



STAR CRAFT™

Campaign Booklet



INTRODUCTION

The StarCraft Edition of the Alternity Adventure Game introduced the science fiction setting of the StarCraft computer game into the world of roleplaying games. The StarCraft RPG uses the "Fast-Play" rules of Alternity: a streamlined, simpler version of the full game rules. This allows new players to easily learn the basics of the Alternity game while adventuring in a setting they are familiar with: StarCraft. Once the players have learned the basics of the Alternity system, they may want to take the game a step further by playing with the full version of the Alternity game rules. Likewise, experienced players of Alternity will undoubtedly wish to use the full game rules when adventuring in StarCraft universe. This document is intended to bridge the gap between the Fast-Play and full version Alternity rules in the StarCraft setting. However, this document does not restate core information provided in the Alternity: StarCraft Edition boxed set and is NOT intended to act as a replacement for that product. To take full advantage of these expanded rules, you will still need the StarCraft Edition of Alternity.

A Word on Conversions

For simplicity and sheer product size limitations, many elements of the StarCraft computer game were not included in the StarCraft Edition of the Alternity game. In order to implement the expanded StarCraft setting, the additional creatures and war machines are added here. Other elements were rewritten as needed to take full advantage of the Alternity rules. This includes things like careers, detailed psionics, expanded unit descriptions, and more.

Wherever possible, the rules and statistics given in the Alternity: StarCraft Edition game are used. For example, all creatures have the same ability scores, durability, and skills. Damage, armor, and some details have been changed to fit the full Alternity rules. For new creatures and units described here, the Hit Point, Armor, Shield, and Attack scores from the StarCraft computer game are used. These have been compared to units detailed in the Alternity: StarCraft Edition boxed set, and the ratio comparisons used to create the Alternity stats. This helps make the roleplaying game as consistent as possible to the computer game. (One exception occurs with Protoss energy shields, which in these expanded rules have been separated from the armor ratings of Protoss units.)

When an item has a near identical facsimile already outlined in the Alternity rules, the original rules for that item are simply used in the conversion. Examples include the statistics for PL 6 powered attack armor (PHB p. 188) used for the Terran marine's CMC-300/400 Powered Combat Suit or the Dragon 3 Heavy Flamer statistics (Star*Drive Arms & Equipment Guide p. 62) used for the firebat's plasma-based Perdition Flame Thrower.

SPECIES

There are three sentient species in the StarCraft game: Terran, Protoss, and Zerg. Of these two, only the Terran and Protoss can be chosen as Heros. (One exception is the Mutate, explained below.) This document will not give the backgrounds of these species. For histories, see the Alternity: StarCraft Adventure Game or the StarCraft computer game manual. The advanced game details of these species appears below.

Terran

Terran are the human race originating from earth. Their statistics and details are fully described in the *Alternity Player's Handbook*. The history of the Terrans in the StarCraft universe can be found in the StarCraft computer game manual. The military plays a strong role in the Terran culture. Many player characters will be individuals who were "adopted" by the military in youth, often orphans, and trained all their life for a military career. Others will

be criminals or other humans who are unable to fit into society. The military takes these troubled Terrans and, through vigorous mental and physical "reconditioning" training, shapes them into deadly fighting machines.

Protoss

All Protoss are inherently psionic. This means that even those who are not full mindwalkers (zealots and dark templars, for example) are still talents. Protoss communicate with each other psionically, telepathically emitting their thoughts to those around them. For simplicity sake, assume the effective distance of telepathic communication is the same as a human voice could carry.

Although they have trouble with some sounds, Protoss can speak verbally when needed. Protoss have the following minimum/maximum ability scores:

STR:	7 - 15
DEX:	4 - 11
CON:	8 - 14
INT:	4 - 14
WIL:	9 - 16
PER:	4 - 11



Special Abilities

Psionic Ability: All Protoss possess some level of psionic ability. Any hero who does not choose the Mindwalker profession will automatically be a talent. The Protoss have learned to harness this psionic ability in nearly every facet of their lives, communicating entirely through telepathy. They have learned to integrate their psionics with technology, powering some weapons and armor with psionic power (see the psionic blades and Protoss power suit for details). Like the Fraal, the Protoss possess a higher level of psionic power than other races, earning 1.5 x their Will score in psionic energy points for Mindwalkers, and psionic energy equal to their Will score for talents and Diplomats with Mindwalker as a secondary profession.

Unique Tech: The Protoss have a very unique technology. This technology is designed to take advantage of the Protoss' physical structure, two-thumb/two finger hands, and in some cases, psionic ability. For this reason, all Protoss suffer a +3 penalty any time they attempt to use Terran technology. On the other hand, Terrans and mutates suffer a +3 penalty using Protoss technology. Protoss tech that uses psionic energy, such as their shields or psi-blades, are designed specifically to Protoss psionic brain patterns, and are completely unusable by other species...*even if the member of that species is a mindwalker.* Protoss rarely carry ranged weapons, but instead prefer to use psionic ranged attacks or cybernetic subdermal weapons. At the GM's discretion, some ranged weapon effects of Terran technology can be used as a subdermal cybernetic implants for Protoss. For instance, a Protoss could have a subdermal laser pistol without incurring the +3 step penalty.

Mutate

In the StarCraft Adventure Game, the character Sistask is a mutate: a being part Zerg and part human. Mutates came about through genetic engineering of Terran scientists. The mutates are primarily human in appearance, but have had the genetic code of the Zerg imprinted in their DNA. In game terms, the mutate hero is created by simply using the

mutant rules found in the Alternity Player's Handbook. Players and GMs who own the *Alternity: Gamma World* game can use the vastly expanded list of mutations found there. Players should design a mutant keeping in mind appropriate mutations that could come from the genetic engineering and splicing of Zerg DNA. Dermal armor, acid touch, and natural attack are all good examples, but almost any mutation could be attributed to Zerg genes.

CAREERS

Dark Templar

(Protoss Free Agent Career)

The Dark Templar are a mystery, even to the Protoss. Dark Templar have developed the innate ability to bend light around themselves, making them virtually invisible. This causes them to show up as a nearly imperceptible humanoid-shaped distortion in the air. This gives them a +3 resistance modifier against both melee and ranged attacks and a -3 step bonus to Stealth-sneak/hide skills. Dark Templar are able to turn off this ability and make themselves visible when they wish. This ability to bend light is negated by most equipment or armor a dark templar wears (that is, the carried items are not invisible), therefore dark templar rarely wear armor or carry any other weapon other than their psionic blade. However, their light Protoss shield does not affect this ability. While permanently cloaked, there are some defenses that can see through the Dark Templar's cloaking. The Protoss observer can detect cloaked individuals and psionically communicate their image to nearby units. Likewise, the Terran have some devices, such as missile turrets, that detect cloaked units and digitally project the 3D image in the "heads up display" (HUD) of marines and other units. And finally, Zerg overlords can also mentally project the images of cloaked enemies to the Zerg units under their control. Cloaking of both the Dark Templar and Ghost also bends light of the infrared spectrum, so infrared detection devices alone are not enough to detect these cloaked beings. As with all Protoss, Dark Templars must choose to be a psionic talent.

Skills Package: Melee Weapons-*blade*; Stealth-*sneak, hide*; Interaction-*intimidate*

Signature Equipment: Protoss light shield, psionic blade

High Templar

(Protoss Mindwalker Career)

The High Templar have sacrificed the principles of martial training to concentrate on their innate psionic abilities. The templars are able to wield massive psionic abilities unique only to Protoss, such as the psionic storm.

Skills Package: Awareness-*intuition*; Resolve-*mental*; Telepathy-*psionic storm, hallucination*

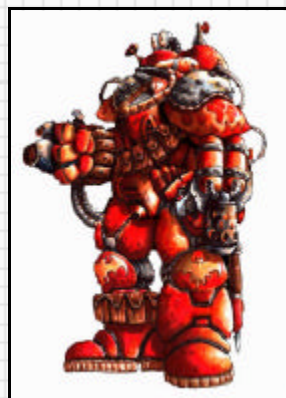
Signature Equipment: Protoss light shield, Khala Prayer Book

Firebat

(Terran Combat Spec Career)

Occasionally, instead of direct rehabilitation of a criminal, the military will opt to "refocus" the aggressive tendencies of criminals into the training of a firebat. This makes firebats ruthless opponents, often reveling in the destruction of their enemy. All firebats are required to take the skills and signature equipment listed below.

Skills Package: Armor Operation-*powered*; Heavy Weapons-



direct fire; Stamina-endurance

Signature Equipment: CMC-660 Heavy Combat Suit, Perdition Plasma-based Flame Thrower

Suggested Perks: Tough as Nails

Suggested Flaws: Criminal Record

Zealot

(Protoss Combat Spec Career)

Zealot is probably not a strong enough term for this Protoss warrior. Zealots are willing to do anything for the good of the tribe, and will relentlessly pursue their goals. Zealots normally attack with two psionic blades, inflicting devastating melee damage to opponents. The goal of all Zealots is to reach the upper levels of the Khala. The psionic blades of the Zealot are actually cybernetically installed into their forearms. All Protoss must be psionic talents.

Skills Package: Melee Weapons-*blade*; Armor Operation-*powered*; Stamina-*endurance*

Signature Equipment: Protoss Power Suit, Khala Prayer Book, 2 psionic blades

Suggested Perks: Faith, Ambidextrous

Suggested Flaws: Obsessed

Cybertech: Good subdermal weapon mounts (x2 for blades)

Ghost

(Terran Free Agent Career)

When a Terran shows some type of psionic ability, they are often trained as "ghosts". The StarCraft computer game rules indicates that the military suppresses this psionic ability, refocusing it to improve the overall effectiveness of the ghost. In RPG game rules, this means the ghost is required to be a talent. In turn, they should have the flaws *wild talent* and *implant* (the implant being a psionic restraint implant). The points they gain from this should be used in some type of Perk than enhances their abilities or some other physical aspect.

Ghosts employ a psi-stealth cloak that bends light, similar the innate ability of a Dark Templar. The cloak is powered psionically, using the psionic energy points of the Ghost. The cloak offers a +3 resistance modifier against both melee and ranged attacks and a -3 step bonus to Stealth-sneak/hide skills. It uses one psionic energy point per ten minutes of operation (GMs can use the consumption rate of one energy point per game scene of operation for simplicity.)

Skills Package: Ranged Weapon, Modern-*Rifle*; Stealth; Demolitions-*Set Explosives*

Signature Equipment: Hostile Environment Suit, demolitions pack, stealth cloak, psi-restraint implant, 25mm C-10 Canister Rifle

Suggested Perks: Increased ability, Observant, Psionic Awareness

Required Flaws: Implants, Wild Talent



Marine

(Terran Combat Spec Career)

Many marines are criminals or rebels who have been captured and subjected to 'Neural Resocialization'. That is, they have been trained and programmed into human killing machines. All marines are standardly outfitted with CMC-400 Powered Armor and a C-14 "Impaler" Gauss Rifle.

Skills Package: Modern Ranged Weapon-*rifle*; Survival; Tactics- *infantry*; Armor
Operation-*powered*

Signature Equipment: CMC-400 Powered Armor, C-14 Impaler Gauss Rifle

Suggested Perks: Tough as Nails

Suggested Flaws: Criminal Record, Old Injury

Medic

(Terran Tech Op Career)

The medic is the military doctor used by the Terran. Since a medic is also out in the field with the troops, they wear a CMC-405 Light Combat Suit for protection, and carry a C-7 Stinger Gauss Pistol. Medics have an optic flare built into their combat suit which can damage the optic nerves of opponents. When used, all living creatures within 20 meters of the medic must make a Resolve-*physical resolve* or a Will feat check. (Those who are aware the medic is about to do an optic flare and close their eyes, or are not looking at the medic are not effected.) Those who fail have their visual detection range effectiveness drop by three categories (Table G8 in the GMG). That is, marginal becomes extreme, etc. In addition, the victim gets a +1 penalty when attacking "close" items with ranged attacks and a +3 when attacking "medium" items (as per Table G7 in the GMG). The victim cannot see vehicle sized or smaller items at Far or Very Far distances. The optic flare can only be used once per hour, and uses the next 60 minutes to recharge.

Skills Package: Medical Science- *knowledge, treatment*; Knowledge-*computer operation*;
Modern Ranged Weapon- *pistol*

Signature Equipment: CMC-405 Light Combat Suit, first aid kit, C-7 Stinger Gauss Pistol

WEAPONS

The Alternity: StarCraft campaign takes place in the first part of Progress Level 7. An assortment of PL 7 equipment and weapons may be available, at the GM's discretion. GMs who own the StarDrive Arms & Equipment Guide can use any of the items contained there for their StarCraft game. Some of the weapons specific to the StarCraft RPG are detailed below.

Upgrading and Degrading Damage

Page 190 of the Alternity Player's Handbook discusses degrading damage when the target's toughness exceeds the damage rating of an attack. For instance, when a weapon of Ordinary damage rating hits an object of Good toughness, the damage is degraded by one category. Mortal damage becomes wound damage, wound damage becomes stun, and stun damage is ignored. If the Object is two categories of toughness above the attack rating, such as an Ordinary attack against an Amazing toughness target, the damage is degraded by two categories. This is a crucial rule to use when playing StarCraft and the full Alternity rules presented here.

Let's look at an example. The average hero will have a durability of 10, while a siege tank has a total durability of 20. Does this mean a siege tank can take only about twice as much damage as a human? Of course not! That is where weapon attack rating versus toughness comes into play. If a hammer of Ordinary rating does stun damage to a human,

who has an Ordinary toughness rating, the human will take the full effect of the stun damage. However, when the same hammer does stun damage to an Amazing toughness siege tank, the damage is degraded into nothing. A human can beat away to their heart's content on the siege tank with a hammer and will likely not ever effect it. This is how degrading damage helps balance the game.

<u>Weapon</u>	<u>Skill</u>	<u>Acc</u>	<u>Md</u>	<u>Range</u>	<u>Type</u>	<u>Damage</u>	<u>Rn</u>	<u>Clip</u>	<u>Hide</u>	<u>Wt</u>
Rifle, C-14 Impaler Gauss	Mod-rifle	0	F/B/A	80/160/400	HI/O	d6+1w/d6+3w/ d6+2m	4	30/10	-	4
Pistol, C-7 Stinger Gauss	Mod-pistol	0	F	10/20/80	HI/O	d4+1w/d4+3w/ d4+2m	3	10	+2	1
Rifle, 25mm C-10 Canister	Mod-rifle	0	F	80/160/400	HI/G	d6w/d6+2w/ d6m	4	15	-	4
Psionic Blade, Protoss	Melee-blade	0	N/A	Personal	En/G	d4+4w/d4+6w/ d4+3m	3	N/A	+2	2
Protoss Reaper Gun	Hvy-direct	-2	F	10/20/40	En/G	d6+1w/d8+1w/ d6+2m	1	5	-	3
Flame Thrower, Perdition Plasma-based	Hvy-direct	-1	F/B/A	8/16/40	En/G	d6+1w/d8+2w/ 2d6+1w	2	15/5	-	9

The Wizards of the Coast website at <http://www.wizards.com/> has optional rules for upgrading damage as well. This happens when an attack of a higher damage rating strikes a target of lower toughness. When this happens, the damage is upgraded. Stun becomes wound and wound becomes mortal. Mortal damage which is upgraded doubles the damage dice rolled. (For example, an attack of d6+2m will be upgraded to 2d6+2m. Damage can never be upgraded higher than doubling the mortal dice rolled.) When the weapon is two categories higher in rating than the target in toughness, the damage is upgraded two categories (stun becomes mortal). This explains why an Ordinary toughness zergling is almost always toast when hit by an Amazing rated attack from the siege tank's 120mm shock cannon.

When using the expanded rules for StarCraft in Alternity, using the upgraded and degraded damage rules are key to a balanced game.



C-14 Impaler Gauss Rifle

Reaver Gun

Using the same basic technology of in the Reaver automaton, the Protoss have created a portable ranged weapon that works on the same premise. The reaver gun fires a small, rocket-propelled scarab drone which explodes on contact with it's target. The drone is self-guided, and is actually capable of slight maneuvers in flight toward it's target. This gives the gun a -2 bonus to hit. It also means the gun must be tracked to the target before firing,

which takes an entire phase. This -2 bonus includes the normal -1 bonus for taking aim. Because the scarab drone ammunition becomes very volatile when assembled, the reaver gun doubles as a miniature factory, assembling the components of the drone only moments before firing. In game terms, this means that the welder begins tracking the target with the reaver gun, and the gun immediately begins to assemble the scarab drone to fire. Seconds later (the next phase of the round), the gun fires and the drone speeds toward its target. This second phase does not count as an action against the hero's total actions. If the hero's action was in the Marginal phase, the gun discharges in the Amazing phase of the next round. Once the gun begins to assemble a drone, the process is irreversible. The Protoss welder can opt to not fire the weapon, but the drone is immediately neutralized and becomes useless. While Zealots rarely carry reaver guns, they are often carried by specially trained Protoss troops supporting the Zealots with ranged fire.

PSIONICS

Mind Control

(Telepathy specialty skill, Cost: 4)

Extended duration

While this skill doesn't actually put the creature under the control of the mindwalker, it does invoke a strong bond of friendship and trust between the victim and the mindwalker. Targets under mind control will defend the mindwalker vehemently...even when it means turning against their former allies. They will also help the mindwalker to the extent of their abilities. Mind control's effectiveness diminishes as range increases. It has a range of 10/50/150 meters, with a +1 penalty at medium range and a +3 penalty at long. A target's Will resistance modifier will affect the success of this psionic ability. The psionic energy needed to use mind control is higher than standard psionic powers, costing 2 points to use as a specialty skill, and 3 points if used as a broad skill. A Critical Failure expends 4 points and has the opposite effect on the victim, instilling in them a deep hatred for the mindwalker and a desire to destroy them. The mindwalker can maintain the mind control over their victim by expending additional psionic points (see Extended Duration, PHB p. 228 or Mindwalking: A Guide to Psionics p. 9-10). Extended duration for mind control has the higher psionic energy point cost of 2 points for the specialty skill and 3 for a broad skill use.

Psionic Storm

(Telepathy specialty skill, Cost: 4)

This skill can't be used untrained; Protoss specific.

The psionic storm, usable only by the Protoss High Templars, creates a violent area of raw psychic energy that causes severe mental damage to those caught within it. Any living being within the 4 meter radius of a psionic storm takes $d6w/d6+2w/d6+4w$, depending on the success of the templar. Only living creatures (including Zerg structures) are affected. The psionic storm has a range of 10/20/40, with a +1 and +2 penalty at medium and long range. The psionic energy needed to create a psionic storm is high, costing 3 points to use.

Psychic Bolt

(Telekinesis specialty skill, Cost: 3)

This skill can't be used untrained.

The psychic bolt creates a kinetic projectile that streaks toward an individual target. Unlike electrokinetics or pyrokinetics, the psychic bolt is a short-lived, physical force which causes Ordinary high impact damage. The damage inflicted is d4s/d4w/d4+2w, with a range of 15/30/60.

Q Increased Damage: At rank 5, damage becomes Good rated damage. At rank 9, damage becomes d4+1w/d6+1w/d6m.

Psionic Conversions

The following psionic powers detailed in the StarCraft Rules book convert to the following psionic specialty skills in the Alternity Player's Handbook:

Hallucination = Telepathy-*Illusion*

Mind Read = ESP- *Mind reading*

Psychic Attack = Telepathy- *Mind blast*

Psychic Heal = Biokinesis- *Heal*

ARMOR

Protoss Energy Shields

Most Protoss units generate a protective psionic energy shield, which absorbs damage. The Alternity StarCraft Adventure Game simplified the Protoss shields and armor into one consolidated armor rating. When using the full Alternity Player's Handbook rules to run your StarCraft campaign, you can separate these armor elements to make the roleplaying game more closely match the computer game. The effect of these shields is identical to the protection provided by an ablative harness (PHB, p. 191). All damage is negated by the shields, draining them of power each time they are hit. Each point of primary mortal damage drains 3 energy points, wound damage drains 2 energy points, and stun drains 1 point. When the energy total of the shield reaches 0, the shield collapses and no longer provides any protection. Some units, such as the zealot and dragoon, have standard armor which begins absorbing damage once their energy shields are gone. The points of protection provided by the Protoss energy shields are:

Light = 30 (Dark Templar, High Templar)

Medium = 50 (Zealot, Dragoon)

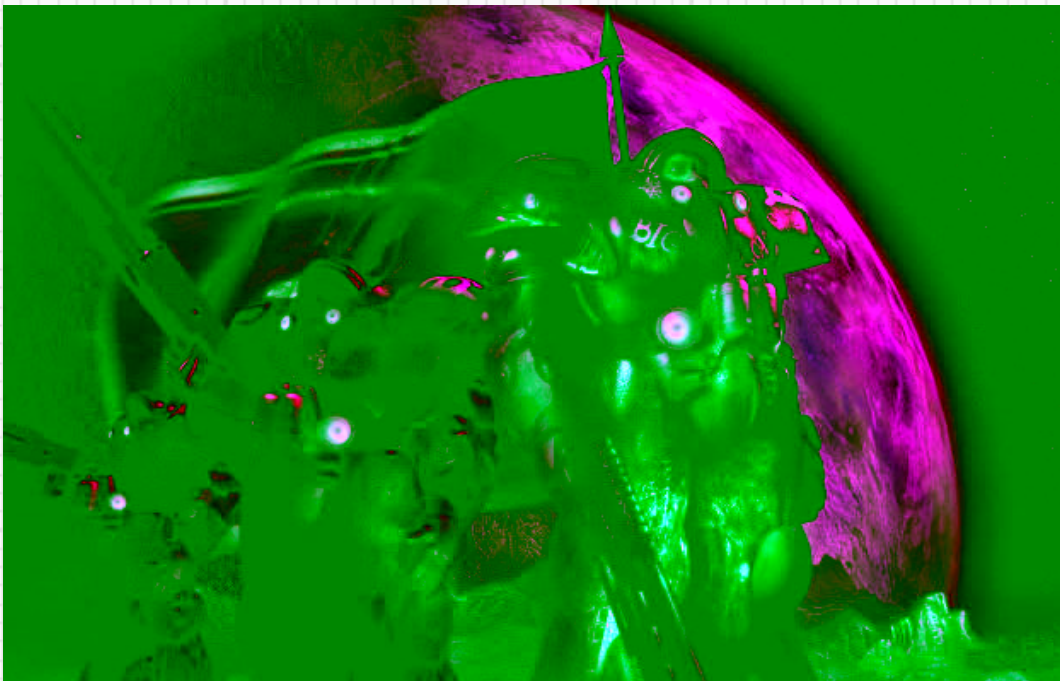
Heavy = 75 (Archon, Dark Archon)

The Protoss shields are powered psionically, and can be recharged with the Protoss character's psionic energy points. Each point of psionic energy will recharge one point of shield energy. Protoss have enormous devices called "Psionic Batteries" in many communities (especially ones at war). These batteries continually collect and act as a repository for the mental energy of the community. In game terms, they store psionic energy. Protoss who have access to a psionic battery can fully recharge their shields in minutes, without the expenditure of their own psionic energy. These are not devices that Protoss would normally have access to during the course of an adventure, however, as per the GM's discretion.

Protoss Power Suit

The Protoss Power Suit is the standard armor worn by the Zealot, and often donned by the High Templars. The suit doesn't cover the Protoss' entire body, but still provides great protection. The power suit is only to provide secondary armor; the primary protection of the Protoss is the energy shield.

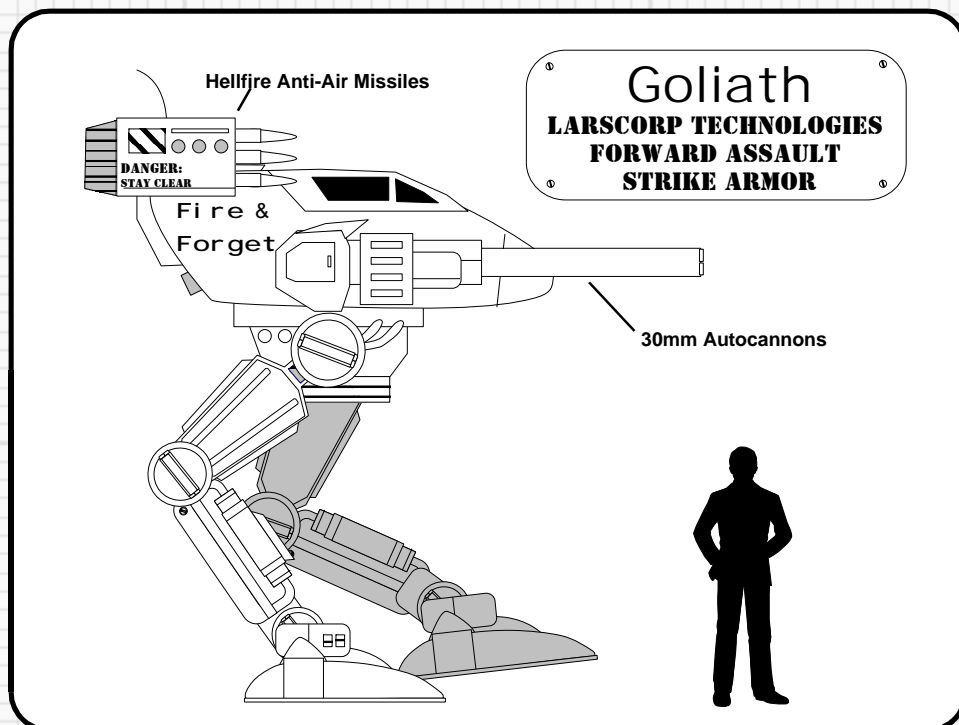
<u>Armor</u>	<u>AP</u>	<u>Type</u>	<u>LI / HI / En</u>	<u>Wt</u>	<u>Hide</u>
CMC-400 Powered Armor	+2	G	d6+1 / d6+2 / d6	25	+2
CMC-405 Light Combat Suit	+1	O	d4+1 / d4+2 / d6	9	+2
Hostile Environment Suit	0	O	d4+1 / d4 / d6+1	5	+2
Protoss Power Suit	+2	O	d6+1 / d6 / d6-1	15	+2
CMC-660 Heavy Combat Suit	+2	G	d6+1 / d6 / d8+1	28	+2
Protoss Shield	0	G	Special	2	-



VEHICLES

Goliath

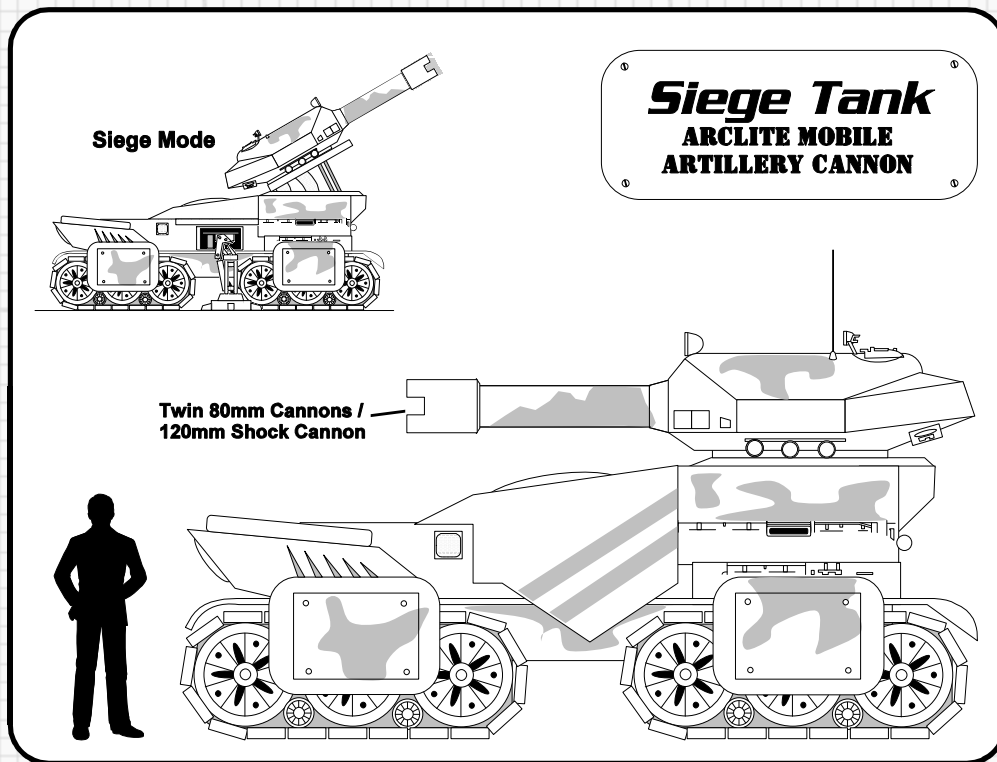
"Goliath online." Two words that strike fear into the hearts of it's adversary. When the stolen plans for this war machine were sold to the Confederacy, LarsCorp Technologies never imagined how popular it would become. Effective as both air and ground assault vehicles, Goliaths have become a staple in the battlefield. The Goliath cockpit seats one jockey, requiring at least Rank 5 in Vehicle Operation-*land vehicles* to pilot. Goliaths are equipped with an airtight configuration, communication suite, and thermal imaging. It's twin 30mm smoothbore Autocannons and Hellfire-AA Scatter Missile battery require System Operation-*weapons* to operate. Goliaths are covered with heavy polymeric armor (GMG p. 132), giving it armor protection of (LI) d4+1, (HI) d4+1, (En) d6-1.



Siege Tank

While not exceptionally large in comparison to some other Terran tanks, the siege tank still inflicts respectable damage with it's twin 80mm cannons. However, the real punch of this unique device comes into play when it transforms to "siege mode". When implementing siege mode, the turret arranges itself to fire it's dual 120mm Shock Cannons. Heavy stabilizers extend from the sides of the tank, locking the device in place and absorbing the intense kickback from the shock cannon. The shock cannon engages an arcing artillery attack, and is not capable of targeting units closer than 20 meters, effectively creating a "blind spot" around the tank. It takes one full round for the tank to make the transformation, in which time it cannot fire any weapons. Although they keep the "siege tank" name, many of these tanks are deployed without the 120mm shock cannon installed. However, it's modular design allows it to easily upgraded later. The shock cannon can only fire once every other round. Siege tanks are protected with heavy alloy armor [(LI) d6+1,

(HI) d6+1, (En) d6]. Siege tanks are also equipped with an airtight configuration and comm suite.



T-280 SCV

The SCV, or Space Construction Vehicle, was originally designed for the reconstruction of the Tarsonian Orbital Platforms. They performed this function so well, however, that they have become widely used in all types of construction and repair tasks. The SCV accommodates only one person, and is about the size of a compact car. SCVs have two methods of movement. Small treads provide mobility when working on a flat surface with gravity. Small rocket propulsion jets provide boosts in Zero-G situations, such as when constructing an orbital facility. Although the SCV has no true armament, each one is equipped with a laser cutting torch (PHB p. 140) that can be used for defense in a pinch. SCVs are also equipped with an airtight configuration, Comm suite, excavation and salvage gear (see PHB p. 127-129).

Vulture

The Vulture hover-cycle is primarily used for scouting the wastelands around Terran settlements. Floating about a meter off the ground, they are able to easily hover over rough terrain. They are equipped with a forward mounted grenade launcher which requires Systems Operation-*weapons* to fire effectively (although an untrained skill check can be made if needed). The Vulture can only take one passenger. LarsCorp Technologies develops a modular add-on to the Vulture that allows it to deploy up to three spider mines. The spider mines burrow themselves into the ground and wait for a victim to come by. When an enemy comes within 20 meters of a spider mine, it resurfaces and scurries toward its victim at a movement rate of 70. Upon reaching its target, it explodes, inflicting (HI/G)

d8+1w/d12+2w/d6+3m damage at targets within the ranges of 4/2/0 respectively. Terran units that employ spider mines carry a micro-transmitter on them that the spider mine reads to determine friend or foe. This transmitter only has a range of 20 meters, and is specially encoded to prevent detection from anything other than that force's spider mines. Units that don't carry the micro-transmitter are in just as much danger from their own spider mines as their enemy's.

<u>Vehicle</u>	<u>Drv</u>	<u>Acc</u>	<u>Cruise</u>	<u>Max</u>	<u>Type</u>	<u>Dur</u>	<u>Avail</u>	<u>Cost</u>
Goliath	+1	30	50	80	A	16/16/8	Mil	100K
Siege Tank	+1	10	40	60	A	20/20/10	Mil	200K
SCV	+1	2	10	18	G	7/7/3	Any	25K
Vulture	-1	80	140	350	G	9/9/4	Con	35K

<u>Vehicle Weapon</u>	<u>Acc</u>	<u>Range</u>	<u>Type</u>	<u>Damage</u>	<u>Ac/Rd</u>	<u>Md</u>	<u>Clip</u>
30mm Autocannon	0	150/600/1200	HI(p)G	2d4+2w/3d4+1w/d6+1m	4	B/A	-/15
Scatter Missile	-2	500/1000/3000	HI(g)G	d8s/d8+1w/d6m	2	F	6
80mm Cannon	0	200/800/4000	HI(p)G	d6+1w/d6+1m/d8+1m	1	F	10
120mm Shock Cannon	0	500/1000/2000	HI(p)A	d8+1w/d8m/d12+2m	1	F	10
Vulture Frag-launcher	0	30/60/150	HI/G	d4w/d4+2w/d6+2w	1	F	8



EXPANDED CREATURE INFORMATION

The following creatures are already detailed in the Alternity: StarCraft Edition Rules Book. The information below expands the details provided in that book to allow the creatures to be used with the full Alternity rules. Unless otherwise stated, use the ability scores, durability, skills, and description provided in the StarCraft Rules Book. However, Action Check, attacks, and defense information should be replaced with the following. Remember that each creature has Mortal and Fatigue point scores equal to half their Constitution (rounded up).

Archon

Action Check: 15+/14/7/3
Reaction Score: Ordinary/2
Actions: 4
Move: run 16, walk 6

Attacks

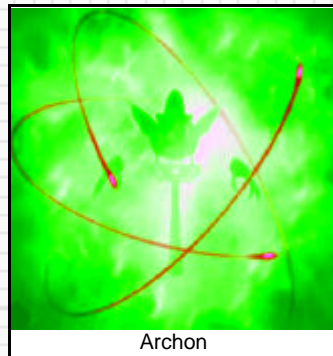
Psionic Shockwave 16/8/4 d6+4w/d8+4w/d12m En/G

Defenses

Heavy Protoss Energy Shield
+3 Resistance Modifier vs. Melee attacks

Notes

In the expanded game rules, the Archon has no natural armor other than it's shield. See the rules for the Protoss Heavy Shield. The range of the psionic shockwave is 10/20/80. Armor can reduce damage from the shockwave.



Archon

Dark Templar

Action Check: 14+/13/6/3 Reaction Score: Ordinary/2
Actions: 2 Move: sprint 18, run 12, walk 4, swim 4

Attacks

Psionic Blades 14/7/3 d4+4w/d4+6w/d4+3m En/G

Defenses

Light Protoss Energy Shield
+3 Resistance Modifier vs. Ranged and Melee attacks

Notes

The Dark Templar have a permanent ability to bend light around themselves, making them almost invisible. This gives them a +3 resistance modifier to both melee and ranged attacks. They are unable to wear any armor, as it inhibits the cloaking ability. When an attacker is within range of a detector, such as a Zerg Overlord, Protoss Observer, or Terran Missile Turret, this resistance modifier is reduced to +1.

Dragoon

Action Check: 12+/11/5/2
Actions: 2

Reaction Score: Ordinary/1
Move: run 16, walk 6

Attacks

Phase Disruptor 12/6/3 d6w/d6+2w/d8m En/G

Defenses

Medium Protoss Energy Shield
Exoskeleton (Good rating) d6+2 (LI), d6 (HI), d6+1 (En)
+1 Resistance Modifier vs. Melee attacks

Notes

Although it is possible for a Dragoon to have more than one action per round if the GM is rolling for its action check, the Dragoon's phase disruptor has a rate of fire of only once per round. Due to their size, Dragoons are restricted from getting inside many structures.



Dragoon

High Templar

Action Check: 10+/9/4/2
Actions: 2

Reaction Score: Ordinary/1
Move: sprint 14, run 10, walk 4

Attacks

As per psionics.

Defenses

Light Protoss Energy Shield
Protoss Power Suit d6+1 (LI), d6 (HI), d6-1 (En)

Notes

Use skills from the Alternity: StarCraft Edition boxed set.

Probe

Action Check: 9+/8/4/2
Actions: 1

Reaction Score: Marginal/1
Move: run 30, walk 8

Attacks

Particle Beam 8/4/2 d4s/d4+1s/d4+1w En/O

Defenses

Marginal Protoss Energy Shield

Notes

The Probe energy shield only protects 15 points of damage, with an Ordinary rating.

Zealot

Action Check: 10+/9/4/2
Actions: 2

Reaction Score: Ordinary/1
Move: sprint 20, run 12, walk 4

Attacks

Psionic Blades 14/7/3 d4+4w/d4+6w/d4+3m En/G

Defenses

Medium Protoss Energy Shield
Protoss Power Suit d6+1 (LI), d6 (HI), d6-1 (En)
+2 Resistance Modifier vs. Melee attacks

Notes

Some zealots (30%) are trained in the Movement-*race* skill, giving them a run movement rate of 14.

Drone

Action Check: 8+/7/3/1
Actions: 1

Reaction Score: Marginal/1
Move: run 14, walk 4

Attacks

Claws	9/4/2	d4+2s/d4w/d4+2w	LI/O
Spines	10/5/2	d6w/d6+2w/2d6+2w	LI/O

Defenses

None

Hydralisk

Action Check: 13+/12/6/3
Actions: 2

Reaction Score: Ordinary/2
Move: run 14, walk 4

Attacks

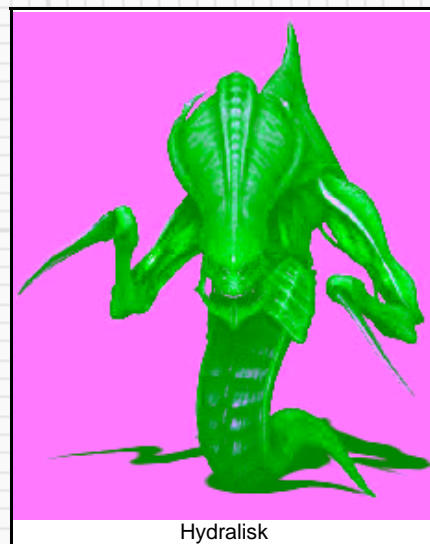
Claws	12/6/3	d4w/d4+1w/d4m	LI/O
Needle Spines	11/5/2	d6+1w/d6+3w/d6+2m	HI/G

Defenses

Carapace (Good rating) d6 (LI), d4+1 (HI), d4 (En)
+1 Resistance Modifier vs. Melee attacks

Notes

The needle spines of a hydralisk can be expelled at hyper-velocities, allowing them to pierce armor and have a Good High Impact damage rating. Some hydralisks (60%) have the evolved ability to burrow, and 30% have rank 1 in the Movement -*race* skill, giving them a run movement of 16.



Hydralisk

Infested Terran

Action Check: 9+/8/4/2

Reaction Score: Marginal/1

Actions: 1

Move: run 10, walk 4

Attacks

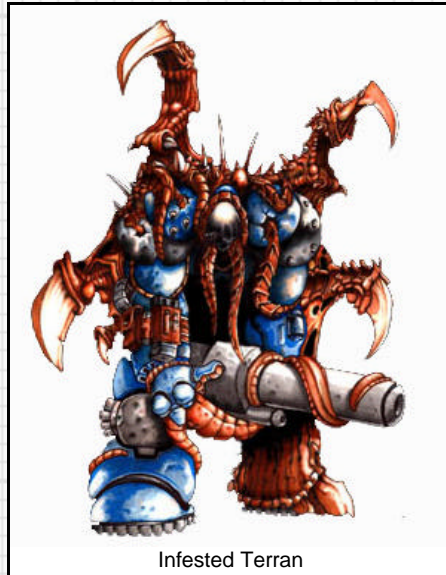
Claws 12/6/3 d4w/d4+1w/d4+2w En/O

Defenses

None (or by armor type)

Notes

Infested Terran store a heavy concentration of vespene gas within their bodies, which they are able to detonate at will. This detonation destroys the infested Terran, and caused Amazing damage to everything within 2 meters, Good damage up to 6 meters, and Ordinary damage up to 10 meters. The damage inflicted by this blast is d6w/d6+2w/d6+1m (En/A). About one in four infested Terran retain some of the skills they had as a human. They are able to use these skills at a +2 penalty. For this reason, infested Terran are occasionally see using weapons, driving vehicles, etc.



Infested Terran

Lurker

Action Check: 13+/12/6/3

Reaction Score: Good/1

Actions: 2

Move: run 20, walk 8

Attacks

Subterranean Spines 11/5/2 d6+2w/d6+4w/d6+2m HI/G

Defenses

Carapace d6-2 (LI), d6-1 (HI), d6-1 (En)

Burrowed +2 Resistance Modifier when burrowed

Notes

Lurker spines carry a small amount of vespene gas within them that is used to launch the spines. This vespene ignites into a small blast when it hits the target, and anything within 5 meters of the target suffers d4+1w (HI/O) damage. It takes a full action for a lurker to burrow and resurface.

Mutalisk

Action Check: 13+/12/6/3
Actions: 2

Reaction Score: Ordinary/2
Move: fly 70

Attacks

Acid Spray 14/7/3 d4+2w/d6+2w/d6+4w LI/O

Defenses

Carapace (Ordinary) d4+1 (LI), d4+1 (HI), d4 (En)
+1 Resistance Modifier vs. Ranged attacks

Notes

Everyone within 4 meters of a Mutalisk acid spray hit must make a CON Feat Check vs. acid splash (GMG p. 57). The acid hit from a mutalisk can continue to inflict damage, causing damage at one success less each subsequent round unless it is neutralized or becomes inert. For instance, a character who takes an Amazing hit from the acid spray will take Good damage the following round, and Ordinary damage the next. (The acid will lose its potency when it has degraded to Marginal.)

Tarrasque

Action Check: 9+/8/4/2
Actions: 1

Reaction Score: Ordinary/1
Move: run 26, walk 8

Attacks

Kaiser Blades 22/11/5 d8+1w/d8+2w/d8+1m LI/G

Defenses

Carapace (Good) d6+4 (LI), d8+1 (HI), d8 (En)
+5 Resistance Modifier vs. Melee attacks

Ultralisk

Action Check: 9+/8/4/2
Actions: 1

Reaction Score: Ordinary/1
Move: run 24, walk 6

Attacks

Kaiser Blades 18/9/4 d8+1w/d8+2w/d8+1m LI/G

Defenses

Carapace (Good) d6+2 (LI), d8 (HI), d6+1 (En)
+3 Resistance Modifier vs. Melee attacks

Zergling

Action Check: 12+/11/5/2
Reaction Score: Ordinary/2
Actions: 3

Move: sprint 56, run 36, walk 10

Attacks

Claws 10/5/2 d4w/d4+1w/d4+2w LI/O

Defenses

+1 Resistance Modifier vs. Ranged attacks



Burrowed Zergling Attack

Notes

Zergling flesh is no more resistant to damage than Terran or Protoss. As a result, zerglings have no natural armor defense.

NEW CREATURES

The proceeding creatures are found in the StarCraft computer game, but were not in the Alternity StarCraft Rules Book. Their full statistics are detailed below.

Overlord

STR 9	INT 12
DEX 4	WIL 18
CON 14	PER 12
Durability: 14/14/7/7	Action Check: 9+/8/4/2
# Actions: 1	Move: fly 10
Reaction Score: Ordinary/1	

Attacks

None

Defenses

Carapace (Good) d6+1 (LI), d8 (HI), d6+1 (En)

Skills

Awareness [18]-*intuition* [19], *perception* [26]; Investigate [18] - *search* [22]; Resolve [18] - *mental* [20]; Tactics [12] - *infantry* [14]; Leadership [12] - *command* [18]

Overlords are the “glue” that holds the Zerg forces together. All overlords have a direct telepathic link with their Cerebrate, and they communicate the will of their master to the lesser Zerg forces. Without an overlord, the Zerg units would simply founder and become animalistic; it is the overlord which makes them a coordinated fighting force. Overlords float over Zerg forces like small zeppelins, using vespene gas for both a hovering agent and for propulsion. Overlords have also evolved a superior sense of perception, able to pick up details and cloaked figures on a battlefield, then telepathically relay their position to other Zerg.

Besides being able to control the Zerg armies, overlords have a handful of other useful abilities to help Zergkind. Some evolved forms of overlords have grown tentacles in which they are able to become air transport for other Zerg. Overlords can carry up to eight smaller to man-sized creatures, such as zerglings, four larger creatures such as hydralisks, or two ultralisk sized creatures. Some overlords have further evolved their speed to a fly movement of 25.

Guardian

STR 9	INT 6
DEX 9	WIL 8
CON 14	PER 6
Durability: 14/14/7/7	Action Check: 11+/10/5/2
# Actions: 1	Move: fly 32
Reaction Score: Ordinary/1	

Attacks

Acid Glob 14/7/3 d8w/d8+2w/d8+4w LI/G

Defenses

Carapace (Good) d6+1 (LI), d6+1 (HI), d6 (En)

Skills

Awareness [8]-*perception* [10]; Ranged Attack [9] - *acid glob* [14]; Stamina [9] - *endurance* [12]

Guardians are a further mutated form of the mutalisk, building on the DNA of the Mantis Screamer. While the guardian is stronger and more resilient than the mutalisk, it sacrifices speed and maneuverability. The guardian attacks by launching large acid globs at targets beneath it. Everyone within 4 meters of an acid glob hit must make a CON Feat Check vs. acid splash (GMG p. 57). As with the mutalisk, the acid hit continues to inflict damage, causing damage at one success less each subsequent round unless it is neutralized or becomes inert. For instance, a character who takes an Amazing hit from the acid spray will take Good damage the following round, and Ordinary damage the next. (The acid will lose its potency when it has degraded to Marginal.)

Scourge

STR 9 INT 5
DEX 13 WIL 7
CON 9 PER 6
Durability: 9/9/4/4 Action Check: 12+/11/5/2
Actions: 1 Move: fly 150
Reaction Score: Ordinary/1

Attacks

Plasma metamorphosis 18/9/4 d12+4w/d8m/d8+2m LI/A

Defenses

+2 Resistance Modifier to ranged attacks

Skills

Awareness [8]-*perception* [10]; Acrobatics [13] - *flight* [18]

The scourge is a small, winged animal about the size of a large turkey. While it uses its wings to stabilize itself when in an atmosphere, the scourge actually propels itself through a chemical reaction using the concentrated vespene it stores in its body. This gives the scourge its high speed and capability to fly in a vacuum. When the scourge is launching itself at a target, it is actually capable of reaching supersonic speeds in an atmosphere, allowing it to make kamakazie attacks on air units and spacecraft. When in space combat, assume the scourge has a maneuver rating of -3 and a Acc of 6 (GMG p. 144). However, the scourge has a maximum range of only about 300 kilometers before it exhausts itself of vespene fuel (which it can refuel at a Zerg hatchery or extractor, if it has not yet destroyed itself). When the scourge hits its target, the remaining vespene detonates, causes a devastating plasma explosion. Fortunately for ground units, the scourge cannot maneuver well close to the ground and has the tendency of prematurely detonating as it reaches altitudes of lower than 200 meters, so the scourge is unable to effectively make ground attacks.

-2 Resistance Modifier to ranged and melee attacks
Medium Protoss Energy Shield
Armored plating (Good rating) d6+2 (LI), d6 (HI), d6 (En)

Skills

Heavy Weapons [10] - *direct fire* [13]; Knowledge [6]; Awareness [5] - *perception* [9];
Resolve [5] - *physical resolve* [14]

The reaver is a robotic construct of the Protoss that resembles a stubby, giant caterpillar. It moves slowly over terrain with a combination of treads and by "crawling" using its body segments. The reaver is actually a miniature, mobile factory and attacks by firing scarab drones at its enemies which it builds within its interior. These drones fly about 1 meter off the ground as they rush toward their targets. Upon hitting a target, they cause a destructive electromagnetic field that damages objects in the blast radius. This field causes Amazing damage to anything within 2 meters, Good damage to that within 3 meters, and Ordinary damage to objects within 5 meters. A reaver generally houses five to ten scarab drones at once.

Spore Colony

STR 10 INT 5
DEX 9 WIL 16
CON 15 PER 3
Durability: 25/25/12/12
Action Check: 11+/10/5/2
Actions: 1
Move: N/A
Reaction Score: Ordinary/1

Attacks

Corrosive Projectile 15/7/3 d6+3s/d6+2w/d6+2m HI/A

Defenses

Carapace (Good) d8 (LI), d6+2 (HI), d6+1 (En)

Skills

Awareness [16]-*perception* [22], *intuition* [18]; Heavy Weapons [10] - *direct fire (corrosive projectile)* [15]; Stamina [15] - *endurance* [18]

Spore colonies are further evolved creep colonies which the Zerg use as aerial defense. These living structures have two primary purposes. The first is in the creation of the creep. The creep is an organic bio-matter in which all Zerg structures need to survive. The creep is filled with veins, nerve strands, and other sensory organs that transfer mental signals, nutrients, minerals, and vespene to other living Zerg structures. The hive generates the initial substances and mental signals, which then pushes them out to the colonies, which in turn support the other structures. This makes the Zerg creep essentially one large, living entity. This organic relationship makes it very difficult to sneak into a Zerg hive cluster. Every round a character attempts to move through Zerg creep, they must make a Stealth-*sneak* skill check or a Dexterity feat check at a +3 step penalty. Failure means the Zerg hive cluster is aware of the intruder, and will invariably telepathically notify all Zerg in the hive.

Spore colonies are made for ariel defense and fire a highly corrosive projectile at enemy aircraft. The range of the projectile is 100/800/4000. Spore colonies are unable to

fire this projectile at surface targets. In addition, spore colonies are used as detection units for Zerg hive clusters, using their high Awareness-*perception* and Awareness-*intuition* scores to locate even cloaked enemy craft and units.

Sunken Colony

STR 16	INT 5
DEX 10	WIL 12
CON 15	PER 3
Durability: 25/25/12/12	Action Check: 11+/10/5/2
# Actions: 1	Move: N/A
Reaction Score: Ordinary/1	

Attacks

Tendril	18/9/4	d6+2w/d6+4w/d8+1m	HI/G
---------	--------	-------------------	------

Defenses

Carapace (Good) d8 (LI), d6+2 (HI), d6+1 (En)

Skills

Awareness [12]-*perception* [14], *intuition* [13]; Stamina [15] - *endurance* [18]

Sunken colonies generate creep identically to that of the spore colonies. The difference between these two home-sized Zerg organisms is the sunken colony only attacks land-based targets. The roots of a sunken colony grow throughout the surrounding creep, out to a range of 40 meters. Each of the roots ends with a durable, bladelike spine. These tendrils shoot up out of the ground at high speeds to attack enemies within reach. Luckily for it's victims, the sunken colony can only concentrate on one target at a time, forcing all but one tendril to become temporarily become dormant.

Game Tips

Even though the flavor of the computer game was maintained as closely as possible, keep in mind that a roleplaying game offers much more flexibility and realism than the computer game. Don't get caught in the trap of taking situations from the computer game too literally. For example, battles in the StarCraft computer game usually take around an hour or so. In reality, these battles would take days, weeks, or even longer as forces erect structures, bring in new units, mine minerals, etc.

Just as the Concord Marines are a staple fighting force in the Alternity: Star*Drive campaign setting, the Terran Marines are the foundation of the Starcraft human's armies. Ditto with Protoss Zealots. But don't feel trapped into using only the units offered in the computer game as Alternity heros. A good example is the hero Captain Julian Byrne in the StarCraft Adventure Game. Captain Byrne would not fit into one of the fighting units in the computer game (unless he is flying a dropship or wraith), but he is a great example of the flexibility allowed in making heros in Alternity. Likewise, a Protoss soldier does not necessarily need to be a Zealot or Templar. Feel free to break the computer game mold.

And remember that Zealots or marines would probably never actually hack down entire colonies with their gauss rifles and psionic blades. Be creative and take advantage of the freedom a roleplaying game allows. The possibilities are endless!