

LEOVAUNT'S
STARCRAFT RPG
EXPANSION 3:
MECHA SWARM

New content focusing on Zerg for Leovaunt's StarCraft Roleplaying Game!



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PART 1: NEW CHARACTER OPTIONS

This section contains new player content for different species in the StarCraft Roleplaying Game. Most of them are focused around combating with the Zerg.

TERRAN BASIC SPECIALIZATIONS

Zerg Slayer

Ability Score: +1 Instinct

Talent: Surgical Precision

Focus Skill: Medicine or Ranged

Special Ability (Zerg Killing Blow): You have fought, or trained to fight, the Zerg. When making a single target attack against a Zerg enemy, you can spend a morale point before the attack: if you do, you gain bonus damage equal to your instinct. You do not gain the normal morale bonus to accuracy. If this ability defeats an enemy Zerg, you gain 10 protection points.

Zerg Survivor

Ability Score: +1 Willpower

Talent: Hardened Survivalist

Focus Skill: Ranged OR Survival

Special Ability (Adapted to Survive): You have survived the predations of the alien Zerg. At the start of your turn, you gain protection points equal to your willpower * number of Zerg within 6 squares. You also heal 5 hit points without spending a healing threshold when you defeat a Zerg enemy.

TERRAN ADVANCED SPECIALIZATIONS

Simulant Handler

Requirement: Must have Skill Focus Science and Medicine

Focus Skill: Science

Special Ability (Mecha Zergling Companion): The character has a mecha zergling that follows them and protects them in battle. This uses all the rules for mecha zergling animal companions, listed below. Your pet has 1 training level (TL), +1 for every 3 levels you possess.

Zerg Nemesis

Focus Skill: Ranged

Special Ability (Expose Weakness): Every Zerg you defeat in an encounter gives you the Satisfied Kill token condition. You can have up to 10 Satisfied Kill tokens at once. You can spend 2 Satisfied Kill tokens as a free action on an enemy Zerg within distant range and line of sight. Your next attack against that target in the turn gains Hailfire (1) or increases the hailfire by 1.

Zerg Sample Collector

Requirement: Must have the Surgical Precision II talent

Focus Skill: Medicine

Special Ability (Replicate Zerg Serum): Despite being a Terran, you can now take the Evolution Powers talent to learn Zerg evolution powers. You can learn Basic and Advanced Pestilence powers, as well as Basic Infestation Powers. However, you still do not possess a biomass score to cast evolution powers. Instead, you must harvest samples from Zerg killed in the field.

Directly after finishing an encounter with at least 1 Zerg, you can spend 5 minutes harvesting Zerg biological samples. Make a medicine skill check, with a +3 bonus if there were 5 or more Zerg in an encounter, or +6 bonus if there were 10 or more Zerg in the encounter. On a DC 20, you collect one Zerg sample tissue, +1 for every 5 points you surpass the DC. Sample tissue take up 0.2 inventory slots with negligible weight. When you have a number of Zerg sample tissues equal to the cost of a known evolution power, you can spend 1 hour in the lab to create a serum for that evolution power. This uses up 1 sample tissue per point of biomass required for the power. Once finished, the serum takes up 1 slot and can only be used by you. If the serum is on your equipment belt, you can cast that evolution power. Once the power is used, the serum is depleted and a new one must be made. You can have any number of serums at once, though any not on your person must be refrigerated or they expire within 72 hours.

Zerg Veteran

Focus Skill: Durability

Special Ability (Zerg Avoidance): When your defense is hit by a Zerg natural weapon or evolution power, roll a d20. On a 1-4, the attack misses you. Count the attack as if it did not hit your defense for all purposes.

ZERG BANE META PROGRESSION

Characters with dedicated focus in combating the Zerg gain benefits the more they focus in defeating the Zerg. Characters with the Zerg Slayer, Zerg Survivor, Zerg Nemesis, and Zerg Veteran specializations gain a bonus to their class features for every additional specialization in the group. Thus, if you have the Zerg Slayer and Zerg Survivor specializations, both specializations features would expand as if you had 1 extra specialization in the category. Furthermore, if you also have the Zerg Hunter background from StarCraft Expansion 1, that counts as another extra specialization for the meta progression, although the background does not expand for getting bonus progression.

Zerg Nemesis Progression

Improved Expose Weakness: When you use Expose Weakness on a Zerg, your attack that spends the hailfire also gains Penetration (+4) for every additional meta specialization.

Zerg Slayer

Improved Zerg Killing Blow: When using Zerg Killg Blow, the attack gains +2 accuracy and penetration for every additional meta specialization.

Zerg Survivor

Improved Adapted to Survive: Adapted to Survive now gives 2 additional protection points per Zerg within 6 squares and heals 5 additional hit points per additional meta specialization when defeating a Zerg.

Zerg Veteran

Zerg Avoidance: Every additional meta specialization increases your Zerg avoidance by 1. Thus, a character with Zerg veteran and 2 more meta specializations avoids Zerg attacks on a 1-6 instead of a 1-4.

ANIMAL COMPANION RULES

Animal companions were first introduced in StarCraft Expansion 1: Reloaded and Ready. The rules are repeated here and expanded on for the Mecha Zergling companion.

The mecha zergling is a medium-sized creatures that take up a square on the battlefield, like anything else. They possess many of the same rules as any other entity of the game. In narrative play, they are controlled by the player who possesses the mecha zergling as long as they are in their master's company. Mecha Zerglings away from their master are controlled by the Game Master, acting either on their programming or replicant Zerg instincts.

In encounters, mecha zerglings do not roll initiative. They act after their master in initiative, but only when given an order. Giving your zergling an order is a minor action that counts as a combat behavior. After you give an order, they get to make a standard and move action after your turn is complete. In general, the orders you can give them are attack a target, move to a location, or grab and retrieve an item. If the pet is not given an order in a round, the only action they perform is to follow next to their master and end their turn adjacent to them. Thus, to perform an action over multiple rounds, such as continuously attacking a target, they must be given the order every round.

Mecha zerglings use the simplified statistics below, modified by the character's training level or TL. Training level is gained from base level, specializations, and talents. Training level determines most of the statistics of an animal companion, causing an animal companion to grow more powerful over time and keep up with the threats facing the player.

MECHA ZERGLING COMPANION

Hit Points: 40 + 5 training level

Healing Threshold: NA

Damage Threshold: 18 +2x training level

Defense: 16 + TL

Toughness: 12 + TL

Resolve: NA

Speed: 12

Shift Speed: 2

Morale Bonus: NA

Space: 1 square

Reach: 1 square

Initiative: NA

Damage Resistance: 14 + TL

Psionic Resistance: NA

-Natural Weapon 1d20+2x TL accuracy, 20 + (5xTL) damage, 1 strike; *Special Traits:* Penetration (2+ TL), Bleeding (TL)

Primary Skills (TL +2): Acrobatics, Athletics, Perception, Stealth

Secondary Skills (TL -1): Survival, Tactics

Metal-bolic Boost: While moving across the ground, the mecha zergling can spend 2 move actions to move 100 squares in a straight line.

Synthetic Adrenal Pumps: When the mecha zergling defeats an enemy with a natural weapon attack, it can make a new natural weapon attack against a different adjacent enemy as a free action. This can only be done once per round.

Companions do not gain morale points, and you cannot spend your own morale on your companion's actions. Companions can provide flanking for you or other allies. When your mecha zergling is flat-footed, reduce their defense by 5.

Mecha Zerglings can receive crippling wounds, and both hit points and wounds are removed with science checks to repair a construct. However, the mecha Zergling has limited self-repair options; after a long rest it restores all lost hit points. If a mecha Zergling is destroyed, the player must devote 10,000 credits in town to purchasing or constructing a new one. As constructs, they do not require oxygen or food, and can endure most extreme temperatures and radiation, except those that cause direct damage.

SIMULANT HANDLER TALENTS

This talent is designed to expand on the use of the Simulant Handler specialization.

Improved Mecha Zerg Programming I-V

Requirements: Simulant Handler Advanced Specialization, Medicine 6/8/10/12/14, Science 6/8/10/12/14

Benefit: You have improved the optimization firmware of your mecha Zergling. For every rank of this talent you possess, your animal companion gains +1 training level (TL) for all purposes.

NEW PROTOSS RENOWN CLASS: ZERG SLAYER

Special Requirements: In order to take this renown class, the character must fulfill the following requirements: completed a combination of two of the following classes: psychic warrior, psychic master, challenger, elite psychic warrior, elite psychic master, elite challenger.

Level	Class Bonus
1	<i>Zerg Slayer Mastery I, Zerg Counter Technique I</i>
2	<i>Defender of the Firstborn</i>
3	<i>Zerg Slayer Mastery II, Zerg Counter Technique II</i>
4	<i>Purifying Flames</i>
5	<i>Zerg Slayer Mastery III, Zerg Counter Technique III</i>

Completion Skill Focus Options: Endurance, Melee, Tactics

Zerg Slayer Description

The Zerg slayer is a Protoss warrior whom has dedicated themselves to the elimination of the Zerg. Most common amongst the Khalai and Nerazim who survived the razing of their home worlds, the Zerg slayer is a pinnacle combatant who studies the fighting styles and strengths of their hated opponents. In addition to surviving their onslaught, the Zerg slayer counters the tactics of individual Zerg to be the ultimate destroyer of the swarm.

Zerg Counter Technique I

Description: You are accustomed to fighting individual Zerg species and countering their traits. You gain the following benefits against each of the Zerg strains listed here. This affects all variants that share the name, including primal, cybernetic, mecha, and swarms of the creature.

- **Broodling:** If you successfully damage a broodling with a melee attack, it is instantly defeated. You instead gain +4 hailfire against swarms of broodlings.
- **Drone:** If you successfully damage a drone with a melee attack, it is instantly defeated. You instead gain +4 hailfire against swarms of broodlings.
- **Zergling:** Your melee attacks gain Hailfire (1) against Zerglings and Zergling swarms.
- **Roaches:** If you successfully damage a roach with a melee attack, it loses the Regeneration trait for the remainder of the encounter
- **Hydralisk:** You gain +5 shield armor against the spine attack of a hydralisk.
- **Primalisk:** Your melee attacks gain Hailfire (1) against lesser, greater, and ultra primalisks.
- **Infested Terran:** If you hit an infested Terran's defense and toughness with a melee attack, they are Immobilized for 1 round. This effects only basic infested Terrans, not advanced strains or infested Terran PCs.

Zerg Counter Technique II

Description: You are accustomed to fighting individual Zerg species and countering their traits. You gain the following benefits against each of the Zerg strains listed here. This effects all variants that share the name, including primal, cybernetic, mecha, and swarms of the creature.

- **Ravager:** You cannot gain the Burning or Melting condition from the Ravager's attacks.
- **Lurker/ Impaler:** Lurkers do not gain a cover bonus against your attacks while burrowed.
- **Mutalisk:** You gain +4 accuracy against mutalisks with vehicle or ranged weapons.
- **Brood Queen/ Swarm Queen:** If you successfully damage a queen with an attack, it loses 2 biomass.
- **Scourge:** If you successfully damage a scourge with a vehicle weapon attack, it is instantly defeated. You instead gain +4 hailfire with vehicle weapons against swarms of scourges.
- **Spore/ Spine Crawler:** While you or your vehicle have at least 1 point in your shield point, you gain cover against the attacks of crawlers.
- **Primal Ravasaur:** You cannot gain the Melting condition from the Ravasaur's attacks.

Zerg Counter Technique III

Description: You are accustomed to fighting individual Zerg species and countering their traits. You gain the following benefits against each of the Zerg strains listed here. This effects all variants that share the name, including primal, Cerberus, mecha, and swarms of the creature.

- **Defiler/ Viper:** You gain advantage on all skill checks to resist the effect of these creature's abilities or evolution powers.
- **Swarm Hosts:** You gain hailfire (1) on all melee and vehicle weapon attacks against swarm hosts.
- **Locusts:** If you successfully damage a locust with a melee attack, it is instantly defeated. You instead gain +4 hailfire against swarms of locusts.
- **Guardians/ Devourers/ Brood Lord:** Your vehicle weapons gain +10 penetration against these creatures.
- **Ultralisk:** Reduce crippling wound points dealt by the Kaiser Blade attack by 1.

Defender of the Firstborn

Description: At the end of your turn, you place the Threaten token condition on all enemy Zerg within short range of you until the start of your next turn. At the start of their turn, Zerg with the Threaten token automatically shift 1 square towards you as a free action. They suffer a -5 attack accuracy to attack your allies if they were able to choose you as a target for the attack.

Purifying Flames

Description: Once per encounter, when you are adjacent to a swarm of Zerg creatures, you can spend a standard action to summon a carpet of psionic flames to billow through the swarm. The swarm suffers an automatic hit of 18 +3x PL energy damage, with hailfire based on swarm size: groups suffer hailfire (2), hordes suffer hailfire (4), and legions suffer hailfire (6). Using this ability generates 10 energy fatigue.

NEW INFESTED TERRAN DIRECTIVES

Carapace Morpher

Ability Scores: +1 Strength, +1 Fortitude

Skill Focuses: Endurance, Durability

Bonus Talent: Resistant

Special Ability (Mutating Carapace): When the infested suffers at least 10 hit point damage from an attack, they gain protection points equal to 2+ their fortitude.

Special Ability (Enhanced Healing): The infested increases their regeneration value by 5.

Special Ability (Adaptive Frame): The infested gains the Claw mutation for free. By spending a move action, they can switch their Claw mutation for either the Clubs or Shoulder Tendrils mutation. Whichever of the three weapon mutation they have currently active, they gain +1 bonus damage value per 5 levels they possess with that weapon.

Description: The carapace morpher directive has an elaborate, thickened carapace that is constantly growing new armor plates and appendages. In addition to the durability of their rapidly healing form, they can morph their arms into different forms and new weapons at a moment's notice. The morphing process is grotesque to behold.

Progenitor

Ability Scores: +1 Fortitude, +1 Willpower

Skill Focuses: Command, Mental Training

Bonus Talent: Biomass Reservoir

Special Ability (Broodling Tokens): The progenitor spawns broodlings that they weaponize against their enemies, like a brood lord. They use special Broodling tokens for their abilities. They can have a number of Broodling tokens equal to their fortitude + 1/5 level. They start encounters with maximum broodling tokens. They gain 1 broodling token at the start of each turn, and gain 1 when a living enemy dies within 4 squares of them. They can spend 5 biomass as a move action to generate 3 broodling tokens. As a free action once per turn, they can release up to two broodlings in adjacent squares. At the end of the infested's turn, the released broodlings can perform one of three actions: guard, strike, or wait. Released broodlings can be attacked and use the Broodling statistics from Supplement 1.

- **Guard:** The broodling takes no action but moving with the infested. If an enemy within 3 squares of the infested attacks the infested, any number of broodlings on guard can make a suicide rush against the attacker. The attack suffers 5 piercing damage per broodling. Living enemies gain Bleeding (3) per broodling. Meanwhile, the infested gains +1 defense against the attack for each broodling sacrificed as part of a guard action. Broodlings that do not get sacrificed while on guard die at the start of your next turn.
- **Strike:** A number of broodlings can rush an enemy within 10 squares. For each broodling released, the target suffers an automatic hit of 8 piercing damage and gains the Bleeding (4) condition per broodling. If up to 4 broodlings are sacrificed in one attack, the target must make a DC 20 endurance check or be Tormented for 1 round.
- **Wait:** The broodlings neither strike nor guard, and instead simply follow the progenitor around. Waiting broodlings gain improved cover against all attacks. However, waiting broodlings gain a 3 round counter on them. When told to wait 3 times, they die.

Special Ability (Spawning Sacks): The infested has large spawning sacks to create their broodlings. This gives them -2 defense, but +2 toughness.

Special Ability (Spawn Broodling): The infested gains the *Spawn Broodling* evolution power, cast at Advanced level. If this power is used on an enemy within medium range, the spawned broodlings instantly become released broodlings at the infested's side. At 15th level, they use the power at Master discipline. At 30th level, they use the power at Paragon discipline.

Description: The progenitor is a mutated infested that carries oversized growth sacks on their shoulders and upper back that rapidly spawns broodling eggs. These broodlings hatch rapidly and live short and brutal lives at the behest of their infested master.

Pyroclasm

Ability Scores: +1 Strength, +1 Instinct

Skill Focuses: Perception, Ranged

Bonus Talent: Weapon Mastery (Ranged)

Special Ability (Pyroclasm Cannon): The infested gains a special bio-weapon that they can use, the pyroclasm cannon. This weapon can fire two different attack methods, the Burning Spray or Explosive Shrapnel. Any empty arm can support the pyroclasm cannon and can be suppressed or activated as a minor action once per round. Alternatively, an arm mutation can be suppressed and morph into a pyroclasm cannon as a standard action. However, the cannon is an unwieldy, oversized growth; the infested gains the Slow condition while the cannon is active. The cannon can fire in either modes every round and has a magazine of 3 burning spores. Once the burning spores are spent, the weapon can be reloaded by spending a standard action and 5 biomass to create 3 new burning spores.

See the Pyroclasm Cannon listings below for the effects of the natural weapons.

Special Ability (Pyroclasm Cannon Focus): Every 6 levels the infested possesses, the pyroclasm cannon gains +1 accuracy, +1 maximum burning spore capacity, and +1 burning spore created when reloaded.

Special Ability (Burning Evolution): The infested is immune to the Burning condition.

Description: The pyroclasm is a mutation thought to have originated with infested firebats or marauders. One of the infested's arms transforms into a cannon that can either spray a column of liquid fire or a burning, explosive fireball filled with Zerg chitin. The weapon is inherently powerful but inaccurate, and its oversized weight slows the infested down. However, infested who grow accustomed to its size find it a powerful and versatile weapon.

Pyroclasm Cannon: Burning Spray

Zerg Ranged Weapon

Damage: 25

Accuracy: -2

RoF: Slow

Range: Special

Shots: 3 burning spores

Power Rating: +4

Special Traits: Cone (6), Hailfire (1), Energy Damage, Flames, High Explosive, Close Quarters

Pyroclasm Cannon: Explosive Shrapnel

Zerg Ranged Weapon

Damage: 16

Accuracy: -2

RoF: Slow

Range: Short

Shots: 3 burning spores

Power Rating: +3

Special Traits: Penetration (3), Spread, Flames, High Velocity, Close Quarters

Winged Terror

Ability Scores: +2 Agility

Skill Focuses: Acrobatics, Defensive Training

Bonus Talent: Defensive Fighting

Special Ability (Mutated Wings): The infested grows a pair of insectoid or bat-like wings. They gain a flight speed at 8+ ½ agility squares per round. If they are level 10 or higher, they can also perform rapid flight with an acceleration rating of 20 and maximum speed of 150.

Special Ability (Eager for Blood): The infested gains +5 initiative.

Special Ability (Raking Claws): When the winged terror performs an action move and attacks with a Zerg natural weapon, the attack gains Penetration (+5) and Bleeding (5). The penetration and bleeding increase by 1 every 5 levels the winged terror possesses.

Special Ability (Shriek): The winged terror can make a terrible shriek in a Cone (9) area as a standard action, unsettling their enemies. All within the area must make a DC 15 willpower test or lose 1 morale, +1 morale lost for every 5 points of failure.

Special Ability (Fragile Form): The wings and speed of the terror causes them to lose some density in their form. The winged terror suffers -2 toughness and damage resistance.

Description: The winged terror has adapted the wings of a Zerg flying organism, and their tendency to chase and terrorize their foes. Gifted with flight and nimbleness, the winged terror excels at swooping around a battlefield, tearing into foes with their claws and fangs. The directive comes with an eagerness and a thirst for blood, and many winged terrors are known to release terrifying screeches that terrify their enemies.

PART 2: NEW ZERG ENEMY OPTIONS

This section includes the basics for including cybernetic and robotic Zerg in your StarCraft campaigns. See Part 3 for the statistics of Mecha Zerg and Part 4 for the rules of deployable mecha swarm hives.

CYBERNETIC ZERG

Since the arrival of the Zerg to the Koprulu Sector, the Terran factions have been fixated in weaponizing the Zerg to fulfill their own political agendas and power grabs. It is a sad state that even as the Zerg slaughtered billions of Terrans, their leaders focused on controlling the aliens to use against their enemies rather than safeguarding their people. There are many examples of this:

~Arcturus Mengsk used psi emitters to lure the Zerg broods to destroy the Confederate forces on Antiga Prime and Tarsonis, securing his rise to power. As emperor, he later experimented on Zerg to create the hybrid.

~The United Earth Directorate used a psi disruptor to disrupt the hive mind, where they pacified the second Overmind with their technology, gaining control of the whole of the Zerg to ensure their control of the sector.

~The mercenary Alan Schezar used Protoss relics to dominate a cerebrate and use it to control his own loyal Zerg brood.

~The Defenders of Man organization used psi emitters to lure Zerg to attack many Dominion worlds, much the same as Arcturus Mengsk had done years earlier. In this case, it was done to weaken the regime of Arcturus' son, Emperor Valerian Mengsk.

~Both Egon Stetman and the Terran Simulant program constructed mechanical Mecha Zerg, robots that mimicked the appearance, brutality, and effectiveness of the true Zerg swarm.

However, one of the most enterprising examples of enslaving the Zerg was done by the Ceberus Program, a black ops organization that served under the Confederacy and later Emperor Arcturus Mengsk. In the age of the Dominion, the Cerberus group began capturing, breeding, and augmenting Zerg to sell to the highest bidder. Their work became famous after a wave of cybernetic Zerg invaded Tyrador, a major Terran world.

The rules in this section detail how to modify normal Zerg into cybernetic Zerg, and how players might gain access to them in campaigns. Meanwhile, cybernetic Zerg work well as enemies in your campaigns, providing interesting opportunities to fight Terrans with Zerg allies.

ENSLAVED CYBERNETIC ZERG TEMPLATE

Apply the following rules to a member of a cybernetically augmented Zerg.

Optimized Targeting: The Zerg's attacks are guided by Terran targeting software that helps optimize their attack patterns. They gain +2 accuracy with all natural weapon attacks.

Cybernetic Weapon Augments: The Zerg has Terran machinery attached to their natural weapons, improving striking power. They gain +4 penetration with their natural melee weapons.

Reinforced Plating: The Zerg is augmented with additional plating bolted on their carapace that helps protect them. They gain +4 damage resistance, +2 toughness, and +4 damage threshold.

Reduced Reaction Time: The augments increase lethality and precision, but limit self-preservation and reaction time. Requiring instruction from a database further limits their ability to react. Cybernetic Zerg suffer -3 defense, -2 all move speed types, and -3 initiative. They cannot perform opportunity attacks.

Lobotomized Hive Mind: The Zerg's hive mind has been replaced with a data network controlled by computers and operators. Cybernetic Zerg do not use command tactics or psionic powers.

Electro Magnetic Interference: Cybernetic Zerg are reliant on their cybernetics and data feed to function. They take damage from EMP attacks as if they were a construct. EMP attacks do not deal crippling wounds to cybernetic Zerg; instead, a Zerg that would take a crippling wound from an EMP weapon would be Stunned for 1 round.

Option Restrictions: Not all Zerg can be part of enslaved broods. These rules cannot apply to any Heroic-type Zerg, primal Zerg, mecha Zerg, infested Terrans, brood mothers, or hybrids. No Zerg above colossal-sized or higher than formidable threat can be cybernetic Zerg. Player characters cannot be cybernetic Zerg.

PURCHASING CYBERNETIC ZERG

Terran characters can potentially purchase cybernetic Zerg from Cerberus or a similar organization. The activities of these organizations are highly illegal and function underground in Terran society. Getting access to purchase Zerg from these groups will likely require bribes, security checks, and multiple levels of contacts. Even then, they are unlikely to sell Zerg to particularly 'heroic' individuals or members of a more benevolent government, such as the Umojans or Valerian Mengsk's regime. They are most likely to sell to mercenaries, pirates, corporate entities, and dictators.

MAKING CONTACT

Typical access to the underground Zerg market will require a DC 25 gather information influence check. A successful check can put the party in touch with a middleman, who will usually require a finder's fee. This is a DC 30 influence check to negotiate; the fee is 100,000 credits plus 10,000 credits per point of failure. Succeeding the check secures the cost as 100,000 alone; getting a DC 40 reduces the cost to 50,000. After the finder's fee, there will be background checks and a 1 week waiting period before they are allowed to talk to a sales representative. If the players' background is unlikely to appeal to the organization, they can make a forged identity to fool them. This will require a DC 35 computer's skill check.

PURCHASING ZERG

Once in contact, players can purchase cybernetic Zerg to their heart's content; the seller will deliver them to a location of their choosing via shuttle within 1 week of purchase.

The price of a cybernetic Zerg is based on the level and threat of the base Zerg.

$((\text{Level} \times \text{Level}) \times 100) \times \text{Threat Encounter Modifier}$

The Threat Encounter Modifier is as follows:

Trivial or Low Threat: x1

Average: x2

High: x4

Extreme: x8

Formidable: x16

Thus, some example Zerg would cost:

Zergling: 5,000 credits

Hydralisk: 40,000 credits

Infestor: 288,800 credits

Ultralisk: 1,081,600 credits

Once purchased, they will also give the control system for the cybernetic brood; a specialty computer that can be set up within a base or lab. It can control any networked Zerg within the star system. The operator must have at least 6 ranks of the computers and science skills; if they do, they can be at the computer and control and direct the swarm's activities. The data can also be forwarded to a Tier 3 PDA and controlled in the field, but the PDA must still be in the same system as the Zerg and the central computer. Controlling the Zerg is a full-round action; the user can perform no other actions while controlling the Zerg. An AI such as an adjutant can also be assigned to control the Zerg.

The operator does not control each individual member of the swarm in their exact actions and checks but instead directs the general movements and actions of the enslaved brood. They will perform actions such as deciding what targets to attack, which foes to focus, planning ambush and strategy, and ordering retreats when necessary. The cybernetic Zerg will instead follow their programming to the best of their ability, using a combination of their predatory instincts and mechanical programming to defeat their foes.

INTRODUCTION: MECHA SWARM

The ferocity of the Zerg swarm is such that Terrans have not only sought to control them but recreate them. The mecha swarm is a successful attempt to recreate the Zerg swarm in the form of advanced robotics that combines Terran, Protoss, and Xel'naga technology. The result is a robotic swarm that functions on an advanced AI data network that is created from the processors of each individual Mecha Zerg linking together.

The first created mecha swarm was made by Egon Stetman, a prodigal young scientist for Raynor's Raiders, who was left behind on Bel'Shir during the End War. To ensure his own survival, he utilized his versatile scientific knowledge to create mechanical Zerg. His mechanical Zerg even constructed hive structures that acted as robotic factories that produced more mechanical Zerg. They even assimilated parts and scrap to produce even more of their number.

The second recorded group of mechanical Zerg are the simulants. Created by a group of unlawful scientists trying to create a commercial breakthrough, the simulants were close mechanical replications of existing Zerg that were constructed of flexible metal that represented organic tissue. This project disappeared suddenly when the simulants grew out of control and began self-replicating.

The robotic Zerg described here, known as the mecha swarm, can be used to replicate either the Stetman swarm or Project: Simulant. Otherwise, they can be a custom creation of your campaign story. Regardless, the mecha swarm described here take the most inspiration from Stetman's Mecha Swarm and his Co-op Missions hero faction for StarCraft II.

MECHA SWARM CREATION

Provided is a new creature template this is used to create members of the mecha swarm, in case you need to modify or create your own.

Mecha Zerg

Characteristic Points: 12

Strength: +1 **Fortitude:** +1 **Agility:** +1

Skill Focuses: Defensive Training, Durability, Melee, Ranged

Special Ability (Synthetic Zerg Nature): While not a true Zerg, the Mecha Zerg counts as a Zerg for effects that work against Zerg. It does not, however, count as a living creature; it counts as a construct instead. Thus, it is immune to poison but affected by EMP damage. Acid damage gains Hailfire (1) against them, because they are constructs. In addition to the Mecha Zerg simulant, it gains other creature types and creature abilities, but not the construct creature type.

Special Ability (Mecha Zerg Configuration): As long as at least 1 Mecha Zerg is in an encounter, and they are not somehow cut off from their command mainframe, at the start of any round there will be a mecha swarm mainframe initiative action. The mainframe chooses one of three configurations for every type of Mecha Zerg on the battle. The three configurations are **offense**, **defense**, or **support**. One of the three options is chosen for each type of Zerg on the battlefield: for example, if a battlefield has mecha zerglings, banelings, and mutalisks, three configurations will be chosen, one for zerglings, banelings, and mutalisks. The chosen configuration effects all Mecha Zerg of that type on initiative. However, when a Mecha Zerg suffers EMP damage, they do not gain access to configurations for the next 2 rounds.

Special Ability (Robot): A Mecha Zerg is a machine constructed to fulfill a certain purpose. It is not a living creature and therefore does not follow the rules for living creatures. It cannot use equipment besides what has built into it, unless stated otherwise. The robot uses construct natural armor that determines its damage resistance. It is unaffected by the medicine skill, and instead is repaired through usage of the science skill. It does not gain or decrease in levels. It does not have a Willpower score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.

Special Ability (Self Repair): The Mecha Zerg slowly repairs itself outside of an encounter, at a rate of 50 hit points per hour.

Special Ability (Mecha Zerg Senses): Mecha Zerg vision ignores pure darkness within an area of 12 squares around them.

Special Ability (Burrow): All Mecha Zerg (with a few exceptions) that do not have a fly speed have the ability to burrow (see Burrowing in the Nature of the Zerg chapter).

Open NPC Creation Method

While a template for creating mecha swarm is provided, the mecha swarm in this supplement were not created using the standard characteristic point method, but instead made using the open NPC creation system in Chapter 7 of Supplement 4: Monsters of Koprulu. While this method does not include as much guidance for creation, it allows you to make NPCs much faster. In addition, it gives you more control to create an NPC tailored for the threat level and purpose you want it to be, rather than being limited by characteristic points. Just make sure not to make something too strong or weak for its threat!

MECHA SWARM MELEE WEAPONS

Bionic Tendrils

Mecha Zerg Melee Weapon

Damage: 24 **Accuracy:** +4
RoF: Average **Range:** Melee
Power Rating: +4

Special Traits: Penetration (6), Reach (2)

A common replacement for the barbed tendrils, the bionic tendrils are designed to be expandable, with technology replicating the movements and muscles of spine crawlers. It allows the tendril to expand with extra reach.

Mechanized Claw

Mecha Zerg Melee Weapon

Damage: 16 **Accuracy:** +2
RoF: Fast **Range:** Melee
Power Rating: +3

Special Traits: Penetration (8), Laceration*

The mechanized claw, usually replacing the scything talon natural weapon, is designed for flesh-cutting injuries. Its design is based on surgical equipment found in trauma kits, only with powered motors to strike fast enough to kill.

Laceration*: The weapon deals Bleeding (X), where X is equal to number of attack overages

Pneumatic Power Claw

Mecha Zerg Melee Weapon

Damage: 40 **Accuracy:** +0
RoF: Slow **Range:** Melee
Power Rating: +5

Special Traits: Dazing Impact*

Replacing the large, crab-like claws of the overlord, these powered claws copy the technology from construction equipment and industrial excavators. The claws have more of a polygonal shape as opposed to their original arthropod design, while fundamental designed similarly to an over-sized SCV grabbing limb.

***Dazing Impact:** Struck target must make DC 20 endurance check or be staggered

Siege Blades

Mecha Zerg Melee Weapon

Damage: 60 **Accuracy:** +6
RoF: Slow **Range:** Melee
Power Rating: +10

Special Traits: Penetration (60), Cleaving (1)

The kaiser blades of the mecha ultralisk have been replaced with siege blades with hyper keen, vibrating edges capable of cutting through solid bulkheads. The arms attached to the siege blades have high suspension supports so that their use doesn't cause damage to the mecha ultralisk.

Servo Fangs

Mecha Zerg Melee Weapon

Damage: 25 **Accuracy:** +4
RoF: Slow **Range:** Melee
Power Rating: +4

Special Traits: Rending (8), Armor Rend*

The bite force of a Zerg has been improved with the servo fangs, which use locking servos to press down sharp pins of metal with enough pressure to cut through hardened steel. This pressure is even known to cut through Terran CMC powered armor.

Armor Rend*: Dealing damage to a character in Terran powered armor reduces armor's DR by 1. This stacks across multiple hits. The armor can be repaired with a DC 20 science check requiring 1 hour in a workshop, and 1 framing component, +1 per 2 DR missing.

MECHA SWARM RANGED WEAPONS

Corruptor Railgun**Mecha Zerg Ranged Weapon**

Damage: 50 **Accuracy:** +15
RoF: Fast **Range:** Remote
Shots: NA **Power Rating:** +5
Special Traits: Penetration (50), Rending (10), Unstoppable

The corruptor railgun is a modified version of the railgun found on warhounds, designed for aerospace combat and rapid fire capability. The railgun was the closest system Terrans had to replicating the devastating spores of the corruptors. The rapidly manufactured ammunition of the corruptor railgun is still similar in appearance to the original spores, but a fraction of the size and shot much faster.

Cluster Missile Battery**Mecha Zerg Ordinance**

Damage: 25 **Accuracy:** +0
RoF: Automatic **Range:** Strategic
Shots: 600 Cluster Missiles **Power Rating:** +4
Special Traits: Penetration (20), Burst (2), Cluster Blast, Missile

Cluster missile batteries are an iconic weapon system shared by some members of the mecha swarm. Unlike other missile batteries, these batteries look and function nearly identical to a Terran weapon system, making them seem odd coming from a Zerg-like life form

Combat Missile Battery**Mecha Zerg Ordinance**

Damage: 40 **Accuracy:** +2
RoF: Slow **Range:** Strategic
Shots: 32 Missiles **Power Rating:** +5
Special Traits: Penetration (20), Burst (3), Missile, Guided Explosive

Functionally identical to the missile batteries found on goliath mechs, the projectiles fired by the missile battery are very different in appearance. The missiles are more organic shaped, and are followed by a green fume trails made of filthy, biological gases that make up much of a mecha Zerg's internal systems.

Defensive Spore Shard Cannon Battery**Mecha Zerg Point Defense Battery***

Damage: 30 **Accuracy:** NA
RoF: Slow **Range:** NA
Shots: Unlimited **Power Rating:** +5
Special Traits: Penetration (20), Hailfire (3), Point Defense (DC 30)

These point defense weapons are found on the mecha battle carrier lords, and function like the weapon systems on Terran battlecruisers. These weapons appear to be conical rows on the side of the mecha lord, like robotic barnacles, and release blistering shards of scrap metal. These weapon systems can fire hundreds of tiny shards every second, emitted with a cloud of noxious green gas, creating a storm of projectiles that tears through ships trying to navigate closer to the lord.

***Point Defense Battery:** See StarCraft Supplement 6: Fire and Fury, for rules on point defense weapons.

Gauss Spine Battery**Mecha Zerg Ranged Weapon**

Damage: 18 **Accuracy:** -1
RoF: Automatic **Range:** Long
Power Rating: +3
Special Traits: Penetration (6), Hailfire (1)

The gauss spine battery is modeled after the gauss cannon but designed to fit within the abdomen of Zerg queens and hydralisks. Like other Terran gauss weapons, it fires large needles, similar to both gauss ammunition and Zerg spines, but shoots larger projectiles at even greater velocity than any hand-portable Terran weapon.

Hazard Ray**Mecha Zerg Ranged Weapon****Damage:** 40**Accuracy:** +5**RoF:** Slow**Range:** Medium**Shots:** Unlimited**Power Rating:** +5**Special Traits:** Penetration (12), Lethal Radiation*

Hazard rays are the deadly weapon of a mecha ravager. Rather than the burning bile of a living ravager, the mecha ravager expels a beam of green, hazy radiation, like the core of a nuclear reactor. While these beams can melt to hull of vehicles, they are infinitely more dangerous to the health of living creatures, as they destroy their immune system.

***Lethal Radiation:** Living creatures whose defense and toughness are hit by this weapon must make a DC 25 endurance check or suffer 30 poison damage and lose 1 healing threshold.

Homing Glaive Mines**Mecha Zerg Ranged Weapon****Damage:** 30/25/20**Accuracy:** +5/+3/+0**RoF:** Slow**Range:** Distant**Power Rating:** +5/4/3**Special Traits:** Penetration (20), High Explosive, Guided Explosive, Moving Parasite*

The mechanical evolution of the glaive wurm parasite weapon of the mutalisk, this weapon instead releases a series of disk-like mines which stick the hulks of ships and objects that get near them and explode after roughly a second. While the blast of these weapons is far greater than that of the traditional mutalisk, the weapon works in a similar fashion to the Zerg parasite.

***Moving Parasite:** After landing a hit with this weapon, the attack bounces to another enemy target of the attacker's choice within short range. This attack has the damage, accuracy, and other statistic as the second entry in the weapon's statistic block. The target of the second attack cannot be the first target. If the second attack hits, then the attacker makes a third attack at an additional target within short range of the second target, using the final value in the weapon's entry for damage and accuracy. The third target cannot be either the first or second target. Whether the third attack hits or misses, the attack ends there.

Locust Autocannon**Mecha Zerg Ranged Weapon****Damage:** 22**Accuracy:** +8**RoF:** Automatic**Range:** Remote**Power Rating:** +4**Special Traits:** Penetration (12), Corrosion

The acidic spine banks of the Zerg locust has been replaced with a larger and noisier autocannon that fires corrosive spine slugs at a high rate of fire. In addition to the noise, this weapon system releases foul green smog as it fires. The projectiles are large enough and have enough velocity to be used against aircraft, and the mecha swarm relies on locusts as small interceptors for aerial conflicts.

Pressurized Chemical Thrower**Mecha Zerg Ranged Weapon****Damage:** 40**Accuracy:** +5**RoF:** Fast**Range:** Special**Power Rating:** +5**Special Traits:** Penetration (5), Line (6), Hailfire (1), Corrosion, Acid Damage, Close Quarters, Chemical Burst*

Replacing the acid spray of many Zerg, the pressurized chemical thrower works in a similar way, spraying toxic industrial chemicals in a high velocity spray. The volume the weapon is fired at can tear through skin and light armor, while the acidic coating can melt through even heavy armor. Moreover, the chemicals have an adverse reaction when exposed to flames or other chemicals, causing them to briefly ignite.

***Chemical Burst:** If this attack hits a target's defense and toughness, it applies the Accelerant token condition. While the user has the Accelerant condition, the next against the target that deals Energy or Acid damage gains Hailfire (1), and the condition is removed. The condition can be removed as a full-round action or by being subjected to a medical delivery system. The condition cannot be applied to target's who have shield points.

Pulse Cannon**Mecha Zerg Ranged Weapon****Damage:** 60**Accuracy:** +1**RoF:** Average**Range:** Strategic**Shots:** Unlimited**Power Rating:** +10**Special Traits:** Penetration (20), Energy Damage

The pulse cannon is a repurposed version of the burst cannon fitted on wraith starfighters. While technically an energy laser weapon, the pulse cannon fires blasts of emerald energy that appear to be globs of acid. Even when burning through the hull of targeted ships, it can be difficult to tell if it is pure energy and not a base compound.

Rolling Spine Saw**Mecha Swarm Ranged Weapon****Damage:** 25**Accuracy:** +12**RoF:** Slow**Range:** Special**Power Rating:** +4**Special Traits:** Penetration (8), Rending (8), Hailfire (2), Lesser Spine Row*

The mechanical replacement for the extendable claws of a lurker, the rolling spine saw is essentially a pair of cylinders covered with spikes that are extended from the lurker. As the appendage moves out, the cylinder rolls, extending massive saw blades and instantly retracting them as it travels through the ground. The entire process allows the covering of a massive area of land with metallic death in a short time span. Interestingly, this weapon is very effective at aerating soil, allowing the potential usage of controlled mecha lurkers as farming implements.

***Lesser Spine Row:** When this weapon is used, it affects all targets in a Double Line (10) that are within 1 square of the ground. Even if the attack misses, the target(s) still take half damage. To use a weapon with this trait, the creature must be burrowed or rooted in the ground. Upon making this attack while burrowed, the creature's location is revealed and counts as sneaking instead of cloaked until it spends a turn not attacking.

Stetmato Cannon**Mecha Zerg Ranged Weapon****Damage:** 500**Accuracy:** +10**RoF:** Slow**Range:** Strategic**Shots:** Unlimited**Power Rating:** +50**Special Traits:** Piercing, Burst (3), Macro, Charge System (4), Grand Ordinance

The Stetmato Cannon is named after Egon Stetman, the creator of the mecha swarm of Bel'Shir, the first successfully attempt to create mechanical Zerg. He remade the Stetmato Cannon from the schematics of a battlecruiser's Yamato Cannon and affixed it to the front of his greatest creation, the mecha battle carrier lord. He named the weapon after himself, in a delusionary fit of grandeur brought about by excessive consumption of terrazine and the power of creating his own loyal army.

***Capital Ship Weapon:** See StarCraft Supplement 6: Fire and Fury, for rules on the Macro, Charge System, and Grand Ordinance traits

Synthetic Spore Battery**Mecha Zerg Ranged Weapon****Damage:** 40**Accuracy:** +2**RoF:** Fast**Range:** Remote**Shots:** 200 synthetic spores**Power Rating:** +5**Special Traits:** Penetration (10), Acid Damage

This weapon system fires rapid fire homing grenades, with an attack that is nearly identical to the spore launchers of many stationary Zerg defenses. The 'spores' are released in a cloud of green gases and explode into toxic chemicals upon bursting.

PART 3: MECHA SWARM BESTIARY

This section contains a full bestiary of all known Zerg strains that have been reconstructed as members of the mecha swarm. The mecha swarm varies less in power than typical Zerg members; all members of the mecha swarm are found between levels 9 and 21. This means the hyper optimized mecha swarm is best used as an enemy for mid to high level players. Low level heroes will find the mecha swarm highly threatening and will require vehicles or allied support to fight them. However, the mecha swarm's lack of creatures in the higher level ranges means they will rely on numbers and the swarm template to challenge higher level players.

A Mecha Zerg is a machine constructed to replicate a Zerg organism. It uses many unique rules:

- It is not a living creature, and therefore does not follow the rules for living creatures nor can it be targeted by effects that target living creatures
- It counts as a Zerg for effects that specifically work against Zerg, within the confines of effects that can also be used against non-living constructs.
- As constructs, acid damage gains Hailfire (1) against the mecha sarm
- Mecha Zerg do not have biomass, regeneration, psionic powers, or command tactics of regular Zerg.
- It cannot use equipment besides what has built into it, unless stated otherwise.
- It is unaffected by the medicine skill and instead is repaired through usage of the science skill.
- The Mecha Zerg slowly repairs itself outside of an encounter, at a rate of 50 hit points per hour.
- It does not have a willpower or resolve score, and is immune to telepathic psionic powers, combat influence, and does not gain or decrease in morale.
- It can be damaged by EMP attacks but is unaffected by poison damage and the Bleeding condition
- If it does not have a fly speed, it can perform the Burrow action.

As long as at least 1 Mecha Zerg is in an encounter, and they are not somehow cut off from their command mainframe, at the start of any round there will be a mecha swarm mainframe initiative action. The mainframe choses one of three configurations for every type of Mecha Zerg on the battle. The three configurations are **offense**, **defense**, or **support**. One of the three options is chosen for each type of Zerg on the battlefield. The chosen configuration effects all Mecha Zerg of that type on initiative. The Mecha Zerg has the option to use their current configuration ability, but it is not required if it would be disadvantageous or impossible. However, when a Mecha Zerg suffers EMP damage, they do not gain access to configurations for the next 2 rounds.



MECHA BATTLECARRIER LORD

The mecha battlecarrier lord was designed as part of Stetman's mecha swarm and became his greatest work. His aspiration was to create a flying fortress that combined the strengths of a Zerg brood lord, Terran battlecruiser, and Protoss carrier. He succeeded, in part. While the battlecarrier lord is large, it is not nearly the size of a full-fledged capital ship. It does, however, have all the functions of the other aircraft. It creates and launches mecha broodlings to harass ground forces, releases swarms of mecha locusts which function as carrier interceptors and even possesses a scaled-down version of a battlecruiser's Yamato cannon. A fully developed mecha swarm can create entire squadrons of mecha battlecarrier lords in a fraction of the time the other factions can create a capital ship. Thus, the ability for the mecha swarm to produce these juggernauts is one of their greatest chances to become a sector power, and a threat to all other factions.

The battlecarrier lord uses the rules for a capital-class ship, as detail in StarCraft Supplement 6: Fire and Fury. Refer to those rules for the details on how to play the battlecarrier lord.

Mecha Battlecarrier Lord

Level 21 Massive-sized Mecha Zerg Construct (Heroic Capital Ship), Epic-2 Threat

Hit Points: 3,240	Healing Threshold: NA	Damage Threshold: 183 (Reinforcement 4)
Defense: 15	Toughness: 158	Resolve: NA
Acceleration Rating: 25	Max Speed: 150	Morale Bonus: NA
Space: 1 starship	Reach: 1 starship	Initiative: +9
Damage Resistance: 95	Psionic Resistance: NA	Crew Actions: 4

-Broodling Strike 1d20+30 accuracy, 170 damage, 1 strike maximum, strategic range; *Special Traits:* Penetration 5, Rending 6, Spawn Mecha Broodlings

-Mechanized Claws 1d20+79 accuracy, 99 damage, +2 strikes maximum; *Special Traits:* Penetration 13, Rending 8, Cleaving 4

-Servo Fangs 1d20+81 accuracy, 124 damage, 1 strike maximum; *Special Traits:* Penetration 5, Armor Rend, Rending 8, Cleaving 4

-Stetmato Cannon 1d20+23 accuracy, 750 damage, 1 strike maximum, unlimited shots at strategic range; *Special Traits:* Piercing, Burst 5, Macro, Charge System (4)

-Defensive Spore Shard Cannon Battery DC 35 Pilot Check, 55 damage, point defense weapons; *Special Traits:* Penetration 25, Hailfire 3, Point Defense

Skills: Athletics 9, Defensive Training 10, Durability 13, Endurance 9, Melee 10, Mental Training 9, Perception 9, Pilot 9, Ranged 13, Tactics 9

Skill Focuses: Defensive Training +2, Durability +4, Melee +2, Ranged +4

Talents: Bulwark, Close Combat Shot, Defensive Fighting II, Devastating Cripple (ranged II), Penetration V, Resilience II, Resistant V, Weapon Mastery (melee II, ranged III), Wrestling Combatant

Creature Abilities: Primary Weapon, Crew Actions,

Strength: 70 **Instinct:** 8 **Agility:** 6 **Fortitude:** 90

Intelligence: 3 **Willpower:** NA

Gear: Tier 3 Broodling Strike x3, Tier 3 Massive-sized Mechanized Claw, Tier 3 Massive-sized Servo Fangs, Tier 3 Stetmato Cannon, Tier 3 Defense Spore Shard Cannon Battery, Tier 3 War Machine Hull, Group of Mecha Locusts x4, Hundreds of Mecha Broodlings

Special Ability (Primary Weapon): As a standard action, the battle carrier lord can either fire 3 broodling strikes or attack with their servo fangs.

Special Ability (Broodling Strikes): The battle carrier lord performs 3 broodling strikes as a standard action. It can throw up to 2 broodlings at a single target if the target is large-sized, or 4 broodlings at a target that is huge-sized or larger. When the battle carrier lord hits a target with a broodling strike, place two mecha broodlings in adjacent squares to the target. All spawned mecha broodlings act immediately after the battle carrier lord in initiative.

Special Ability (Stetmato Cannon): Before the stetmato cannon can be fired, four 'Charge' actions must be prepared to ready the weapon for use. Once it is primed, the stetmato cannon requires a standard action and 4 crew actions to fire.

Special Ability (Synthetic Capital Ship): The battle carrier lord has 4 crew action every turn. A crew action is in addition to the standard, move, and minor action that the construct has every round, and represents the constructs many independent systems, functioning like the crew of a ship. A crew action on a battle carrier lord can be used for the following purposes:

- **Activate Thrusters:** Each activate thrusters action increases the ships starship scale speed by 1 that turn.
- **Claw Strike:** The vessel can spend 2 crew actions to attack with mechanized claws, up to twice per turn
- **Charge Ability (Stetmato Cannon):** Four charge actions are required to recharge the stetmato
- **Deploy Craft:** A crew action can be spent to deploy a Group (Tier 1 Swarm) of Mecha Locusts in an adjacent square
- **Synthetic Regeneration:** A crew action can be spent to repair 1d20+50 hit points to the vessel
- **Evasive Maneuvers:** The vessel can spend up to 3 crew actions on increasing its defense. The first action gives it +10 defense, and each action afterwards gives it a bonus +5.
- **Point Defense Batteries:** A crew action can be spent to maintain the Defensive Spore Shard Cannon Battery point defense weapon for 1 round.
- **Replace Locusceptors:** Two crew actions can be spent to replace a destroyed or expired swarm of mecha locusts. Replaced locusts appear in the vessel's hold. They cannot have more than 4 swarms of mecha locusts at a time.

Mecha Swarm Configuration: The mecha battle carrier lord gains the following abilities based on what configuration the swarm is in:

-Offense (Broodling Onslaught): As a standard action, the mecha battle carrier lord can attack with 6 broodling strikes instead of 3.

-Defense (Hyper Synthetic Regeneration): The mecha battle carrier lord gains 100 protection at the start of each turn, heals 100 hit points, and gains +20 to Synthetic Regeneration crew actions

-Support (Extra Egonergy): The mecha battle carrier lord gain 2 extra crew actions each turn



MECHA BANELING

Even more feared than the common baneling, the mecha baneling is a terror that possesses additional mechanical refinements that make it particularly dangerous. The baneling has an energy shield generator stolen from the Tal'darim, that protects it from fire as it approaches close range. If this shield survives to engagement range, it explodes to further the power of the blast. Moreover, when set into offensive configuration, the baneling can launch forward like a missile to quickly annihilate their foes. The combination of these weapon systems allows the mecha baneling to be more lethal and versatile than the common swarm baneling.

Mecha Baneling

Level 10 Medium-sized Mecha Zerg Construct (Non-heroic Prowler), Medium Threat

Hit Points: 125	Healing Threshold: NA	Damage Threshold: 30
Defense: 25	Toughness: 24	Resolve: NA
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 20	Psionic Resistance: NA	Energy Shield: 40 (5 shield armor)

-**Volatile Explosion** 1d20+12 accuracy, 70 damage + energy shield value, 1 strike maximum; *Special Traits:* Penetration 10, Burst 4, Acid Damage, Corrosion

-**Servo Fangs** 1d20+13 accuracy, 40 damage, 1 strike maximum; *Special Traits:* Penetration 5, Rending 8, Armor Rend

Skills: Athletics 6, Defensive Training 7, Durability 7, Melee 8, Perception 6, Ranged 8, Stealth 6, Tactics 6

Skill Focuses: Defensive Training +2, Durability +2, Melee +3, Ranged +2, Stealth +2

Talents: Awesome Abilities (agility), Defensive Fighting II, Penetration V, Resistant II, Weapon Mastery (melee II)

Creature Abilities: Acid Blood, Energized Explosives

Strength: 7 **Instinct:** 4 **Agility:** 6 **Fortitude:** 7

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Servo Bite, Tier 2 Light Hull

Special Ability (Volatile Explosion): The mecha baneling can detonate as a standard action, exploding in a massive blast of acid. The amount of damage is 60, with a power rating of +5. This is a melee attack with +4 accuracy, can be used at the end of a charge, and has the Penetration (5), Acid Damage, Corrosion, and Burst (4) weapon traits. The volatile explosion is centered on the primary target, which is any target within reach when this activated. The baneling is killed when using this attack.

Special Ability (Energized Explosives): When the mecha baneling uses volatile burst, it adds its current energy shield value to its explosive damage.

Special Ability (Sudden Explosive): When the mecha baneling is killed, roll to see what body location is hit. If it is a core wound, the mecha baneling instantly detonates where it was standing. This is a standard Volatile Explosion, except there is no primary target.

Special Ability (Acid Canisters): The mecha baneling's acid canisters are volatile, and when it is injured its blood fills the air. Whenever the mecha baneling is wounded, it deals 30 damage to a single adjacent target, the attacker if possible. The damage has the Acid Damage and Penetration (10) weapon trait.

Mecha Swarm Configuration: The mecha baneling gains the following abilities based on what configuration the swarm is in:

-Offense (Rocket Thrusters): As a full-round action, the baneling can launch itself like a missile towards a target within 10 squares. It can fly and move over terrain as part of this movement, but it must move in a straight line. It makes its volatile explosion attack against the target.

-Defense (Energy Recharge): At the start of the mecha baneling's turn, their energy shields return to full.

-Support (Rejuvenating Nanobots): If the mecha baneling explodes while this configuration is active, any mecha swarm in the burst area instead heals hit points equal to damage value instead of suffering damage.



MECHA BROODLING

Like the common broodling, the mecha broodling is a simple combatant spawned from battlecarrier lords or the destruction of Mecha Zerg structures. They are highly aggressive kill-bots, attacking everything the closest thing they see that is not mecha Zerg. They are far more lethal than common broodlings, and possess both anti-terrain drill heads and a gravity tether that can cause them to rapidly close in to foes. Like broodlings, they do not last long when created.

Mecha Broodling

Level 20 Small-sized Mecha Zerg Construct (Non-heroic Prowler), Low Threat

Hit Points: 96	Healing Threshold: NA	Damage Threshold: 31
Defense: 28	Toughness: 21	Resolve: NA
Speed: 7	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +5
Damage Resistance: 21	Psionic Resistance: NA	

-Servo Fangs 1d20+17 accuracy, 48 damage, +1 strike maximum; *Special Traits:* Penetration 7, Armored Rend, Rending 10
-Mechanized Claw 1d20+13 accuracy, 31 damage, +4 strikes maximum; *Special Traits:* Penetration 15, Laceration, Rending 2

Skills: Athletics 8, Acrobatics 8, Melee 13, Defensive Training 8, Durability 7, Perception 6, Stealth 8
Skill Focuses: Defensive Training +2, Durability +2, Melee +4, Ranged +2
Talents: Awesome Abilities (agility), Brutality, Combat Reflexes, Devastating Cripple (melee I), Penetration V, Sneak Attack III, Swift Strikes, Weapon Mastery (melee III), Wrestling Combatant
Creature Abilities: Fast Step, Vulnerable Strike
Strength: 7 **Instinct:** 5 **Agility:** 8 **Fortitude:** 6
Intelligence: 1 **Willpower:** NA
Gear: Tier 3 Servo Fangs, Tier 3 Small-sized Mechanized Claw, Tier 3 Light Hull

Special Ability (Drilling Fangs): The mecha broodling can attack a construct or terrain feature with its servo fangs as a full-round action. If it does, it gains +10 penetration and Hailfire (2).

Special Ability (Gravity Tether): Using the same tether that attaches it to the mecha battle carrier lord, the mecha broodling can, as a move action, attach a gravity tether to a construct of huge-sized or larger within 30 squares. If it does, it instantly moves to the closet unoccupied square next to the construct. However, it suffers piercing damage equal to the squares moved.

Special Ability (Limited Charge): Once spawned, the mecha broodling only lives for 4 rounds before it crumbles into parts.

Nil Mecha Swarm Configuration: Unlike most mecha swarm, the mecha broodling does follow under any configuration settings; it simply attacks the closest enemy until destroyed.



~Mecha Corrupter

MECHA CORRUPTER

The mecha corrupter is a versatile flying weapons platform meant to support mutalisks and battlecarrier lords. Like the original, their primary purpose is to counter capital ships, only replacing a seeking spore with a railgun. However, the corrupter is remarkably versatile; it also possesses a cluster missile battery for targeting enemy squadrons, an acid spray for destroying structures, and heavy armor for ramming impact.

Mecha Corrupter

Level 15 Huge-sized Mecha Zerg Construct (Non-heroic Fury/ Bruiser), Extreme Threat

Hit Points: 445	Healing Threshold: NA	Damage Threshold: 49
Defense: 18	Toughness: 39	Resolve: NA
Speed: 7, fly 13	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 4 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 46	Psionic Resistance: NA	

-Servo Fangs 1d20+16 accuracy, 51 damage, 1 strike maximum; *Special Traits:* Penetration 5, Armor Rend, Rending 8

-Corruptor Railgun 1d20+23 accuracy, 65 damage, +2 strikes maximum, remote range; *Special Traits:* Penetration 55, Rending 10, Unstoppable

-Cluster Missile Battery 1d20+8 accuracy, 37 damage, +2 strikes maximum, strategic range; *Special Traits:* Penetration 25, Burst 3, Missile, Cluster Blast, High Explosive

Skills: Acrobatics 5, Defensive Training 9, Durability 10, Melee 3, Perception 5, Ranged 7, Stealth 5

Skill Focuses: Defensive Training +2, Durability +3

Talents: Awesome Abilities (agility, fortitude), Defensive Fighting II, Penetration V, Resilience, Weapon Mastery (ranged II)

Creature Abilities: Rapid Flight [Soaring Flyer], Collateral Damage*, Snatch*

Strength: 12 **Instinct:** 6 **Agility:** 3 **Fortitude:** 15

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Corrupter Railgun, Tier 2 Cluster Missile Battery, Tier 2 Huge-sized Servo Fangs, Tier 2 War Machine Hull

Special Ability (Snatch): If the mecha corrupter's servo fangs attack surpasses the defense and toughness of an enemy aircraft of gargantuan-size or smaller, it latches onto it. The vehicle is in a unique grab. The pilot may make a pilot test against a strength test by the corrupter each round to break free. Even if it breaks free, the vehicle instantly suffers a Lose Control result. If the pilot does not break free, each round on the corrupter's turn it deals automatic bite damage and 1 automatic core crippling wound point.

Special Ability (Collateral Damage): The mecha corrupter's railgun attack gains +50 damage and +20 penetration against targets that are massive-sized or larger.

Special Ability (Rapid Flight): The mecha corrupter is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the corruptor has an acceleration rating of 60 and a maximum speed of 600. They reduce suffered mobility wounds by 1.

Mecha Swarm Configuration: The mecha corrupter gains the following abilities based on what configuration the swarm is in:

-Offense (Cluster Buster): At the start of its turn, the corruptor gains a free target lock that can be used to fire the cluster missile battery. If the cluster missile battery is fired in this configuration, then it gains Hailfire (+1) and the damage from the missile is not split between different members of a squadron.

-Defense (Ramming Mode): In this configuration, the mecha corrupter heals 40 hit points and gains 40 protection. In addition, if the corruptor rams another aerial vehicle, the target vehicle takes 2x normal amount of damage for the collision and the corruptor can make a free servo fang attack against the target to use Snatch.

-Support (Terraclean Solvent): The mecha corruptor can channel to spray dissolving chemicals at a nearby area. This can either target a Burst (3) area on the ground within long range or massive-sized target within long range. Channeling is a full-round action; the mecha corruptor can hover in place while channeling. The targeted area suffers 40 acid damage, Penetration (30). Every round the corruptor channels, the damage increases by 40, to a maximum of 200. If the corruptor stops channeling, or switches configuration, they must build up all over again. They cannot use this while in rapid flight.

MECHA CRAWLER

The adaptation of the Zerg organic defensive structure, the mecha crawler serves much the same purpose. They come in the same two varieties, spine and spore, designed for ground and aerial defense respectively. The greatest difference remains the mecha swarm mainframe configurations, which gives the crawlers incredible flexibility and adaptive ability. Spine and spore crawlers count as the same mecha swarm type for mainframe commands, so the same command applies to both types.

Mecha Crawler [Spine/ Spore]

Level 15 Huge-sized Mecha Zerg Construct (Non-heroic Hunter), Extreme Threat

Hit Points: 350	Healing Threshold: NA	Damage Threshold: 43 (Reinforcement 2)
Defense: 12	Toughness: 38	Resolve: NA
Speed: 7/ 0	Shift Speed: 1	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 0/ 30 squares	Initiative: +6
Damage Resistance: 33	Psionic Resistance: NA	

-**Bionic Tendrils** 1d20+21 accuracy, 59 damage, +1 strike maximum; *Special Traits:* Penetration 6, Reach 30, Rending 2

-**Synthetic Spore Battery** 1d20+13 accuracy, 55 damage, +3 strikes maximum, remote range; *Special Traits:* Penetration 10, Acid Damage, Rending 2

-**Ram** 1d20+17 accuracy, 67 damage, 1 strike maximum; *Special Traits:* Penetration 15, Rending 2, Area Bash

Skills: Athletics 10, Defensive Training 5, Durability 9, Endurance 7, Melee 9, Perception 7, Ranged 9

Skill Focuses: Athletics +2, Defensive Training +2, Durability +2, Melee +2, Ranged +3

Talents: Awesome Abilities (strength), Devastating Cripple (melee, ranged), Far Shot, Resilience, Weapon Mastery (melee II, ranged II)

Creature Abilities: Counter Attack, Predators Eye

Strength: 15 **Instinct:** 6 **Agility:** 3 **Fortitude:** 10

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Huge-sized Bionic Tendril OR Tier 2 Synthetic Spore Battery, Tier 2 Huge-sized Ram, Tier 2 Heavy Plated Hull

Special Ability (Rooted): The crawler can root itself in the ground, halfway burying itself so it is firmly in place but still somewhat maneuverable. Rooting is a move action, and leaving the rooted state is a minor action. While rooted, it gains +5 toughness, damage resistance, and damage threshold and can make bionic tendril or spore battery attacks, but cannot make ram attacks, move, or shift. When not rooted, it can move freely and make ram attacks but not attack with other weapons.

Variant (Mecha Spore or Spine Crawler): The mecha crawler comes in two variants: the mecha spore crawler and the mecha spine crawler. The spine crawler has the Bionic Tendril weapon and the Extended Tendril and Counter Attack traits. The spore crawler has the Synthetic Spore Battery weapon and the Airborne Spores and Advanced Sensors trait.

Mecha Spine Crawler

Special Ability (Extended Tentacle; Spine Crawler Only): The crawler's barbed tendril has a 30 square reach, and can attack any enemy within that area, and considers that area to be threatened. It is still considered a melee weapon.

Special Ability (Counter Attack; Spine Crawler Only): Whenever this spine crawler is hit by an incoming melee attack from a target that is huge-sized or larger, it can instantly make an opportunity attack at that target as long as they are within reach.

Mecha Spore Crawler

Special Ability (Airborne Spores; Spore Crawler Only): The crawler's synthetic spore battery is aimed skywards and can therefore only be used against opponents at least 6 squares tall or 6 squares over the ground.

Special Ability (Advanced Sensors; Spore Crawler Only): The crawler has extremely powerful, if short ranged, sensors that can detect anything within its radius. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 300 squares, even if they are not within line of sight.

Mecha Crawler (Both)

Mecha Swarm Configuration: The mecha crawler gains the following abilities based on what configuration the swarm is in:

-**Offense (Coordinated Aiming Protocols):** The mecha crawler gains +4 accuracy for every other mecha crawler within long range.

-**Defense (Support Nodule):** The crawler is set to act as a relay for orders for passing mecha swarm. Any mecha swarm that starts their turn within 30 squares of the crawler gains 20 protection.

-Support (Hyper Scuttle): If the crawler is not rooted, it gains +10 move speed. However, its movement is clumsy and frantic, and it must make a DC 10 acrobatics check for each square of difficult terrain it moves through or have its movement suddenly end.



MECHA DRONE

The drone remains the worker-bee of the mecha swarm hive. Their mechanical frames make them stronger and more resilient than their organic breather, and more of a threat to player characters. Despite this, they remain fairly easy to destroy with concentrated fire. Their real threat remains in their configurations, which allows them to deploy a variety of defensive and support systems that let them be a real threat, especially to vehicles.

Mecha Drone

Level 9 Medium-sized Mecha Zerg Construct (Non-heroic Oppressor), Medium Threat

Hit Points: 75	Healing Threshold: NA	Damage Threshold: 25
Defense: 18	Toughness: 20	Resolve: NA
Speed: 5	Shift Speed: 1	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +3
Damage Resistance: 15	Psionic Resistance: NA	
-Pneumatic Power Claw 1d20+5 accuracy, 48 damage, 1 strike maximum; <i>Special Traits:</i> Dazing Impact (DC 20 endurance or be staggered), +5 accuracy versus toughness		
-Servo Fangs 1d20+9 accuracy, 32 damage, 1 strike maximum; <i>Special Traits:</i> Rending 8, Armor Rend, +5 accuracy versus toughness		
Skills: Athletic 5, Durability 4, Defense Training 4, Melee 5, Mental Training 4, Ranged 4, Perception 3, Science 4		
Skill Focuses: Mental Training +2, Athletics +2		
Talents: Defensive Fighting, Power Strike, Weapon Mastery (melee)		
Creature Abilities: Bully, Siege Drill, Swarm Repair Protocols		
Strength: 6	Instinct: 3	Agility: 3
Intelligence: 2	Willpower: NA	Fortitude: 5
Gear: Pneumatic Power Claw, Servo Bite, Light Hull		

Special Ability (Heavy Lifter): The drone counts as large sized for determining its carrying capacity and gains a +5 to its special attack bonus and attacks versus toughness. This bonus is cumulative with the Bully trait, giving a total +11 bonus to special combat attacks against toughness.

Special Ability (Siege Drill): The drone can activate breaching mode by attack with its servo fangs as a full-round action. If it does, its attack gains +20 penetration and +1 hailfire.

Special Ability (Swarm Repair Protocols): The drone can spend a standard action to restore hit points to an adjacent mecha Zerg. The target regains hit points equal to its damage threshold. It can only heal allies that are huge-sized or smaller.

Special Ability (Hover): The drone hovers a foot above the ground and therefore does not trigger pressure plates or land mines.

Mecha Swarm Configuration: The mecha drone gains the following abilities based on what configuration the swarm is in:

-Offense (EMP Cannon): The drone gains an EMP cannon attack that it can make as a standard action once per round: +8 accuracy, 60 EMP damage, 1 strike, short range

-Defense (Static Feedback): When the mecha drone suffers damage from an attack, all non-Zerg within 3 squares of the drone suffers a hit of 30 EMP damage and the drone can shift 1 square.

-Support (Self-Sacrifice, Self-Repair): Any mecha drone that uses Swarm Repair Protocols heals twice as many hit points, but they lose hit points equal to their own damage threshold (25) in the process.



MECHA HYDRALISK

The eternally feared warrior organism of the swarm, the mecha hydralisk is like its Swarm brethren, but more feared. The gauss cannon replacing its spine battery can release formidable fire, but even more feared is that the hydralisk contains a missile battery within its torso for even greater firepower. While useless in close combat, this missile battery allows them to provide much greater anti-air fire than the biological hydralisk. While formidable, the mecha swarm is generally unable to field mecha hydralisks in the same volume as their biological kin.

Mecha Hydralisk

Level 12 Large-sized Mecha Zerg Construct (Non-heroic Hunter), High Threat

Hit Points: 200	Healing Threshold: NA	Damage Threshold: 37
Defense: 20	Toughness: 29	Resolve: NA
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +6
Damage Resistance: 22	Psionic Resistance: NA	

-Gauss Spine Battery 1d20+8 accuracy, 27 damage, +2 strikes maximum, long range; *Special Traits:* Penetration 9, Hailfire (1), Automatic

-Combat Missile Battery 1d20+11 accuracy, 55 damage, 1 strikes maximum, strategic range; *Special Traits:* Penetration 23, Burst 4, Missile, Guided Explosive

-Mechanized Claw 1d20+14 accuracy, 32 damage, +2 strikes maximum; *Special Traits:* Penetration 11, Bleeding (Attack Overages)

-Servo Fangs 1d20+17 accuracy, 45 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 8, Armor Rend

Skills: Athletics 5, Acrobatics 5, Defensive Training 7, Durability 7, Endurance 6, Melee 8, Mental Training 6, Ranged 8, Perception 5, Stealth 5

Skill Focuses: Defensive Training +2, Durability +2, Melee +3, Ranged +2, Stealth +2

Talents: Awesome Abilities (strength), Defensive Fighting II, Far Shot, Penetration III, Weapon Mastery (ranged II, melee II)

Creature Abilities: Counter Attack

Strength: 8 **Instinct:** 6 **Agility:** 3 **Fortitude:** 10

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Large-sized Mechanized Claw, Tier 2 Large-sized Servo Bite, Tier 2 Gauss Needle Battery, Tier 2 Combat Missile Battery, Tier 2 Light Hull

Special Ability (Counter Attack): Whenever the hydralisk is missed by an incoming melee attack, it can instantly make an opportunity attack at that target if they are within reach.

Special Ability (Serpentine): The hydralisk cannot be knocked prone and takes a +5 bonus to toughness to resist against special combat attacks.

Special Ability (Slither): The hydralisk can slither up walls without effort. It can move up any surface without having to make climb checks or move as a limited movement method.

Mecha Swarm Configuration: The mecha hydralisk gains the following abilities based on what configuration the swarm is in:

-Offense (Erudition Missile Launcher): In this configuration, the mecha hydralisk can gain a target lock as a minor action once per round and fire their missile battery with a target lock as a standard action.

-Defense (Kinetic Supports): At the start of the mecha hydralisk's turn, they gain 20 protection until points.

-Support (Hydra-lic Augments): The mecha hydralisk's move speed increases to 12.



MECHA INFESTOR

Rid of its evolution powers and ability to infest Terrans, the infestor may seem to have lost some of its potency. This is not so; the mecha infestor still fills the row as a support unit with a variety of abilities, this time powered by a special fuel energy battery supplying it with 'Egonery', another self-reference of Egon Stetman. Using this resource, the mecha infestor can spawn additional Mecha Zerg minions, disable structures and vehicles, and bolster allies. Used in gameplay, the GM must keep track of the infestor's egonergy resource, and remember its configuration determines what powers it has available per round.

Mecha Infestor

Level 19 Huge-sized Mecha Zerg Construct (Non-heroic Bruiser), Formidable Threat

Hit Points: 560	Healing Threshold: NA	Damage Threshold: 54 (Reinforcement I)
Defense: 19	Toughness: 40	Resolve: NA
Speed: 9	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 4 squares	Reach: 1 square	Initiative: +10
Damage Resistance: 39	Psionic Resistance: NA	

-Pressurized Chemical Thrower 1d20+15 accuracy, 55 damage, +1 strike maximum; *Special Traits:* Penetration 5, Line 7, Hailfire 1, Corrosion, Acid Damage, Chemical Burst, Close Quarters

-Bionic Tendrils 1d20+14 accuracy, 48 damage, 1 strike maximum; *Special Traits:* Penetration 6, Reach 2

Skills: Athletics 8, Acrobatics 4, Defensive Training 10, Durability 10, Endurance 9, Melee 10, Perception 9, Ranged 9, Stealth 8, Tactics 8

Skill Focuses: Defensive Training +2, Durability +3, Melee +2

Talents: Awesome Ability (Fortitude I), Bulwark, Defensive Fighting II, Resistant V, Resilience, Survival Instincts, Weapon Mastery (Ranged II), Unstoppable Movement, Wrestling Combatant

Creature Abilities: Behemoth, Unyielding

Strength: 8 **Instinct:** 4 **Agility:** 2 **Fortitude:** 20

Intelligence: 4 **Willpower:** NA

Gear: Tier 2 Huge-sized Bionic Tendrils, Tier 2 Pressurized Chemical Thrower, Tier 2 Reinforced Hull

Special Ability (Egonergy Powers): This mecha infestor starts encounters with 100 egonergy, a resource used to fuel their abilities. They can spend egonergy to use the following abilities; each ability is listed with two costs. The first cost is to use the ability as a standard action, the second cost is to use the ability as a minor action. Mecha infestors regain egonergy through mecha swarm configurations. Some abilities can only be used in certain configurations. Many abilities summon new allies, which are part of the experience reward for the infestor.

- **UMI-C Charging Protocol (10/30):** Chooses an allied mecha swarm within medium range and line of sight. They heal 100 hit points, gain 20 protection, and can instantly move up to 5 squares.
- **Deconstructive Roach-Nites (30/50):** Mark either a structure, immobile construct, or terrain feature of huge-sized or smaller. The structure begins to dissolve over the next two rounds. At the start of roaches second turn after using this ability, the structure is gone, having dissolved in proto-metallic slime. If the object was large-sized, it spawns 1 mecha roach. If the object was huge-sized, it spawns 2 mecha roaches.
- **Roach Deployment (40/40):** The mecha infestor launches techno spores within short range, spawning two mecha roaches within short range. These mecha roaches immediately roll initiative.
- **Ravager Deployment (30/30):** The mecha infestor launches a massive techno spore within short range, spawning a mecha ravager within short range. These mecha ravager immediately roll initiative. This ability can only be used once per encounter, and only while in Defense configuration.
- **Techno Virus (10/20):** Target a vehicle within medium range, and make a +20 attack against their defense. If the attack hits, the vehicle suffers 70 EMP damage and the pilot must make a DC 20 pilot check or lose control of the vehicle.
- **Nanite Demolishers (50/100):** The mecha infestor releases a long blast of nanites that dissolve and consume all matter. Make a +30 attack in a Cone (12). All who are hit suffer 60 piercing damage, 30 poison damage, and 30 EMP damage. Those who are missed suffer half damage. This ability can only be used while in Offense configuration.

Special Ability (Tunneling): While burrowed, the mecha infestor can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the Mecha Zerg passes by.

Special Ability (Recycle Biomass): When a living creature dies within 6 squares of the mecha infestor, it regains 10 egonergy.

Mecha Swarm Configuration: The mecha infestor gains the following abilities based on what configuration the swarm is in:

-Offense (Overclocked Offense): The mecha infestor gains advantage on all attacks on its turn and can use the *Nanite Demolishers* ability.

-Defense (Self-Repair Protocol): The mecha infestor heals 100 hit points at the start of its turn and can use the *Ravager Deployment* ability.

-Support (Regain Egonergy): The mecha infestor regains 40 egonergy on its turn.



MECHA LOCUST

The mecha locus, or locusceptor as Egon called it, is still a short lived, spawned minion, now created by both swarm hosts and battlecarrier lords. However, unlike its previous function as a siege and harassing force, the mecha locus has incredible flight speed that it uses to function as a small aerial interceptor. All their configurations help them act as a support aircraft to sabotage or interfere with enemy aircraft. However, these techniques usually result in the destruction of the locust, but the swarm can always make more.

Mecha Locust

Level 16 Medium-sized Mecha Zerg Construct (Non-heroic Fury/ Assailant), Medium Threat

Hit Points: 104	Healing Threshold: NA	Damage Threshold: 24
Defense: 30	Toughness: 27	Resolve: NA
Speed: 8, fly 12	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +8
Damage Resistance: 16	Psionic Resistance: NA	

-Loust Autocannon 1d20+21 accuracy, 34 damage, +3 strikes maximum, remote range; *Special Traits:* Penetration 16, Corrosion, Automatic

-Mechanized Claw 1d20+10 accuracy, 25 damage, +3 strikes maximum; *Special Traits:* Penetration 12, Bleeding (Attack Overages)

-Servo Fangs 1d20+12 accuracy, 33 damage, 1 strike maximum; *Special Traits:* Penetration 4, Rending 8, Armor Rend

Skills: Acrobatics 6, Athletics 6, Defensive Training 10, Durability 8, Melee 8, Perception 10, Pilot 8, Ranged 10

Skill Focuses: Athletics +2, Defensive Training +2, Durability +3, Melee +2, Perception +2, Ranged +2

Talents: Awesome Abilities (agility, instinct), Defensive Fighting II, Penetration IV, Weapon Mastery (ranged II)

Creature Abilities: Organic Artillery, Rapid Flight (Swift Flyer)

Strength: 7 **Instinct:** 8 **Agility:** 8 **Fortitude:** 4

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Mechanized Claws, Tier 2 Servo Fangs, Tier 2 Locust Cannon, Tier 2 Light Plated Hull

Special Ability (Rapid Flight): The mecha locust is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mecha locust has an acceleration rating of 90 and a maximum speed of 900.

Special Ability (Limited Life): A mecha locust is destroyed at the end of the encounter it is created.

Mecha Swarm Configuration: The mecha locust gains the following abilities based on what configuration the swarm is in:

-Offense (Scourge Protocol): If the locust collides with a target while using rapid flight, it explodes. It makes a +20 attack against the target, dealing 100 EMP damage and 60 acid damage on a successful hit. Apply the EMP damage before the acid damage.

-Defense (Locusceptor): When a target lock is spent to fire a missile at a target allied to the mecha locust and within long range of them, the mecha locust can spend a reaction to fly into the missile. Both the missile and the mecha locus are destroyed, and the attack does not go off.

-Support (Interference Flight): The mecha locust can fly within range of a capital ship's point defense weapons. They chose a single point defense weapon of the capital ship; that weapon cannot be used against any other target until the capital ship's next turn, but the locust is destroyed.



~Leovaunt's StarCraft RPG Expansion 3: Mecha Swarm

MECHA LURKER

The mecha lurker remains a burrowing terror that tears its victims apart with subterranean spines. Instead of projecting rows of organic spines, it unleashes a subterranean rolling blade that flenses targets with hundreds of tiny cuts. The rolling spine saw is superior against light armored foes but lacks the killing power of the true swarm lurker. Like all mecha swarm, their configurations give them additional combat flexibility, including allowing them to relocate and move around the battlefield with much more ease.

Mecha Lurker

Level 14 Huge-sized Mecha Zerg Construct (Non-heroic Hunter), Extreme Threat

Hit Points: 350	Healing Threshold: NA	Damage Threshold: 43 (Reinforcement 1)
Defense: 21	Toughness: 41	Resolve: NA
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 2 squares	Initiative: +4
Damage Resistance: 28	Psionic Resistance: NA	

-Rolling Spine Saw 1d20+19 accuracy, 33 damage, 1 strike maximum, 30 square line that is 2 squares wide; *Special Traits:* Penetration 12, Rending 10, Hailfire 2, Lesser Spine Row, must be burrowed to use

-Mechanized Claw 1d20+20 accuracy, 38 damage, +2 strikes maximum; *Special Traits:* Penetration 12, Rending 2, Laceration (Bleed equal to Attack Overages)

-Servo Fangs 1d20+22 accuracy, 52 damage, 1 strike maximum; *Special Traits:* Penetration 4, Armor Rend, Rending 10

Skills: Athletics 9, Acrobatics 7, Defensive Training 9, Durability 9, Endurance 7, Melee 9, Mental Training 6, Ranged 7, Perception 5, Stealth 7, Survival 6

Skill Focuses: Athletics +2, Defensive Training +2, Durability +2, Melee +2

Talents: Awesome Abilities (strength), Defensive Fighting II, Resilience, Penetration IV, Sneak Attack, Weapon Mastery (melee, ranged)

Creature Abilities: Counter Attack, Predator's Eye, Terror from Below*

Strength: 14 **Instinct:** 4 **Agility:** 5 **Fortitude:** 10

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Huge-sized Mechanized Claw, Tier 2 Huge-sized Servo Fangs, Tier 2 Rolling Spine Saw, Tier 2 Reinforced Plating

Special Ability (Counter Attack): Whenever the mecha lurker is missed by an incoming melee attack while not borrowed, it can instantly make an opportunity attack at that target if they are within reach.

Special Ability (Terror from Below): Being in combat with a hidden lurker while it tears apart everything it comes across can be quite unnerving. Any turn in which the mecha lurker attacks with its rolling spine saw and is not detected, all enemy targets within medium range of the lurker take -2 morale levels.

Mecha Swarm Configuration: The mecha lurker gains the following abilities based on what configuration the swarm is in:

-Offense (Focused Strike): Instead of attacking with the Rolling Spine Saw normally, the mecha lurker can target a Burst (3) area along the ground that is within long range. They perform the normal attack against this area.

-Defense (Tunnel of Terror Algorithm): As a full-round action, while burrowed, the lurker can travel underground up a location within 30 squares. Draw a line between the central square of the lurker's previous location and where they are traveling to; every non-mecha swarm within 3 squares of the line must make a DC 20 acrobatics check or suffer 40 piercing damage.

-Support (Quick Burrow): The lurker can burrow or unburrow as a free action that turn, but only once.



MECHA MUTALISK

An iconic member of the swarm, mutalisks are feared for their versatile in bombarding troops, engaging in dogfights, and swarming capital ships. The mecha mutalisk is superior to the common swarm mutalisk, replacing the biological parasite with an explosive homing mine that splits to strike multiple targets. But what really justifies its superior is its flexibility. The tail is also outfitted with a pulse cannon, similar to the weapon on a wraith, which gives it superior anti-armor capability. Its configurations give it additional adaptability, with specialty mines that can track or disable enemy aircraft. Like the mecha hydralisk, the mecha swarm cannot field mutalisks in the same quantity as the living swarm.

Mecha Mutalisk

Level 13 Large-sized Zerg Mecha Zerg Construct (Non-heroic Fury), High Threat

Hit Points: 162	Healing Threshold: NA	Damage Threshold: 34
Defense: 27	Toughness: 30	Resolve: NA
Speed: 8, fly 16	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +4
Damage Resistance: 20	Psionic Resistance: NA	

-Servo Fangs 1d20+11 accuracy, 37 damage, 1 strike maximum; *Special Traits:* Penetration 3, Rending 8, Armor Rend

-Homing Glaive Mines w/ First Hit 1d20+12 accuracy, 45 damage, 1 strike maximum, strategic range; *Special Traits:* Penetration 13, Burst 6, Hailfire 2, High Explosive

-Homing Glaive Mines w/ Second Hit 1d20+10 accuracy, 37 damage, 1 strike maximum, strategic range; *Special Traits:* Penetration 13, Burst 6, Hailfire 2, High Explosive

-Homing Glaive Mines w/ Third Hit 1d20+7 accuracy, 29 damage, 1 strike maximum, strategic range; *Special Traits:* Penetration 13, Burst 6, Hailfire 2, High Explosive

-Pulse Cannon 1d20+10 accuracy, 80 damage, +1 strike maximum, strategic range; *Special Traits:* Penetration 20, Energy Damage

Skills: Acrobatics 6, Defensive Training 8, Durability 6, Melee 6, Mental Training 6, Ranged 8, Perception 6

Skill Focuses: Acrobatics +2, Defensive Training +3, Ranged +2

Talents: Awesome Abilities (agility), Defensive Fighting, Penetration III, Weapon Mastery (ranged II)

Creature Abilities: Airborne Native, Rapid Flight (Soaring Flyer)

Strength: 8 **Instinct:** 6 **Agility:** 6 **Fortitude:** 8

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Homing Glaive Mines, Tier 2 Pulse Cannon, Large-sized Tier 2 Servo Fangs, Tier 2 Light Hull

Special Ability (Rapid Flight): The mecha mutalisk is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mecha mutalisk has an acceleration rating of 80 and a maximum speed of 750. It reduces crippling wounds suffered to the mobility by 1 and, when losing control, can automatically make a DC 20 acrobatics checks to regain control.

Mecha Swarm Configuration: The mecha mutalisk gains the following abilities based on what configuration the swarm is in:

-Offense (Targeting Spores): At the start of its turn, the mutalisk marks three enemies within strategic range; each enemy must make a DC 23 pilot check or be hit by a targeting spore. Any mecha swarm Zerg can spend a targeting spore to gain +10 accuracy with a ranged attack against the target. On a hit, the spore is removed. The spore can also be removed by the pilot with a DC 23 pilot check as a minor action, performed by either pilot or co-pilot.

-Defense (EMP Parasite): Before the mutalisk moves on its turn, choose one enemy vehicle within long range. That vehicle must make a DC 23 pilot check to avoid being stuck with an EMP parasite. If the target fails, at the end of their next turn, the parasite explodes and the target vehicle suffers 60 EMP damage and loses control of their vehicle. This does not affect capital ships.

-Support (Afterburners): The mecha mutalisk gains +200 acceleration rating that turn. In starship combat, they move +1 square as part of a move.



MECHA OVERLORD

Mecha overlords are not required to control the swarm like their organic kin. Instead, they act as relay satellites to distribute targeting data and advanced orders. Overlords are usually found with larger swarm pushes, with two or three overlords adding to a major military operation. Besides targeting data, mecha overlords have the important ability to allow a mecha unit type to undertake multiple configurations, giving them more flexibility but not requiring every member of a unit type take the same options. For example, they can allow mecha zerglings under the Offense configuration to alternatively take the Defense configuration ability instead. The Mecha Zerg can utilize either configuration.

Mecha Overlord

Level 12 Gargantuan-sized Mecha Zerg Construct (Non-heroic Oppressor), Extreme Threat

Hit Points: 460	Healing Threshold: NA	Damage Threshold: 58
Defense: 9	Toughness: 44	Resolve: NA
Speed: 8, fly 16	Shift Speed: 1	Morale Bonus: NA
Space: 5 by 5 squares	Reach: 5 squares	Initiative: +6
Damage Resistance: 43	Psionic Resistance: NA	

-Pneumatic Power Claw 1d20+22 accuracy, 82 damage, 1 strike maximum; *Special Traits:* Dazing Impact (DC 30 endurance or be staggered), +5 accuracy versus toughness

-Railgun 1d20+21 accuracy, 60 damage, 1 strike maximum, remote range; *Special Traits:* Penetration 50, Rending 10, Unstoppable

Skills: Athletics 6, Defensive Training 4, Durability 6, Endurance 6, Melee 6, Mental Training 8, Perception 6, Ranged 6, Science 4, Tactics 6

Skill Focuses: Mental Training +3, Athletics +2

Talents: Resistant V, Weapon Mastery (ranged)

Creature Abilities: Sensory Systems I, Target Priority System, Ally Bolster System

Strength: 14 **Instinct:** 2 **Agility:** 3 **Fortitude:** 20

Intelligence: 4 **Willpower:** NA

Gear: Tier 2 Gargantuan-sized Pneumatic Power Claw, Tier 2 Railgun, Tier 2 Heavy Plated Hull

Special Ability (Target Priority System): Once per round, as a move action, the overlord can mark one enemy within their line of sight as a target of priority. All other Mecha Zerg gain +5 to attacks against this target and gain +5 defense against their attack. Targets with digital uplinks are aware they've been marked. This effect lasts 2 rounds.

Special Ability (Ally Bolster System): Once per round, as a move action, the overlord can mark one ally within line of sight as a focus point for Mecha Zerg heuristics. This one Mecha Zerg gains +5 to their defense and +5 on all attacks. This effect lasts 2 rounds.

Special Ability (Targeted Configuration): Once per round, the overlord can target a single mecha unit type within the encounter. Choose a second configuration with that unit, members of that unit type can activate either configuration on their turn (but not both).

Special Ability (Containment Sacs): Overlords can carry other Mecha Zerg within hollow containment sacs in their core, acting as flying transports. Overlords have a carry capacity for 16, with large creatures taking up 4 slots, huge creatures taking up 8, and gargantuan creatures taking up all 16. Picking up or dropping off enemies requires a standard action, and the Overlord can move 8 carrying capacity of creatures per turn.

Special Ability (Sensory Systems): The mecha overlord has highly attuned sensory systems that can detect the presence of nearby hidden targets. As a detector, it treats all characters as detected even if sneaking or cloaked, affecting everything within 150 squares (1 starship square), even if they are not within line of sight. The overlord can send this information to all networked mecha Zerg.

Mecha Swarm Configuration: The mecha overlord gains the following abilities based on what configuration the swarm is in:

-Offense (Pursuit Thrusters): In this configuration, the mecha overlord can move at rapid flight, gaining an acceleration rating of 50 and a maximum speed of 450.

-Defense (Jamming Fields): When the jamming systems are active, target locks by non-Mecha Zerg cannot be made on targets within 150 squares of the mecha overlord without making a DC 30 computers check.

-Support (Eyes of the Overseer): Briefly transforming into a mecha-overseer, the overlord's sensory systems ability has a range of 600 squares (4 starship squares).



~Mecha Overlord (Top)

~Mecha Queen (Below)



MECHA QUEEN

The mecha queen serves as a defensive support unit that defends hives from intrusions. Mecha queens possess a powerful energy shield, repurposed from Protoss technology, and the ability to rapidly construct and release lesser mecha in battle. They fulfill no command or leadership functions for the mecha swarm, though they do facilitate the generation of mecha larvae at the hive core. However, two or three mecha queens in the heart of a hive can prove a hurdle for attackers, with their spawned minions and oppressive gauss fire.

Mecha Queen

Level 15 Huge-sized Mecha Zerg Construct (Non-heroic Hunter), Extreme Threat

Hit Points: 290	Healing Threshold: NA	Damage Threshold: 41 (Reinforcement 1)
Defense: 18	Toughness: 37	Resolve: NA
Speed: 8	Shift Speed: 2	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +6
Damage Resistance: 27	Psionic Resistance: NA	Energy Shield: 120 (5 Shield Armor)

-Gauss Spine Battery 1d20+7 accuracy, 24 damage, +3 strikes maximum or automatic, medium range; *Special Traits:* Penetration 10, Hailfire 1, Rending 2

-Mechanized Claw 1d20+18 accuracy, 37 damage, +3 strikes maximum; *Special Traits:* Penetration 12, Bleeding (Attack Overages), Rending 2

-Bionic Tendrils 1d20+19 accuracy, 46 damage, +1 strike maximum; *Special Traits:* Penetration 10, Reach 2, Rending 2

Skills: Athletics 5, Defensive Training 7, Durability 7, Endurance 6, Melee 7, Mental Training 7, Ranged 7, Perception 7

Skill Focuses: Defensive Training +2, Durability +2, Melee +2, Ranged +3

Talents: Awesome Abilities (strength), Close Combat Shot, Combat Reflexes, Defensive Fighting, Penetration IV, Rain of Firepower, Swift Strikes, Weapon Mastery (ranged)

Creature Abilities: Furious Strikes, Predator's Eye

Strength: 12 **Instinct:** 6 **Agility:** 5 **Fortitude:** 10

Intelligence: 2 **Willpower:** NA

Gear: Tier 2 Huge-sized Mechanized Claw, Tier 2 Huge-sized Bionic Tendrils, Tier 2 Gauss Spine Battery, Tier 2 Reinforced Hull

Special Ability (Mecha Subordinates): At the start of an encounter, the mecha queen creates two mecha zergling in adjacent squares. If these mecha zerglings are destroyed, it can spend a minor action to create two new ones in adjacent squares. The mecha Zerglings act on their own initiative and are considered part of the queen for experience.

Special Ability (Energy Recycle): When an allied mecha swarm unit is killed within 6 squares of the queen, including the queen's mecha subordinate Zerglings, the queen restores 40 shield points.

Mecha Swarm Configuration: The mecha queen gains the following abilities based on what configuration the swarm is in:

-Offense (Mecha Baneling Strike): The mecha queen creates a mecha baneling in an adjacent square at the start of its turn. The mecha baneling acts after the queen's initiative. It lasts for 2 rounds before self-destructing. The mecha queen creates 1 baneling every round in an encounter while in this configuration.

-Defense (Shield Projection): The queen regains 40 shield points at the start of each turn, and every allied Mecha Zerg within 6 squares of the queen can benefit from the queen's energy shields.

-Support (Command Order): At the start of the queen's turn, choose two allied Mecha Zerg within medium range; they can instantly make an opportunity attack.

MECHA RAVAGER

The mecha ravager is a frightening opponent that utilizes lethal dosages of radiation as its weapon. This weapon is the bane of life, a mechanical vector of radioactive waste and desolation. Its burning acid is replaced with a beam of radiation. Its configurations allow it to swap between a rad bombardment that leaves a toxic presence similar to a nuclear warhead, or become a mobile platform emitting radiation like a reactor. The sickening presence of these machines is horrific even to those who survive battle with them, and the fallout they leave on battlefield and natural environments is dreadful to behold.

Mecha Ravager

Level 13 Huge-sized Mecha Zerg Construct (Non-heroic Bruiser/ Assailant), Extreme Threat

Hit Points: 419	Healing Threshold: NA	Damage Threshold: 45
Defense: 14	Toughness: 35	Resolve: NA
Speed: 7	Shift Speed: 1	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 2 squares	Initiative: +5
Damage Resistance: 35	Psionic Resistance: NA	Regeneration: 10

-**Hazard Ray** 1d20+15 accuracy, 60 damage, 1 strike maximum, medium range; *Special Traits:* Penetration 17, Lethal Radiation*, Devastating Cripple

-**Servo Fangs** 1d20+19 accuracy, 50 damage, 1 strike maximum; *Special Traits:* Penetration 5, Rending 8, Armor Rend

Skills: Athletics 4, Defensive Training 7, Durability 9, Endurance 6, Melee 7, Mental Training 6, Ranged 10, Survival 4

Skill Focuses: Durability +2, Ranged +3, Endurance +2, Perception +2

Talents: Awesome Abilities (fortitude, instinct), Defensive Fighting, Devastating Cripple (ranged), Penetration V, Weapon Mastery (ranged II, melee I)

Creature Abilities: Behemoth, Concentrated Onslaught, Fast Healing, Tactical Strike, Trample

Strength: 10 **Instinct:** 5 **Agility:** 2 **Fortitude:** 12

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Heavy Plated Hull, Tier 2 Huge-sized Servo Fangs, Tier 2 Hazard Ray

Special Ability (Concentrated Onslaught): The mecha ravager's hazard ray gains +5 penetration at targets within long range, +10 penetration at medium range, or +20 penetration at short range.

Special Ability (Tactical Strike): The ravager can use a standard action on their turn to instantly perform a shift, and then instantly follow up with a ranged attack.

Special Ability (Trample): The mecha ravager can move as normal through creatures that huge-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can chose to forgo the attack and instead use the reaction to shift to try to move out of the ravagers way. At the end of the creature's move, all smaller creatures that it trampled over take 50 damage. Creatures that shifted completely out of the creature's way take no damage. The ravager can also move through the squares of allies, without dealing them damage.

Mecha Swarm Configuration: The mecha ravager gains the following abilities based on what configuration the swarm is in:

-Offense (Radiation Bombardment): In this configuration, the mecha ravager spends a full-round action to release an acidic artillery shell at a target within distant range. They can target areas out of line of sight, similar to a grenade. The ravager makes a +12 attack against a Burst (3) area; on a hit it deals 100 acid damage with Penetration (30) and the Corrosion weapon trait. The target area also counts as an area of lethal radiation for 3 rounds.

-Defense (Radiation Zone): In this configuration, the mecha ravager projects a 6 square aura of lethal ambient radiation. Living creatures who start their turn in the area suffer from the Melting, Slowed, and Tormented conditions, and suffer 10 poison damage per round. The ravager's radiation feel does not cause healing threshold loss.

-Support (Siphon Corrosion): In this configuration, the mecha ravager chooses 1 or more enemies within 6 squares with the Corrosion condition at the start of its turn; those enemies instantly take 30 piercing damage and the ravager heals 30 hit points.



MECHA ROACH

The mecha roach is a lethal upgrade. Its acidic saliva has been replaced with a chemical thrower, which both melts targets as well as inflicting them with poison and a dangerous chemical that causes fuel sources to explode on the target. Unlike other mecha Zerg, it still possesses active regeneration in battle and the ability to tunnel underground. Perhaps most frightening, is that the mecha swarm can still field these roaches in vast numbers, whereas most Zerg types are more costly to produce. This is odd seeing the complex systems involved in the mecha roach; but it seems the original design of the mecha hive and larva allowed the roaches to be more efficiently created. In fact, there have been some sightings of mecha roaches be created in the field by infestors degrading buildings into nanomachines that form into new roaches.

Mecha Roach

Level 12 Large-sized Mecha Zerg Construct (Non-heroic Bruiser), High Threat

Hit Points: 220	Healing Threshold: NA	Damage Threshold: 42
Defense: 15	Toughness: 27	Resolve: NA
Speed: 6	Shift Speed: 1	Morale Bonus: NA
Space: 2 by 2 squares	Reach: 2 squares	Initiative: +2
Damage Resistance: 38	Psionic Resistance: NA	Regeneration: 10

-Pressurized Chemical Thrower 1d20+12 accuracy, 55 damage, +2 strikes maximum; *Special Traits:* Penetration 5, Line 7, Hailfire 1, Corrosion, Chemical Burst, Acid Damage, Close Quarters

-Bionic Tendrils 1d20+15 accuracy, 40 damage, 1 strike maximum; *Special Traits:* Penetration 6, Reach 2

-Servo Fangs 1d20+15 accuracy, 41 damage, 1 strikes maximum; *Special Traits:* Rend 8, Armor Rend

Skills: Athletics 4, Defensive Training 5, Durability 8, Endurance 4, Melee 6, Ranged 6, Tactics 4

Skill Focuses: Durability +3, Endurance +2 Defensive Training +2, Melee +2, Ranged +2, Stealth +2

Talents: Awesome Abilities (fortitude), Defensive Fighting, Power Strike, Resistant IV, Weapon Mastery (ranged II)

Creature Abilities: Nanomachine Rebuild, Tunneling System

Strength: 8 **Instinct:** 4 **Agility:** 3 **Fortitude:** 10

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Heavy Plated Hull, Tier 2 Large-sized Bionic Tendrils, Tier 2 Large-sized Servo Fangs, Tier 2 Pressurized Chemical Thrower

Special Ability (Tunneling System): While burrowed, the mecha roach can move at its normal movement speed underground, digging horizontal tunnels through the dirt, rock, and mud. These tunnels do not leave a passage to follow behind them, and cave in after the Mecha Zerg passes by.

Special Ability (Nanomachine Rebuild): The mecha roach has improved restoration nanites, and regenerates 10 hit points at the start of every round.

Mecha Swarm Configuration: The mecha roach gains the following abilities based on what configuration the swarm is in:

-Offense (Toxic Spray): In this configuration, biological enemies who take damage from mecha roach's chemical thrower must make a DC 22 endurance check or suffer 30 poison damage.

-Defense (Greater Rebuild): In this configuration, the mecha roach removes 1 crippling wound to each location at the top of every round, as well as regenerating 30 hit points instead of 10.

-Support (Defensive Network): In this configuration, the mecha roach absorbs attacks meant at enemies. The mecha roach gains 20 protection at the start of their turn, and causes attacks at all other mecha swarm within 3 squares of them, aside from other roaches, to suffer a -5 penalty



MECHA SWARM HOST

The mecha swarm host fulfills the role of both a unit producer and scavenge robot. When part of major battles, they often follow the swarm into battle, collecting the wreckages of destroyed tanks, vehicles, or Mecha Zerg and using the parts to create new mecha locusts. Unlike common locusts, the mecha locusts are ideal aerial combat interceptors, giving the swarm host the function to scavenge ground wreckage to create aerial fighters to support the swarm. They often need cover, however, as they are fairly defenseless on the field. This makes them a priority for enemy sabotage crews.

Mecha Swarm Host

Level 16 Huge-sized Mecha Zerg Construct (Non-heroic Oppressor), Extreme Threat

Hit Points: 494	Healing Threshold: NA	Damage Threshold: 51 (Reinforcement I)
Defense: 17	Toughness: 42	Resolve: NA
Speed: 8	Shift Speed: 1	Morale Bonus: NA
Space: 3 by 3 squares	Reach: 3 squares	Initiative: +6
Damage Resistance: 41	Psionic Resistance: NA	

-Pneumatic Power Claw 1d20+17 accuracy, 76 damage, 1 strike maximum; *Special Traits:* Dazing Impact (DC 30 endurance or be staggered)

-Servo Fangs 1d20+21 accuracy, 55 damage, 1 strike maximum; *Special Traits:* Armor Rend, Rending 8

Skills: Athletics 6, Defensive Training 8, Durability 11, Endurance 8, Melee 8, Mental Training 8, Perception 8, Science 8, Stealth 4, Tactics 6

Skill Focuses: Defensive Training +2, Durability +3, Melee +2, Ranged +2

Talents: Awesome Abilities (fortitude, willpower), Bulwark, Defensive Fighting II, Devastating Cripple I, Power Strike I, Resilience, Weapon Mastery (melee II)

Creature Abilities: Antagonistic Presence

Strength: 12 **Instinct:** 2 **Agility:** 4 **Fortitude:** 16

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Huge-sized Pneumatic Power Claw, Tier 2 Huge-sized Servo Fangs, Tier 2 Heavy Plated Hull

Special Ability (Spawn Mecha Locusts): As a standard action, once per encounter, the swarm host can deposit two eggs, placing each at any location within short range of the swarm host. These eggs hatch into mecha locusts at the start of the swarm hosts next turn. This ability can be recharged via Combat Salvage, but can only create a maximum of 6 mecha locusts at one time. All mecha locusts are destroyed when the encounter ends.

Special Ability (Rooted): The mech swarm can root itself in the ground, halfway burying itself so it is firmly in place but still somewhat maneuverable. Rooting is a move action, and leaving the rooted state is a minor action. While rooted, it gains +5 toughness, damage resistance, and damage threshold. While rooted, it cannot only make the servo fangs attack and spawn locusts.

Mecha Swarm Configuration: The mecha swarm host gains the following abilities based on what configuration the swarm is in:

-Offense (Directed Attack): The mecha swarm host can choose two locusts as a standard action and give them both an instant ranged attack action. The locusts must be within distant range.

-Defense (Energy Shield): In defensive mode, the swarm host gains an Energy Shield value of 100, with 5 shield armor. This refreshes every round they use defensive configuration. The shield armor increases to 15 while rooted.

-Support (Combat Salvage): The mecha swarm host can salvage the wreckage of a gargantuan-sized or smaller destroyed construct within reach. This requires a full-round action. After doing so, they regain their use of Spawn Mecha Locusts for the encounter and are able to create 2 additional mecha locusts.



MECHA ULTRALISK

The mecha ultralisk is a powerful siege weapon for the mecha swarm. Rather than the might kaiser blades, it possesses a pair of bulky siege scythes that excel at destroying buildings and fortifications. However, as formidable as these siege blades are, they are slower and more awkward than the organic kaiser blades, and skilled warriors have no trouble dodging these weapons. The mecha ultralisk is one member of the mecha swarm that is largely weaker than their biological kin, as the evolution mastery of the swarm ultralisk is difficult to replicate with mass replicated parts. It makes up for this weakness with versatility supplied by its configuration options.

Mecha Ultralisk

Level 20 Colossal-sized Mecha Zerg Construct (Non-heroic Bruiser/ Hunter), Formidable Threat

Hit Points: 1,247	Healing Threshold: NA	Damage Threshold: 88 (Reinforcement 4)
Defense: 14	Toughness: 85	Resolve: NA
Speed: 11	Shift Speed: 1	Morale Bonus: NA
Space: 8 by 8	Reach: 8 squares	Initiative: +4
Damage Resistance: 55	Psionic Resistance: NA	
-Siege Blades 1d20+18 accuracy, 100 damage, 1 strike maximum; <i>Special Traits:</i> Penetration 65, Rending 2, Cleaving 3		
-Bash 1d20+43 accuracy, 74 damage, 1 strike maximum; <i>Special Traits:</i> Penetration 14, Rending 2, Cleaving 3		
Skills: Athletics 10, Defensive Training 11, Durability 11, Melee 12, Perception 9		
Skill Focuses: Athletics +2, Defensive Training +2, Durability +2, Melee +3, Ranged +2		
Talents: Bulwark, Cleave II, Devastating Cripple (melee II), Penetration V, Power Strike II, Resilience, Resistant V, Weapon Mastery (melee III)		
Creature Abilities: Fleet Movement, Behemoth, Trample, Predator's Eyes		
Strength: 28	Instinct: 4	Agility: 3
Intelligence: 1	Willpower: NA	Fortitude: 28
Gear: Tier 2 Siege Blades, Tier 2 Colossal-sized Bash, Tier 2 War Machine Hull		

Special Ability (Chitanium Plating): The mecha ultralisk gains 50 protection at the start of each of its turns.

Special Ability (Fleet Movement): While moving across the ground, the mecha ultralisk can spend a full-round action to move 88 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

Special Ability (Trample): The mecha ultralisk is able to push through and stomp upon smaller targets. The creature can move as normal through creatures that huge-sized or smaller while performing an action move. This attack provokes opportunity attacks as normal. Creatures trampled can choose to forgo the attack and instead use the reaction to shift to try to move out of the mecha ultralisk's way. At the end of the creature's move, all smaller creatures that it trampled over suffer 140 damage. Creatures that shifted completely out of the creature's way take no damage. The mecha ultralisk can also move through the squares of allies, without dealing them damage.

Mecha Swarm Configuration: The mecha ultralisk gains the following abilities based on what configuration the swarm is in:

-Offense (Vectored Burrow Charge): The mecha ultralisk can mark a location on the ground within 100 squares. As a full-round action, they burrow underground, tunnel to the targeted location, and emerge. They make a +40 attack against the defense and toughness of everything in the area. If they hit defense, targets suffer 100 physical damage. If they hit toughness, they are knocked prone and pushed outside the mecha ultralisk's area. If any creatures of gargantuan-sized or larger remain within the area, the ultralisk suffers 100 piercing damage and is pushed outside the area of the existing creature in the area, to the nearest location they can occupy.

-Defense (Electrostatic Field): At the start of the mecha ultralisk's turn, all biological targets within reach of the ultralisk suffer an automatic hit of 50 energy damage from coursing lightning coils radiating from the mecha ultralisk.

-Support (Mecha Siphon Module): At the start of the mecha ultralisk's turn, all mecha swarm within reach of the mecha ultralisk, except for other mecha ultralisks, suffer 20 piercing damage. The mecha ultralisk heals a number of hit points equal to the number of mecha swarm that took damage x20.



MECHA VIPER

The mecha viper retains its iconic usage as a support unit that possesses the ability to disperse obstructing clouds and relocate units but possesses superior offense in aerial battles. It possesses a similar weapon system a Terran wraith, with both an energy cannon and a missile battery, but also possesses strong melee offense if it reaches close to enemy ships. Most terrifying, however, is the ability to create a parasitic charge that can latch onto a capital ship and explodes for crippling damage. A small group of mecha vipers, if provided cover for, can eliminate enemy capital ships by sticking numerous seismic charges to the hull, and detonating one after another. The mecha viper is the second rarest strain of mecha swarm and only produced in the most successful hives. Even then, they are quite rare.

Mecha Viper

Level 17 Huge-sized Zerg Mecha Zerg Construct (Non-heroic Fury/ Oppressor), Extreme Threat

Hit Points: 320	Healing Threshold: NA	Damage Threshold: 42
Defense: 23	Toughness: 42	Resolve: NA
Speed: 9, fly 15	Shift Speed: 2	Morale Bonus: NA
Space: 2 by 3 squares	Reach: 2 squares	Initiative: +7
Damage Resistance: 37	Psionic Resistance: NA	

-**Servo Fangs** 1d20+21 accuracy, 58 damage, +1 strike maximum; *Special Traits:* Rending 8, Armor Rend

-**Bionic Tendrils** 1d20+21 accuracy, 59 damage, +2 strikes maximum; *Special Traits:* Penetration 6, Reach 2

-**Cluster Missile Battery** 1d20+9 accuracy, 37 damage, +4 strikes maximum or automatic, strategic range; *Special Traits:* Penetration 20, Burst 3, Cluster Blast, Missile

-**Pulse Cannon** 1d20+9 accuracy, 90 damage, +1 strike maximum, strategic range; *Special Traits:* Penetration 20, Energy Damage

Skills: Acrobatics 9, Athletics 10, Defensive Training 10, Durability 8, Melee 8, Ranged 8, Perception 6, Stealth 6, Tactics 6

Skill Focuses: Acrobatics +3, Athletics +2, Defensive Training +3, Durability +2, Melee +2, Ranged +2

Talents: Awesome Abilities (agility), Close Combat Shot, Defensive Fighting II, Devasting Cripple (melee), Resilience, Stalker, Swift Strikes, Weapon Mastery (melee II, ranged II), Wrestling Combatants

Creature Abilities: Airborne Native, Hobbled Strike, Rapid Flight (Soaring Flyer)

Strength: 14 **Instinct:** 7 **Agility:** 7 **Fortitude:** 10

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Huge-sized Bionic Tendrils, Tier 2 Cluster Missiles, Tier 2 Pulse Cannon, Huge-sized Tier 2 Servo Fangs, Tier 2 Heavy Plated Hull

Special Ability (Extendable Grasp): When the mecha viper makes a heavy strike attack with its bionic tendril weapon, this reach can expand to 60 squares for this attack. This attack can also gain the benefit of the mecha viper's Abduct ability.

Special Ability (Abduct): When the viper attack makes a heavy strike attack with its bionic tendrils against a gargantuan-sized or smaller target, that can try to drag the target back to them. Apply the attack against defense and toughness, giving the attack versus toughness a +20 accuracy bonus. If the viper succeeds the abduct attempt, it instantly pulls the target to a square adjacent to itself, or on the ground directly beneath it (as long as the ground is within 60 squares). Targets that are pulled into the air and cannot fly take falling damage as normal. This ability can be used even if the bionic tendril attack did 0 damage.

Special Ability (Parasitic Seismic Charge): Once per encounter, a mecha viper can create a parasitic charge that latches onto a massive target and explodes for a tremendous amount of damage. Creating the charge is a standard action; deploying it is another standard action. It can be deployed at a massive-size or larger target within remote range. The mecha viper makes a +15 attack roll versus the target. The target number is either the target's defense or the highest DC of its active point defense weapons, if active. If the charge misses, it is wasted. If it hits, it lies dormant for 3 rounds, then explodes for an automatic hit of 300 piercing damage versus the target.

Special Ability (Rapid Flight): The mecha viper is capable at flying at incredibly rapid speeds, rivaling that of a flying vehicle. Following the rules for Rapid Flight, the mecha viper has an acceleration rating of 80 and a maximum speed of 750. It reduces crippling wounds suffered to the mobility by 1 and, when losing control, can automatically make a DC 20 acrobatics checks to regain control.

Mecha Swarm Configuration: The mecha viper gains the following abilities based on what configuration the swarm is in:



-Offense (Quick Target Lock): At the start of its turn, the mecha viper makes a free target lock at an opponent.

-Defense (Bionic Smog Cloud): At the end of its turn, the mecha viper targets a Burst (3) area on the ground within distant range; if such an area is available. This area becomes filled with cloud of clogging spores that eats oxygen and interferes with electronics. All creatures and characters within the smoke cloud gain total concealment from attacks outside the cloud. However, all biological targets without environmentally sealed armor must hold their breath while within the cloud or begin to suffocate. Meanwhile, controlling vehicles within the cloud is at a disadvantage and powered armor characters are slowed. The cloud disperses after 3 rounds, or after 2 rounds if there is a heavy wind.

-Support (Mechanical Cannibalization): As a standard action, the mecha viper can target a friendly mecha swarm or huge-sized or smaller within 60 squares. That mecha swarm is destroyed; the viper recovers lost hit points equal to the hit points the target had remaining, up to their maximum. This also recharges their Parasitic Seismic Charge ability.

MECHA ZERGLING

The humble zergling has a terrifying upgrade in its mechanical kin, where robotics prove much stronger than the simple sequences DNA sequences used in the common zergling. Mecha Zerglings are tougher, quicker, and more deadly than a common zergling. They even possess very rudimentary energy shields that allow them to engage quickly in battle and can spend those energy shields as a battery source to increase the speed of their claw strikes. Unlike the swarm, which creates zerglings by the thousands, mecha Zerglings are more likely to be created in small groups to act as hunter killers or escorts for other strains.

Mecha Zergling

Level 10 Medium-sized Mecha Zerg Construct (Non-heroic Prowler), Medium Threat

Hit Points: 104	Healing Threshold: NA	Damage Threshold: 28
Defense: 28	Toughness: 24	Resolve: NA
Speed: 12	Shift Speed: 2	Morale Bonus: NA
Space: 1 square	Reach: 1 square	Initiative: +6
Damage Resistance: 20	Psionic Resistance: NA	Energy Shield: 40 (5 shield armor)

-Mechanized Claw 1d20+12 accuracy, 28 damage, +4 strikes maximum; *Special Traits:* Penetration 10, Bleeding (Attack Overages), Synthetic Adrenal Pumps (attack again after successful attack)

-Servo Fangs 1d20+14 accuracy, 40 damage, +1 strike maximum; *Special Traits:* Penetration 2, Rending 8, Armor Rend

Skills: Athletics 6, Acrobatics 6, Defensive Training 8, Durability 6, Melee 9, Perception 6, Stealth 8, Tactics 6

Skill Focuses: Defensive Training +2, Durability +2, Melee +3, Ranged +2, Stealth +2

Talents: Awesome Abilities (agility), Defensive Fighting II, Penetration II, Sneak Attack, Swift Strikes, Weapon Mastery (melee II)

Creature Abilities: Metal-bolic Boost (Fleet Movement), Pounce, Synthetic Adrenal Pumps (Rapid Strike)

Strength: 6 **Instinct:** 2 **Agility:** 8 **Fortitude:** 6

Intelligence: 1 **Willpower:** NA

Gear: Tier 2 Mechanized Claw, Tier 2 Servo Bite, Tier 2 Light Hull

Special Ability (Metal-bolic Boost): While moving across the ground, the mecha Zergling can spend a full-round action to move 96 squares in a straight line. At the end of the movement, it can perform a melee weapon attack, if there is a target within reach.

Special Ability (Pounce): The mecha Zergling can make a leap as a move action, moving 8 squares while ignoring opportunity attacks. During the same turn after the leap, any target they attack in melee do not gain their agility bonus to defense. The Zergling cannot pounce in two subsequent turns.

Mecha Swarm Configuration: The mecha Zergling gains the following abilities based on what configuration the swarm is in:

-Offense (Overcharged Adrenaline): After attacking with a mechanized claw attack and using synthetic adrenal pumps, the Zergling can attack a third time at the cost of 20 shield points. They must have shield points to pay to use this ability.

-Defense (Energy Recharge): At the start of the mecha Zergling's turn, their energy shields return to full.

-Support (Combat Morph): Any mecha Zerglings can spend a full-round action transforming into a mecha baneling. Their damage carries over between forms.



PART 4: DEPLOYING THE MECHA SWARM

This final section details how the mecha swarm might play in your StarCraft campaigns, by giving the players their very own deployable swarm core. Taking the form of an orbital drop pod, when deployed at a resource node it will quickly form a mecha swarm hatchery. However, deploying the mecha swarm is a risk with potentially apocalyptic repercussions, both for the player characters and everyone aboard the world the pod is deployed upon.

ACQUIRING THE MECHA SWARM POD

As a preface, these rules assume that mecha swarms exist and have been successfully replicated by labs and corporations, using a mixture of aspects of both Stetman's swarm and Project Simulant. In this setting idea, there are, in fact, pods that can spawn mecha swarm hatcheries. All of this takes small departures from the lore for the purpose of including this mechanic.

Even if you add these details to your setting, the mecha swarm pod would cost roughly 100,000,000 credits. This makes the pod available only to the most exclusive buyers, namely government and corporate leaders. The players are not likely to be amongst these ranks. Therefore, if they acquire a mecha swarm pod, it is likely that they stole it or were gifted it by a powerful benefactor.

In appearance, the mecha swarm pod is a cylinder around 7 meters tall. Designed to be launched from orbit, it has both launching thrusters, reverse stabilizing thrusters, and unfolding flaps. Upon landing, the outer shell of the cylinder, made of an organic polymer, will literally melt into a metallic goo, revealing what looks like a small metal tumor. This tumor will grow to the size of a hatchery after 3 days. The hatchery will consume the pod and its remnants to use as fuel and building blocks for the hatchery itself.

WHERE AND WHY TO DEPLOY THE POD

The pod is a mechanism to create a loyal-ish, rapidly expanding Zerg hive to fight your enemies. If you need the pod, there is probably an active battle zone on a planet somewhere. Perhaps rebels or pirates are terrorizing your colonists, Zerg hives have appeared on your world, or there is a massive, multi-sided battlefield opening in a region. You will deploy a mecha swarm hive for the purpose of destroying your enemies, when you don't have the numbers or strength of arms to win. Your intentions might be benevolent or nefarious. Either way, your methods are desperate.

The mecha swarm does not help you in battle, fight alongside you, or helps you win a tough fight. Their only goal is expansion and domination, and in battle they do not differentiate between friend or foe, only mecha swarm and everyone else. You do not deploy the mecha swarm for allies in battle, but to unleash a ravenous horde upon your foes. While the living Zerg assimilates essence and biomass, the mecha swarm assimilates scrap, wreckage, and ruins of enemy constructions. However, like the true Zerg, the mecha swarm requires resource nodes to harvest to build themselves up. Thus, the drop location for a mecha swarm pod must be at a rich location with both minerals and vespene gas. Otherwise, the swarm is doomed from the start.

REGIONAL MAP

If you are using the mecha swarm deployment rules, it is important for the Game Master to make some sort of regional map with resource nodes and nearby settlements. Space and distance is important for this map. It will need to have a method of numerical measurement of distance, either in kilometers, squares, or some other method. The most ideal way is to use hexes or squares that mark 10-kilometer intervals. The mecha swarm prioritizes the closest target.

This map should include all nearby settlements, friend or foe, including any settlements you do not want the swarm to attack. It must also include major terrain features, such as mountains or lakes, that might impede the swarm's progress. Ruined cities and settlements should also be marked, as they can be harvesting locations for the swarm. All settlements should have an

Advancement Level	Examples
1	A small hamlet, camp, outpost of roughly 500; a lone command center, hatchery, or nexus
5	A small town of roughly 2,000; a military base producing basic barracks, gateway, or hatchery units
10	A medium sized town of roughly 10,000; a military base producing land and aerial vehicles; a developed Zerg lair base
15	A large town of roughly 50,000; a developed military base capable of producing all units but capital ships; a developed Zerg hive base
20	A sprawling settlement of roughly 250,000 people; a fully upgraded military base
30	A metropolis or city district with orbital assets and a population of roughly 1,000,000, capable of producing capital ships, protected by orbital defense cannons; a massive Zerg hive
40	A metropolis or city district with orbital assets and a population of roughly 5,000,000, protected by capital ships and orbital defense cannons
50	A metropolis or city district with orbital assets and a population of roughly 10,000,000, protected by capital ships and orbital defense cannons

advancement level between 1-50, which marks how developed the settlement is. Use the adjacent chart as a guideline for settlement's advancement levels.

ADVANCEMENT LEVELS

The mecha swarm colony uses a system known as advancement points. Advancement levels determine how far the swarm has come and what units, and how many, it can produce and maintain. More advancement levels allow the production of more advanced members of the mecha swarm, and how many they can produce. When the pod deploys, it becomes advancement level 1 after 3 days. Afterwards, it gains experience points every day as it collects resources, fights battles, and expands to new resource nodes.

Generally, a settlement can reach maximum advancement level of 50; beyond that it splits off. However, the most powerful units in a mecha swarm hive are produced at advancement level of 15, which is equivalent to a fully developed base in the StarCraft strategy game.

While the exact capacity of a mecha swarm colony is not needed, this table displays the disposition of forces created by a mecha swarm hive as it advances. This can be useful for determining the amount of forces the mecha swarm has available, or how much the players will need to fight if opposing one or their mecha hive rebels.

Mecha Swarm Unit	Advancement Level Required	Quantity Based on Advancement
Drone	1	10, per advancement level, maximum 30 per colony
Overlord	1	1 per 2 advancement levels
Zergling	2	10, +10 per advancement level beyond 2
Queen	2	1, per 2 advancement levels
Baneling	3	5, +5 per advancement level beyond 3
Spine Crawler	3	1/3 advancement levels per colony
Roach	4	5, +5 per advancement level beyond 4
Spore Crawler	4	1/4 advancement levels per colony
Ravager	5	5, +1 per advancement level beyond 5
Hydralisk	6	6, 3 +2 per advancement level beyond 6
Mutalisk	7	2, +1 per advancement level beyond 7
Swarm Host	8	1, +1 per 2 advancement levels beyond 8
Lurker	9	1, +1 per 2 additional advancements beyond 9
Corruptor	10	1, +1 per advancement level beyond 10
Infestor	11	1 per 10 advancement levels
Viper	13	1 per 5 advancement levels
Ultralisk	14	1, +1 per 2 advancement levels beyond 14
Battle Carrier Lord	15	1, +1 per 10 advancement levels beyond 15

ADVANCEMENT PROGRESSION

The colony gains experience every day as its mecha hive harvest resources, expands, and builds new support structures. At the end of every day the hive gains experience based on its actions, based on the following:

Harvesting Resources: 2 experience per resource base, or 3 experience per rich resource node

Winning Battles: Equal to $\frac{1}{2}$ the advancement level of the defeated enemy

Finding Resources/ Receiving Donations of Resources: 1 experience per donation of minerals or vespene; must be a minimum credit quantity of 1,000 * current advancement tier

Advancement Level	Experience Cost per Advancement Level	Resource Nodes Required
2-5	4	1
6-10	8	2
11-15	15	3
16-20	20	4
21-30	40	8
31-40	100	16
41-50	300	24

The mecha swarm's automation handles colony management; nothing is required for the players. After deploying the hive, little is needed from the players until the hive is ready to go to war. However, they can further the hive's growth by dropping donations of minerals and gas to fast develop the colony's growth.

HIVE EXPANSION AND AGGRESSION

When a hive reaches a point where it can't advance without a new resource node, it will seek to expand into the nearest resource center, whether it is occupied or not. Use the regional map to determine what the nearest node is. If the nearest resource node is unoccupied, it will send a drone there to set up a hive. The drone travels 20 kilometers a day, quite fast since it does not need rest, and once it reaches a new resource node it will begin metamorphosis into a new mecha hatchery, a process that takes 3 days. The colony will slowly set up defenses, adding 1 spine and spore crawler every day until it reaches the maximum.

However, if the nearest resource node is occupied, the mecha swarm will prepare to attack it. If the target settlement is allied or belonging to the player characters, they will have to issue an order for the swarm to ignore it. This will build up rebellion (see Rebellion rules later). If the order is not interrupted, the swarm will prepare for an attack on the settlement.

MECHA SWARM ATTACKING

The mecha swarm attacking settlements can be handled in any number of ways, such as resolving in mass combat, or even personal combat where the players are assisting the sabotage efforts to help the mecha swarm succeed. However, there is a very simple method to resolve the system, by doing a check to compare advancement levels of the settlement.

When sending a force to attack, they will attack any force within 20 kilometers the same day. Attacking beyond that range will take an additional day for every 20 kilometers needed to travel.

Essentially, when the mecha swarm attacks a settlement, or vice versa, each faction makes a check to see whose force comes out on top. This check is made with a d10, or ten-sided dice. Dice other than twenty-sided dice are not typically used for this system, so you can simply roll a d20 and halve the result, rounding up. Both the mecha swarm and the rival settlement roll a d10 and add their advancement level. The defender takes a penalty equal to how many raid tokens they have (see Raiding below). The result is based on the compared result.

Attacker Wins: If the attacker wins, the enemy defenses are crushed and the colony is razed. The defender's forces are wiped out. The attacker loses 80% of their force by base, but losses are reduced by 10% per point the attacker's check surpassed the defenders.

Defender Wins: If the defender wins, the attacker's forces are entirely wiped out and the settlement is saved. The defender loses 80% of their forces by base but losses are reduced by 10% per point the attacker's check surpassed the defenders. The defender loses any raid tokens they have on themselves.

Tie: If the result is a tie, both attackers and defenders forces are wiped out, but the defenders remain in control of the settlement. The defender loses any raid tokens on them.

If the mecha swarm is the attacker, and are victorious, they can now send a drone to settle the area to build up a new hatchery. If the defender is victorious, they might start to organize a counter attack.

Expansion Bases and Advancement Levels

While different terran and protoss settlements each have their own advancement tier and garrisons, Zerg colony expansions use forces of the main hive to help defend but have fewer base defenses. The extra Zerg hives use the advancement rating of the core Zerg settlement but suffer a -5 penalty to their advancement level for defending for the smaller hive defenses. Troops that die defending Zerg expansion hives are part of the overall whole of the colony, not just that expansion. This is true for the Zerg swarm, but also mecha swarm colonies. Primal Zerg colonies are more independent like terran and protoss, using their own advancement per hive.

COLONY HEALTH AND REBUILDING

If a settlement takes casualties in battle, their advancement level is reduced by a percentage based on the percentage of losses they suffered. Thus, if a settlement loses 50% of their forces, their advancement level counts as 50% for combat purposes.

While a settlement's forces are depleted, their focus is rebuilding their forces. Thus, the settlement no longer gains experience points for advancement. Instead, they must spend experience on rebuilding troops.

Rebuilding troops costs more than higher the advancement level of the settlement. Restoring 10% of the troop capacity costs experience equal to half current advancement level. Thus, it takes a advancement level 6 settlement 3 experience to recover 10% of their troops. Thus, it takes time for forces to rebuild.

The mecha swarm will not want to raid or attack until its strength is back up to 100%. Ordering them to do so will cause rebellion points.

If the mecha swarm lost a defense, the settlement they attack might attack them back if they have substantial remaining troops. The settlement attacking them back follows all the same rules for quick resolved combat, including their modified power for losses.

RAIDING

If the mecha swarm wants to take a settlement that is 5 or more advancement levels ahead of them, they can be ordered to raid before attacking. As long as the settlement is at least 5 advancement levels higher, this will not cause rebellion points. Raiding weakens the target settlement for attacks, by attacking infrastructure, sabotaging defenses, and killing workers. To raid, the mecha swarm makes a check against a DC.

Check Bonus: d10 + advancement level

DC: 2 + target's advancement level

If the check is successful, the target settlement gains 1 raid point, +1 raid point per 5 points of success. Raid points give the defender a penalty on their opposed check if they are attacked. A settlement can have a maximum of 10 raid points.

If the check is a failure, the target settlement does not gain raid points. If the check failed by 5 or more, 10% of the hive's forces are depleted.

Raid points last until the settlement is attacked or 10 days pass. Raiding takes the same travel time as attacking and expanding. The game master might rule that enemy settlements might raid back.

REBELLION

It is the nature of the Zerg that they do not like being controlled. Even as artificial simulacrams of the Zerg, this truth applies to the mecha swarm as well. Eventually, the mecha swarm will rebel against the player character's holding their leash. When they do, they will stop following all orders and seek to annihilate all life, including their former handlers.

REBELLION SCORE

Your mecha swarm colony has a rebellion score that is kept secret from the players. Different acts will cause them to gain a random number of rebellion points, that the GM records in secret. These randomly determined rebellion points are added to the colony's advancement level to provide the overall rebellion score.

The following actions generate rebellions points:

- **Ignoring a Possible Target:** When the swarm would attack the nearest settlement, the players might tell them to not attack it, because it belongs to themselves or an ally faction. This generates rebellion each time the swarm would attack the settlement as the nearest settlement.
- **Attacking a Target that is Not Near:** When the swarm is ordered to attack a target that is not the closest target to them, this generates rebellion. This does not occur when they are attacking the next nearest target that the players tell them to ignore.
- **Attacking or Expanding Below Full Strength:** When the swarm is ordered to attack or expand while not at 100% strength, this generates rebellion.
- **Raiding Weak Targets;** The mecha swarm prefers to crush, not raid, weaker settlements. If ordered to raid a settlement that is less than 5 advancement levels above them, they generate rebellion.
- **Interfering:** Any orders that interfere with the swarms automated function, growth, or development generate rebellion points.

Whenever rebellion points are generated, the GM rolls a d20 in secret. They generate rebellion points based on the result.

Dice Result 1-4: 1 rebellion point

Dice Result 5-8: 2 rebellion points

Dice Result 9-12: 3 rebellion points

Dice Result 13-16: 4 rebellion points

Dice Result 17-20: 5 rebellion points

Whenever the mecha swarm gains an advancement level or loses a battle, roll 5d20 and add up the total. If the result is less than the total rebellion score (rebellion points + advancement level), the swarm rebels. They can no longer be issued orders via the control center, and are hostile to all beings. If not destroyed, they will be a massive threat to the stability of the world in question.

One of the first acts of the rebelling mecha swarm will be to destroy any settlements they were instructed to ignore. If possible, they will attack and destroy the settlement or orbital station they were being issued orders from. Beyond that, they will continue to function as before, attacking nearby settlements and expanding into more resource nodes while constantly increasing their advancement level. The players will simply have no more agency in the swarm's actions.

Depending on the situation, this might not be problematic. If the players have no allies nearby, the swarm will likely still engage and fight their enemies. They might wash their hands of the issue and step away, let the mecha swarm be someone else's problem. Such mercenary behavior is common amongst Terrans.

FINAL NOTES

The rules presented here are not all encompassing and a single fit for every campaign and every situation. They should be used as guidelines for using mecha swarm settlements, other battling settlement systems, in your campaigns. Experience Game Masters should consider expanding on these rules with some of their own touches, such as:

Scouting: Consider the benefits of having troops scout expansions or enemy bases to gain advantages in battle. Consider adding a fog of war system that requires constant scouting to stay on top of your foes.

Diplomacy: Allying, trading, and making deals with nearby settlements.

Terrain and Aerial Travel: You can add advanced terrain rules to your regional map, including mountains, canyons, and lakes. Maybe forces need to go extra kilometers in the opposite direction because of a terrain obstacle, or requires a certain advancement level to get transports to reach an island.

Building Defenses: You might be able to spend advancement experience on extra defenses in your base, getting rid of raiding points or getting extra temporary advancement levels to your settlement against the next attack.

Faction Bonuses: Maybe some of these rules can be modified to give different factions bonus or penalties using these rules. For example:

Faction	Extra Rules
Terrans	Defensive Network: Gains advantage on defense of settlements, +3 DC to raid Fast Deployment: Forces can travel an extra 10 kilometers per day per 5 advancement levels
Protoss	Potent: Gains advantage on attack, defense, and raiding checks Shields: By base only loses 40% of forces, not 80% Elite: Costs 3 times as much experience to replenish 10% of forces
Zerg Swarm	Aggressive: Gains advantage on checks to attack settlements Disposable: Always loses 20% of forces in combat, or loses 20% more Quick Spawning: Requires half as much advancement points to rebuild troops
Primal Zerg	Survival of the Fittest: Gains twice as much experience from winning battles, gains 3 experience from raiding Quick Spawning: Requires half as much advancement points to rebuild troops Poor Defenses: Suffers disadvantage on defense of settlements, -3 DC to raid
Mecha Swarm	Assimilate Machines: Gain double advancement experience for destroying Terran or Protoss colonies Efficient: Place one additional raid point on target for successful raiding Network: Suffers -1 on attack checks for every 20 kilometers a target is away from a mecha swarm hive
Infested Terran	Infiltrator: Gains advantage on raiding checks, gains +3 experience from raiding, double against Terrans Infest: When winning battles against Terran, double advancement experience gained and reduce casualties by half Slow: Forces move at half speed

Overall, this system is designed as an addition to a normal StarCraft RPG campaign, not to take it over. Make any additions simple and let the experience focus on the player characters and their adventures!