

I. The Basics

GAME MECHANICS

The Dice

The system requires players to roll six-sided dice (D6), which represent a character's attributes and skills. When appropriate, the Game Master will tell a player to roll a number of dice equal to either the attribute or skill being used. The player rolls the appropriate number of dice, adds the values together and tells the GM the sum. If the sum is equal to or greater than the difficulty number the character succeeds. If it is lower, the character fails.

Example: Coburn is trying to walk along a thin ledge without falling. He has a Dexterity of 3D. The GM sets a difficulty number and then the player controlling Coburn will roll 3 dice and sum the results to see if he is successful.

Example 2: Coburn is trying to convince a militia officer to lend him his jeep. He has a Persuasion skill of 2D+2. The GM sets the difficulty and the player controlling Coburn will sum the result of 2 dice and add 2.

The Wild Die

Each player should designate one of his or her dice to be the Wild Die (it is helpful if it's a different color or shape).

Whenever the the Wild Die comes up with a 2,3,4, or 5, add the result to the other dice as normal. But, if the Die comes up with a 6, add 6 to the dice total and roll the Wild Die again and add the new value to the dice total. If another 6 comes up, roll and add again. This continues as long as the player continues to roll 6's on the Wild Die.

Example: Coburn has a Firearms skill of 4D. When he fires, he rolls 4 dice. His values are 2,5,3 and on the Wild Die, a 6, resulting in 16. He rolls the Wild Die again and gets another 6! The total is now 22 and he gets to roll again. This time, he gets a 1 and adds that to the sum to get a 23 for his shot.

If the Wild Die comes up with a 1 when a character is first rolling a Skill or Attribute Check, roll the Wild Die again. If the value is 1 through 5, remove the Wild Die and the die with the highest value from the dice to be added.

Example: Coburn is shooting again. He rolls a 2,5,6 and on the Wild Die a 1. He rerolls the Wild Die and gets a 2. He removes the Wild Die and the die that came up 6 and adds the remaining two dice together to get 7.

If the second Wild Die roll comes up to be a 6, then the character has Complicated. He or she has screwed up in a particularly bad way....perhaps dropping his weapon down into a sewer grating or twisting an ankle while trying to dodge. Complications should make a character's life more difficult, but never kill them outright.

Example: Coburn is running away from a pair of Hydralisks over rough terrain. The GM has him make a running roll with a difficulty of 10 to avoid tripping over some jagged rocks. Coburn, with a Running skill of 3D, rolls 3 dice. He gets a 2,3 and on the

Wild Die a 1. He rerolls the Wild and gets a 6! He not only fails but Complicates. The GM tells him that he not only trips over the rocks can, but he drops his rifle into an inaccessible crack. He will be defenseless if the Hydralisks catch up with him!

The GM could have just as well said that Coburn got a muscle-cramp and is -1D to all Dexterity actions for the next 5 rounds, or that he is stunned for the next round. Anything that makes Coburn's life a little more scary.

Difficulty Numbers

When a character makes an Attribute or Skill check, they are usually rolling against a difficulty number. Difficulties are divided into the following categories:

Difficulty	Difficulty Numbers	Description
Very Easy	1-5	Anyone should be able to do this most of the time. Example: Driving a car in moderate traffic.
Easy	6-10	Most characters should be able to do this most of the time, though there is still a change for failure. Example: Driving a jeep over mildly rough terrain.
Moderate	11-15	Requires a fair amount of skill and/or effort. Most unskilled characters will fail such an attempt. Example: Driving a jeep over rough terrain.
Difficult	16-20	Only highly skilled characters succeed at these with any regularity. Example: Zig-zagging a jeep through the middle of combat zone full of enemies.
Very Difficult	21-25	Even pros have a hard time pulling these attempts off. Example: Steering your car into oncoming traffic and avoiding collisions while at high speeds.
Extremely Diff.	30-40	Only the luckiest and most skilled are successful. Example: Jumping onto the back of an Ultralisk while it attempts to hack you apart.
Heroic	40-50	The stuff of legends. Example: flying a Wraith starfighter through the tunnels of a Zerg Hatchery.
Unearthly	50-75	A character must have advanced psionic powers to even consider the attempt. Example: Accessing latent psionic powers capable of destroying a capital-scale starship or entity.
Impossible	75+	Only rare beings of unique power will succeed. Practically godlike. Example: Using psionic skills to resequence the genetic code of another race.

Opposed Rolls

When a character is testing his or her Attributes or Skills against those of another (PC or NPC), the parties involved make Opposed Rolls. The one with the highest roll wins.

Example: *One character tries to shoot another. The first makes a Firearms roll while the other makes a Dodge roll. If the attacker's roll is higher than the others' Dodge, then he hits.*

Character Points

A character may spend his or her Character Points to gain additional dice during an action. They receive an additional die for each point spent. A character may spend up to 3 CP's per action or attack, and up to 5 CP's for any defensive action (Dodging, Constitution rolls versus damage, etc.). If the die purchased with a CP comes up a 6, the player may re-roll it and add the new value to the total (as for the Wild Die, though there is no penalty for rolling a 1). Though CP's may be used to augment an attack, they may not be used to increase damage.

***Example:** Coburn gets punched by a demon for for 23 points of damage. He rolls his Constitution of 3D and gets a 10. That's 13 points below the damage level, which is Mortally Wounded. Coburn's player decides to spend some Character Points. He spend one for an additional die and gets a 5, reducing the difference to 8, meaning Coburn's Wounded. The player decides to spend an additional CP and rolls a 6! He gets to roll again and gets a 4, which means his Constitution roll is 2 over the damage roll. Coburn suffers no damage from the attack!*

Character Points may not be used the same around that Chi is used.

Chi Points

Chi represents a character's inner strength and (possible) cosmic "luck". When a character spends a Chi point, all skill and attribute dice totals are doubled for that entire round. Anything which is not part of a character (a weapon or vehicle), is not affected.

***Example 1:** Coburn is armed with a sword and is in melee combat with an Zergling. He decides to spend a Chi point one round. His Melee Weapon: Sword skill is normally 4D. This round, it will be 8D. He would normally do 4D+2 points of damage with the sword (3D for his Strength + 1D+2 for the sword). This round, his Strength will be doubled, for D6 damage, and then added to the damage for the sword, 1D+2, for a total of 7D+2.*

***Example 2:** Coburn is firing his pistol at a Protoss Zealot and decides to spend a Chi point. His Firearm skill doubles from 4D to 8D, but the pistol's damage (4D) remains the same.*

See [Characters: Chi](#) for rules about using and regaining Chi. Remember, Chi may not be used the same round Character Points are spent.

Effect Value

Some successes (and failures) are more dramatic than others. For each 10 points (round down) a character rolls over the base Difficulty for an action, he will have an additional Effect Value of 1. This may increase damage by 1D for each Effect Value or simply result in a more advantageous outcome.

***Example 1:** Coburn is firing his pistol at a Protoss Zealot again. The Difficulty is 10. The player rolls Coburn's Firearms skill and ends up with a 31 (nice shooting). Because that is at least 20 over the Difficulty, he has an Effect Value of 2 and adds 2D to the damage roll from the pistol.*

II. CHARACTERS

ATTRIBUTES

All characters receive 18 dice to separate among the 6 attributes. Dice may be broken up into 3 "pips", or "+1's", per die (See example below). The Attributes are:

Strength: a measure of the character's muscle power.

Dexterity: indicates the character's flexibility, grace and hand-eye coordination.

Constitution: represents the character's hardiness, such as resistance to disease, exhaustion and pain.

Knowledge: serves to show how broad and deep a character's general understanding of the world, from street-smarts to scholarship. Includes technical and mechanical skills.

Instincts: make up one's perceptive abilities--his awareness to his environment as well as behavioral cues from other people.

Presence: represents the character's force of personality, ability to perform, orate and convince other people. Generally, his "people skills."

Psi: all Protoss and only certain rare Terrans have the genetic potential to tap into their mental energies and manifest them as awesome powers. The Zerg thirst for this Psionic potential, to add it to its genetic perfection.

Example: Dan is making a character named Coburn, a Terran Explorer. He decides to create his own template rather than use the one provided. He comes up with the following Attributes:

Strength: 3D

Dexterity: 3D

Constitution: 3D

Knowledge: 3D

Instincts: 3D+2

Presence: 2D+1

Psi: 0D.

Note: Once an Attribute is raised beyond XD+2, it moves to the next dice level (If Dan had assigned the "pip" in Presence to his Instincts instead, it would be 4D, not 3D+3).

DETAILS

This is your opportunity to round out the character and provide a description, background, personality quirks, goals, etc.

Speed

Normal characters can move 10 meters per round while walking. With successful Running rolls, they can increase this value.

Hit Points (sometimes referred to as Body Points in the game)

These represent the physical toughness of your character. To get starting Hit Points, roll a number of dice equal to the character's Constitution and add 20. If a character increases

his Constitution attribute in the future, he may roll another die. Furthermore, certain cybernetic enhancements may increase this number.

Description

Describe your character: How tall is he? What kind of clothes does he wear? Does he have any noticeable marks such as tattoos or scars? Does he have cybernetic implants? Blue hair? Bug-like antennae? Just what kind of freak are you creating, man?

Background

Every individual has some kind of history, be it mundane, romantic or criminal. What brought the character up to the point where the game's campaign begins? Are there ghosts that may haunt his future? Old rivals, lost loved ones, foregone opportunities?

Personality

Is your character a grouch? Is she impulsive, always itching for a fight, or is she more thoughtful and cautious?

Objectives

Everyone has a goal in life, even if it is only to crush other species for the glory of the Overmind. Why does your character act, and what does she hope to achieve? How far will she go to get it?

Connection to other Characters

Most of the characters will just be meeting one another as the game campaign starts. They may be assigned to the same police squad or live in the same building. Some may have known others for longer periods. They may be related, or lovers, or even enemies.

CHOOSING SKILLS

Starting skills

Each character starts with 7D to divide among Skills at Character Creation. Furthermore, each character can list 3 additional skills that they take a "0D" under each Attribute. The character may still perform any other skills under that attribute, but at a -1D difficulty. There are two exceptions to this rule:

- GM's may (and should) exercise discretion in assigning higher difficulty levels to "unlearned" skills. Certain characters may not have the background necessary to attempt certain skills. For example, a Zerg character will have absolute no idea how to fix a powersuit ("Um, ok, I sniff it, walk around it a couple of times, then I bite the leg. Did that work?")
- Advanced skills represent much more complex areas of study. As such, a character cannot attempt an Advanced skill without having assigned at least 1 die to it.

Specializations:

Many skills have specializations which allow the character to focus on a certain aspect of the skill. If a specialization is taken, a character may advance in that specialized aspect of the skill at half the normal cost of advancement. However, uses of the skill not covered in the Specialization remain at the base skill level.

***Example:** Coburn has Firearms at 4D. He decides to take the specialization Firearms: Assault Rifles to advance to 5D at a cost of 6 CP rather than 12 CP. Anytime he fires a submachine gun, he gets to roll 5D, but all other firearms are used at 4D.*

Specializations may be selected at Character Creation. If so, the character receives 2 dice for every 1 spent. Thus, a player decides to Specialize in Submachine guns, he can get +2D to all rolls with that kind of weapon. Alternately, the player may put 1 die into Submachine gun and put another in some other Specialization (such as Driving: Motorcycle, etc.). Note: Characters may not start with general skills greater than 6D or Specializations greater than 7D!

Specializations are independent of the skill from which they are derived. If the player later increases the skill, the Specialization does not increase. If the Specialization increases, there is no change in the base skill.

Advanced skills:

Some particularly complicated skills require two times the normal amount of Character Points to allow for Advancement. They also typically require some other prerequisite skill.

CHI

Chi symbolizes the inner strength and resources of a character. It is usually a manifestation of their heroic qualities. However, ethics and morals in the world of Starcraft are often murky and highly subjective. Usually, characters may only gain additional Chi points by spending the ones they have. This is a bit of a gamble, since they will not always regain spent points. At the end of each game session, the GM decides whether the characters regain spent points and if they are granted additional Chi.

In other D6 games, characters gain Chi/Force/Hero points when they use existing points to perform heroic actions. In Starcraft D6, heroism is often in the eye of the beholder. So, in deciding whether the character regains the spent Chi point, or is granted an additional one, the GM should first decide whether the character acted "heroically" within the character's own personality or code of ethics. At its most basic level, good guys should act like good guys and villains should perform villainy. Note that there is no equivalent to Sceptic or Dark Force points in this game. Bad guys just act like bad guys, and the players want to play a jerk, you should let them (though you can certainly make life more difficult for them in other ways!)

Generally, you may follow the guidelines below:

- If the character spends the Chi point to perform a heroic act, usually to save someone's life, stop a bad guy, or attempt an action that risk his own life, then he should receive the point back and gain another.
- If the character uses the Chi point to perform a difficult task, but that is either not very dramatic or heroic, then he should get the point back but not gain another.
- If the character spends the Chi point to accomplish a relatively normal feat or to just save his own sorry hide, he does not get the point back.

A character may spend up to 2 Chi per round, each doubling the dice pools of 1 action(See [Using Chi](#)).

Finally, if a character has no Chi points, the GM may decide to grant one after a particularly heroic or risky act (or an act that furthers the character's strong motivation).

ADVANCEMENT

At the end of each adventure, players will usually be rewarded Character Points at the end of an adventure by the Gamemaster. They may keep these CP's for [later use](#) or spend them on learning skills.

Increasing skill levels

For normal skills, it costs a number of Character Points equal to the current dice value of the Skill to increase by one pip. Thus to advance from 4D to 4D+1, the player must spend 4 CP's. Specializations cost the current dice value divided in half, rounding up (i.e., moving from 4D to 4D+1 would cost 2 CP's). Advanced skills cost the current dice value x 2. If the character has the skill at "0D," meaning equal to his controlling attribute, he is considered to "know" the skill and advances in this manner.

***Example:** Coburn has Firearms at 6D and wants to increase it to 7D. To do so, he must spend 18 CP (6 for 6D+1, 6 more for 6D+2, and 6 more to go from 6D+2 to 7D). He decides that's too expensive, so he Specializes in Handguns and takes Firearms: Handguns at 7D, costing him a total of 12 CP instead.*

Learning new skills

To learn a new skill, the character must spend a number of CP's equal to the controlling attribute. If the character does not "know" the skill (i.e., he suffers a penalty when using the skill because he did not choose it at "0D"), the skill starts at a level equal to the controlling attribute.

***Example:** Coburn wants to learn the Piloting skill. He has a Dexterity of 3D. Thus, he spends 3 CP's and gets Piloting at 3D. To increase to 4D, he would have to spend another 9 CP's (see above).*

Learning Advanced Skills

Some skills represent very complex sets of abilities. These skills, referred to as "Advanced Skills" usually have prerequisite skills that the character must first gain proficiency in before the Advanced skill may be chosen.

***Example:** Coburn suddenly decides he wants to be physician. He must first meet the prerequisites for Medicine, which are First Aid at 5D, Life Sciences at 4D, and Education at 4D. Assume that he taken those skills at "0D." He has a Knowledge*

attribute of 3D, so he must pay $3 \times 3 = 9$ CPs to get First Aid at 4D, then another 12 to get it to 5D. Next, he'll have to spend 9CP's get Life Sciences at 4D, and another 9 to get Education at 4D. Finally, he'll be able to start learning Medicine. He must then pay $3 \times 4 = 12$ CP's to get Medicine at 3D. That's 51CP's! He'd better start saving those CP's now...

Improving attributes

To improve an attribute, a character must spend 10x their current skill value to increase by 1 pip.

III. ATTRIBUTES AND SKILLS

Many of the skills that are used in Starcraft D6 are exactly the same as those used in [West End Games'](#) Metabarons game, or the new DC Universe. However, I have made a few changes. The links below lead to each Attribute and explanations of the skills they control (many of the skills are more completely explained in the West End Games rulebooks).

Attributes:

Attributes represent a character's physical and mental characteristics. Each Attribute controls a number of skills whose starting level depends on the current score of the Attribute.

Strength: raw physical power for lifting, jumping and fighting.

Dexterity: balance, hand-eye coordination, and reaction time.

Constitution: physical and mental toughness.

Knowledge: scope of understanding, education and analytical ability.

Instincts: perceptiveness and intuition.

Presence: charisma and interpersonal abilities.

Psi: the character's psionic potential and control. This Attribute and its associated powers are described in the [Psionics](#) section.

Skills are listed under each Attribute.

Terms:

Skill name: Aside from just the skill name, the skill may be designated as (A)dvanced or (S)pecial. Advanced skills usually require prerequisites and are more difficult in which to gain levels. Special skills are particular for some other reason, usually because there are certain rules that apply only to those skills.

Prerequisites: Any skills and their levels that must be attained before the skill in question may be taken.

Time of Use: Amount of time that passes while the character attempts the skill (regardless of whether or not it is successful). This can be highly variable and depends on the GM's discretion. An action that takes 1 round means that it is the only skill the character can attempt in that round. An action that takes "1 action" can be attempted in conjunction with as many other actions as the character can perform in one round. Other

attempts may take anywhere from a minute to days (Scrounge, for example). Difficulty numbers may vary depending on time spent as well.

Difficulty: This gives an approximate Difficulty level to successfully use the skill. GM's should vary this depending on the situation: including stress, available tools, amount of time dedicated to the task, familiarity with the situation and other factors.

Description: A (hopefully) brief description of what the skill does includes and other notes.

If a skill is listed by not given any other information, assume that it is available in one of [West End Games' products](#) (probably the Star Wars books, 3rd Edition).

STRENGTH

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Easy (10)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value (10 over the Target Number).

Note: Brawling may be taken under Strength of Dexterity.

Climbing

Time Take: One action (but GM's may decide to have characters just roll once for an entire "pitch")

Specializations: Different things climbed: buildings, trees, rock faces.

Difficulty: Moderate (15)

While *Climbing* covers the actual act of scampering up something, it may also be used when a character tries to do things like hold on to the hood of a speeding car (the "TJ Hooker maneuver") or grab on to the struts of a helicopter as it takes off, etc. The difficulty may be increased if the character is burdened or wearing armor.

Jumping

Time of Use: 1 action. Note that "big" jumps may require a certain amount of "hang time." GM's should consider this in modifying difficulties for other actions that are attempted while the character is in the air.

Specializations: None.

Difficulty: The distance covered depends on die total attained. See below.

Jumping is not really an "academic" skill, but it is a talent that may be cultured nonetheless. You may notice a somewhat strange progression in the distance covered and the number of successes. This is because almost anyone can jump at least a little, but only a few people can really jump far. A roll of 40 is about the maximum that an Olympic jumper could get (assuming he didn't use Wild Dice, Chi or Character Points--all of which, I think, are illegal at the Olympics)--this assumes a Strength of 4 + Jumping

skill of 6 (World Class) and a getting an average of 4 or greater on each die. After 40, the distance increases dramatically. This is because the jumper will only get this far if aided by technology (cybernetics) or some other "superhuman" means (Chi or Character Points).

I would recommend to GM's that a result of 40 be the "maximum" allowed any non-augmented jumper (this includes the use of Chi and CP's) because the laws of physics and gravity have to apply somewhere. There is simply no way for a "normal" human to jump 50 feet horizontally!

Difficulty	Approximate Distance Covered
5	Horizontal: about 2.5 feet. Vertical: about 3 feet.
10	Horizontal: about 4 feet. Vertical: about 4 feet.
15	Horizontal: about 6 feet. Vertical: about 5.5 feet.
20	Horizontal: about 10 feet Vertical: about 6 feet
25	Horizontal: about 15 feet. Vertical: about 7 feet
30	Horizontal: about 20 feet. Vertical: about 8 feet
35	Horizontal: about 25 feet. Vertical: about 10 feet.
40	Horizontal: about 30 feet (this is about the current world record). Vertical: about 12 feet.
50	Horizontal: about 40 feet. Vertical: about 15 feet.
Beyond 50, a jumper may only achieve these distances if aided by magic or technology. Even Chi and CP's should not be permitted to carry a jumper this far.	
60	Horizontal: about 75 feet Vertical: about 35 feet.
70	Horizontal: about 100 feet. Vertical: about 50 feet.
80	Horizontal: about 125 feet. Vertical: about 75 feet.

For each additional 5, add about 25 feet to the result.

Lifting

Time Taken: 1 action

Specializations: none

Difficulty: Depends upon the weight and bulkiness of the item.

Lifting represents more an innate ability than a learned skill (though you can certainly learn the "correct" way to lift heavy objects). Difficulty depends on the weight of the object. The table below indicates the difficulty of lifting a common object of about the provided weight. Characters will be able to lift much more than this amount if they bench press (approximately 3 x the amount) or do a dead lift (approximately 4x this amount)

Weight of Object	Difficulty
20 pounds	Very Easy (5)
50 pounds	Easy (10)
75 pounds	Moderate (15)
100 pounds	Difficult (20)
150 pounds	Very Difficult (25)
200 pounds	Heroic (30)

Increase Difficulty by 5 for each additional 50 pounds

DEXTERITY

Acrobatics

Time Taken: One round

Specializations: Tumbling, Balancing, Swinging

Acrobatics is used whenever a character attempts to make an unusual or difficult maneuver with her body. A character may attempt an Acrobatics check if they fall or are thrown to the ground to roll to her feet or avoid damage (roll Acrobatics versus the damage. If the Acrobatics roll is higher, subtract the difference from the damage taken).

Acrobatics may also be used in combat. If a character uses Acrobatics during combat they can potentially reap one of the following benefits:

- A successful check versus a Moderate difficulty adds a +1D to **either** the character's attack or Dodge (but not Parry) attempts. The Acrobatics roll does not count as an action if successful. If it fails, it counts as an action..
- With a Very Difficult check, the character may get a +1D to both her Attack and Dodge attempts this round and the Acrobatics attempt does not count as an action. If she fails, it counts as an action.
- Whenever Acrobatics is used for one of the above purposes in combat, the character is considered to act last in the round (her attacks will land in the "second segment").

Brawling

Time Taken: One action.

Specializations: none.

Difficulty: Easy (10)

Brawling covers basic hand-to-hand combat. It is less graceful than Martial Arts, but can be equally effective. A character will do an amount of damage equal to his Strength + 1D per Effect Value.

Note: Brawling may be taken under Strength of Dexterity.

Dodge

Time Taken: One round.

Specializations: None.

Dodge is the art of getting out of the way. A character need only make one Dodge roll per round. The result becomes the base difficulty for anyone shooting or throwing anything at the character. Thus, if a character makes a Dodge roll resulting in 20, enemies will need at least a 20 to hit the character. The Dodge result *replaces* the base difficulty, thus a bad Dodge result can put the character in a worse position than if he had just stood still. Dodge may also be used to get out of the way of other objects that are not purposely aimed at the character, such as falling boulders, careening busses or out-of-control skateboarders.

Drive

Time Taken: One round.

Specializations: Particular types of vehicles, such as Motorcycles, Jeeps, Hovercraft, etc.

Drive applies to the conduction of commonplace passenger vehicles. It won't do you a lick of good in a tank...

Firearms [Archaic Weapons/Firearms (Pistols and Rifles)/Light Artillery/Heavy Artillery/Vehicle Weapons/Remote Weapons]

Time Taken: One round.

Specializations: Particular weapons types. For example, Firearms: Rifles.

When choosing the Fire Weapons skill, the player must choose one of the categories listed above. The character is considered unskilled in all the other categories unless they too are selected.

Marines using may only use Gauss rifles when wearing a Powered Combat Suit, but they fire them using the Firearms: Rifle skill.

Martial Arts

Time Taken: One round.

Specializations: none.

Difficulty: Moderate (12) for standard blows (Damage = STR +1D per Effect Value); Special Moves have variable Difficulties.

Martial Arts covers the study of unarmed hand-to-hand combat. At character creation, the character receives one special maneuver for each die they place in the skill. When the character advances with experience, each special move costs an additional 8 CP's (a character can buy as many as he would like).

***Example:** Coburn has a Dexterity of 3D and at character creation adds an additional die into Martial Arts (giving him a total of 4D in Martial Arts). He chooses Disarm, Elbow Smash, Multiple Strikes, and Power Block. Later, he increases the Martial Arts skill from 4D to 5D (costing 12 CP's) and decides to purchase Spinning Kick for an additional 8 CP's.*

SPECIAL MOVES

The standard Difficulty for each move is given in parenthesis.

- **Disarm (D):** if the character's attack is successful and not parried or dodged, the target is disarmed.
- **Elbow Smash (D):** if successful, attacker may add +1D to the damage roll.
- **Flip (M):** If successful, the attacker throws the target to the ground and does 3D damage. The target must take an action and an Easy Dex roll to get to his feet.
- **Flying Kick (VD):** If successful, attacker does STR +2D + 2 points of damage. If she fails, the attacker is off balance and at -1D to all actions in the next round.
- **Foot Sweep (E):** Will trip the target who must take an action and make an Easy Dex the next round to stand.
- **Headbutt (E):** Can only be used if the attacker is close to the target (grappling, etc.). Does +1D damage.
- **Hold/Grapple (VE + opposing STR):** Once the target has been successfully held, the attacker must make an opposing Martial Arts versus the target's Martial Arts, Brawling, or Strength each round to continue to hold them. If the target is held, he or she cannot attack.
- **Instant Knockdown (D):** If landed successfully, this attack knocks the target to the ground. The target must spend the next round getting up or suffer multiple action penalties.
- **Instant Stand (M):** Allows the martial artist to automatically stand up without taking an additional action.
- **Instant Stun (D):** If successfully landed, this attack stuns the target for one round.
- **Multiple Strikes (D):** A character can make an additional attack this round doing STR damage without a penalty for an additional action.
- **Nerve Punch (VD):** If successful, the attack punches a bundle of nerves on the target and renders a limb unusable for 3D rounds. If the attacker beats the difficulty number by 15, the target is rendered unconscious for 3D rounds. Note, this will generally not work against cyborgs!
- **Power Block (M):** A successful Power Block stops an unarmed attack and inflicts STR -1D damage to the attacker (note: it does STR minus 1D dmg).
- **Reversal (Opposed STR or Brawl or Martial Arts):** Only works while being held or grappled. If successful, the martial artist breaks free and renders person holding him or her immobile (see Hold/Grapple above).
- **Silent Strike (D):** If the character sneaks up on a target and also rolls a successful Silent Strike, the attacker does BDV +1D damage without making a sound.
- **Spinning/Power Kick (M)** STR + 2D damage. If the attack fails, the attacker is off balance and suffers a -1D to all actions next round.

- **Shoulder Throw (M):** A successful attempt will allow the martial artist to hurl a target to the ground doing 3D damage. The target must take an action and make an Easy Dex roll.
- **Weapon Block (Opposed Martial Arts versus Melee Combat roll):** Allows an unarmed martial artist to parry a weapon used in a melee attack.

Melee Weapon

Time of Use: 1 action.

Specializations: Particular weapon "classes": e.g., swords; knives; blunt weapons; psi-blades, etc.

Missile Weapons

Time of Use: 1 action.

Specializations: Particular archaic missile weapons: Bow, Crossbow, Slingshot, Dartgun, etc

Pilot [Aircraft/ Starfighter / Freighter / Capital Ship]

Time of Use: 1 action.

Specializations: Particular models of machinery within the chosen category.

When the player chooses Pilot, he must choose one of the categories within the brackets. He is considered unskilled in all other areas.

Ride Animal

Time of Use: 1 action.

Specializations: Particular animals.

Running

Time of Use: 1 action.

Specializations: none

Difficulty: Easy. May be increased if there are obstacles or the character is burdened.

Running includes not only the ability to move your feet rapidly, but also of avoiding objects and stumbling while you are doing so. Running is often one of those essential skills for avoiding becoming dead.

Throwing

Time of Use: 1 action.

Specializations: Particular objects: grenades, spears, shoes.

This covers the hand-eye coordination required to pick something up and hit a target. Difficulty depends on whether the object was designed to be thrown and range (see [Equipment](#)).

CONSTITUTION

Endurance:

Time of Use: 1 round. Generally not considered an action.

Specializations: Particular forms of exercise: Climbing, Running, Swimming, etc.

Characters must make Endurance checks when they exert themselves physically and begin to push the limits of their energy. The GM may decide when rolls are appropriate. For example, if a character is chasing a thief through sewer tunnel, he will make a Running roll. If the chase continues for a long time, the GM will ask the character to make an Endurance roll. If he fails, he will have to stop running to catch his breath. The difficulty of the rolls should increase with the time of the physical exertion.

Resistance:

Time of Use: 1 round.

Specializations: Particular forms of duress: Drugs, Pain, Gravitational forces (good for pilots), etc.

Resistance indicates the character's physical resiliency against outside duress, such as pain or drugs. Furthermore, for when a character rolls to establish his Hit Points, he may roll Resistance if it is higher than his Constitution. Also, as he may roll an additional die each time he increases his Resistance skill level (only to the general skill, *not* Specializations).

Swimming:

Time of Use: 1 action.

Specializations: None.

When you know how to swim, you generally won't drown. This is a good thing.

Willpower:

Time of Use: 1 action.

Specializations: None.

Willpower represents the strength of the character's mind and ability to resist outside influences. Characters must make Willpower checks to avoid temptations, fight the powers of suggestive drugs, and remain conscious when physically weak or in extreme pain.

Psionic individuals may use their Willpower to perform certain actions. Some machines, such as the [Protoss Slipbike](#), respond only to the users will rather than physical commands. These individuals may Specialize in using these particular machines.

KNOWLEDGE

Alien Species

Time of Use: 1 round.

Difficulty: Moderate (15).

Specializations: Particular species: Human; Protoss; Zerg.

Alien Species is the knowledge of the biology, culture and general inclinations of a particular species.

Astrogation

Time of Use: 1 minute to several hours.

Difficulty: Depends on distance travelled. See Space Travel.

Specializations: None.

To travel the stars via hyperspace, an individual must know how to navigate around the various planets, suns and nebulae that will smash, burn, or simply disintegrate one's ship. This is done with a combination of star charts, mathematics, and a fair bit of guessing.

Bureaucracy

Time of Use: 1 round to several hours.

Difficulty: Easy (10). May be increased for particularly obscure or secret bureaucratic information.

This character has an unfortunately advanced knowledge of how bureaucracies work. They will know who is in charge of what duties, where paperwork is kept, and what processes must be followed to get something done in a bureaucratic chain of command. Every species has its own kind on bureaucracy, and a smart individual can learn how to use it to his advantage.

Business

Time of Use: usually ongoing.

Difficulty: Moderate (15) for most matters.

This character knows how economic principles can be best applied to a given situation. They can organize profit-making ventures, find appropriate contacts, and recognize needed resources. In Starcraft, characters with Business may make a Moderate (15) Business Check once per game to gain an additional RP for their team. They gain an additional RP for each Effect Value of the attempt (Chi and CP's may not be spent on this attempt). Only one character per team may attempt this in a game, but characters may aid each other (+1D for each additional character skilled in Business).

Communications

Time of Use: 1 round.

Specializations: None.

Difficulty: usually Easy (10).

Represents familiarity with various forms of communication devices and how to best use them. It may also be used to diagnosis problems or propose improvements, though the actual work requires *Electronics*.

Computers

Time of Use: 1 round.

Difficulty: Easy (10). Increased for complex actions like Hacking (Difficult to Ex. Difficult) and breaking encryptions (depending on the strength of the cipher).

Computers represents an overall ability to use and manipulate computers. The character not only knows how to access files, but can break through security, program, and do all sorts of other fun things. It may also be used to diagnosis problems or propose improvements, though the actual work requires *Electronics*.

Demolitions

Time of Use: 1 round to several minutes.

Specializations: Particular explosives.

Difficulty: Moderate or higher (generally).

A character skilled in Demolitions is able to recognize, build and disarm bombs of all sorts. It's a very dangerous skill to employ, since failure often results in detonation. Regardless, it's usually better to attempt to disarm a bomb than just let it sit and go off by itself!

Education

Time of Use: 1 round to several hours.

Specializations: Particular areas of study.

Education indicates the depth of the character's academic background. Characters may make Education checks in areas that require general knowledge, such as Geography, History, Greek mythology, basic mathematics, etc. This differs from Social Sciences, Life Sciences and Physical Sciences in that the knowledge is not generally applicable to real problems in front of the character--it only indicates that the character has a very general knowledge.

The table below gives a rough idea of what each level in Education represents. Note that it is not necessary to go to college to have a level 3 or 4 Education, it just means that the character has invested time in learning on his own (in fact, lots of people who graduate from college never paid much attention and might only have a level 2 Education).

Comparative Education Level	Schooling Equivalent
1	Elementary School
2	High School
3	College
4	Post-graduate studies
5	Advanced studies
6	World reknowned scholar
7	Revolutionary scholar

Electronics

Time of Use: 1 round

Difficulty: Varies greatly. Usually Moderate (15).

Specializations: Various electronic devices: optics; shield generators; starship systems;

building systems; etc.

Electronics represents a comprehensive knowledge of "things with wires." Got it?

First Aid

Jury Rig

Time of Use: 1 round to several minutes.

Specializations: Jury-rigging particular objects such as cars, weapons, or computers.

Someone with **Jury Rig** can fix almost anything, at least for a few minutes. This is the quick-fix, the hack, that gets something working when it needs to be working. But without more time and better parts, it won't last long. A Jury-rigged item will continue to function for 1 hour per Effect Value point. The GM may alter this time table as he sees fit. Some very broad examples of Jury-rigging and the associated difficulties are given below:

Attempted Action	Difficulty
Getting a decent, but malfunctioning, car started	Easy (10)
Fixing the heat sinks on an old computer so it will run without overheating.	Moderate (15)
Working out the kinks in an old elevator that won't budge.	Difficult (20)
Re-attaching a wing to a busted up airplane	Very Difficult (25)
Re-wiring a newly discovered and extremely complex alien technology.	Extremely Difficult (30)

Language (Special) [Particular Language]

Time of Use: 1 action to speak, 1 round to translate.

Difficulty: Easy for common languages. Difficulty increases with more rare languages or dialects.

Specializations: Any Language skill is considered a Specialization. See below.

When a character selects Lanuguage, he must choose a particular language in which he is skilled. All characters are considered to have a Languages skill of 3D in their native language.

Law

Time of Use: 1 round.

Difficulty: Easy for knowing basic information. Difficulty increases for understanding more complex legal regimes or employing legal knowledge ni a professional manner (trying a case, etc.).

Specializations: The laws or particular planets or sectors.

With *Law*, a character understands how legal regimes work and what must be done in

order to comply with those laws. Skilled characters may attempt to use the law to defend themselves (or others), gain access to information, or have the weight of authority brought down upon another person (i.e., charging them with a crime). Different cultures have different laws. Thus, a character may be very familiar with the laws of one country and completely ignorant regarding others.

Mechanics

Time of Use: 1 round for simple attempts. Often will take several minutes or hours for most repairs. Larger projects will take days.

Specializations: particular machines: Walkers (Goliaths and Dragoons); Starships; Passenger Vehicles, etc.

Difficulty: Depends on the action attempted and the condition of the unit worked on. Default is Moderate (15).

Mechanics is somewhat of a catch-all skill for the physical repairs of mechanical units. It usually applies to the actual, moving parts and their engines. Electronics is to be used for on-board computers, shields, optics, and other more specialized systems.

Medicine (A)

Time of Use: 1 round to several hours or days.

Prerequisites: Sciences 4D, First Aid 5D, Education 4D

Specializations: Particular areas: cardiology, optomology, etc.

Difficulty: Depends on action attempted. 5 to render basic aid. 10 to perform advanced aid (patient is Mortally Wounded). 15 to perform light surgery. 20 for basic surgery. 25 for invasive surgery or to diagnosis a rare disorder. 30 for experimental or novel work.

Special: Though Medicine is under Knowledge, when the skill is taken, it is at 1D (not the character's Knowledge skill). At 1D will be considered a medic or med student. At 2D, a registered Nurse or an intern. At 3D, a doctor. At 4D, a specialist or experienced doctor. At 5D and above, the doctor will have a good reputation in the field, perhaps even be world reknowned.

Medicine represents the whole of medical sciences, from advanced medic procedures, to surgery, to experimentation and development. When a character uses the Medicine skill to perform first aid and basic field/emergency procedures (including light surgery), it is added to the character's First Aid skill. Furthermore, it may be added to Physical Sciences rolls when performing biological experiments. Finally, it may be added to Research skills when doing a medical research in libraries or with a computer.

Penalties may accrue when working in substandard conditions or with patients who are not human.

Navigation

Time of Use: 1 round.

Difficulty: Easy (10); modified depending on conditions and the familiarity of the character has with her surroundings.

Specializations: particular local areas.

Navigation is the ability to orient oneself by terrestrial landmarks. This includes using

stars, but only in so far as they provide directions and relative distances to other places on a planet's surface. Stellar navigation is controlled by *Astrogation*.

Sciences

Time of Use: 1 action (to several hours, depending on the action).

Specializations: Particular fields of study: Physics, Chemistry, Biology, etc.

Difficulty: Easy (10), but increased for more complex or obscure scientific theories.

Sciences represents knowledge in fields such as physics, mathematics, chemistry and biology.

Scrounge

Time of Use: 1 round to several hours (GM's discretion).

Specializations: None.

Difficulty: Moderate (15). Modify for available resources to scrounge in (dumps are better than jail cells).

Scrounge is the ability to find useful things just about anywhere. Need a broken television? A battery with some juice still in it? This is the skill for you. Find both useful things and semi-valuable junk. With the right skills, you may find just the part you need to get your car, toaster or robot working again...

Security

Time of Use: 1 round to several minutes.

Specializations: Various types of security systems: Terran Installations; Protoss Bases; Zerg Colony, etc.

Difficulty: Moderate (15). Varies widely depending on the quality of the defending security system.

Security represents the ability to set up solid security systems or to defeat them. It also includes knowledge of encryption devices, various codes, mechanical locks, and just about anything one person would use to keep something from another.

Sensors

Time of Use: 1 round to several minutes.

Specializations: None.

Difficulty: Easy (10). May be increased due to conditions such as terrain, ambient radiation, poor quality sensors, etc.

Sensors is the ability to best use mechanical sensory devices. It may also be used to diagnosis problems or propose improvements, though the actual work requires *Electronics*.

Streetwise

Time of Use: 1 round.

Difficulty: Easy. Difficulty may be increased if used in a city unfamiliar to the character.

Streetwise represents a character's ability to tap into the resources of the darker side of society. This skill may be used to procure stolen items, contact assassins, or score some drugs. It may also be used to find more unsavory and alien creatures and items.

Tactics

Time of Use: 1 round.

Difficulty: Dependent upon the situation. See [Combat: Mass Combat](#). To guess an enemy's strategy, toll vs. Opponent's *Tactics*.

Tactics is used whenever a commander attempts to guide his troops into battle. It may also be used to second-guess an opponent and predict means of attack.

Weapons Technology

Time of Use: 1 round to several hours depending on the action taken.

Specializations: particular weapons classes: Archaic Weapons; Firearms; Psionic Weapons; Starship Weapons; Vehicle Weapons; etc.

Weapons Tech refers to one's knowledge of various forms of weaponry and how to build and/or repair them.

Value

Time of Use: 1 round to several if the character must research the item.

Specializations: particular types of items (jewelry, weapons, technology, texts, etc.)

Difficulty: Easy (10). GM's should freely modify this difficulty, depending on the obscurity of the item.

Value represents the a familiarity with the economic value of things--books, real estate, collectibles, etc.

INSTINCTS

Investigation

Time of Use: 1 round to several hours or days.

Difficulty: Highly variable, depending on the circumstance. Easy for general background checks and research. Difficult for probing into deep, dark secrets.

Specializations: Particular areas of investigation: crime, forensics, scholarly research, etc.

A character with Investigation has honed her ability to pick up on clues, follow complex paper-trails, and put together disparate pieces of puzzles. This skill often comes in handy for routing out criminals, uncovering secret motivations behind business transactions, and discovering the truth behind long, lost secrets.

Gambling

Time of Use: 1 round. Can roll for whole "games" or gambling events.

Specializations: Particular games: Poker, Blackjack, Protoss Psi-chess, etc.

Difficulty: Depends on the game. Generally, Easy for simple games up to Very Difficult for very complex ones. Can be used as an Opposing Action against other gamblers.

Gambling can be found all over the Koprulu Sector--in the back rooms of the local Supply Depot, the bunks of Barracks, and, most likely, between the technicians killing

time in the stock room of a Command Center. Skilled gamblers can make a nice little income just playing the various games available on a base.

Profile

Time of Use: Depends on difficulty (See below).

Difficulty: Moderate (15), modified by the table below.

Specializations: Detecting certain behavioral patterns such as lying, worry, anger, apprehension, guilt etc.

With *Profile*, a character can attempt to size up a target, making educated estimates of the target's emotional and mental state. The longer the skill user studies her subject, the greater chance she will draw the appropriate conclusions. The base difficulty is the target's opposing Willpower check. Additional difficulty modifiers are as follows:

Desired Outcome	Difficulty
Surface emotions	+ 0
Emotions or thoughts the target actively attempting to hide	+ 5
Emotions or thoughts that the target is in denial about	+10
Emotions or thoughts that the target doesn't even know he's having (secretly in love with someone, etc.)	+15
Attempting to use this skill in a single round	+15
Spending 3 rounds to use this skill.	+10
Spending 5 rounds using this skill.	+5
Spending a full minute using this skill.	+0
Interviewing target (asking personal questions).	-10
Observing the target closely for more than one hour.	-7

Search

Time of Use: GM's discretion. It depends on how large the area searched is and what is being sought.

Specializations: None.

Search represents the character's ability to pick up on clues, notice little details, and general alertness to her surroundings.

Stealth

Time of Use: 1 round.

Specializations: Type of habitat in which character seeks to be stealth: Forest, Urban, Aquatic, etc.

With *Stealth*, a character attempts to move unnoticed. This skill includes walking silently as well as hiding in shadows and blending in with a crowd. A character using stealth moves at half-speed (walking). To move quickly while being stealthy, the character must endure increased difficulty levels (GM's discretion).

Survival

Time of Use: One roll should represent 1 "event."

Specializations: Particular habitats: Forest, Jungle, Urban, Aquatic, Desert, Arctic, etc.

A character with *Survival* may attempt to endure the rigors of the natural world in a number of environments and situations. The skill is used when the character must find food and shelter or take other actions to survive in the wild. Note that *Survival* only covers what is needed for sustenance. If you want to build a nice house like they have on Gilligan's Island, you'd better learn Craftsmanship: Carpentry or something similar...Difficulty levels increase when the character is using *Survival* not only for himself but to aid others as well.

Tracking

Time of Use: 1 round.

Specializations: Tracking in particular habitats: Forest, Jungle, Urban, Subterranean, Desert, Arctic, etc.

Difficulty: Easy (10) to Difficult (20) depending what is being tracked and where.

Tracking represents the skill of following and catching "prey." This does not include the ability to kill or trap it (those are different skills). However, the character can pick up on small traces, estimate how long it has been since the prey was in the area, and make educated guesses as to the condition of the animal.

PRESENCE

Bargain

Time of Use: 1 round.

Specializations: Bargaining over certain items: weapons, natural resources, ships, etc.

Difficulty: Typically an opposed roll against the other bargaining party.

Bargain represents the character's ability to haggle over just about anything. In the Koprulu Sector, nearly everything is up for sale, and merchants tend to be shrewd. Without this skill, characters may find themselves much more than they should for goods and services. The table below gives general outcomes of *Bargain* "battles": If the winner is the buyer, reduce the "real price" (GM's discretion) by the Price Multiplier. If the winner is the seller, inflate the price accordingly.

Winner's Total > Loser's Roll	Price Multiplier
1-5	x 1.5
6-10	x 1.75
11-15	x 2
16-20	x 3
21-25	x 4
26+	x 5

Command

Time of Use: 1 action.

Specializations: Commanding certain types of troops: Infantry, Fighter Squads, Battleship Armadas, etc.

Difficulty: Easy (10) to Moderate (15) depending on the situation. Can be easier or harder depending on the skill and morale of the troops.

With this skill, a character can manage, direct and mobilize others in a wide variety of endeavors. She knows how to give clear instructions and inspire obedience and prompt response. In the heat of battle, an able commander is essential.

Con

Time of Use: 1 action.

Specializations: Certain types of cons: disguise, fast-talking, forgery, etc.

Difficulty: Opponents may make a Willpower or Knowledge opposing roll to rat out a Conning player.

Con represents a character's ability to bend the truth and slide by on fast-talking. It also includes other ways of being less than honest--disguise, forgery, etc.

Perform

Time of Use: 1 round. Can roll for one whole performance.

Specializations: Particular performance arts: music, acting, visual art, etc.

Difficulty: Moderate (15). Vary difficulty depending on the quality and intricacy of the art attempted.

With Perform, a character can attempt just about any art form. From song-and-dance to sculpture, the character can express herself and perhaps make a buck or two for the effort. The Koprulu Sector has become a well-developed human society, and has many celebrities, entertainers, and a burgeoning art world.

Persuasion

Time of Use: 1 action.

Specializations: Particular forms of persuasive speech: Seduction, Oration, Debate,

Difficulty: Easy (10). Targets may make Opposed Willpower rolls to set a Difficulty.

Persuasion measures a character's ability to convince others of just about anything. It does not include the ability to bark orders (see Command), but rather to debate with logic, appeal to sympathy, and otherwise verbally convince others to see things the character's way.

V. ACTIONS & COMBAT

- [Taking Actions](#)
- [Ranged Combat](#)

- [Scale](#)
- [Combat Modifiers](#)
- [Melee Combat](#)
- [Mass Combat](#)
- [Healing](#)

TAKING ACTIONS

Time

For much of the game, Game Masters can inform characters as to how much time has passed between events. But for certain actions, such as combat or a skill used under timed conditions, a more accurate method is required.

- **Melee Rounds:** Melee Rounds are about 5 seconds long. In general, a character can take one action per round without accruing penalties.
 - **Individual Initiative:** Characters may act in the order of their Instincts scores (from highest to lowest). A character with a higher Instincts may choose to Hold his Action, letting someone with a lower Instincts act first before he decides what to do.
- **Mass Rounds:** Mass rounds are about 30 seconds long and are used to resolve combat between units (see Mass Combat below).
 - **Mass Combat Initiative:** Opposing forces may act in the order of their Tactics score (from highest to lowest). The commander with a higher Instincts may choose to Hold his Action, letting another commander act first before he decides what to do.

Multiple Actions in a Round

For every additional action, the character suffers a -1D to all actions taken that round. Under normal conditions, a character can take a maximum of 5 actions per round (with a cumulative penalty of -5D to all actions). Some spells allow for more actions per round with reduced penalties.

Any additional actions are considered to be taken in the second segment of the round. Thus, all first actions (by everyone acting in the round) are resolved in the first part of a round and any extra actions are resolved afterwards. Who acts first in a round depends upon **Initiative** (see above).

***Example:** Cullen is in combat again. He decides he will take two actions: he will attack and Dodge. He will be -1D to both actions.*

Reacting

Occasionally, a character will need to react to something that has occurred during a round. If the character has already acted in the round, the reaction skill is at -1D for being a reaction and -1D for each action already taken in the round.

Dodge, Melee Parry and Brawling/Martial Arts are commonly used as Reaction Skills to avoid damage.

If a Reaction Skill is used while defending from an attack, the dice roll becomes the difficulty the attacker must overcome to be successful, *even if the reaction skill roll is lower than the original difficulty of the attack!*

Example: *Cullen is in combat and has already acted once this round. Suddenly, someone shoots at him and he attempts to Dodge. His Dodge skill is normally 4D, but since he has already acted, it is now 2D (-1D for having already acted and -1D for being a Reaction Skill). The shooter's base difficulty was 10. Cullen rolls 2 dice and gets a result of 7. The shooter only needs a 7 or better to hit Cullen.*

Full Reactions

If the character decides that the only action she will take in a round is to react, then her Reaction skill roll is attempted with full dice and the result is added to the attacker's difficulty.

Example: *Karine knows someone is shooting at her from a rooftop. She decides that all she will do this round is Dodge. She rolls her full 4D for Dodge gets 15. The shooter must now roll higher than 10 (standard difficulty) + 15 = 25 in order to hit her!*

Applying Reactions to the Entire Round

Dodge rolls apply to all ranged attacks in a round. Thus a character need only Dodge once to attempt to avoid attackers using guns, thrown weapons or grenades.

Parry rolls must be made for **every** attack! Thus, in close combat, if a character is punched four times, he must either attempt four parries using his Brawling or Martial Arts skill or be take the damage!

RANGED COMBAT

Ranged combat difficulty targets:

Range	Difficulty
Point	Very Easy
Blank	(1-5)
Short	Easy (6-10)
Medium	Moderate (11-15)
Long	Difficult (16-20)
Extreme	Very Difficult to

Heroic
(20+)

Shooting at Multiple Targets

Characters may choose to aim at more than one target in a given round. If they do so, they suffer a cumulative -1D when shooting at each target beyond the first.

***Example 1:** Karine is cornered by two drooling zerglings. She is armed with a Gauss Rifle that can shoot up to 5 shots per round. She can either shoot at one without a penalty or attempt to shoot at both. She decides to fire once at both of her attackers. Her total dice penalty is -1D to the first shot (the penalty for taking multiple actions) and -2D to the second shot (the penalty for multiple actions + the second target penalty).*

***Example 2:** Karine is cornered again, this time by three Protoss Zealots. She decides to fire once at each (3 actions, 2 additional targets). She suffers a -2D to her first shot (for the two additional actions), a -3D to the second, and a -4D to the third!*

Spraying Bullets

Some weapons, such as fully automatic machine guns, allow the bearer to spray bullets at an enemy. This has a variety of advantages and disadvantages:

Advantage	Disadvantage
Shooter gets +1D to hit and does not suffer any penalties for aiming at multiple targets in a round.	The shooter may potentially hit anyone in the direction in which he is pointing the gun (including allies and innocents). If the shooter is trying to avoid hitting a friendly target, add 15 to the difficulty number to hit. If the shooter rolls less than 15 over the standard difficulty (dependent on range), he hits the friendly target as well. Roll damage normally. Uses ammunition more quickly. If the attack is successful, roll one less die for damage.

Using two guns at once:

Advantage	Disadvantage
Shooter does not suffer any penalties for shooting at more than one target in a round without declaring a "Spraying" action (see Spraying Bullets below).	Shooting a second weapon counts as an action (resulting in an additional -1D to each action in the round).

Both first shots are fired in the first segment of the round (if one gun is shot twice, the second shot is considered to go off in the last part of the round, after all other first attacks have been resolved.

Permits the character to fire the maximum number of bullets from both guns in a round (thus, is a shooter is using two pistols which may fire 3 times in a round, she can shoot 6 times total in the round).

Shooter suffers an additional -1D to any shot taken with his or her "off" hand.

If someone using two guns stops to reload, they must take an additional action to stow one gun while the other is reloaded. There is no additional action if the "extra" gun is thrown away.

SCALE

Starcraft D6 does not use Scale to modify attack attempts or damage as some other D6 games do. Frankly, it just adds more math and chart-checking. It is assumed that technology is sufficient to provide adequate targeting for larger scale weapons to hit smaller scale ones. Furthermore, the loss of the smaller unit's bonus to hit the larger may be seen as an indication that the smaller unit is less likely to harm the larger, even if the blow lands.

I've left in references to Scale in certain parts of the game to illustrate the relative size of different units.

COMBAT MODIFIERS

A number of factors can affect a character's chances to succeed in combat. Smoke may obstruct a target, oil on the floor may make dodging more difficult, etc. Following are a number of modifiers Game Masters may choose to apply in the game.

- **Drawing Weapons:** Drawing a weapon counts as an action in a round (all other actions are at -1D this round).
- **Reloading Weapons:** The time required to reload a weapon varies depending on the type. Most require 1 action to reload. See the weapon descriptions in the Equipment section.
- **Targeting Systems:** Some weapons, usually in aircraft or tanks, have targeting systems that help the gunner. These depend on the weapon type and quality.
- **Rate of Fire (ROF):** This statistic is given for each weapon. A weapon cannot be fired more times than its ROF in a round, regardless of the number of actions the character takes.

- **Called Shots:** Attackers can make a "called shot" against a specific target, such as a particular part of a target's body (a hand, head, etc) or a small item. Add +1D to the difficulty for a target 10-50 cm (approximately 3-18 inches) long. Add +4D to the difficulty for a target 1-10 cm long. Add +8D to the difficulty for a target less than a centimeter long.
- **Cover:** Provides a target with some protection from detection and attack. Add the following modifiers to attempts to detect or hit a target, when appropriate

Visual Cover	Modifier to Difficulty
Light Smoke	+5
Thick Smoke	+10
Very Thick Smoke	+15
Poor Light	+5
Moonlight	+10
Complete Darkness	+20

Characters can also hide behind objects, such as walls and vehicles, which provide protection against attack. Add the following modifiers depending on how much of the target is covered.

Target is	Modifier
1/4 covered	+5
1/2 covered	+10
3/4 covered	+15
Fully covered	If cover provides protection, attacker cannot hit target directly. Damage is absorbed by the item giving protection, until it's Body rating is depleted (see Protection

below).

Protection: Inanimate objects have a strength rating to resist damage. If the attacker rolls well enough to overcome the Armor Value, reduce the the object's Body Strength by the remainder. When the object has no Body Points left, the characters hiding behind them take any additional damage.

Sample Protection	Armor Value	Body Strength
Flimsy wooden door	10	10
Standard wooden door	15	15
Standard metal door	20	25
Reinforced door	30	50
Blast door	45	100

If the damage roll is lower than the Armor Value, the protection is not damaged at all and the target character suffers no damage. If the damage roll is equal to or greather than the protection's Armor Value roll, find the difference on the chart below to see how badly the protection is damage. Furthermore, its Armor Value is reduced by 1.

Remaining Body Points	Protection is:
3/4 to all	Not seriously damaged
1/2-3/4	Lightly damaged
1/4-1/2	Heavily damaged
1 point to 1/4	Severely damaged
0	Destroyed

A character behind protection may suffer some damaged depending upon how badly his protection is damaged. Subtract dice from the attack's damage based on the chart below.

Protection is:	Reduce weapon's damage by:
Not seriously damaged	Character is completely protected
Lightly damaged	-4D
Heavily damaged	-2D

Severely damaged	-1D
Destroyed	Character suffers full damage.

- **Armor:** Armor protects the wearer from damage. In the game, add the value of the armor to the Constitution roll of the character suffering damage. See the [Equipment](#) section for different armor types.

MELEE COMBAT

Hand-to-Hand Combat

Striking:

The standard difficulty to hit with Brawling roll is Very Easy (5). Damage is equal to the character's Strength roll + 1D per Effect Value (see [Effect Value](#)).

The standard difficulty to hit with Martial Arts is Easy (10), resulting in damage equal to the character's Strength. A fighter skilled in Martial Arts may attempt more complicated maneuvers to render more damage, but must roll against a higher difficulty number to hit.

Blocking:

Character's may attempt to block an attack using their Brawling or Martial Arts skills. Players must declare they will be attempting to block before the attack occurs. If they do not, they suffer an additional -1D when attempting to block.

***Example:** Cullen is in a fight with another Terran. He decides to strike but forgets to "hold an action" in case he needs to block. The Terran takes a swing and Cullen decides he had better try to block. He must roll Brawling at -2D. If his blocking roll is higher than the Terran's attack roll, he will have parried the blow. If not, he may take damage.*

***Example:** Somewhat bruised from last round, Cullen decides he will hold an action this round in case he needs to block. This means he is -1D to both his attack and blocking roll.*

An unarmed character may not attempt to block an attacker with a weapon without a special Martial Arts move.

Melee Combat

Melee Combat is handled much the same way Unarmed Combat is, except that the characters involved use Melee Combat and are armed with handheld weapons.

A character armed with a weapon may use it to block an unarmed assailant.

Damage

When an attacker successfully hits his target, he rolls the appropriate number of dice to designate damage (see the weapons list in the [Equipment](#) section). Ranged weapons do a set amount (e.g. a Heavy Pistol does 5D damage). Melee weapons do the bearer's STR + additional dice for the weapon type + 1D for every 2 EV points.

The targeted character then rolls his Strength dice and adds any armor value, if armor is worn. If the target's strength roll is greater than the attacker's roll, the she had resisted the damage. If not, consult the table below for results:

Body Points Remaining	Effect	Description
3/4-all	Stunned	Character suffers a -1D to all skill and attribute dice for the rest of the round and the next. If a character suffers a number of stuns equal to her strength, she falls unconscious for 1d6 minutes.
1/2-3/4	Wounded	Characters fall prone and can take no actions for the rest of the round. The character suffers a -1D to all skills and attributes until healed.
1/4-1/2	Seriously Wounded	Falls prone and is in pain. -2D to all actions.
1 point to 1/4	Mortally Wounded	Falls prone, and heavily dazed and will remain that way until healed. -3D to all Attribute and Skill checks.
0	Falls unconscious or dies.	Unconscious and must make Con or Endurance checks to remain alive (See below).

The Big Goodbye: At 0 BP's, the character must roll a Moderate Con or Endurance check once per 5 minutes. If you fail, you will die in 5 minutes. CP's can be spent freely to make these rolls. Once CP's are spent, a character may spend Chi. Each Chi point buys you 10 minutes of time. Once you're out of CP's and Chi, you're pretty much done for.

Pulping: Cruel GM's may decide that if a character falls to -10 BP, their body is "pulped," or completely destroyed instantly. This is a major bummer for characters, as you might imagine, but it makes for a cinematic moment...

Armor

Characters may choose to wear Armor to provide them with some protection against damage. The Armor Value of the protection is deducted from any damage rolls against

the character. Every time a character wearing armor takes damage above his armor, the armor's value is reduced by 1. Different types of armor are listed in the [Equipment](#) section.

***Example:** Cullen is wearing leather clothing, which provides 6 points of Armor against damage. A Confederate soldier shoots and hits him for 10 points of damage. Cullen takes only 4 points of damage and his leather armor loses one point of its Armor Value. The next time he is hit, it will only provide him with 5 points of protection.*

MASS COMBAT

Note: there are many game systems out there with well thought out, detailed rules for mass combat. This is not one of them. D6 doesn't really lend itself to mass combat rules, and I'm not really smart enough to come up with a flawless system. Mass combat in Starcraft D6 is intended to provide background for the adventures of the player's characters, not be the climax of the adventure itself.

Time in Mass combat:

Mass Combat Actions are broken into Mass Combat Rounds of approximately 30 seconds, which is divided into two segments. Units may choose to move or attack in either segment (but it may only do each action once per round). All attacks that occur in the same segment are resolved simultaneously (the effects of casualties do not manifest until the next segment begins).

Units:

The ground troops of each race may be split into small groups that act as a single unit for combat purposes. The number of individuals at that construe a unit depends on the race and the trooper type. For simplicity's sake, only one type of creature may be in a unit.

Race: The race of the acting unit.

Individuals Per Unit: the number of individuals that compose the unit.

Casualty Categories: As the unit is reduced it's efficacy also declines. Reduce Damage and Resistance Dice by the amount indicated for each category. When necessary, break the appropriate dice into pips (1D=3 pips).

Damage Dice: amount of Dice added to to the Damage roll for the attacking force.

Resistance Dice: amount of Dice added to the Defense roll for an attacked force.

Movement: speed at which a unit may move in Mass Combat Round Segment.

Race	# Individuals perUnit	Casualty Categories	Damage Dice	Resistance Dice	Movement
Protoss	10 Zealots	10-8=Full Dice 7-4=2/3 Dice	2D/unit	2D/Unit if plasma shields are powered up. 1D/Unit if only	20m/segment

		1-3=1/3 Dice		armor is worn.	
Terran	10 Marines 10 Firebats	10-8=Full Dice 7-4=2/3 Dice 1-3=1/3 Dice	1D/Marine Unit 2D/Firebat Unit	1D/Unit	20m/segment for Marines 10m/segment for Firebats
Zerg	20 Zerglings 10 Hydralisks	20-15=Full Dice 8-14=2/3 Dice 1-7=1/3 Dice	1D/Zergling Unit 2D/Hydralisk Unit	0D/Zerg Unit 2D/Hydralisk Unit	25m/segment for Zerglings 20m/segment for Hydralisks.

Example 1: Cullen is commanding 1 unit of Terran marines into battle. His Damage Dice will be 1D (1D/unit) and Resistance Dice will also be 1D (1D/unit) the first round. After one round of fighting, he has lost 3 marines. His Damage Dice and Resistance Dice will both be reduced to 2/3 normal, or +2 (1D = 3 pips). If he were to lose another 2 marines, he will have 5 soldiers left and his Damage and Resistance Dice will remain at +2. If he were to lose 2 more marines (3 left in the unit), his Dice would be reduced to +1.

Example 2: Dan is commanding 1 unit of Hydralisks in a raid. His Damage Dice will be 2D and his Resistance Dice will be 2D. After one round of fighting, he has lost 3 Hydralisks. His Damage and Resistance Dice will both be reduced to 2/3 normal, or 1D+1 (2D = 6 pips, and 1/3 of 6 is 2. Subtract 2 pips from 2D and you get 1D+1). If he were to lose another 4 Hydralisks (3 left), he would only have Damage and Resistance Dice = +2.

Attack Roll

Base Difficulty: 5 at Close Range, 10 at Short Range, 15 at Medium Range, 20 at Long Range.

Some units--such as Zerglings and Zealots can only attack at Close Range. Other units may be Upgraded to extend their Range.

Attack Dice Pool: Commander's Tactics + Unit Size+ Bonuses (surprise, terrain, special training, etc.).

Damage: 1D (acts as a Wild Die) + 1D per Unit Damage +1D per Effect Value (10 over base Difficulty) + Bonuses (weapon upgrades, etc).

Example: Terrans vs. Zerg on open ground.

1st Segment

Terran Actions: Cullen has 2 units of marines (20 troopers) and is leading them into battle against 2 units of Zerglings (40 Zerglings). Because the Terrans have their Gauss Rifles, they need not move in order to attack this round. So, Cullen will attack by rolling

his Tactics (4D) + Unit Size (2D) for 6D (he has no bonuses). His units are at Short Range (Difficulty=10) and he rolls a 22. To establish the amount of damage done, he will roll 1D +2D (1D/unit) +1D for Effect Value=4D. Cullen rolls a 4, 3, 6, and 2 for 15 points of damage, or killing 15 Zerglings.

Zerg actions: Because the Zerg must spend this Mass Round closing in on the Terrans, they will take damage before they may attack in the second segment. Zerglings have no Resistance Dice naturally, so they will take full damage, reducing their numbers to 25.

2nd Segment

Terran Actions: Since Cullen attacked in the first segment, he may only move in this segment. He decides his forces will fall back a bit, to higher ground (+1D to Resistance Dice).

Zerg Actions: This segment, the Zerg on on the marines. The Zerg commander rolls its Tactics (3D) + Unit Size (1D for 1 full unit and + 1 for the extra 5 remaining after the Terran attack) = 4D+1 with a Difficulty of 5. The Zerg manage a 15. For damage, they will roll 1D + 1D+1 +1D (for Effect Value)=3D+1. The Zerg get a 4, 5, and 3 +1 for 13 points of damage to the Terran units.

The Terrans roll their Automatic Defensive Check, which will be 2D (1D per unit) +1D for Higher Ground, for a 2, 3, and 5=10. Thus, the Terrans only take 3 points of damage, losing 3 marines to the Zerg onslaught. Casualties may be reduced by Medics.

Defensive Roll

Automatic:

Most units and individual soldiers will take some action to avoid damage from an attack. So all units have an Automatic Defensive Roll, reducing their chances for casualties slightly.

Automatic Defensive Dice Pool: Units' Resistance Dice.

Result: Subtract sum from the Attacker's Damage result.

Defensive Manuevers:

Rather than order an attack, a commander may have a unit (or multiple units) dig in and take a defensive position. During that Mass Combat round, the unit will not attack but will benefit from greater protection against enemy assaults. If Defensive Manuevers are taken, the unit does not make an Automatic Defensive roll.

Defensive Dice Pool: Commander's Tactics + Resistance Dice + Cover Bonuses (for terrain, fortifications, etc.)

Result: The Defensive Manuevers result becomes the new Base Difficulty for the

attacking forces.

HEALING

Characters can heal in a variety of ways, but the three most common methods are natural healing, first aid kits, and medical bays (or medlabs).

Natural Healing:

A character can heal naturally, but this process is both slower and riskier than getting medical care. The character must rest a specified amount of time and then can make a healing roll: the character's full Constitution to see if the character heals.

Healing characters can do virtually nothing but rest. A character who tried to work, exercise or adventure must subtract -1D from his Constitution when he makes his healing roll. Any character who opts to "take it easy" and do virtually nothing for twice the necessary time may add +1D to his Constitution to heal.

A wounded character may roll once per day for healing:

Degree of Injury	Difficulty of Constitution Roll	Result
Stunned, unconscious	Moderate	Revives.
Wounded	Difficult	Character raised to 3/4 HP
Seriously Wounded	Very Difficult	Patient raised to 1/2 HP .
Mortally Wounded	Extremely Difficult	Patient raised to 1/4 HP + 1D6 per EV.

First Aid Kits/Medpacs

First Aid kits usually have bandages, antiseptics, anti-inflammatories, painkillers and other lightweight medical supplies. A standard kit can be used two times before needing to be restocked.

A First Aid roll is required to use a First Aid kit (or medpac). The difficulty depends on the severity of the patient's injury:

Degree of Injury	Difficulty	Result
Stunned, unconscious	Very Easy	Revives patient.
Wounded	Easy	Patient Raised to 3/4 HP + 1D6 per EV.
Seriously Wounded	Moderate	Patient raised to 1/2 HP + 1D6 per EV.
Mortally Wounded	Difficult	Patient raised to 1/4 HP + 1D6 per EV.
Killed	Unearthly (50) (must be attempted the round after the patient has been killed.	Patient has 1 HP.

If the First Aid roll is unsuccessful, the character's condition remains the same. If the First Aid roll misses the difficulty by more than 10 points, the patient remains the same and another First Aid roll cannot be made for another 24 hours.

Multiple First Aid attempts can be made on a patient within a single day, but the First Aid difficulty increases one level for each additional use.

Medical Bays/Medlabs/Emergency Rooms

Most colonies and bases have fairly advanced medical facilities, though some of the far-flung outposts approach medieval standards with their medical care. Aliens may have far different concepts of medical care as well (Zerg may simply be killed and their biological matter reincorporated into the Creep; Protoss may permit their bodies to be discarded and their minds transplanted in other machines).

To use these facilities, a character must have the Medicine (A) skill.

Degree of Injury

Wounded

Seriously Wounded

Mortally Wounded

Killed

Difficulty and Time

Very Easy with 1D hours of care.

Easy with 4D hours of care.

Moderate with 1D days.

Unearthly (50) with 10D days.

THE BREEDS

Below is a list of the main Zerg breeds encountered by enemies and victims of the Swarm. There are doubtless other breeds, both mutated species assimilated into the Zerg genome and original Zerg strains.

Larva

Genus: Original Zerg Strain

STR= 1D:

DEX= 1D:

CON= 4D: Resistance 5D.

KNO= 1D:

INS= 2D:

PRE= 1D

HP= 32 (Eggs have HP = 40).

Scale: Character

Length: 2 m

Height: 1m

Damage: None. Larva have no attacks and will only attempt to flee combat.

Armor: 6 (Eggs have an armor of 20). Can be increased by 4 per Ground Carapace Evolution.

Movement: 5 m

Larva are spawned by Zerg Hives and carry within them the entire Zerg genetic code. At a command of the Overmind, they may pupate into an egg stage, and then transform themselves into any Zerg breed as long as the local conditions are right (there are adequate resources to nourish the pupating larva, etc.). By themselves, Larva show little intelligence and no free will. They rarely travel more than a few meters from the edge of the hatchery that spawned them.

Drone

Genus: Gashyrr Wasp

STR= 5D: Digging (Burrowing): 8D

DEX= 1D+1: Brawling (Attack with front spines) 2D+2; Running 4D.

CON= 5D: Endurance 6D.

KNO= 1D:

INS= 1D+2: Search: Natural Resources: 6D.

PRE= 1D

HP= 25

Scale: Character.

Length: 3 m.

Height: 1.8 m.

Damage:

- Spines: Drones may spines a short distance at attackers.
 - *Damage:* 5D. May be augmented 1D per Missile Attacks Evolution.
 - *Range:* 2 / 5 / 10 / 15

- Chewing: Drones may chew at armor and reduce its strength even if they cannot pierce it. For each round the Drone chews on a piece of armor, reduce its Armor Value by one.

Armor: 10. May be augmented by 5 per Ground Carapace Evolution.

Movement: 15 m / round.

Drones are the worker-breed of the Zerg. Primarily, Drones mine and transport resources and nourishment to the Hatcheries, from which they are funneled through the Creep to feed other Zerg. Like Larva, Drones carry an expansive, yet usually unexpressed genetic code. At the command of the Overmind or one of its Overlords, the Drone can lodge itself in the Creep and create a new Zerg structure. They are entirely necessary for the establishment of new colonies. Drones show some signs of independent intelligence, necessary to problem solve when extracting resources or choosing the best place to pupate into a new structure.

Drones are excellent diggers and can burrow themselves deeply into the ground within 1 round (more for harder soils). They often burrow to avoid detection or attacks.

Overlord

Genus: *Gargantis Proximae*

STR= 10D: Lifting 14D.

DEX= 1D+1: Flying 3D.

CON= 10D:

KNO= 2D+2: Tactics 4D.

INS= 4D: Search 5D.

PRE= 1D: Command 4D

HP= 90

Scale: Starfighter

Length: 30 m

Height: 10 m

Damage: None.

Armor: 30. May be increased by 5 for each Flyer Carapace Evolution.

Movement: 15 m / round (flying) in atmosphere. Space = 4. Incapable of hyperspace travel. Some may be Evolved for greater speeds (+10 m Atmosphere, + 2 Space for each Pneumatized Carapce Evolution).

Cargo: None. Through the Ventral Sacs Evolution, the Overlord can be altered to carry up to 2 units (40 Zerglings, 20 Hydralisks, 10 Ultralisks) in special growths under its belly. (This is roughly equal to 100 metric tons of space).

Communication: Limited Telepathy: Range = @ 1000 km.

Overlords serve as local proxies for the Overmind and the Cerebrates, giving commands to larva and overseeing the functions of a Creep colony. They also serve as field commanders for Zerg units in battles, hovering behind the front lines and directing the Zerg onslaught. Some more evolved Overlords are actually capable of picking up Zerg field units and carrying them into battle, much as the Terran Dropship does. Overlords are equally comfortable within atmospheres or in space.

Finally all Overlords have such finely tuned innate senses, they cannot be fooled by

cloaking vessels. When one is detected, the Overlord will telepathically communicate its location to all nearby Zerg units.

Zergling

Genus: *ZZ'gashi Dune-runners*.

STR= 4D: Jumping 7D; Digging 7D.

DEX= 5D: Brawling: 6D; Running 7D; Dodge 6D.

Zergling Dexterity may be increased 1D per Metabolic Boost Evolution.

CON= 5D: Endurance 7D; Resistance 6D.

KNO= 1D+1: Tactics: Small unit (Zergling swarm): 4D.

INS= 4D: Search 5D; Stealth 5D.

PRE= 1D:

HP= 25

Scale: Character

Length: 2.4 m

Height: 1.8 m

Damage: Because of their high Dexterity, many Zerglings will attack 2 times or more in a combat round.

- Fangs: 5D. May be augmented by 1D per Melee Attack Evolution.
- Sickle-claws: 7D. May be augmented by 1D per Melee Attack Evolution.
 - *Quick Damage:* 4D+9

Armor: 10. May be increased by 5 for each Ground Carapace Evolution.

Movement: 20 m. Movement may be increased by 5m/round with Metabolic Boost Evolutions.

The Zerglings make up the primary ground-based military and scouting force for the Hives. They have an extremely simple genetic code and are little more than wild beasts with a few genetic enhancements. Some Zerglings show unusual intelligence and independence, however these individuals are usually quickly detected by the Overlords, reported to the Overmind and then thoroughly dissected in an attempt to capture their genetic superiority.

Zerglings prefer to move in packs, much like Terran wolves. They show a wide range of social behavior, including dominance displays, play and territoriality. They rarely attack alone and the sighting of one Zergling is a good indication that a much stronger force awaits just around the corner. Finally, some more evolved Zerglings are excellent diggers and may burrow themselves into the ground within one round to avoid detection or attacks.

Hydralisk

Genus: Slothien.

STR= 6D: Digging 7D.

DEX= 3D: Throw (Project Spines): 5D; Brawling: 4D; Running 5D; Dodge 4D.

CON= 6D: Endurance 7D

KNO= 3D: Tactics 4D.

INS= 3D: Search 4D; Stealth 4D.

PRE= 1D:

HP= 50

Scale: Passenger Vehicle (2D over Character).

Length: 5 m

Height: 3 m

Damage:

- Sickle-claws: 5D.
- Projectile Spines:
 - *Damage:* 7D. May be augmented 1D per Missile Attacks Evolution.
 - *Quick Damage:* 4D+9
 - *Range:* 1-5 (Point Blank) / 15 (Short) / 30 (Med) / 60 (Long). Range may be extended by an additional 10 meters per Grooved Spine Evolution.

Armor: 23. May be increased by 7 for each Ground Carapace Evolution.

Movement: 15 m. Movement may be increased by 5m/round with Muscular Augments Evolutions.

Once a peaceful herbivore on the planet Slothien, the Hydralisk has been manipulated by the Zerg to become one of its more fearsome warriors. Highly intelligent and terrible to behold, the Hydralisk razes creatures and structures alike with its armor-piercing spines and claws.

Many more evolved Hydralisks have learned how to quickly burrow themselves into the ground (within 1 round) to avoid detection and attacks from enemies. When submerged, the Hydralisk may make Instincts rolls to detect nearby enemies, choosing just the right moment to spring from the ground and ambush them.

Ultralisk

Genus: *Brontolith*

STR= 8D:

DEX= 3D: Brawling: 6D; Running 4D

CON= 8D: Endurance 9D; Resistance 9D.

KNO= 1D+1:

INS= 4D: Search 5D; Stealth 5D.

PRE= 1D:

HP= 300

Scale: Heavy Vehicle.

Length: 3.5 m

Height: 5.2 m

Damage:

- Bone Scythes:
 - *Damage:* 12D. May be increased 1D for each Melee Attacks Evolution.
 - *Quick Damage:* 4D+24

Armor: 30. Armor may be improved by 5 points for each Ground Carapace Evolution the Ultralisk undertakes.

Movement: 7 m.

Ultralisks were derived from a massive, but peaceful, animal eons ago. Now, these lumbering beasts serve as the heavy-armor corps for the Swarm. With their thick armor and humongous scythes, they withstand huge amounts of punishment and lay waste to their enemies. They are still fairly stupid and must usually be controlled by an Overlord.

Mutalisk

Genus: *Mantis Screamer*

STR= 5D:

DEX= 5D: Flying 7D; Throw (Propel Symbiote): 5D; Brawling: 6D; Dodge 5D+1

CON= 8D: Endurance 7D; Resistance 6D.

KNO= 2D: Tactics: Small unit (Mutalisk squad): 4D.

INS= 4D: Search 5D; Stealth 5D.

PRE= 1D:

HP= 90

Scale: Starfighter.

Length: 10 m (nose to tail).

Height: 2-3 m thick.

Damage:

- Glave Wurm: Mutalisks may propel a symbiotic worm that lives within it at enemy forces. The worm is incredibly hard and covered with armor-piercing edges.
 - *Damage:* 9D. May be increased 1D for each Flyer Attacks Evolution.
 - *Quick Damage:* 4D+15
 - *Range:* Atmosphere: 5 (Point Blank) / 25 (Short) / 50 (Medium) / 100 (long). Space: 2 / 4 / 6
 - *Fire Control:* 0D (Use Throwing skill above). Wurms may be launched at ground and aerial units alike.

Armor: 20. Armor may be improved by 5 points for each Evolution the Mutalisk undertakes.

Movement: Atmosphere: 40; Space: 6.

Mutalisks are the huge, winged nightmares that make up the Zerg's primary air force. These screaming, clawed terrors may project a symbiotic lifeform they culture within their gut. This worm shoots forward towards the enemy, exploding on impact and sending the symbiote's armor-piercing spines in all directions.

Mutalisks work well in small groups, much as a Terran squad of fighter pilots would. Mutalisks also function as well in space as in an atmosphere and have no apparent need to breathe or feed upon the Creep.

Some Mutalisks are chosen by the Overmind to undergo a transformation into a massive Guardian (see below).

Guardian

Genus: *Evolved Mutalisk*

STR= 8D:
DEX= 2D: Missile Weapons: Spitting (5D)
CON= 8D: Endurance 7D; Resistance 6D.
KNO= 1D+1: Tactics: Small unit (Zergling swarm): 4D.
INS= 2D: Search 3D.
PRE= 1D:
HP= 110
Scale: Starfighter.
Length: 8.5 m
Height: 5.5 m
Damage:

- Acidic Spittle: Guardians can hurl large gobs of acidic mucuous down upon enemy units.
 - *Damage*: 9D first round. Reduce damage 1D each following round. Regardless of whether the acid pierces armor, it will reduce its Armor Value by 3 for each round of exposure. Damage may be increased by 1D for each Flyer Attacks Evolution the Guardian undergoes.
 - *Quick Damage*: 4D+15 first round. Reduce by 3 for each round thereafter.
 - *Splashing Effect*: The gobs spray out upon impact, doing -1D damage for each 3 meters from the impact site
 - *Range*: 1-10 (Point Blank) / 40 (Short) / 80 (Medium) / 160 (Long).
 - *Fire Control*: 0D (Use Spitting skill above). The gobs of spittle are not very aerodynamic and are useless against other airborne units.

Armor: 30. Armor may be improved by 5 points for each Flyer Carapace Evolution the Guardian undertakes.

Movement: Atmosphere: 35. Space: 4.

Guardians are an evolved form of the Mutalisk, developed by the Zerg to counter ground troops from the air. It's heavy armor lets it withstand more damage than its predecessor, but it is slower and less versatile. Guardians appear to be less intelligent than Mutalisks as well, but this may be due to their larger, slower bulk.

Scourge

Genus: Unknown.
STR= 2D+2:
DEX= 6D: Dodge 8D; Flying 7D
CON= 2D: .
KNO= 1D:
INS= 3D: Search 5D; Stealth 4D.
PRE= 1D:
HP= 30
Scale: Character
Length: 1.5 m
Height: 1 m
Damage:

- **Biogenic Bomb:** catalytic chemicals within the Scourge cause it to explode forcefully when it impacts with an enemy unit.
 - *Damage:* 14D
 - *Quick Damage:* 4D+30.
 - *Explosive Range:* Reduce damage by 2D for every 5 meters from the site of impact.

Armor: 8. May be increased by 4 per Flyer Carapace Evolution.

Movement: Atmosphere 45 m. Space = 6

Scourge are relatively small, bat-like creatures that hone in on enemy starships and collide with their hull. Upon impact, the Scourge explodes, destroying itself and dealing harsh damage to the enemy. For some reason, the Scourge will only lock in on flying targets, though the Overmind is experimenting with genetic combinations to render the Scourge more versatile against ground forces.

As you might expect from a mindless kamikaze beastie, Scourges are neither very intelligent nor independent. They obey the will of their Overlord without question or hesitation, sending themselves headlong into battle.

Queen

Genus: *Arachnis Brood-Keeper.*

STR= 7D:

DEX= 3D:

CON= 9D: .

KNO= 5D:

INS= 4D: Search 5D; Stealth 4D.

PRE= 4D:

HP= 90

Scale: Heavy Vehicle

Length: 10 m

Height: 10 m

Damage:

- **Parasite:** the Queen may release a tiny, insect-like parasite that will attach itself to an enemy unit and transmit all the unit sees back to the Queen. The Parasite can only be detected by a close inspection of the infected unit (Moderate Difficulty). It may only be removed with a Moderate Medicine: Surgery attempt or by killing the host. A failed surgery attempt will also kill the host. Recently, Terran physicians have developed a nano-technological antibody to destroy the parasite, but it is not yet commonly available (First Aid Difficulty 10 to apply).
 - *Production Rate:* the Queen may produce 1 Parasite per 10 minute period. She may not create another until the first is released. This rate may be halved with the Gamete Meiosis Evolution.
 - *Parasite Lifecycle:* the Parasite must attach to a host within 5 minutes of its release, or it will die. It cannot transmit images to the Queen until it has attached to a host.

- Spawn Broodlings (Spawn Broodling Evolution required): some Queens may also spray enemy units with spores that implant themselves into animal tissue and metamorphose into a pair of ravenous Broodlings, dealing 7D damage (no armor protection permitted) to the host upon birth (the Broodlings will usually attack the host if it is still living when they are born). The Broodlings may be evolved through the Flyer Attacks Evolution to deal 1D more damage to the birth host per Evolution. Broodling spores only remain viable for 2D6 rounds once released.
 - *Range*: 3 / 10 / 25 / 40. Strong winds may reduce the range of the spores.
 - *Armor Eating*: The spores will quickly eat through any inorganic material they come into contact with in order to get to living tissue. They will reduce the Armor Value of a target by 4 per round for 2D6 rounds. This value may be increased by 1 for each Flyer Attacks Evolution the Queen undergoes. If the spores pierce the armor, they will infest the target. If they fail to find living tissue within that time, they will die and become inert.
 - *Production Rate*: the Queen may release the Spores no more than once every other round.
 - The spores will hatch within any animal tissue, including Zerg if they happen to attach to one.
- Ensnare: some Queens may eject an extremely viscous sprawl of mucous that will hinder the movements of the strongest of ground units. All movement rates of trapped units will be reduced by 10 m (no faster speed is possible) for 2D6 rounds. The Queen's web will ensnare friend and foe alike. The web's viscosity may be increased with the Flyer Attacks Evolution, further reducing the target's movement by 5 m per Evolution.
 - *Range*: 4 / 10 / 30 / 60
- Infestation: some Queens have become intimately familiar with Terran technology and have learned how to infest it with Zerg spores. In doing so, the Queen turns the structure to the Zerg, infecting an humans within it. These hapless victims are turned into mindless servants of the Swarm.

Armor: 30. May be increased by 6 per Flyer Carapace Evolution.

Movement: Atmosphere 30 m. Space = 5

Queens are a special breed designed by the Overmind to manage the complex functions of a large Hive. Though they do not lay eggs, they can spawn Broodlings. Queens are highly intelligent and show a viciously protective nature against any who would attack the Swarm under her care. Like Overlords, they follow the Cerebrates and the Overmind without question.

TERRAN EQUIPMENT

- [Melee Weapons](#)
- [Firearms](#)
- [Armor & Powersuits](#)
- [Computers](#)
- [Miscellaneous Gear](#)
- [Vehicles](#)
- [Starships](#)

Note: Starcraft D6 does not make use of Scale to decide damage and to-hit modifiers. Weapons do the damage listed to any unit, regardless of size, unless otherwise noted. Where Scale is mentioned, it is only provided to give an indication of the relative size of particular vehicles or ships.

WEAPONS

The weapons below are indicative of the types used by Terrans.

Terms:

Damage: This is the standard damage that the weapon can do. Simply roll the number of dice indicated and add any other modifiers. **Note:** the damage system does not follow WEG's D6L standard system, which is success-based. Here, roll the dice and sum their value normally to establish the damage done.

Quick Damage: To make damage calculations easier, GM's and players may choose to use the Quick Damage amounts. Quick Damage has the character roll 4 Damage Dice and add the average of any remaining, unrolled dice.

Range: The range in meters of a weapon. Difficulties increase with greater distance (see [Actions and Combat](#)).

Difficulty: The difficulty number the user must equal or surpass in order to hit.

Concealability: A measure of how difficult it is to conceal the weapon under clothes. GM's may modify this depending on the kind of clothes worn (increased difficulty if only an evening gown is worn, bonuses if an overcoat is worn).

Complexity: Some weaponry is particularly complicated to repair. Add any complexity modifier to the base difficulty when such attempts are made.

MELEE WEAPONS

Typical Knife

Damage: STR +2 (not +2D, just +2)

Range: 2/4/8 (thrown)

Scale: Character

Skill: Melee Weapons: Knife, Thrown Weapons: Knife

Difficulty: Easy

Concealability: Very Easy

Note: A typical knife can be thrown, but increase the difficulty by 5.

Combat Knife

Damage: STR +1D+1

Scale: Character

Skill: Melee Weapons: Knife (cannot be thrown)

Difficulty: Easy

Concealability: Moderate (length tends to be 1-2 feet).

Sword

BDV: STR+2D

Scale: Character

Skill: Melee Weapons: Sword

Difficulty: Easy (2)

Concealability: Difficult.

Note: Most colonies have laws against carrying around swords in public. However, swords are often used in the Badlands where ammunition for more advanced weaponry are scarce.

Club/Baseball Bat

BDV: STR +1D

Scale: Character

Skill: Melee Weapons: Club

Difficulty: Very Easy

Concealability: Moderate

Notes: Clubs are any blunt object made to hit something else hard. GM's should alter the damage rating depending on the quality of the club. For example, a broom stick might only do STR + 2 damage while a crowbar might do STR +2D. Also note that if the object is not very strong, it will likely break when used as a weapon.

FIREARMS

As I said before, the guns listed here are very basic. See the [Ammunition](#) list below for specialized ammo. For much more detailed lists of firearms, check out [Joe's Gun Catalog](#) or Aaron LaBow's weapons list in [PDF](#) or [Word 2000](#) formats. You can use the ranges given below for the weapons that Joe lists (or the ranges listed by Aaron).

Holdout Pistol

Damage: 3D

Ammo: 3 to 6.

Range: 1-5/15/25

Concealability: Very Easy

Handgun

Damage: 4D

Ammo: 6 (revolver) to 12 (automatic)

Range: 3-10/25/50

ROF: 3 shots per round maximum. No burst.

Concealability: Very Easy

High-powered Handgun

Damage: 5D

Ammo: 6 (revolver) to 12 (automatic).

Range: 3-7/25/50

ROF: 2 shots per round maximum. No burst.

Concealability: Easy (7)

Notes: -1 pip to all "To-Hit" rolls.

Machine Pistol

Damage: 4D (see below)

Ammo: 15

Range: 3-7/15/25

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 5D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See [Spraying in the Combat](#) section) or Concentrating Fire resulting in +1D to hit and 5D+2 damage.

Concealability: Easy

Submachine Gun

Damage: 5D (see below)

Ammo: 30

Range: 6-10/20/50

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 6D damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See [Spraying in the Combat](#) section) or Concentrating Fire resulting in +1D to hit and 7D damage.

Concealability: Easy

Assault Rifle

Damage: 6D (see below)

Ammo: 50

Range: 5-20/60/90

ROF: Single: 3 shots per round. Semi-automatic: 2 bursts of 3 bullets rendering 7D

damage per burst (roll once per burst). -1D on "To-Hit" rolls in semi-automatic. Full automatic: Can empty the clip in one round, either spraying (See Spraying in the Combat section) or Concentrating Fire resulting in +1D to hit and 8D damage.

Concealability: Very Difficult.

Pump Shotgun

Damage: 6D (buckshot) / 7D (solid slug)

Ammo: 5

Range: 2-5/10/20

ROF: 2 shots per round maximum.

Concealability: Difficult for full-barrelled shotguns. Moderate for sawed-off shotguns.

Notes: Sawed-off shotguns with buckshot do 7D damage at Point Blank range but suffer a -1D cumulative penalty to damage rolls for every 5 meters beyond the first.

8mm C-14 "Impaler" Gause Rifle

Damage: 7D for standard 3-round burst. 9D for fully automatic spray.

Quick Damage: 4D+9 (3-round burst). 4D+15 for fully automatic.

Strength Required: 5D

Ammo: 60 (20 3- round bursts).

Range: 5-30/80/110. Range may be extended by 15 meters per category with the Research U-238 Shells upgrade.

Concealability: Pretty much impossible.

Modifier: When using the standard 3-round burst mode, users get +1D to hit the target.

Complexity: 5

ROF: Impalers are locked into a Semi-automatic 3-round burst mode. They may be modified with a Weapons Tech roll to fire single shots or a fully automatic mode either spraying (see [Spraying](#) in the Combat section) or Concentrating Fire resulting in +1D to hit and 9D damage.

Notes: This is the standard issue rifle used by armored marines.

25 mm C-10 Canister Rifles

Damage: 7D for standard 25mm round. May be enhanced 1D per Infantry Weapons Upgrade. Lockdown rounds do no damage.

Quick Damage: 4D+9 for standard round.

Strength Required: 4D

Ammo: 30 standard rounds; 1 Lockdown round.

Range: 7-35/90/150.

Concealability: Pretty much impossible.

Modifier: 0.

Complexity: 10

ROF: C-10's can only fire up to 2 standard shots per round and 1 Lockdown round per 2 rounds.

Notes: This is the standard issue rifle used Ghosts. While the C-10 can be used by any trooper with sufficient strength, Lockdown rounds only function when infused with psionic energy by someone with a Psi rating of at least 1D.

ARMOR

There are a wide variety of available armors in the Starcraft world, and characters who will be facing battle are well advised to make use of them.

Terms

Strength: Represents the wearer's Strength while in the powered armor.

Jumping Bonus: to be added to all Jump attempts while the powersuit is worn.

Dexterity: This is the wearer's effective Dexterity while in the powersuit. Some high-quality powersuits will augment the wearer's abilities. If this value is higher than the wearer's normal skill levels, those skills are increased to equal this value.

Armor Value: Protective points, as normal armor.

Hit Points: Structural integrity of the suit. When powered armor is reduced to 1/4 points or less, each time it takes damage 1 die worth of those points (1D6) pass to the wearer. Furthermore, the suit will suffer penalties just as a wounded person would. So at 3/4 points, it reduces all the wearer's rolls by 1D. At 1/2 and less, they are reduced 2D, etc. When the HP's reach 0, the suit will cease to function and the wearer must roll a 1D6. On a one, the suit will explode in 5d6 seconds causing 5D6x3 points of damage to anyone within 2 meters of it.

Complexity: This is added to the base difficulty to repair the powersuit.

Optics: A list of optical options available to the pilot. See [Cybernetics](#) for a more complete description.

Communications: A list of communications gear loaded into the unit. See [Cybernetics](#) for more information.

Vocal: An vocal hardware and software built into the machine.

Notes: Additional information about the suit.

Leather/Synthetic Hide

Type: Personal clothing.

Scale: Character.

Armor Value: 6

Cost: 20-500 credits, depending on style..

Availability: Easy.

Concealability: Very Easy (but usually unnecessary).

Kevlar Vest

Type: Personal body armor.

Scale: Character.

Armor Value: 10

Cost: \$1000

Availability: Common in developed colonies, though some place controls on civilian purchases of armor.

Concealability: Moderate.

Game Notes: Reduces Dexterity-based rolls by 1 die.

Full Body Armor

Type: Unpowered Military armor.

Scale: Character.

Armor Value: 15

Cost: \$10,000

Availability:

Concealability: Difficult.

Game Notes: Wearer suffers -2D modifier to all Dexterity based rolls and -1D to all Instincts rolls based on Perception.

Vac-Suit / Flight Suit

Type: Civilian space suit.

Scale: Character.

Armor Value: Civilian: 10; Military: 13.

Cost: \$10,000 (civilian vac-suit); 20,000 (military flight suit).

Availability: Common.

Power: 12 hours of air supply. No power needed to operate the suit.

Concealability: Very Difficult.

Other: Vac-suits are sealed environmental suits to be worn in space or atmospheres with toxic environments. Some Vac-suits may be suited with small jet packs for maneuvering in low-gravity situations.

Game Notes: With Civilian vac-suits, the wearer suffers -2D to all Dexterity based rolls except those dealing with fine motor skills. Also, wearer's movement rate is halved. With Military flight-suits, the wearer does not suffer Dexterity or movement penalties.

Powered Personal Armor

Type: Powered personal body armor

Scale: Character.

Armor Value: 15

Cost: \$25,000 (blackmarket only)

Availability: Rare. Usually only available to special forces personnel.

Power: 8 hours of continual use. Can be powered off (acts as Personal Body Armor). Recharges in 5 minutes with low-powered battery or standard power outlet.

Concealability: Difficult.

Other: PPA's generally are self-contained systems, protecting users from gasses and other airborne contaminants. Air supplies generally last 8 hours.

Game Notes: Powered armor is finely tuned to each individual user (requires 1D6 hours to customize a suit to a particular user). Attuned suits result in no penalties to Dexterity or Instincts for users. If a user dons a suit without adjusting it to his own specifications, he will suffer -2D to Dexterity based rolls.

Civilian Powered Armor

Type: Powered Armor

Scale: Character.

Strength: 4D

Jumping Bonus: +1D

Dexterity: Operator's Dexterity

Armor Value: 15 / 11 / 7 / 3

(When the AV is reduced to 3/4, the suit will begin to malfunction. The wearer will suffer -1D to all actions until it reaches 1/2 AV. At that point, the penalty increases to -2D. Finally, at 1/4 AV to 1 point, the wearer will suffer -3D. When the AV reaches 0, what is left of the armor will freeze up.)

Complexity: 5

Optics:Light Amp, Computer Link

Communications: Comm Link, Broadband Receiver

Vocal: Standard speaker.

Cost: approximately \$15,000 for standard suit. Options may be added for an additional cost.

Space Construction Vehicle (SCV)

Type: Powered Repair and Construction Vehicle.

Scale: Character.

Strength: 6D.

Jumping Skill: 0D. SCV's are equipped with hover jets that provide vertical movement.

Dexterity: Operator's SCV Ops Skill.

Armor Value: 20 / 15 / 10 / 5

(When the AV is reduced to 3/4, the suit will begin to malfunction. The wearer will suffer -1D to all actions until it reaches 1/2 AV. At that point, the penalty increases to -2D. Finally, at 1/4 AV to 1 point, the wearer will suffer -3D. When the AV reaches 0, what is left of the armor will freeze up.)

Complexity: 0 (SCV's are very reliable and well-designed, so they are easy to fix).

Optics: Light Amp, Computer Link, Microscopic Lens

Communications: Comm Link, Broadband Receiver

Vocal: Standard speaker.

Weapons: None. The unit's Fusion Cutter may be used for Melee Combat, doing 5D damage. Even if the Cutter does not penetrate armor, it will reduce the Armor Value by 1 point each round the armor is exposed to the cutter.

Cost: approximately \$50,000 for standard suit. Options may be added for an additional cost.

Description: Part armored suit and part one-manned vehicle, SCV's are the standard repair and construction unit for the Terran colonies. While the SCV's have fully articulated arms and legs, they usually move via hoverjets built into the back (flight ceiling is about 15 feet). Nearly every tool a technician may need is built into the SCV. SCV's are also fitted for mining operations, and extract and deliver minerals and gasses to manufacturing plants.

CMC-300/400 Powered Combat Suit (PCS)

Type: Armored Infantry Trooper

Scale: Character

Strength: 6D

Jumping Bonus: +2D (8D total).

Dexterity: Operator's Dexterity

Armor Value: 20 / 15 / 10 / 5. May be upgraded by 5 for each Infantry Armor Upgrade. (When the AV is reduced to 3/4, the suit will begin to malfunction. The wearer will suffer -1D to all actions until it reaches 1/2 AV. At that point, the penalty increases to -2D. Finally, at 1/4 AV to 1 point, the wearer will suffer -3D. When the AV reaches 0, what is left of the armor will freeze up.)

Weapons: None built in. Most marines carry [8mm C-14 "Impaler" Gauss Rifle](#).

Complexity: 10

Optics: None. Most units have external "headlights".

Communications: Secure Commlink, Broadband Receiver.

Vocal: Can be equipped with a loud speaker and translators as necessary.

Cost: Not available to the general public. \$75,000-\$100,000 on the black market.

Notes: The PCS is the standard-issue powered armor for Terran Marine forces. Most grunts have few modifications to their suits--since so few survive their battles, authorities see little point in investing in suits that will soon only hold corpses. Still, some enterprising soldiers have managed to tweak their PCS's systems and add some personal touches.

CMC-600 Firebat Suit (Firebat)

Type: Armored Assault Trooper

Scale: Character

Strength: 6D

Jumping Bonus: +1D

Dexterity: Operator's Dexterity

Armor Value: 22 / 17 / 11 / 6. Flame and heat attacks are reduced by 2D against Firebat armor. AV may be increased by 5 per Infantry Armor Upgrade.

(When the AV is reduced to 3/4, the suit will begin to malfunction. The wearer will suffer -1D to all actions until it reaches 1/2 AV. At that point, the penalty increases to -2D. Finally, at 1/4AV to 1 point, the wearer will suffer -3D. When the AV reaches 0, what is left of the armor will freeze up.)

Weapons:

- Plasma-based Perdition Flame Thrower ("PFT", mounted on one arm):
 - *Damage:* 9D. Armor is only 2/4 effective against the PFT. May be increased 1D per Infantry Weapons Upgrade.
 - *Range:* 2 / 4 / 7

Complexity: 13

Optics: None. Most units have external "headlights".

Communications: Secure Commlink, Broadband Receiver.

Vocal: Can be equipped with a loud speaker and translators as necessary.

Cost: Not available to the general public. \$75,000-\$100,000 on the black market.

Notes: The CMC is the standard-issue powered armor for Terran Firebat Heavy Infantry. The Firebats make few modifications to the complex suits, if only because it might blow up if they do. However, they often decorate it with slogans, personal identifiers, and raunchy pictures.

Hostile Environmental Suit (Ghost Suit)

Type: Espionage/Intelligence Environmental Suit

Scale: Character

Strength: Operator's Strength.

Jumping Bonus: +0D

Dexterity: Operator's Dexterity

Armor Value: 15 / 11 / 7 / 3. May be increased for each Infantry Armor upgrade.

(When the AV is reduced to 3/4, the suit will begin to malfunction. The wearer will suffer -1D to all actions until it reaches 1/2 AV. At that point, the penalty increases to -2D. Finally, at 1/4AV to 1 point, the wearer will suffer -3D. When the AV reaches 0, what is left of the armor will freeze up.)

Weapons: None. Most Ghosts are armed with [25 mm C-10 Canister Rifles](#)

Complexity: 17

Optics: None. Some Ghosts get cybernetic, optical implants to enhance their effectiveness as assassins.

Communications: Secure Commlink, Broadband Receiver.

Vocal: Can be equipped with a loud speaker and translators as necessary.

Cost: Not available to the general public. \$75,000-\$100,000 on the black market.

Potential Upgrades:

- Personal Cloaking Device: Terrans may fit their HES's with micro- cloaking devices with the Personal Cloaking Upgrade. Only psionically gifted people may use these cloaking devices, which actually channel the psionic energies of the user to render them invisible to all but special detectors.
 - *Power Drain:* The Cloaking Device may only remain active for about 5 minutes out of every hour. It requires 10 minutes to recharge 1 minute of cloaking power.
- Nuclear Guidance Lasers: HES suits may be specially fit (through an Upgrade) to include targeting lasers. The spatial data from the lasers is broadcast back to a nearby nuclear silo and will guide a limited nuclear warhead to the target site. Of course, this often kills the targeting Ghost...
- Moebius Reactor Upgrade: the micro-reactor that powers the suit may be enhanced to provide more efficient power output for the Ghost.
 - *Effect:* Doubles the recharge time for energy spent on Cloaking or Lockdown rounds.

Notes: The HES is worn by the Terran Ghost units and are specially designed to make optimum use of the Ghost's psionic abilities. While non-Psionics may wear the suits, they will garner few of the benefits.

Pauling Armored Suit (PAS)

Type: Medical Emergency Powered Armor

Scale: Character

Strength: 4D+1

Jumping Bonus: +1D

Dexterity: Operator's Dexterity

Armor Value: 20 / 15 / 10 / 5.

(When the AV is reduced to 3/4, the suit will begin to malfunction. The wearer will suffer -1D to all actions until it reaches 1/2 AV. At that point, the penalty increases to -2D. Finally, at 1/4AV to 1 point, the wearer will suffer -3D. When the AV reaches 0, what is left of the armor will freeze up.)

Weapons: None. PAS's do have an arm mounted flash grenade launcher which may be used to illuminate dark areas (1/4 mile square) that will potentially blind anyone looking into the flash (Resistance roll to avoid). This launcher may be Upgraded to become a more potent weapon (see below).

Complexity: 10

Optics: None. Most units have external "headlights".

Communications: Secure Commlink, Broadband Receiver.

Vocal: Can be equipped with a loud speaker and translators as necessary.

Cost: Not available to the general public. \$75,000-\$100,000 on the black market.

Potential Upgrades:

- PAS Armor may be Upgraded with an adequate investment of Resources. Each upgrade will raise the base armor value by 10.
- Restoration/Inoculation: Medics may be provided with powerful nano-technological medicines that will negate the effects of alien viruses.
- Optical Flares: the built in flash grenades may be upgraded to cause severe, permanent damage to anyone looking into the flash. Potential victims within 10 meters of the flare must make a Difficult Resistance check or suffer permanent blindness (Difficult to repair the retinal damage).

Notes: The PAS is worn by the Terran Medics Corp into battle. The suits have all the tools and medicines a field medic might need. They may be upgraded with an investment of resources to provide inoculations against Zerg parasitization.

COMPUTERS

Computer technology is highly advanced in the world of Starcraft. The interface systems of most common computers render it so that even the beginning user can easily access the system. There are a wide variety of handheld, desktop, and super computers that the characters may encounter. Some cyborgs may be modified to directly interface with computers.

MISCELLANEOUS GEAR

Communications Gear

Portable phone

Secure Communicator

Decrypter

Wide-range Scanner

Scrambler
Translator

Optics

Goggles: Each pair of goggles may have up to 4 options listed under Cybernetic: Optics.

Survival Gear

Food rations
Tent
Water Filtration Unit

Explosives

Grenades
Scale: Character.
Damage:

- Standard 4D.
- Fragmentation 5D (Reduce Armor rating by 1/2). -1D for every 2 meters from point of explosion.
- High Explosive 5D. -1D for every 5 meters from point of explosion.
- Phosphorous 6D (Heat damage). Sprays a sticky, burning substance all over target with splash effects on anything with 1 meter. Burns for 5 rounds.

Plastic Explosives

Mines

Spider Mines

Class: Anti-personnel "Smart" Mine

Scale: Character

Size: Roughly .5 meter square when stored. 1.5 meters tall when extended on legs.

Damage: 8D Explosive Damage to target. For nearby units, reduce damage by 1D for every meter of distance from point of impact.

Skill: To properly deploy: Demolitions: Mines; The Spider Mine strikes with 5D accuracy.

Speed: 20 meters.

Description: Spider Mines are semi-intelligent mines which, once deployed, submerge themselves in the soil. When a potential target comes within 15 meters of the mine, it scans for a friendly signal (all units on the same side wear passive responders). If the target is deemed hostile, the Spider Mine activates, sprouting six thin legs and scurrying along the ground directly at the target. The Mine will explode on impact, or at the end of the round (whichever comes first).

Miscellaneous Gear

Grapping line

Handcuffs

Backpack

Sniffer: This device is used to sense if there are biological or chemical agents in a medium, such as air, water, food or soil. The device is Very Easy to use and will detect dangerous, known chemicals and biological agents automatically. It is about the size of a pocket calculator.

VEHICLES

Vultures (Scavenger Hoverbikes)

Craft: Civilian and Military Hovercycles

Scale: Personal Vehicle.

Length: 2.2 meters.

Cost: Civilian models: \$3000 (used); \$10,000 (new). Military models: 10,000 (used); 20,000 (new).

Skill: Pilot Hovercraft: Hoverbike

Speed: 80 kph / 200 kph. Speed may be doubled with the Ion Thrusters Upgrade.

Hull Points: Civilian Models: 36 / 27 / 18 / 9. Military Models: 50 / 38 / 25 / 12.

Armor: Civilian model: 8; Military model: 15. Provides no protection to the pilot, but reduces the chance a shot will hit a pilot by 1D. Military models may be upgraded by 3 for each Vehicle Plating Upgrade.

Maneuverability: Civilian 1D; Military 2D. Military models may receive an additional 1D with the Ion Thrusters Upgrade.

Communications: None.

Sensors: None.

Weapons:

- Mounted [Fragmentation Grenade](#) Launcher: 6D. Ammunition: 50 grenades. May be increased by 1D per Vehicle Weapons Upgrade.
- [Spider Mines](#): high-explosive, seeker mines may be loaded onto upgraded Vultures.

Crew: 1 (can hold another rider, but increase Piloting Difficulties by 5).

Crew Skill: 5D for professional racers; 4D for professional/military pilots; 3D for civilian joy-riders.

Cargo: Very little: enough for a water bottle, a few camping supplies, and small toolkit.

Description: Hoverbikes, or "Vultures," are commonly used by Terrans throughout the Confederacy. They are a reliable, rugged and fast way to get over any solid terrain (they will not work over water or other liquids).

All-Terrain Quads (Quads / Jeeps)

Craft: 4-wheeled, all terrain passenger vehicle.

Scale: Personal Vehicle.

Length: 3.5 meters.

Cost: Civilian models: \$7000 (used); \$15,000 (new). Military models: 18,000 (used); 32,000 (new).

Skill: Drive: 4-Wheeled Passenger Vehicle

Speed: 30 mph / 60 mph / 90 mph / 110 mph.

Hull Points: Civilian Models: 60 / 45 / 30 / 15. Military Models: 75 / 54 / 35 / 16.

Armor: Civilian model: 10; Military model: 20. May not provide much cover to passengers if there is no top.

Maneuverability: 1D.

Communications: None. Military models will usually have a satellite-link communicator.

Sensors: None. Military models will sometimes have a short-range radar.

Weapons: None. The following weapons may be mounted on an Upgraded Quad.

- Mounted [Fragmentation Grenade](#) Launcher: 5D (Character scale). Ammunition: 150 grenades.
- [Spider Mines](#): high-explosive, seeker mines may be loaded onto Upgraded Quads. Up to 9 may be carried on a special dropping mount.
- [Gauss Impaler 8mm Rifle](#). 300 rounds on feed belt.

Crew: 1.

Passengers: Fits 4 (including driver) comfortably. Up to 8 may be squeezed in if no additional cargo is carried.

Crew Skill: 4D for professional/military pilots; 3D for most experienced civilians.

Cargo: Cargo area "trunk" is approximate 2 meters wide, 1 meter deep, and 1 meter high..

Description: Quads are 4-wheeled all terrain vehicles commonly used on outpost worlds where roads are rough or non-existent. They tend to be reliable, tough vehicles, but provide little of luxuries and comfort.

Arclite Siege Tank

Craft: Tracked Tank.

Scale: Heavy Vehicle.

Length: 7 meters long.

Cost: 100,000 (used); 300,000 (new).

Crew: Skeleton: 2 (1 driver, 1 gunner); Standard: 4 (driver, co-pilot, gunner, sensors/communications).

Crew Skill: Tank Ops: Arclite Siege Tank (4D); Vehicle Weapons: Arclite Cannons (4D).

Passengers: May fit an addition 2 people with a full crew (very tight fit). Many more may ride outside the tank, on its hull.

Cargo Capacity: 200 kilograms.

Maneuverability: 0D.

Speed: 30/60

Hull Points: 100 / 75 / 50 / 25.

Armor: 30. May be increased by 6 for each Vehicle Plating Upgrade.

Communications: Secure satellite communications.

Sensors: Short Range Radar; External Optics (Illumination-enhancement, Infrared, Telescopic)

Weapons: .

- Twin Fire-Linked 80mm Cannons (standard): .
 - *Fire Arc:* 360 degrees.
 - *Crew:* 1 (gunner).
 - *Skill:* Vehicle Weapons: Arclite Cannons.
 - *Fire Control:* 1D. -4D to hit vs. flying targets.
 - *Range:* 1-50 (Point Blank)/100 (Short)/200(Medium)/300(Long)
 - *Damage:* 10D. May be increased by 1D per Vehicle Weapons Upgrade.
 - *Quick Damage:* 4D+18.
- 120mm Shock Cannon (Upgrade). Must be in Siege Mode (see below) to deploy.
 - *Fire Arc:* 360 degrees.
 - *Crew:* 1 (gunner).
 - *Skill:* Vehicle Weapons: Arclite Cannons.
 - *Fire Control:* -1D. -5D vs. flying targets.
 - *Range:* cannot aim at targets within 10 meters/ 11-75 (Point Blank)/ 200 (Short) / 400 (Medium) / 800 (Long).
 - *Damage:* 14D with Explosive effects (-1D for every 2 meters from impact point). May be increased 1D per Vehicle Weapons Upgrade.
 - *Quick Damage:* 4D+30.
 - *Cooldown:* The Shock Cannon may only be fired once every other round (requires @ 5 seconds to cool down after each firing).

Description: Arclites have long been a staple weapon of the Terran defense forces. It's mobility, armor and powerful cannons have quelled many a problem within the Confederacy. Recent developments have produced Arclite Tanks capable of transforming into a stabilized, stationary Shock Cannon. The transformation takes 2 rounds and the Tank cannot move while in Siege Mode.

Goliath

Craft: Assault Walker.

Scale: Heavy Vehicle (4D over Character).

Length: 7 meters long.

Cost: 150,000 (used); 400,000 (new)

Crew: 2 (1 driver, 1 gunner).

Crew Skill: Walker Ops: Goliath Strike Walker (4D); Vehicle Weapons: Walker Cannons (4D).

Passengers: May fit an addition person, if he sits on someone's lap.

Cargo Capacity: 50 kilograms.

Manueverability: 1D.

Speed: 30/70

Hull Points: 90 / 68 / 46 / 24.

Armor: 30. May be increased by 5 for each Vehicle Plating Upgrade.

Communications: Secure satellite communications.

Sensors: Short Range Radar; External Optics (Illumination-enhancement, Infrared, Telescopic)

Weapons: .

- Twin Fire-Linked 30mm Autocannons (standard): .
 - *Fire Arc:* 180 degrees.
 - *Crew:* 1 (gunner).
 - *Skill:* Vehicle Weapons: Walker Cannons.
 - *Fire Control:* 1D. -4D against flying targets.
 - *Range:* 1-25 (Point Blank)/ 75 (Short)/ 125 (Medium)/ 200 (Long)
 - *Damage:* 8D. May be increased by 1D per Vehicle Weapons Upgrade.
 - *Quick Damage:* 4D+12
- Twin Fire-Linked Hellfire-AA Scatter Missiles (standard).
 - *Fire Arc:* 180 degrees.
 - *Crew:* 1 (gunner).
 - *Skill:* Vehicle Weapons: Walker Cannons.
 - *Fire Control:* 2D. -4D vs. ground targets.
 - *Range:* 15-50 (Point Blank)/ 125 (Short) / 250 (Medium) / 500 (Long). May be increased by 25m for each Charon Boosters Upgrade.
 - *Damage:* 9D. May be increased by 1D per Vehicle Weapons Upgrade.
 - *Quick Damage:* 4D+15

Description: Goliaths are commonly used throughout the Terran system. Originally designed as an infantry support vehicle, Goliaths have been used in a variety of operations: for base defense, quick strike missions, and all-out battlefield carnage. Their ability to competently attack air and land targets simultaneously make them highly valued.

SHIPS

CF/A-17 Wraith

Craft: Space Superiority Fighter (Starfighter Class).

Scale: Starfighter.

Length: @ 10 meters in length.

Cost: 100,000 (used); 300,000 (new).

Crew: 1

Crew Skill: Pilot: Starfighter (4D); Operations: Starfighter (4D).

Passengers: 0.

Cargo Capacity: Very small. Enough for a few emergency supplies, a weapon, a change of clothes, etc.

Consumables: 1 day.

Hyperdrive Multiplier: 1x

Maneuverability: 3D.

Space Speed: 8.

Atmosphere Speed: 400 kph / 1300 kph

Hull Points: 90 / 68 / 46 / 24.

Armor: 25. May be increased by 5 for each Ship Plating Upgrade.

Shields: None. Terrans lack the technology to provide all standard ships with defensive shields.

Communications: Secure satellite communications.

Sensors: (incapable of detecting cloaked ships).

- *Passive:* 5 / 0D
- *Scan:* 12 / 1D
- *Search:* 20 / 2D
- *Focus:* 1 / 3D

Weapons:

- Twin Fire-Linked Gemini Air-to-Air Missile Launchers (standard)
 - *Fire Arc:* Front.
 - *Skill:* Starship Gunnery
 - *Fire Control:* 1D. -4D vs. ground targets.
 - *Space Range:* 1-3 / 12 / 25
 - *Atmosphere Range:* 100-300 / 1.2 km / 1.5 km
 - *Damage:* 9D. May be increased 1D per Ship Weapons Upgrade.
 - *Quick Damage:* 4D+15
 - *Ammunition:* 40 missiles (20 shots).
- 25mm Burst Laser (standard)
 - *Fire Arc:* Front.
 - *Skill:* Starship Gunnery.
 - *Fire Control:* 1D. -4D vs. aerial targets.
 - *Space Range:* 1 / 2 / 3
 - *Atmosphere Range:* 50 / 150 / 300
 - *Damage:* 8D. May be increased 1D per Ship Weapons Upgrade.
 - *Quick Damage:* 4D+12
 - *Cooldown:* The Burst Laser may only be fired at most once per round.

Cloaking Device: An upgraded Wraith may be fitted with a cloaking device that will hide it from all but the most specialized sensors. The Cloaking Device will render any detection of the cloaked vessel Extremely Difficult (30). However, the Wraith may only cloak for about 5 minutes at a time (and must recharge 3 minutes for every 1 minute spent cloaked). Finally, if the cloaked Wraith is detected by an enemy sensor, it may be "painted" so that all enemy units--not just the detector--will spot the vessel and may fire on it. Wraiths refit with a new Apollo Reactor may stay cloaked longer and recharge their energy faster. The Reactor permits the Wraith to remain cloaked for 10 minutes at a time (recharging 2 minutes for every 1 minute spent cloaked).

Description: The Wraith Space Superiority Fighter forms the cutting edge of the Terran navy's sword. Terran tactics have been moving from the hulking capital ship slugfest towards more agile and versatile starship assaults. With its cloaking device and weaponry fit for ground and air combat, the Wraith provides exactly what modern tacticians needs in defending the Terran homeworlds.

Standard Freighter

Craft: Cargo / Passenger Transport.

Scale: Starfighter.

Length: @ 30 meters in diameter (varies with the design of the ship).

Cost: 30,000 (used); 150,000 (new).

Crew: Skeleton: 2 (1 pilot, 1 co-pilot/operations specialist); Standard: 4 (1 pilot, 1 co-pilot, 1 operations specialist, 1 engineer).

Crew Skill: Pilot: Space Freighter (4D); Operations: Freighter (4D); Sensors (3D).

Passengers: Cargo Vessels: 10 passengers and their belongings; Passenger Vessels: 30 passengers and their belongings.

Cargo Capacity: Cargo Vessels: 1000 metric tons; Passenger Vessels: 200 metric tons.

Consumables: 1 month

Hyperdrive Multiplier: 3x

Manueverability: 0D.

Space Speed: 4

Atmosphere Speed: 40 / 60.

Hull Points: 100 / 75 / 50 / 25.

Armor: 25. May be increased by 5 for each Ship Plating Upgrade.

Shields: None. Terrans lack the technology to provide all standard ships with defensive shields.

Communications: Secure long-range communications.

Sensors:

- *Passive:* 5 / 0D
- *Scan:* 12 / 1D
- *Search:* 20 / 2D
- *Focus:* 1 / 3D

Weapons: None.

Description: Freighters come in a wide variety of sizes and shapes. They typically stay far from the battlefield, since they lack weaponry, heavy armor or maneuverability.

Terran Dropship

Craft: Combat Personnel Transport (Freighter Class).

Scale: Starfighter.

Length: @ 40 meters in length (varies with the design of the ship).

Cost: 50,000 (used); 200,000 (new).

Crew: 2 (1 pilot, 1 co-pilot/operations specialist)

Crew Skill: Pilot: Dropship (4D); Operations: Freighter (4D); Sensors (3D).

Passengers: May fit up to 10 armored marines, firebats, medics, or SCVs. Vultures take

up the space of two individuals. Tanks and Goliaths take up the space of 4 individuals.
Cargo Capacity: 500 metric tons (additional ammunition, first aid supplies, field repair tools, etc.).

Consumables: 1 week.

Hyperdrive Multiplier: 2x

Manueverability: 0D.

Space Speed: 5

Atmosphere Speed: 50 / 75

Hull Points: 100 / 75 / 50 / 25.

Armor: 30. May be increased by 7 per Ship Plating Upgrade.

Shields: None. Terrans lack the technology to provide all standard ships with defensive shields.

Communications: Secure satellite communications.

Sensors: (incapable of detecting cloaked ships).

- *Passive:* 5 / 0D
- *Scan:* 12 / 1D
- *Search:* 20 / 2D
- *Focus:* 1 / 3D

Weapons: None.

Description: Dropships look a lot like a big, floating bathtub--and are about as quick and responsive. Nonetheless, they are a welcome sight to many ground troops, either promising them a way home or (more likely) fresh reinforcements.

Science Vessel

Craft: Mobile Research Station.

Scale: Starfighter.

Length: 30 meters in diameter.

Cost: NA.

Crew: 2 (1 pilot, 1 operations specialist).

Crew Skill: Pilot: Science Vessel (4D); Operations: Science Vessel (4D); Sensors (4D).

Passengers: May fit up to 8 additional people.

Cargo Capacity: 100 metric tons.

Consumables: 6 months (for crew of 2).

Hyperdrive Multiplier: 3x

Manueverability: 0D.

Space Speed: 4

Atmosphere Speed: 40 / 60.

Hull Points: 80 / 60 / 40 / 20.

Armor: 30. May be increased by 5 for each Ship Plating Upgrade.

Shields: None. But see *Defensive Matrix* below.

Communications: Secure long-range communications.

Sensors:

- *Intensive Automated Proximity Scans*: the Vessel's computer automatically scans and records all objects and beings within 200 meters of the ship, revealing hidden and cloaked targets. Cloaked targets may be "painted" and their coordinates may be relayed to allied units, opening the cloaked enemy to attack.
- *Passive*: 10 / 0D
- *Scan*: 25 / 1D
- *Search*: 40 / 2D
- *Focus*: 2 / 3D

Weapons: .None. However, many of the Science Vessel's systems may be modified to serve offensive and defensive purposes.

- Defensive Matrix (standard).
 - Originally designed to protect science vessels from solar radiation and other space-bound dangers, the ships' shield generators have been modified to focus a burst of protective energy around a small area, effectively extending Starship-class shields to a smaller scale unit.
 - *Shields*: Provides equivalent of 60 points of Armor to the selected target for 5 rounds (@ 30 seconds).
 - *Cooldown*: The Defensive Matrix must cool down for 30 seconds (@ 5 rounds) before being used again.
- EMP Shockwave (Upgrade).
 - The Science Vessel may use its sensors to generate a brief burst of electromagnetic energy that will disable the shields and electronics of any nearby units (will have no effect on Terran or Protoss personal powersuit, however). The emitting vessel will be unaffected, but any friendly units within the EMP's range will suffer its ill effects.
 - *Skill*: Sensors: Science Vessel
 - *Range*: 100 meters from vessel.
 - *Cooldown*: The EMP must recharge for 1 minute (10 rounds) between uses.
 - Titan Reactor Upgrade: permits the EMP to cut its recharge time down to 30 seconds.
- Irradiate (Upgrade).
 - The Science Vessel may focus its sensors on a single unit and expose it to dangerous levels of radiation.
 - *Skill*: Sensors: Science Vessel
 - *Range*: 20 / 50 / 100
 - *Damage*: 6D (reduce Armor protection by 1/2) for 2D6 rounds. The target will glow and give off radioactivity, damaging any unit within 3 meters (5D radiation damage each round of exposure, reduce Armor protection by 1/2).
 - *Cooldown*: The Science Vessel may only use Irradiate once per 30 second (5 rounds).
 - Titan Reactor Upgrade: permits the Vessel to use Irradiate once per 15 second (3 rounds).

Description: Science Vessels once moved away from the Terran core worlds, to explore new planets, chart deep space, and discover new stellar phenomena. But with the incursions of the Zerg and Protoss, these exploratory vessels have been recalled to help defend Terran worlds. They must now twist the tools they used for science and discovery into weapons fit for the new, bloody battlefield.

Behemoth Battlecruiser

Craft: Command Ship

Scale: Capital (12D over Character).

Length: 300 meters in length.

Cost: NA

Crew: Skeleton: 8 (+10 Difficulty); Standard: 50.

Crew Skill: Tactics: 4D; Command 4D; Pilot Starship: Capital Ship 4D; Communications 4D; Sensors 3D; Starship Gunnery 4D.

Passengers: May fit up to 100 armored marines, firebats, medics or SCV's. Vultures take up the space of 2 individuals. Tanks and Goliaths take up the space of 4 individuals.

Cargo Capacity: 6000 metric tons.

Consumables: 1 year.

Hyperdrive Multiplier: 2x

Manueverability: 0D.

Space Speed: 4

Atmosphere Speed: 40 / 65

Hull Points: 400 / 300 / 200 / 100.

Armor: 40. May be increased by 7 per Ships Plating Upgrade.

Shields: None. Terrans lack the technology to provide all standard ships with defensive shields.

Communications: Secure satellite and deep space communications.

Sensors: (incapable of detecting cloaked ships).

- *Passive:* 40 / 0D
- *Scan:* 75 / 1D
- *Search:* 150 / 2D
- *Focus:* 5 / 3D

Weapons:

- Laser Batteries (standard)
 - *Fire Arc:* Turrets.
 - *Crew:* 1
 - *Skill:* Starship Gunnery (4D)
 - *Fire Control:* 1D
 - *Space Range:* 3-15 / 35 / 75
 - *Atmospheric Range:* 200 (point blank) / 600 (short) / 1200 (medium) / 2000 (long).
 - *Damage:* 14D. May be increased by 1D per Ships Weapons Upgrade.
 - *Quick Damage:* 4D + 30

- Yamato Cannon (Upgrade).
 - *Fire Arc:* Forward.
 - *Crew:* 1
 - *Skill:* Starship Gunnery.
 - *Fire Control:* 0D.
 - *Space Range:* 7-30 / 50 / 100
 - *Atmospheric Range:* 500 (point blank) / 1000 (short) / 2000 (medium) / 4000 (long).
 - *Damage:* 30D. Ignore armor.
 - *Quick Damage:* 5D+125. Ignore armor.
 - *Cooldown:* the Cannon may only be fired once every 5 minutes.
 - Colossus Reactor Upgrade: permits the Cannon to be fired 2 times every 5 minutes.

Description: The Behemoth Battlecruisers are the command ships of the Terran navy. Appropriately, they are the most heavily armed and armored. Even the standard battlecruisers have impressive destructive powers. A variety of upgrades may improve their weapons and armors. Furthermore, some ships may be fit with the Yamato Cannon, which is capable of leveling whole structures in a single blow.