
REALLY?


In the new spirit of concern for the common soldier's well-being and personal engagement in the readiness process, His Imperial Majesty Valerian and High Command have commissioned a new assessment tool for frontline soldiers—a self-evaluation based on measurable and quantifiable criteria.

Before any rifle company's deployment, the commandant of the Marine Corps requests that every soldier answer the following questions, then submit the form to his/her company commander.

CRITERIA	SELF-EVALUATION
Leadership. Is the company chain of command capable, responsive, and made accountable to deliver in a peacekeeping environment?	HAHAHAHAHA
Mission Sensitivity. Are you trained in and sensitized to your current rules of engagement? Are all members of the company aware of applicable DMC rules, regulations, and codes of conduct? If not, which members are not aware?	I THINK I'M THE ONLY ONE IN THE WHOLE CORPS WHO ACTUALLY READ THIS DAMN BOOK.
Integrity. Are you prepared to act with integrity on your mission? Do all members of your company demonstrate the highest standards of professionalism and integrity? If not, which members are lacking?	I WILL PLACE MY BOOT UP SOME ZERG'S ASS. I WILL DO SO WITH INTEGRITY.

CRITERIA	SELF-EVALUATION
Motivation. Is your company well motivated to operate in a complex, restrictive, multidimensional, and interplanetary environment? Who isn't?	I AM WELL MOTIVATED TO PLACE MY BOOT UP MANY ZERG ASSES.
Morale. Are your company's welfare and morale high? What can you do to improve them?	WE CAN PLACE OUR BOOTS UP SOME ZERG ASSES! THAT SHOULD HELP!
Conduct and Discipline. Does the company continue to maintain high standards of conduct and discipline for all ranks?	OUR BOOTS ARE VERY SHINY, YES!
Capabilities. Does the company maintain required standards in the core capability functions of mobility, firepower, tactical information, interoperability, civil interaction, logistic sustainment, and force protection? If not, why?	ASK THE PEOPLE WHO HAVE MOBILITY AND FIREPOWER! WE'RE JUST MARINES.
Weapons, Instruments & Vehicles. Are all weapons zeroed, instruments calibrated, and vehicles maintained and inspected and certified for functionality as per required standards?	ASK THOSE LAZY BASTARDS IN THE FACTORIES ABOUT THAT CRAP!
Legal. Do company personnel and commanders clearly understand the responsibility to adhere to, promote, and protect the legal framework for Dominion peacekeeping operations, with specific reference to human rights and humanitarian law, other relevant intergalactic legal statutes, as well as the host planet's law?	WE KNOW HOW TO SHOOT. WERE WE SUPPOSED TO LEARN SOMETHING ELSE?
Outreach and Engagement. Has the rifle company been able to establish good rapport and effectively interface with the local population through standard goodwill and welfare activities?	WE HAVEN'T SHOT THEM ALL YET. ISN'T THAT ENOUGH?





STARCRAFT II: LEGACY OF THE VOID COLLECTOR'S EDITION SPECIAL MESSAGE

From the *StarCraft II* development team and all of Blizzard: Thank you.

It's been a hell of a journey. For more than a decade and a half, you and millions of people like you—fans, players, and competitors—have joined us on this roller coaster ride through the Koprulu sector.

Together we've seen incredible things: Worlds rising and falling. Iconic characters living and dying. The birth of competitive gaming from a generation of astonishingly talented contenders who made their passion their career.

Without you, the fans, none of it could have happened. That is why we wanted this Collector's Edition version of the *StarCraft II: Field Manual* to have something special. The next few pages will show you a small taste of the effort that went into developing the style of the unit, characters, and maps for *Legacy of the Void*.

With this game, the story of the *StarCraft II* saga has come to an end. But know this: the Koprulu sector has not seen its last battles.

Once again, thank you.

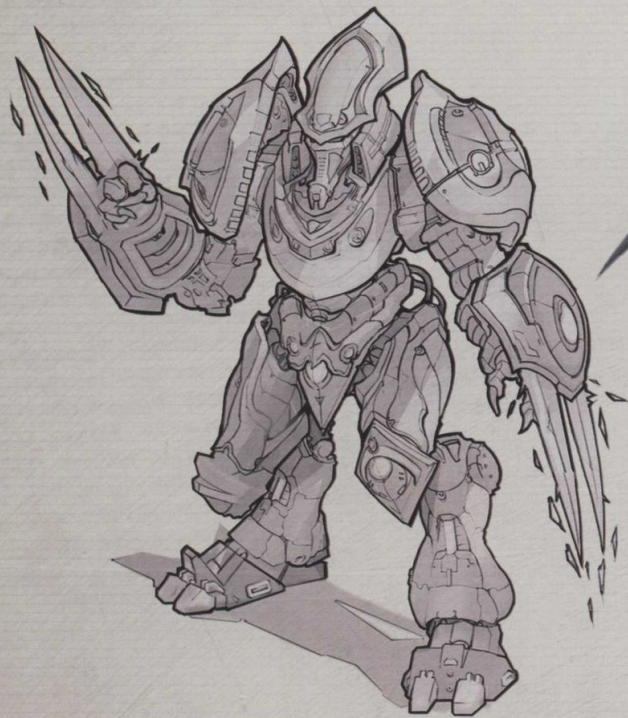
Signed,
Team 1, Blizzard



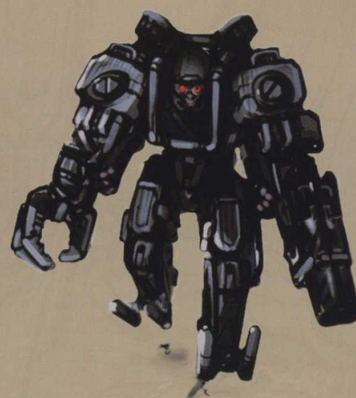
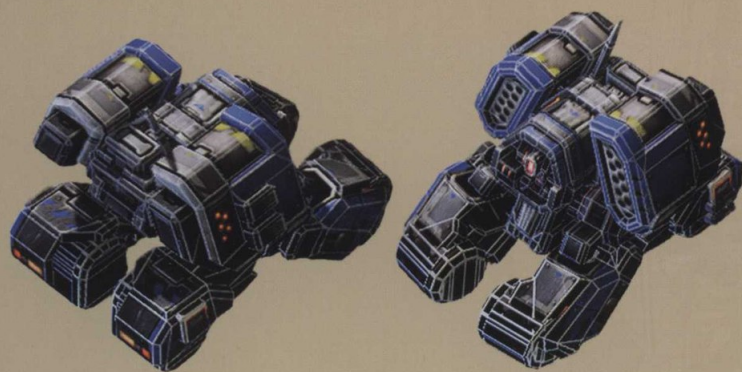
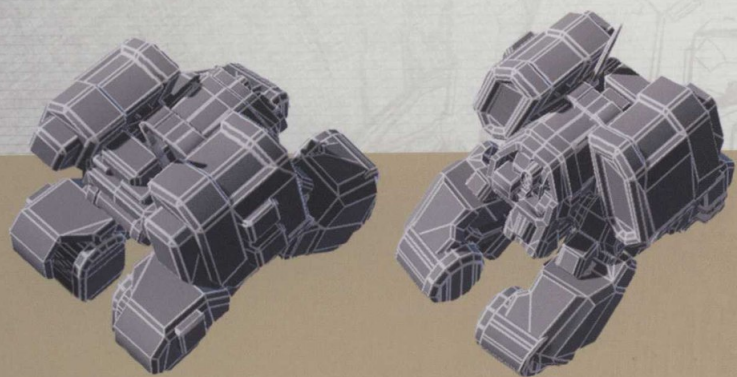










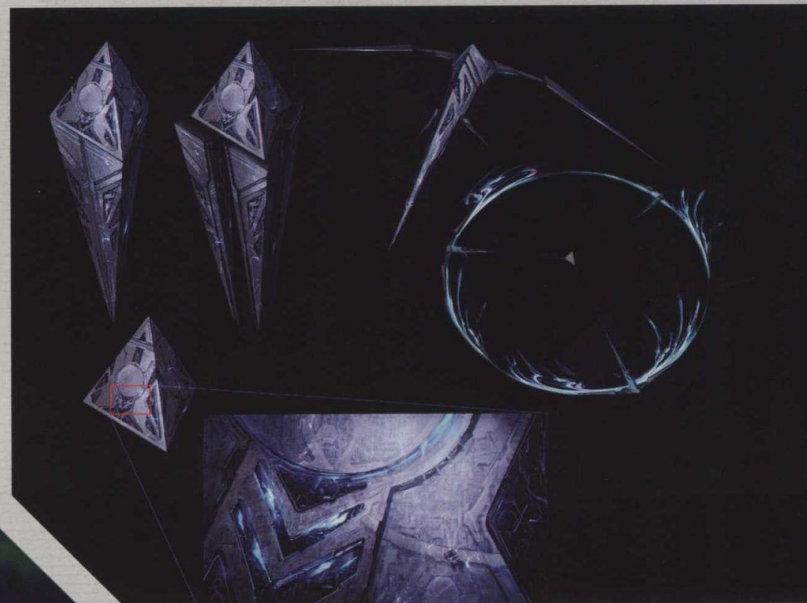


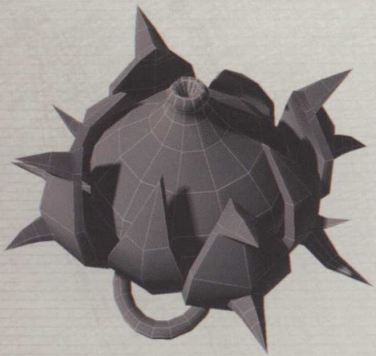




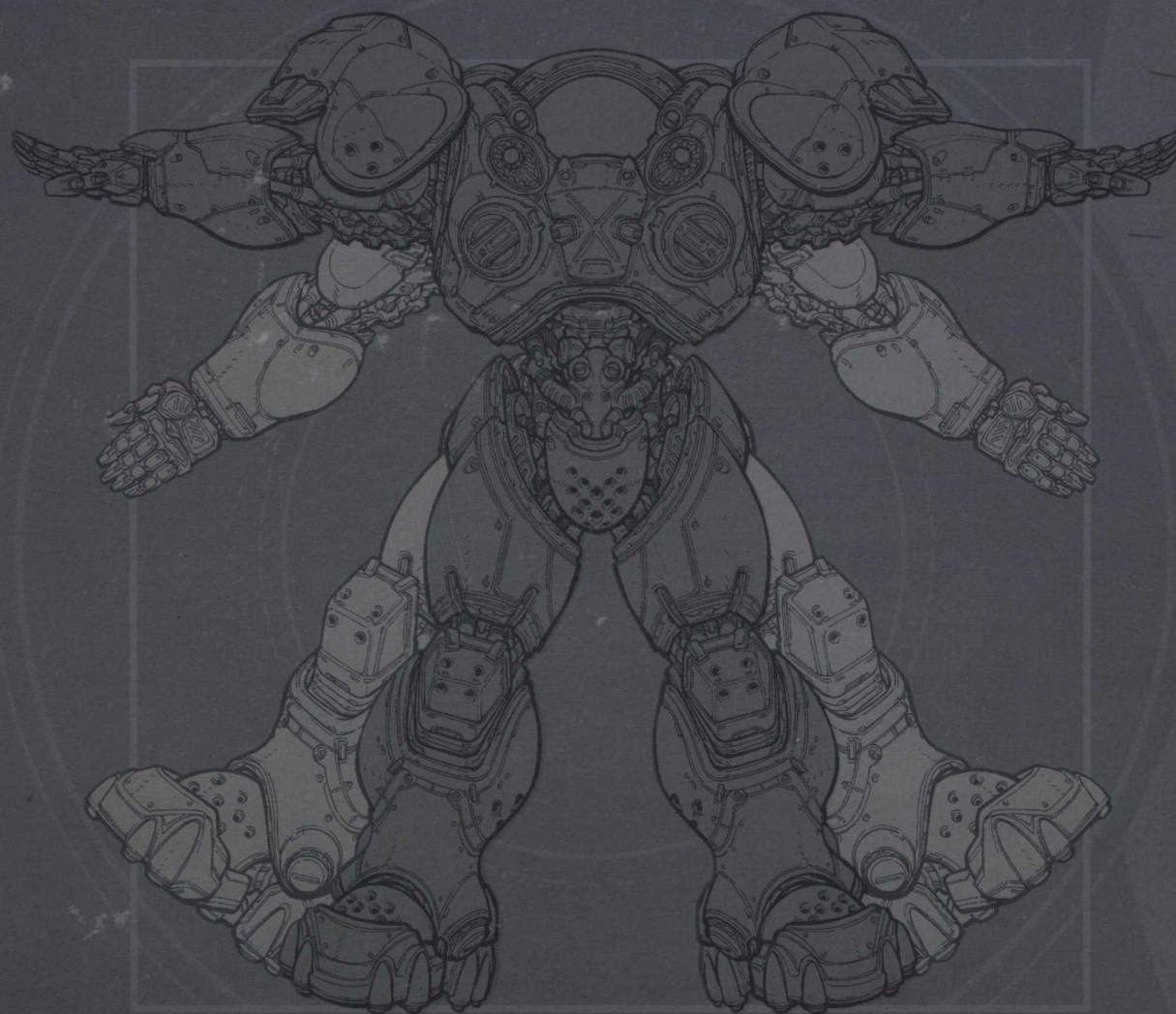












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Despite minimal need for crew, ship capable of transporting thousands of military personnel.

Khaydarin crystal's excess power is discharged between wing gaps.

TOP SECRET

DOMINION SPECIAL RESEARCH OPERATIONS

Mothership

Role: Aerospace Fortress

Classification: Top Secret

Notes: Schematics based on scan of ██████████. Models encountered in the field may feature upgraded systems and variations in construction.

Drafted By: Christopher Bloise

Reviewed By: Doug Michael Graham

Date: 2505

Drawing No.: 5673000.128-925.21700a

Wings contain sensor arrays and manned lookout points for long-range surveillance.

